

Robot Lawyer User Guide

Table Of Contents

Introduction.....	1
 User Guide.....	1
 What Lawyers Do.....	2
 How Robot Lawyer™ Works.....	3
 System Requirements.....	11
 Installation.....	12
 File Locations.....	14
 Program Information.....	19
 User Name.....	19
 Program Upgrades.....	21
 Robot Lawyer™ Website.....	22
 Beta Versions of Program.....	22
 Uninstalling Robot Lawyer™.....	23
Getting Help.....	25
 Robot Lawyer™ Help.....	25
 Changing Help Source.....	25
 User Knowledge Base.....	26
Working in Robot Lawyer™.....	27
 Launching Robot Lawyer™.....	27
 Robot Lawyer™ Desktop.....	28
 Navigation.....	35
 Your Word Processor.....	37
 Word Processor Location.....	39
 Online Research.....	39
 Getting Started.....	40
 Exiting Robot Lawyer™.....	45
Managing Data.....	47

Selecting Data.	47
Capturing Data.	47
Inserting Data.	49
Adding the Last Selection.	50
Copying Data.	50
Dragging Text.	51
Moving Data.	51
Backing Up Data.	52
Restoring Data.	54
Data Choices.	56
Indexed Data.	58
Sorting Data.	59
Showing More Data.	59
Finding/Replacing Data.	60
Entering Dates.	62
Entering Times.	62
Pictures and Recordings.	63
Removing Data.	64
Deleting Data.	65
Predicting Data.	65
Checking Spelling.	68
Robot Lawyer™ Files.	71
Robot Lawyer™ Files.	71
Opening a New File.	71
Files.	83
File Properties.	84
File Content.	86
Practice Areas.	88
Jurisdiction.	89

Closing Files.	90
Opening a Closed File.	91
Deleting Files.	91
File Data Sources.	93
Robot Lawyer™ Data Sources.	93
File Data Sources.	93
Data Source Properties.	94
Strategy.	97
Robot Lawyer™ Strategy.	97
Predicting Strategy.	97
Practice Strategy.	99
Strategy Properties.	100
Strategy Generator™.	101
File Strategy.	102
Documents.	105
Practice Documents.	105
Practice Document Properties.	109
File Documents.	110
File Document Properties.	113
Geography.	115
Robot Lawyer™ Geography.	115
Predicting Geography.	116
Practice Geography.	117
Geography Properties.	118
Geography Generator.	119
Geography Pictures and Recordings.	121
Geography Picture/Recording Properties.	122
File Geography.	124
Geography Strategy.	125

Geography Documents.	127
Entities.	129
Robot Lawyer™ Entities.	129
Practice Entities.	129
File Entities.	131
Entity Properties.	132
Entity Pictures and Recordings.	135
Entity Picture/Recording Properties.	136
Objective Identification.	137
Entity Number.	137
Entity Type.	137
Race.	138
Gender.	139
DNA.	139
Prints.	140
Names.	141
Entity Names.	141
Name Properties.	141
Communications.	145
Entity Communications.	145
Communication Tools.	146
Entity Geography.	148
Sociology.	150
Entity Sociology.	150
Related Entities.	150
Entity Relationships.	152
Clothing.	153
Citizenship.	154
Religion.	155

<u>Religiousness.</u>	<u>156</u>
<u>Language.</u>	<u>157</u>
<u>Accent.</u>	<u>158</u>
<u>Politics.</u>	<u>158</u>
<u>Schooling and Employment.</u>	<u>159</u>
<u>Schools.</u>	<u>159</u>
<u>Schooling Properties.</u>	<u>161</u>
<u>Employment.</u>	<u>162</u>
<u>Employment Properties.</u>	<u>163</u>
<u>Specialties.</u>	<u>165</u>
<u>Psychology.</u>	<u>166</u>
<u>Entity Psychology.</u>	<u>166</u>
<u>Character.</u>	<u>167</u>
<u>Competence.</u>	<u>168</u>
<u>Credibility.</u>	<u>169</u>
<u>Sexual Orientation.</u>	<u>170</u>
<u>Intelligence.</u>	<u>171</u>
<u>Mental Condition.</u>	<u>172</u>
<u>Manner.</u>	<u>172</u>
<u>Speech.</u>	<u>173</u>
<u>Physiology.</u>	<u>174</u>
<u>Entity Physiology.</u>	<u>174</u>
<u>Looks.</u>	<u>175</u>
<u>Build.</u>	<u>175</u>
<u>Complexion.</u>	<u>176</u>
<u>Oddities.</u>	<u>177</u>
<u>Odor.</u>	<u>178</u>
<u>Hair.</u>	<u>179</u>
<u>Eyes.</u>	<u>180</u>

Teeth.	180
Height.	181
Weight.	182
Blood.	182
Facts.	185
Robot Lawyer™ Facts.	185
Predicting Facts.	186
Facts.	186
Fact Properties.	188
Fact Generator.	189
Fact Pictures and Recordings.	193
Fact Picture/Recording Properties.	195
Evidence.	197
Robot Lawyer™ Evidence.	197
Predicting Evidence.	197
Evidence.	198
Evidence Properties.	200
Evidence Generator™.	201
Evidence Facts.	206
Evidence Law.	207
Evidence Strategy.	208
Evidence Documents.	209
Evidence Pictures and Recordings.	210
Entity Picture/Recording Properties.	211
Statements.	213
Robot Lawyer™ Statements.	213
Predicting Statements.	214
Statements.	215
Statement Properties.	216

Statement Generator™	217
Statement Pictures and Recordings	220
Statement Picture/Recording Properties	221
Law	225
Robot Lawyer™ Law	225
Predicting Law	226
Practice Law	227
Law Properties	228
File Law	229
Law Strategy	231
Law Documents	232
Parties and Pleadings	235
Robot Lawyer™ Pleadings	235
Color Codes	236
Allegators	237
Allegatees	239
Lawyers	241
Support	243
Clients	244
Allegations	247
Robot Lawyer™ Allegations	247
Predicting Allegations	248
Allegations	249
Allegation Properties	252
Allegation Generator	252
Allegation Facts	257
Allegation Evidence	258
Allegation Law	260
Allegation Strategy	261

Allegation Documents.	262
Practice Allegations.	264
Defenses.	265
Robot Lawyer™ Defenses.	265
Predicting Defenses.	266
Defenses.	267
Defense Properties.	269
Defense Generator.	269
Defense Facts.	273
Defense Evidence.	274
Defense Law.	275
Defense Strategy.	276
Defense Documents.	278
Practice Defenses.	279
Replies.	281
Robot Lawyer™ Replies.	281
Predicting Replies.	281
Replies.	282
Reply Properties.	284
Reply Generator.	285
Reply Facts.	288
Reply Evidence.	289
Reply Law.	291
Reply Strategy.	292
Reply Documents.	293
Practice Replies.	294
Tribunals.	297
Robot Lawyer™ Tribunals.	297
Tribunals.	297

Judges.	299
Triers of Fact.	300
Tribunal Administration.	301
Judgments.	303
Other Programs.	307
About Program Locations.	307
Palm™ Desktop®.	308
Time and Billing Program.	309
HotDocs®.	310
Calendaring Program.	310
Contact Management Program.	311
Practice Management Program.	312
Spreadsheet.	313
Advanced Features.	315
Tables.	315
 Robot Lawyer™ Tables.	315
 Adding New Records.	316
 Duplicating Records.	316
 Deleting Records.	317
 Showing Records.	318
 Omitting Records.	318
 Sorting Records.	319
 Replacing Field Contents.	321
 Reverting Records.	324
 Preview Mode.	325
 Printing.	326
 Status Area.	329
 Find Mode.	330
 Toolbars.	331

Linking to OLE Objects.	331
Embedding OLE Objects.	333
Updating OLE Links.	335
Formatting.	336
Font Options.	336
Text Ruler.	337
Fonts, Sizes, Styles.	338
Tabs.	340
Font Smoothing.	341
Paragraphs.	342
Paste Special Command.	342
Display.	343
Window Sizes.	343
Dialog Sizes.	344
Zoom Control.	345
Exporting Data.	347
About Exporting.	347
Export File Formats.	347
Exporting File Data.	348
Exporting Entity Data.	351
Advanced Settings.	353
Changing File Locations.	353
Spelling As You Type.	354
Spelling Dictionaries.	355
Dragging and Dropping Text.	359
Color Palette.	361
Colors.	361
Computer Memory.	363
Plug-Ins.	364

<u>Enterprise Version.</u>	<u>365</u>
<u>Robot Lawyer Enterprise™.</u>	<u>365</u>
<u>Interface Language.</u>	<u>366</u>
<u>About Data Exchange.</u>	<u>367</u>
<u>ODBC Drivers.</u>	<u>368</u>
<u>Future Releases of Robot Lawyer™.</u>	<u>369</u>
<u>User Accounts.</u>	<u>370</u>
<u>Robot Lawyer™ Data in Other Programs.</u>	<u>374</u>
<u>Other Program Data in Robot Lawyer™.</u>	<u>390</u>
<u>Index.</u>	<u>411</u>

Introduction



User Guide

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Welcome to the exciting new world of machine lawyering. Robot Lawyer™ is a simple, easy, natural, enjoyable, powerful tool designed for law firms, government lawyer offices and individual practitioners that does the work for you in your current case or matter in any jurisdiction in any area of law by remembering what you did in your other matters. Its potential as a time and money saver as well as major enhancer of your work derives from the fact that it acts like a new lawyer in your office that rapidly learns to imitate you. The power to radically simplify and improve and cost-cut the way you represent your parties has arrived.

- ✓ If you're a brand-new first user and want some help getting started, click Getting Started.
- ✓ Take the plunge! To open a Robot Lawyer™ file of one of your active matters, click Opening a New File.
- ✓ Click Robot Lawyer™ Desktop to tour the Robot Lawyer™ Desktop
- ✓ To first learn more about how Robot Lawyer™ works, starting with taking a look at what lawyers—*all* lawyers—actually *do*, click What Lawyers Do.
- ✓ Browse through this *User Guide* using the table of contents.

Unlike "practice management" programs that are essentially contact managers running alongside daily planners running alongside a time and billing program, Robot Lawyer™ is the first law practice software that captures your *thought process* beginning when you open a new matter, through development of the strategy and tactics to be deployed, culminating with the generation of the words you need to represent your party.

The way you think about your law practice is about to change forever.

Related Topics

How Robot Lawyer™ Works

Launching Robot Lawyer™

Welcome_to_Robot_Lawyer.htm/August 10, 2007

What Lawyers Do

What is the job description of lawyering?

Lawyers do four things. Listen, read, write and talk. Actually, listening and reading are essentially the same thing: words in. And writing and talking are essentially the same thing: words out. Sometimes lawyers also look at photographs and diagrams, so you could edit the job description to words and graphics in. And since sometimes lawyers show photographs and diagrams, for example to juries, you could say sometimes graphics out, but not in the sense an artist outputs graphics by painting somebody's portrait.

But words in and words out is mainly and essentially what all lawyers do everywhere—and only what all lawyers everywhere do qua lawyers. Words in and words out is the essence of lawyering, unlike many other professionals and tradesmen. Physicians, besides words in and words out, need to feel and make adjustments and do other things with their hands. So a robot physician would need mechanical arms and fingers. An architect needs to see and experience space and objects. A robot architect would need to have vision. Robot physicians and robot architects would need to be electro-optical-mechanical contraptions.

Not so for a robot lawyer. Blind people can practice law. People without arms can practice law. People who can't draw can practice law. Why? Because lawyers mainly and essentially only process words and all you need for that is three components: an input device, a processor and an output device: words in and words out.

Computers have been able to process words (and graphics) for generations. For years now, cheap desktop computers with voice recognition cards have been able to digitize spoken words, optical character readers have been able to digitize written words, and printers and voice synthesizers have been able to output documents and spoken words. The very essence of a computer is input device, processor, output device: just what is needed for words in, words out. If only a computer could figure out the right words, it could practice law.

Well, Robot Lawyer™ does just that.

Robot Lawyer™ is an expert system that wasn't designed the way expert systems are normally designed. Normally you have the experts in the particular field telling the software engineers what they do and how they do it, and then the software engineers, who are not experts in the particular field, translating what they hear into algorithms expressed in computer code. The procedure isn't perfect and doesn't always work.

Robot Lawyer™ wasn't designed by lawyers telling software engineers what lawyers do. Robot Lawyer™ was designed and built by a software engineer who is also a practicing lawyer. So the process of expressing the process of lawyering took place within one brain without the need for translation and communication between different parties trained in different disciplines. As a result, Robot Lawyer™ precisely mimics the thought process of a human lawyer.

Let's look closely at what happens when a human lawyer—*any* human lawyer—takes on a new matter—*any* new matter in *any* area of practice.

Related Topics

How Robot Lawyer™ Works

What_Lawyers_Do.htm/August 10, 2007

How Robot Lawyer™ Works

Is a *matter* what you want to call it? A new "matter?"

You may *not* want to call it a "matter." You may want to call it a "case," or you may want to call it a "claim." You may even want to call it an "incident." Or you may just want to call it a "matter."

It *doesn't* matter because, as you'll soon see, Robot Lawyer™ understands the issue here, and lets you call it whatever you want to call it. And the next time you take on a new "matter," Robot Lawyer™ predicts you want to call it the same thing you called it last time—unless, of course, you override the prediction, which you can always do.

This predictive feature of Robot Lawyer™ is embedded in the program. Robot Lawyer™ begins redefining itself to suit your style of practice, including your terminology, out of the box.

For now we'll call it a new matter. What follows applies to any lawyer. The type of practice doesn't matter—litigation, administrative or transactional. The area of practice doesn't matter—civil, criminal or anything else. The jurisdiction doesn't matter—federal, any state. The country or language doesn't matter. And which side you represent doesn't matter.

Natural Language Processing (NLP). When *you* open any new matter—in future releases *Robot Lawyer™* will predict and open new matters—you begin a process of directing a word stream to your brain, processing the data, relating the data to your experiences in other matters, storing the data, and sooner or later outputting the written and spoken words needed to represent your party. Always. You may be reading the word-input, or you may be hearing the word-input. In either case, the words are external, and you are internalizing them. As you do so, drawing on your experience, you know that certain words and groupings of words are potentially related to your current matter. You know that certain words and groupings of words are potentially needed by you (and adverse counsel) to represent the party. Potential related entities, geography, facts, players, evidence, law, strategy, documents and pleadings occur to you. Why? Because you are a lawyer.

But now the process is going to get a lot easier and more accurate. Now when you input word-data, Robot Lawyer™ will be running nearby—on your desktop, laptop, hand held—whatever—computer. As your brain processes the data, instead of storing the word-data in your brain, keeping notes, dictating to your secretary or typing at your word processor, you'll be feeding the words to Robot Lawyer™. With a keystroke or two, a voice command, or a mouse movement, you can select and feed Robot Lawyer™ the potentially related needed word-data. And of course in future releases Robot Lawyer™ won't need to be fed; it will read the data sources itself.

Data Sources. Robot Lawyer™ knows what you're reading or hearing or thinking—or what it's reading—as Robot Lawyer™ *file data sources*. Any source partially or entirely comprised of data potentially related to your current matter is a Robot Lawyer™ file data source, and all file data sources are either external or internal.

Robot Lawyer™ knows *external* file data sources to include not only those that originate as externally digitally-stored data but also even non-digitally-stored data

such as the lawyer's thoughts related to the current matter that will be entered in Robot Lawyer™ fields.

External sources of digitally-stored data include the data in a computer file—a Windows® text file, a Corel WordPerfect® or Microsoft® Word document file, an email, a PDF file—data on a website, and other digital data. Fortunately, nowadays, and more and more in the future, most external file data sources are digitally-stored data easy to feed Robot Lawyer™. Even lawyer thoughts can be digitally captured by speech-recognition software. In future releases, Robot Lawyer™ using "machine" NLP will read and hear and process the digitally-stored data itself with little or no help from the lawyer. The current version of Robot Lawyer™ mainly uses "human" NLP. But whether machine or human NLP, the first step Robot Lawyer™ takes is to *identify* the data source. Where is the source of the input? Where are these words coming from?

Robot Lawyer™, being software, can identify data sources because during installation you tell it where you digitally store data potentially related to and needed in your matters. So Robot Lawyer™ knows where to look, and can show you the related digitally-stored data sources for selection. This is another feature embedded in Robot Lawyer™. Whenever possible Robot Lawyer™ presents you with options. Here are the options. Which one do you want?

Robot Lawyer™ knows *internal* file data sources as the entities, geography, facts, players, evidence, law, strategy, documents and pleadings it has encountered in your practice and captured as practice data. But, as you'll see, the neat part is Robot Lawyer™ is steadily showing you its captured practice data as data potentially related and needed to represent the party in your current matter, i.e., what Robot Lawyer™ knows as file data.

File Data. Robot Lawyer™ knows *file data* as the data extracted from the data sources: the entities, geography, facts, players, evidence, law, strategy, documents and pleadings potentially related to the Robot Lawyer™ file of your current matter. Although Robot Lawyer™ captures the sources of the file data, and the data sources of course are related to the current matter of your current matter, it does not see the data *sources* as file data. Robot Lawyer™ only sees the data *extracted* from the sources as data potentially related and needed to represent the party in your current matter as file data.

For example, a new client walks in your office and hands you the subpoena he was served with to testify before a grand jury. When he leaves you have the subpoena. The subpoena is scanned and saved as a WordPerfect® document file. A Robot Lawyer™ file of the matter is opened and captures the WordPerfect® file containing the subpoena as a data source. Then the name and address of the United States attorney that is seeking your client's testimony is extracted from the upper left corner. His name, as you'll see, is the name of a file entity and his address is a property of the file geography. You receive adverse counsel's motion for summary judgment in the mail. Robot Lawyer™ captures the extracted citations as file law. You draft a lease for the parties to sign. Robot Lawyer™ not only captures the lease as a file document, but also as potential evidence related to the file of the matter. Every data source related to the matter potentially contains file data to be captured by Robot Lawyer™.

Now let's look more closely at how Robot Lawyer™ breaks down what it captures.

Entities. As indicated, Robot Lawyer™ identifies in the data sources, and captures, all the potentially-related entities. Robot Lawyer™ knows an *entity* as any object that is, was or seems suable. Human beings and companies are entities. As you'll see, for lawyers, entities are an important component of *facts*. In addition, Robot Lawyer™ is *predicting* entities potentially related to your current matter by capitalizing on a fact of law practice in any area in any jurisdiction: the same entities

tend to show up over and over again. For example ordinarily you are the lawyer representing the party. You are an entity. You are related to your current matter. The same adverse lawyers often tend to reappear matter after matter in a specific area of practice in a specific jurisdiction. The same expert witnesses tend to show up again and again. The same judges, and so on. All are entities related to the matter. Robot Lawyer™ captures not only the names of the entities encountered in your matters, but also a host of other properties such as their politics, religion, competency, character, credibility, sexual orientation, associates—not to mention their phone numbers, addresses, related entities—all also for selection and inclusion in your current matter.

Players. But there's more to tell Robot Lawyer™ than the entities related to the current matter. *How* are the entities related to your matter? For example, the entity associated with the name "John Doe" is related to your matter, but to *understand* the matter, you need know how he's related. Is John Doe an allegator? And if John Doe is an allegator, what is his designation in the matter? Is he a "plaintiff?" Is he a "petitioner?" Is he a witness? Or is he a waiter? Is John Doe just a waiter in a fact without a designation and not a player at all? Which of the entities are the players, Robot Lawyer™ wants to know. The tribunal is a player. What tribunal will hear the matter? And what do you call the tribunal? A *court*? A *board*? Robot Lawyer™ poses and answers these questions subject to your confirmation or modification.

Also Robot Lawyer™ captures how the entities are related to each other independent of the current matter, and also within the matter. For example it captures the fact that John Doe and Richard Roe both work for the post office. As stated it also captures John Doe and Richard Roe as parties to the current litigation. But if John Doe is a plaintiff, and "Richard Roe" is a defendant, is John Doe suing Richard Roe? Or is only the other plaintiff, "Mary Roe," who has also named "Alice Moe" as a defendant, suing Richard Roe? Robot Lawyer™ captures and shows John Doe has only named "Alice Moe" as a defendant, not Richard Roe.

Geography. As Robot Lawyer™ captures the potentially-related entities, it spots and captures the potentially-related geography. Typical practice management programs and contact managers store geographic data about people and companies in well-known fields like street, city, state and zip code. But as lawyers, you and Robot Lawyer™ often need to know not only the geography of humans and companies—entities—but also the geography of facts. Yes, Robot Lawyer™ captures the geography of entities, but it captures *the geography of facts* too!

Also, as a lawyer, a street address is sometimes not enough. You may need to know in what chair the prospective juror who is a retired banker is sitting. So Robot Lawyer™ also captures an entity's or fact's precise location, what Robot Lawyer™ knows as an entity's spot.

The needs of lawyers—human and robot—are not satisfied by your typical contact manager. As it does with entities, Robot Lawyer™ uses its *store* of geography encountered in your practice to predict the geography related to and needed in your current matter. How is the geography related to the current matter?

Entities and geography are big-time components of facts.

Facts. As Robot Lawyer™ captures the file data from external sources related to your current matter, it uses the related entities and geography to build the related facts. Legal software that mimics a lawyer's thought process *must capture facts*, something no other legal software currently does. "Practice management" programs do tract "contacts" and attorney court appearances and attorney billing, but don't capture case facts. Robot Lawyer™ does. Using human NLP, it captures facts by asking you questions and guessing the answers for your confirmation or modification. Future releases using machine NLP will read the digitally-stored data itself and using

advanced data-extraction software automatically extract the facts like a robot should.

Robot Lawyer™ not only captures the facts, it takes a very lawyer-like view of facts. Robot Lawyer™ knows a "fact" as any data presented as objectively real even if the data is unreal. The key word here is *presented*. For Robot Lawyer™, as in practice, unfortunately, what actually happened isn't a requirement for a fact. Robot Lawyer™ wants to know how was the data *presented*. If the data was presented as fact, then Robot Lawyer™ knows the data as fact. So Robot Lawyer™ knows spin and exaggeration and even lies as fact. Sadly, lawyers have always known spin and exaggeration and lies as "facts" too, and seemingly always will. Robot Lawyer™ thinks like a lawyer. Robot Lawyer™ has other rules. Besides lies, facts include opinions. Facts don't include law. You'll see how Robot Lawyer™ handles "facts." You'll see Robot Lawyer™ is an attorney with attitude.

Pleadings. Robot Lawyer™ captures the facts but what are the *allegations* actually or potentially related to your current matter? What are the *defenses* potentially related to the current matter? What are the *replies* potentially related to the current matter?

Just as entities and geography play a key role in building facts, facts play a key role in building pleadings. *How* are the facts related to the current matter? Does the fact support an allegation? Whose allegation? Which allegation? Does the fact support a defense? Does the fact support a reply?

Robot Lawyer™ poses and answers these questions by graphically organizing the pleadings and other components of the current matter and their relationships using screen position and color. As Robot Lawyer™ populates its store of entities, geography, facts, evidence, allegations, defenses, replies, law, strategy and documents, it graphically and clearly displays the parties, pleadings, tribunals and outcomes. The graphical design works equally well for criminal as well as civil cases, federal as well as state courts, administrative proceedings and well as court proceedings. In transactional practice it poses *potential* allegations, defenses and replies.

You'll see how Robot Lawyer™ does this. It displays just the selected value of the property but stores all the values of the property which are just a mouse-click away. For example Robot Lawyer™ displays the selected allegator but with a mouse-click you see all the allegators. You see not just the selected allegee but with a mouse-click all the allegees. You see not just the selected allegation but with a mouse-click all the allegations. You see not just the selected defense but with a mouse-click all the defenses. You see not just the selected reply but with a mouse-click all the replies.

Issues. Just as facts play a key role in building pleadings, pleadings play a key role in framing the issues. By graphically showing the parties and pleadings, Robot Lawyer™ is showing and capturing the real and potential issues in the matter. Robot Lawyer™ is the first legal software to frame and show the issues.

Evidence. As Robot Lawyer™ builds the potentially-related facts, pleadings and issues, you want the software to capture the actual or potential *evidence* of the facts to be offered by you and expected from adverse counsel. Robot Lawyer™ captures the potential evidence. You'll see how it conveniently sorts and stores the evidence by date and name, and makes it available for confirmation as supporting or related to an allegation, supporting or related to a defense and/or supporting or related to a reply. What evidence supports the allegation? What evidence supports the defense? What evidence supports a reply?

As you store the potentially-related entities, geography, facts and evidence, you're doing something else. As a lawyer you're also seeing the potentially-related law, strategy and, most important of all, *lawyer* words—documents—related to the

current matter, and so Robot Lawyer™ is capturing them too, but in the case of law, strategy and documents, from internal data sources more often than not than from external data sources. Take law.

Law. What law is needed by you (and adverse counsel) to represent the party in your current matter? As you use Robot Lawyer™, it quickly builds a store of cases, statutes, rules and other law related to your practice, and shows you its captured practice law as law potentially related and needed to represent the party in the current matter. It does this much like it is able to draw from its store of entities and geography related to your practice to predict the entities and geography related to the current matter. Robot Lawyer™ shows you the law potentially related to the current matter by capitalizing on a fact of law practice in any area in any jurisdiction, like entities and geography, that practicing lawyers tend to reuse the same cases, statutes and regulations over and over again. Thus Robot Lawyer™ displays the law that was encountered in your practice in other matters for selection and inclusion in the current matter. You'll see Robot Lawyer™ captures and sorts law encountered in your practice in a manner you're used to—by citation, practice area, headnotes and full text.

But Robot Lawyer™ does more than capture the law potentially related to your current matter. It also addresses the question of where in the current matter is the law needed. *How* is the law related to the current matter? Does the law support an allegation? Does the law support a defense? Does the law support a reply? Can you see what's going on here? Where should Robot Lawyer™ plant the law? Allegations, evidence, defenses and/or replies? Consider the allegations.

You want to know what law supports or is claimed to support the actual or potential allegations. Thousands of laws and legal theories entitle allegators to relief. What are the cases that support plaintiff's theory of liability? What is the statute defendant is charged with violating? What case law is involved? Robot Lawyer™ shows and lets you select from its store of law related to the current matter (that was selected from the store of law related to your practice), and relates the file law to the pleadings in the current matter.

What law supports or otherwise is related to the defenses? What are the citations that establish contributory negligence? What are the cases that establish imperfect self-defense? Robot Lawyer™ lets you select from its store of law, and relate your selection to your or adverse counsel's potential defenses. And Robot Lawyer™ shows you law that potentially supports the allegator's replies, if any, to the allegee's defenses.

Robot Lawyer™ also captures the law related to the evidence. What section of the Evidence Code supports the admissibility of the statement as an exception to the hearsay rule? What case precludes admission of the evidence as violative of the Confrontation Clause? Robot Lawyer™ shows and lets you select from its store of law, and relate the law to your or adverse counsel's potential evidence.

Allegations, defenses, evidence sound like Robot Lawyer™ is only for litigation practices. But that's not the case. Say you're drafting a lease or writing a prospectus, or performing some other task in transactional practice. Robot Lawyer™ lets you select from its store of law, and relate the selection to the *potential* allegations, defenses and evidence the transaction could generate, and thus lets you and Robot Lawyer™ do what's needed prevent them from being made. Seeing the potential evidence lets you make sure it's safe—or destroyed.

But capturing facts, law, evidence, entities, geography needed to represent the parties isn't all Robot Lawyer™ is doing while digesting the current file data. As you absorb the data, other things needed to represent the parties are occurring to you—and Robot Lawyer™. What are the tactics you'll use to represent the parties? What is your strategy? What are your objectives? And most important of all, what

words—what *lawyer words*—will you use to execute the tactics, carry out the strategy and accomplish the objectives?

Robot Lawyer™ helps you perform all these tasks by asking what you consider the right questions, by presenting and predicting the tactics and strategy you employed, by presenting and predicting the words you used in other matters, and graphically showing you and in a clear and simple manner the complex relationships between the multiple components that comprise the current matter.

Strategy. The art and craft and logic of lawyering is expressed in strategy and tactics. As Robot Lawyer™ captures the facts, evidence and law, you and it also identify the potential strategy, schemes, responses, game plans, roadmaps, themes, tactics—Robot Lawyer™ lets you chose your own terminology—to be employed by you and expected from adverse counsel in representing the respective parties.

Like law and entities and geography, lawyers in any area of practice in any jurisdiction tend to reuse the same strategy and tactics over and over again. So, as with law, Robot Lawyer™ stores strategy you entered in other matters, and shows the strategy as potential strategy in the current matter conveniently sorted by characterization, purpose, target and full text. As with facts, legal software that mimics a lawyer's thought process *must capture strategy*. Currently no other legal software does.

Also, as with law, Robot Lawyer™ does not simply capture the strategy related to your current matter. Robot Lawyer™ captures the strategy and tactics related to the *entities* related to your current matter. How should you deal with the judge assigned to try the case? Challenge him for cause? Continue the case until he goes on vacation? What about adverse counsel? Anger her into making mistakes? Parties. Bleed the plaintiff blue with discovery requests? Witnesses. Cross examine the witness about his homosexual past?

Robot Lawyer™ links the strategy and tactics related to the current matter to the *geography* related to the current matter. Geography? Sure. What is your strategy and tactics vis-a-vis, say, the crime scene? Robot Lawyer™ shows you *Prepare an Investigation Request*. Should you have more pictures taken? Should you have a civil engineer conduct a topographical survey? Canvass the neighborhood? Robot Lawyer™ displays your geography strategy in your other matters as potential geography strategy in the current matter.

As Robot Lawyer™ captures the law related to the evidence in your current matter it captures the strategy related to the evidence. Should you call defendant's brother who also makes out a case of self defense but tells a completely different story from the neighbor who is your star witness and unlike brother doesn't have a criminal record? Should you forego cross examination entirely of adverse counsel's expert, who truth be told is entirely correct, and "cross examine" him by just calling your own expert who gives new meaning to the term "junk science?" Hundreds of questions arise involving the right strategy to employ regarding the evidence; Robot Lawyer™ shows and captures the answers based on what you did in other matters.

Robot Lawyer™ also lets you link selections from its store of strategy to the law related to the current matter. How do you distinguish adverse counsel's big case from the current case? How do you show your statute is right on point? Was your case impliedly overruled? Will adverse counsel (unethically) ignore the controlling case? Robot Lawyer™ stores your responses to law in other matters and displays them as potential responses in your current matter.

As stated software that mimics a lawyer's thought process must capture strategy. So Robot Lawyer™ also lets you link its store of strategy to the pleadings. Prepare a complaint that separates the allegations into four causes of action rather than two. File a motion for summary judgment. Seek discovery sanctions. The statute of limitations has run. Wrong venue. No jurisdiction. Laches. Defendant didn't do it.

Misjoinder of allegations. Misjoinder of parties. Entrapment. No mens rea. Alibi. Defendant had the last clear chance. The defense expert is a drug fiend. Motion to dismiss. But there's more.

Documents—Lawyer Words. Selecting a strategy, plan, scheme or tactic usually isn't enough: you also need to carry it off, and in the case of lawyers, this virtually always means *uttered words*. Robot Lawyer™ knows one or more related words (and/or graphics) used to represent any party—lawyer words—as *file documents*. What words do you need to execute the tactic, carry out the strategy, accomplish the objective? We're talking here lawyer output. Motions. Briefs. Letters. Questions. Complaints. Contracts. Indictments. Exhibits. Leases. Applications. Declarations. Memos. Requests. Instructions. Prospectuses. Opening statements. Closing arguments. Chronologies. Game plans. Releases. Appeals.

Each is an example of related words used to represent a party. Each is an example of a file document. Robot Lawyer™ knows a request for crime scene photographs as a file document. An application for a subpoena duces tecum, a declaration in support of a motion, jury instructions, voir dire questions, direct examination questions, cross examination questions, lineup motions, medical records releases, motions to sever defendants for trial, motions for continuances, notices of appeal are all known to Robot Lawyer™ as file documents. Each is an example of related words used to represent a party.

And the words don't have to be your words. The words can be adverse counsel's words. They can be the words of a party representing itself. The definition bears repeating because it is so important: a file document is one or more related words used to represent any party. As you confirm the potentially-related strategy needed by you or expected from adverse counsel, Robot Lawyer™ shows you the potentially-related written and oral words needed by you or expected from adverse counsel to carry off the strategy or tactic or plan or scheme in representing the respective parties.

Where does Robot Lawyer™ find the needed words? The same place it finds the needed law and strategy. From its store of words you used or encountered in other matters. Lawyers in any area of practice in any jurisdiction not only tend to reuse the same law and strategy over and over again; they tend to use the same *words* over and over again. So, as with law and strategy, Robot Lawyer™ shows you the words—documents—used and encountered in your practice and captured by Robot Lawyer™ in other matters, for selection and inclusion in the current matter.

Here's an example. Suppose the strategy is to challenge the judge assigned to try the case for cause. Robot Lawyer™ shows you as a template for the words needed in your current case a 14-page document it knows as *Notice and Motion to Challenge Judge for Cause* you (or even adverse counsel) filed in another case.

Notice what's going on here. Robot Lawyer™ has captured and shown you the entity: the judge. Robot Lawyer™ has captured and shown you the strategy: challenge the judge for cause. And Robot Lawyer™ has captured in a 14-page document and shown you the words to execute the strategy. The "name" of the words, Robot Lawyer™ says, is *Notice and Motion to Challenge Judge for Cause*.

Of course Robot Lawyer™ doesn't limit itself to capturing the words related to strategy related to entities. Robot Lawyer™ captures the documents related to the strategy related to the *allegations*. Suppose the file data—facts, law, evidence, entities, geography— signal a potential complaint alleging defendant's negligence as a cause of action. Using a template generated from a complaint alleging defendant's negligence in another case, Robot Lawyer™ generates and stores the potential complaint in your current case. Or say the file data dictates an indictment charging defendant with distributing obscene material. Robot Lawyer™ generates, links and stores the needed indictment.

Another example. Suppose the strategy is get the prosecution to waive the death penalty. Robot Lawyer™ shows you as a template for the words needed in a letter to the district attorney's Death Committee detailing defendant's retardation. You used—and of course Robot Lawyer™ captured—the letter in your last case.

Robot Lawyer™ doesn't limit itself to capturing the words related to strategy related to entities and allegations. Robot Lawyer™ captures the needed words related to the strategy and tactics related to the *geography* related to the current matter. Say your plan is to prepare an investigation request to photograph defendant's alibi, i.e., a photo essay of all the places he says he was when the kidnaping for ransom was played out by the other people. Robot Lawyer™ shows you a template for the investigation request you or a colleague or even an adverse counsel used in another matter.

Robot Lawyer™ captures the documents related to the strategy related to the case, statute or other *law* related to the current matter. For example, adverse counsel's case was overruled; Robot Lawyer™ lets you link the full text of the overruling case.

Robot Lawyer™ captures the documents related to the strategy related to the *evidence*. Say the plan is to use plaintiff's boss as a witness to plaintiff's reputation for trustworthiness. Robot Lawyer™ lets you use and links a list of direct examination questions from another case. Robot Lawyer™ captures the documents related to the strategy related to the *defenses*. For example the plan is to request a jury instruction spelling out contributory negligence. Robot Lawyer™ generates, links and stores the instruction. And Robot Lawyer™ captures the documents related to a potential *reply* related to a defense. For example Robot Lawyer™ has shown you, the district attorney, that the defense may argue defendant is only guilty of the lesser-included offense. Robot Lawyer™ generates, links and stores a rebuttal argument spelling out how the jury would have to first acquit defendant of the charged offense, how the evidence shows defendant is indeed guilty of the charged offense, and how the defense would love for nothing more than the jury to find defendant "guilty" of the lesser offense.

You can see Robot Lawyer™ is about more than extracting data related to your current matter. Robot Lawyer™ is about capturing the *lawyering* in your other matters to use in your current matter. And to do this it doesn't need to know where the lawyers in the office will be Friday. To do this it doesn't need to know the billable hours attributable to the matter to date. Robot Lawyer™ wasn't designed to compete with calendaring and billing and contacts and practice management programs. Robot Lawyer™ wasn't designed to capture movements and time spent by lawyers. Robot Lawyer™ was designed to capture the thought processes of lawyers.

Connectivity. On the other hand there is data in your calendaring and billing and contacts and practice management programs that Robot Lawyer™ can capture and put to good use, and conversely there is data in Robot Lawyer™ that your calendaring and billing and contacts and practice management programs can use. For this reason, you'll see, Robot Lawyer™ *connects* with your other programs. Robot Lawyer™—if not Release 2, future releases—connects with, exchanges data with and uses:

- Word processors such as Corel WordPerfect® and Microsoft® Word;
- Document assemblers such as HotDocs®;
- Practice management programs such as the West Group's ProLaw Ready, Amicus Attorney®, AbacusLaw® and others;
- Time and billing programs such as Timeslips® and others;
- Accounting programs such as MoneyWorks®;
- Calendar programs such as Palm™ Desktop;

External contact managers such as ACT!®, Palm™ Desktop, Goldmine® and others.

The Bottom Line. Robot Lawyer™ is a powerful tool that offers new potential for the entire legal profession. The software's highly-proprietary underlying database which took three years to design and build is designed to capture *any* lawyer's thought process in any kind of matter in *any* jurisdiction in *any* language. So far the software's impact on the practice of law is formidable and its potential is virtually limitless. In some ways the software functions like a spreadsheet or word processor in that it lets the user discover its potential without restriction regarding content.

Learning how to exploit the potential of this software will take a little time on your part. Wizards and tutorials will appear in future releases but wizards aren't needed if you make a small commitment. How much you get out of Robot Lawyer™ will depend on how much you put in it. It's potential as a big time and money saver as well as major enhancer of your work derives from the fact that it acts like a new lawyer in your office that rapidly learns to act like you. The power to radically simplify and improve and cost-cut the way you represent your parties has arrived.

Related Topics

Future Releases of Robot Lawyer™

Predicting Data
 Robot Lawyer™ Allegations
 Robot Lawyer™ Data Sources
 Robot Lawyer™ Defenses
 Robot Lawyer™ Entities
 Robot Lawyer™ Evidence
 Robot Lawyer™ Facts
 Robot Lawyer™ Files
 Robot Lawyer™ Geography
 Robot Lawyer™ Law
 Robot Lawyer™ Players
 Robot Lawyer™ Replies
 Robot Lawyer™ Statements
 Robot Lawyer™ Strategy
 Robot Lawyer™ Tribunals
 What Lawyers Do

[How_Robot_Lawyer™_Works_.htm](#)/August 10, 2007

System Requirements

To run Robot Lawyer™ on your computer you require at least the following:

System Component	Minimum Requirement
Processor	Pentium 300MHz or higher (800MHz or higher recommended)
Operating System	Windows® Vista Windows® XP (Service Pack 1) Windows® 2000 (Service Pack 4) Note: Robot Lawyer™ will not

	operate properly without these Service Pack levels.
Memory	64MB of RAM for Windows® 2000 (256MB or more recommended) 128MB of RAM for Windows® XP (512MB or more recommended)
Drives	Hard disk drive CD-ROM drive

Related Topics

Computer Memory

File Locations

System_Requirements.htm/August 10, 2007

Installation

To install Robot Lawyer™, you'll be running the executable file *lawyer_setup.exe* which you'll find on the CD you have, or, if you downloaded *lawyer_setup.exe*, it will be in the folder in which you saved it.

In either case, click **Start, Run, Browse** on the Windows® Desktop. Navigate to and select *lawyer_setup.exe* and click **Open**. Follow the installation instructions.

IMPORTANT

First time users should use all the default settings recommended by the installation program.

Robot Lawyer™ will install itself on your computer and plant its icon on your Windows® Desktop:



To run Robot Lawyer™ click the Robot Lawyer™ icon on your Windows® Desktop. The program takes a few moments to load and displays its Welcome window or optionally goes straight to the Robot Lawyer™ Desktop.

To INSTALL ROBOT LAWYER™ FROM A CD:

1. Insert the CD in your computer's CD drive. Windows® opens its installation program and prompts you for installation information.

2. Follow the prompts to install Robot Lawyer™. First time users should use all the default settings recommended by the installation program.

IF INSTALLATION DOESN'T START AUTOMATICALLY:

1. Click **Start, Run** on the Windows® Desktop. Windows® opens **Run**.
2. Use **Browse** to find **lawyer_setup.exe** on the CD in your CD drive.
3. Enter **lawyer_setup.exe** in **Open** and click **OK**.
4. Follow the prompts to install Robot Lawyer™.

During installation Robot Lawyer™ inserts a Robot Lawyer™ icon on your Windows® Desktop. Before launching Robot Lawyer™ you may have to restart your computer. To restart click **Start, Turn Off Computer, Turn Off**. Windows® turns off your computer. Turn your computer back on.

Commentary

When you run *lawyer_setup.exe* it checks to see if you have an earlier version of Robot Lawyer™ already installed on your computer. If you do, *lawyer_setup.exe* deletes the earlier version of the program and replaces it with the newer version. It does not touch your data. So all of your law practice data stays in tact. You law practice data is saved in the file named *robot_main.rob* in the *Backup* directory at *C:\Program Files\Robot Lawyer\Backup*

If for any reason *lawyer_setup.exe* doesn't detect the earlier version of Robot Lawyer™ already installed on your computer, it will display the **Windows Installer** dialog:



If this happens, you can uninstall the earlier version using the feature of Windows® that allows you to remove programs.

Important. Before uninstalling Robot Lawyer™ yourself, keep in mind that uninstalling Robot Lawyer™ *could* result in the loss of all your data if you don't first backup. The default location where Robot Lawyer™ backs up your data is *C:\Program Files\Robot Lawyer\Backup\robot_main.rob*. But, although it normally doesn't, Windows® Uninstall routine *could* delete the Robot Lawyer directory, all subdirectories and all files in all subdirectories, thereby deleting your important backup file *robot_main.rob* in *C:\Program Files\Robot Lawyer\Backup*.

So, just to be safe, if an earlier version, release or build of Robot Lawyer™ is already installed on your computer, and you need to uninstall it yourself, first copy the backup file *robot_main.rob* in *C:\Program Files\Robot Lawyer\Backup* to someplace outside the *Program Files* folder, such as to the Drive C root directory. (See Backing Up Data.)

TO CHECK IF ROBOT LAWYER™ IS ALREADY INSTALLED:

1. Click **Start, Control Panel** on the Windows® Desktop. Windows® opens **Control Panel**.
2. Click **Add or Remove Programs**. Windows® opens **Add or Remove Programs** and lists programs installed on your computer.
3. Check to see if **Robot Lawyer™** is listed.
 - If Robot Lawyer™ is installed, you will be selecting it and clicking **Change/Remove**. To uninstall Robot Lawyer™, see Uninstalling Robot Lawyer™.

With Robot Lawyer™ not installed, you are ready to install the program. The filename of the Robot Lawyer™ installation program is *lawyer_setup.exe*. You need to run *lawyer_setup.exe* to install Robot Lawyer™.

Related Topics

System Requirements

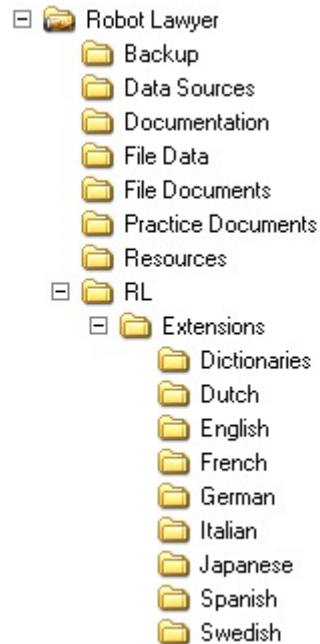
[Installation.htm/August 10, 2007](#)

File Locations

Robot Lawyer™ is all about words—digesting them, processing them and outputting them. This is what any lawyering is about. Robot Lawyer™ sees the words as found and stored digitally in computer files residing on storage devices in your office and outside your office accessible on the Internet.

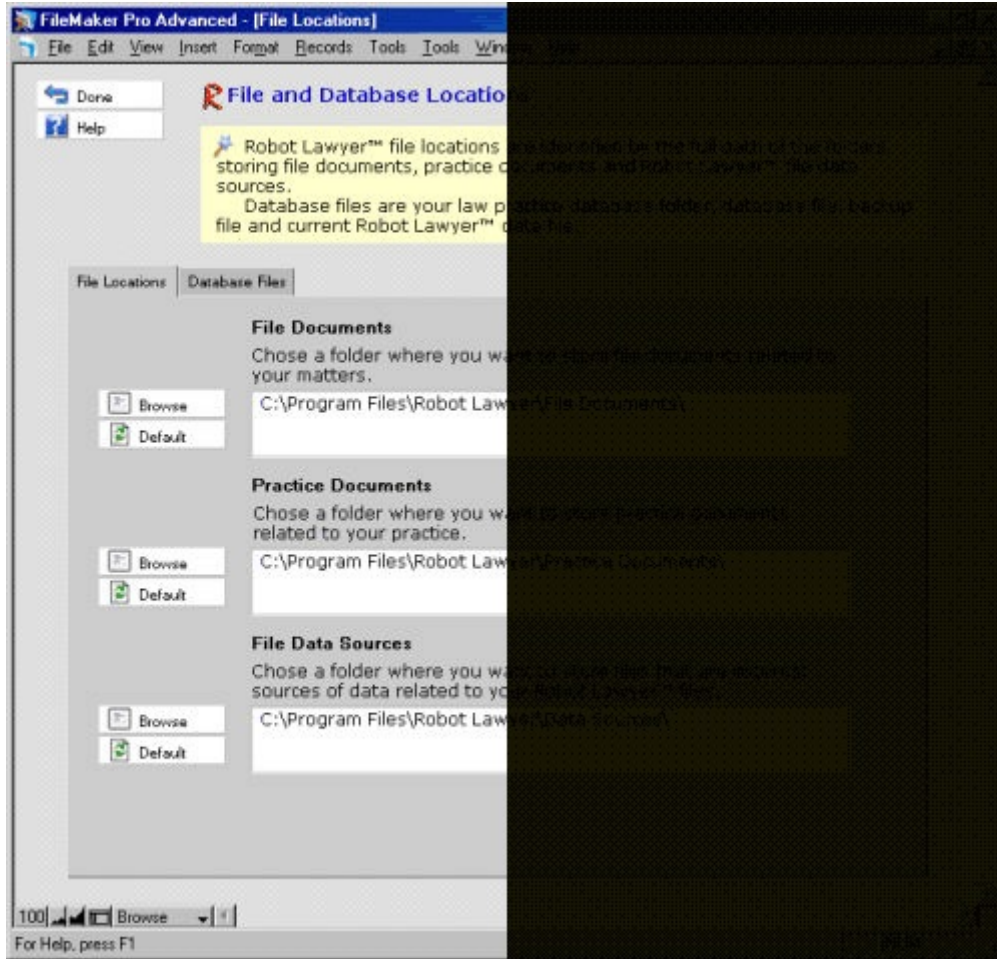
Robot Lawyer™ groups words into four categories: data sources, practice documents, file data and file documents. During installation Robot Lawyer™ creates folders on your hard disk drive to store the files that contain the data sources, practice documents, file data and file documents that Robot Lawyer™ captures.

During installation Robot Lawyer™ defaults to creating new folders in the folder *Program Files* on Drive C. When installation is complete, Robot Lawyer™ will have created a structure to store its program files, data files, backup files, and other files that looks like this:

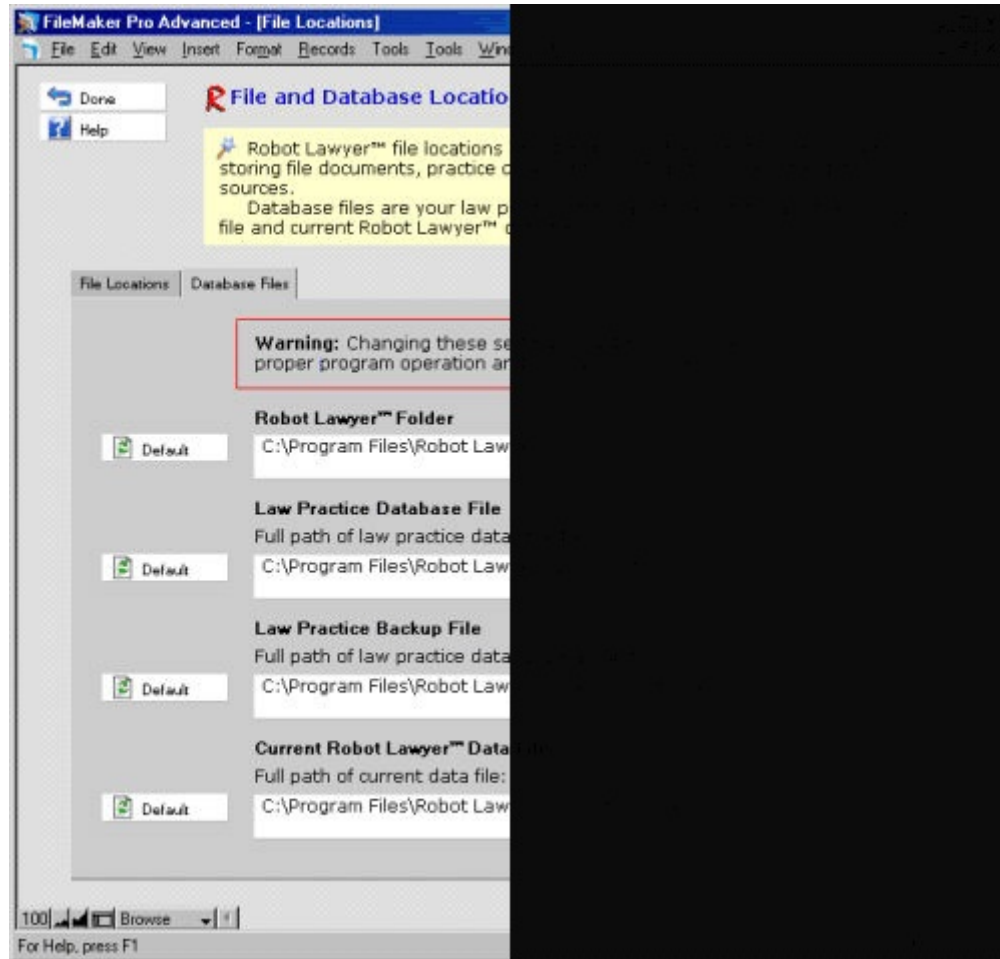


Advanced users can change these Robot Lawyer™ file locations later. (See Changing File Locations) For example, some users don't want to store their program files in the folder *Program Files* on Drive C. But until you are *quite advanced* in using Robot Lawyer™, accept the default arrangement. To change the location of the help files, see Changing Help Source.)

To display where Robot Lawyer™ stores your data, on the Robot Lawyer™ Desktop click the Setup button. Robot Lawyer™ opens its Setup window. Click the Programs and Websites tab. Then click the Edit button opposite Robot Lawyer™ File Locations. This where you can view the locations of Robot Lawyer™ files. Advanced users can change the paths and/or names of the folders.



In the File and Database Locations window, click the Database Files tab. Robot Lawyer™ displays the locations of its database files. Advanced users can change the paths and/or names of the folders.



Law Practice Database. The program executable application file is *RL.exe*; its database file is *robot_main.rob*. The database file contains all your law practice data. The default folder for both files is the folder *RL*. When you install Robot Lawyer™ it places *robot_main.rob* in the folder *RL*; the full path of the data that comprise your law practice is *C:\Program Files\Robot Lawyer\RL\robot_main.rob*. Don't change this value unless you're an advanced Robot Lawyer™ user.

Data Sources. Any source partially or entirely comprised of data potentially related to your current matter is known to Robot Lawyer™ as a Robot Lawyer™ file data source, or simply a *data source*.

All file data sources are internal (practice data) or external to Robot Lawyer™. (See File Data Sources.) However here we're only concerned with the locations of sources of digitally-stored data external to Robot Lawyer™ but captured in other computer files residing on your hard disk and other storage devices. Robot Lawyer™ stores data sources in the folder *Data Sources*. The location and name of the default folder to store external data source files created during installation, is *C:\Program Files\Robot Lawyer\Data Sources*

Documentation. Robot Lawyer™ stores all its program documentation in the folder *Documentation*. The name of the file that stores the Robot Lawyer™ User Guide is *lawyer_help.chm*. The Robot Lawyer™ User Guide topics can be accessed from within the program in context by clicking the context-sensitive help buttons.

File Data. When you exchange data with another program using file export, you first save the data in Robot Lawyer™ in a proprietary Windows® file format, then you open the file with the data in the other program. Now the other program has—or can "see"—the Robot Lawyer™ data as the data was when you saved it. (See About Exporting Data.) Robot Lawyer™ stores file data and associated files in the folder *File Data*.

File Documents. Robot Lawyer™ knows one or more related words (and/or graphics) written or spoken to represent any party—lawyer words—as a *file document*. (See File Documents.) We're talking here essentially lawyer words. Robot Lawyer™ stores file documents in the folder *File Documents*. The location and name of the default folder to store file documents, created during installation, is *C:\Program Files\Robot Lawyer\File Documents*.

Practice Documents. When you start using Robot Lawyer™, you may want to move all the documents you have used or encountered in your practice, that you want to use as templates to assemble new documents, to the folder Practice Documents. (See Practice Documents.) Robot Lawyer™ knows a practice document as any document encountered in your practice used as a template to assemble a file document. Robot Lawyer™ stores practice documents in the folder Practice Documents. The location and name of the default folder to store practice documents, created during installation, is *C:\Program Files\Robot Lawyer\Practice Documents*.

Law Practice Backup. You can back up the data that comprise your law practice anytime while using Robot Lawyer™ by clicking File, Backup in the main menu (See Backing Up Files.); and when you exit the program, Robot Lawyer™ asks if you want to back up all your law practice data; normally you answer Yes. (See Exiting Robot Lawyer™.) Either way, when Robot Lawyer™ backs up the data that comprise your law practice, it copies the data to the full path of law practice database backup file entered in the field. The default location where Robot Lawyer™ backs up your data is *C:\Program Files\Robot Lawyer\Backup\robot_main.rob*. Don't change this value unless you're an advanced Robot Lawyer™ user.

Help. Robot Lawyer™ lets you access the installed help system when you installed Robot Lawyer™ in your computer or on your network, or the help system maintained on its server at <http://www.robotlawyer.com>. (See Changing Help Source.)



ODBC Client Driver Installer. Contains the file *setup_odbc.exe*. This is an executable file that runs an installation program that installs the Windows® ODBC driver that works with Robot Lawyer™ named DataDirect 32-bit SequeLink 5.4. (See Naming Robot Lawyer™ as an ODBC Host.)

MDAC 2.8 Installer. Contains the file *mdac28sdk.msi*. This is an executable file that runs an installation program that installs Microsoft Data Access Components 2.8 SKD. (See Naming Robot Lawyer™ as an ODBC Host.)

Related Topics

About Program Locations

Launching Robot Lawyer™

Program Information

Robot Lawyer™ displays information about itself and current system information. To display information, click **Help, About Robot Lawyer™** in the Right-Clicking in Robot Lawyer™ Desktop main menu. Robot Lawyer™ opens the **About Robot Lawyer™** window and displays the following system/product information:

Product Name. The product name.

Product Version. The version number you're using.

Computer Operating System. The version of Windows© installed in your computer.

Operating System Language. The language understood by Windows©.

Screen Width. The width, in pixels, of your Windows Desktop© space.

Screen Height. The height, in pixels, of your Windows Desktop© space.

Computer High Contrast Color Scheme. The name of the current Windows© high contrast default color scheme.

Robot Lawyer™ Interface Language. The language used and understood by Robot Lawyer™.

Robot Lawyer™ Database Full Path. The path and filename of the Robot Lawyer™ database. (The filename of the Robot Lawyer™ database is **robot_main.rob.**)

Robot Lawyer™ Database Size. The size of the Robot Lawyer™ database.

Robot Lawyer™ Account Name. Also known as user name in other programs. Entering your account name enables you to launch Robot Lawyer™. (See Launching Robot Lawyer™.)

Robot Lawyer™ Privileges. Level of access to the Robot Lawyer™ database.

Robot Lawyer™ Extended Privileges. Determine whether and how a shared file is accessible.

Printer, Printer Driver, Printer Port. Your current default printer as well as its driver the port it is using.

Related Topics

Documentation Upgrades
Program Upgrades

User Name

TO ENTER A USER NAME:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **User** tab.
3. Click **New** opposite **Who Is the User?** Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice.

4. In the Practice Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **File Entities** window.
- If the entity you want is not listed in the Practice Entities window, click **New** and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the **File Entities** window.

TO SET A USER NAME:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:



2. Enter the name that identifies the user in the field **User Name**.
3. Click **OK**.

Commentary

The preferred way to enter a user name is select the name from the list of practice entities. Your name of course should definitely be on the list.

You can also set the user name. On the Robot Lawyer™ Desktop main menu click **Edit, Preferences** and Robot Lawyer™ opens its **Preferences** dialog as shown above. If you use this method, click the **Clear** button opposite **Who Is the User?** in the **Setup** window; Robot Lawyer™ inserts the user name you set in the **Preferences** dialog.

Related Topics

User_Name.htm/August 10, 2007

Program Upgrades

TO UPGRADE YOUR CURRENT VERSION

1. On the Robot Lawyer™ Desktop click the **Upgrade** button. Robot Lawyer™ checks to see if an upgrade is available on the Robot Lawyer™ website. If one is there, Robot Lawyer™ asks if you want to upgrade the version of the program you're currently using.
2. Click **Yes**. Robot Lawyer™ backs up your law practice data, shuts down the current version you're running and opens a download dialog asking whether you want to **Run** or **Save** the setup file that will install the new upgrade.
 - If no upgrade exists, Robot Lawyer™ tells you that you're using the current version and returns you to where you were.
4. Click **Run**. Robot Lawyer™ downloads the upgrade setup file into your computer, runs the setup file and installs the upgraded version of the program.
5. Run the upgraded version of the program. Robot Lawyer™ opens a dialog telling you it will restore your practice data in the new version.
6. Click **OK**. Robot Lawyer™ restores your practice data in the upgraded version of the program.

Commentary

When Robot Lawyer™ installed itself on your computer, it created the folder *C:\Program Files\Robot Lawyer\Backup*. When you ask for the upgrade, Robot Lawyer™ saves your practice data in the file *robot_main.rob*, and places the file in its *Backup* folder. The program then downloads the upgrade installer *lawyer_setup.exe* residing on the company server. When you run the upgrade, the program will automatically inform you that it will restore your backed-up practice data. Of course, unless there are unusual circumstances, you'll always tell it to do so.

When your browser asks if you want to run or save its setup file, you can choose to save the setup file and run it at a later time. When you eventually choose to run the upgraded version of Robot Lawyer™, the program will tell you that it is going to restore your practice data to its new version.

If the version of Robot Lawyer™ residing on the server is the same as the version you're currently using, the program informs you of that fact and returns you to where you were.

Related Topics

Backing Up Files

File Locations

Program_Upgrades.htm/August 10, 2007

Robot Lawyer™ Website

The Robot Lawyer™ website is at <http://www.robotlawyer.com>. To open the Robot Lawyer™ website, click **Help, Robot Lawyer™ Website** in the Robot Lawyer™ Desktop main menu. Robot Lawyer™ opens its website. There you can:

- Download the latest version or update of Robot Lawyer™.
- Download the latest updates of Robot Lawyer™ online help, tutorials and printed user guides.
- Access the Robot Lawyer™ Knowledge Base that contains a wealth of technical information that supplements Robot Lawyer™ online help, tutorials and printed user guides.
- Access the Robot Lawyer™ User Forum that contains user questions, comments and answers, as well as input by Robot Lawyer™ engineering and legal personnel.
- Find out what's new with Robot Lawyer™.

Related Topics

Program Upgrades

Robot Lawyer™ Help

Robot_Lawyer™_Website.htm/August 10, 2007

Beta Versions of Program

Important. Read this before using a beta version of the program:

- Robot Lawyer™ has context-sensitive help. You can click **Help** wherever you're at in the program, and Robot Lawyer™ will tell you where you are, find out what you want and tell you what to do. The help system is being constantly enlarged and refined. To use or download the current state of the help system, go to the Robot Lawyer™ website at <http://www.robotlawyer.com>. Or, if your computer is connected to the Internet as you work in Robot Lawyer™, you can tell the program to access the current state of the help system at the Robot Lawyer™ website. To do this, see Changing Help Source.
- When you get a message that the command is not yet activated at the location you selected, you may have right-clicked in a window and selected one of the entries on the menu displayed by Robot Lawyer™. Look at the top of the window. In all likelihood the command you want is at the top of the window. Click the command at the top of the window and see if it works. It in all probability will work.
- The beta version of Robot Lawyer™ has enough commands and features enabled to allow you to profitably use Robot Lawyer™ in your law practice in any area in any jurisdiction.

Robot Lawyer™ will keep you advised by email of release versions.

Related Topics

Robot Lawyer™ Website

BBeta_Versions_of_Program.htm/August 10, 2007

Uninstalling Robot Lawyer™

TO UNINSTALL ROBOT LAWYER™

1. Exit Robot Lawyer™. (See Exiting Robot Lawyer™.)
2. Click **Start** in the Windows® Desktop.
3. Click **Control Panel**. Windows® opens **Control Panel**.
4. Double-click **Add or Remove Programs**. Windows® opens **Add or Remove Programs**.
5. Scroll down to **Robot Lawyer** and click **Remove**. Follow instructions. Windows® uninstalls Robot Lawyer™.

Commentary

When you install an upgrade of Robot Lawyer™ it automatically uninstalls the version you've been using. However there may be the rare occasion when you want to manually uninstall Robot Lawyer™ using the Windows® uninstall routine.

When the Windows® uninstall routine is complete, it should uninstall Robot Lawyer™ and on your hard disk allow only the backup file *robot_main.rob* in *C:\Program Files\Robot Lawyer\Backup* It should allow to remain *no other folders or files originally installed by Robot Lawyer™*.

Uninstalling Robot Lawyer™ may result in the loss of all your practice data. So to retain your law practice data, before uninstalling Robot Lawyer™, if you want to retain your law practice data, be sure to back it up.

To be sure Windows® does not delete your backup file, double back up your law practice data before letting Windows® uninstall Robot Lawyer™.

Related Topics**Backing Up Data**

Program Upgrades

Restoring Data

Uninstalling_Robot_Lawyer™.htm/August 10, 2007

Getting Help

Robot Lawyer™ Help

Robot Lawyer™ lets you get help several ways:

- Click the **Help** button to get context-sensitive help wherever you're at in the program.
- Click **Help, Robot Lawyer™ User Guide** in the Robot Lawyer™ Desktop main menu to open the Robot Lawyer™ User Guide.
- Click **Help, Robot Lawyer™ Website** in the Robot Lawyer™ Desktop main menu to open the Robot Lawyer™ Knowledge Base and Robot Lawyer™ User Forum at <http://www.robotlawyer.com>.
- Click **Help, Robot Lawyer™ Tutorial** in the Robot Lawyer™ Desktop main menu to display the Robot Lawyer™ tutorial. (See .)

Commentary

The yellow tip box near the top of almost every window explains the main things you can do in the current window. Besides that, you can display additional information about a tab, button, text link or field or other object in the current window by using your mouse to cover the object with the cursor. When you do this, Robot Lawyer™ displays more particularized information about the object.

The Robot Lawyer™ User Guide provides detailed fully indexed instructions on how to use the program

The Robot Lawyer™ User Forum contains user questions, comments and answers, as well as input by Robot Lawyer™ engineering and legal personnel.

Related Topics

Documentation Upgrades
 Knowledge Base
 Program Upgrades
 Using the Tutorials

Robot_Lawyer_Help.htm/August 10, 2007

Changing Help Source

To SET THE SOURCE OF HELP:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Help** tab.
3. Click **Edit** opposite location of context-sensitive help. Robot Lawyer™ lets you chose **Local** or **Remote**.
4. Click **Local** or **Remote**. Robot Lawyer™ enters your selection in the field.

Commentary

Robot Lawyer™ lets you access the installed help system when you installed Robot Lawyer™ in your computer, or the help system maintained on its server at <http://www.robotlawyer.com>. Robot Lawyer™ knows the help system installed in your computer as *local* help, and the help system maintained on its server as *remote* help.

Related Topics**Changing File Locations**

Robot Lawyer™ Help

[Changing_Help_Source.htm](#)/August 10, 2007

User Knowledge Base**TO OPEN THE ROBOT LAWYER™ USER KNOWLEDGE BASE:**

1. In the Robot Lawyer™ Desktop main menu, click **Help, Robot Lawyer™ Website**. Robot Lawyer™ opens its website at <http://www.robotlawyer.com>.
2. In the Robot Lawyer™ website, click **User Knowledge Base**. Robot Lawyer™ opens the **User Knowledge Base**.

Commentary

The Robot Lawyer™ **User Knowledge Base** contains a wealth of technical information that supplements the Robot Lawyer™ User Guide

Related Topics**Robot Lawyer™ Help**

Robot Lawyer™ Website

[User_Knowledge_Base.htm](#)/August 10, 2007

Working in Robot Lawyer™

Launching Robot Lawyer™

During installation Robot Lawyer™ is programmed to insert its icon on your Windows® Desktop:



To run Robot Lawyer™ click the Robot Lawyer™ icon. The program takes a few moments to load and opens its Welcome window or optionally goes straight to the Robot Lawyer™ Desktop.

Windows Vista™

Robot Lawyer™ installs and works fine under Windows Vista™ but after Robot Lawyer is installed, and before you run the program, you may have to do the following, a one-time fix:

LAUNCHING THE PROGRAM IN WINDOWS VISTA™ :

1. On the Windows Vista™ Desktop click the Robot Lawyer™ icon the install program placed there. Windows Vista™ displays a menu.
2. Click **Properties**. Windows Vista™ opens its **Properties** dialog.
3. Click the **Compatibility** tab.
4. In the **Compatibility** tab, under **Privilege** Level, check **Run the program as an administrator**.
5. Close the **Properties** dialog.
6. Now double-click the Robot Lawyer icon that the install program placed on your Windows Vista™ Desktop. Robot Lawyer will run properly under Windows Vista™ .

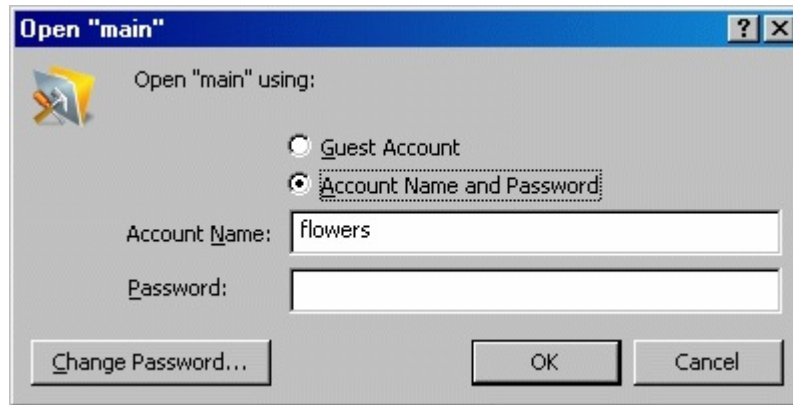
Passwords

The following password feature is unavailable on the single-user version of the program. It is only available on the Enterprise version.

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 782-6529

LAUNCHING THE PROGRAM USING A PASSWORD:

1. On your Windows® Desktop click the Robot Lawyer™ icon. Robot Lawyer™ opens **Open "main"** and asks for your user name and password:



2. Enter your user name in **Account Name**.
3. Enter your password in **Password**.
4. Click **OK**. Robot Lawyer™ opens the Welcome window or optionally goes straight to the Robot Lawyer™ Desktop.

Commentary

If you've set Robot Lawyer™ to require a password, the program first opens **Open "main"** and asks for your account (user) name and password. Account names must be unique but aren't case sensitive. Robot Lawyer™ lets you change your password.

Related Topics

Changing Passwords

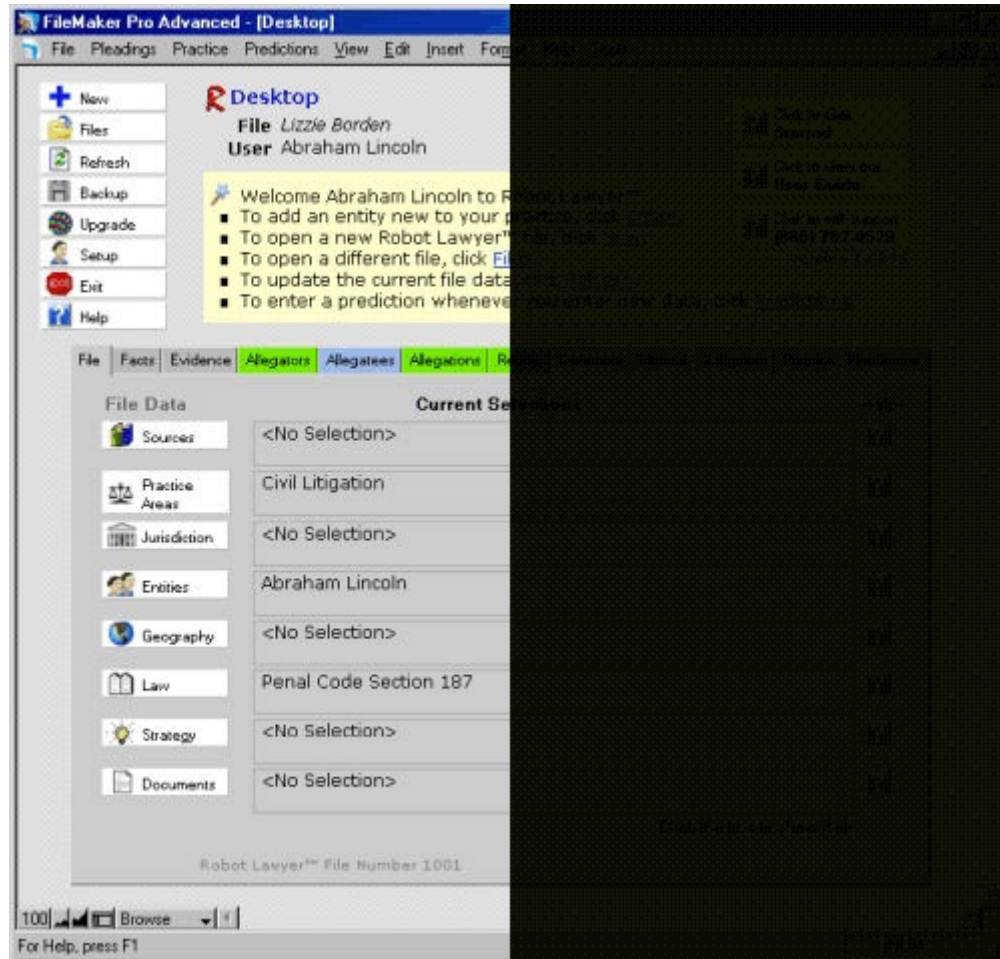
Installation

[Launching_Robot_Lawyer™_.htm/August 10, 2007](#)

Robot Lawyer™ Desktop

Besides letting you navigate the program, the Robot Lawyer™ Desktop does the following:

- Lets you select and enter data that relates to the Robot Lawyer™ file of your current matter;
- Lets you select and enter data that relates to your law practice;
- Displays your currently-selected data.



Immediately following are descriptions of each of the buttons in the upper left corner of the window; then descriptions of the buttons and fields in each of the twelve tabbed areas. The buttons and fields in the first ten tabs relate to your current matter; the last two relate to your practice.

Upper Left Corner Buttons

Clicking the buttons in the upper left corner of the Desktop perform the following functions. To learn more about each, click the underlined hyperlink. Buttons:

New opens the **File Properties** window and lets you open a new Robot Lawyer™ file. For easy step-by-step instructions, see [Opening a New File](#).

Files opens the **Files** window and lists your current Robot Lawyer™ files.

Refresh updates the current selections displayed in the twelve tabbed areas.

Backup lets you backup your law practice. See [Backing Up Files](#)

Upgrade checks the Robot Lawyer™ website to see if a version is available newer than the one you're using. If one is, Robot Lawyer™ will automatically download the newer version and replace the older version. See [Program Upgrades](#)

Setup lets you change the program settings from the default settings to your preferences. See [File Locations](#)

Exit lets you exit the program. See [Exiting Robot Lawyer™](#).

Your Current Matter

File Tab

Robot Lawyer™ knows a *file* as its file of your matter. Robot Lawyer™ knows the *current* file as its file of the matter you're currently working on. The Robot Lawyer™ file is the equivalent of your paper office file of the matter. The matter can fall into any area or areas of practice in any jurisdiction or jurisdictions in the United States or a foreign country. (In the single-user version of Robot Lawyer™ the only interface language currently available is English.)

Clicking the buttons in the **Files** tab lets you enter or change data in the Robot Lawyer™ file of your current matter. The fields in the **File** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Sources opens the Data Sources window and lets you select or change the potential or actual data sources related to your current matter.

Practice Areas opens the Practice Areas window and lets you enter or change the potential or actual practice areas in which your current matter falls.

Jurisdiction opens the Jurisdiction window and lets you enter or change the potential or actual jurisdictions that control your current matter.

Entities opens the File Entities window and lets you enter or change the potential or actual entities in your current matter. Robot Lawyer™ knows an entity as anything that is, was or seems suable—human beings, corporations, the Federal government, state governments, partnerships, political parties, etc.

Geography opens the File Geography window and lets you enter or change the potential or actual geography related to your current matter. Robot Lawyer™ not only stores the geography of entities; it also stores the geography of facts.

Law opens the File Law window and lets you enter or change the potential or actual law related to your current matter.

Strategy opens the File Strategy window and lets you enter or change the potential or actual strategy related to your current matter.

Documents opens the File Documents window and lets you enter or change the potential or actual documents related to your current matter.

Facts Tab

Robot Lawyer™ knows as one or more *facts* any data presented as objectively real even if the data is unreal. The key word here is presented. For Robot Lawyer™, as in the practice of law, unfortunately, what actually happened isn't a requirement for a fact. Robot Lawyer™ captures how the data presented. If the data is presented as fact, then Robot Lawyer™ knows the data as fact. So Robot Lawyer™ knows spin and exaggeration and even lies as "fact." Sadly, lawyers have always known spin and exaggeration and lies as "facts" too, and apparently always will. Robot Lawyer™ thinks like a lawyer. In this regard Robot Lawyer™ is nothing new. (See Robot Lawyer™ Facts)

Clicking the **Facts** button in the **Facts** tab opens the Facts window and lets you enter or change the potential or actual facts in your current matter. The **Fact** field in the **Facts** tab, after clicking the **Refresh** button, displays your current selection.

Evidence Tab

Robot Lawyer™ knows *evidence* as testimony, documents, real proof and other things introduced to prove or disprove a Robot Lawyer™ fact. (See Robot Lawyer™ Evidence)

Clicking the **Evidence** button in the **Evidence** tab opens the Evidence window and lets you enter or change the potential or actual evidence in your current matter. The **Evidence** field in the **Evidence** tab, after clicking the **Refresh** button, displays your current selection.

Statements Tab

Robot Lawyer™ knows a *statement* as an entity's oral or written verbal expression of a Robot Lawyer™ fact, or nonverbal conduct intended as a substitute for oral or written verbal expression of a Robot Lawyer™ fact.

Clicking the **Statements** button in the **Evidence** tab opens the Statements window and lets you enter or change the potential or actual statements in your current matter. The **Statement** field in the **Evidence** tab, after clicking the **Refresh** button, displays your current selection.

Allegators Tab

So who or what is this entity that dares or may dare to make allegations? Is it a man? Is it a corporation? Is it the King? Is it "the United States of America?" Is it the Secret Police? Is it human? Is it a woman? What are her properties? Is she old? Is she young? Is she beautiful? What is her wealth? What is her story? Is she a citizen of the United States? You and Robot Lawyer™ probably need to know some or all of this.

- Robot Lawyer™ knows a potential or actual party making one or more allegations as an *allegator*. In civil actions the allegator may be the plaintiff or petitioner, in administrative actions the petitioner, in appeals the appellant, in criminal actions the plaintiff. How an allegator is designated depends on the jurisdiction and tribunal in which the allegations are made. It doesn't matter to Robot Lawyer™ if the party is in a court in the United States or before a panel of ayatollahs in Iran.
- Robot Lawyer™ knows an entity that represents a party—an allegator or an allegatee—as a *lawyer*.
- Robot Lawyer™ knows an entity that pays a lawyer's fee as a *client*. A client may or may not be a party.

Clicking the buttons in the **Allegators** tab lets you enter or change data related to the allegators in the current matter. The fields in the **Allegators** tab, after clicking the **Refresh** button, display your current selections. Buttons:

Allegators opens the Allegators window and lets you enter or change the potential or actual allegators in the current matter.

Clients opens the Clients window and lets you enter or change the potential or actual clients of the current allegator.

Lawyers lets opens the Lawyers window and lets you enter or change the potential or actual lawyers of the current allegator.

Support opens the Lawyer Support window and lets you enter or change the potential or actual support entities of the current allegator lawyer.

Allegatees Tab

Robot Lawyer™ knows a potential or actual party against whom one or more allegations are made as an *allegatee*. In civil actions the allegatee may be the defendant or respondent; in criminal actions the defendant. As with allegator designations, how an allegatee is designated depends on the jurisdiction in which the allegations are made.

Clicking the buttons in the **Allegatees** tab lets you enter or change data related to the allegees in the current matter. The fields in the **Allegatees** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Allegatees opens the Allegatees window and lets you enter or change the potential or actual allegees in the current matter.

Clients opens the Clients window and lets you enter or change the current allegee's clients.

Lawyers lets opens the Lawyers window and lets you enter or change the current allegee's lawyers.

Support opens the Lawyer Support window and lets you enter or change the current allegee lawyer's support entities.

Allegations Tab

Robot Lawyer™ knows any actual or potential averment, claim or other allegation naming an allegatee made before a Robot Lawyer™ tribunal as an *allegation*. (See Robot Lawyer™ Allegations) Clicking the buttons in the **Allegations** tab lets you enter or change the allegations and related data in your current matter. The fields in the **Allegations** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Allegations opens the Allegations window and lets you enter or change the potential or actual allegations in your current matter.

Facts opens the Allegation Facts window and lets you enter or change the potential or actual facts supporting the current allegation.

Evidence opens the Allegation Evidence window and lets you enter or change the potential or actual evidence supporting the current allegation.

Law opens the Allegation Law window and lets you enter or change the potential or actual law supporting the current allegation.

Strategy opens the Allegation Strategy window and lets you enter or change the potential or actual strategy supporting the current allegation.

Documents opens the Allegation Documents window and lets you enter or change the potential or actual documents supporting the current allegation.

Defenses Tab

Robot Lawyer™ knows a potential or actual response by one allegatee to at least one Robot Lawyer™ fact supporting or related to one allegation as a *defense*. (See Robot Lawyer™ Defenses) Clicking the buttons in the **Defenses** tab lets you enter or change the defenses and related data in your current matter. The fields in the **Defenses** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Defenses opens the Defenses window and lets you enter or change the potential or actual defenses to the current allegation.

Facts opens the Defense Facts window and lets you enter or change the potential or actual facts supporting the current defense.

Evidence opens the Defense Evidence window and lets you enter or change the potential or actual evidence supporting the current defense.

Law opens the Defense Law window and lets you enter or change the potential or actual law supporting the current defense.

Strategy opens the Defense Strategy window and lets you enter or change the potential or actual strategy supporting the current defense.

Documents opens the Defense Documents window and lets you enter or change the potential or actual documents supporting the current defense.

Replies Tab

Robot Lawyer™ knows a potential or actual response by the current allegator to a Robot Lawyer™ fact supporting or related to the current defense as a *reply*. (See Robot Lawyer™ Replies) Clicking the buttons in the **Replies** tab lets you enter or change the defenses and related data in your current matter. The fields in the **Replies** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Replies opens the Replies window and lets you enter or change the potential or actual replies to the current defense.

Facts opens the Reply Facts window and lets you enter or change the potential or actual facts supporting the current reply.

Evidence opens the Reply Evidence window and lets you enter or change the potential or actual evidence supporting the current reply.

Law opens the Reply Law window and lets you enter or change the potential or actual law supporting the current reply.

Strategy opens the Reply Strategy window and lets you enter or change the potential or actual strategy supporting the current reply.

Documents opens the Reply Documents window and lets you enter or change the potential or actual documents supporting the current reply.

Tribunal Tab

Robot Lawyer™ knows an entity empowered to determine the outcome of a Robot Lawyer™ allegation as a *tribunal*. (See Robot Lawyer™ Tribunals) Clicking the buttons in the **Tribunal** tab lets you enter or change the tribunal and related data in your current matter. The fields in the **Tribunal** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Tribunals opens the Tribunals window and lets you enter or change the potential or actual tribunal empowered to determine the outcome of the current allegation.

Admin opens the Tribunal Administration window and lets you enter or change how the tribunal is characterized; how the matter is referenced; where the matter is heard; the clerks, reporters and other support individuals; and other properties of the current tribunal.

Judges opens the Judges window and lets you enter or change the potential or actual judge or judges that sit on the current tribunal.

Triers of Fact opens the Triers of Fact window and lets you enter or change the potential or actual triers of fact that sit on the current tribunal.

Judgment Tab

Robot Lawyer™ knows the potential or actual findings on the current allegation, how the findings are expressed, what the expression is called, its date and its terms

as the *judgment* of the current tribunal. Clicking the **Judgment** button in the **Judgment** tab opens the Judgments window and lets you enter or change the findings, terms and other properties of the judgment. The fields in the **Judgment** tab, after clicking the **Refresh** button, display your current selections.

Your Practice

The first two tabs on the Robot Lawyer™ Desktop let you enter or change and predict data encountered in your practice.

Practice Tab

Clicking the buttons in the **Practice** tab lets you enter or change data encountered in your practice. The fields in the **Practice** tab, after clicking the **Refresh** button, display your current selections.

Buttons:

Entities opens the Practice Entities window and lets you enter or change the individuals, companies and other suitable entities encountered in your practice. The **Entities** field, after clicking the **Refresh** button, displays your current selection.

Geography opens the Practice Geography window and lets you enter or change the spots, streets, cities, counties, states, countries and other geography encountered in your practice. The **Geography** field, after clicking the **Refresh** button, displays your current selection.

Law opens the Practice Law window and lets you enter the cases, statutes, rules and other law encountered in your practice. The **Law** field, after clicking the **Refresh** button, displays your current selection.

Strategy opens the Practice Strategy window and lets you generate the tactics, schemes, objectives, road maps, game plans and other strategies encountered in your practice. The **Strategy** field, after clicking the **Refresh** button, displays your current selection.

Documents opens the Practice Documents window and lets you generate and enter written and spoken words used to represent parties encountered in your practice. The **Document** field, after clicking the **Refresh** button, displays your current selection.

Predictions Tab

Clicking the buttons in the **Predictions** tab lets you enter or change the properties Robot Lawyer™ predicts every time you create a new entry used in your practice. The fields in the **Predictions** tab, after clicking the **Refresh** button, display your current predictions.

Buttons:

Geography opens the Geography Generator window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter new geography used in your practice. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Geography)

Law opens the Law Properties window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new law in your practice. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Law)

Strategy opens the Strategy Generator™ window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new strategy in your

practice. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Strategy)

Allegations opens the Allegation Generator window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new allegation in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Allegations)

Defenses opens the Defense Generator™ window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new defense in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Defenses)

Replies opens the Reply Generator window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new reply in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Replies)

Facts opens the Fact Generator™ window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new fact in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Facts)

Statements opens the Statement Generator™ window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter a new statement in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Statements)

Evidence opens the Evidence Generator™ window and lets you enter or change the properties Robot Lawyer™ predicts every time you enter new evidence in the current matter. The field displays your current prediction after clicking the **Refresh** button. (See Predicting Evidence)

Related Topics

Robot Lawyer™ Files

What Lawyers Do

Robot_Lawyer_Desktop.htm/August 10, 2007

Navigation

Robot Lawyer™ lets you navigate where you want in several different ways using the main menus, submenus, tabs, buttons, clicking in fields and keystrokes. Here are some of the more common objects that reoccur in Robot Lawyer™ windows, and what they do:

Main Menus. Robot Lawyer™ lets you use the main menu commands. The main menu changes depending on what window you are in.

Right-Clicking. Some Robot Lawyer™ commands can be displayed in a pop-up menu by right-clicking anywhere in the current window.

Keyboard. Use the keyboard to navigate. Key assignments are shown in the menus.

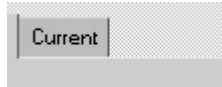
Add button adds the last entry you selected to the table. To show the Add button, click the **Last** tab.

Back button closes the current window or dialog, and puts you where you were before you opened it.

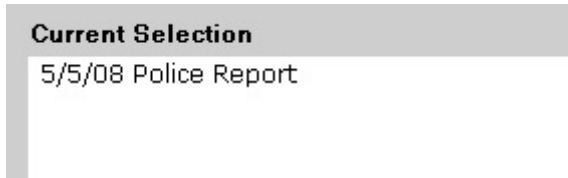
Cancel button closes the dialog or current window.

Clear button clears the contents of the field.

Current tab shows the entry in the table that you currently selected:



Current Selection field contains the entry in the table that you currently selected:



Delete button permanently deletes the current selection. When you click Delete, Robot Lawyer™ asks if you're sure. If you tell Robot Lawyer™ you are sure, Robot Lawyer™ permanently deletes the current selection.

Desktop button closes the current window and returns you to the Robot Lawyer Desktop™

Done button closes the current window. Click Done when you've done when you're finished in the current window.

Edit button shows and allows you to edit the properties of the current selection.

Find button displays the Find dialog:



Enter all or part of the text you want to find and click **OK**. Robot Lawyer™ finds and displays the data matching your request.

Generator button generates an entry by selecting its properties.

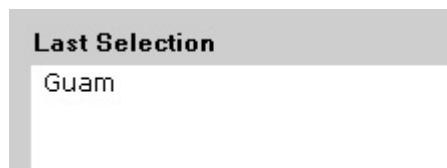
Help button opens context-sensitive help.

Insert button captures the current selection, and inserts it in the field in the window you were last in.

Last tab shows the last entry in the table that you selected:



Last Selection field contains the entry in the table that you last selected:



New button lets you select and enter a new entry in the table.

OK. When you click **OK**, Robot Lawyer™ closes the window or dialog. **OK** usually means you've read the message and/or the answer to the question is yes.

Pictures and Recordings tab accesses pictures and recordings of the current selection.

Predict tab is where you tell Robot Lawyer™ whether it should predict 1) the properties you just selected every time you enter new data encountered in your practice, and/or 2) the new data as related every time you open a new file.

Refresh button shows the current data.

Remove button removes but doesn't delete the current selection

Restore button your list after you've performed a Find operation.

Show More button opens a full screen to display more data.

Sort button sorts the entries in the list.

Table button displays a table showing all the entries

Undo button lets you reverse the most recent action you performed by clicking Edit, Undo in the main menu.

Related Topics

Capturing Data

Exiting Robot Lawyer™

Navigation.htm/August 10, 2007

Your Word Processor

Robot Lawyer™ exchanges data with many other programs installed on your computer but it uses your word processor—Corel WordPerfect® and/or Microsoft® Word—not only to exchange data, but also to create, edit and assemble file documents—the spoken and written words a lawyer uses to represent the party—lawyer words.

Opening Your Word Processor. So long as it knows its location, Robot Lawyer™ automatically opens your word processor when you want to create or edit a document in it. You can also manually open it from within Robot Lawyer™ by clicking **View, Word Processor** in the main menu.

Word Processor Location. Since Robot Lawyer™ uses your word processor—Corel WordPerfect® or Microsoft® Word—to edit and assemble documents, it needs to know the *full* path of the EXE file that launches your word processor. An example would be *C:\Program Files\WordPerfect® Office 11/Programs/wpwin11.exe* Full path, as shown in the example, means drive, folder(s), filename and extension.

During installation Robot Lawyer™ may attempt to detect the location of either one or both of these word processors and let you select the word processor you'll be

using with Robot Lawyer™. If so, select the word processor you'll be using with Robot Lawyer™. You can always change your selection later.

If during installation Robot Lawyer™ doesn't ask you to select the word processor you'll be using, you need to tell Robot Lawyer™ the name and location of your word processor after Robot Lawyer™ is installed and you first run the program. (See Word Processor Location.)

Default Document Folder. Your word processor—Corel WordPerfect® or Microsoft® Word—lets you set the default file document folder in which to save file documents. Until you become an advanced Robot Lawyer™ user, set the default document folder to *C:\Program Files\Robot Lawyer\File Documents*. Robot Lawyer™ creates the default file document folder during installation and uses it to store file documents.

TO SET "FILE DOCUMENTS" AS THE DEFAULT DOCUMENT FOLDER IN WORDPERFECT®:

1. In WordPerfect® click **Tools, Settings** in the main menu. WordPerfect® opens **Settings**.
2. In **Settings**, click **Files**. WordPerfect® opens **Files Settings**.
3. In **Files Settings**, click **Document**.
4. In **Default document folder** enter *C:\Program Files\Robot Lawyer\File Documents*
5. Click **OK**.
6. Click **Close**. WordPerfect® sets *C:\Program Files\Robot Lawyer\File Documents* as the default document folder.

TO SET "FILE DOCUMENTS" AS THE DEFAULT DOCUMENT FOLDER IN MICROSOFT® WORD:

1. In Microsoft® Word click **Tools, Options** in the main menu. Microsoft® Word opens **Options**.
2. In **Options**, click **File Locations**.
3. In **File Locations** select **Documents** and click **Modify**. Microsoft® Word opens **Modify Location**.
4. In **Folder name** enter *C:\Program Files\Robot Lawyer\File Documents*
5. **Click OK**. Microsoft® Word sets *C:\Program Files\Robot Lawyer\File Documents* as the default document folder.

Practice Documents. During installation, Robot Lawyer™ creates a folder named *Practice Documents*. Before you start using Robot Lawyer™, move all the documents you have used or encountered in your practice, and want to use as templates to create file documents, to the folder *Practice Documents*. Use the Windows® Desktop to move documents to use as templates to the folder *Practice Documents*. (See Practice Documents.)

Related Topics

About Program Locations

Your_Word_Processor.htm/August 10, 2007

Word Processor Location

TO ENTER THE LOCATION OF YOUR WORD PROCESSOR:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Program and Website Locations** window.
4. In the **Program and Website Locations** window click the **Word Processor** tab.
5. Click **Edit** opposite **Word Processor**.
6. Select the name of your word processor.
7. Click **Browse**. Robot Lawyer™ opens its **Select Word Processor** dialog.
8. Select the EXE file that launches your word processor and click **Open**. Robot Lawyer™ enters the location of your word processor.

Commentary

Be sure your entry consists of the path + filename + extension.

Related Topics

About Program Locations

Your Word Processor

Word_Processor_Location.htm/August 10, 2007

Online Research

TO OPEN YOUR ONLINE LEGAL RESEARCH PROGRAM:

- Click **View, Online Research** in the main menu.

TO ENTER THE LOCATION OF YOUR ONLINE LEGAL RESEARCH PROGRAM:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.

3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Program and Website Locations** window.
4. In the **Program and Website Locations** window click the **Research** tab.
5. Enter the Internet address that opens your online legal research website.

Commentary

Robot Lawyer™ lets you tell it the location of the website or program you use to retrieve the full text of cases and statutes, and do other legal research. You can then access the website directly or opened by Robot Lawyer™ by clicking **View, Online Research** in the main menu. You can then easily capture text from the website by selecting and dragging or copying and pasting it in Robot Lawyer™. This works nicely with full text law websites such as Westlaw®, LexisNexis®, FindLaw®, VersusLaw® and others. The full text as well as the citation and the headnotes are properties of the law. See Law Properties.

Related Topics

About Program Locations

[Online_Research.htm/August 10, 2007](#)

Getting Started

Start with a name.

The name of an *entity*.

What's an entity?

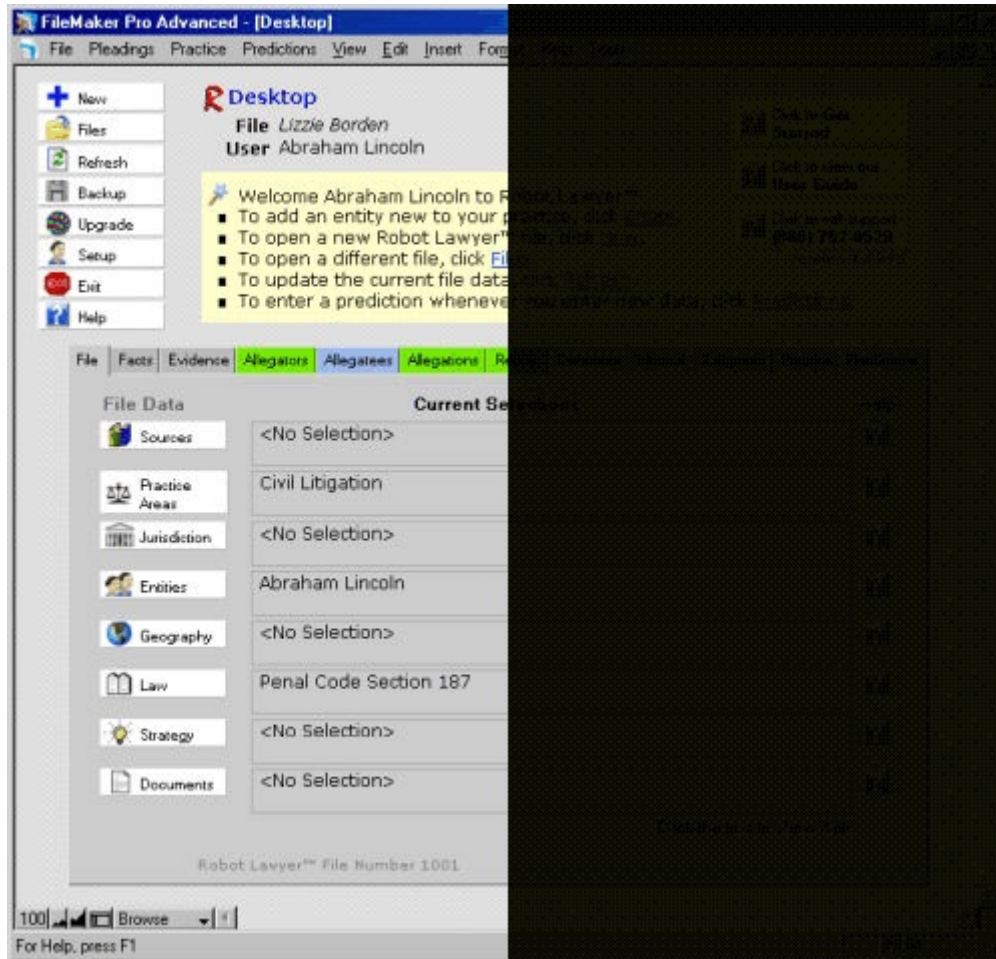
Robot Lawyer™ knows people, companies, the United States, California, South Dakota, parties, lawyers, witnesses, support people, the Republican Party—anything to you that seems suable—as *entities*. When you take on a new case or matter, or are just *thinking about* taking on a new case or matter, often before you or somebody else opens a file of the case, you get a *name* of somebody or some thing that is or will be—or *potentially* will be—related to the matter.

In other words, you get the name of an *entity*.

When you enter it, Robot Lawyer™ will know this entity as a *practice* entity, because it's an entity encountered in your practice. Does that make sense?

So the first thing you want to do—if you haven't already done so in one of your other matters—is tell Robot Lawyer™ about this entity, at least, for now, its *name*.

To do this, click the **Practice** tab. See the tabs on the Robot Lawyer™ Desktop? The **Practice** tab is the second tab from the right:



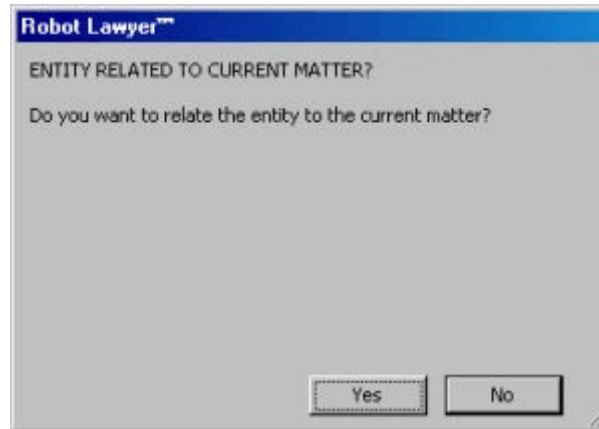
In the **Practice** tab you see buttons on the left. The first button is labeled **New**. That's the button you want.

Click the **New** button. Your display flickers and Robot Lawyer™ opens its Name Properties window. This is where you're going to enter the name of the new entity:

Enter the name of the entity. If the entity is an individual, e.g., "John Paul Jones," enter his or her first, middle and last name if you know them. If you don't, just enter the part of the name you know. If the entity is not an individual, e.g., "Robot Lawyer Corporation," enter its full name in the **Last/Name** field.

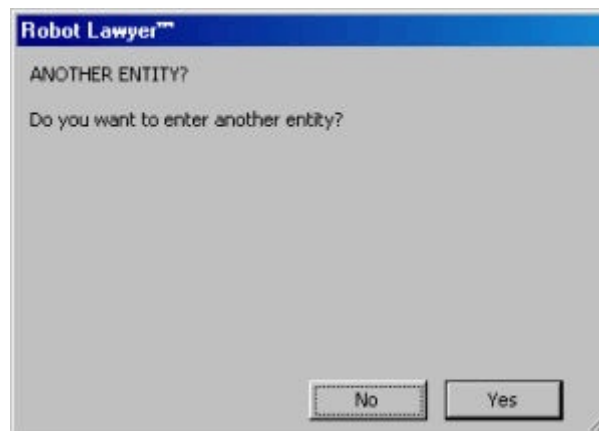
If you feel ambitious, you can enter additional name data such as the individual's title and how you will address him or her. You can enter how you will refer to him or her or it in court. Or you can do that at any time later.

When finished, click **Done**. Robot Lawyer™ closes the Name Properties window and opens a dialog that asks you if you want it to relate the entity to the current open Robot Lawyer™ file:



You haven't opened a file yet so click **No**.

Robot Lawyer™ then opens another dialog and asks you if you have another entity it doesn't already know about from your other matters:

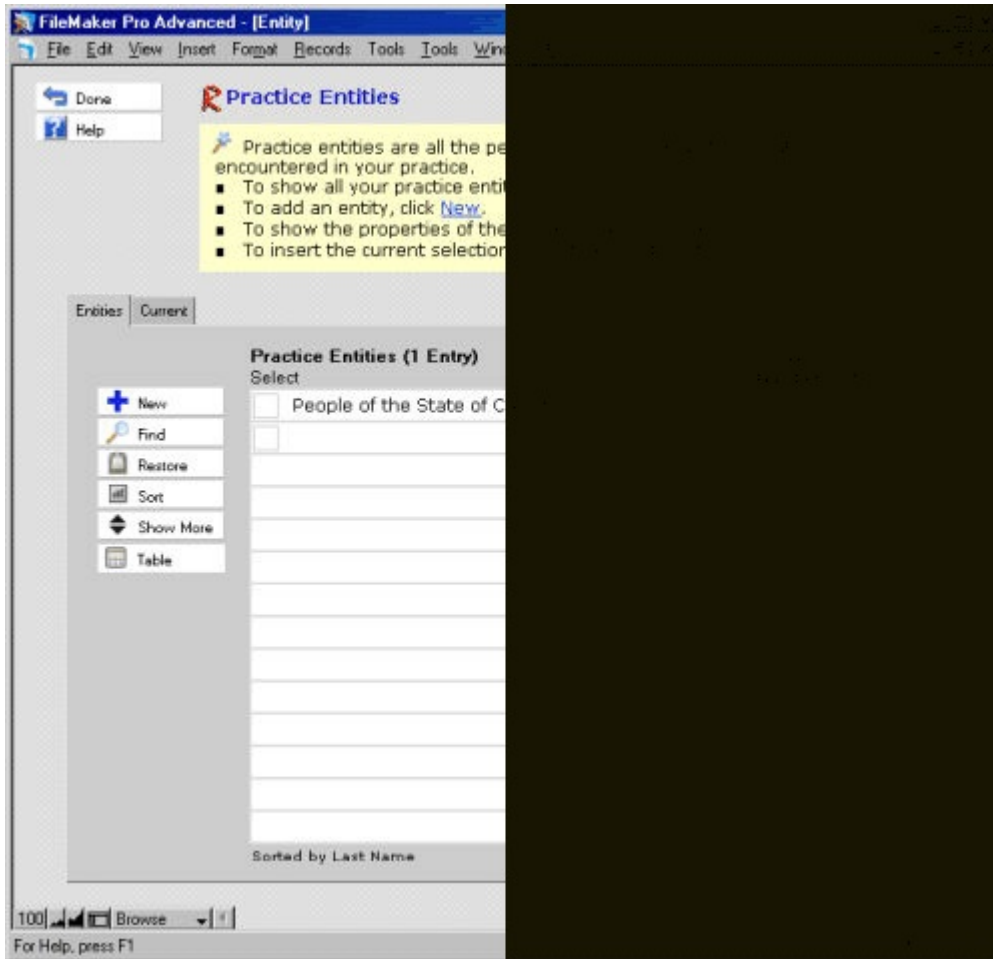


If you have another entity—and if you're just starting, you probably do—you can enter that entity's name too.

Enter as many entities as you can or want. Entities that will or may be related to the new matter. You don't have to enter them now. You can do it later.

When you're finished entering entities, Robot Lawyer™ returns you to the Robot Lawyer™ Desktop.

Now to see the entity or entities you entered, click the **Entities** button in the **Practice** tab on the Robot Lawyer™ Desktop. The **Entities** button is under the **New** button. Robot Lawyer™ opens its Practice Entities window:



In the Practice Entities window you'll see the entity or entities listed. Robot Lawyer™ remembers every entity you encounter in your practice unless you tell the program to forget the entity, which you can do by selecting the entity and deleting it.

Click the **Done** button in the Practice Entities window to return to the Robot Lawyer™ Desktop.

Congratulations. You're on the way to becoming a seasoned Robot Lawyer™ user! Soon you'll learn other practice data, such as statutes, strategies and more. You'll learn to use this data to generate the documents and other words you need to represent your party.

Now you're ready to open your new Robot Lawyer™ file. This will be the program's file of the your matter to which the entities you entered are or may be related.

Opening a new Robot Lawyer™ file is easy. To see how, click [Opening a New File](#).

Related Topics

Closing Files

[Deleting Files](#)

[File Content](#)

[Opening Closed Files](#)

[Robot Lawyer™ Files](#)

Getting_Started.htm/August 10, 2007

Exiting Robot Lawyer™

TO EXIT ROBOT LAWYER™:

1. On the Robot Lawyer™ Desktop **Exit**. Robot Lawyer™ asks if you want to backup your practice data.
2. Click **Yes**. Robot Lawyer™ backs up your practice data and shuts down.

Commentary

When finished working in Robot Lawyer™, exit the program. Your practice data is contained in the file *C:\Program Files\Robot Lawyer\RL\robot_main.rob*. When you tell Robot Lawyer™ to back up your practice data, it copies *C:\Program Files\Robot Lawyer\RL\robot_main.rob* to *C:\Program Files\Robot Lawyer\Backup\robot_main.rob*.

Related Topics

Backing Up Data

Exiting_Robot_Lawyer™__.htm/August 10, 2007

Managing Data

Selecting Data

When you want to enter data in a field Robot Lawyer™ typically presents a list of choices and lets you select the data you want. The list is comprised mainly of data you've previously encountered in your practice.

Robot Lawyer™ also lets you select data using standard Windows® methods. You can select data in a field by clicking in the field and dragging the cursor over the data you want to select. Or click in the field, press and hold down the Shift key and select the data using the arrow or Page Up or Page Down keys.

To select all the data in a field, click in the field, then click Edit, Select All in the main menu, or press Ctrl-A. Robot Lawyer™ selects all the data in the field.

Related Topics

Capturing Data

Data Choices

Robot Lawyer™ Pleadings

Selecting_Data.htm/August 10, 2007

Capturing Data

Robot Lawyer™ was designed for you to enter data by selection rather than typing. Robot Lawyer™ routinely displays a list of predicted choices based on data encountered in your practice. You enter data in the current matter by selection/confirmation. This is what bestows Robot Lawyer™ with a predictive attribute that will be developed, refined and enhanced in future releases of the product.

Capturing File Data. You read, hear and/or think the words that comprise Robot Lawyer™ data sources. You process the data in your brain or elsewhere. And then you feed Robot Lawyer™ *derived* data potentially related and needed to represent the party in your current matter.

Robot Lawyer™ knows the derived data fed it as *file data*: the potential entities, geography, facts, statements, evidence, law, strategy and documents that comprise the Robot Lawyer™ file of your current matter.

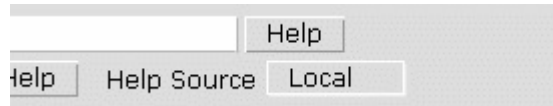
Although Robot Lawyer™ stores the *sources* of the file data, it does not see the sources *per se* as file data. Robot Lawyer™ only sees as file data the *derived* data—the data gleaned from the sources—and fed it as data potentially related and needed to represent the current party.

Recurrent Values. A powerful feature of Robot Lawyer™ is its ability to load recurrent file values when you open a new file. Whenever you capture new strategy, new geography, new law, a new entity or a new document, encountered in your practice, Robot Lawyer™ asks you if you want it to *predict* the data, i.e., is the data always or usually related to the matters you take on in your practice. If you tell Robot Lawyer™ that it *is* always or usually related to the matter, Robot Lawyer™ will automatically load (predict) it whenever you create a new entry and/or open a new file. (See .)

Choices. The most common method of capturing stored data is to click in the field. Robot Lawyer™ then displays entries used in other matters, and lets you capture the entry you want to enter in the field. The entries listed can be entries used

in your other matters and entries used by other lawyers. You capture the entry by clicking it to select it, then clicking Insert. Robot Lawyer™ enters the data in the field.

Drop-Down Lists. Clicking in some fields displays a drop-down list of practice data. An example is in the **Settings** window where Robot Lawyer™ lets you change the *source* of Robot Lawyer™ online help:



When Robot Lawyer™ drops a list, click the entry you want and Robot Lawyer™ displays the entry in the field.

Right Clicking. When you right-click in some fields, Robot Lawyer™ opens a menu of choices that includes Paste and Insert, both of which can be used to enter data in the field.

Insert. Often Robot Lawyer™ displays an Insert button that allows you to capture data from a list and insert it in a field in another window. If you mistakenly click the Insert button to insert the data in another window, and no field is awaiting the data, the program displays an error dialog advising you haven't selected a field in which to insert the selection:



To escape from this error, click Desktop to return to the Robot Lawyer™ Desktop.

Related Topics

Copying Data

- Data Choices
- Indexed Data
- Inserting Data
- Moving Data
- Pictures/Sounds
- Predicting Data
- Removing Data
- Selecting Data
- User Name

Capturing_Data.htm/August 10, 2007

Inserting Data

Robot Lawyer™ was designed for you to enter data by selection rather than typing. Robot Lawyer™ routinely displays a list of predicted choices based on data encountered in your practice. You enter data in the current matter by selection/confirmation. This is what bestows Robot Lawyer™ with a predictive attribute that will be developed, refined and enhanced in future releases of the product.

Often Robot Lawyer™ displays an Insert button that allows you to capture data from a list and insert it in a field in another window. If you mistakenly click the Insert button to insert the data in another window, and no field is awaiting the data, the program displays an error dialog advising you haven't selected a field in which to insert the selection:



To escape from this error, click Desktop to return to the Robot Lawyer™ Desktop.

Related Topics

Copying Data

- Data Choices
- Indexed Data
- Inserting Data
- Moving Data
- Pictures/Sounds
- Predicting Data
- Removing Data
- Selecting Data
- User Name

Inserting_Data.htm/August 10, 2007

Adding the Last Selection

Several Robot Lawyer™ windows have a **Last** tab that contains an **Add** button that lets you add the last selection that was made to the list of entries in the window:



TO ADD THE LAST SELECTION:

1. Click the **Last** tab.
2. Click the **Add** button. Robot Lawyer™ adds the last selection to the list of entries.

Related Topics

Capturing Data

[Adding_the_Last_Selection.htm/August 10, 2007](#)

Copying Data

TO COPY DATA:

1. Select the data you want to copy. (See [Selecting Data](#).)
2. Click **Edit, Copy** in the main menu, or press **Ctrl-C**.
3. Click in the field where you want to copy the data.
3. Click **Edit, Paste** in the main menu, or press **Ctrl-V**. Robot Lawyer™ copies the data in the field.

Commentary

Robot Lawyer™ lets you select, copy, move and paste data using standard Windows methods. Besides using the main menu or the key combinations, you can also right-click in most fields which causes Robot Lawyer™ to pop up a menu of commands including Cut, Copy and Paste.

Use the Copy command to copy the data. For example, A quick, easy, powerful method employed by Robot Lawyer™ users to capture the properties of cases and statutes is to select and copy the citation, headnotes and full text from law websites such as Westlaw®, LexisNexis®, FindLaw® or VersusLaw®, and then paste the text in the respective Robot Lawyer™ field.

Related Topics

Capturing Data

Data Exchange

[Copying_Data.htm/August 10, 2007](#)

Dragging Text

TO COPY DATA:

1. Select the data you want to drag. (See Selecting Data.)
2. Cover the selection with the cursor and hold down the left mouse key.
3. Drag the text to the field in which you want to place it.
4. Let go of the left mouse key. Robot Lawyer™ copies the text in the field.

Commentary

Robot Lawyer™ lets you drag text from window to window within Robot Lawyer™, or to or from the window of another program running on your computer.

Use the drag feature to copy as a quick, easy, powerful method to capture citations, headnotes and full text from law websites such as Westlaw®, LexisNexis®, FindLaw® or VersusLaw®.

Related Topics

Capturing Data

Copying Data

Dragging and Dropping Text

Data Exchange

[Dragging_Text.htm/August 10, 2007](#)

Moving Data

TO MOVE DATA:

1. Select the data you want to move. (See Selecting Data.)
2. Click **Edit, Cut** in the main menu, or press **Ctrl-X**.
3. Click in the field where you want to move the data.
3. Click **Edit, Paste** in the main menu, or press **Ctrl-V**. Robot Lawyer™ moves the data into the field.

Commentary

Robot Lawyer™ lets you select, copy, move and paste data using standard Windows methods. Besides using the main menu or the key combinations, you can also right-click in most fields which causes Robot Lawyer™ to pop up a menu of commands including Cut, Copy and Paste. Use the Cut command to move the data.

Related Topics

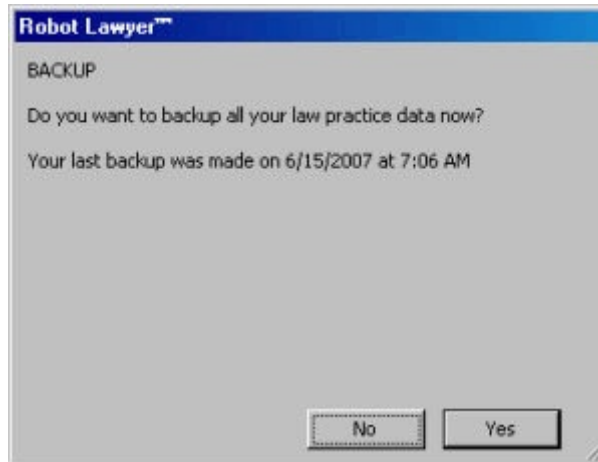
Capturing Data

August 10, 2007

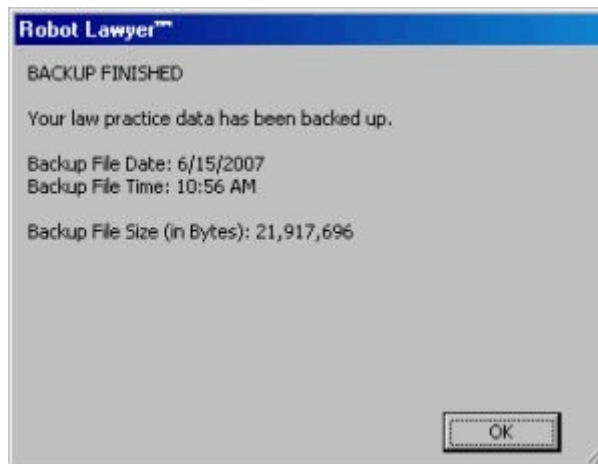
Backing Up Data

TO BACKUP YOUR LAW PRACTICE DATA:

1. On the Robot Lawyer™ Desktop click the **Backup** button, or in the main menu click **File, Backup**. Robot Lawyer™ opens its **Backup** dialog and asks if you want to backup your law practice data:

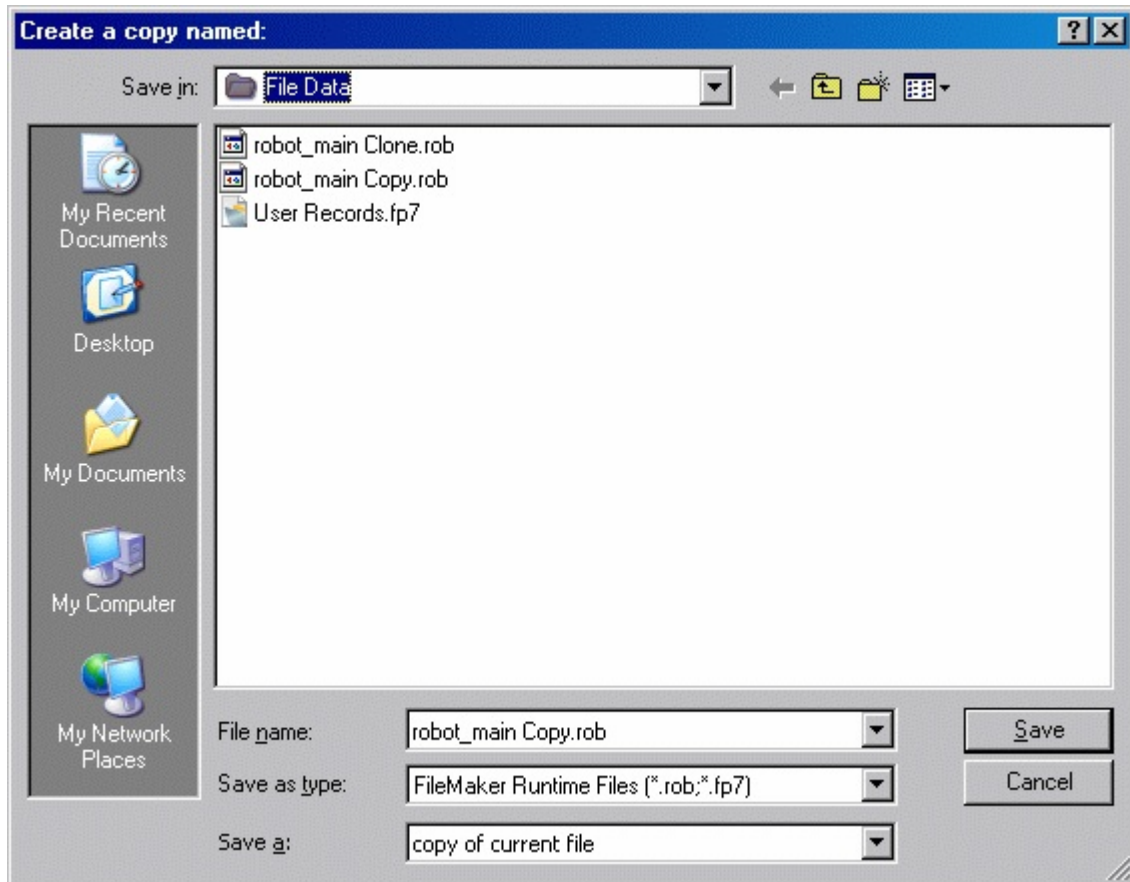


2. Click **Yes**, Robot Lawyer™ backs up your law practice data. When finished, Robot Lawyer™ displays its **Backup Finished** dialog:



TO MANUALLY BACKUP YOUR LAW PRACTICE DATA:

1. In the Robot Lawyer™ Desktop main menu click **Special, Save a Copy As**. Robot Lawyer™ opens its **Create a copy named** dialog:



3. In the **Create a copy named** dialog navigate to and select the folder where you want to create a copy of your law practice data. Select a folder outside the *Program Files* folder because, should the occasion arise, the Windows® Uninstall routine or other procedure could mistakenly delete the backup file *robot_main.rob* in *C:\Program Files\Robot Lawyer\Backup*.
4. In **File name** enter *robot_main.rob*.
5. In **Save as type** select **FileMaker Runtime Files (*.rob;*.fp7)**.
6. In **Save a** select **copy of current file**.
7. Click **Save**. Robot Lawyer™ creates a copy of your law practice data named *robot_main.rob* in the folder you selected.

Commentary

Robot Lawyer™ automatically saves changes to your data as your work, so there is no "Save" command.

You can back up the data that comprise your law practice anytime while using Robot Lawyer™ by clicking the Backup button on the Robot Lawyer™ Desktop or clicking File, Backup in the main menu.

When you exit the program, Robot Lawyer™ asks if you want to back up your law practice data. Normally you answer **Yes**. (See Exiting Robot Lawyer™.)

Either way, when Robot Lawyer™ backs up the data that comprise your law practice, it copies the data to the full path of law practice database backup file

entered in the field. The default location where Robot Lawyer™ backs up your data is *C:\Program Files\Robot Lawyer\Backup\robot_main.rob*. Don't change this value unless you're an advanced Robot Lawyer™ user.

Manual Backup. If you want to manually create a backup copy of your law practice data someplace else on your disk, follow the instructions above.

Related Topics

Exiting Robot Lawyer™

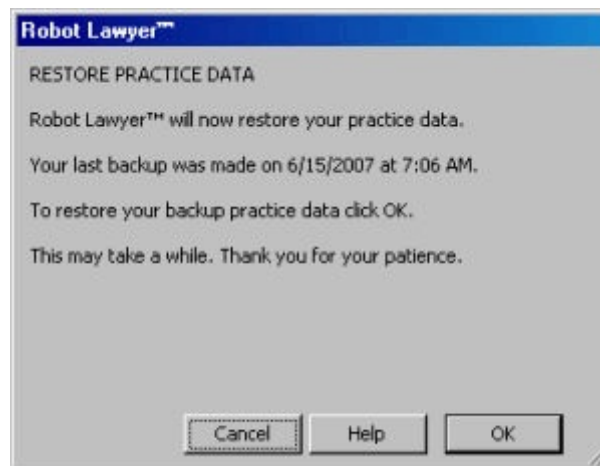
Restoring Data

Backing_Up_Data.htm/August 10, 2007

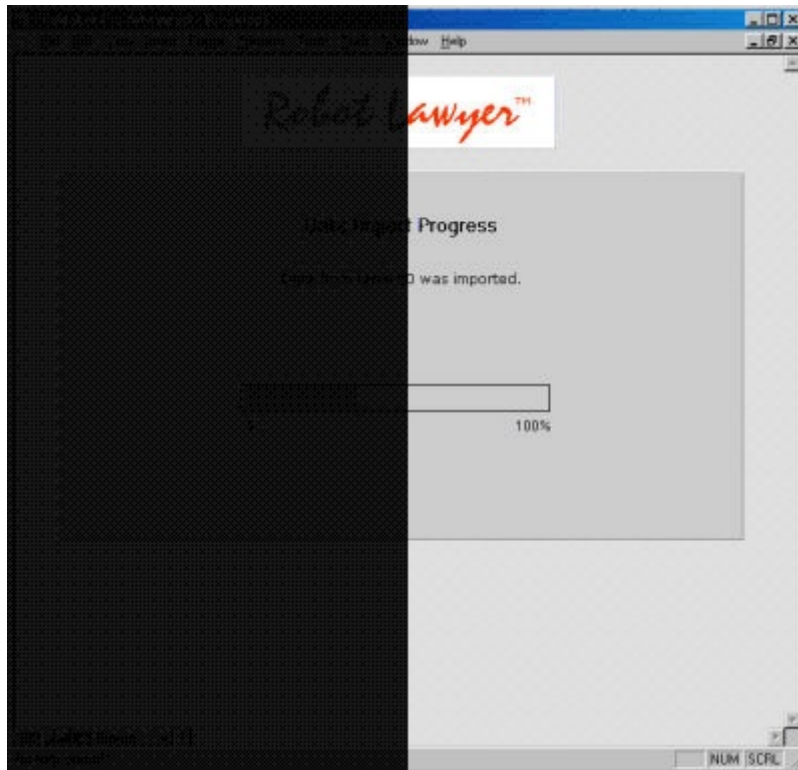
Restoring Data

TO RESTORE YOUR LAW PRACTICE DATA:

1. Click **File, Restore** in the Robot Lawyer™ Desktop main menu. Robot Lawyer™ opens a dialog and tells you it will restore your practice data:



2. Click **OK**. Robot Lawyer™ begins to import your practice data and shows its progress:



Commentary

Robot Lawyer™ lets you restore your law practice data that you backed up. To restore your law practice data, click File, Restore in the main menu and follow the instructions. The operation may take a while, so be patient. Robot Lawyer™ shows its progress as it restores your data.

When you command Robot Lawyer™ to restore your practice data, it goes to the default location where Robot Lawyer™ backs up your data at *C:\Program Files\Robot Lawyer\Backup\robot_main.rob* and imports the data in the *robot_main.rob* file from that location to the *robot_main.rob* file at *C:\Program Files\Robot Lawyer\RL\robot_main.rob*.

Related Topics

Backing Up Data

Restoring_Data.htm/August 10, 2007

Data Choices

TO ENTER A CHOICE:

1. Click the **Choices** tab. Robot Lawyer™ lists all the choices encountered in your practice.
2. Select the choice you want to enter. Robot Lawyer™ opens the **Current** tab.

3. Click **Insert**. Robot Lawyer™ returns to where you were and enters your selection in the field.

TO ADD A NEW CHOICE:

1. Click the **Choices** tab. Robot Lawyer™ lists all the choices encountered in your practice.
2. Click **New**. Robot Lawyer™ opens a dialog and asks you to enter the new choice:



3. Enter the new choice.
4. Click **OK**. Robot Lawyer™ lists the new choice.

TO EDIT A CHOICE:

1. Click the **Choices** tab. Robot Lawyer™ lists all the choices encountered in your practice.
2. Click **Edit**. Robot Lawyer™ asks you to edit the choice:



3. Edit the choice.
4. Click **OK**. Robot Lawyer™ lists the edited choice.

Commentary

Often when you want to see data encountered in your practice, or related to the current matter, an index of values previously captured in the field isn't exactly what you want. (See Previously Captured Data.) In that case click in the field, then click Choices. The button used to open Choices is usually either a button labeled "Choices," or a small gray unlabeled button to the right of the field.

When you click the button and open Choices, Robot Lawyer™ displays entries related to the current matter, or used in other matters, and lets you capture the entry you want to enter in the field. You capture the entry by clicking it to select it, then clicking Capture. Robot Lawyer™ then enters the data in the field.

The entries listed in Choices can be entries used in your other matters, entries used by other lawyers in your office, and entries used by other lawyers not in your office. Robot Lawyer™ installs other users' choices when you install Robot Lawyer™. You can remove choices that are not encountered in your practice.

Choices Table. Robot Lawyer™ lets advanced users display a table showing all entries. To display the table, click the Table button. When you click Table, Robot Lawyer™ displays a table showing all entries and displays its Advanced mode main menu. When finished viewing/working in the table, click Back. Robot Lawyer™ returns you to where you were.

Related Topics

Deleting Data

Robot Lawyer™ Tables
Showing More Data

[Data_Choices.htm/August 10, 2007](#)

Indexed Data

TO INSERT DATA FROM AN INDEX:

1. Click the field you want to insert the previously-captured data.
2. Click **Insert, From Index** in the main menu. Robot Lawyer™ opens **View Index**.



3. Click the data you want.
4. Click **Paste**. Robot Lawyer™ inserts the data in the field.

Commentary

Robot Lawyer™ generates an index of values you've entered in a field in all your matters. You can view the values in the index, and insert a value in the field. While View Index is open, you can view the list of values as individual words by selecting Show individual words.

Also, you can enter two or more words in a field and have them treated as one word by the index. For example, you may want a name like Jean Louis to appear as one word in View Index, even when Show individual words is selected. To have two or more words treated as one, enter the space between words by pressing Ctrl-Space Bar instead of the space bar alone. For example, you may want a name like Jean Louis to appear as one word in View Index, even when Show individual words is selected. To have two or more words treated as one, enter the space between words by pressing Ctrl-Space Bar instead of the space bar alone.

Related Topics

Copying Data

Data Choices
Moving Data
Pictures/Sounds
Predicting Data
Removing Data
Selecting Data
User Name

Indexed_Data.htm/August 10, 2007

Sorting Data

TO SORT ENTRIES IN A LIST:

1. In a tab that lists entries click the **Sort** button. Robot Lawyer™ displays a list of choices.
2. Click the way you want to sort the list. Robot Lawyer™ sorts the list.

Commentary

In many of its windows Robot Lawyer™ displays lists of entries (in database lingo called *records*). When you click the Sort button, Robot Lawyer™ normally drops a list of properties. Click the property you want to use to sort the entries.

For advanced sorts see [Sorting Records](#).

Related Topics

Finding/Replacing Data

[Sorting Records](#)

[Sorting_Data.htm/August 10, 2007](#)

Showing More Data

TO SHOW MORE DATA:

1. Click the **Show More** button. Robot Lawyer™ shows more data.
2. When finished click Back. Robot Lawyer™ returns you to where you were.

Commentary

Several Robot Lawyer™ windows have a Show More button that lets you show more entries or gives you a larger field into which enter text.

Related Topics

[Showing_More_Data.htm/August 10, 2007](#)

Finding/Replacing Data

TO FIND ENTRIES:

1. Click the **Find** button to the left of the list. Robot Lawyer™ opens its **Find** dialog:



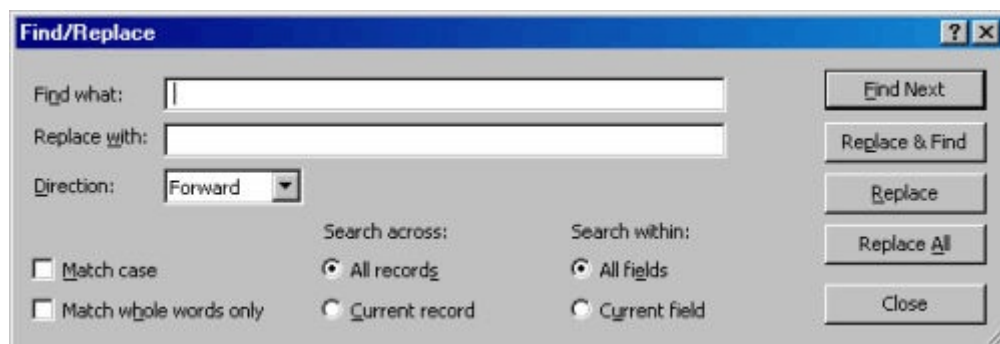
2. Enter all or part of the word or phrase you want to find.
3. Click **OK**. Robot Lawyer™ finds and lists only the entries containing the word or phrase or portion thereof that you want to find.

TO RESTORE ALL THE ENTRIES:

- Click the **Restore** button. Robot Lawyer™ restores all the entries in the list.

TO FIND AND REPLACE:

1. Click in the field you want to find the text.
2. Click **Edit, Find/Replace, Find/Replace** in the main menu. Robot Lawyer™ opens its **Find/Replace** dialog:



3. Enter the data you want to search for in the field **Find what**.
4. Enter the replacement data in the field **Replace with**.
5. Set the search options.
6. Click the button that performs the type of find/replace operation you want.

Commentary

Searching Records. In many of its windows Robot Lawyer™ displays lists of entries. In database lingo they are called *records*; each entry is one record.

When you launch a find operation, Robot Lawyer™ displays only those records that contain the word or phrase or portion thereof that you're looking for. When you click the Restore button after a find operation, Robot Lawyer™ restores all the records it omitted that didn't contain the word or phrase you were searching for; it makes the list whole again.

Searching Text. To find or replace invisible characters, such as tabs or carriage returns, manually copy and paste these characters from a field into the Find what or Replace with field.

Set the search options you want to use. Select an option from the Direction list to choose the search direction: Forward, Backward, or All.

Select Match case to search for only those occurrences in which the capitalization matches the data you specified in the Find what box.

Select Match whole words only to search for only those occurrences that are whole words or are bounded by spaces and/or punctuation characters. Examples:

- *good* finds *good* and *good* within *good-bye*
- *travel* finds *travel* and *travel* within *travel.com* but *.com* does not find *travel.com*
- *stone house[space]* finds *stone house* in the sentence "*The old stone house[space][space]has a large garden,*" but does not find *stone house* in the sentence "*The old stone house[space]has a large garden.*"

Select an option in Search across to search across all records in the current window or just in the current record. In Find mode, search across all find requests in the current window or just in the current find request.

Select an option in Search within to search within all fields in the current window or just in the current field.

Click one of the buttons to perform the type of find/replace operation you want:

- Click Find Next to search for and select the next occurrence of the Find what data.
- Click Replace & Find if there is selected data that matches the Find what data. Replace the Find what data with the Replace with data, search for and select the next occurrence. If there is no selected data that matches the Find what data. Search for and select the first occurrence of the Find what data.
- Click Replace to replace the selected Find what data with the Replace with data.
- Click Replace All to replace all occurrences of the Find what data with the Replace with data. At the end of the Replace All operation, you see a summary of the number of occurrences found, replaced, and skipped.

To replace an entire data entry, Robot Lawyer™ usually lets you click the entry then Choices. Robot Lawyer™ lists choices and lets you capture a choice to replace the entry.

Related Topics

Data Choices

Find Mode

Status Area

Finding_Replacing_Data.htm/August 10, 2007

Entering Dates

Dates are a big deal in the practice of law anywhere.

Entry by Selection. Click in the field. Robot Lawyer™ drops a calendar. Click the date. Robot Lawyer™ enters the date.

Manual Entry. To manually enter the date first delete any date Robot Lawyer™ inserted in the field Robot Lawyer™ also lets you manually enter the date with four-digit years, such as 12/1/2005, and with two-digit years, such as "12/1/05." If Robot Lawyer™ reads a two-digit year from "00" to "42," it guesses you mean the 21st century, not the 20th century. For example if you enter "9/9/08," Robot Lawyer™ guesses you mean "September 9, 2008." To avoid the guessing, enter four-digit years, such as "2/18/2021."

Current Date. Another way of inserting the *current* date is to click in the date field, then click Insert, Current Date in the main menu. Robot Lawyer™ inserts the current date in the field.

Related Topics

Entering Times

Entering_Dates.htm/August 10, 2007

Entering Times

Time—time of day or time duration—is more frequently encountered in some areas of practice (e.g. criminal law) than others (e.g. patent law). But some time entry needs to be done in every area of practice.

Entry by Selection. Click in the field then click the down-arrow to the right. Robot Lawyer™ drops a list of times for you select. Select the time you want. Robot Lawyer™ enters the time in the field.

Manual Entry. You may want to enter a time more precise than the selections offered in the drop-down list. To enter a precise time, delete any time Robot Lawyer™ inserted in the field and enter it manually. You can enter the time in one of four ways:

- Hours
- Hours and minutes
- Hours, minutes, and seconds
- Hours, minutes, seconds, and fractional second

If you enter a single digit, Robot Lawyer™ assumes it's an hour. Robot Lawyer™ assumes AM for a time earlier than noon. To enter 12 noon or a time thereafter, follow the time with a space and "pm," lower or upper case.

Current Time. A way of inserting the *current* time is to click in the time field, then click Insert, Current Time in the main menu. Robot Lawyer™ inserts the current time in the field.

Related Topics

Entering Dates

Entering_Times.htm/August 10, 2007

Pictures and Recordings

Robot Lawyer™ lets you capture and store sounds and pictures—still and motion—of facts, statements and entities.

Pictures Still and Moving. Robot Lawyer™ knows digitally-captured photographs, graphics—any *individual* pictures of any kind—as *still pictures*. Robot Lawyer™ knows digitally-captured videos, movies, animation—*any* captured *pictures* that *move*—as *motion pictures*.

QuickTime. Robot Lawyer™ uses QuickTime for Windows® to enter, store, play and record motion pictures and sounds encountered in your practice. To use QuickTime you scroll to and click in the first empty field, then click Insert, QuickTime in the main menu. If QuickTime is dimmed, you need to install QuickTime on your computer. To install Quicktime on your computer free, you can download it at <http://www.apple.com/quicktime/download/win.html>.

When you click QuickTime, Robot Lawyer™ opens QuickTime and lists motion pictures and sounds encountered in your practice. Typically you select the related motion picture or sound you want, and click Open. Robot Lawyer™ enters the motion picture or sound in the field. Then, typically, you left-click in the field to the right, below Description, and enter a description of the motion picture or sound.

Supported Picture Formats. Robot Lawyer™ supports the following picture formats:

- Encapsulated Postscript (.eps)
- FlashPix (.fpx)
- GIF (.gif)
- JPEG/JFIF (.jpg)
- Photoshop (.psd)
- PICT (.pct)
- PNG (.png)
- QuickTime Image File (.qt)
- SGI (.sgi)
- Targa (.tga)
- TIFF (.tif)
- Windows bitmap (.bmp)
- Windows Metafile/Enhanced Metafile (.wmf/.emf)

Supported QuickTime Formats. Robot Lawyer™ supports the following QuickTime and other multimedia formats:

- AVI (.avi)
- Cubic VR
- DV (.dv)
- FLC
- Karaoke (.kar)
- Macromedia Flash 5
- MPEG (Playback)
- QuickTime Movie (.qtm)
- QuickTime VR
- Virtual Reality (VR)

Supported Sound Formats. Robot Lawyer™ supports the following sound formats:

AIFF (.aif)
AU
MIDI (.mid)
MP3 (.mp3)
SoundFont 2 (.sf2)
Sound (.snd)
WAV (.wav)

Related Topics

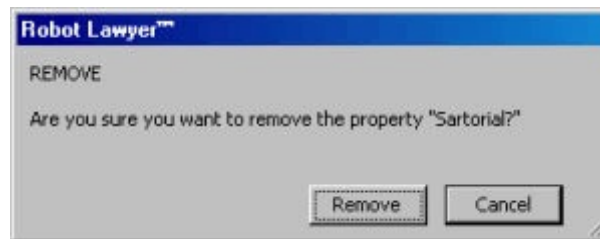
Pictures/Sounds of Entities
Pictures/Sounds of Facts
Statement Properties

[Pictures_and_Recordings.htm/August 10, 2007](#)

Removing Data

TO REMOVE DATA:

1. Select the entry. Robot Lawyer™ opens the **Current** tab.
2. Click **Remove**. Robot Lawyer™ opens a dialog and asks if you're sure:



3. Click **Remove**. Robot Lawyer™ removes the entry as data related to the current Robot Lawyer™ file, but doesn't remove the data from its store of data encountered in your practice.

Commentary

Robot Lawyer™ lets you remove data from the current file. When you do this, Robot Lawyer™ keeps the data in its store of your practice data so that you can re-enter the data in the current file or any file whenever you want. In other words, removing data is not the same as deleting data. Deleting data permanently removes the data from your store of data related to your practice. You may want to remove data because it was entered by mistake or is not or no longer applicable.

Related Topics

Closing Files

Deleting Data
Removing Files

[Removing_Data.htm/August 10, 2007](#)

Deleting Data

TO DELETE DATA ENCOUNTERED IN YOUR PRACTICE:

1. Click the entry to select it then click **Delete**. Robot Lawyer™ asks if you're sure.
2. Click **Delete**. Robot Lawyer™ permanently deletes the data. moves the entry as data encountered in your practice.

Commentary

Robot Lawyer™ lets you permanently delete data you never use and are sick of seeing. Deleting data permanently removes the data from your store of data related to your practice. You may want to delete data because it was entered by mistake or is not or no longer applicable.

Related Topics

Closing Files

Removing Data

Removing Files

Deleting_Data.htm/August 10, 2007

Predicting Data

Robot Lawyer™ of course captures all entities, geography, law, strategy and documents encountered in your practice as practice data; but when an entity, geography, law, strategy or document recurs as file data over and over, you would have to select and enter it as a value over and over.

The program makes predictions—how to characterize the matter, how to name its file, and other predictions. It does this by accessing what it knows as its practice data, its store of data used in your other matters.

The predicted value setup feature saves you the trouble and directs Robot Lawyer™ to enter the entity, geography, law, strategy or document whenever you open a new file. In the off chance it isn't related to the new file, you can simply remove it.

Moreover, some *properties* of entities, geography, law, strategy and documents recur over and over again, as well as properties of files, facts, statements, evidence, allegations, defenses, replies, tribunals and even judgments encountered in your practice. So Robot Lawyer™ also lets you set the value of the *properties* you want it to predict. As time goes on, you may want to change the settings. Robot Lawyer™ lets you go back and edit the settings whenever you want. Here's a rundown:

Strategy. Robot Lawyer™ lets you specify strategy to be automatically listed as file strategy whenever you open a new Robot Lawyer™ file. For example a criminal defense lawyer may almost routinely in all his new cases file discovery demands and motions to appoint an investigator. Robot Lawyer™ will load the strategy—*File Discovery Demand, File Ex parte Notice and Motion to Appoint Investigator*—whenever you open a new matter. Although Robot Lawyer™ captures all strategy encountered in your practice as practice strategy, when a strategy

reoccurs as a file strategy over and over, and you have to select and enter it as file strategy over and over, this setup feature saves you the trouble. When Robot Lawyer™ lists a recurrent strategy that happens not to be related to the current matter, you can easily remove it. Robot Lawyer™ also lets you set values of properties you want it to predict when you enter a new strategy. To capture strategy as predictable strategy, see Predicting Strategy.

Documents. Robot Lawyer™ lets you specify documents to be automatically listed as file documents whenever you open a new Robot Lawyer™ file. For example a personal injury lawyer files a motion for discovery in practically every case he handles. Robot Lawyer™ will load the motion for discovery practice document whenever the personal injury lawyer opens a new case. Although Robot Lawyer™ captures all documents encountered in your practice as practice documents, when a document reoccurs as a file document over and over, and you have to select and enter it as file document over and over, this setup feature saves you the trouble. When Robot Lawyer™ lists a recurrent document that happens not to be related to the current matter, you can easily remove it. To capture a document as a predictable document, see Practice Documents.

Geography. Robot Lawyer™ lets you specify geography to be automatically listed as file geography whenever you open a new Robot Lawyer™ file. For example you may want to always load as file data the street addresses of some or all of the recurrent entities. Robot Lawyer™ captures the addresses as practice geography but when the geography reoccurs as file geography over and over, you have to select and enter it as file geography over and over; this setup feature saves you the trouble. When Robot Lawyer™ lists recurrent geography that happens not to be related to the current matter, you can easily remove it. Robot Lawyer™ also lets you set values of properties you want it to predict when you enter new geography. To capture geography as predictable geography, see Predicting Geography.

Entities. Robot Lawyer™ lets you specify entities to be automatically listed as file entities whenever you open a new Robot Lawyer™ file. For example you are in all likelihood an entity that reoccurs in matter after matter. Likewise your law firm. Some practices are retained by the same client, or same handful of clients over and over. Some practices even represent the same handful of parties over and over. Robot Lawyer™ of course captures all entities encountered in your practice as practice entities; but when an entity recurs as a file entity over and over, you have to select and enter it as a file entity over and over. This setup feature saves you the trouble and is important because file entities are important in several ways not the least of which being an important component of related facts, and related facts are an important component of your related thoughts. When Robot Lawyer™ lists a recurrent entity that happens not to be related to the current matter, you can easily remove it. To capture an entity as a predictable file entity, see Practice Entities.

Facts. An important part of Robot Lawyer™ is the program's ability to capture the facts of the current matter which it uses in many ways such as relating the facts to allegations, defenses, replies and evidence. In the current release of Robot Lawyer™ a principal method used to capture the facts is by asking you questions about the properties of the fact, and showing potential answers to its questions. Often the answer to a question is the same in matter after matter in your sole or main area of practice.

For example, right at the get-go, Robot Lawyer™ asks you how you want the fact characterized. Do you want to call it "fact?" Maybe you want to call it a "so-called fact." In the Fact Generator window Robot Lawyer™ lets you set the predicted value of the fact characterization field, the word or phrase you usually use in your area of practice to characterize facts. The pre-loaded predicted value is "fact." In the Fact

Generator window you can change the predicted values of the properties of facts. See Predicting Facts.

Statements. Robot Lawyer™ lets you set values of properties you want it to predict when you enter a new statement. See Predicting Statements.

Law. Robot Lawyer™ lets you specify law to be automatically listed as file law whenever you open a new Robot Lawyer™ file. For example California Penal Code § 186.22 dealing with felonies committed for the benefit of a street gang might be a law repeatedly related to cases handled by a Los Angeles deputy district attorney in the gang unit. A products liability decision favoring the defense might be repeatedly related to cases handled by an insurance defense lawyer. Robot Lawyer™ captures the law as practice law but when the law reoccurs as file law over and over, you have to select and enter it as file law over and over; this setup feature saves you the trouble. When Robot Lawyer™ lists recurrent law that happens not to be related to the current matter, you can easily remove it. Robot Lawyer™ also lets you set values of properties you want it to predict when you enter new law. To capture law as predictable law, see Predicting Law.

Evidence. Robot Lawyer™ lets set values of properties you want it to predict when you enter new evidence. See Predicting Evidence.

Allegations. Robot Lawyer™ lets you set values of properties you want it to predict when you enter a new allegation. See Predicting Allegations.

Defenses. Robot Lawyer™ lets you set values of properties you want it to predict when you enter a new defense. See Predicting Defenses.

Replies. Robot Lawyer™ lets you set values of properties you want it to predict when you enter a new reply. See Predicting Replies.

Related Topics

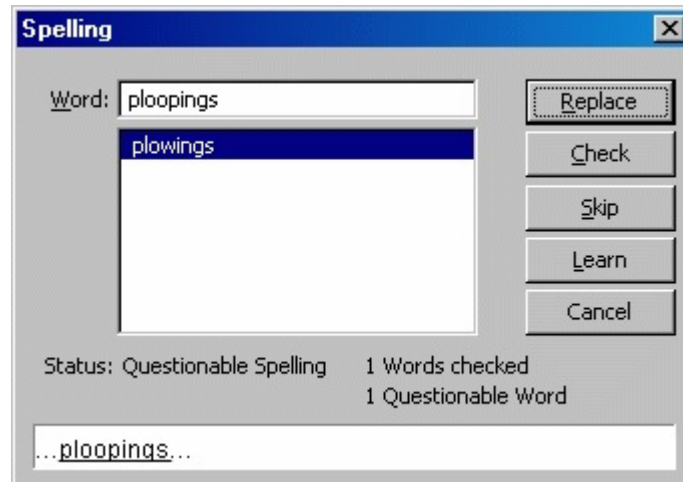
How Robot Lawyer™ Works

Predicting_Data.htm/August 10, 2007

Checking Spelling

TO CHECK SPELLING IN THE CURRENT FIELD OR WINDOW:

1. Display the record or layout, find the set of records, or select the text to check.
2. Click **Edit, Spelling** in the main menu. Robot Lawyer™ opens a submenu of options. To check the spelling of:
 - Selected text, click **Check Selection** (see Selecting Data);
 - Text in the current record, click **Check Record**;
 - Text in the current window, click **Check Layout**;
 - Text in a found set of records, click **Check All**.
3. When Robot Lawyer™ encounters a word it doesn't recognize it opens **Spelling**:



- To replace a misspelled word with one in the dictionary, select a suggestion in the list and click **Replace**.
 - To revise a misspelled word that isn't in the spelling dictionaries, for **Word**, type your replacement. Click **Check** if you want the new word's spelling verified, or click **Replace**.
 - To leave the word as it is, click **Skip**. Robot Lawyer™ skips every occurrence of the word.
 - To leave the word as it is and add it to the user dictionary, click **Learn**.
4. When the spelling check is complete, click **Done**.

Commentary

Robot Lawyer™ can check the spelling of text in a selected field or in the current window or record. You can also set Robot Lawyer™ to check spelling as you type. (See Spelling As You Type.)

When you check spelling, Robot Lawyer™ compares your text against two dictionaries, the main dictionary and the user dictionary. (See Spelling Dictionaries.) The main dictionary is preset to match your local language (for example, in the United States, usenglish.mpr). You can't edit the main dictionary, but you can change it to another language. The main dictionary is always available.

Robot Lawyer™ includes spelling dictionaries in the following languages: Dutch, French, Italian, German, Portuguese (Brazil), Portuguese (Portugal), Spanish, Swedish, Swiss German, UK English, US English, and US English (Medical).

The user dictionary, user.upr, is your second, editable dictionary. You can create multiple user dictionaries, but only one can be used at a time. You can change user dictionaries at any time, or turn off the user dictionary entirely and use just the main dictionary.

Related Topics

Finding/Replacing Data

Checking_Spelling.htm/August 10, 2007

Robot Lawyer™ Files

Robot Lawyer™ Files

Robot Lawyer™ knows a *file* as its file of your matter. Robot Lawyer™ knows the *current* file as its file of the matter you're currently working on. The Robot Lawyer™ file is the equivalent of your paper office file of the matter. The matter can fall into any area or areas of practice in any jurisdiction or jurisdictions in the United States or a foreign country. (In the single-user version of Robot Lawyer™ the only interface language currently available is English.)

Related Topics

Allegators

Closing Files

File Properties

Opening a New File

Removing Files

Robot Lawyer™ File Content

Opening Closed Files

Robot_Lawyer_Files.htm/August 10, 2007

Opening a New File

You've taken on or been assigned a new case or matter. Some paperwork is probably on your desk. Now you want to enter the matter in Robot Lawyer™ so you need to open and name the new Robot Lawyer™ file.

Let's get started.

When you open a new Robot Lawyer™ file, you're going to want to 1) give it a name, 2) select at least one potential or actual party making allegations (which Robot Lawyer™ knows as an *allegator*) and 3) tell Robot Lawyer™ the allegator's designation (plaintiff, cross-complainant, petitioner, etc.).

TO OPEN THE NEW FILE:

1. On the Robot Lawyer™ Desktop click the **New** button in the upper left corner of the screen. Robot Lawyer™ opens its File Properties window and tells you it will open your new file and load it with predictable data:



2. Click **OK**. Robot Lawyer™ loads predictable data in the new file then asks you if you want to name the new file after an entity:

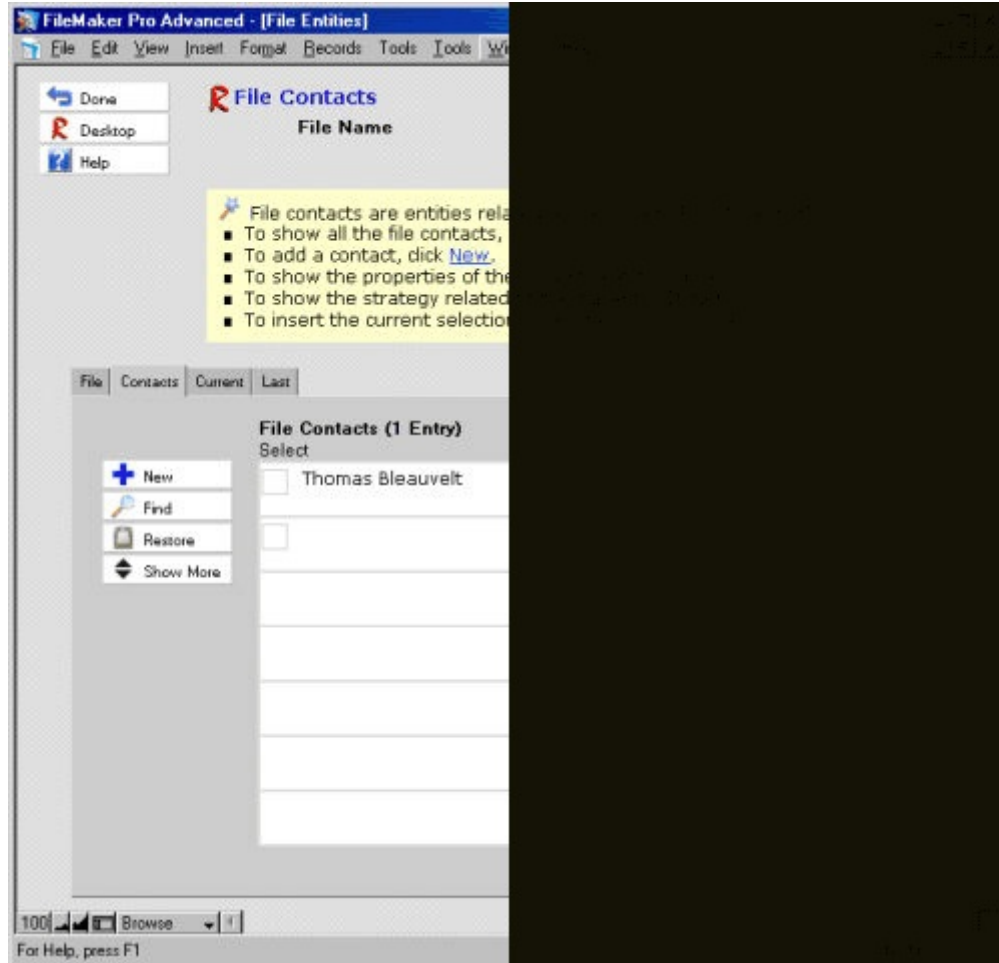


Robot Lawyer™ knows an entity as anything that is, was or seems suable—human beings, corporations, governments, etc. Lawyers normally use entity names to name files but you don't have to.

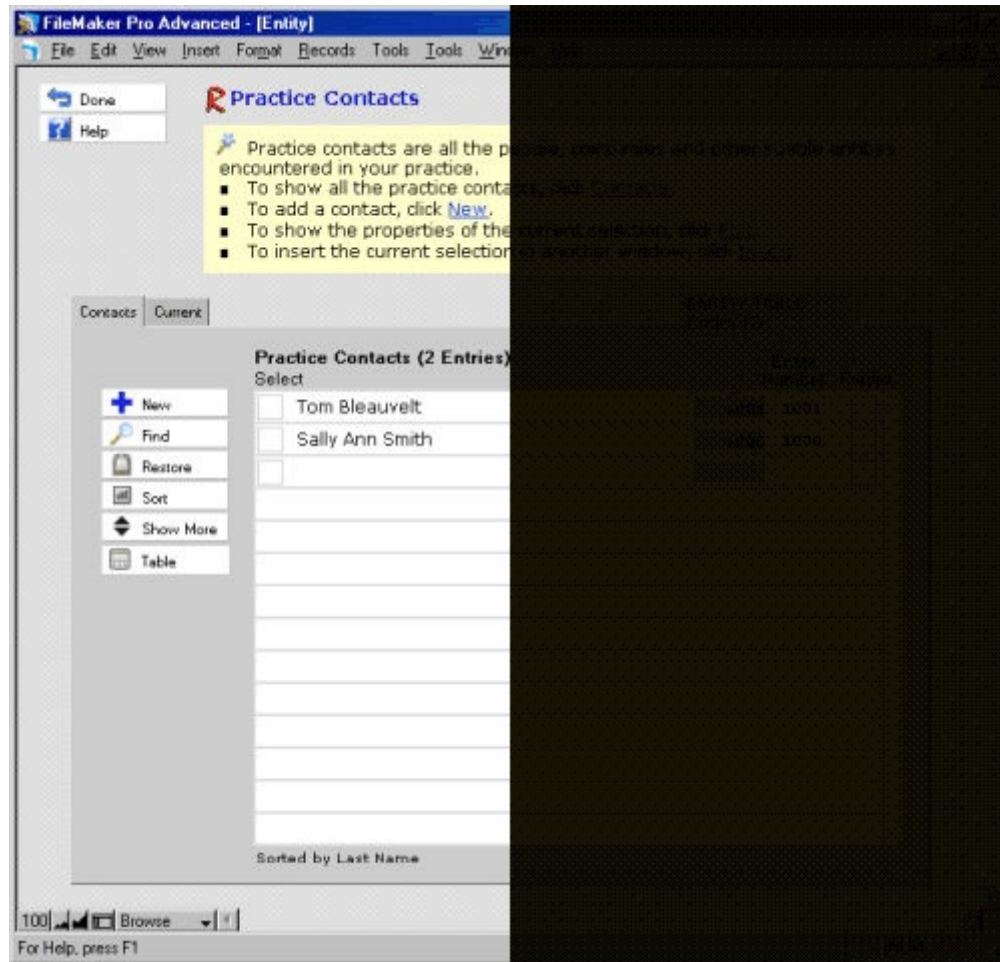
Here's how to use an entity name to name the new file:

TO NAME THE NEW FILE

3. To name the new file after an entity, click **Yes**. Robot Lawyer™ opens its File Entities window and lists the names of the entities it has predicted are related to the current matter:



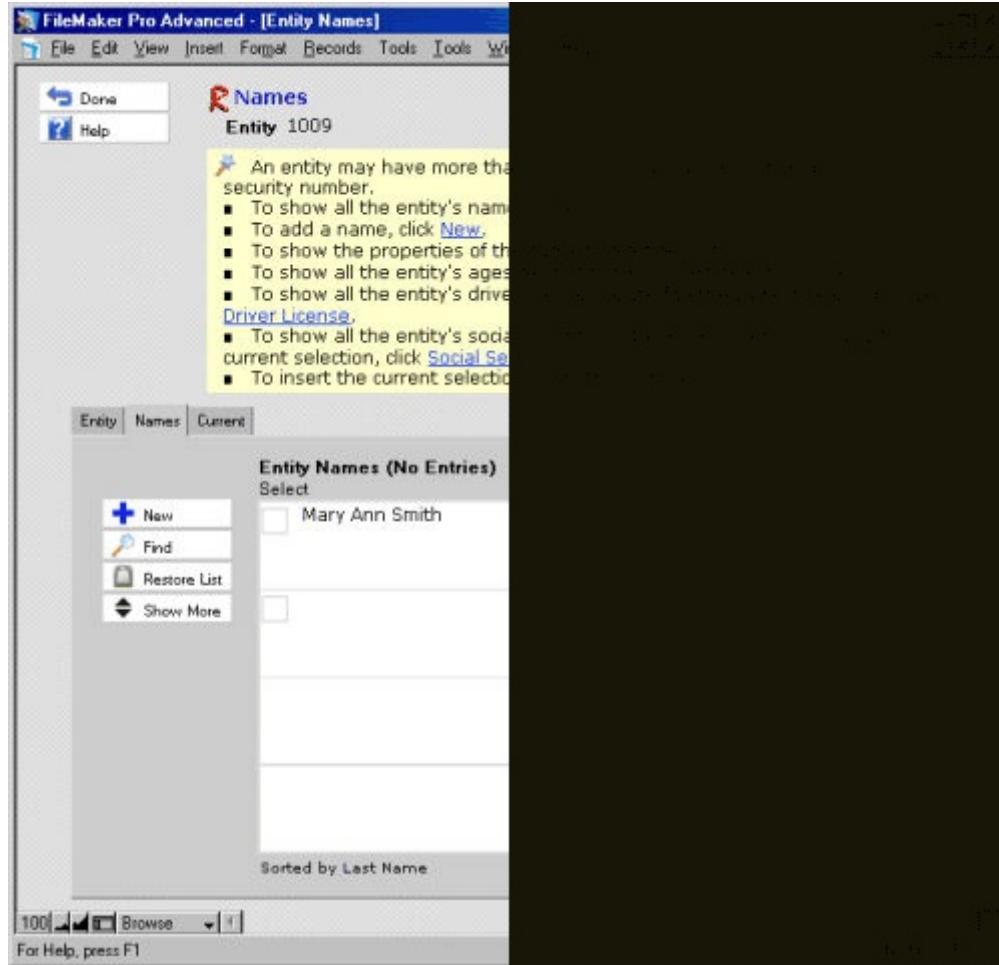
If the new file name you want is not listed in the File Entities window, you can add the new entity. To do that, click **New** in the File Entities window. Robot Lawyer™ opens its Practice Entities window and lists all the entities encountered in your practice:



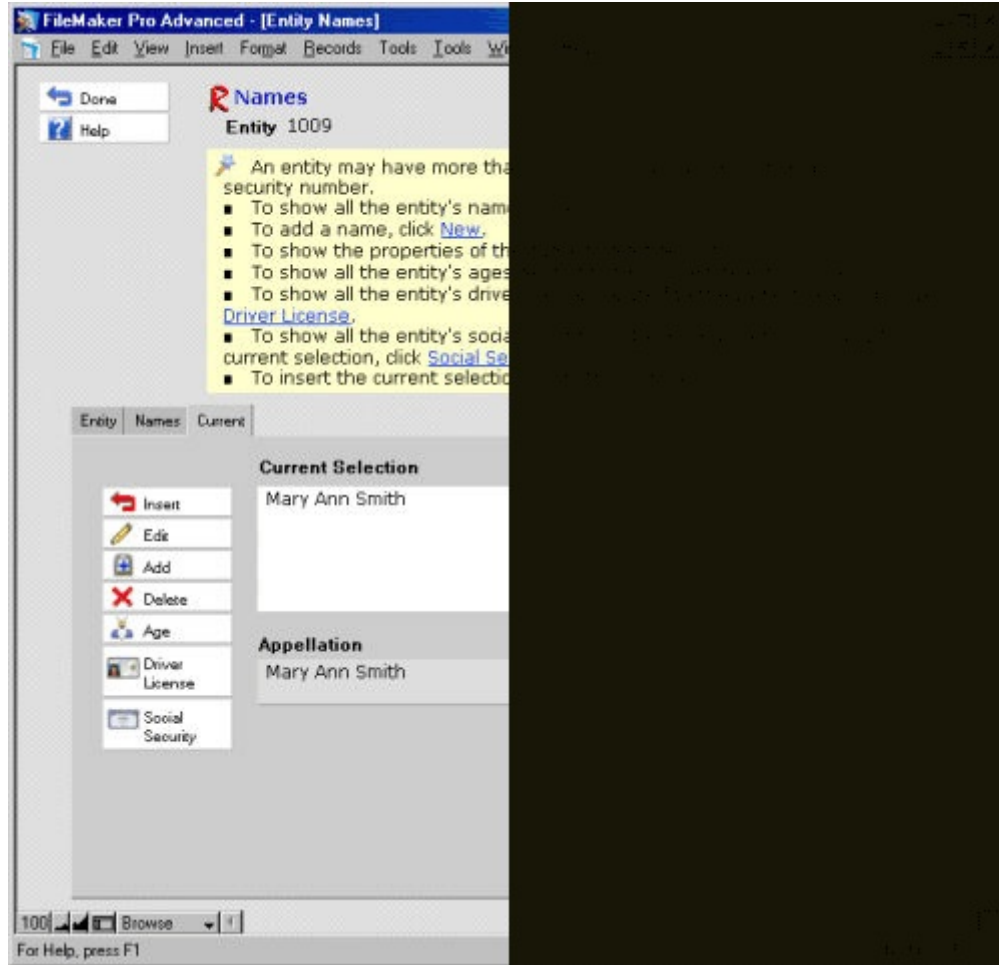
If the entity you want is one already encountered in your practice, and therefore listed in the Practice Entities window, click the entity to select it then click **Insert**. Robot Lawyer™ adds the name to the entities listed in the File Entities window. Select the entity in the File Entities window, then click **Insert** again, Robot Lawyer™ closes the File Entities window and uses the entity to name the new file in the File Properties window.

If the entity you want is one not already encountered in your practice, and therefore not listed in the Practice Entities window, click **New**. Robot Lawyer™ opens its Name Properties window and lets you enter the name of the new entity:

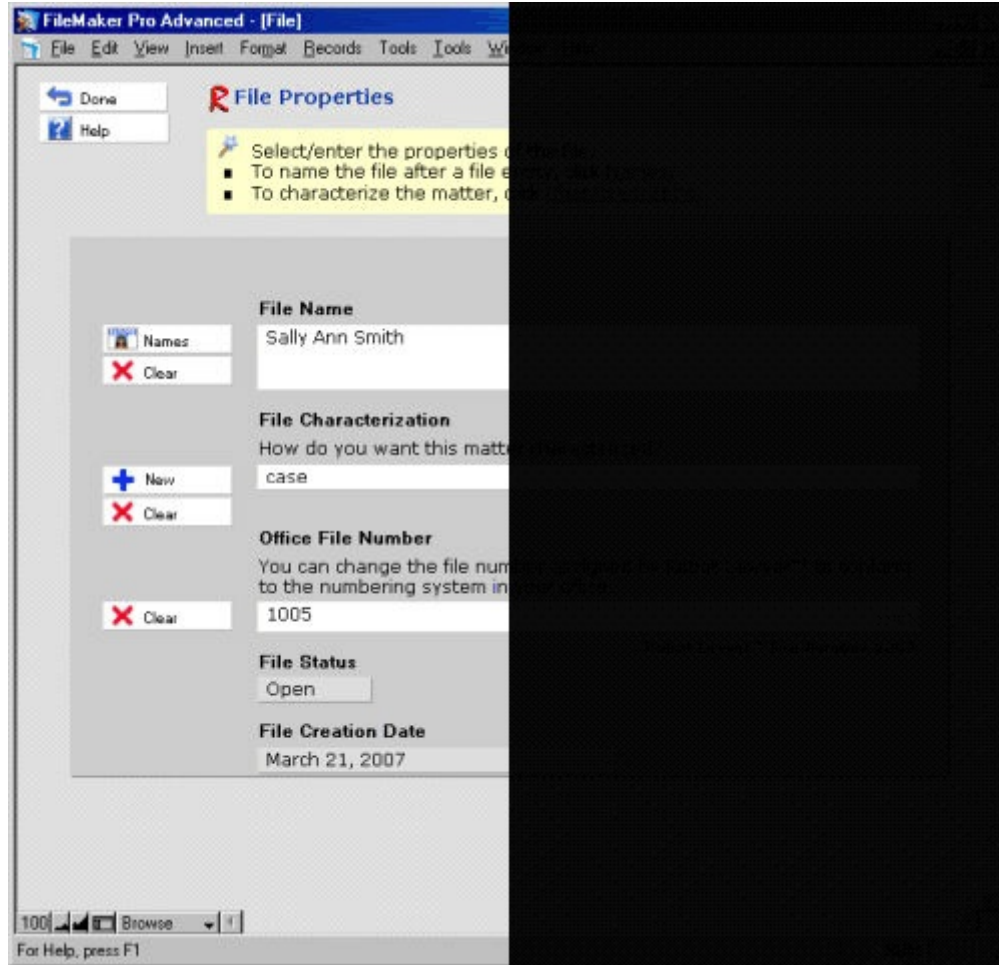
Enter the name of the entity. When finished, click **Done**. Robot Lawyer™ closes the Name Properties window and lists the name in its Entity Names window:



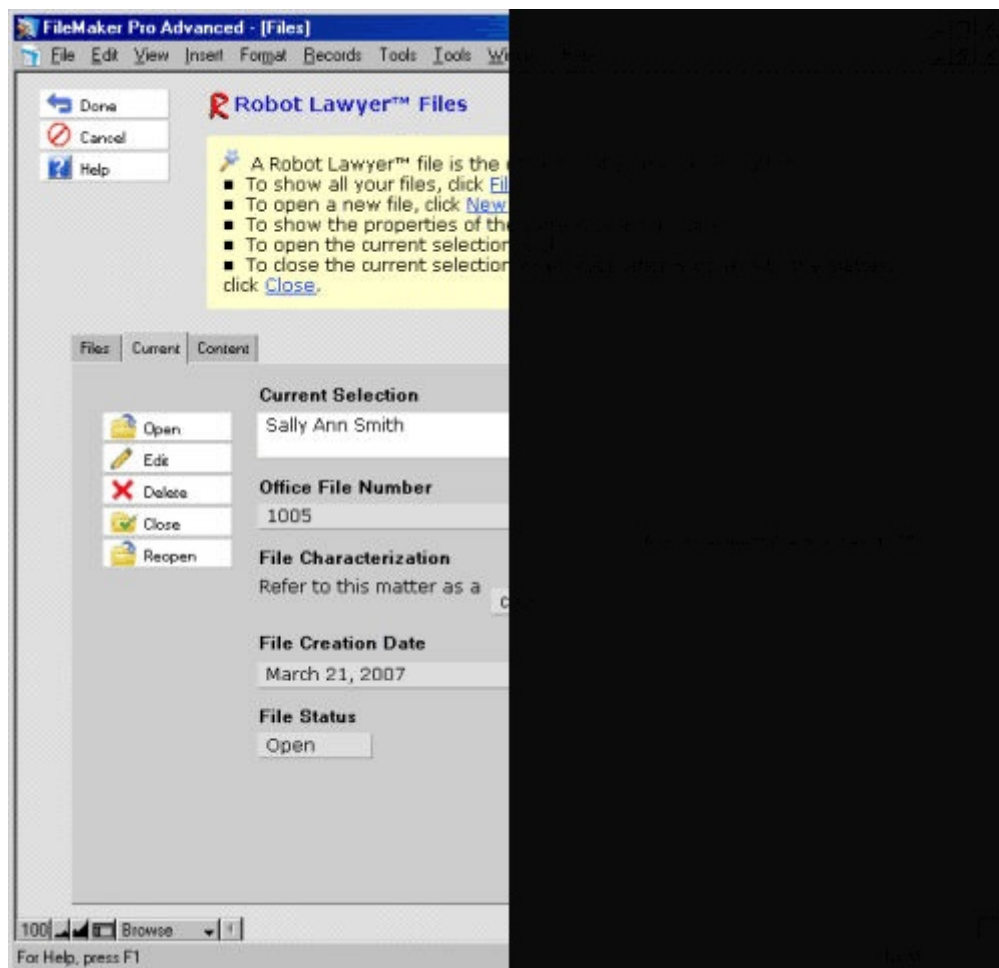
In the Entity Names window, select the name by clicking the **Select** Box. Robot Lawyer™ shows the name as its current selection:



Click **Insert**. Robot Lawyer™ now lists the name as a practice contact in the Practice Entities window. Select the name by clicking the **Select** box, then click **Insert** again. Robot Lawyer™ now lists the name as file contact in the File Entities window. Select the name again by clicking the **Select** box, then click **Insert** again. Robot Lawyer™ uses the entity to name the new file in the File Properties window:



So there you are! You've opened a new Robot Lawyer™ file of your current matter. It has a name and a number. You're now ready to name an allegator. Click **Done**. Robot Lawyer™ opens its Robot Lawyer™ Files window and shows your file as the current selection:

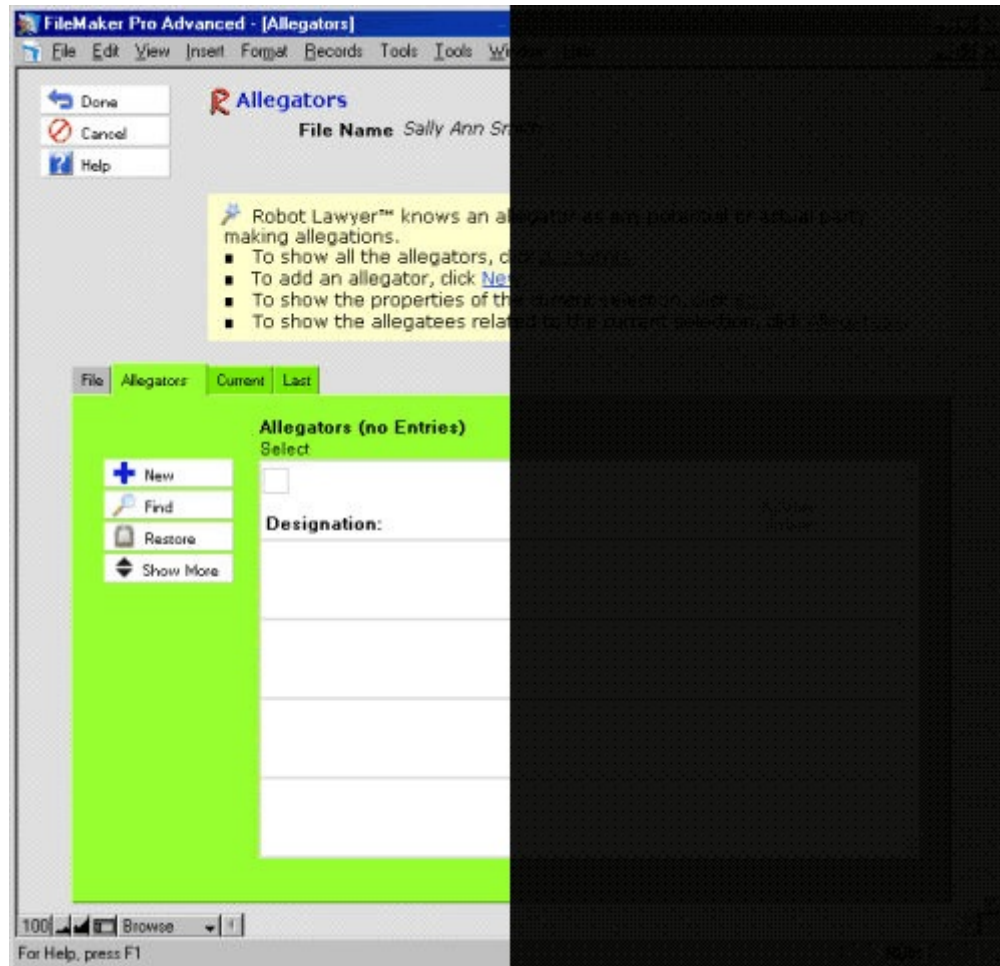


TO NAME AN ALLEGATOR

4. In the Robot Lawyer™ Files window click **Open**. Robot Lawyer™ opens the Allegators window and asks you to make a selection:



All potential or actual disputes involve at least one *potential* if not actual party making allegations. Click **OK**.

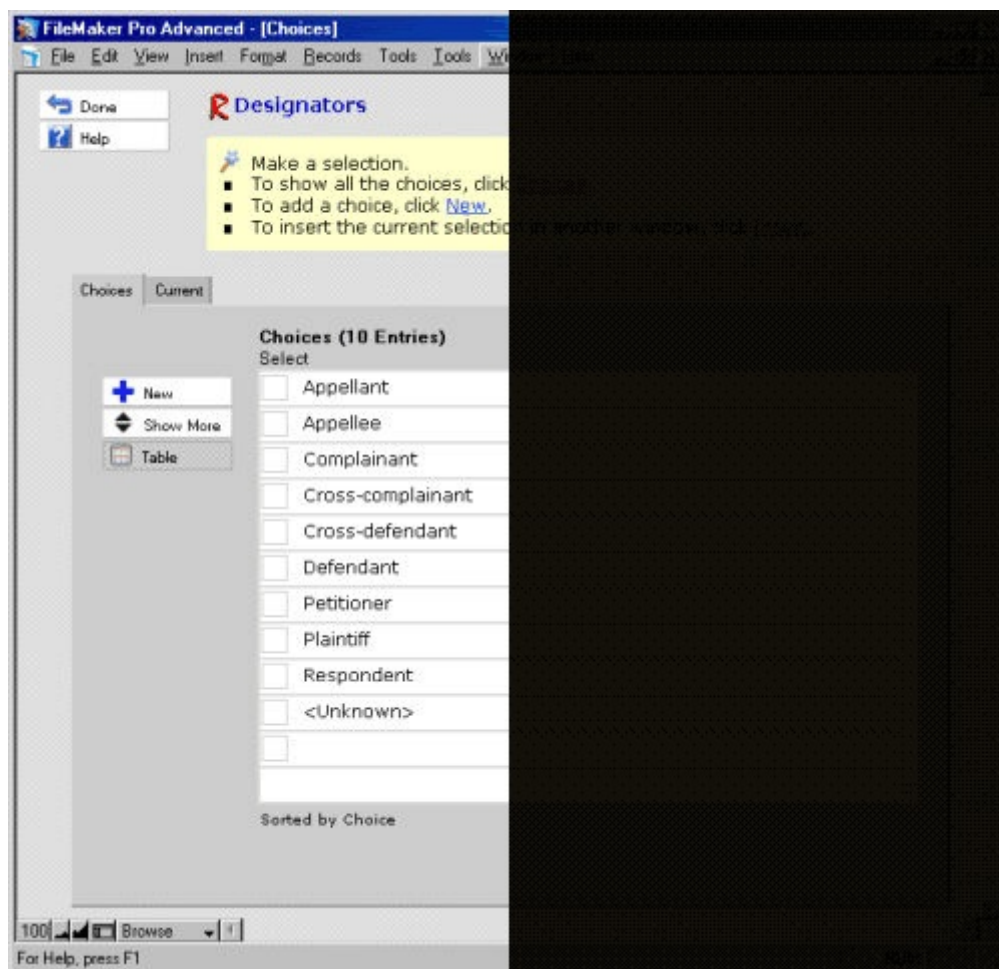


5. In the Allegators window click **New**. Again Robot Lawyer™ opens its File Entities window where it displays the names of the entities related to the current file. Click the name of the actual or potential party making allegations, then **Insert**. Robot Lawyer™ enters the name in its Allegators window.
 - If the potential or actual party making allegations isn't listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and lists all the entities encountered in your practice. If party isn't listed in the Practice Entities window, click **New** again. Robot Lawyer™ opens its Name Properties window. Enter the name of the party. When finished, click **Done** and Robot Lawyer™ lists the party in its Entity Names window. Select the party again by clicking the **Select** box then click **Insert**. Robot Lawyer™ now lists the party as a practice contact in the Practice Entities window. Select the party by clicking the **Select** box, then click **Insert** again. Robot Lawyer™ now lists the party as a file contact in the File Entities window. Select the party again by clicking the **Select** box and click **Insert**. Robot Lawyer™ enters the party in its Allegators window.

Now you want to give the allegator a more precise designation. Robot Lawyer™ designates a party making allegations "allegator" until you give the party its proper designation such as *plaintiff*, *petitioner*, *cross-complainant*, etc.

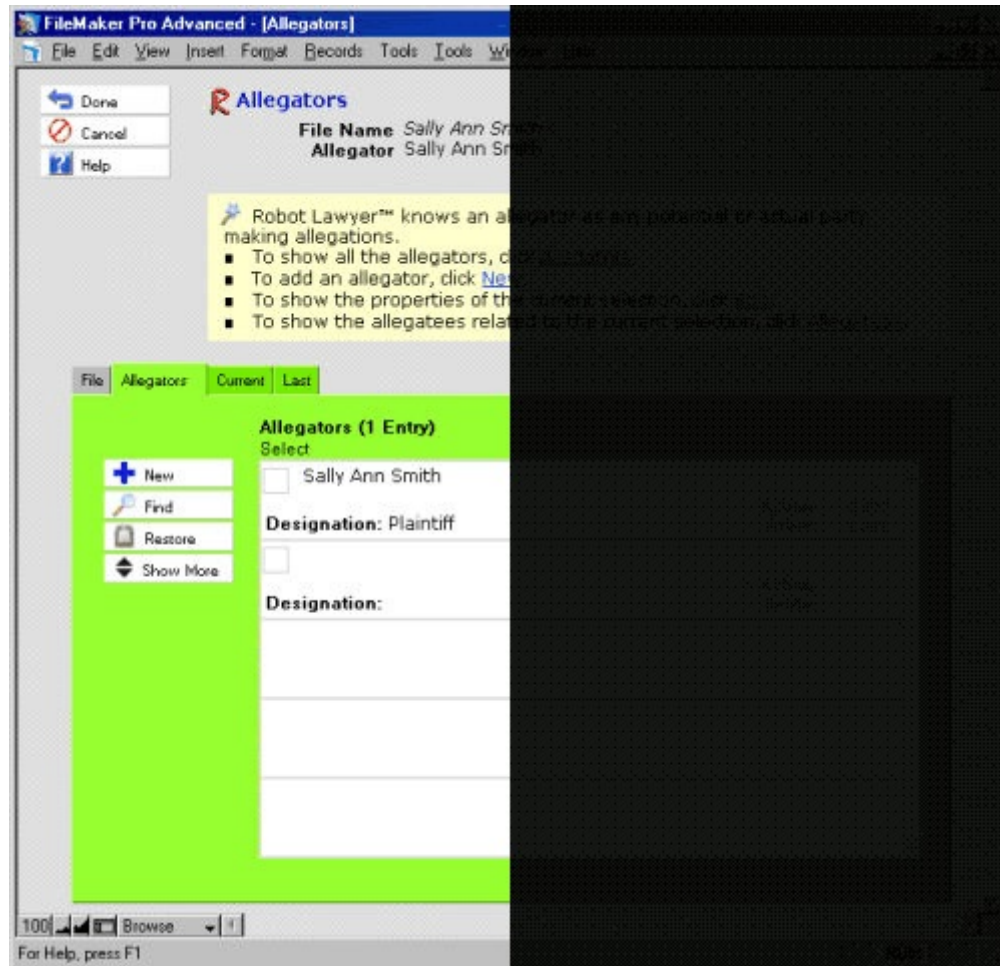
TO GIVE THE ALLEGATOR A DESIGNATION

6. In the Allegators window select the allegator you want to give a designation to and click **Designation**. Robot Lawyer™ opens its **Designations** window and lists designations encountered in your practice:



7. In the **Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the designation field in the Allegators window.
 - If the entry you want isn't listed in the **Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds the entry to the list.

Congratulations! You've entered the designation and name of at least one of the actual or potential parties making allegations in your matter:



You are now set to enter the lawyers, clients, support entities, allegates, tribunal, allegations, defenses, replies, judgment and other properties of the potential or actual action brought by the allegator. To return to the Robot Lawyer™ Desktop select the party making allegations and click **Done**. Robot Lawyer™ closes the Allegators window and returns you to the opens the Robot Lawyer™ Desktop.

Commentary

Robot Lawyer™ normally uses entity names to name files but you don't have to use an entity name. If you want to name the new file after an entity, Robot Lawyer™ opens its File Entities window and lists the names of the entities related to the current matter. Click the name you want to use as a file name and then Insert. Robot Lawyer™ enters the name in its File Properties window, and automatically assigns a file number to the file. You can use the assigned file number in your practice if you want, but you can't change it.

If the new file name you want is not listed in File Entities, you have two options. In the File Entities window you can click Done, Robot Lawyer™ closes the File Entities window, and you can type the name of the new file.

Alternatively, you can add the new entity to the entities related to the current file listed in the File Entities window. Click New and Robot Lawyer™ opens its Practice Entities window. Click New in the Practice Entities window to add a new entity there.

Normally if you name a file after an entity, that entity will be an entity related to your practice, and related to the current matter. For example if Robot Lawyer

Corporation retains you to draft a lease, Robot Lawyer Corporation becomes an entity related to your practice and related to the current matter. The reason it's not yet listed is because you've never encountered it before in your practice.

Related Topics

Closing Files

Deleting Files

File Content

Opening Closed Files

Robot Lawyer™ Files

[Opening_a_New_File.htm/August 10, 2007](#)

Files

TO OPEN A FILE:

1. On the Robot Lawyer™ Desktop click the **Files** button. Robot Lawyer™ opens its **Files** window and shows the current file.
2. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
3. Select the file. Robot Lawyer™ opens the **Current** tab.
4. Click **Open**. Robot Lawyer™ opens the Allegators window and shows the parties making allegations.

TO SHOW THE CONTENT OF A FILE:

1. On the Robot Lawyer™ Desktop click the **Files** button. Robot Lawyer™ opens its **Files** window and shows the current file.
2. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
3. Select the file. Robot Lawyer™ opens the **Current** tab.
4. Click the **Content** tab. Robot Lawyer™ opens the **Content** tab.
5. Click **Refresh**. Robot Lawyer™ gathers and displays the content of the file. If you want, you can select and copy and paste or drag the content of the file into a document opened in your word processor.

TO CHANGE THE FILE NAME:

1. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
2. Select the file. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Properties window.
4. In the File Properties window change the file name.

5. When finished in the File Properties window click **Done** to return to the **Files** window.

TO CHANGE THE FILE NUMBER:

1. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
2. Select the file. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Properties window.
4. In the File Properties window change the file number.
5. When finished in the File Properties window click **Done** to return to the **Files** window.

TO CHANGE THE FILE CHARACTERIZATION:

1. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
2. Select the file. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Properties window.
4. In the File Properties window change the file characterization.
5. When finished in the File Properties window click **Done** to return to the **Files** window.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics**Closing Files**

Deleting Files

File Content

Opening a New File

Opening Closed Files

Robot Lawyer™ Files

Files.htm/August 10, 2007

File Properties

TO NAME A FILE AFTER A FILE ENTITY:

1. In the **File Properties** window, click **Names**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.

2. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **File Properties** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO ENTER OR CHANGE THE MATTER CHARACTERIZATION:

1. In the **File Properties** window, click **New** opposite the **Matter Characterization** field. Robot Lawyer™ opens its **Matter Characterizations** window and shows how matters are characterized in your practice.
2. In the **Matter Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Matter Characterization** field in the **File Properties** window.
 - If the characterization you want isn't listed in the **Matter Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE FILE OFFICE NUMBER:

1. In the **File Properties** window, click in the **Office File Number** field.
2. Enter or change the office file number.

Commentary

When you open a Robot Lawyer™ of a new matter, the program requires you to give the file a name and requests you characterize the matter.

File Names. You can name a file after an entity related to the matter, or you can name it anything you want. Lawyers usually name their files after an entity related to the matter, such as the client's name, or the name of the party the lawyer represents, which of course is sometimes different from the client, i.e., the entity paying the lawyer's fee.

File Numbers. Robot Lawyer™ generates a unique number for each file, but you can enter a number used in your office practice.

Matter Characterization. How do you want Robot Lawyer™ to characterize the matter; this is a file of a what? A *case*? A *matter*? Call it *what*?

Robot Lawyer™ cares not what you call the new matter. It lets you call it a "case" or a "claim" or an "incident" or just a "matter." Robot Lawyer™ even let's you call it a pain in the neck, if that's what you want to call it.

Matter characterization is a property of the file; for each file there is one characterization. Preinstalled choices by other users include *action, case, claim, distraction, event, farce, incident, joke, matter, persecution, prosecution, transaction, legation, boast, claim, and smoke screen*. Take your pick or add your own creation. Robot Lawyer™ won't forget it until you tell Robot Lawyer™ to.

Robot Lawyer™ remembers what you call it, and will predict your terminology the next time you open a new file.

Related Topics

Closing Files

Deleting Files

File Content

Opening a New File

Opening Closed Files

Robot Lawyer™ Files

File_Properties.htm/August 10, 2007

File Content

Robot Lawyer™ knows the name of a property of its file of your matter as a *file property*. The file name, file number and file characterization of a Robot Lawyer™ file are just a few of the hundreds and hundreds of properties of the file. Robot Lawyer™ knows the current *values* of the file properties as the *file content*.

For example, Robot Lawyer™ asks: What are the properties of File 2111 named "Richard Roe" that relate to its documents? The property *name* is *file document*. The property *values* could be whatever document names encountered in your practice are used to describe documents: "Motion to Dismiss the Charges," "Requests for Admissions," "Notice of Appeal," "Cross Examination Questions of Accounting Expert"—whatever. File 2111's motion to dismiss the charges, requests for admissions, notice of appeal, cross examination questions are values of the file properties.

Another example: Robot Lawyer™ asks: What are the properties of Entity 3454 named "John Doe" that relate to its (his) character? The property *name* is *character*. The property *values* could be whatever values encountered in your practice are used to describe character: *borderline, criminal, cunning, defective*—whatever. Moreover, if Entity 3454 is related to your file of the current matter, then Entity 3454's *borderline, criminal, cunning, defective* character are values of the properties of the file.

Robot Lawyer™ knows *values* as ways encountered in your practice of describing properties. The values *credible, dishonest, disreputable and doubtful* are ways of describing the property *credibility*.

Each file property has a name and one, more than one or no *value*. Robot Lawyer™ can learn the values from the file source data, the data extracted from the sources potentially related to the current matter, needed to represent your party.

To Robot Lawyer™ a file datum becomes a value of a file property when Robot Lawyer™ captures how the data is related to the current matter. How the data is related to the current matter determines what property it is a value of.

Robot Lawyer™ knows the names of hundreds of file properties that cover every area of practice in every jurisdiction on the face of the earth. Entities, geography, facts, allegators, lawyers, clients, witnesses, evidence, law, strategy and documents are the names of file properties—to name a few.

As stated, some file properties have only one value. *File name* and *file characterization* are properties of the file, and good examples of properties with only one value. Robot Lawyer™ allows only one name and one characterization for each file. Robot Lawyer™ knows the selected file name, e.g. "Robot Lawyer Corporation," as the one and only value of the property *file name*. Robot Lawyer™ knows the selected characterization, e.g., "matter," as the one and only value of the file property *file characterization*.

But for most file properties, Robot Lawyer™ captures multiple values. For example *practice area* is a property of the file. But for each file there can be more than one practice area. Its hair is a property of the entity. But hair can be thin, straight and blond. Thin, straight and blond are *values* of the property *hair*. The following table shows a few file properties and the property values:

Property Name	Property Value
Allegator	John Doe
Allegatee	Richard Roe
Tribunal	Superior Court of the County of Los Angeles, State of California
Fact	Doe called Roe a horse's ass. Roe kicked Doe in the groin. Doe was hospitalized for a week.
Strategy	Roe is a liar and a sex pervert. Doe will deny calling Roe a horse's ass.
Document	Complaint charging assault and battery. Answer. Motion for discovery. Motion for Summary Judgment.
Expert witness	Harry Smith Gale Darling Johnny Kay
Witness	John Doe Richard Roe Mary Roe Bob Roe Sam Roe
Practice area	Civil litigation Torts

Notice Robot Lawyer™ captures one value of some file properties, more than one value of others.

When Robot Lawyer™ captures more than one value of a property, it lets you select one of the values as the *current* value of a property, that is, the value Robot Lawyer™ displays the currently-selected value in the Robot Lawyer™ Desktop and sometimes uses the currently-selected value to make predictions of other values.

While in some views Robot Lawyer™ displays just the current values of the file properties, it stores not just the current value of the property but all the values of the property. Robot Lawyer™ stores not just the current allegator but all the allegators, not just the current allegatee but all the allegatees, not just the current allegation but all the allegations, not just the current defense but all the defenses, not just the current reply but all the replies.

Suppose there are two counts in a criminal action, rape and murder. The defense to rape is consent and the defense to murder is alibi. The prosecution theory is defendant raped decedent, stabbed her in the throat and fled. The defense theory is defendant had consensual intercourse with decedent and left. It had to be somebody else that stabbed her in the throat.

When you select the count of rape, Robot Lawyer™ predicts a potential defense of consent. The consent defense only relates to the rape allegation; it doesn't relate to the murder allegation. The rape allegation would be the *current* allegation.

To see Robot Lawyer™ predict a potential defense to the murder allegation you would select the murder allegation. The murder allegation would be the current allegation. Then Robot Lawyer™ predicts a potential defense of alibi.

Robot Lawyer™ Desktop shows how the players are related to each other and to the allegations, defenses, replies, the potential and real issues, and the outcome of the matter. Robot Lawyer™ knows the players as the parties, witnesses, clients, tribunals, judges, triers of fact and support personnel as the. (See Evidence for a discussion of witnesses.)

If you have not yet selected a party making an allegation, a party named in the allegation, and the allegation, Robot Lawyer™ will require you to first make those selections before allowing you to select a reply because a Robot Lawyer™ reply by definition is a reply to an allegation.

The knowledge Robot Lawyer™ has of your current matter is comprised of the values of the properties of its file of the matter. In other words, Robot Lawyer™ knows a matter by the values of its file properties.

Related Topics

Allegators

Closing Files

Deleting Files

File Properties

Opening a New File

Opening Closed Files

File_Content.htm/August 10, 2007

Practice Areas

TO ENTER A PRACTICE AREA RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Practice Areas**. Robot Lawyer™ opens its **Practice Area** window.
3. In the **Practice Area** window click the **Practice Areas** tab. Robot Lawyer™ shows the practice areas related to the current matter.
4. Click **New**. Robot Lawyer™ opens its **Practice Areas** window and shows the practice areas encountered in your law practice.
5. In the **Practice Areas** window select the practice area you want and click **Insert**. Robot Lawyer™ lists your selection in the **Practice Area** window as a practice area related to the current matter.
- If the practice area you want isn't listed in the **Practice Areas** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER THE PRACTICE AREA IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Area** window click the **Practice Areas** tab. Robot Lawyer™ shows the practice areas related to the current matter.
2. Select the practice area you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the practice area in the field.

Commentary

Robot Lawyer™ knows each area of practice involved in the current matter as a *practice area*. Knowing the related practice areas enables Robot Lawyer™ to make more precise predictions and recommendations, particularly regarding recommended and predicted strategy and file documents—the words you need to represent your party—not to mention the law predicted related to the matter.

When you represent a plaintiff who slipped and fell on a banana peel in the produce section of the supermarket, the area of practice is personal injury. When you prosecute defendant charged with murder and rape, the area of practice is criminal law.

But a matter can involve more than one area of practice. When you represent an employer sued for gender, race or national origin discrimination under Title VII of the Civil Rights Act of 1964, the areas of practice are civil litigation and civil rights.

The practice area is a property of the file. For each file there is more than one, one or no practice area. Most matters involve only one area of practice. Preinstalled choices by other users include *admiralty, bankruptcy, civil litigation, civil rights, corporations, criminal law and procedure, debt collection, elder law and estates, employment law, environmental law, family law, government law, immigration, insurance defense, intellectual property, international law, patent law, personal injury, real property, tax law*.

Related Topics

Adding the Last Selection

Robot Lawyer™ Files

Removing Data

Practice_Area.htm/August 10, 2007

Jurisdiction

TO ENTER A JURISDICTION RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Jurisdiction**. Robot Lawyer™ opens its **Jurisdiction** window.
3. In the **Jurisdiction** window click the **Jurisdictions** tab. Robot Lawyer™ shows the jurisdictions related to the current matter.
4. Click **New**. Robot Lawyer™ opens its **Jurisdictions** window and shows the jurisdictions encountered in your practice.

5. In the **Jurisdictions** window select the jurisdiction you want and click **Insert**. Robot Lawyer™ lists your selection in the **Jurisdiction** window as a jurisdiction related to the current matter.
 - If the jurisdiction you want isn't listed in the **Jurisdictions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
6. When finished click **Done** to return to the Robot Lawyer™ Desktop.

Commentary

Robot Lawyer™ knows a *jurisdiction* as the place where the tribunal sits. Jurisdiction is a property of the file. For each file there is more than one, one or no jurisdiction—although most matters involve one—and only one—jurisdiction. Preinstalled choices by other users include *California, Federal, Florida, New York, Ohio, Pennsylvania*. You can add any jurisdiction you want.

Related Topics

Adding the Last Selection

Removing Data

Robot Lawyer™ Files

Robot Lawyer™ Tribunals

[Jurisdiction.htm/August 10, 2007](#)

Closing Files

TO CLOSE A ROBOT LAWYER™ FILE:

1. On the Robot Lawyer™ Desktop click the **Files** button. Robot Lawyer™ opens its **Files** window and shows the current file.
2. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
3. Select the file you want to close. Robot Lawyer™ opens the **Current** tab.
4. Click **Close**. Robot Lawyer™ opens a dialog and tells you it will close the file but not delete it.
5. Click **OK**. Robot Lawyer™ closes the file.

Commentary

When you close the matter, you close the Robot Lawyer™ file of the matter and Robot Lawyer™ no longer will list the file as a file of an active matter. But Robot Lawyer™ does let you reopen it if ever need be. Although closed, Robot Lawyer™ of course still references the data in its file of the matter and considers who and what was involved and what happened in making predictions in the current matter. Robot Lawyer™ does not consider who and what was involved and what happened in a removed file.

Another way of not listing a file as active is to have Robot Lawyer™ *delete* it. Use this feature when you create a file by mistake, or some for other reason you have no need to keep the file as a closed file: you want the file to permanently go away. But be advised it will be gone if you delete rather than close it, and it will not be recoverable.

Related Topics

Deleting Files

Opening Closed Files

Robot Lawyer™ Files

[Closing_Files.htm/August 10, 2007](#)

Opening a Closed File

TO OPEN A CLOSED FILE:

1. On the Robot Lawyer™ Desktop click the **Files** button. Robot Lawyer™ opens its **Files** window and shows the current file.
2. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
3. Click **Restore Closed Files**. Robot Lawyer™ lists your closed files.
4. Select the file you want to open. Robot Lawyer™ opens the **Current** tab.
5. Click **Open**. Robot Lawyer™ opens the Allegators window and shows the parties making allegations.

Commentary

Robot Lawyer™ lets you reopen a file you've already closed. The program shows the status of a file—open or closed—in the **File Status** field in the Files window and File Properties window.

Related Topics

Closing Files

Deleting Files

Robot Lawyer™ Files

[Opening_a_Closed_File.htm/August 10, 2007](#)

Deleting Files

TO DELETE A ROBOT LAWYER™ FILE:

1. On the Robot Lawyer™ Desktop click the **Files** button. Robot Lawyer™ opens its **Files** window and shows the current file.

2. In the **Files** window click the **Files** tab. Robot Lawyer™ lists its files of all your active matters.
3. Select the file you want to delete. Robot Lawyer™ opens the **Current** tab.
4. Click **Delete**. Robot Lawyer™ opens a dialog and warns you the file will be permanently deleted.
5. Click **Delete**. Robot Lawyer™ asks you if you're sure.
6. Click **Delete** again. Robot Lawyer™ deletes the file.

Commentary

Permanently delete unneeded files you don't want to just close, but rather want to permanently remove from the program.

In making predictions in the current matter, Robot Lawyer™ does not consider who and what was involved and what happened in a deleted file, but does consider who and what was involved and what happened in a closed file.

Related Topics

Closing Files

Robot Lawyer™ Files

[Deleting_Files.htm](#)/August 10, 2007

File Data Sources

Robot Lawyer™ Data Sources

Fortunately, nowadays, and more and more in the future, most external Robot Lawyer™ file data sources are comprised of digitally-stored data easy to feed Robot Lawyer™. In future releases, Robot Lawyer™ using machine NLP will read and hear and process the words itself with little or no help from the lawyer. In the current release Robot Lawyer™ uses human NLP. But the first step in any NLP—machine or human—is to *identify* the data source. Where is the source of the input? Where are these words coming from?

Any digitally-captured source partially or entirely comprised of data potentially related to your current matter is known to Robot Lawyer™ as a Robot Lawyer™ file data source, or simply a *data source*. All data sources are *internal* or *external*.

Internal (Practice) Data. Robot Lawyer™ knows internal file data sources as the entities, geography, law, strategy and documents it has encountered in your practice and captured as practice data. Robot Lawyer™ stores practice data, and presents it to you as data potentially related and needed to represent the party in the current matter. The internal file data source becomes a property of the current file.

External Data. External data sources originate as externally digitally-captured data, or lawyer's thoughts related to the current matter, that will be entered in Robot Lawyer™ fields and then become internal data. External sources of digitally-captured data include data stored in a computer file—a Windows® text file, a Corel WordPerfect® or Microsoft® Word document file, an email, a PDF file—data on a website, and other digital data. The external file data source is a property of the file. For each file there is more than one, one or no external file data source.

In a Robot Lawyer™ office it's good practice to keep all computer files that are potentially related to the matters handled by the office in one Windows® folder, or in several subfolders under one folder. When you installed Robot Lawyer™, by default it created the folder *C:\Program Files\Robot Lawyer\Data Sources* to store external data source files, which you can change by clicking Edit, Preferences, File Locations in the main menu. (See Changing File Locations) So Robot Lawyer™ knows where you digitally store the sources of data potentially related to and needed in your matters, and shows the potentially related and needed digitally-stored data sources to you for selection. Whenever possible Robot Lawyer™ presents you with options: a feature embedded in its design.

Related Topics

Data Source Properties

Data Sources

Robot Lawyer™ Files

[Robot_Lawyer_Data_Sources.htm/August 10, 2007](#)

File Data Sources

TO ENTER A NEW DATA SOURCE:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.

2. Click **Sources**. Robot Lawyer™ opens its **Data Sources** window.
3. In the **Data Sources** window click the **Data Sources** tab. Robot Lawyer™ shows the data sources related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Data Source Properties window and lets you enter the name, location, date and other properties of the data source.

TO EDIT THE PROPERTIES OF A DATA SOURCE:

1. In the **Data Sources** window click the **Data Sources** tab. Robot Lawyer™ shows the data sources related to the current matter.
2. Select the data source. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Data Source Properties window.
4. In the Data Source Properties window edit the name, location, date and other properties of the data source.
5. When finished in the Data Source Properties window, click **Done** to return to the **Data Sources** window.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Robot Lawyer™ Data Sources

Robot Lawyer™ Files

[File_Data_Sources.htm/August 10, 2007](#)

Data Source Properties

TO ENTER OR CHANGE THE LOCATION OF THE DATA SOURCE:

1. In the **Data Source Properties** window, click the **Location** tab.
2. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
3. Select the Windows© file containing the data source and click **Open**. Robot Lawyer™ enters it as a data source related to your current matter.

TO ENTER OR CHANGE THE NAME OF THE DATA SOURCE:

1. In the **Data Source Properties** window, click the **Name** tab.
2. Enter the name or description of the data source.

TO ENTER OR CHANGE THE DATA SOURCE DATE:

1. In the **Data Source Properties** window click the **Date** tab.

2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.
6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Data Source Properties** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. Enter as many dates and times and their characterizations as required. When finished, select the date or time you want as the current selection.

TO ENTER THE PICTURE OR RECORDING OF THE DATA SOURCE:

1. In the **Data Source Properties** window, click the **Picture/Recording** tab.
2. Click **Browse**. Robot Lawyer™ opens the **Data Sources** dialog and lists your practice data sources.
3. Select the Windows© file containing the data source picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A PICTURE OR RECORDING OF THE DATA SOURCE:

1. In the **Data Source Properties** window, click the **Picture/Recording** tab.
2. Click **Play**. Robot Lawyer™ plays the data source picture or recording.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Data Sources

[Data_Source_Properties.htm/August 10, 2007](#)

Strategy

Robot Lawyer™ Strategy

Robot Lawyer™ continuously makes available its stored practice data as potentially-related to your current matter and needed to represent your—or even an adverse lawyer's—party. Perhaps no class of practice data is more fundamental in the legal representation of parties than strategy.

What strategy is needed by you to represent your party in the current matter? What strategy is needed by adverse counsel to represent the adverse parties in the current matter?

Ordinarily you don't read an external data source that explicitly spells out a strategy to be deployed. Ordinarily a strategy occurs to you, often, but not necessarily, because you deployed it in another matter.

This is where Robot Lawyer™ comes in. Robot Lawyer™ captures strategy encountered in your practice in other matters and continuously makes the store available for selection and inclusion as related to the entities, allegations, evidence, defenses and replies in the current matter.

Robot Lawyer™ stores every strategy you use or encounter in every matter you handle, and makes its store of strategy available to use in your current matter.

Strategy Properties. Robot Lawyer™ knows a strategy to have properties: characterization, objective, target, rationale and predictability. (See Strategy Properties)

Strategy Predictability. Robot Lawyer™ lets you designate a strategy as one the program will automatically predict as related whenever you open a new Robot Lawyer™ file. Robot Lawyer™ also lets you identify the values of individual strategy properties as predictable whenever you enter a new strategy. (See Predicting Strategy)

Related Topics

File Strategy

Practice Strategy

[Robot_Lawyer_Strategy.htm/August 10, 2007](#)

Predicting Strategy

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW STRATEGY:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Strategy**. Robot Lawyer™ opens its Strategy Generator™ window.
3. In the Strategy Generator™ window select the properties you want to predict every time you enter a new strategy used in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new strategy used in your practice.

5. Click in the box and select **Yes**.
6. Click **Done**. Robot Lawyer™ asks you if these are the properties you want it to predict every time you create a new entry:



7. Click **Yes**. Robot Lawyer™ closes the Strategy Generator™ window.

TO PREDICT A STRATEGY IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Strategy**. Robot Lawyer™ opens its Practice Strategy window.
3. In the Practice Strategy window click the **Strategy** tab. Robot Lawyer™ shows all the strategy encountered in your practice.
4. Click the **Predict** box opposite the strategy you want to predict. Robot Lawyer™ will predict the strategy is related every time you open a new file.

Commentary

Robot Lawyer™ lets you identify the values of individual strategy properties as predictable data. The values of the properties of a strategy Robot Lawyer™ predicts when you enter a new strategy are preset during installation of Robot Lawyer™ but here you can reset the values.

To change a predicted value, click in the field and chose a different value.

Besides letting you identify the values of individual strategy properties as predictable data, Robot Lawyer™ also lets you designate a "whole" strategy as one the program will automatically predict as related whenever you open a new Robot Lawyer™ file. (See Strategy Properties.)

Related Topics

Predicting Data

Robot Lawyer™ Strategy

Practice Strategy

TO ENTER A NEW STRATEGY IN YOUR PRACTICE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Strategy**. Robot Lawyer™ opens its **Practice Strategy** window.
3. In the **Practice Strategy** window click the **Strategy** tab. Robot Lawyer™ shows all the strategy encountered in your practice.
4. Click **New**. Robot Lawyer™ opens its Strategy Properties window.
5. In the Strategy Properties window enter or generate the strategy.
6. When finished in the Strategy Properties window click **Done**. Robot Lawyer™ returns you to the **Practice Strategy** window and adds the strategy to the store encountered in your practice.

TO EDIT THE PROPERTIES OF A STRATEGY:

1. In the **Practice Strategy** window click the **Strategy** tab. Robot Lawyer™ shows all the strategy encountered in your practice.
2. Select the strategy you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished click **Done** to return to the **Practice Strategy** window.

TO ENTER A STRATEGY IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Strategy** window click the **Strategy** tab. Robot Lawyer™ shows all the strategy encountered in your practice.
2. Select the strategy you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the strategy you selected in the field.

Commentary

Robot Lawyer™ knows strategy encountered in your practice as *practice strategy*. It captures your practice strategy from the data sources related to the current matter that of course include new ideas that pop into your mind as you read or listen to the data sources, as well as new experiences you gain as a practitioner. Remember, Robot Lawyer™ considers a potentially-related idea in your head just as much a potentially-related external data source (i.e., external to Robot Lawyer™) as, say, a demand for discovery made by adverse counsel, or the party you represent telling

you his/her version of what happened. One you enter what's in your head, i.e., once it's digitally-captured, it's a potential data source for Robot Lawyer™

If the strategy that is suggested or occurs to you is new, is one you've never used before, Robot Lawyer™ captures it as a strategy 1) encountered in your practice and then 2) potentially to be used in your current matter.

So the first question is how do you tell Robot Lawyer™ about—how does Robot Lawyer™ capture—a new strategy? Start by clicking New in Practice Strategy.

Practice strategy is a property of the data source, and the data source is a property of the Robot Lawyer™ file. For each data source, there is one, more than one or no strategy

Related Topics

Deleting Data

Robot Lawyer™ Strategy

Practice_Strategy.htm/August 10, 2007

Strategy Properties

TO ENTER OR EDIT THE STRATEGY:

1. In the **Strategy Properties** window click the **Strategy** tab.
2. Click in the **Strategy** field.
3. Enter or edit the strategy.
4. When finished click **Done** to return to the Practice Strategy window.

TO GENERATE THE PROPERTIES OF THE STRATEGY:

1. In the **Strategy Properties** window click the **Strategy** tab.
2. Click **Generator**. Robot Lawyer™ opens the Strategy Generator window and lets you generate the strategy by selecting its properties.
3. When finished in the Strategy Generator window, click **Done** to return to the **Strategy Properties** window.

TO PREDICT THE STRATEGY IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. In the **Strategy Properties** window, click the **Predict** tab.
2. Click in the field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new strategy.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

File Strategy

Predicting Data

Robot Lawyer™ Strategy

Strategy_Properties.htm/August 10, 2007

Strategy Generator™

TO ENTER OR CHANGE HOW THE STRATEGY IS CHARACTERIZED:

1. In the **Strategy Generator™** window click the **Characterization** tab.
2. Click **New**. Robot Lawyer™ opens its **Strategy Characterizations** window and shows the ways of characterizing strategy encountered in your practice.
3. In the **Strategy Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Strategy Generator™** window
 - If the characterization you want isn't listed in the **Strategy Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE OBJECTIVE OF THE STRATEGY:

1. In the **Strategy Generator™** window click the **Objective** tab.
2. Click **New**. Robot Lawyer™ opens its **Strategy Objectives** window and shows strategy objectives encountered in your practice.
3. In the **Strategy Objectives** window select the objective you want and click **Insert**. Robot Lawyer™ enters your selection in the **Objective** field in the **Strategy Generator™** window.
 - If the objective you want isn't listed in the **Strategy Objectives** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE TARGET OF THE STRATEGY:

1. In the **Strategy Generator™** window click the **Target** tab.
2. Click **New**. Robot Lawyer™ opens its **Strategy Targets** window and shows strategy targets encountered in your practice.
3. In the **Strategy Targets** window select the target you want and click **Insert**. Robot Lawyer™ enters your selection in the **Target** field in the **Strategy Generator™** window.
 - If the target you want isn't listed in the **Strategy Targets** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE RATIONALE OF THE STRATEGY:

1. In the **Strategy Generator™** window click the **Rationale** tab.
2. Click **New**. Robot Lawyer™ opens its **Strategy Rationales** window and shows strategy rationales encountered in your practice.

3. In the **Strategy Rationales** window select the rationale you want and click **Insert**. Robot Lawyer™ enters your selection in the **Rationale** field in the **Strategy Generator™** window.
 - If the rationale you want isn't listed in the **Strategy Rationales** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW STRATEGY USED IN YOUR PRACTICE:

1. In the **Strategy Generator™** window click the **Predict** tab.
2. Click in the **Predict** field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new strategy used in your practice.

TO GENERATE THE STRATEGY:

1. In the **Strategy Generator** window click the **Generated™ Strategy** tab.
2. Click **Refresh**. Robot Lawyer™ generates the strategy.
3. When finished click **Done** to return to the Strategy Properties window.

Commentary

Robot Lawyer™ knows any strategy encountered in your practice to have five properties: characterization, objective, target, rationale and predictability.

You capture/edit the properties of the strategy in the Strategy Generator™ window. Robot Lawyer™ captures the answers to its questions, and concatenates the data to conveniently express what you have in mind as a line item displayed as the current strategy—or tactic or game plan—whatever you call it.

Strategy Characterization. How do you want Robot Lawyer™ to characterize it? Preinstalled choices by other users include *argument, blueprint, game plan, idea, plan, road map, rouse, tactic, scheme, strategy, theme*. Call it a what?

Strategy Objective. What is the purpose of the strategy? Preinstalled choices by other users include *attack, bail out, confuse, defeat, disorient, eliminate, embarrass, fortify, position, respond, sandbag, soften, support*.

Strategy Target. Who or what is the target of the strategy? Preinstalled choices by other users include *adverse party, adverse law firm, allegation, client, defendant, entity, evidence, fact, file, geography, law, law firm (mine), lawyer (me), police, reply, witness*.

Strategy Rationale. What is the rationale behind the strategy, tactic, game plan—whatever you call it? Win the case? Defendant is jerk. What?

Related Topics

Predicting Strategy

Strategy_Generator.htm/August 10, 2007

File Strategy

TO ENTER A STRATEGY RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Strategy**. Robot Lawyer™ opens its **File Strategy** window.
3. In the **File Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Practice Strategy window and shows the strategy encountered in your practice.
5. In the Practice Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the **File Strategy** window.
- If the strategy you want isn't listed in the Practice Strategy window, click **New** and enter or generate the strategy you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the Practice Strategy window. Select the strategy and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the **File Strategy** window.

TO ENTER THE STRATEGY IN A FIELD IN ANOTHER WINDOW:

1. In the **File Strategy** window select the strategy you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
2. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the strategy you selected in the field.

TO EDIT THE PROPERTIES OF THE STRATEGY:

1. In the **File Strategy** window select the strategy you want to edit. Robot Lawyer™ opens the **Current** tab.
2. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
3. In the Strategy Properties window edit the properties of the strategy.
4. When finished click **Done** to return to the **File Strategy** window.

Commentary

File strategy is strategy captured from your store of practice strategy and entered in the Robot Lawyer™ file of your current matter. Robot Lawyer™ does not relate the *means* of carrying out a file strategy—the related file document or documents—to the file strategy *qua* file strategy. Robot Lawyer™ does that when it captures how the strategy related to the file is related to an entity, allegation, source of evidence, defense or reply related to the current matter. Then, in the context of its relationship to an entity, allegation, source of evidence, defense or reply does Robot Lawyer™ capture the file document or documents related to a file strategy. File strategy is a property of the Robot Lawyer™ file. For each file there is one, more than one or no strategy.

Related Topics

Robot Lawyer™ Strategy

File_Strategy.htm/August 10, 2007

Documents

Practice Documents

TO CREATE A NEW PRACTICE DOCUMENT IN ROBOT LAWYER™:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.
3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Click **New**. Robot Lawyer™ asks where to you want to create the document.
5. Click **Here**. Robot Lawyer™ opens the Practice Document Properties window.
6. In the Practice Document Properties window enter the name and the content of the document.
7. When finished in the Practice Document Properties window, click **Done**. Robot Lawyer™ returns you to the **Practice Documents** window and adds the practice document to the documents encountered in your practice.

TO CREATE A NEW PRACTICE DOCUMENT FROM SCRATCH IN YOUR WORD PROCESSOR:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.
3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Click **New**. Robot Lawyer™ asks where to you want to create the document.
5. Click **Processor**. Robot Lawyer™ opens the Practice Document Properties window.
6. In the Practice Document Properties window enter the name of the document and click **Open**. Robot Lawyer™ asks if you want to create the document using an existing document already saved in your word processor.
7. Click **New**. Robot Lawyer™ gives the document a Windows© path and filename with a proper extension. The default folder is **C:\Program Files\Robot Lawyer\Practice Documents**.
8. Click **OK**. Robot Lawyer™ opens your word processor and displays a new blank document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
9. In your word processor create the practice document. You can insert merge fields to merge Robot Lawyer™ file data if you want.

10. When finished, save the document in your word processor.
11. Exit your word processor. Robot Lawyer™ returns you to the Practice Document Properties window.
12. When finished in the Practice Document Properties window, click **Done**. Robot Lawyer™ returns you to the **Practice Documents** window and lists the practice document you created.

TO CREATE A NEW PRACTICE DOCUMENT IN YOUR WORD PROCESSOR FROM AN EXISTING DOCUMENT:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.
3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Click **New**. Robot Lawyer™ asks where to you want to create the document.
5. Click **Processor**. Robot Lawyer™ opens the Practice Document Properties window.
6. In the Practice Document Properties window enter the name of the document and click **Open**. Robot Lawyer™ asks if you want to create the document using an existing document already saved in your word processor.
7. Click **Existing**. Robot Lawyer™ opens its **Select Practice Document** dialog.
8. Select the document you want and click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
9. In your word processor create the practice document. You can insert merge fields to merge Robot Lawyer™ file data if you want.
10. When finished, save the document in your word processor.
11. Exit your word processor. Robot Lawyer™ returns you to the Practice Document Properties window.
12. When finished in the Practice Document Properties window, click **Done**. Robot Lawyer™ returns you to the **Practice Documents** window and lists the practice document you created.

TO PREDICT THE DOCUMENT IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.

3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Select the document you want to predict is related whenever you open a new Robot Lawyer™ file by clicking in the **Predict** box to the right of the document name. Robot Lawyer™ will predict the document is related whenever you open a new file.

TO EDIT A PRACTICE DOCUMENT CREATED IN ROBOT LAWYER™:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.
3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Select the document you want to edit. Robot Lawyer™ opens the **Current** tab.
5. Click **Edit**. Robot Lawyer™ opens the Practice Document Properties window.
6. In the Practice Document Properties window edit the name and/or content of the document.
 - For a larger editing area, click **Show More**.
7. When finished in the Practice Document Properties window, click **Done**. Robot Lawyer™ returns you to the **Practice Documents** window

TO EDIT A PRACTICE DOCUMENT IN YOUR WORD PROCESSOR:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Documents**. Robot Lawyer™ opens its **Practice Documents** window.
3. In the **Practice Documents** window, click the **Documents** tab. Robot Lawyer™ shows all the documents encountered in your practice.
4. Select the document you want to edit. Robot Lawyer™ opens the **Current** tab.
5. Click **Edit**. Robot Lawyer™ opens the Practice Document Properties window.
6. In the Practice Document Properties window, click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
7. In your word processor edit the practice document. You can insert Robot Lawyer™ merge fields to merge Robot Lawyer™ file data if you want.
8. When finished, save the document in your word processor.
9. Exit your word processor. Robot Lawyer™ returns you to the Practice Document Properties window.

10. When finished in the Practice Document Properties window, click **Done**. Robot Lawyer™ returns you to the **Practice Documents** window.

TO ENTER A DOCUMENT IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Documents** window select the document you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
2. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the document you selected in the field.

Commentary

Robot Lawyer™ knows a *file* document as one or more related lawyer words (and/or graphics) used to represent any party (see File Documents); Robot Lawyer™ knows a document *used as a template to create a file document* as a *practice* document. Normally to create a practice document you start with an existing document encountered in your practice saved in your word processor. Or you can start with a new blank document in your word processor. Or you can create a practice document from scratch without using your word processor. A practice document may or may not have merge fields that accept data that changes from file to file.

Any digitally-captured words—written or spoken—can be saved as a practice document, so long as the purpose is to use the practice document as a template to create file documents.

Say, Adams's lawyer calls adverse counsel and says "Adams is bankrupt," and the words are recorded and digitally captured as a data source. Stretching the logic, you *could* save the words as a practice document, a template used to create a file document. Why? Because they were words spoken to represent a party.

Adverse counsel files opposition to your motion for summary judgment. You have a potential practice document. *Your* motion for summary judgment was probably assembled using a practice document.

There doesn't have to be lot of words. Theoretically Robot Lawyer™ knows a single word as a file document if the word is used to represent a party. If the prosecutor stood, exclaimed "Guilty!" in his closing argument, and sat, theoretically Robot Lawyer™ could capture the one-word closing argument as a practice document.

Robot Lawyer™ lists your practice documents; lets you CREATE A NEW PRACTICE DOCUMENT FROM A BLANK DOCUMENT or an existing document in your word processor, and lets you edit an existing practice document in your word processor. Be sure Robot Lawyer™ knows the name and location of your word processor. (See Word Processor Location.)

Robot Lawyer™ captures practice documents from and knows them as data sources. Robot Lawyer™ knows a practice document to be a property of the data source, which is a property of the Robot Lawyer™ file. For each data source, there is one, more than one or no practice document. If the document was saved before Robot Lawyer™ was installed, Robot Lawyer™ sees the document as a property of a "past data source."

But Robot Lawyer™ does not automatically know a data source as a practice document just because it is comprised of words. If the document is not saved *to be used as a template to create file documents*, Robot Lawyer™ does not know the document as a practice document; Robot Lawyer™ just knows the document as a

data source. Thus police reports and rap sheets are normally data sources, but not saved as practice documents, at least not by practicing lawyers. On the other hand, if the data source is captured as a template for words used to represent a party, then the data source is saved as a practice document.

Creating New Practice Documents. When you create and enter a new practice document in Robot Lawyer™ from scratch, without using a source document saved on your hard disk, Robot Lawyer™ keeps track of the document, and thus it has no Windows® path.

On the other hand, when you create a new practice document in your word processor, from either a blank or existing document, Robot Lawyer™ needs to know the path of the practice document.

Predicting Related Documents. You can select the document you want to predict is related whenever you open a new Robot Lawyer™ file by clicking in the Predict box to the right of the document name. Robot Lawyer™ will predict is related whenever you open a new file.

Related Topics

File Documents

Robot Lawyer™ Data Sources

Practice_Documents.htm/August 10, 2007

Practice Document Properties

TO ENTER OR EDIT THE DOCUMENT NAME:

1. In the **Practice Document Properties** window click the **Name** tab.
2. Click in the **Name** field.
3. Enter or edit the document name.
4. When finished click **Done** to return to Practice Documents window.

TO OPEN OR EDIT A PRACTICE DOCUMENT IN ROBOT LAWYER™:

1. In the **Practice Document Properties** window click the **Name** tab.
2. Click **Open**. Robot Lawyer™ opens the **Content** tab.
3. Edit the content of the document.
 - For a larger editing area, click **Show More**.
4. When finished in the **Practice Document Properties** window, click **Done**. Robot Lawyer™ returns you to the Practice Documents window.

TO OPEN OR EDIT A PRACTICE DOCUMENT IN YOUR WORD PROCESSOR:

1. In the **Practice Document Properties** window click the **Name** tab.
2. Click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)

3. In your word processor edit the practice document. You can insert Robot Lawyer™ merge fields to merge Robot Lawyer™ file data if you want.
4. When finished, save the document in your word processor.
5. Exit your word processor. Robot Lawyer™ returns you to the **Practice Document Properties** window.
6. When finished in the **Practice Document Properties** window, click **Done**. Robot Lawyer™ returns you to the Practice Documents window.

TO PREDICT THE DOCUMENT IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. In the **Practice Document Properties** window click the **Name** tab.
2. Click in the **Predict** field. Robot Lawyer™ asks do you want to predict the document is related every time you open a new file.
3. Click **Yes**. Robot Lawyer™ henceforth will automatically predict the document as related whenever you open a new Robot Lawyer™ file.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

File Documents

Showing More Data

[Practice_Document_Properties.htm/August 10, 2007](#)

File Documents

TO ENTER A DOCUMENT RELATED TO THE CURRENT MATTER USING A PRACTICE DOCUMENT AS A TEMPLATE:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. Click **New**. Robot Lawyer™ asks if you want to use a practice document as a template to generate the file document.
5. Click **Yes**. Robot Lawyer™ opens its Practice Documents window and shows the documents encountered in your practice.
6. In the Practice Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the current matter in the **File Documents** window.

- If the document you want isn't listed in the Practice Documents window, click **New** and create the document you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the Practice Documents window. Select the document and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the current matter in the **File Documents** window.

TO ENTER A DOCUMENT RELATED TO THE CURRENT MATTER CREATED IN ROBOT LAWYER™:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. Click **New**. Robot Lawyer™ asks if you want to use a practice document as a template to generate the file document.
5. Click **No**. Robot Lawyer™ asks where do you want to create the document.
6. Click **Here**. Robot Lawyer™ opens its File Document Properties window.
7. In the File Document Properties window, enter the name or description, and content of the document.
8. When finished click **Done** and Robot Lawyer™ adds the document to the list in the **File Documents** window.

TO ENTER A DOCUMENT RELATED TO THE CURRENT MATTER CREATED FROM SCRATCH IN YOUR WORD PROCESSOR:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. Click **New**. Robot Lawyer™ asks if you want to use a practice document as a template to generate the file document.
5. Click **No**. Robot Lawyer™ asks where do you want to create the document.
6. Click **Processor**. Robot Lawyer™ opens its File Document Properties window.
7. In the File Document Properties window, enter the name or description, and click **Open**. Robot Lawyer™ asks if you want to create the document using an existing document already saved in your word processor.
8. Click **New**. Robot Lawyer™ gives the document a Windows© path and filename with a proper extension. The default folder is **C:\Program Files\Robot Lawyer\File Documents**.

9. Click **OK**. Robot Lawyer™ opens its **Save As** dialog and displays the Windows® filename with a proper extension.
10. Click **Save**. Robot Lawyer™ opens your word processor and displays a new blank document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
11. In your word processor create the file document.
12. When finished, save the document in your word processor.
13. Exit your word processor. Robot Lawyer™ returns you to the File Document Properties window.
14. When finished in the File Document Properties window, click **Done** and Robot Lawyer™ adds the document to the list in the **File Documents** window.

TO ENTER A DOCUMENT RELATED TO THE CURRENT MATTER CREATED IN YOUR WORD PROCESSOR USING AN EXISTING DOCUMENT:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. Click **New**. Robot Lawyer™ asks if you want to use a practice document as a template to generate the file document.
5. Click **No**. Robot Lawyer™ asks where do you want to create the document.
6. Click **Processor**. Robot Lawyer™ opens its File Document Properties window.
7. In the File Document Properties window, enter the name or description, and click **Open**. Robot Lawyer™ asks if you want to create the document using an existing document already saved in your word processor.
8. Click **Existing**. Robot Lawyer™ opens its **Select File Document** dialog.
9. Select the document you want and click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
10. In your word processor create the file document.
11. When finished, save the document in your word processor.
12. Exit your word processor. Robot Lawyer™ returns you to the File Document Properties window.
13. When finished in the File Document Properties window, click **Done** and Robot Lawyer™ adds the document to the list in the **File Documents** window.

TO ENTER A DOCUMENT IN A FIELD IN ANOTHER WINDOW:

1. In the **File Documents** window select the document you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
2. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the document you selected in the field.

TO EDIT A DOCUMENT RELATED TO THE CURRENT MATTER CREATED IN ROBOT LAWYER™:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. In the **File Documents** window select the document you want to edit. Robot Lawyer™ opens the **Current** tab.
5. Click **Edit**. Robot Lawyer™ opens the File Document Properties window.
6. In the File Document Properties window edit the name and/or content of the document.
 - For a larger editing area, click **Show More**.
7. When finished in the File Document Properties window, click **Done**. Robot Lawyer™ returns you to the **File Documents** window

TO EDIT A DOCUMENT RELATED TO THE CURRENT MATTER IN YOUR WORD PROCESSOR:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Documents**. Robot Lawyer™ opens its **File Documents** window.
3. In the **File Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current matter.
4. In the **File Documents** window select the document you want to edit. Robot Lawyer™ opens the **Current** tab.
5. Click **Edit**. Robot Lawyer™ opens the File Document Properties window.
6. In the File Document Properties window, click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
7. In your word processor edit the file document.
8. When finished, save the document in your word processor.

9. Exit your word processor. Robot Lawyer™ returns you to the File Document Properties window.
10. When finished in the File Document Properties window, click **Done** and Robot Lawyer™ returns you to the **File Documents** window.

Commentary

Robot Lawyer™ knows one or more related words (and/or graphics) written or spoken to represent any party—lawyer words—as a *file document*. Complaints, indictments, exhibits, crime scene photographs, applications for subpoenas duces tecum, declarations in support of motions, investigation requests, jury instructions, voir dire questions, opening statements, direct examination questions, cross examination questions, closing arguments, case chronologies, game plans, lineup motions, medical records releases, motions to sever defendants for trial, motions for continuances, notices of appeal are all known to Robot Lawyer™ as file documents—just to name a few. Each is an example of related words used to represent a party. Robot Lawyer™ knows contracts, leases, releases and prospectuses as file documents. Robot Lawyer™ knows letters and memos as file documents. So long as the words are used to represent a party, Robot Lawyer™ knows the words as a file document. And the words don't have to be your words. The words can be adverse counsel's words. They can be the words of a party representing itself. Robot Lawyer™ knows a file document as a property of the Robot Lawyer™ file. For each file there is more than one, one or no file document.

Robot Lawyer™ is designed to use your word processor—Corel WordPerfect® or Microsoft® Word—to create and edit file documents. Also you can create and edit file documents in Robot Lawyer™ without using your word processor.

Related Topics

Fonts, Sizes, Styles

Paragraphs

Tabs

Text Ruler

[File_Documents.htm/August 10, 2007](#)

File Document Properties

TO ENTER OR EDIT THE DOCUMENT NAME:

1. In the **File Document Properties** window click the **Name** tab.
2. Click in the **Name** field.
3. Enter or edit the document name.
4. When finished click **Done** to return to the File Documents window.

TO OPEN OR EDIT A PRACTICE DOCUMENT IN ROBOT LAWYER™:

1. In the **File Document Properties** window click the **Name** tab.
2. Click **Open**.

3. Edit the content of the document.
 - For a larger editing area, click **Show More**.
4. When finished in the **File Document Properties** window, click **Done**. Robot Lawyer™ returns you to the File Documents window.

TO OPEN OR EDIT A PRACTICE DOCUMENT IN YOUR WORD PROCESSOR:

1. In the **File Document Properties** window click the **Name** tab.
2. Click **Open**. Robot Lawyer™ opens your word processor and displays the document. (Be sure Robot Lawyer™ knows the name and location of your word processor. See Word Processor Location.)
3. In your word processor edit the practice document. You can insert Robot Lawyer™ merge fields to merge Robot Lawyer™ file data if you want.
4. When finished, save the document in your word processor.
5. Exit your word processor. Robot Lawyer™ returns you to the **File Document Properties** window.
6. When finished in the **File Document Properties** window, click **Done**. Robot Lawyer™ returns you to the File Documents window.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Showing More Data

File_Document_Properties.htm/August 10, 2007

Geography

Robot Lawyer™ Geography

Geography?

Although it may come as a surprise to some lawyers, especially if your practice is mainly or entirely transactional rather than litigation, geography is at the top of the legal thesaurus we had to build to invent this program. (Interestingly, *space*, which is *geography*, is second from the top of Roget's thesaurus—after abstract relations.)

Your typical contact manager stores space data about humans and companies in space in well-known fields like street, city, state and zip code. In other words your typical contact manager only stores the geography of entities. Robot Lawyer™ does too. But Robot Lawyer™ does more.

Robot Lawyer™ not only stores the geography of entities; it also stores the geography of *facts*. Take this fact: Doe skipped the meeting and flew from Los Angeles to New York.

Los Angeles is related to the fact. New York is related to the fact. Robot Lawyer™ wants to know and captures the geography related to the fact. Where did the fact start? Where did it end? Is there other geography related to the fact? Robot Lawyer™ also stores the geography of statements that express facts. Where was the statement made? Was the confession defendant made to the detectives on the airplane transporting him from New York back to Los Angeles for trial? If so, where did the statement start? Where did it end?

Another way Robot Lawyer™ is different from your contact manager is for Robot Lawyer™ a street address is sometimes not enough. You may need to know in what chair the prospective juror who is a retired banker is sitting. You may need to know where in the pool decedent drowned. So Robot Lawyer™ also stores what it knows as an entity's *spot*, or a fact's *spot*.

Also Robot Lawyer™, unlike your typical contact manager, not only wants to know where is the entity *now* but also where *was* the entity. For example, if the entity is human, where was he/she born? In other words, what is the geography of the entity's birth? If the entity is a corporation, where was it incorporated? What is the geography of the company's incorporation?

The needs of lawyers—transactional and litigation, human and robot—are not satisfied by the typical contact manager that may or may not be installed in your computer.

Geography is a rock to which the Robot Lawyer™ proprietary database is pinned.
No pun intended.

Related Topics

File Geography

Geography Properties
Geography Pictures and Recordings
Practice Geography
Predicting Geography

Robot_Lawyer_Geography.htm/August 10, 2007

Predicting Geography

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER NEW GEOGRAPHY:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Geography**. Robot Lawyer™ opens its Geography Generator™ window.
3. In the Geography Generator™ window select the properties you want to predict every time you enter new geography encountered in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new geography used in your practice.
5. Click in the box and select **Yes**.
6. Click **Done**. Robot Lawyer™ asks you if these are the properties you want it to predict every time you create a new entry:



7. Click **Yes**. Robot Lawyer™ closes the Geography Generator™ window.

TO PREDICT GEOGRAPHY IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Geography**. Robot Lawyer™ opens its Practice Geography window.
3. In the Practice Geography window click the **Geography** tab. Robot Lawyer™ shows all the geography encountered in your practice.
4. Click the **Predict** box opposite the geography you want to predict. Robot Lawyer™ will predict the geography is related every time you open a new file.

Commentary

Robot Lawyer™ lets you identify the values of individual geography properties as predictable data. The values of the properties of geography Robot Lawyer™ predicts when you enter new geography are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of the properties of geography repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click the Done button.

Besides letting you identify the values of individual geography properties as predictable data, Robot Lawyer™ also lets you designate "whole" geography as geography the program will automatically predict as related whenever you open a new Robot Lawyer™ file.

Related Topics

Geography Properties

Predicting Data

Robot Lawyer™ Geography

Predicting_Geography.htm/August 10, 2007

Practice Geography

TO ENTER NEW GEOGRAPHY IN YOUR PRACTICE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Geography**. Robot Lawyer™ opens its **Practice Geography** window.
3. In the **Practice Geography** window click the **Geography** tab. Robot Lawyer™ shows all the geography encountered in your practice.
4. Click **New**. Robot Lawyer™ opens its Geography Properties window.
5. In the Geography Properties window enter or generate the geography.
6. When finished in the Geography Properties window click **Done**. Robot Lawyer™ returns to the **Practice Geography** window and adds the geography to the geography encountered in your practice.

TO EDIT THE PROPERTIES OF GEOGRAPHY:

1. In the **Practice Geography** window click the **Geography** tab. Robot Lawyer™ shows all the geography encountered in your practice.
2. Select the geography you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Geography Properties window.
4. In the Geography Properties window edit the properties of the geography.
5. When finished click **Done** to return to the **Practice Geography** window.

TO ENTER GEOGRAPHY IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Geography** window click the **Geography** tab. Robot Lawyer™ shows all the geography encountered in your practice.
2. Select the geography you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the geography you selected in the field.

Commentary

Robot Lawyer™ knows geography encountered in your practice as practice geography. It captures your practice geography from data sources, recalling that data sources include any external source—which includes your digitally-captured thoughts— partially or entirely comprised of data related to the current matter. Geography is a property of the data source, which is a property of the Robot Lawyer™ file. So it follows for each data source, there is some or no geography.

Related Topics

Robot Lawyer™ Geography

[Practice_Geography.htm/August 10, 2007](#)

Geography Properties

TO ENTER OR EDIT THE GEOGRAPHY:

1. In the **Geography Properties** window click the **Geography** tab.
2. Click in the **Geography** field.
3. Enter or edit the geography.
4. When finished click **Done** to return to Practice Geography window.

TO GENERATE THE GEOGRAPHY:

1. In the **Geography Properties** window click the **Geography** tab.
2. Click **Generator**. Robot Lawyer™ opens the Geography Generator window and lets you generate the geography by selecting its properties.
3. When finished in the Geography Generator window, click **Done** to return to the **Geography Properties** window.

TO ENTER PICTURES AND RECORDINGS OF THE GEOGRAPHY:

1. In the **Geography Properties** window click the **Geography** tab.
2. Click **Pictures and Recordings**. Robot Lawyer™ opens the Geography Pictures and Recordings window and lets you enter pictures and recordings of the geography.

3. When finished in the Geography Pictures and Recordings window, click **Done** to return to the **Geography Properties** window.

TO SHOW A MAP OF THE GEOGRAPHY:

1. In the **Geography Properties** window click the **Map** tab.
2. Click **Open**. Robot Lawyer™ opens your map website and shows a map of the geography.

TO SHOW AN AERIAL PHOTOGRAPH OF THE GEOGRAPHY:

1. In the **Geography Properties** window click the **Aerial Photo** tab.
2. Click **Open**. Robot Lawyer™ opens your aerial photography website and shows an aerial photography of the geography.

TO PREDICT THE GEOGRAPHY IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. In the **Geography Properties** window click the **Geography** tab.
2. Click in the **Predict** field. Robot Lawyer™ asks do you want to predict the geography is related every time you open a new file?
3. Click **Yes**. Robot Lawyer™ henceforth will automatically predict the geography as related whenever you open a new Robot Lawyer™ file.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Pictures and Recordings

Robot Lawyer™ Geography
Showing More Data

[Geography_Properties.htm/August 10, 2007](#)

Geography Generator

TO ENTER OR CHANGE THE SPOT:

1. In **Geography Generator™** window click the **Spot** tab.
2. Click **New**. Robot Lawyer™ positions the cursor in the **Spot** field.
3. Enter the spot.

TO ENTER OR CHANGE THE COUNTY:

1. In **Geography Generator™** window click the **County** tab.

2. Click **New**. Robot Lawyer™ opens its **Counties** window and shows the counties encountered in your practice.
3. In the **Counties** window select the county you want and click **Insert**. Robot Lawyer™ enters your selection in the **County** field in the **Geography Generator™** window.
 - If the county you want isn't listed in the **Counties** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE COUNTRY:

1. In **Geography Generator™** window click the **Country** tab.
2. Click **New**. Robot Lawyer™ opens its **Countries** window and shows the countries encountered in your practice.
3. In the **Countries** window select the country you want and click **Insert**. Robot Lawyer™ enters your selection in the **Country** field in the **Geography Generator™** window.
 - If the country you want isn't listed in the **Countries** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE MAILING ADDRESS:

1. In **Geography Generator™** window click the **Mailing Address** tab.
2. Enter the street address.

TO ENTER OR CHANGE THE CITY:

1. In **Geography Generator™** window click the **Mailing Address** tab.
2. Click **New**. opposite the **City** field. Robot Lawyer™ opens its **Cities** window and shows the cities encountered in your practice.
3. In the **Cities** window select the city you want and click **Insert**. Robot Lawyer™ enters your selection in the **City** field in the **Geography Generator™** window.
 - If the city you want isn't listed in the **Cities** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE STATE:

1. In **Geography Generator™** window click the **Mailing Address** tab.
2. Click **New**. opposite the **State** field. Robot Lawyer™ opens its **States** window and shows the states encountered in your practice.
3. In the **States** window select the state you want and click **Insert**. Robot Lawyer™ enters your selection in the **State** field in the **Geography Generator™** window.

- If the state you want isn't listed in the **States** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ZIP CODE:

1. In **Geography Generator™** window click the **Mailing Address** tab.
2. Enter the zip code.

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER NEW GEOGRAPHY ENCOUNTERED IN YOUR PRACTICE:

1. In the **Geography Generator™** window click the **Predict** tab.
2. Click in the **Predict** field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter new geography used in your practice.

TO GENERATE THE GEOGRAPHY:

1. In the **Geography Generator™** window click the **Generated Strategy™** tab.
2. Click **Refresh**. Robot Lawyer™ generates the GEOGRAPHY.
3. When finished click **Done** to return to the Geography Properties window.

Commentary

Robot Lawyer™ knows data related to geography of an entity or fact or statement as its geography properties. Everything of course doesn't have geography properties. For example laws don't have geography properties. Robot Lawyer™ files don't have geography properties. Robot Lawyer™ only knows entities and facts and statements to have geography properties.

For now we're just concerned with geography on the surface of the earth and opposed to outer space.

Spots. Robot Lawyer™, like human lawyers, sometimes needs to know the geography of a fact or entity or statement with more precision than a street address. Where was plaintiff sitting in the Boeing 747 when the flight attendant spilled hot coffee on his scrotum? Did defendant blurt out the confession to the murder in the police station's bugged interrogation room, while standing in the corner, or was he seated in the lavatory down the hall? Robot Lawyer™ knows and stores precise locations as spots. A spot is a property of geography. All geography has one or no spot. Preinstalled choices by other users include *back porch, back seat, first chair, front lawn, front seat*.

Addresses. Robot Lawyer™ knows an "address" as street, city, county, state, zip code, country. Street, city, county, state, zip code, country are all geography properties. All geography has one or no street, one or no city, one or no county, one or no state, one or no zip code, and one or no country. No country? Correct. A spot in the middle of the North Atlantic Ocean has no country.

To select from lists of streets, counties and zip codes encountered in your practice, right-click in the fields Street, County and Zip Code.

Related Topics

Robot Lawyer™ Geography

Geography_Generator.htm/August 10, 2007

Geography Pictures and Recordings

TO ENTER A PICTURE OR RECORDING RELATED TO THE GEOGRAPHY:

1. In the **Geography Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ lists the related pictures and recordings.
2. Click **New**. Robot Lawyer™ opens its Geography Picture/Recording Properties window.
3. In the Geography Picture/Recording Properties window, enter the picture or recording.
4. When finished in the Geography Picture/Recording Properties window, click **Done** to return to the **Geography Pictures and Recordings** window.

TO EDIT THE PROPERTIES OF THE PICTURE OR RECORDING:

1. In the **Geography Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ lists the pictures and recordings.
2. Select the picture or recording you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Geography Picture/Recording Properties window.
4. In the Geography Picture/Recording Properties window edit the properties of the picture or recording.
5. When finished click **Done** to return to the **Geography Pictures and Recordings** window.

TO PLAY THE PICTURE OR RECORDING:

1. In the **Geography Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ lists the pictures and recordings.
2. Select the picture or recording you want to play. Robot Lawyer™ opens the **Current** tab.
3. Click **Play**. Robot Lawyer™ plays the picture or recording.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Finding Data
Pictures and Recordings
Robot Lawyer™ Geography

Removing Data Showing More Data

Geography_Pictures_and_Recordings.htm/August 10, 2007

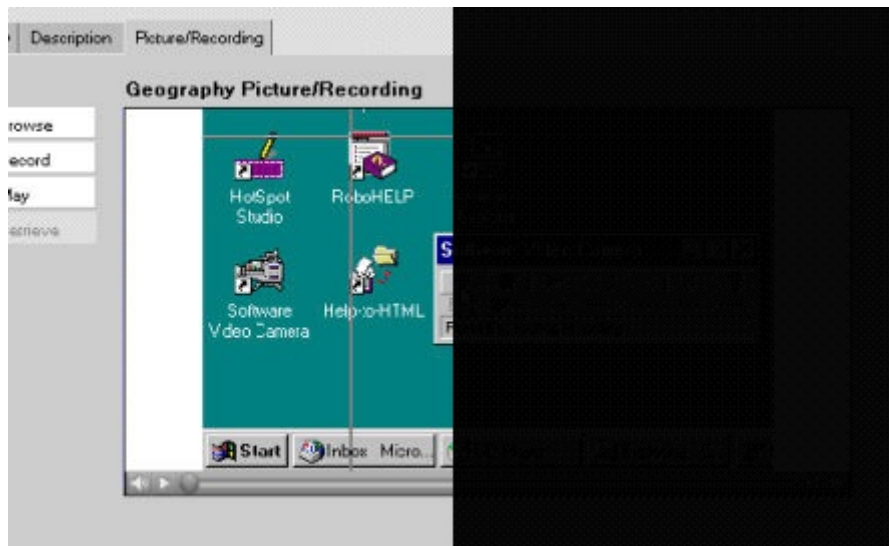
Geography Picture/Recording Properties

TO ENTER A PICTURE OR RECORDING OF THE GEOGRAPHY:

1. In the **Geography Picture/Recording Properties** window, click the **Description** tab.
2. Enter a description or name of the picture or recording.
3. Click the **Picture/Recording** tab.
4. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
5. Select the Windows© file containing the geography picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A MOTION PICTURE OR RECORDING OF THE GEOGRAPHY:

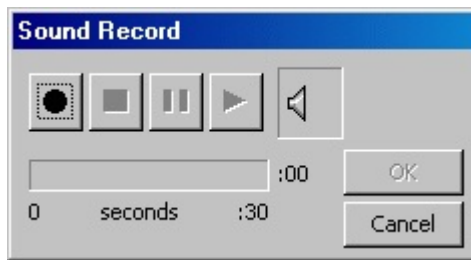
1. In the **Geography Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Play**. Robot Lawyer™ displays controls around the **Geography Picture/Recording** field:



3. Click the white triangle at the bottom on the left. Robot Lawyer™ plays the geography picture or recording.

TO MAKE AN AUDIO RECORDING OF THE GEOGRAPHY:

1. In the **Geography Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Record**. Robot Lawyer™ displays controls around the **Geography Picture/Recording** field.
3. Click **Insert, Sound** in the main menu. Robot Lawyer™ opens its **Sound Record** dialog.



4. In the **Sound Record** dialog click the record button (the button with the black circle).
 - To pause during recording, click **Pause** (the button with two vertical lines).
5. When finished recording, click **Stop** (the button with the black square).
6. Click **OK**. Robot Lawyer™ captures the recording of the geography.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Pictures and Recordings

Robot Lawyer™ Geography

[Geography_Picture_Recording_Properties.htm/August 10, 2007](#)

File Geography

TO ENTER GEOGRAPHY RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Geography**. Robot Lawyer™ opens **File Geography**.
3. In the **File Geography** window click the **Geography** tab. Robot Lawyer™ shows the geography related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Practice Geography window and shows the geography encountered in your practice.

5. In the Practice Geography window select the geography you want and click **Insert**. Robot Lawyer™ adds your selection to the geography related to the current matter in the **File Geography** window.
 - If the geography you want isn't listed in the Practice Geography window, click **New** and enter or generate the geography you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the Practice Geography window.

TO ENTER THE GEOGRAPHY IN A FIELD IN ANOTHER WINDOW :

1. In the **File Geography** window select the geography you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
2. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the geography in the field.

TO ENTER THE STRATEGY RELATED TO GEOGRAPHY:

1. In the **File Geography** window select the geography. Robot Lawyer™ opens the **Current** tab.
2. Click **Strategy**. Robot Lawyer™ opens its Geography Strategy window.
3. In the Geography Strategy window enter the strategy.
4. When finished click **Done** to return to the File Geography window.

TO EDIT THE PROPERTIES OF THE GEOGRAPHY:

1. In the **File Geography** window select the geography you want to edit. Robot Lawyer™ opens the Current tab.
2. Click **Edit**. Robot Lawyer™ opens its Geography Properties window.
3. In the Geography Properties window edit the properties of the geography.
4. When finished click **Done** to return to the **File Geography** window.

Commentary

File geography is a property of the Robot Lawyer™ file. For each file there is some or no geography.

Related Topics

Entity Geography
Predicting Geography
Robot Lawyer™ Geography

File_Geography.htm/August 10, 2007

Geography Strategy

TO ENTER A STRATEGY RELATED TO THE GEOGRAPHY:

1. In the **Geography Strategy** window, click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the geography.
2. Click **New**. Robot Lawyer™ opens its File Strategy window.
3. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the file geography in the **Geography Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens the Practice Strategy window. Select or generate the strategy you want in the Practice Strategy window and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the File Strategy window. In the File Strategy window select the strategy and click **Insert** again. Robot Lawyer™ adds your selection to the strategy related to the geography in the **Geography Strategy** window.

TO ENTER A DOCUMENT RELATED TO THE GEOGRAPHY STRATEGY:

1. In the **Geography Strategy** window, click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the geography.
2. Select the geography strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Geography Documents window.
4. In the Geography Documents window enter the document related to the geography strategy.
5. When finished in the Geography Documents window, click **Done** to return to the **Geography Strategy** window.

TO EDIT THE PROPERTIES OF THE GEOGRAPHY STRATEGY:

1. In the **Geography Strategy** window, click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the geography.
2. Select the geography strategy you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Geography Strategy** window.

Commentary

Robot Lawyer™ knows the strategy related to geography a property of the current matter, not a *per se* property of the geography. For example, in a drug case the strategy may be to check the crack house at 5411 Central Avenue for blood. In another case, a murder case, 5411 Central Avenue may be the address of the codefendant's mother. The strategy related to 5411 Central Avenue is a property of

the geography. The strategy related to a specific geographical location such as 5411 Central Avenue can vary from matter to matter.

The data sources predict strategies potentially related to the Robot Lawyer™ file which Robot Lawyer™ stores and displays in its File Strategy window. Now Robot Lawyer™ wants to know what strategy is related to geography related to the current matter. Robot Lawyer™ knows strategy related to a file geography as file geography strategy. File geography strategy is a property of the file geography, which is a property of the file. For each file geography there is more than one, one or no strategy.

Robot Lawyer™ lets you select from its store of strategy related to the current matter, and relate the selection to geography related to the file.

Related Topics

Robot Lawyer™ Geography

Robot Lawyer™ Strategy

Geography_Strategy.htm/August 10, 2007

Geography Documents

TO ENTER A DOCUMENT RELATED TO THE FILE GEOGRAPHY STRATEGY:

1. In the **Geography Documents** window, click the **Documents** tab. Robot Lawyer™ shows the geography documents related to the geography strategy.
2. Click **New**. Robot Lawyer™ opens its File Documents window.
3. In the File Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the geography strategy in the **Geography Documents** window.
 - If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the current matter in the File Documents window. In the File Documents window select the document and click **Insert** again. Robot Lawyer™ adds your selection to the documents related to the geography strategy in the **Geography Documents** window.

TO EDIT THE PROPERTIES OF THE GEOGRAPHY DOCUMENT:

1. In the **Geography Documents** window, click the **Documents** tab. Robot Lawyer™ shows the geography documents related to the geography strategy.
2. Select the geography document you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.
4. In the File Document Properties window edit the properties of the document.
5. When finished in the File Document Properties window, click **Done** to return to the **Geography Documents** window.

Commentary

The data sources predict file documents—lawyer words—potentially related to the current matter. Robot Lawyer™ displays that store of documents in its File Documents window. Now Robot Lawyer™ wants to know what documents are related to the selected strategy related to the selected geography. What lawyer words are needed to carry out the geography strategy? Robot Lawyer™ knows a document related to strategy related to geography as a *file geography document*. A file geography document is a property of the file geography strategy, which is a property of the file geography, which is a property of the file. For each file geography strategy there is one, more than one or no file geography document.

Related Topics

Robot Lawyer™ Geography

[Geography_Documents.htm](#)/August 10, 2007

Entities

Robot Lawyer™ Entities

Robot Lawyer™ knows an entity as anything that is, was or seems suable—human beings, corporations, the Federal government, partnerships, political parties, state governments, village governments—and conceivably even car pools, websites, other electrical objects and extraterrestrials—provided the object is or seems suable. Robot Lawyer™ uses entities in facts, evidence, file names and other components of its file of your matter, not to mention the obvious use of entities as parties, lawyers, witnesses, support personnel and the like. While strategy, geography and documents are fundamental, entities are almost always the single most important and numerous component of a lawyer's file of any matter in any area of practice in any jurisdiction.

Practicing law means extensively working with things that seem suable—entities.

Practicing law with Robot Lawyer™ means extensively working with Robot Lawyer™ entities.

Related Topics

Entity Numbers

Entity Properties

Entity Types

File Entities

Practice Entities

Robot_Lawyer_Entities.htm/August 10, 2007

Practice Entities

TO ENTER A NEW ENTITY IN YOUR PRACTICE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Entities**. Robot Lawyer™ opens its **Practice Entities** window
3. In the **Practice Entities** window click the **Entities** tab. Robot Lawyer™ shows all the entities encountered in your practice.
4. Click **New**. Robot Lawyer™ opens its Name Properties window and lets you enter properties of the entity's name.
5. When finished in the Name Properties window, click **Done**. Robot Lawyer™ opens its Names window and lists the name you entered.
6. In the Names window select the name and click **Done**. Robot Lawyer™ returns to the **Practice Entities** window and adds the entity to the store encountered in your practice.

TO ENTER AN ENTITY IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Entities** window click the **Entities** tab. Robot Lawyer™ shows all the entities encountered in your practice.
2. Select the entity you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the entity you selected in the field.

TO EDIT THE PROPERTIES OF AN ENTITY:

1. In the **Practice Entities** window click the **Entities** tab. Robot Lawyer™ shows all the entities encountered in your practice.
2. Select the entity you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
4. In the Entity Properties window edit the properties of the entity.
5. When finished click **Done** to return to the **Practice Strategy** window.

To OPEN A TABLE OF ALL YOUR PRACTICE ENTITIES:

1. In the **Practice Entities** click **Table**. Robot Lawyer™ opens its **Practice Entities Table**.
2. Advanced users can add, delete, duplicate, modify, sort and perform other functions on the records in the Practice Entities table.
3. When finished click **Back**. Robot Lawyer™ returns you to the **Practice Entities** window.

Commentary

Robot Lawyer™ knows any entity encountered in your practice as a *practice* entity. Robot Lawyer™ captures entities from data sources, including your digitally-captured thoughts. An entity is a property of the data source, which is a property of the Robot Lawyer™ file. For each data source, there is more than one, one or no entity.

Each name is followed by its Entity Number to help you distinguish between two or more entities with the same name. The Entity Number also helps you identify the same entity with two or more different names.

Sorting Entities. Robot Lawyer™ lets you list your practice entities sorted by name, number and predictability. Predictable entities are entities automatically listed as file entities whenever you open a new Robot Lawyer™ file. (See Predicting Data.) Robot Lawyer™ also lets advanced users conduct an advanced sort. (See Sorting Records.)

Entity Predictability. Robot Lawyer™ lets you change the predictability status of an entity in the Practice Entities window. (You change also change the predictability status of entity in the Entity Properties window. Just click in the field. Robot Lawyer™ drops a Yes-No list. Click Yes.) When you designate an entity as predictable, Robot Lawyer™ will automatically list the entity as a file entity whenever you open a new file.

Entity Table. The Table button lets advanced users view and work in a table of all the entities encountered in your practice.

Related Topics

Data Sources

Pictures/Sounds of Entities

Robot Lawyer™ Entities

Robot Lawyer™ Tables

Practice_Entities.htm/August 10, 2007

File Entities

TO ENTER AN ENTITY RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Entities**. Robot Lawyer™ opens **File Entities**.
3. In the **File Entities** window click the **Entities** tab. Robot Lawyer™ shows the entities related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice.
5. In the Practice Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **File Entities** window.
- If the entity you want is not listed in the Practice Entities window, click **New** and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the **File Entities** window.

TO ENTER THE ENTITY IN A FIELD IN ANOTHER WINDOW:

1. In the **File Entities** window select the entity you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
2. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the entity in the field.

TO ENTER THE STRATEGY RELATED TO AN ENTITY:

1. In the **File Entities** window select the entity. Robot Lawyer™ opens the **Current** tab.
2. Click **Strategy**. Robot Lawyer™ opens its Entity Strategy window.
3. In the Entity Strategy window enter the strategy related to the entity.
4. When finished click **Done** to return to the **File Entities** window.

TO EDIT THE PROPERTIES OF AN ENTITY:

1. In the **File Entities** window select the entity. Robot Lawyer™ opens the **Current** tab.

2. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
3. In the Entity Properties window you edit the properties of the entity.
4. When finished click **Done** to return to the **File Entities** window.

Commentary

A *file contact* is an entity selected from your store of practice entities, and entered in the Robot Lawyer™ file of the current matter. Once entered, Robot Lawyer™ captures all the properties of the entity as properties of the file. This is a very powerful feature: the properties of the entity become properties of the Robot Lawyer™ file!

For each file there is more than one or one file entity. There has to be at least one entity related to the current matter—you. And it would seem (even if you are a government lawyer) that you can't have a matter without a party to represent. So, actually, it would seem there are usually at least two file entities—you and your actual or potential party. Even if you're representing yourself, you have a party to represent, the party being you. So every file it would seem has at least one file entity.

Incidentally, if you want to use Robot Lawyer™ to track your neighbors or social friends as well as your law practice, you can. You could name the Robot Lawyer™ file of the "matter" "Private" or "Friends." Robot Lawyer™ will relate each neighbor or friend to the matter "Private."

Related Topics

Adding the Last Selection

Finding/Replacing Data

Removing Data

Robot Lawyer™_Entities

Robot Lawyer™ Files

[File_Contacts.htm/August 10, 2007](#)

Entity Properties

TO ENTER OR CHANGE A PROPERTY OF THE ENTITY:

1. In the **Entity Properties** window click the tab that contains the entity property you want to enter or change.
2. Click in the field you want to enter or change the entity property. Robot Lawyer™ lets you select or enter the entity property.

TO ENTER PICTURES AND RECORDINGS OF THE ENTITY:

1. In the **Entity Properties** window click **Pictures and Recordings**. Robot Lawyer™ opens its Entity Pictures and Recordings window and lets you enter pictures and recordings of the entity.
2. When finished in the Entity Pictures and Recordings window, click **Done** to return to the **Entity Properties** window.

TO PREDICT THE ENTITY IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. In the **Entity Properties** window click the **ID** tab.
2. Click in **Predict** field and select **Yes**. Robot Lawyer™ will predict the entity as related whenever you open a new Robot Lawyer™ file.

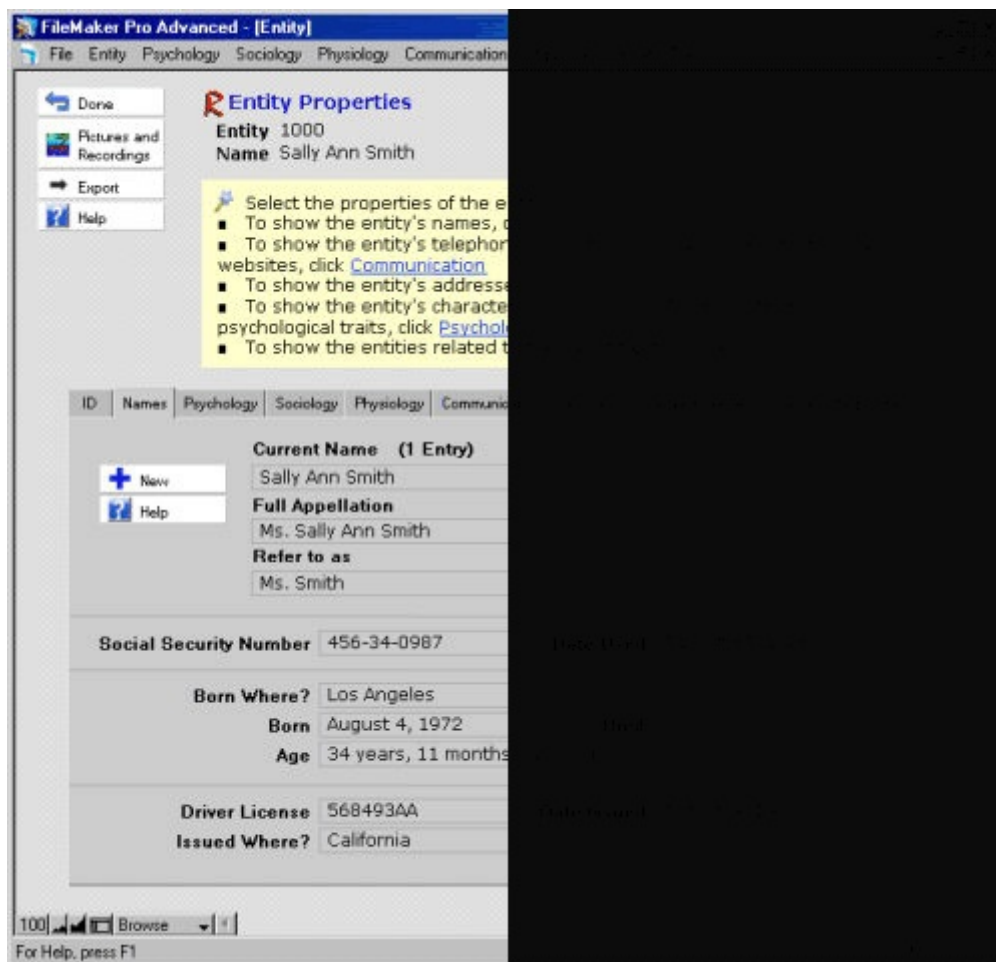
To OPEN A TABLE OF ALL YOUR ENTITIES:

1. In the **Entity Properties** window click **Table**. Robot Lawyer™ opens its **Entity Table** window.
2. When finished click Back. Robot Lawyer™ returns you to the **Entity Properties** window.

Commentary

Representing parties in a transactional or litigation practice in any jurisdiction always involves knowing the players, or stated more digitally, knowing the properties of the players, remembering that a *name* of a player is just one of many, many properties of the entity, including more than one or even *no* name.

Robot Lawyer™ groups entity properties into categories. The categories are labeled tabs in the Entity Properties window.



The properties we're concerned with here describe the entity *per se* apart from the question whether the property describes the entity's relationship with another entity or with the current matter. "Moron" describes the entity *per se*. The entity is a moron quite apart from whether he or she is sued, and quite apart from whether he or she is, say, the crime partner of the human entity named "L'I Nasty." "Heterosexual" describes the entity *per se* apart from any matter or other entity.

Entity properties are data potentially related and needed to represent the party in the current matter. Is opposing counsel a whiz kid or a slowpoke? Where did he go to law school? Is the judge a free-lover or a fascist? How long has the corporation been around? Does this potential expert witness have the right qualifications? The list of questions is endless.

This isn't to say a property that describes an entity *per se* can't change. Probably once a moron always a moron. But a human entity could, we suppose, change its sexual orientation from heterosexual to homosexual. But notice such a change isn't necessarily related to any matter or descriptive of the entity's relationship to another entity.

Objective Identification (ID). Robot Lawyer™ knows some properties as subjective identifiers and other properties as objective identifiers. People can give phony names and get phony driver licenses and social security numbers. But unless the entity has access to Robot Lawyer™, it can't mess with the entity number Robot Lawyer™ automatically assigns it. Also there are other secure external databases people ordinarily can't mess with, such as the fingerprint and DNA databases maintained by the FBI and state police agencies such as the California Attorney General. As an ODBC client—as a data requester in the sense of seeing external data before capturing or importing it—Robot Lawyer™ can link to external data related to a Robot Lawyer™ file.

Names. Entities identify themselves truthfully and falsely and are identified by others truthfully and falsely. You can't stop people from lying. They can and do lie about their names and ages. And they get phony "proof." They get phony driver licenses and social security numbers. That's why Robot Lawyer™ does not see and group these entity properties under the heading of objective identification.

Exporting Entity Data. Robot Lawyer™ creates a file you can name in the format you select which contains the current values of the entity's properties. (See Exporting Current Entity Data)

Entity Table. For advanced users Robot Lawyer™ lets you view and work in a table of all the entities encountered in your practice. Advanced users can edit the table content and display by adding, editing and deleting records, rearranging the columns, and making other modifications

When finished entering/editing values of the property, click the Done button to return to where you were.

Related Topics

Appellations

Blood

DNA

Entity Numbers

Entity Pictures and Recordings

Entity Types

External Entity Databases

Prints

Race

Robot Lawyer™ Entities
Robot Lawyer™ Players

Entity_Properties.htm/August 10, 2007

Entity Pictures and Recordings

TO ENTER A PICTURE OR RECORDING OF THE ENTITY:

1. In the **Entity Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. Click **New**. Robot Lawyer™ opens its Entity Picture/Recording Properties window.
3. In the Entity Picture/Recording Properties window, enter the picture or recording.
4. When finished in the Entity Picture/Recording Properties window, click **Done** to return to the **Entity Pictures and Recordings** window.

TO EDIT THE PROPERTIES OF THE PICTURE OR RECORDING:

1. In the **Entity Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ lists the related pictures and recordings.
2. Select the picture or recording you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Entity Picture/Recording Properties window.
4. In the Entity Picture/Recording Properties window edit the properties of the picture or recording.
5. When finished click **Done** to return to the **Entity Pictures and Recordings** window.

TO PLAY THE PICTURE OR RECORDING:

1. In the **Entity Pictures and Recordings** window, click the **Pictures and Recordings** tab. Robot Lawyer™ lists the related pictures and recordings.
2. Select the picture or recording you want to play. Robot Lawyer™ opens the **Current** tab.
3. Click **Play**. Robot Lawyer™ plays the picture or recording.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Finding Data
Pictures and Recordings

Removing Data
 Robot Lawyer™ Entities
 Showing More Data

Entity_Pictures_and_Recordings.htm/August 10, 2007

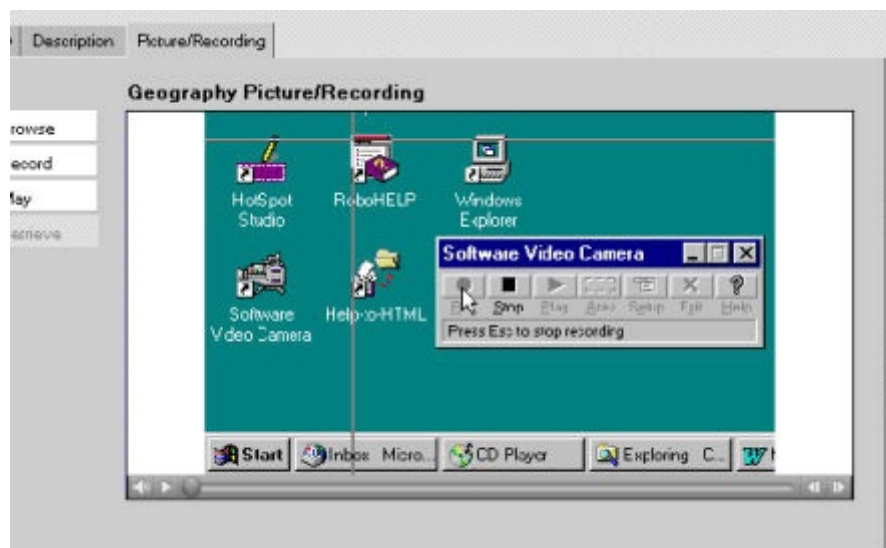
Entity Picture/Recording Properties

TO SELECT A PICTURE OR RECORDING OF THE ENTITY:

1. In the **Entity Picture/Recording Properties** window, click the **Description** tab.
2. Enter a description or name of the picture or recording.
3. Click the **Picture/Recording** tab.
4. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
5. Select the Windows© file containing the entity picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A MOTION PICTURE OR RECORDING OF THE ENTITY:

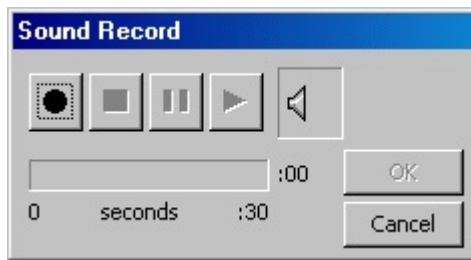
1. In the **Entity Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Play**. Robot Lawyer™ displays controls around the **Entity Picture/Recording** field:



3. Click the white triangle at the bottom on the left. Robot Lawyer™ plays the entity picture or recording.

TO MAKE AN AUDIO RECORDING OF THE ENTITY:

1. In the **Entity Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Record**. Robot Lawyer™ displays controls around the **Entity Picture/Recording** field.
3. Click **Insert, Sound** in the main menu. Robot Lawyer™ opens its **Sound Record** dialog.



4. In the **Sound Record** dialog, click the record button (the button with the black circle).
 - To pause during recording, click **Pause** (the button with two vertical lines).
5. When finished recording, click **Stop** (the button with the black square).
6. Click **OK**. Robot Lawyer™ captures the recording of the entity.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Pictures and Sounds

Robot Lawyer™ Entities

[Entity_Picture_Recording_Properties.htm/August 10, 2007](#)

Objective Identification

Entity Number

Robot Lawyer™ automatically assigns each entity an entity number to help you distinguish between two or more entities with the same name. The entity number also helps you identify the same entity with two or more different names. Its number is a property of the entity. Each entity has one number.

Related Topics

Entity Properties

Robot Lawyer™ Entities

[Entity_Numbers.htm/August 10, 2007](#)

Entity Type

TO ENTER OR CHANGE THE ENTITY'S TYPE:

1. In the **Entity Properties** window click the **ID** tab. Robot Lawyer™ lets you enter or change data that specifically identifies the entity.
2. Click in the **Entity Type** field. Robot Lawyer™ opens its **Entity Types** window and shows the entity types encountered in your practice.
3. In the **Entity Types** window select the entity type you want and click **Insert**. Robot Lawyer™ enters your selection in the **Entity Type** field in the **Entity Properties** window.
 - If the entity type you want isn't listed in the **Entity Types** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

Commentary

Entity means one. An entity can have many names but it can be only one type—at least for the foreseeable future. The entity named William H. Rehnquist is either one human being or one suitable electrical object but it can't be both. No need here to deal with the day when humans can be morphed into robots, or, more likely but still farfetched, robots converted to humans. Its type is a property of the entity. Preinstalled choices by other users include *borough, car pool, city, corporation, county, electrical object, extraterrestrial, federal government, human being, limited partnership, office, partnership, political party, state government, village government*.

Related Topics

Robot Lawyer™ Entities

Entity_Types.htm/August 10, 2007

Race

TO ENTER OR CHANGE THE ENTITY'S RACE:

1. In the **Entity Properties** window click the **ID** tab. Robot Lawyer™ lets you enter or change data that specifically identifies the entity.
2. Click in the **Race** field. Robot Lawyer™ opens its **Races** window and shows the races encountered in your practice.
3. In the **Races** window select the race you want and click **Insert**. Robot Lawyer™ enters your selection in the **Race** field in the **Entity Properties** window.
 - If the race you want isn't listed in the **Races** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

Commentary

Robot Lawyer™ knows a human population distinguished as a more or less distinct group by genetically transmitted physical characteristics as a race. Although a human's race can be unclear, almost always it is clear. Race is perhaps the most objective visually apparent human identifier, even more so than gender. Race is a property of the entity. Preinstalled choices by other users include *African American, Apparently Hispanic, Asian, Extremely White, Caucasian, Eskimo, Hispanic, I Got No Idea, Native American, None, Not Applicable, White*.

Related Topics

Robot Lawyer™ Entities

Race.htm/August 10, 2007

Gender

TO ENTER OR CHANGE THE ENTITY'S GENDER:

1. In the **Entity Properties** window click the **ID** tab. Robot Lawyer™ lets you enter or change data that specifically identifies the entity.
2. Click in the **Gender** field. Robot Lawyer™ opens its **Genders** window and shows the genders encountered in your practice.
3. In the **Genders** window select the gender you want and click **Insert**. Robot Lawyer™ enters your selection in the **Gender** field in the **Entity Properties** window..
 - If the gender you want isn't listed in the **Genders** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

Commentary

Gender is a very objective visually apparent human identifier like gender but not perfect. Robot Lawyer™ knows transsexuals as a gender apart from males and females. Gender is a property of the entity. Each entity has one or no gender. Preinstalled entries by other users include *female, male, neuter, none, not applicable, transsexual*.

Related Topics

Robot Lawyer™ Entities

Gender.htm/August 10, 2007

DNA

TO ENTER OR CHANGE THE ENTITY'S DNA:

1. In the **Entity Properties** window click the **ID** tab. Robot Lawyer™ lets you enter or change data that specifically identifies the entity.
2. Click in the **DNA** field.

3. Enter the entity's DNA code.

Commentary

Robot Lawyer™ captures the verbal description of a human entity's DNA code. Animals have a DNA but animals are not entities because animals are not suable. So we're talking here only a human entity's DNA. Remember, Robot Lawyer™ knows an entity as an object that is, was or seems suable. Dogs aren't, weren't or don't seem suable. Therefore you would store a dog's DNA as a file fact. (See Robot Lawyer™ Facts)

Robot Lawyer™ captures pictures of an entity's DNA along with pictures of the entity's face or whatever else (see Entity Pictures and Recordings).

The same holds true for external DNA databases, as for fingerprints. Robot Lawyer™ can link to an external DNA database. (See External Entity Databases.)

Its DNA is a property of the entity. For all practical purposes, for each entity there is one or no DNA. A corporation has no DNA.

Related Topics

Blood

Prints

Robot Lawyer™ Entities

[DNA.htm/August 10, 2007](#)

Prints.

TO ENTER OR CHANGE THE ENTITY'S PRINTS:

1. In the **Entity Properties** window click the **ID** tab. Robot Lawyer™ lets you enter or change data that specifically identifies the entity.
2. Click in the **Prints** field.
3. Enter the entity's fingerprint code.

Commentary

Robot Lawyer™ doesn't worry about how some characters in old movies every now and then surgically changed their fingerprints. Robot Lawyer™ captures one set of fingerprints for one human entity. In an external database of fingerprint codes, every fingerprint code is a unique number, or unique sequence of numbers, letters and/or other characters. However expressed, the fingerprint code is a unique entry

Related Topics

Entity Properties

Robot Lawyer™ Entities

[Prints.htm/August 10, 2007](#)

Names

Entity Names

TO ADD AN ENTITY NAME:

1. In the Entity Properties window click the **Names** tab. Robot Lawyer™ lets you enter or change the entity's name data.
2. Click **New**. Robot Lawyer™ opens its **Entity Names** window.
3. In the **Entity Names** window click **New**. Robot Lawyer™ opens its Name Properties window and lets you enter the properties of the name.
4. When finished in Name Properties, click **Done**. Robot Lawyer™ returns you to the **Entity Names** window and lists the name.

TO EDIT AN ENTITY NAME:

1. In the **Entity Names** window select the name you want to edit. Robot Lawyer™ opens the **Current** tab.
2. Click **Edit**. Robot Lawyer™ opens its Name Properties window and lets you edit the properties of the name.
3. When finished in Name Properties, click **Done**. Robot Lawyer™ returns you to the **Entity Names** window and lists the name.

Commentary

An entity may have more than one name, age, driver license and social security number.

Related Topics

Robot Lawyer™ Entities

Entity_Names.htm/August 10, 2007

Name Properties

TO ENTER OR CHANGE THE ENTITY'S TITLE:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Title** field. Robot Lawyer™ opens its **Titles** window and lists the titles encountered in your practice.
3. In the **Titles** window select the title you want and click **Insert**. Robot Lawyer™ enters your selection in the **Title** field in the **Name Properties** window.
 - If the title you want isn't listed in the **Titles** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ENTITY'S FIRST NAME:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **First Name** field.
3. Enter the entity's first name.

TO ENTER OR CHANGE THE ENTITY'S MIDDLE NAME:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Middle Name** field.
3. Enter the entity's middle name.

TO ENTER OR CHANGE THE ENTITY'S LAST NAME OR FULL NAME:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Last/Name** field.
3. Enter the entity's last/name.

TO ENTER OR CHANGE THE ENTITY'S SUFFIX:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Suffix** field. Robot Lawyer™ opens its **Suffixes** window and lists the suffixes encountered in your practice.
3. In the **Suffixes** window select the suffix you want and click **Insert**. Robot Lawyer™ enters your selection in the **Suffix** field in the **Name Properties** window.
 - If the suffix you want isn't listed in the **Suffixes** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE HOW TO ADDRESS THE ENTITY:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Address As** field. Robot Lawyer™ opens its **Address As** window and lists the ways to address entities encountered in your practice.
3. In the **Address As** window select the way the entity is addressed and click **Insert**. Robot Lawyer™ enters your selection in the **Address As** field in the **Name Properties** window.
 - If the way you want isn't listed in the **Address As** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE A WAY OF REFERENCING THE ENTITY:

1. In the **Name Properties** window click the **Name** tab.
2. Click in the **Refer To** field. Robot Lawyer™ opens its **Refer To** window and lists the ways to refer to entities encountered in your practice.

3. In the **Refer To** window select the way to refer to the entity and click **Insert**. Robot Lawyer™ enters your selection in the **Refer To** field in the **Name Properties** window.
 - If the way you want isn't listed in the **Refer To** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE AGE DATA RELATED TO THE NAME:

1. In the **Name Properties** window click the **Age** tab.
2. Click in the **Born/Formed** field. Robot Lawyer™ displays a calendar.
3. Enter the date the entity was born or formed.
4. Click in the **Where** field. Robot Lawyer™ opens its Practice Geography window and shows the geography encountered in your practice.
5. In the Practice Geography window select the geography where the entity was born or formed and click **Insert**. Robot Lawyer™ enters your selection in the **Where** field in the **Name Properties** window under the **Age** tab.
 - If the geography you want isn't listed in the Practice Geography window, click **New** and enter or generate the geography you want. When finished click **Done** and Robot Lawyer™ adds the geography to the list in the Practice Geography window. Select the geography and click **Insert**. Robot Lawyer™ enters your selection in the **Where** field in the **Name Properties** window under the **Age** tab.
9. In the **Name Properties** window click in the **Died/Terminated** field. Robot Lawyer™ displays a calendar.
10. Enter the date entity's died, was dissolved or was otherwise demised.

TO ENTER OR CHANGE DRIVER LICENSE DATA RELATED TO THE NAME:

1. In the **Name Properties** window click the **Driver License** tab.
2. Enter the license number related to the current name.
3. Click in the **Date Issued** field. Robot Lawyer™ displays a calendar.
4. Enter the date the driver license was issued.
5. Click in the **Where** field. Robot Lawyer™ opens its Practice Geography window and shows the geography encountered in your practice.
6. In the Practice Geography window select the geography where the driver license was issued and click **Insert**. Robot Lawyer™ enters your selection in the **Where** field in the **Name Properties** window under the **Driver License** tab.
 - If the geography you want isn't listed in the Practice Geography window, click **New** and enter or generate the geography you want. When finished click **Done** and Robot Lawyer™ adds the geography to the list in the Practice

Geography window. Select the geography and click **Insert**. Robot Lawyer™ enters your selection in the **Where** field in the **Name Properties** window under the **Driver License** tab.

TO ENTER OR CHANGE A SOCIAL SECURITY DATA RELATED TO THE NAME:

1. In the **Name Properties** window click the **Social Security** tab.
2. Enter the social security or tax ID number related to the current name.
3. Click in the **Date Issued/Used** field. Robot Lawyer™ displays a calendar.
4. Enter the date the social security or tax ID number was issued or used.

Commentary

Robot Lawyer™ lets type the first or middle name directly in the field, or capture it from a list by clicking the button to the right of the field. Robot Lawyer™ drops a list of choices. Click the choice you want from the list.

Appellations. An entity's appellation includes not only the first, middle and/or last name, if any, but also the title, such as "Mr." or "Detective," and anything following the name, such as "M.D." or "Jr."

Dates. When you enter or edit a name, Robot Lawyer™ enters the current date and time in the field Date Entered

Last/Name. If the entity is an individual, enter his or her last name in the Last/Name field. If the entity is not an individual, enter its full name in the Last/Name field.

Its name is a property of the entity. For each entity there is more than one, one or no name.

No name? Sure. If no name is known, Robot Lawyer™ knows the entity by the number it gives it. Robot Lawyer™ automatically assigns a new entity a number by which Robot Lawyer™ will always know the entity even if it uses or is known by one or more different names, or is known by no name.

Robot Lawyer™ knows *title*, *address-as*, refer to and *suffix* as three forms of orally and in writing addressing and referring to entities—mainly human entities.

Titles. Preinstalled titles by other users include *Dr., Hon., Miss, Mr., Mrs., Ms., Pvt., Sergeant.*

Address As. Preinstalled *address-as* entries by other users include *Judge, Not Applicable, The Commonwealth, The Government, The People.*

Suffixes. Preinstalled suffixes by other users include *A.B., B.A., B.C.E., B.S., Esq., J.D., LLB, M.A., M.D., M.S., Not Applicable, Ph.D.*

Refer To. One use of the Refer To field is to capture the way you refer to entities in court.

Age. Entities have ages true and false. People lie about their age. They can give different ages at different times. Criminals frequently give different dates of birth each time they are arrested. People that lie about their names can give a different age for each name and different ages at different times for the same name. People can obtain phoney birth certificates. They apply for drivers licenses under different names and different dates of birth. A human entity may lie about his company's age. He can produce phony articles of incorporation. Robot Lawyer™ needs fields to store all an entity's ages. For each name there is more than one, one or no age—albeit every entity probably has at least one age although neither Robot Lawyer™ nor you may know what it is. If the entity is a corporation, Robot Lawyer™ knows the born/formed date as the date the corporation's articles were filed. Robot Lawyer™

sees entity age, not a property of the entity, but a property of the entity's name. Hence, age is a property of the entity's name, which is a property of the entity. For each name of each entity, there is more than one, one or no age. Where was the human born? Where was the company incorporated? In the Age field Robot Lawyer™ calculates the entity's present age in the field.

Driver License Robot Lawyer™ sees a human entity's driver license number, like a human entity's social security number, as a property of the name, which in turn is a property of the entity. A human entity of course may lie about his name to get a driver license or identification number. Robot Lawyer™ captures and predicts driver license numbers, tax identification numbers and other issued numbers entities can lie about, as it does social security numbers.

Entity driver license is a property of the entity's name, which is a property of the entity. For each name of each entity, there is more than one, one or no driver license.

Social Security/Tax ID Numbers. People have/use social security numbers real and phony. The United States Government assigns one human entity one social security number—in theory. The issue isn't whether the entity was assigned the number. When asked its social security number, the human can lie and give a different number. They can give different social security numbers at different times. People that lie about their names can give a different social security number for each name and different social security numbers at different times for the same name. Robot Lawyer™ needs and has fields to store all an entity's social security numbers. Entity social security number is a property of the entity's name, which is a property of the entity. For each name of each entity, there is more than one, one or no social security number.

Related Topics

Robot Lawyer™ Entities

Name_Properties.htm/August 10, 2007

Communications

Entity Communications

How do you contact entities? Where are they? What do you want to do? Do you want to impart information, obtain information or both? What kind of contact do you wish? Do you want to sue the entity? Do you want to subpoena the entity? Arrest it? Kill it? Screw it? Where is it? Is it on the surface of the earth? Is it 1.6532 x 10⁴ miles northwest of Mars? Does its spacial coordinates matter?

Once the only question was what city. If James was born in Galilee he was simply James of Galilee. Leonardo da Vinci was born in Vinci, Tuscany. He was Leonardo of Vinci.

Then the question was what city and what street. No street number was yet necessary. His offices were in Fleet Street. Your office or home was "in" the street. Then numbers became important. Sherlock Holmes lived at 16A Baker Street. But he was still looking for suspects "in" Bleaker Place. Then home and office telephone numbers became important. Then cell phone numbers, then e-mail addresses and Web sites.

Robot Lawyer™ knows a telephone number, email address, website location as a number/address. An entity's number/address is any combination of numbers and

letters or other code that can be used to contact the entity other than finding the entity's physical location on the face of the earth. Robot Lawyer™ knows the entity's physical location on the face of the earth as the entity's geography.

In today's world (unfortunately) entities communicate face-to-face less and less. They use devices. Robot Lawyer™ knows an entity's desk telephone, cellular phone, hand-held device, laptop, desktop or other device able to transmit data as a communication device.

Once the geography of a telephone was fixed. All phones were land lines. Its geography was a property of the telephone. No more. Cell phones changed all that. A communication device may or may not have a real space address. Robot Lawyer™ sees a communication device as a property of the entity, not a property of the geography of the entity.

Related Topics

Communication Tools

Entity Geography

Entity_Communications.htm/August 10, 2007

Communication Tools

TO ENTER A TELEPHONE NUMBER:

1. In the Entity Properties window click the **Communications** tab. Robot Lawyer™ lets you enter or change ways to communicate with the entity.
2. Opposite **Current Telephone Number** click **New**. Robot Lawyer™ opens its **Communication Tools** window.
3. In the **Communication Tools** window click the **Telephones** tab.
4. Click **New**. Robot Lawyer™ opens its **Telephones** window and lists the telephones encountered in your practice.
5. In the **Telephones** window select the telephone you want and click **Insert**. Robot Lawyer™ enters your selection in the **Description** field in the **Communication Tools** window.
 - If the telephone you want isn't listed in the **Telephones** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
6. Enter the entity's telephone number.

TO CALL THE ENTITY:

1. In the **Communication Tools** window click the **Telephones** tab.
2. Select the telephone number you want.
3. Click **Dial Phone**. Robot Lawyer™ displays the telephone number in its **Dial Phone** dialog.
4. Click **OK**. Robot Lawyer™ dials the telephone number.

TO ENTER AN EMAIL ADDRESS:

1. In the Entity Properties window click the **Communications** tab.
2. Opposite **Current Email Address** click **New**. Robot Lawyer™ opens its **Communication Tools** window.
3. In the **Communication Tools** window click the **Email** tab.
4. Click **New**. Robot Lawyer™ opens its **Email Addresses** window and lists the email addresses encountered in your practice.
5. In the **Email Address** window select the email address you want and click **Insert**. Robot Lawyer™ enters your selection in the **Communication Tools** window.
- If the email address you want isn't listed in the **Email Address** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO SEND THE ENTITY AN EMAIL:

1. In the **Communication Tools** window click the **Email** tab.
2. Select the email address you want.
3. Click **Send Email**. Robot Lawyer™ opens your email program ready to compose a message to the entity.

TO ENTER A WEBSITE:

1. In the Entity Properties window click the **Communications** tab.
2. Opposite **Current Website Address** click **New**. Robot Lawyer™ opens its **Communication Tools** window.
3. In the **Communication Tools** window click the **Websites** tab.
4. Click **New**. Robot Lawyer™ opens its **Websites** window and lists the website addresses encountered in your practice.
5. In the **Websites** window select the website address you want and click **Insert**. Robot Lawyer™ enters your selection in the **Communication Tools** window.
- If the website address you want isn't listed in the **Websites** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO OPEN THE ENTITY'S WEBSITE:

1. In the **Communication Tools** window click the **Websites** tab.
2. Select the website you want.
3. Click **Open Website**. Robot Lawyer™ opens the entity's website.

TO ENTER ANOTHER DEVICE:

1. In the Entity Properties window click the **Communications** tab.
2. Opposite **Current Other Device** click **New**. Robot Lawyer™ opens its **Communication Tools** window.
3. In the **Communication Tools** window click the **Other Devices** tab.
4. Click **New**. Robot Lawyer™ opens its **Communication Devices** window and lists communication devices encountered in your practice.
5. In the **Communication Devices** window select the device you want and click **Insert**. Robot Lawyer™ enters your selection in the **Communication Tools** window.
 - If the device you want isn't listed in the **Communication Devices** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
6. Enter the number/address of the device.

Commentary

Robot Lawyer™ captures the values of an entity's communications device(s). A communication device is a property of the entity. For each entity there is more than one, one or no communication device. Preinstalled choices by other users include *airphone, cell phone, computer, email, face-to-face, fax, handwriting, home telephone, internet, mental telepathy, office telephone, ship-to-shore, spiritualist, website*.

Telephones. Robot Lawyer™ dials your phone using Windows® Dial Phone.

Email. Robot Lawyer™ uses your email software to send email. Robot Lawyer™ requires you to have an Internet connection and either a [Mail] section in the win.ini file, or a Microsoft Exchange or another email application that is MAPI compliant installed and properly configured.

Websites. Robot Lawyer™ lets your browser open the entity's website. It uses the preferences stored in the Windows® system file url.dll to determine the application to handle the entity's URL (website). The URL is then passed to ShellExecute for execution.

Of course Robot Lawyer™ requires you to have an Internet connection.

Related Topics

Entity Communications

Entity Geography

Communication_Tools.htm/August 10, 2007

Entity Geography

TO ENTER THE ENTITY'S GEOGRAPHY:

1. In the Entity Properties window click the **Geography** tab. Robot Lawyer™ lets you enter or change where you can locate the entity.
2. Click **New**. Robot Lawyer™ opens its **Entity Geography** window.

3. In the **Entity Geography** window click the **Geography** tab. Robot Lawyer™ shows the geography related to the entity.
4. Click **New**. Robot Lawyer™ opens its Practice Geography window and shows the geography encountered in your practice.
5. In the Practice Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Entity Geography** window.
 - If the geography you want isn't listed in the Practice Geography window, click **New** and enter or generate the geography you want. When finished click **Done** and Robot Lawyer™ adds the geography to the list in the Practice Geography window. Select the geography and click **Insert**. Robot Lawyer™ enters your selection in the **Entity Geography** window.
5. When finished in the **Entity Geography** window select the current geography. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

TO ENTER OR CHANGE THE STATUS OF THE ENTITY:

1. In the **Entity Geography** window click the **Geography** tab. Robot Lawyer™ shows the geography related to the entity.
2. Select the geography where you want to enter or change the status of the entity. Robot Lawyer™ opens the **Current** tab.
3. Click **Status**. Robot Lawyer™ opens its **Entity Statuses** window and lists the statuses of entities encountered in your practice.
4. In the **Entity Statuses** window select the status you want and click **Insert**. Robot Lawyer™ enters your selection in the **Status** field in the **Entity Geography** window.
 - If the status you want isn't listed in the **Entity Statuses** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO EDIT ENTITY GEOGRAPHY:

1. In the **Entity Geography** window click the **Geography** tab. Robot Lawyer™ shows the geography related to the entity.
2. Select the geography where you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Geography Properties window and lets you edit the properties of the geography.
4. When finished in Geography Properties, click **Done**. Robot Lawyer™ returns you to the **Entity Geography** window.

Commentary

Where is the entity and what is its status?

Face-to-face communication with entities, on mailing entities old-fashioned letters using the United States Postal Service, implies where the entity is in real space. Most entities like most facts are related to one or more locations in real space. You and Robot Lawyer™ may want to know where the entity is—and was, and will be.

When predicting the geographic locations where an entity can be found, the first place Robot Lawyer™ looks is the geographic locations encountered in your practice. In the Practice Geography window, Robot Lawyer™ lists all geographic locations related to your practice. If you don't see the geography you want in Practice Geography, you can add it.

Robot Lawyer™ knows where the entity is as the entity's *geography*.

The axioms:

Its geography is a property of the entity.

For each entity there is some or no geography.

Status. But there's another issue. Is the entity free to wander anywhere? Or is it in custody? Is it out on bail? What is the bail amount? What are the terms of bail? Is it released on its own recognizance? Robot Lawyer™ knows these data as the entity's freedom—or lack thereof.

Free means the entity isn't sought, isn't incarcerated, is out on bail or is released on its own recognizance. Sought means it's sought but no arrest warrant has been issued. Warrant means an arrest warrant has been issued. Jail means it's incarcerated; bail means it's released on bail; own recognizance means it's released on its own recognizance.

Related Topics

Robot Lawyer™ Geography

Entity_Geography.htm/August 10, 2007

Sociology

Entity Sociology

Robot Lawyer™ captures how entities relate to each other and society in general. Robot Lawyer™ knows an entity's sociological properties as data potentially related and needed to represent the party.

Related Topics

Accent

Citizenship

Clothing

Employment

Entity Relationships

Language

Religion

Religiosity

Politics

Schooling

Specialties

Entity_Sociology.htm/August 10, 2007

Related Entities

TO ENTER A RELATED ENTITY:

1. In the Entity Properties window click the **Related Entities** tab. Robot Lawyer™ lets you enter or change other entities related to the entity.
2. Click **New**. Robot Lawyer™ opens its **Related Entities** window.
3. In the **Related Entities** window, click the **Related Entities** tab. Robot Lawyer™ shows the related entities.
4. Click **New**. Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice.
5. In the Practice Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Related Entities** window.
 - If the entity you want is not listed in the Practice Entities window, click **New** and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the **Related Entities** window.

TO ENTER THE RELATIONSHIP:

1. In the **Related Entities** window, click the **Related Entities** tab. Robot Lawyer™ shows the related entities.
2. Select the related entity. Robot Lawyer™ opens the **Current** tab.
3. Click **Relationship**. Robot Lawyer™ opens its Entity Relationship window.
4. In the Entity Relationship window select the relationship between the entities and click **Insert**. Robot Lawyer™ enters your selection in the **Related Entities** window.

Commentary

Robot Lawyer™ captures the entities encountered in your practice. (See Practice Entities.) Here Robot Lawyer™ captures *the relationships between the entities*. Robot Lawyer™ knows a second entity related to an entity—an entity related to an entity—as a *related* entity. So an entity can be related to the current matter *and/or* related to another entity. Here are some examples.

"Cross-complainant" describes the name of an entity that is a party to the current matter characterized as the current "case." "Injured" describes the victim or injured human or other entity in the case. So "Cross-complainant" and "injured" describe how the entities are related to the current case.

On the other hand, "father" describes an entity's relationship to another entity who is the child of the father. "Child" is likewise an entity relationship, the same as "father." These are all examples of descriptions of how entities are related to each other, entity relationships.

How an entity related to another entity is different from properties that just describe the entity *per se*, independent of the entity's relationship to another entity or the current matter.

You can capture an entity related to the current *entity* from the Practice Entities window. There Robot Lawyer™ lists all entities related to your practice. If you don't see the related entity in Practice Entities, you can add it.

The related entity is a property of the (first) entity. For each entity there is more than one, one or no related entity.

Related Topics

Entity Properties

Entity Sociology

Robot Lawyer™ Entities

Related_Entities.htm/August 10, 2007

Entity Relationships

TO ENTER A RELATIONSHIP BETWEEN TWO ENTITIES:

1. In the Related Entities window select the related entity and click **Relationship**. Robot Lawyer™ opens its **Entity Relationship** window.
2. In the **Entity Relationship** window click the **Relationships** tab. Robot Lawyer™ shows the relationships between the entities.
3. Click **New**. Robot Lawyer™ opens its **Relationships** window and lists the relationships encountered in your practice.
4. In the **Relationships** window select the relationship you want and click **Insert**. Robot Lawyer™ enters your selection in the **Entity Relationship** window.
 - If the relationship you want isn't listed in the **Relationships** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. Select the relationship. Robot Lawyer™ opens the **Current** tab.
5. Click **Insert**. Robot Lawyer™ enters the relationship between the two entities in the Related Entities window.

Commentary

The next question is how is the related entity related? What is the designation or designations of the related entity? Say you capture this text in the data source: Airdock Corporation is the wholly owned subsidiary of Monro, Inc.

The entity has a (the?) name "Airdock Corporation." The related entity has a (the?) name "Monro, Inc." Robot Lawyer™ asks, "How is the entity name "Monro, Inc." related to Entity 1561 named "Airlock Corporation," and lists entity relationships encountered in your practice. You want to describe the relationship as "parent corporation." If Parent Corporation isn't listed, enter it and forever after it will be listed and available for selection as an entity relationship. Parent Corporation will be

part of your store of practice entity relationships until you ever want to remove it. Another example: Mr. Walker was Daynette's pimp.

The entity is the one named "Daynette." The related entity is the one named "Walker." The relationship is "pimp." Pimp, Robot Lawyer™ understands, is at least one way Walker is related to Daynette. Robot Lawyer™ knows pimp as the entity relationship.

An entity can be related to another entity in more than one way. Consider this:

Jose was charged with assaulting Luis with a deadly weapon. The police report indicated Jose drove a truck for a contractor, and used the truck to run over Luis. The contractor was Jose's father.

Jose's father is related to defendant Jose in two ways, he has two designations. He is defendant's father and defendant's employer. Related entities have more than one or one entity relationship.

An entity relationship is a property of the related entity, which is a property of the entity. For each related entity there is more than one or one entity relationship. Preinstalled choices by other users include *assignee, assignment, brother, client, cousin, crimie, daughter, doctor, employee, employer, father, former friend, friend, girlfriend, lawyer, mother, patient, sex, partner, son, soul mate, university, wife.*

Related Topics

Entity Sociology

Removing Data

Robot Lawyer™ Entities

Entity_Relationship.htm/August 10, 2007

Clothing

TO ENTER THE ENTITY'S CLOTHING:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Clothing** field. Robot Lawyer™ opens its **Clothing** window.
3. In the **Clothing** window click **New**. Robot Lawyer™ opens its **Clothes** window and shows the clothes encountered in your practice.
4. In the **Clothes** window select the clothes you want and click **Insert**. Robot Lawyer™ enters your selection in the **Clothing** window.
 - If the clothes you want isn't listed in the **Clothes** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current clothing. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

When you're talking about how entities interact with other entities, a human entity's clothing can be a factor in more ways than one.

What was or is the human entity wearing? What will the human entity be wearing? Will defendant in custody have a suit, white shirt and conservative tie to wear during his jury trial? You don't want the jury to see him in jail clothes. Perhaps the human entity has no control over what it wears. If so, how did the human entity get in that predicament.

How is the entity that is the prospective juror dressed? Can its clothing be the basis of a peremptory challenge for specific bias, and overcome a charge by adverse counsel that you excluded the prospective juror because of its membership in a cognizable group? The defense claims you, the prosecutor, kicked Mr. Johnson because he was black. Robot Lawyer™ responds, no, it was because Mr. Johnson was wearing a headband, one earring and sandals.

You encounter witnesses to crimes who can describe allegedee's clothing when they can't give you a face. Whether witness can describe defendant's clothing can affect the outcome of the litigation.

Clothing can be a factor of varying importance in what will happen in litigation and predicting the outcome. But is clothing a property that describes the entity per se, or does it describe the entity's relationship to the matter (or another entity)?

The answer may be both. But Robot Lawyer™ sees clothing as a property that describes the entity per se on the theory that people that dress a certain (telling) way tend to dress that way independent of different legal matters in which they may become involved.

Its clothing is a property of the entity. For each entity there is more than one, one or no way to describe its clothing. Preinstalled choices by other users include *bathing suit, bathrobe, bikini, dirty, dishabille, dressed like a pimp, gray slacks, naked, neat, none, not applicable, nude, pajamas, roman collar, sartorial, shirtless, slacks, slippers, slob, sporty, suit, tailored, unremarkable, waistband.*

Related Topics

Entity Sociology

Removing Data

Robot Lawyer™ Entities

[Clothing.htm/August 10, 2007](#)

Citizenship

TO ENTER THE ENTITY'S CITIZENSHIP:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Citizenship** field. Robot Lawyer™ opens its **Citizenship** window.
3. In the **Citizenship** window click **New**. Robot Lawyer™ opens its **Citizenships** window and shows the citizenships encountered in your practice.
4. In the **Citizenships** window select the citizenship you want and click **Insert**. Robot Lawyer™ enters your selection in the **Citizenship** window.

- If the citizenship you want isn't listed in the **Citizenships** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current citizenship. Robot Lawyer™ opens the **Current** tab.
 6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Citizenship is a property of the entity. Since some countries permit dual citizenship, an entity can have more than one, one or no citizenship. Stateless humans have no citizenship. Hence, every entity has more than one, one or no citizenship.

Robot Lawyer™ captures the values of an entity's citizenship. By using the command Choices rather than Countries, Robot Lawyer™ forces you to include the entity's citizenship as part of the geography of the current matter. However you are allowed to skip including the entity's citizenship as part of the geography of the current matter by clicking Countries and capturing the entity's citizenship directly from a list of countries encountered in your practice. If you capture the entity's citizenship from the list of countries encountered in your practice, the entity's citizenship will not be part of the geography of the current matter.

Related Topics

Entity Sociology

Removing Data

Robot Lawyer™ Entities

Citizenship.htm/August 10, 2007

Religion

TO ENTER THE ENTITY'S RELIGION:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Religion** field. Robot Lawyer™ opens its **Religion** window.
3. In the **Religion** window click **New**. Robot Lawyer™ opens its **Religions** window and shows the religions encountered in your practice.
4. In the **Religions** window select the religion you want and click **Insert**. Robot Lawyer™ enters your selection in the **Religion** window.
 - If the religion you want isn't listed in the **Religions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current religion. Robot Lawyer™ opens the **Current** tab.

6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Normally a human entity claims only one religion, but an entity can claim more than one, and sometimes Robot Lawyer™ needs more than one word to describe the entity's religion. There are religions, sects, and denominations. Robot Lawyer™ might need Protestant and Amish, Christian and Quaker, Roman Catholic and Evangelist. Its religion is a property of the entity. Each entity has more than one, one or no way to describe its religion. Preinstalled choices by other users include *Buddhist, Christian, Christian Scientist, Confucius, Davidian, Eastern Orthodox, Episcopalian, Hindu, Holy Roller, Jehovah's Witness, Jew, Lutheran, Methodist, Mormon, Muslim, Presbyterian, Protestant, Puritan, Roman Catholic, Salvation Army, Seventh-Day Adventist, Shiite Muslim, Shinto, Southern Baptist, Unitarian, Zen Buddhist*.

Related Topics

Entity Sociology

Religiosity

Removing Data

Robot Lawyer™ Entities

Religion.htm/August 10, 2007

Religiousness

TO ENTER THE ENTITY'S RELIGIOUSNESS:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Religiousness** field. Robot Lawyer™ opens its **Religiousness** window.
3. In the **Religiousness** window click **New**. Robot Lawyer™ opens its **Religiousness Descriptors** window and shows the ways an individual's religiousness is described encountered in your practice.
4. In the **Religiousness Descriptors** window select the descriptor you want and click **Insert**. Robot Lawyer™ enters your selection in the **Religiousness** window.
 - If the descriptor you want isn't listed in the **Religiousness Descriptors** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current descriptor. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows the strength or absence of the entity's belief in or veneration for God or a divine power as the entity's religiosity or religiousness. How religious is the entity? Robot Lawyer™ might know a prospective juror's religion is Catholic but he is religiously indifferent. Its religiosity is a property of the entity. For each entity there is more than one, one or no way to describe its religiosity. Preinstalled entries by other users include *agnostic, atheist, believes in God, devout, goes to services, indifferent, once or twice a year, pious, religious, sanctimonious, zero*.

Related Topics

Entity Sociology

Religion

Removing Data

Robot Lawyer™ Entities

Religiosity.htm/August 10, 2007

Language

TO ENTER THE ENTITY'S LANGUAGE:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Language** field. Robot Lawyer™ opens its **Language** window.
3. In the **Language** window click **New**. Robot Lawyer™ opens its **Languages** window and shows languages encountered in your practice.
4. In the **Languages** window select the language you want and click **Insert**. Robot Lawyer™ enters your selection in the **Language** window.
 - If the language you want isn't listed in the **Languages** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current language. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows an entity's language as a language the entity can speak. Robot Lawyer™ not only captures the values of an entity's accent, it also captures whether or not the entity has one or more languages when speaking any one of its languages. And, you'll see, Robot Lawyer™ captures the entity's way of talking.

What languages an entity speaks, whether or not the entity has an accent, and the entity's way of talking, of course can be revealing and important as a basis to make many other predictions.

Language is a property of the entity. Entities speak more than one, one or no language. Hence, for every entity there is more than one, one or no language. Preinstalled choices by other users include *Arabic Bengali Cantonese English Farsi*

French German Hindi Hungarian Ibo Italian Korean Mandarin Polish Punjabi Russian Spanish Tagalog Vietnamese.

Related Topics

Entity Psychology

Robot Lawyer™ Entities

Language.htm/August 10, 2007

Accent

TO ENTER THE ENTITY'S ACCENT:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Accent** field. Robot Lawyer™ opens its **Accent** window.
3. In the **Accent** window click **New**. Robot Lawyer™ opens its **Accents** window and shows accents encountered in your practice.
4. In the **Accents** window select the accent you want and click **Insert**. Robot Lawyer™ enters your selection in the **Accent** window.
 - If the accent you want isn't listed in the **Accents** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current accent. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

A human's accent is the first tip the entity is a foreigner and perhaps speaks a foreign language. Robot Lawyer™ often wants to know whether people are foreigners. Examples are adverse parties and prospective jurors. Also, its accent tells what region an entity is from. Accent is a property of language, which is a property of the entity. Entities speak a language with more than one, one or no accent. For every language there is more than one, one or no accent. Preinstalled choices by other users include *Asian, barely understandable, broad, brogue, Chicago, Eastern European, foreign, New York, none, Northern, Philly, slight, Southern, thick, twang Western.*

Related Topics

Entity Sociology

Language

Removing Data

Robot Lawyer™ Entities

Accent.htm/August 10, 2007

Politics

TO ENTER THE ENTITY'S POLITICS:

1. In the Entity Properties window click the **Sociology** tab. Robot Lawyer™ lets you enter or change the entity's sociological data.
2. Click in the **Politics** field. Robot Lawyer™ opens its **Politics** window.
3. In the **Politics** window click **New**. Robot Lawyer™ opens its **Politics Descriptors** window and shows the ways an individual's politics is described encountered in your practice.
4. In the **Politics Descriptors** window select the descriptor you want and click **Insert**. Robot Lawyer™ enters your selection in the **Politics** window.
 - If the descriptor you want isn't listed in the **Politics Descriptors** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current descriptor. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Aristotle thought man is by nature a political animal. All people aren't. Other entity types like state governments and political parties are political. Even entities that are corporations can be political.

Robot Lawyer™ knows an entity's political attitudes or positions as its politics. The software's storage of the politics of, say, a judge or trier of fact is an important—critical—factor in predictions and recommendations of the words the lawyers will use to represent the parties, and prediction of the outcome of the matter.

Its politics is a property of the entity. For each entity there is more than one, one or no way to describe its politics. Preinstalled choices by other users include *anarchist, arch conservative, commie, conservative, Democrat, law and order, liberal, Libertarian, middle of the road, militant, none, not applicable, pinko, politically correct, Republican, unknown*.

Related Topics

Entity Sociology

Removing Data

Robot Lawyer™ Entities

Politics.htm/August 10, 2007

Schooling and Employment

Schools

TO ENTER THE ENTITY'S SCHOOL:

1. In the Entity Properties window click the **Schools** tab. Robot Lawyer™ lets you enter or change the individual's schooling.
2. Click **New**. Robot Lawyer™ opens its **Schools** window.
3. In the **Schools** window, click the **Schools** tab. Robot Lawyer™ shows the individual's schooling.
4. Click **New**. Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice.
5. In the Practice Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Schools** window.
- If the entity you want is not listed in the Practice Entities window, click **New** and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the **Schools** window.

TO ENTER OR CHANGE THE PROPERTIES OF THE SCHOOLING:

1. In the **Schools** window select the school. Robot Lawyer™ opens the **Current** tab.
2. Click **Properties**. Robot Lawyer™ opens its Schooling Properties window.
3. In the Schooling Properties window select and enter the properties of the entity's schooling.
4. When finished in the Schooling Properties window, click **Done** to return to the **Schools** window.

TO EDIT THE PROPERTIES OF THE SCHOOL:

1. In the **Schools** window select the school. Robot Lawyer™ opens the **Current** tab.
2. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
3. In the Entity Properties window, edit the properties of the entity.
4. When finished in the Entity Properties window, click **Done**. Robot Lawyer™ returns you to the **Schools** window.

Commentary

Although Robot Lawyer™ can capture an entity's schools and colleges (names, addresses and other properties) as related entities in the Related Entities window, Robot Lawyer™ captures other school-specific properties such as what type of school, when the entity attended and what certificate or degree was received if any in the Schools Properties window. So one record refers to one school attended by one entity for a specified period for which the entity received or didn't receive some certification. If the entity, say, attended Villanova University and received two degrees, a B.C.E. and a J.D., Robot Lawyer™ would show two records in School. His or her school is a property of the human entity. Everybody went or is going to more than one, one or no school. Hence, for each entity there is more than one, one or no school.

Robot Lawyer™ captures a suffix used by an entity in its appellation in the Names window, which may or may not refer to a degree, diploma or other certificate conferred on the entity. For example "Jr." and "III" don't refer to degrees, diplomas or certificates. Here—Reason School Ended—we're talking about Robot Lawyer™ storing any certificate or degree received by the entity irrespective of whether the entity refers to the certificate or degree in any suffix he or she uses. The field Reason School Ended also captures whether the entity was booted out of the school and other circumstances of termination. His or her school end game is a property of the entity. For each entity there is more than one, one or no way to describe its school end game. Preinstalled entries by other users include *A.B., B.A., B.C.E., B.S., college graduate, college dropout, died, diploma, elementary school graduate, elementary school dropout, Esq., flunked out, framed piece of paper, high school graduate, high school drop out, J.D., kicked out, LLB, M.A., M.D., M.S., never went to school, not applicable, nothing, Ph.D.*

Related Topics

Entity Relationship

Entity Sociology

Related Entities

Robot Lawyer™ Entities

Schooling.htm/August 10, 2007

Schooling Properties

TO ENTER OR CHANGE THE SCHOOL TYPE:

1. In the **Schooling Properties** window click the **Type** tab.
2. Click **New**. Robot Lawyer™ opens its **School Types** window.
3. In the **School Types** window, select the school type you want and click **Insert**. Robot Lawyer™ enters your selection in the **Schooling Properties** window.
 - If the type you want isn't listed in the **School Types** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current school type.

TO ENTER OR CHANGE THE EMPLOYMENT PERIOD:

1. In the **Schooling Properties** window click the **When** tab.
2. Click in the **Start Date** field. Robot Lawyer™ opens a calendar.
3. Enter the start date.
4. Click in the **End Date** field. Robot Lawyer™ opens a calendar.
5. Enter the end date. Robot Lawyer™ shows the attendance.

TO ENTER OR CHANGE THE REASON THE EMPLOYMENT ENDED:

1. In the **Schooling Properties** window click the **Reason Ended** tab.
2. Click **New**. Robot Lawyer™ opens its **Reason Schooling Ends** window.
3. In the **Reason School Ended** window, select the reason you want and click **Insert**. Robot Lawyer™ enters your selection in the **Schooling Properties** window.
 - If the reason you want isn't listed in the **Reason School Ended** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current reason school ended.

Commentary

School Type. That adverse counsel graduated from an unaccredited law school—particularly in jurisdictions like California that are drenched in unaccredited law schools—can impact predictions including the prediction of the outcome of the matter. Its type is a property of the school, which is a property of the entity. Each school has more than one, one or no way of describing its type. Preinstalled entries by other users include *acting school, boys school, Catholic school, Christian school, coed college, elementary school, embarrassing, girls school, graduate school, high school, high price-tag law school, medical school, middle school, monastery, not applicable, private school, public school, seminary, trade school, unaccredited law school, university, unknown*.

Related Topics

Entity Sociology

Robot Lawyer™ Entities
Schooling

[Schooling_Properties.htm/August 10, 2007](#)

Employment

TO ENTER AN ENTITY'S EMPLOYER:

1. In the Entity Properties window click the **Employment** tab. Robot Lawyer™ lets you enter or change the individual's employment.
2. Click **New** opposite **Current Employer**. Robot Lawyer™ opens its **Employment** window.
3. In the **Employment** window, click the **Employment** tab. Robot Lawyer™ shows the individual's history of employers.
4. Click **New**. Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice.
5. In the Practice Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Employment** window.

- If the entity you want is not listed in the Practice Entities window, click **New** and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the **Employment** window.

TO ENTER OR CHANGE THE PROPERTIES OF THE EMPLOYMENT:

1. In the **Employment** window select the employer. Robot Lawyer™ opens the **Current** tab.
2. Click **Properties**. Robot Lawyer™ opens its Employment Properties window.
3. In the Employment Properties window select and enter the properties of the entity's employment.
4. When finished in the Employment Properties window, click **Done** to return to the **Employment** window.

TO EDIT THE PROPERTIES OF THE EMPLOYER:

1. In the **Employment** window select the employer. Robot Lawyer™ opens the **Current** tab.
2. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
3. In the Entity Properties window, edit the properties of the entity.
4. When finished in the Entity Properties window, click **Done**. Robot Lawyer™ returns you to the **Employment** window.

Commentary

Of course an entity can have more than one job. A human entity can work for the water department days, tend bar nights and sell Avon products on the weekend. Like schools, Robot Lawyer™ knows an entity's employers (names, addresses and other properties) as related entities. Still, here, Robot Lawyer™ captures other, special properties of the entity's employment such as what *type* of employer employs or employed the entity, *when* was the entity employed, and what is/was the entity's current or last position and level and compensation. Its employment is a property of the entity. Entities are employed many times, once or never. Hence, for every entity there is more than one, one or no employment.

Related Topics

Entity Sociology

Robot Lawyer™ Entities

[Employment.htm/August 10, 2007](#)

Employment Properties

TO ENTER OR CHANGE THE EMPLOYER TYPE:

1. In the **Employment Properties** window click the **Type** tab.
2. Click **New**. Robot Lawyer™ opens its **Employer Types** window.

3. In the **Employer Types** window, select the employer type you want and click **Insert**. Robot Lawyer™ enters your selection in the **Employment Properties** window.
 - If the type you want isn't listed in the **Employer Types** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current employer type.

TO ENTER OR CHANGE THE ENTITY'S POSITION AND COMPENSATION:

1. In the **Employment Properties** window click the **Position** tab.
2. Click **New**. Robot Lawyer™ opens its **Positions** window.
3. In the **Positions** window, select the position you want and click **Insert**. Robot Lawyer™ enters your selection in the **Employment Properties** window.
 - If the position you want isn't listed in the **Positions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. In the **Employment Properties** window click in the **Compensation** field.
5. Enter the entity's compensation.

TO ENTER OR CHANGE THE ENTITY'S JOB LEVEL:

1. In the **Employment Properties** window click the **Job Level** tab.
2. Click **New**. Robot Lawyer™ opens its **Job Levels** window.
3. In the **Job Levels** window, select the job level you want and click **Insert**. Robot Lawyer™ enters your selection in the **Employment Properties** window.
 - If the job level you want isn't listed in the **Job Levels** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current job level.

TO ENTER OR CHANGE THE EMPLOYMENT PERIOD:

1. In the **Employment Properties** window click the **When** tab.
2. Click in the **Start Date** field. Robot Lawyer™ opens a calendar.
3. Enter the start date.
4. Click in the **End Date** field. Robot Lawyer™ opens a calendar.
5. Enter the end date. Robot Lawyer™ shows the employment period.

TO ENTER OR CHANGE THE REASON THE EMPLOYMENT ENDED:

1. In the **Employment Properties** window click the **Reason Ended** tab.
2. Click **New**. Robot Lawyer™ opens its **Reason Employment Ends** window.

3. In the **Reason Employment Ends** window, select the reason you want and click **Insert**. Robot Lawyer™ enters your selection in the **Employment Properties** window.
 - If the reason you want isn't listed in the **Reason Employment Ends** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current reason employment ended.

Commentary

Employer Type. Robot Lawyer™ captures the values of an employer's type. Its type is a property of the employer, which is a property of the entity. For each employer there is more than one, one or no way of describing its type. Preinstalled choices by other users include *city government, corporation, county government, family-owned business, farmer, Federal government, individual proprietorship, large corporation, retail sales, self-employed, services, Simon Legree, state government, wholesaler*.

Position. Robot Lawyer™ knows a human's current or last job title or position with the employer as the entity's position. You'll see below Robot Lawyer™ captures all an entity's specialties irrespective of any particular employer of the entity. Position is the string of data often under the human entity's name in the address block of a letter. Its position is a property of the entity. For each entity there is more than one, one or no way to describe its position. Preinstalled choices by other users include *Assistant United States Attorney, Attorney at Law, bar panel attorney, City Attorney, Deputy Public Defender, Deputy District Attorney, District Attorney, engineer, government user, government attorney, investigating officer, maintenance, none, peace officer, physician, police officer, private investigator, prosecutor, psychologist, Public Defender, secretary, student, teacher, Trial Counsel, United States Attorney*.

Job Level. Robot Lawyer™ knows where an entity is on the totem pole as the entity's job level. An entity's job level is a property of the entity's employment, which is a property of the entity. For each employment there is more than one, one or no way to describe entity's job level. Preinstalled choices by other users include *bottom of the barrel, follower, high level, leader, low man on the totem pole, middle level, middle management, nobody knows the name, the buck stops here, top gun, top management, water cooler brigade*.

Reason Employment Ended. Robot Lawyer™ knows the circumstances surrounding the termination of an entity's employment as the *reason ended*. The circumstances surrounding the termination of an entity's employment is a property of the entity's employment, which is a property of the entity. For each employment there is more than one, one or no way to describe its job end game. Preinstalled choices by other users include *arrested, died, embezzlement, fired, harassing females, incompetence, quit, retired, sleeping on the job*.

Related Topics

Entity Sociology

Robot Lawyer™ Entities

[Employment_Properties.htm/August 10, 2007](#)

Specialties

TO ENTER THE ENTITY'S SPECIALTY:

1. In the Entity Properties window click the **Employment** tab. Robot Lawyer™ lets you enter or change the entity's specialties.
2. Click **New** opposite the **Specialty** field. Robot Lawyer™ opens its **Specialty** window.
3. In the **Specialty** window click **New**. Robot Lawyer™ opens its **Specialties** window and shows specialties encountered in your practice.
4. In the **Specialties** window select the specialty you want and click **Insert**. Robot Lawyer™ enters your selection in the **Specialty** window.
 - If the specialty you want isn't listed in the **Specialties** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current specialty. Robot Lawyer™ opens the **Current** tab.
6. Click in the **Certification Date** field. Robot Lawyer™ opens a calendar.
7. Enter the entity's certification date.
8. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows an entity's special area of expertise as its specialty. An entity's specialty can be the same as its position or different from its position. A detective can be a specialist in fingerprint identification. A psychologist can be a specialist in eyewitness identification. A lawyer can be a specialist in intellectual property. Robot Lawyer™ knows any position that requires some kind of certification as a specialty.

It wants to know how many attempts the entity made at certification, when the entity was certified and what its specialty is. Robot Lawyer™ knows the certification date as the date the entity was licensed or otherwise qualified for the specialty. When was the adverse lawyer admitted to the bar and how many times did the idiot have to take the bar exam to pass it?

Its specialty is a property of the entity. Each entity has more than one, one or no specialty. Preinstalled choices by other users include *courts, criminal law, depression, DNA, eyewitness identification, fingerprints, firearms, gangs, hard disk expert, homicide, intellectual property, international law, pathology, personal injury law, police procedures*.

Related Topics**Entity Sociology**

Robot Lawyer™ Entities

[Specialties.htm/August 10, 2007](#)

Psychology

Entity Psychology

What can be said about entity physiology goes for entity psychology. Robot Lawyer™ captures the "psychological" properties of entities. Robot Lawyer™ knows character, competence, credibility, sexual orientation, intelligence, mental condition and mannerisms as data potentially related and needed to represent the party.

We're mainly talking about properties of human entities, but even more so than the "physiological" properties, the psychological properties can apply to nonhuman entities too. For example, a law firm can be "competent." You can have a "sleazy" company the same as you can have a sleazy lady plaintiff in a police brutality action. A government can have "credibility." So forth and so on.

We don't know if electrical objects can have a particular sexual orientation.

Related Topics

Character

Competence

Credibility

Intelligence

Language

Manner

Mental Condition

Sexual Orientation

Speech

Entity_Psychology.htm/August 10, 2007

Character

TO ENTER THE ENTITY'S CHARACTER:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Character** field. Robot Lawyer™ opens its **Character** window.
3. In the **Character** window click **New**. Robot Lawyer™ opens its **Character Traits** window and shows the character traits encountered in your practice.
4. In the **Character Traits** window select the trait you want and click **Insert**. Robot Lawyer™ enters your selection in the **Character** window.
 - If the trait you want isn't listed in the **Character Traits** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current trait. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the values of an entity's character. Its character is a property of the entity. For each entity there is more than one, one or no way to

describe its character. Preinstalled choices by other users include *absent, absent (because of mental disease), anarchist, bad, beyond reproach, borderline, criminal, cunning, defective, deficient, follower, good, headstrong, law abiding, leader, none, satisfactory, sleazy, slippery, snake, sneaky, sociopath, sterling, ten bishops, virtuous, wanting*.

Related Topics

Entity Psychology

Removing Data

Robot Lawyer™ Entities

Character.htm/August 10, 2007

Competence

TO ENTER AN ENTITY'S COMPETENCE:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Competence** field. Robot Lawyer™ opens its **Competence** window.
3. In the **Competence** window click **New**. Robot Lawyer™ opens its **Competence Descriptors** window and shows the ways competence is described in your practice.
4. In the **Competence Descriptors** window select the descriptor you want and click **Insert**. Robot Lawyer™ enters your selection in the **Competence** window.
 - If the descriptor you want isn't listed in the **Competence Descriptors** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current descriptor. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

In law competence can refer to different issues. In United States when you ask whether the human criminal defendant is competent to waive its right to a lawyer, you mean simply whether the entity can understand what it's doing. When you ask whether a witness is competent you're asking whether the human entity possesses those characteristics or lacks those disabilities which render it legally fit and qualified to give testimony in a proceeding. In the generic sense, which is how Robot Lawyer™ knows the term, competence means having requisite or adequate ability or qualities. The generic definition embraces the legal definitions of competency.

An entity's competence can be an important factor in predictions and recommendations of the words the lawyers will use to represent their parties, and prediction of the outcome of the matter. Take an entity's schooling for example.

As you'll see *infra*, Robot Lawyer™ captures where and when an entity attended a school in Schools. But that's not all the software stores. An entity's school is another entity onto itself. So Robot Lawyer™ also can and does capture the worthiness of the school. The worthiness of the school can be an important factor in predictions and recommendations of the words both you and adverse counsel will use to represent the parties, and prediction of the outcome of the matter.

For example suppose you graduated from Harvard Law School and adverse counsel graduated from "West Los Angeles School of Law," an unaccredited storefront night school with a part-time faculty comprised of graduates of unaccredited storefront night schools. The difference in educational background between the two lawyers can have a very substantial effect of the outcome of the matter irrespective of the facts and law, and therefore is a very important factor in predicting the outcome. Also, Robot Lawyer™ captures failed attempts to pass the bar examination in Specialties—another important factor in predictions and recommendations.

The same goes for an entity's employer. Robot Lawyer™ captures an entity's employment in Employment. But, like an entity's school or schools, the employer is an entity itself. So Robot Lawyer™ also can and does capture the competence of the employer. Suppose adverse counsel was employed by an old line Wall Street law firm. Apart from adverse counsel's individual abilities, the fact that he is employed by an old line Wall Street law firm is a factor in predicting the outcome of the matter irrespective of the facts and law.

Of course this discussion doesn't apply just to entity competence. It applies to character, credibility, politics and any number of entity properties.

Its competence is a property of the entity. For each entity there is more than one, one or no way to describe its competence. Preinstalled entries by other users include *all thumbs, amateur hour, asshole, average, clod, clown, competent, crackerjack, dolt, dumb, effective, Einstein, embarrassment, failure, genius, government mediocrity, incompetent, ineffective, low grade, lump, mediocre, moron, none, not applicable, renaissance man, retard, right schools, satisfactory, slow, witted, slow, sly, smart, unskilled, very good, wrong schooled, zip.*

Related Topics

Entity Psychology

Robot Lawyer™ Entities

Competence.htm/August 10, 2007

Credibility

TO ENTER THE ENTITY'S CREDIBILITY:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Credibility** field. Robot Lawyer™ opens its **Credibility** window.
3. In the **Credibility** window click **New**. Robot Lawyer™ opens its **Credibility Attributes** window and shows the credibility attributes encountered in your practice.

4. In the **Credibility Attributes** window select the attribute you want and click **Insert**. Robot Lawyer™ enters your selection in the **Credibility** window.
 - If the attribute you want isn't listed in the **Credibility Attributes** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current attribute. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the values of an entity's credibility. Its credibility is a property of the entity. For each entity there is more than one, one or no way to describe its credibility. Preinstalled choices by other users include a prince, believable, con job, credible, dishonest, disreputable, doubtful, exaggerator, filled with itself, fuck face, hard to swallow, honest liar, nitwit, not applicable, pathological liar, problematic, pseudologica fantastica, sufferer, suspicious, ten bishops, terrible liar, trustworthy, unworthy of belief, word is gold, you smell a rat.

Related Topics

Entity Psychology

Robot Lawyer™ Entities

Credibility.htm/August 10, 2007

Sexual Orientation

TO ENTER THE ENTITY'S SEXUAL ORIENTATION:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Sexual Orientation** field. Robot Lawyer™ opens its **Sexual Orientation** window.
3. In the **Sexual Orientation** window click **New**. Robot Lawyer™ opens its **Sexual Orientations** window and shows the sexual orientations encountered in your practice.
4. In the **Sexual Orientations** window select the orientation you want and click **Insert**. Robot Lawyer™ enters your selection in the **Sexual Orientation** window.
 - If the orientation you want isn't listed in the **Sexual Orientations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current orientation. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Official gender doesn't say it all. You have the question of the entity's orientation—as in sexual orientation. Robot Lawyer™ captures the values of an entity's sexual orientation. Its sexual orientation is a property of the entity. For each entity there is more than one, one or no way to describe its sexual orientation. Preinstalled choices by other users include *animals, faggot, gay, handcuffs, heterosexual, homo, homosexual, lesbian, not applicable, queer, sadomasochist, sissy, snakes, straight, unknown, whips*.

Related Topics

Entity Psychology

Robot Lawyer™ Entities

Sexual_Orientation.htm/August 10, 2007

Intelligence

TO ENTER THE ENTITY'S INTELLIGENCE:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Intelligence** field. Robot Lawyer™ opens its **Intelligence** window.
3. In the **Intelligence** window click **New**. Robot Lawyer™ opens its **Intelligence Traits** window and shows the intelligence traits encountered in your practice.
4. In the **Intelligence Traits** window select the trait you want and click **Insert**. Robot Lawyer™ enters your selection in the **Intelligence** window.
 - If the trait you want isn't listed in the **Intelligence Traits** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current trait. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the values of an entity's intelligence. Its intelligence is a property of the entity. For each entity there is more than one, one or no way to describe its intelligence. Preinstalled choices by other users include *average, brainy, brilliant, cockroach, dullard, Einstein, genius, idiot, illiterate, intellectual, intelligent, jackass, lame brain, mediocre, moron, nimble, nincompoop, nitwit, nobody's fool, none, not applicable, scholar, shrewd, slow, slowpoke, Socrates, thickwit, unknown, unschooled, wise*.

Related Topics

Entity Psychology

Robot Lawyer™ Entities

Intelligence.htm/August 10, 2007

Mental Condition

TO ENTER THE ENTITY'S MENTAL CONDITION:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Mental Condition** field. Robot Lawyer™ opens its **Mental Condition** window.
3. In the **Mental Condition** window click **New**. Robot Lawyer™ opens its **Mental Conditions** window and shows the mental conditions encountered in your practice.
4. In the **Mental Conditions** window select the mental condition you want and click **Insert**. Robot Lawyer™ enters your selection in the **Mental Condition** window.
 - If the trait you want isn't listed in the **Mental Condition Traits** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current mental condition. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the values of an entity's mental condition. Its mental condition is a property of the entity. For each entity there is more than one, one or no way to describe its mental condition. Preinstalled choices by other users include *bipolar, depressed, idiocy, insane, neurotic, normal, not applicable, schizophrenic, unknown*.

Related Topics

Entity Psychology

Removing Data

Robot Lawyer™ Entities

Mental_Condition.htm/August 10, 2007

Manner

TO ENTER THE ENTITY'S MANNER:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Manner** field. Robot Lawyer™ opens its **Manner** window.
3. In the **Manner** window click **New**. Robot Lawyer™ opens its **Manner Traits** window and shows the character traits encountered in your practice.
4. In the **Manner Traits** window select the trait you want and click **Insert**. Robot Lawyer™ enters your selection in the **Manner** window.
 - If the trait you want isn't listed in the **Manner Traits** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current trait. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows a descriptor of an entity's outward appearance and behavior as a mannerism. Robot Lawyer™ captures the values of an entity's manner. A mannerism is a property of the entity. Values of the property of course describe robots and other electrical objects as well as humans, assuming the object becomes suable. Entities have more than one, one or no mannerism. Hence, for every entity there is more than one, one or no mannerism. Preinstalled choices by other users include *bookish, crank, crotchety, eccentric, embattled, even, flaky, highbrow, kinky, kooky, low profile, macho, madman, none, not applicable, officious, ordinary, pedantic, pussycat, self-taught, shy, sneaky, unfriendly, unknown, zealous*.

Related Topics

Entity Psychology

Removing Data

Robot Lawyer™ Entities

Manner.htm/August 10, 2007

Speech

TO ENTER THE ENTITY'S SPEECH:

1. In the Entity Properties window click the **Psychology** tab. Robot Lawyer™ lets you enter or change the entity's psychological data.
2. Click in the **Speech** field. Robot Lawyer™ opens its **Speech** window.
3. In the **Speech** window click **New**. Robot Lawyer™ opens its **Speech Traits** window and shows the character traits encountered in your practice.
4. In the **Speech Traits** window select the trait you want and click **Insert**. Robot Lawyer™ enters your selection in the **Speech** window.

- If the trait you want isn't listed in the **Speech Traits** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current trait. Robot Lawyer™ opens the **Current** tab.
 6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

As stated, Robot Lawyer™ captures the entity's way of speaking. Robot Lawyer™ knows an entity's way of speaking as the entity's speech. Predictions how an entity speaks can be important when the entity is adverse counsel or a material testifier. Its speech is a property of the entity. For each entity there is more than one, one or no way to describe its speech. Preinstalled choices by other users include *all jaw, Belarus, big-mouthed, chatty, effusive, flip, frank, gabby, glib, gossipy, gregarious, Helen Keller, loquacious, quiet, signer, sociable, talkative, talky, verbose, windy*.

Deaf mutes speak in no way? If they use sign-language, they do. Then we suppose a deaf-mute can be flip, frank, gabby, gregarious and even glib, just like an entity that can talk.

Related Topics

Entity Psychology

Removing Data

Robot Lawyer™ Entities

[Speech.htm/August 10, 2007](#)

Physiology

Entity Physiology

Robot Lawyer™ groups and captures properties that relate to an entity's physiology—generally but not always a *human* entity—potentially related and needed to represent the party.

Related Topics

Build

Complexion

Eyes

Gender

Hair

Height

Looks

Oddities

Odor

Teeth

Weight

[Entity_Physiology.htm/August 10, 2007](#)

Looks

TO ENTER THE ENTITY'S LOOK:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Look** field. Robot Lawyer™ opens its **Look** window.
3. In the **Look** window click **New**. Robot Lawyer™ opens its **Looks** window and shows the looks encountered in your practice.
4. In the **Looks** window select the look you want and click **Insert**. Robot Lawyer™ enters your selection in the **Look** window.
 - If the look you want isn't listed in the **Looks** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current look. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows the overall looks of an entity as the entity's looks. Preinstalled choices by other users include *beautiful, childlike, fatty, mean, menacing, okay, pretty, tough, ugly*.

An entity's looks can be a factor of varying importance in what will happen if there is litigation, and predicting the result. Is the jury going to be turned off by plaintiff's pinhead when he testifies the police unnecessarily hog-tied him when they wrongly arrested him for committing a lewd act in a public toilet? Does plaintiff look lewd? If you represent defendant city, Robot Lawyer™ wants to know what plaintiff looks like, because if he looks lewd, that will be a factor in your settlement discussions. If you have a PI practice, you may want to pass on taking Larry Lewdlooker's case. The mere looks of an entity that is a prospective juror can be the basis of a peremptory challenge for specific bias, and overcome a charge by adverse counsel that you excluded the entity because of its membership in a cognizable group. Robot Lawyer™'s prediction or your confirmation of an entity's looks is often important file data.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Looks.htm/August 10, 2007

Build

TO ENTER THE ENTITY'S BUILD:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Build** field. Robot Lawyer™ opens its **Build** window.
3. In the **Build** window click **New**. Robot Lawyer™ opens its **Builds** window and shows the builds encountered in your practice.
4. In the **Builds** window select the build you want and click **Insert**. Robot Lawyer™ enters your selection in the **Build** window.
 - If the build you want isn't listed in the **Builds** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current build. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the values of an entity's build. Its build is a property of the entity. For each entity there is more than one, one or no way to describe its build. Preinstalled choices by other users include *average, ectomorphic, fat, fat lady in the circus, heavy, lean, plump*.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Build.htm/August 10, 2007

Complexion

TO ENTER THE ENTITY'S COMPLEXION:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Complexion** field. Robot Lawyer™ opens its **Complexion** window.
3. In the **Complexion** window click **New**. Robot Lawyer™ opens its **Complexions** window and shows the complexions encountered in your practice.
4. In the **Complexions** window select the complexion you want and click **Insert**. Robot Lawyer™ enters your selection in the **Complexion** window.
 - If the complexion you want isn't listed in the **Complexions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

5. When finished select the current complexion. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ knows the natural color, texture, and appearance of skin—especially of the face—as the human entity's complexion. The entity's complexion—e.g., its darkness or lightness—is not necessarily the same as its race. There are brown African Americans and black African Americans. Robot Lawyer™ knows them as all belong to the African American race. Its complexion is a property of the entity. For each entity there is more than one, one or no complexion. re-installed choices include *albino, black, brown, clean, extremely white, fresh, pale, pock marks, ruddy, tan, yellow*.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

[Complexion.htm/August 10, 2007](#)

Oddities

TO ENTER THE ENTITY'S ODDITY:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Oddity** field. Robot Lawyer™ opens its **Oddity** window.
3. In the **Oddity** window click **New**. Robot Lawyer™ opens its **Oddities** window and shows the oddities encountered in your practice.
4. In the **Oddities** window select the oddity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Oddity** window.
 - If the oddity you want isn't listed in the **Oddities** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current oddity. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Physical oddities of a human entity include scars, tattoos and physical defects like missing arms, fingers, legs, testicles and the like. Robot Lawyer™ captures physical oddities of nonhuman entities too.

Robot Lawyer™ also captures entity properties such as physical oddities not only in searchable text, but also in motion and still pictures. (See Pictures/Sounds of Entities.) An oddity is a property of the entity. For each entity there is more than one, one or no oddity. Preinstalled choices by other users include *apparently none, appendix removal, scar right side abdomen, big head, discolored right big toe nail, glass eye, hair lip, one foot, scar on nose, scar on right index finger, tattoo that says tortilla flats, tattoos.*

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

[Oddities.htm/August 10, 2007](#)

Odor

TO ENTER THE ENTITY'S ODOR:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Odor** field. Robot Lawyer™ opens its **Odor** window.
3. In the **Odor** window click **New**. Robot Lawyer™ opens its **Odors** window and shows the odors encountered in your practice.
4. In the **Odors** window select the odor you want and click **Insert**. Robot Lawyer™ enters your selection in the **Odor** window.
 - If the odor you want isn't listed in the **Odors** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current odor. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Dogs and other animals know human entities by their odor. Your investigator can collect the odor left by the allegedee at a crime scene and store it as a concentrate so bloodhounds can use the concentrate to find or identify the allegedee.

Even a human entity can know another human entity by its odor. Of all a human's senses, the sense of smell is the most intimately connected with the brain. In spite of this, the sense of smell is very complex in how it functions. But research is underway. In fact electronic/artificial noses are being developed as systems for the automated detection and classification of odors, vapors, and gases. An electronic nose is generally composed of a chemical sensing system (e.g., sensor array or spectrometer) and a pattern recognition system (e.g., an artificial neural network—not a whole lot unlike the neural network Robot Lawyer™ may utilize).

Strictly speaking properties like odor or odors aren't limited to human entities as far as Robot Lawyer™ is concerned. Odor conceivably could describe a partnership,

and if it did it would be a stretch to say the partnership's odor was part of its "physiology." Or these data:

The board of directors looks dazzling.
France stinks.

Its odor is a property of the entity. For each entity there is more than one, one or no odor. Preinstalled choices by other users include *acetone, alcohol, ammonia, grass, isopropanol, lighter fluid, never met the entity, never got close enough, none, Old Spice, perfumed, pickles, prisoner, pungent, skid row, smells like death, tobacco, trenchant, vinegar.*

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Odor.htm/August 10, 2007

Hair

TO ENTER THE ENTITY'S HAIR:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Hair** field. Robot Lawyer™ opens its **Hair** window.
3. In the **Hair** window click **New**. Robot Lawyer™ opens its **Hair Features** window and shows the hair encountered in your practice.
4. In the **Hair Features** window select the feature you want and click **Insert**. Robot Lawyer™ enters your selection in the **Hair** window.
 - If the feature you want isn't listed in the **Hair Features** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current feature. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the features of an entity's hair. Its hair is a property of the entity. For each entity there is more than one, one or no way to describe its hair. Preinstalled choices by other users include *bald, black, blond, blonde, brown, brunette, crew cut, curly, dirty, jet black, long straight, medium, pink, purple, short, silver fox, thick, thinning, wavy, white, stringy.*

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Hair.htm/August 10, 2007

Eyes

TO ENTER THE ENTITY'S EYES:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Eyes** field. Robot Lawyer™ opens its **Eyes** window.
3. In the **Eyes** window click **New**. Robot Lawyer™ opens its **Eye Features** window and shows the eye features encountered in your practice.
4. In the **Eye Features** window select the feature you want and click **Insert**. Robot Lawyer™ enters your selection in the **Eyes** window.
 - If the feature you want isn't listed in the **Eye Features** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current eye feature. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the features of an entity's eyes. Its eyes are a property of the entity. For each entity there is more than one, one or no way to describe its eyes. Preinstalled choices by other users include *blue, crazy, droopy, green, one real the other glass*.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Eyes.htm/August 10, 2007

Teeth

TO ENTER THE ENTITY'S TEETH:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Teeth** field. Robot Lawyer™ opens its **Teeth** window.

3. In the **Teeth** window click **New**. Robot Lawyer™ opens its **Teeth Features** window and shows the teeth features encountered in your practice.
4. In the **Teeth Features** window select the feature you want and click **Insert**. Robot Lawyer™ enters your selection in the **Teeth** window.
 - If the feature you want isn't listed in the **Teeth Features** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
5. When finished select the current feature. Robot Lawyer™ opens the **Current** tab.
6. Click **Insert**. Robot Lawyer™ enters your selection in the **Entity Properties** window.

Commentary

Robot Lawyer™ captures the features of an entity's teeth. Its teeth is are a property of the entity. For each entity there is more than one, one or no way to describe its teeth. Preinstalled choices by other users include *broken, brown, glistening, gorgeous, long in the root, rotten, stained, ugly, unremarkable*.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Teeth.htm/August 10, 2007

Height

TO ENTER THE ENTITY'S HEIGHT:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Height** field.
3. Enter the entity's height.

Commentary

Its height is a property of the entity. For all practical purposes, for each entity there is one or no height.

Some entities have no height. A corporation has no height.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

Height.htm/August 10, 2007

Weight

TO ENTER THE ENTITY'S WEIGHT:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Weight** field.
3. Enter the entity's weight.

Commentary

Its weight is a property of the entity. For all practical purposes, for each entity there is one or no weight.

Some entities have no weight. The Commonwealth of Pennsylvania has no weight.

Related Topics

Entity Physiology

Removing Data

Robot Lawyer™ Entities

[Weight.htm/August 10, 2007](#)

Blood

TO ENTER THE ENTITY'S BLOOD TYPE:

1. In the Entity Properties window click the **Physiology** tab. Robot Lawyer™ lets you enter or change the entity's physiological data.
2. Click in the **Blood** field.
3. Enter the entity's blood type.

Commentary

Like fingerprints, Robot Lawyer™ captures descriptors of a human entity's blood including DNA and blood type.

In 1818 Austrian pathologist Karl Landsteiner looking into the reasons why donors' blood sometimes caused clotting in recipients' blood established the existence of different blood types. Further research revealed there are four essential blood types: O, A, B, and AB.

Only one type of blood flows through the veins of a human entity from entity start date to entity end date. One entity, one blood type. Although blood type now is used a secondary test after DNA to identify the source of the blood, it is still done and Robot Lawyer™ captures blood type

Related Topics

DNA

Entity Psychology

Prints

Removing Data
Robot Lawyer™ Entities

Blood.htm/August 10, 2007

Facts

Robot Lawyer™ Facts

In database lingo, a fact is a property of the Universe. For each Universe (assuming, as some do, there's more than one) there is no, one or more than one fact. The relationship is called one to many. One Universe, many facts. Robot Lawyer™ doesn't store the facts in the Universal Fact table; God does that. Robot Lawyer™ has no way of accessing the Universal Fact table. The program has attitude but not that much.

To Robot Lawyer™ the only facts it knows are facts it's told, and of the facts it's told, the only facts that count are the facts related to your current matter.

So what data does Robot Lawyer™ know as a "fact?"

Robot Lawyer™ knows as one or more facts any data presented as objectively real even if the data is unreal. The key word here is presented. For Robot Lawyer™, as in the practice of law, unfortunately, what actually happened isn't a requirement for a fact. Robot Lawyer™ captures how the data presented. If the data is presented as fact, then Robot Lawyer™ knows the data as fact. So Robot Lawyer™ knows spin and exaggeration and even lies as "fact." Sadly, lawyers have always known spin and exaggeration and lies as "facts" too, and apparently always will. Robot Lawyer™ thinks like a lawyer. In this regard Robot Lawyer™ is nothing new.

For example. Say you have Robot Lawyer™ generating your opening statement for a forthcoming jury trial. You're interviewing Bob Zit, the party you represent. You have a small wireless device feeding the interview to Robot Lawyer™. The interview is the data source. You ask Zit what happened. Zit gives his version. "There I was minding my own business," Zit says, "when out of the blue Markel shows up driving a Sherman tank."

Robot Lawyer™ captures as a fact Zit was minding his own business. It doesn't matter that Zit was really chatting with six of his neighbors and they were all peering though binoculars. The data presented to Robot Lawyer™ as objectively real is Zit was minding his own business. So Robot Lawyer™ knows the data as fact. Just like a lawyer.

Besides spin and lies, facts include opinions. For example, MIT Professor of Electrical Engineering Vincent Amelotti testifies "the Krups toaster oven is defectively designed so as to make it a serious fire hazard." Robot Lawyer™ captures the Krups toaster oven is defectively designed so as to make it a serious fire hazard as a fact.

On the other hand, facts don't include law. (See About Law.)

How Robot Lawyer™ does capture facts? When a fact is potentially related to the current matter, in the Robot Lawyer™ Desktop click the Facts tab then the Facts button. Robot Lawyer™ opens its Facts window and displays the facts sorted by date and time. A fact is a property of the Robot Lawyer™ file. For each file there is more than one, one or no fact. Most but not all facts can be anchored in time and space. All facts can be described or depicted by words or graphics.

Related Topics

Fact Generator™

Fact Pictures and Recordings

Fact Properties

Facts

Predicting Facts

Robot_Lawyer_Facts.htm/August 10, 2007

Predicting Facts

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW FACT:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Facts**. Robot Lawyer™ opens its Fact Generator™ window.
3. In the Fact Generator™ window select the properties you want to predict every time you enter a new fact.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new fact.
5. Click in the box and select **Yes**.

Commentary

The values of the properties of a fact Robot Lawyer™ predicts when you enter a new fact are initially preset during installation of Robot Lawyer™. These are the values Robot Lawyer™ will predict when you enter a new fact. Here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of the properties of facts encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click Done. Robot Lawyer™ closes the Fact Generator window.

Related Topics

Fact Properties
Predicting Data
Robot Lawyer™ Facts

Predicting_Facts.htm/August 10, 2007

Facts

TO ENTER A FACT:

1. On the Robot Lawyer™ Desktop click the **Facts** tab. Robot Lawyer™ lets you enter or change the facts in the current matter.
2. Click **Facts**. Robot Lawyer™ opens its **Facts** window
3. In the **Facts** window click the **Facts** tab. Robot Lawyer™ shows all the facts related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Fact Properties window and lets you enter or generate the properties of the fact.

5. When finished in the Fact Properties window click **Done** to return to the **Facts** window.

TO ENTER A FACT IN A FIELD IN ANOTHER WINDOW:

1. In the **Facts** window click the **Facts** tab. Robot Lawyer™ shows all the facts related to the current matter.
2. Select the fact you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the fact you selected in the field.

TO EDIT THE PROPERTIES OF A FACT:

1. In the **Facts** window click the **Facts** tab. Robot Lawyer™ shows all the facts related to the current matter.
2. Select the fact you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window and lets you edit the properties of the fact.
4. When finished in the Fact Properties window, click **Done**. Robot Lawyer™ returns you to the **Facts** window and lists the fact.

Commentary

If the fact isn't yet listed as one related to the current matter, you don't want to go to the store of facts encountered in your practice because unlike geography, law, strategy and documents, facts—like evidence—do not tend to be the same from matter to matter. So, to list the fact as one related to the current matter, you either will 1) select and copy it to list it as one related to the current matter, or 2) answer the questions asked by Robot Lawyer™, which then will list the fact as one related to the current matter.

When you click New in the Facts window Robot Lawyer™ opens the Fact Properties window and assigns the new fact a number. If you click Generate, Robot Lawyer™ will predict the values of the properties of the new fact based on the values of the properties of the facts you encounter in your practice.

Related Topics

Deleting Data

Fact Generator™

Finding Data

Predicting Facts

Robot Lawyer™ Facts

Showing More Data

Sorting Data

Facts.htm/August 10, 2007

Fact Properties

TO ENTER OR EDIT THE FACT:

1. In the **Fact Properties** window click the **Fact** tab.
2. Click in the **Fact** field.
3. Enter or edit the fact. You can copy and paste or drag the text of the fact from a document opened in your word processor.
4. When finished click **Done** to return to the Facts window.

TO GENERATE THE FACT:

1. In the **Fact Properties** window click the **Fact** tab.
2. Click **Generator**. Robot Lawyer™ opens the Fact Generator™ window and lets you generate the fact by selecting its properties.
3. When finished in the Fact Generator™ window, click **Done** to return to the **Fact Properties** window.

TO ENTER PICTURES AND RECORDINGS OF THE FACT:

1. In the **Fact Properties** window click the **Fact** tab.
2. Click **Pictures and Recordings**. Robot Lawyer™ opens the Fact Pictures and Recordings window and lets you enter pictures and recordings of the fact.
3. When finished in the Fact Pictures and Recordings window click **Done** to return to the **Fact Properties** window.

Commentary

Robot Lawyer™ lets you capture/edit the properties of facts. How?

Facts are file data. Robot Lawyer™ captures facts from data sources. In Robot Lawyer™ you feed it the facts. In future releases the software will guess and extract them as you watch.

There are different ways of feeding Robot Lawyer™ facts. One way is to select the digitally-stored data you see as a potential fact—or however you want to characterize it—then copy and paste it in the current matter-related fact field.

But facts originate or land in your thoughts from sources other than digitally-stored data. In that case you may want to just type—or speak—the fact into the red-bordered fact field.

Or an alternative way—one user calls it "the fun way"—is to answer Robot Lawyer™'s questions about the properties of the fact and let Robot Lawyer™ concatenate the selected/entered data into plain English sentences. Fact properties include dates, times, fact, entities, predication, statements, pictures and sounds. Robot Lawyer™ builds facts from pieces.

Or, finally, you can use a combination of the two: answer some or all of the questions to begin the plain-English expression of the fact, then go in red-bordered fact field and edit the text until you have it the way you want Robot Lawyer™ to know it.

Future releases of Robot Lawyer™ will use data mining and extraction systems to automatically extract the facts from the unstructured text that comprises most of the software's data sources.

Related Topics

Predicting Facts

Robot Lawyer™ Facts
Showing More Data

Fact_Properties.htm/August 10, 2007

Fact Generator

TO ENTER OR CHANGE THE CHARACTERIZATION:

1. In the **Fact Generator™** window click the **Characterization** tab.
2. Click **New**. Robot Lawyer™ opens its **Fact Characterizations** window and shows the ways facts encountered in your practice are characterized.
3. In the **Fact Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Fact Generator™** window.
 - If the characterization you want isn't listed in the **Fact Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ENTITY THAT DID OR DIDN'T DO SOMETHING:

1. In the **Fact Generator™** window click the **Who** tab.
2. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
3. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Fact Generator™** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the **Fact Generator™** window.
4. When finished select the current entity.

TO ENTER OR CHANGE WHAT THE ENTITY DID OR DIDN'T DO:

1. In the **Fact Generator™** window click the **What** tab.
2. Opposite **What** click **New**. Robot Lawyer™ opens its **Fact Verbs** window and shows what the entities encountered in your practice do and don't do.

3. In the **Fact Verbs** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **What** field in the **Fact Generator™** window.
 - If the entry you want isn't listed in the **Fact Verbs** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE HOW THE ENTITY DID OR DIDN'T DO IT:

1. In the **Fact Generator™** window click the **What** tab.
2. Opposite **How** click **New**. Robot Lawyer™ opens its **Fact Adverbs** window and shows how the entities encountered in your practice do and don't do things.
3. In the **Fact Adverbs** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **How** field in the **Fact Generator™** window.
 - If the entry you want isn't listed in the **Fact Adverbs** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE WHAT LINKS THE VERB AND OBJECT:

1. In the **Fact Generator™** window click the **What** tab.
2. Opposite **Linking Preposition** click **New**. Robot Lawyer™ opens its **Fact Adverbs** window and shows how the verbs encountered in your practice are linked to entities and things.
3. In the **Fact Adverbs** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **How** field in the **Fact Generator™** window.
 - If the entry you want isn't listed in the **Fact Adverbs** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ENTITY THAT IS THE OBJECT OF WHAT OR WASN'T DONE:

1. In the **Fact Generator™** window click the **Whom** tab.
2. Opposite **Whom** click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
3. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Fact Generator™** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

Then click **Insert** again and Robot Lawyer™ enters your selection in the **Fact Generator™** window.

TO ENTER OR CHANGE THE THING THAT IS THE OBJECT OF WHAT OR WASN'T DONE:

1. In the **Fact Generator™** window click the **Whom** tab.
2. Opposite **Or What** click **New**. Robot Lawyer™ opens its **Things** window and shows the things encountered in your practice that are the objects of what entities do and don't do.
3. In the **Things** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Or What** field in the **Fact Generator™** window.
 - If the entry you want isn't listed in the **Things** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DATE AND TIME:

1. In the **Fact Generator™** window click the **When** tab.
2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.
6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Fact Generator** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. When finished select the current date or time.

TO ENTER OR CHANGE THE GEOGRAPHY:

1. In the **Fact Generator™** window click the **Where** tab.
2. Click **New**. Robot Lawyer™ opens its File Geography window and shows the geography related to the current matter.
3. In the File Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Fact Generator** window.
 - If the geography you want is not listed in the File Geography window, click **New**, Robot Lawyer™ opens its Practice Geography window and shows all the

- geography encountered in your practice. In the Practice Geography window select the geography you want and click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. If the geography you want is not listed in the Practice Geography window, click **New** again and enter the geography you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. Then click **Insert** again and Robot Lawyer™ enters your selection in the **Fact Generator™** window.
4. When finished select the current geography.

TO ENTER OR CHANGE WHAT ELSE:

1. In the **Fact Generator™** window click the **What Else** tab.
2. Enter what else about the fact.

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW FACT:

1. In the **Fact Generator™** window click the **Predict** tab.
2. Click in the field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new fact.

TO GENERATE THE FACT:

1. In the **Fact Generator™** window click the **Generated™ Fact** tab.
2. Click **Refresh**. Robot Lawyer™ generates the fact.
3. When finished click **Done** to return to the Fact Properties window.

Commentary

Robot Lawyer™ lets you capture/edit the properties of facts. How?

Facts are file data. Robot Lawyer™ captures facts from data sources. In Robot Lawyer™ you feed it the facts. In future releases the software will guess and extract them as you watch.

There are different ways of feeding Robot Lawyer™ facts. One way is to select the digitally-stored data you see as a potential fact—or however you want to characterize it—then copy and paste it in the current matter-related fact field.

But facts originate or land in your thoughts from sources other than digitally-stored data. In that case you may want to just type—or speak—the fact into the red-bordered fact field.

Or an alternative way—one user calls it "the fun way"—is to answer Robot Lawyer™'s questions about the properties of the fact and let Robot Lawyer™ concatenate the selected/entered data into plain English sentences. Fact properties include dates, times, geography, entities, predication, statements, pictures and sounds. Robot Lawyer™ builds facts from pieces.

Or, finally, you can use a combination of the two: answer some or all of the questions to begin the plain-English expression of the fact, then go in red-bordered fact field and edit the text until you have it the way you want Robot Lawyer™ to know it.

When you open **Fact Settings** Robot Lawyer™ displays the current values of the properties of the fact.

Fact Characterization. How do you want Robot Lawyer™ to characterize it? A fact? A "fact?" A hallucination? Preinstalled choices by other users include *allegation, boast, claim, smoke screen*. Call it a what?

Subjectivity. Who (what) does it? Think entities. What (or who) is the fact about? What does it include who does it.

Fact Predication. Robot Lawyer™ knows facts in the present tense, not in the past tense. It makes it easier for the machine, and for you. As far as Robot Lawyer™ is concerned, Tom and Jerry enter into a contract; not Tom and Jerry entered into a contract. Preinstalled choices by other users include *assaults, body surfs, breaches, does nothing, hits, murders, shoots, steals, takes*. Verbs. The entity doer does what?

Objectivity. What is the object of what the entity does? Think things, or think entity types rather than entity names. Common nouns. Preinstalled choices by other users include *contract, deceased, human being, lease, merchandise, money, vehicle, victim*.

Fact Modifications. How does the entity do it? Preinstalled choices by other users include *accidentally, inadvertently, innocently, intentionally, mistakenly, negligently, premeditatedly, purposely, wantonly*. Adverbs.

Object Naming. What (who) is the object?

Fact Geography. What is the geography related to the current fact?

Start Geography. Where does it start?

End Geography. Where does it end?

Other Geography in Facts. What other geography is involved?

Fact Dates/Times. What dates and times are related to the current fact? On what date does it start? If no date range is involved, the fact starts and ends on the same date. So the fact date is the fact start date.

What time does it start?

Does the fact need to be dated by a range—date range or time range? On what date does it end?

What time does it end?

Other Entities in Facts. What (who) else is involved? Name any other entities involved in the fact. Proper nouns.

Future releases of Robot Lawyer™ will use data mining and extraction systems to automatically extract the facts from the unstructured text that comprises most of the software's data sources.

Answer its questions and Robot Lawyer™ will build a statement of the new fact, which you can edit if you want. For a larger editing area, click the Show More button. When finished, click the Done button, Robot Lawyer™ reopens the Facts window and lists the fact.

Related Topics

Predicting Facts

Removing Data

Robot Lawyer™ Facts

Fact_Generator.htm/August 10, 2007

Fact Pictures and Recordings

TO ENTER A PICTURE OR RECORDING OF THE FACT:

1. In the **Fact Pictures and Recordings** window click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. Click **New**. Robot Lawyer™ opens its Fact Picture/Recording Properties window.
3. In the Fact Picture/Recording Properties window, enter the picture or recording.
4. When finished in the Fact Picture/Recording Properties window, click **Done** to return to the **Fact Pictures and Recordings** window.

TO EDIT THE PROPERTIES OF THE PICTURE OR RECORDING:

1. In the **Fact Pictures and Recordings** window click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. Select the picture or recording you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Fact Picture/Recording Properties window.
4. In the Fact Picture/Recording Properties window edit the properties of the picture or recording.
5. When finished click **Done** to return to the **Fact Pictures and Recordings** window.

TO PLAY THE PICTURE OR RECORDING:

1. In the **Fact Pictures and Recordings** window click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. Select the picture or recording you want to play. Robot Lawyer™ opens the **Current** tab.
3. Click **Play**. Robot Lawyer™ plays the picture or recording.

Commentary

It's one thing to describe the plaintiff who claims he can't walk stealing second base; quite another to show the jury a photograph of him sliding in. It's one thing to read the jury the transcript of the witness's deposition; another to show her squirming and stammering as she answers the questions. It's one thing to describe defendant walking up behind the armored truck courier, blowing his brains out and running off with the canvas bag containing \$120,000; another to play the whole thing for the jury captured on the store's security tape.

Like pictures of entities, storing facts more and more means digitally storing the still and motion pictures depicting the fact.

Still Pictures of Facts. Robot Lawyer™ knows a still film or digital photograph or drawing of a fact as the fact's still picture.

Motion Pictures of Facts. Robot Lawyer™ knows a motion picture of a fact—sound or silent, real or animation, video, chemical or digital—as the fact's motion picture.

Audio Recordings of Facts. Here we're talking about sounds of facts not accompanying videos or other motion pictures, primarily audio recordings on disk, tape or whatever. The screaming followed by the explosion. The silence in the hallway. A dog's bark.

Robot Lawyer™ sees the picture of a fact as a property of the fact, which is a property of the file. For each file there is more than one, one or no fact. For each fact there is more than one, one or no picture.

Related Topics

Finding Data
 Pictures and Recordings
 Removing Data
 Robot Lawyer™ Facts
 Showing More Data

Fact_Pictures_and_Recordings.htm/August 10, 2007

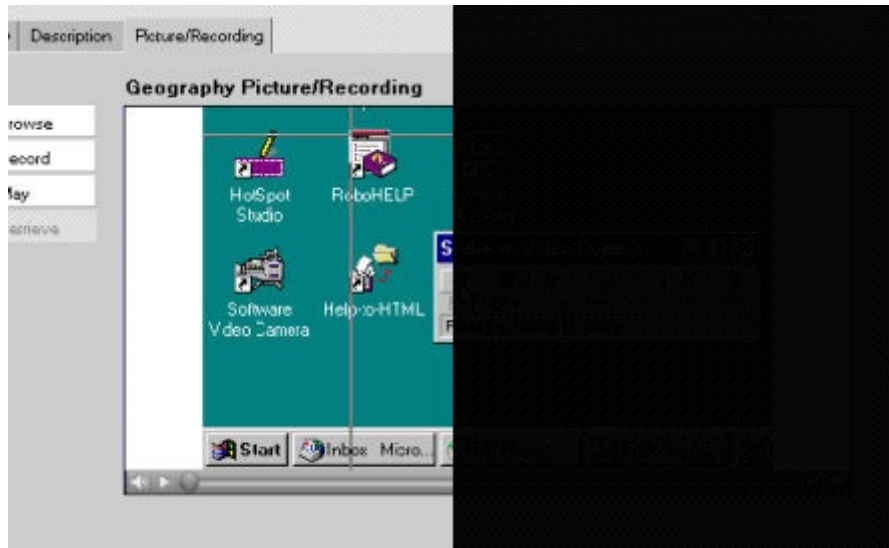
Fact Picture/Recording Properties

TO SELECT A PICTURE OR RECORDING OF THE FACT:

1. In the **Fact Picture/Recording Properties** window, click the **Description** tab.
2. Enter a description or name of the picture or recording.
3. Click the **Picture/Recording** tab.
4. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
5. Select the Windows© file containing the fact picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A MOTION PICTURE OR RECORDING OF THE FACT:

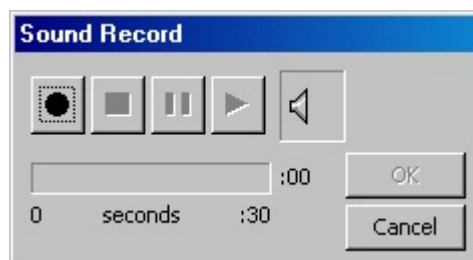
1. In the **Fact Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Play**. Robot Lawyer™ displays controls around the **Fact Picture/Recording** field:



3. Click the white triangle at the bottom on the left. Robot Lawyer™ plays the fact picture or recording.

TO MAKE AN AUDIO RECORDING OF THE FACT:

1. In the **Fact Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Record**. Robot Lawyer™ displays controls around the **Fact Picture/Recording** field.
3. Click **Insert, Sound** in the main menu. Robot Lawyer™ opens **Sound Record** dialog.



4. In the **Sound Record** dialog, click the record button (the button with the black circle).
 - To pause during recording, click **Pause** (the button with two vertical lines).
5. When finished recording, click **Stop** (the button with the black square).
6. Click **OK**. Robot Lawyer™ captures the recording of the fact.

Commentary

Presently no commentary for this topic.

Related Topics

Pictures and Sounds
Robot Lawyer™ Facts

Fact_Picture_Recording_Properties.htm/August 10, 2007

Evidence

Robot Lawyer™ Evidence

Robot Lawyer™ knows evidence as testimony, documents, real proof and other things introduced to prove or disprove a Robot Lawyer™ fact. Robot Lawyer™ captures evidence related to the current matter from data sources including your thoughts related to the current matter.

If the evidence isn't yet listed related to the current matter, as with facts, you don't want to go to the store of evidence encountered in your practice because evidence doesn't tend to be the same from matter to matter. To list the related evidence, select it and copy it, and/or answer the questions asked by Robot Lawyer™, which then will list the evidence as related to the current matter.

Evidence is a property of the file. For each file there is more than one, one or no source of evidence.

Related Topics

Evidence Documents

Evidence Facts

Evidence Law

Evidence Properties

Evidence Strategy

Predicting Evidence

Robot_Lawyer_Evidence.htm/August 10, 2007

Predicting Evidence

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER NEW EVIDENCE:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Evidence**. Robot Lawyer™ opens its Evidence Generator™ window.
3. In the Evidence Generator™ window select the properties you want to predict every time you enter new evidence.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter new evidence.
5. Click in the box and select **Yes**.

Commentary

Robot Lawyer™ lets you identify the values of individual evidence properties as predictable data. The values of the properties of evidence Robot Lawyer™ predicts when you capture new evidence are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of the properties of evidence repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value.

Related Topics

Evidence

Evidence Documents
Evidence Facts
Evidence Law
Evidence Properties
Evidence Source Properties
Evidence Strategy
Robot Lawyer™ Evidence

Predicting_Evidence.htm/August 10, 2007

Evidence

TO ENTER EVIDENCE:

1. On the Robot Lawyer™ Desktop click the **Evidence** tab. Robot Lawyer™ shows the current evidence in the current matter.
2. Click **Evidence**. Robot Lawyer™ opens its **Evidence** window.
3. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
4. Click **New**. Robot Lawyer™ opens its Evidence Properties window and lets you enter or generate the properties of the evidence.
5. When finished in the Evidence Properties window click **Done** to return to the **Evidence** window.

TO ENTER EVIDENCE IN A FIELD IN ANOTHER WINDOW:

1. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
2. Select the evidence you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the evidence you selected in the field.

TO EDIT THE PROPERTIES OF EVIDENCE:

1. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
2. Select the evidence you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Evidence Properties window and lets you edit the properties of the evidence.

4. When finished in the Evidence Properties window click **Done** to return to the **Evidence** window.

TO ENTER OR CHANGE THE FACTS:

1. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
2. Select the evidence. Robot Lawyer™ opens the **Current** tab.
3. Click **Facts**. Robot Lawyer™ opens its Evidence Facts window.
4. In the Evidence Facts window enter the related facts.
5. When finished click **Done** to return to the **Evidence** window.

TO ENTER OR CHANGE THE LAW:

1. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
2. Select the evidence. Robot Lawyer™ opens the **Current** tab.
3. Click **Law**. Robot Lawyer™ opens its Evidence Law window.
4. In the Evidence Law window enter the related law.
5. When finished click **Done** to return to the **Evidence** window.

TO ENTER OR CHANGE THE STRATEGY:

1. In the **Evidence** window click the **Evidence** tab. Robot Lawyer™ shows all the evidence in the current matter.
2. Select the evidence. Robot Lawyer™ opens the **Current** tab.
3. Click **Strategy**. Robot Lawyer™ opens its Evidence Strategy window.
4. In the Evidence Strategy window enter the related strategy.
5. When finished click **Done** to return to the **Evidence** window.

Commentary

Robot Lawyer™ knows evidence as testimony, documents, real proof and other things introduced to prove or disprove a Robot Lawyer™ fact. (See Robot Lawyer™ Evidence) Robot Lawyer™ sorts evidence four ways:

Chronological Narrative. Robot Lawyer™ sorts the evidence by the date that best positions it in the chronological narrative. Every incident, every file document, has some position, express or implied, in the chronological narrative of the matter. A powerful and useful sort especially in the prediction of opening evidence.

Alphanumerical. Robot Lawyer™ sorts the evidence alphabetically by the name of the source, which in most cases is the name of the witness, who Robot Lawyer™ knows as the testifier. Before computers, items such as names were listed alphabetically so it would be easy to find an item. With search features, alphabetical listings are not as important as they were. You have to ask yourself whether another

sort might be better. Nevertheless, you may prefer to see an alphanumerical sort to visually find the testifier or other evidence.

Real Time. Robot Lawyer™ sorts the evidence in the order in which you'll be introducing it. Use this display for scheduling purposes. When do you want the witness at the courthouse?

Dramaturgical. Robot Lawyer™ sorts the evidence in an order to obtain the most dramatic effect in the presentation of your case, the biggest punch.

Related Topics

Deleting Data

Evidence Documents

Finding Data

Predicting Evidence

Showing More Data

Sorting Data

Evidence.htm/August 10, 2007

Evidence Properties

TO ENTER OR EDIT THE EVIDENCE DESCRIPTION:

1. In the **Evidence Properties** window click the **Description** tab.
2. Click in the **Evidence Description** field.
3. Enter or edit the evidence description. You can copy and paste or drag a description of the evidence into the **Evidence Description** field from a document opened in your word processor.

TO GENERATE A DESCRIPTION OF THE EVIDENCE:

1. In the **Evidence Properties** window click the **Description** tab.
2. Click **Generator**. Robot Lawyer™ opens its Evidence Generator™ window and lets you generate a description of the evidence by selecting its properties.
3. When finished in the Evidence Generator™ window click **Done** to return to the **Evidence Properties** window.

TO ENTER OR EDIT THE EVIDENCE CONTENT:

1. In the **Evidence Properties** window click the **Content** tab.
2. Click in the **Evidence Content** field.
3. Enter or edit the evidence content. You can copy and paste or drag the evidence content into the **Evidence Description** field from a document opened in your word processor.

TO ENTER PICTURES AND RECORDINGS OF THE EVIDENCE:

1. In the **Evidence Properties** window click the **Description** tab.

2. Click **Pictures and Recordings**. Robot Lawyer™ opens the Evidence Pictures and Recordings window and lets you enter pictures and recordings of the evidence.
3. When finished in the Evidence Pictures and Recordings window click **Done** to return to the **Evidence Properties** window.

Commentary

Presently no commentary for this topic.

Related Topics

Evidence Documents

Evidence Source Properties

Pictures and Recordings

Robot Lawyer™ Evidence

Showing More Data

[Evidence_Properties.htm/August 10, 2007](#)

Evidence Generator™

TO GIVE THE EVIDENCE A NAME:

1. In the **Evidence Generator™** window click the **Name** tab.
2. Click **New**. Robot Lawyer™ opens its **Evidence Name** dialog and says if an entity is the source of the evidence, such as a witness giving testimony, click **Entity**; if the source of the evidence is not an entity, such as a self-authenticating document, click **Describe**.
3. Click **Entity**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
4. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Evidence Generator** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the **Evidence Generator** window.

TO GIVE THE EVIDENCE A DESCRIPTION:

1. In the **Evidence Generator™** window click the **Name** tab.
2. Click **New**. Robot Lawyer™ opens its **Evidence Name** dialog and says if an entity is the source of the evidence, such as a witness giving testimony, click

Entity; if the source of the evidence is not an entity, such as a self-authenticating document, click **Describe**.

3. Click **Describe**.
4. Enter a name or description of the evidence in the **Name** field.

TO ENTER OR CHANGE THE EVIDENCE TYPE:

1. In the **Evidence Generator™** window click the **Type** tab.
2. Click **New**. Robot Lawyer™ opens its **Evidence Types** window and shows the types of evidence encountered in your practice.
3. In the **Evidence Types** window select the type you want and click **Insert**. Robot Lawyer™ enters your selection in the **Type** field in the **Evidence Generator™** window.
 - If the type you want isn't listed in the **Evidence Types** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE PARTY INTRODUCING THE EVIDENCE:

1. In the **Evidence Generator™** window click the **Party** tab.
2. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
3. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Evidence Generator™** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the **Evidence Generator™** window.

TO ENTER OR CHANGE THE EXHIBIT LABEL:

1. In the **Evidence Generator™** window click the **Label** tab.
2. Click **New**. Robot Lawyer™ opens its **Exhibit Labels** window and shows the evidence labels and designators encountered in your practice.
3. In the **Exhibit Labels** window select the label or designator you want and click **Insert**. Robot Lawyer™ enters your selection in the **Exhibit Label** field in the **Evidence Generator™** window.
 - If the label or designator you want isn't listed in the **Evidence Designators** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE PROCESS:

1. In the **Evidence Generator™** window click the **Process** tab.
2. Click **New**. Robot Lawyer™ opens its **Processes** window and shows the processes encountered in your practice that are used to bring evidence before tribunals.
3. In the **Processes** window select the process you want and click **Insert**. Robot Lawyer™ enters your selection in the **Process** field in the **Evidence Generator™** window.
 - If the process you want isn't listed in the **Processes** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE EVIDENCE FORM:

1. In the **Evidence Generator™** window click the **Form** tab.
2. Click **New**. Robot Lawyer™ opens its **Evidence Forms** window and shows the evidence types encountered in your practice.
3. In the **Evidence Forms** window select the type you want and click **Insert**. Robot Lawyer™ enters your selection in the **Form** field in the **Evidence Generator™** window.
 - If the evidence type you want isn't listed in the **Evidence Forms** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current form.

TO ENTER OR CHANGE THE EVIDENCE CONTENT:

1. In the **Evidence Generator™** window click the **Content** tab.
2. Click **New**. Robot Lawyer™ opens its **Evidence Contents** window and shows the evidence content encountered in your practice.
3. In the **Evidence Contents** window select the content you want and click **Insert**. Robot Lawyer™ enters your selection in the **Content** field in the **Evidence Generator™** window.
 - If the evidence content you want isn't listed in the **Evidence Contents** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
4. When finished select the current content.

TO ENTER OR CHANGE THE DATE AND TIME:

1. In the **Evidence Generator™** window click the **When** tab.
2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.

6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Evidence Generator** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. When finished select the current date or time.

TO ENTER OR CHANGE WHAT ELSE:

1. In the **Evidence Generator™** window click the **What Else** tab.
2. Enter what else about the evidence.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW EVIDENCE:

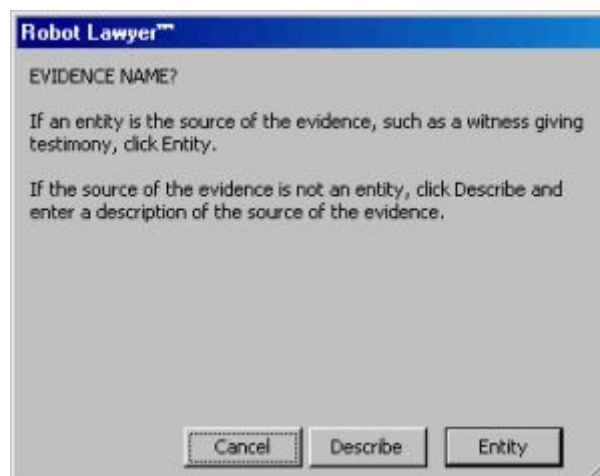
1. In the **Evidence Generator™** window click the **Predict** tab.
2. Click in the field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new evidence description.

TO GENERATE A DESCRIPTION OF THE EVIDENCE:

1. In the **Evidence Generator™** window click the **Generated™ Evidence Description** tab.
2. Click **Refresh**. Robot Lawyer™ generates a description of the evidence.
3. When finished click **Done** to return to the Evidence Properties window.

Commentary

Naming Evidence. You can name evidence after an entity in the current matter or just describe the evidence. When you click the New button, Robot Lawyer™ opens its **Evidence Name** dialog:



Enter the evidence name. If an entity is the source of the evidence, such as a witness giving testimony, click the Entity button. Robot Lawyer™ Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter. In the File Entities window select the entity you want and click the Insert button. Robot Lawyer™ enters your selection in the Evidence window.

If the source of the evidence is not an entity, click the Describe button and enter a description of the source of the evidence.

Evidence Type. What is the evidence type? Is it plaintiff's testimony? Defendant's deposition? Judicial notice? A view? A stipulation?

Robot Lawyer™ captures all types of evidence encountered in your practice. Testimony, depositions, judicial notice, self-authenticating documents, views and stipulations are examples of types of evidence. The most common in judicial (as opposed to administrative) proceedings of course is testimony which Robot Lawyer™ knows as testimonial evidence.

Robot Lawyer™ knows a *witness* as an entity that sees, hears, or experiences a Robot Lawyer™ fact firsthand. It knows a *testifier* as an entity potentially or actually called by you or adverse counsel to testify in a Robot Lawyer™ matter. All witnesses are not testifiers and all testifiers are not witnesses. Some witnesses, such as expert witnesses, witness nothing. Nevertheless they are called to testify and permitted to testify; therefore, Robot Lawyer™ knows them as testifiers. Likewise, many murder victims witness their own demise. All are witnesses. Robot Lawyer™ knows them as witnesses. But none are testifiers.

Testimonial evidence is a property of the evidence, which is a property of the file. Each evidence source either is or isn't testimonial evidence. For each evidence source there is one or no testifier.

Robot Lawyer™ knows evidence other than testimony as nontestimonial evidence. Examples of nontestimonial evidence include leases, videos, photographs, wrecked automobiles and submachine guns just to name a few. Moreover, besides documents and real proof, Robot Lawyer™ knows nontestimonial evidence to include stipulations, judicial notice and courtroom observations: anything other than testimony introduced to prove or disprove a file fact.

Most but not all nontestimonial evidence is identified by an exhibit number. For example documents introduced in evidence ordinarily are marked as exhibits and given designations such as numbers or letters. But not every source of nontestimonial evidence is marked. For example, Robot Lawyer™ might capture an unstable defendant in a prosecution for petty theft hollering an obscenity to the jury. So long as the judge doesn't instruct the jury to disregard the incident, Robot Lawyer™ captures the incident as a source of nontestimonial evidence, but with no exhibit number.

Nontestimonial evidence is a property of the evidence, which is a property of the file. Each evidence source either is or isn't nontestimonial evidence. Preinstalled evidence types by other users include *deposition, document, judicial notice, stipulation, testimony, view*.

Evidence Label. Does the evidence need an exhibit number? How is the nontestimonial evidence identified? Robot Lawyer™ knows the number, letter, label, title or other designation of the evidence as the evidence designation. Defendant corporation's bylaws marked "Exhibit A" is an example of an exhibit designation of a source of nontestimonial evidence. For each source of nontestimonial evidence there is one or no evidence designation. The evidence designation is a property of the nontestimonial evidence, which is a property of the file. Preinstalled choices by other users include Plaintiff's Exhibit 1, Plaintiff's Exhibit 2, Plaintiff's Exhibit 3, etc.

Process. How will the evidence be secured? Serve the witness with a subpoena? Use a subpoena duces tecum? The witness voluntarily shows up? Use a pretext?

Kidnap the bastard? Preinstalled choices by other users include brute force, defraud the testifier, court order, kidnap the testifier, not needed, subpoena, use a pretext, voluntarily shows up.

Party. Which party is introducing the evidence?

Evidence Form. What *form* does the evidence take? Is it what the witness remembers—a remembrance? Is it the witness's opinion? Is the witness an expert or is it a lay opinion? Is the evidence junk science? Preinstalled choices by other users include *audio recording, contraband, dangerousness expert, documentary gang expert, lay opinion, motion picture, remembrance*. The most common form of testimonial evidence is *remembrance*.

Evidence Content. Robot Lawyer™ can capture something as detailed as the full text of every direct examination question and every answer: in the Evidence Strategy window you would capture "Tactic Direct Examination," and a related document for example could be named "Direct Examination John Doe." But here Robot Lawyer™ lets you capture a description of the content of the evidence. Preinstalled choices by other users include *alibi, character, DNA, fingerprint, footprint, gang, identification of injured, identification of party, incident, junk science, medical, psychological, statement, uncharged crimes, voice print*.

The most common evidence content descriptions in personal injury, criminal and other litigation practices are *the incident* testimony and *statement* testimony.

Evidence Dates. What is the date of the evidence? Is it a date range? A powerful and useful sort is chronological narrative. Every incident in the matter, every document in your file has an express or implied position in the chronological narrative of the matter. What date—and time, if necessary—best positions the evidence in the chronological narrative?

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Evidence

Showing More Data

Evidence_Generator.htm/August 10, 2007

Evidence Facts

TO ENTER A FACT RELATED TO THE EVIDENCE:

1. In the **Evidence Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the evidence.
2. Click **New**. Robot Lawyer™ opens its Facts window.
3. In the Facts window select the fact you want and click **Insert**. Robot Lawyer™ adds your selection to the facts related to evidence in the **Evidence Facts** window.
 - If the fact you want isn't listed in the Facts window, click **New**. Robot Lawyer™ opens the Fact Properties window. Enter or generate the fact you want and click **Done**. Robot Lawyer™ adds the fact to the list in the Facts window.

TO EDIT THE PROPERTIES OF THE EVIDENCE FACT:

1. In the **Evidence Facts** window click the **Facts** tab.
2. Select the fact you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window.
4. In the Fact Properties window edit the properties of the fact.
5. When finished in the Fact Properties window, click **Done** to return to the **Evidence Facts** window.

Commentary

Robot Lawyer™ lets you select one or more facts related to the current matter, and relate the fact to a specific source of evidence. What fact or facts is the evidence offered to prove?

Related Topics

Finding Data
 Removing Data
 Robot Lawyer™ Evidence
 Showing More Data

Evidence_Facts.htm/August 10, 2007

Evidence Law

TO ENTER THE LAW RELATED TO THE EVIDENCE:

1. In the **Evidence Law** window click the **Law** tab.
2. Click **New**. Robot Lawyer™ opens its File Law window.
3. In the File Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to evidence in the **Evidence Law** window.
 - If the law you want isn't listed in the File Law window, click **New**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the current matter in the File Law window. If the law you want isn't listed in the Practice Law window, click **New** again and enter the law you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Law window.

TO EDIT THE PROPERTIES OF THE EVIDENCE LAW:

1. In the **Evidence Law** window click the **Law** tab.
2. Select the law you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window.

4. In the Fact Properties window edit the properties of the law.
5. When finished in the Fact Properties window, click **Done** to return to the **Evidence Law** window.

Commentary

Robot Lawyer™ lets you select from its store of law related to the current matter, and relate the law to a specific source of evidence. What is the law supporting or otherwise related to the selected evidence?

Related Topics

Finding Data
Removing Data
Robot Lawyer™ Evidence
Showing More Data

Evidence_Law.htm/August 10, 2007

Evidence Strategy

TO ENTER A STRATEGY RELATED TO THE EVIDENCE:

1. In the **Evidence Strategy** window click the **Strategy** tab.
2. Click **New**. Robot Lawyer™ opens its File Strategy window.
3. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the evidence in the **Evidence Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens the Practice Strategy window. Select or generate the strategy you want in the Practice Strategy window and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the file in the File Strategy window.

TO ENTER A DOCUMENT RELATED TO THE EVIDENCE STRATEGY:

1. In the **Evidence Strategy** window click the **Strategy** tab.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Evidence Documents window.
4. In the Evidence Documents window enter or create the document related to the evidence strategy.
5. When finished in the Evidence Documents window click **Done** to return to the **Evidence Strategy** window.

TO EDIT THE PROPERTIES OF THE EVIDENCE STRATEGY:

1. In the **Evidence Strategy** window click the **Strategy** tab.

2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Evidence Strategy** window.

Commentary

What is your strategy vis-a-vis the evidence? Make plaintiff sound like a great guy? Cross examine the witness until the sun don't shine? Don't ask the witness a single question? And how do carry out the strategy? What are the direct examination questions (and probable answers). What are the cross examination questions (and probable answers).

Robot Lawyer™ lets you select from its store of strategy related to the file, and relate the strategy to a specific source of evidence. What strategy is related to the selected evidence?

Related Topics

Finding Data
 Evidence Facts
 Removing Data
 Robot Lawyer™ Evidence
 Showing More Data

Evidence_Strategy.htm/August 10, 2007

Evidence Documents

TO ENTER A DOCUMENT RELATED TO THE EVIDENCE:

1. In the **Evidence Documents** window click the **Documents** tab.
2. Click **New**. Robot Lawyer™ opens its File Documents window.
3. In the File Documents window select the document you want and click **Insert**.
 Robot Lawyer™ adds your selection to the documents related to the file documents in the **Evidence Strategy** window.
- If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents in the File Documents window.

TO EDIT THE PROPERTIES OF THE EVIDENCE DOCUMENT:

1. In the **Evidence Documents** window click the **Documents** tab.
2. Select the document you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.

4. In the File Document Properties window edit the properties of the document.
5. When finished in the File Document Properties window click **Done** to return to the **Evidence Documents** window.

Commentary

File data sources including your experience pinpoint or call to mind documents—lawyer words—potentially related to the current matter. Robot displays that store of documents in the File Documents window. Now Robot Lawyer™ wants to know what documents are specifically related to the current strategy related to the current evidence. What lawyer words are needed to carry out the selected evidence strategy?

Robot Lawyer™ knows a document related to strategy related to an evidence as an evidence document.

What documents are related to the selected strategy related to the selected evidence?

An evidence document is a property of the evidence strategy, which is a property of the evidence, which is a property of the file.

Related Topics

Adding the Last Selection

Finding Data

Evidence Facts

Removing Data

Robot Lawyer™ Evidence

Showing More Data

Evidence_Documents.htm/August 10, 2007

Evidence Pictures and Recordings

TO ENTER A PICTURE OR RECORDING OF THE EVIDENCE:

1. In the **Evidence Pictures and Recordings** window click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. Click **New**. Robot Lawyer™ opens its Evidence Picture/Recording Properties window.
3. In the Evidence Picture/Recording Properties window, enter the picture or recording.
4. When finished in the Evidence Picture/Recording Properties window, click **Done** to return to the **Evidence Pictures and Recordings** window.

TO EDIT THE PROPERTIES OF THE PICTURE OR RECORDING:

1. In the **Evidence Pictures and Recordings** window, click the **Pictures and Recordings** tab.
2. Select the picture or recording you want to edit. Robot Lawyer™ opens the **Current** tab.

3. Click **Edit**. Robot Lawyer™ opens the Evidence Picture/Recording Properties window.
4. In the Evidence Picture/Recording Properties window edit the properties of the picture or recording.
5. When finished click **Done** to return to the **Evidence Pictures and Recordings** window.

TO PLAY THE PICTURE OR RECORDING:

1. In the **Evidence Pictures and Recordings** window, click the **Pictures and Recordings** tab.
2. Select the picture or recording you want to play. Robot Lawyer™ opens the **Current** tab.
3. Click **Play**. Robot Lawyer™ plays the picture or recording.

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Finding Data
Pictures and Recordings
Removing Data
Robot Lawyer™ Evidence
Showing More Data

[Evidence_Pictures_and_Recordings.htm/August 10, 2007](#)

Entity Picture/Recording Properties

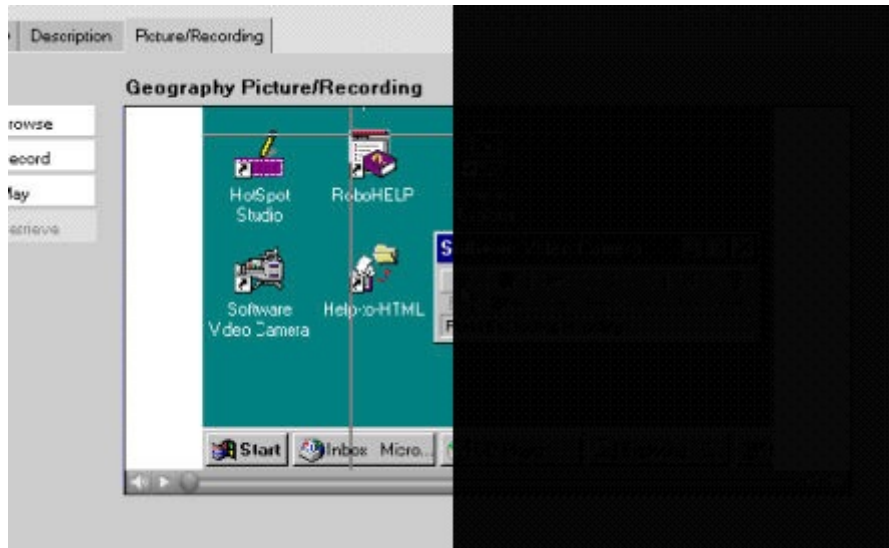
TO ENTER A PICTURE OR RECORDING OF THE EVIDENCE:

1. In the **Evidence Picture/Recording Properties** window, click the **Description** tab.
2. Enter a description or name of the picture or recording.
3. Click the **Picture/Recording** tab.
4. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
5. Select the Windows© file containing the evidence picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A MOTION PICTURE OR RECORDING OF THE EVIDENCE:

1. In the **Evidence Picture/Recording Properties** window, click the **Picture/Recording** tab.

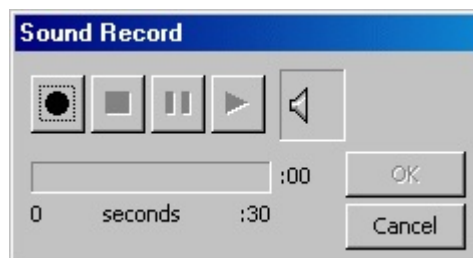
2. Click **Play**. Robot Lawyer™ displays controls around the **Evidence Picture/Recording** field:



3. Click the white triangle at the bottom on the left. Robot Lawyer™ plays the evidence picture or recording.

TO MAKE AN AUDIO RECORDING OF THE EVIDENCE:

1. In the **Evidence Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Record**. Robot Lawyer™ displays controls around the **Evidence Picture/Recording** field.
3. Click **Insert, Sound** in the main menu. Robot Lawyer™ opens **Sound Record** dialog.



4. In the **Sound Record** dialog, click the record button (the button with the black circle).
 - To pause during recording, click **Pause** (the button with two vertical lines).
5. When finished recording, click **Stop** (the button with the black square).
6. Click **OK**. Robot Lawyer™ captures the recording of the evidence.

Commentary

Presently no commentary for this topic.

Related Topics

Pictures and Recordings

Robot Lawyer™ Evidence

[Evidence_Picture_Recording_Properties.htm](#)/August 10, 2007

Statements

Robot Lawyer™ Statements

Lawyers need to know more than the stated or thought facts. Robot Lawyer™ has to be able to capture the fact that somebody made a statement, as well as the fact they stated. Robot Lawyer™ has to be able to capture the fact that somebody thought, as well as the fact they were thinking. While lawyers sometime deal with thoughts—usually characterized as intentions—the main source of lawyer facts is statements.

Robot Lawyer™ knows a *statement* as an entity's oral or written verbal expression of a Robot Lawyer™ fact, or nonverbal conduct intended as a substitute for oral or written verbal expression of a Robot Lawyer™ fact. As with thoughts, Robot Lawyer™ has to know more than just the stated fact. If something was stated by someone or something (electrical objects can talk too), Robot Lawyer™ needs to know what was stated and when it was stated, how it was stated, where it was stated, and to whom it was stated.

Detectives escorted Wurlitzer back to Los Angeles on July 26, 1999. In the Colorado Springs air terminal, Wurlitzer told Detective Gligorijevic he strangled Mrs. Kerr. Wurlitzer said he had told David Jayne the same thing. Wurlitzer continued talking about the murder on the airplane.

When Robot Lawyer™ reads this paragraph in Gligorijevic's report (that it captured was related to File 324454), it stores/captures several facts as shown (with, as explained supra, antecedents substituted for pronouns).

Records in the Fact table. Robot Lawyer™ has substituted antecedents for pronouns.

Fact Number	File Number	Fact start date	Fact
569099	324454	July 26, 1999	Detectives escorted Wurlitzer back to Los Angeles
569100	324454		Wurlitzer strangled Mrs. Kerr
569101	324454	July 26, 1999	Wurlitzer told Detective Gligorijevic Wurlitzer strangled Mrs. Kerr
569102	324454	July 26, 1999	Wurlitzer said Wurlitzer had told David Jayne Wurlitzer strangled Mrs. Kerr
569103	324454		Wurlitzer told David Jayne Wurlitzer strangled Mrs. Kerr
569104	324454	July 26, 1999	Wurlitzer continued talking about the murder on the airplane

Consider File Fact 569100. "Wurlitzer strangled Mrs. Kerr." Robot Lawyer™ extracted File Fact 569100 from File Fact 569101, "Wurlitzer told Detective Gligorijevic Wurlitzer strangled Mrs. Kerr." File Fact 569101 is Wurlitzer told somebody something, not Wurlitzer strangled someone, and based on what it read, Robot Lawyer™ can capture the date of the fact, i.e., the date of the telling, i.e., July 26, 1999. Robot Lawyer™ sees File Fact 569101 as a special kind of fact—a file statement that expresses a fact. The fact expressed is File Fact 569100. So Robot Lawyer™ sees File Fact 569101 as a property of File Fact 569100.

From all this we can state the axioms:

- Each fact is expressed in more than one, one or no file statement. For example, File Fact 569100 is expressed in File Fact 569101. Therefore a statement is a property of the fact which is a property of the file.
- Likewise, each statement expresses more than one, one or no fact. Therefore a fact is a property of the statement which is a property of the file.

Related Topics

Predicting Statements

Statement Generator™

Statement Properties

Statements

[Robot_Lawyer_Statements.htm/August 10, 2007](#)

Predicting Statements

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW STATEMENT:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Statements**. Robot Lawyer™ opens its Statement Generator™ window.
3. In the Statement Generator™ window select the properties you want to predict every time you enter a new statement.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new statement.
5. Click in the box and select **Yes**.

Commentary

Robot Lawyer™ lets you identify the values of individual statement properties as predictable data. The values of the properties of a statement Robot Lawyer™ predicts when you capture a new statement are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of statement properties repeatedly encountered in your practice.

Related Topics

Robot Lawyer™ Statements

Statement Properties

Statements

Predicting_Statements.htm/August 10, 2007

Statements

TO ENTER A STATEMENT:

1. On the Robot Lawyer™ Desktop click the **Statements** tab. Robot Lawyer™ lets you enter or change the statements in the current matter.
2. Click **Statements**. Robot Lawyer™ opens its **Statements** window.
3. In the **Statements** window click the **Statements** tab. Robot Lawyer™ shows the statements related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Statement Properties window and lets you enter or generate the properties of the statement.
5. When finished in the Statement Properties window, click **Done** to return to the **Statements** window.

TO ENTER A STATEMENT IN A FIELD IN ANOTHER WINDOW:

1. In the **Statements** window click the **Statements** tab. Robot Lawyer™ shows the statements related to the current matter.
2. Select the statement you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the statement you selected in the field.

TO EDIT THE PROPERTIES OF A STATEMENT:

1. In the **Statements** window click the **Statements** tab. Robot Lawyer™ shows the statements related to the current matter.
2. Select the statement you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Statement Properties window and lets you edit the properties of the statement.
4. When finished in the Statement Properties window click **Done** to return to the **Statements** window.

Commentary

Robot Lawyer™ knows a *statement* as an entity's oral or written verbal expression of a statement, or nonverbal conduct intended as a substitute for oral or written verbal expression of a statement. (See Robot Lawyer™ Statements)

Related Topics

Deleting Data

Finding Data

Predicting Statements

Showing More Data

Statements.htm/August 10, 2007

Statement Properties

TO ENTER OR EDIT THE STATEMENT DESCRIPTION:

1. In the **Statement Properties** window, click the **Description** tab.
2. Click in the **Statement Description** field.
3. Enter or edit the statement description.
4. When finished click **Done** to return to the Statements window.

TO ENTER OR EDIT THE STATEMENT CONTENT:

1. In the **Statement Properties** window, click the **Content** tab.
2. Click in the **Content** field.
3. Enter or edit the statement content. You can copy and paste or drag the text of the statement from a document opened in your word processor.
4. When finished click **Done** to return to the Statements window.

TO GENERATE A DESCRIPTION OF THE STATEMENT:

1. In the **Statement Properties** window, click the **Description** tab.
2. Click **Generator**. Robot Lawyer™ opens the Statement Generator™ window and lets you generate the statement by selecting its properties.
3. When finished in the Statement Generator™ window, click **Done** to return to the **Statement Properties** window.

TO ENTER PICTURES AND RECORDINGS OF THE STATEMENT:

1. In the **Statement Properties** window, click the **Description** tab.
2. Click **Pictures and Recordings**. Robot Lawyer™ opens the Statement Pictures and Recordings window and lets you enter pictures and recordings of the statement.
3. When finished in the Statement Pictures and Recordings window, click **Done** to return to the **Statement Properties** window.

Commentary

Unlike statements and entities, where Robot Lawyer™ lets you capture multiple audio recordings of the same statement or entity, in the case of statements, Robot Lawyer™ lets you capture one recording of a statement. Robot Lawyer™ sees the recording of a statement as a property of the statement, which is a property of the file. For each file there is more than one, one or no statement. For each statement there is one or no recording.

Recording Statements. Robot Lawyer™ lets you record a statement related to the current matter. Before you record a statement, make sure your computer has the proper equipment and software:

- An audio input device (such as a microphone) that is compatible with your computer. (Some computers have built-in microphones.)
- A Windows® sound card.
- The audio input device must be configured properly in **Sounds and Audio Devices** in Windows® **Control Panel**.

Non-QuickTime Sound Files. If you have stored on your computer a sound file of the statement that is not a QuickTime file, you can still enter the sound file of the statement in Robot Lawyer™ using the Clipboard. Using the Clipboard, you can copy and paste the sound file of the statement in the field **Statement Record**.

Related Topics

Pictures and Recordings

Robot Lawyer™ Statements

Showing More Data

Statement_Properties.htm/August 10, 2007

Statement Generator™

TO ENTER OR CHANGE HOW THE STATEMENT IS CHARACTERIZED:

1. In the **Statement Generator™** window click the **Characterization** tab.
2. Click **New**. Robot Lawyer™ opens its **Statement Characterizations** window and shows the ways statements encountered in your practice are characterized.
3. In the **Statement Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Statement Generator™** window.
 - If the characterization you want isn't listed in the **Statement Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DECLARANT:

1. In the **Statement Generator™** window click the **Who** tab.
2. Opposite **Who** click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.

3. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Statement Generator™** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO ENTER OR CHANGE WHOEVER HEARD OR CAN AUTHENTICATE THE STATEMENT:

1. In the **Statement Generator™** window click the **To Whom** tab.
2. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
3. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Statement Generator™** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
4. When finished select the current entity.

TO ENTER OR CHANGE THE STATEMENT DATE AND TIME:

1. In the **Statement Generator™** window click the **When** tab.
2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.
6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Statement Generator** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

8. When finished select the current date or time.

TO ENTER OR CHANGE THE GEOGRAPHY OF THE STATEMENT:

1. In the **Statement Generator™** window click the **Where** tab.
2. Click **New**. Robot Lawyer™ opens its File Geography window and shows the geography related to the current matter.
3. In the File Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Statement Generator** window.
 - If the geography you want is not listed in the File Geography window, click **New**, Robot Lawyer™ opens its Practice Geography window and shows all the geography encountered in your practice. In the Practice Geography window select the geography you want and click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. If the geography you want is not listed in the Practice Geography window, click **New** again and enter the geography you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Geography window.
4. When finished select the current geography.

TO ENTER OR CHANGE WHAT ELSE ABOUT THE STATEMENT:

1. In the **Statement Generator™** window click the **What Else** tab.
2. Enter what else about the statement.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW STATEMENT:

1. In the **Statement Generator™** window click the **Predict** tab.
2. Click in the field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new statement description.

TO GENERATE A DESCRIPTION OF THE STATEMENT:

1. In the **Statement Generator™** window click the **Generated™ Statement Description** tab.
2. Click **Refresh**. Robot Lawyer™ generates a description of the statement.
3. When finished click **Done** to return to the Statement Properties window.

Commentary

Select its properties and Robot Lawyer™ will *generate* a description of the statement. (See Statement Properties.)

Statement Authentication. Robot Lawyer™ follows settled evidence law regarding authentication. It knows a person who hears the declarant make the statement, and can testify as to what the declarant said, and the as to the identity of the declarant, as the *statement authenticator*. Likewise, Robot Lawyer™ knows a person who can identify the author of a written statement as an authenticator.

Statement Geography. Robot Lawyer™ knows where the statement was made as the geography of the statement.

Robot Lawyer™ sees the recording of a statement as a property of the statement, which is a property of the file. For each file there is more than one, one or no statement.

Related Topics

Predicting Statements

Robot Lawyer™ Statements

Statement_Generator.htm/August 10, 2007

Statement Pictures and Recordings

TO ENTER A PICTURE OR RECORDING OF THE STATEMENT:

1. In the **Statement Pictures and Recordings** window click the **Pictures and Recordings** tab. Robot Lawyer™ shows the related pictures and recordings.
2. **Click New.** Robot Lawyer™ opens its **Pictures and Recordings** window, click the **Pictures and Recordings** tab.
3. Click **New.** Robot Lawyer™ opens its Statement Picture/Recording Properties window.
4. In the Statement Picture/Recording Properties window, enter the picture or recording.
5. When finished in the Statement Picture/Recording Properties window, click **Done** to return to the **Statement Pictures and Recordings** window.

TO EDIT THE PROPERTIES OF THE PICTURE OR RECORDING:

1. In the **Statement Pictures and Recordings** window, click the **Pictures and Recordings** tab.
2. Select the picture or recording you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit.** Robot Lawyer™ opens the Statement Picture/Recording Properties window.
4. In the Statement Picture/Recording Properties window edit the properties of the picture or recording.
5. When finished click **Done** to return to the **Statement Pictures and Recordings** window.

TO PLAY THE PICTURE OR RECORDING:

1. In the **Statement Pictures and Recordings** window, click the **Pictures and Recordings** tab.

2. Select the picture or recording you want to play. Robot Lawyer™ opens the **Current** tab.
3. Click **Play**. Robot Lawyer™ plays the picture or recording.

Commentary

Like pictures of entities, storing statements more and more means digitally storing the still and motion pictures of the individual making the statement.

Still Pictures of Statements. Robot Lawyer™ knows a still film or digital photograph or drawing of a statement as the statement's still picture.

Motion Pictures of Statements. Robot Lawyer™ knows a motion picture of a statement—sound or silent, real or animation, video, chemical or digital—as the statement's motion picture.

Audio Recordings of Statements. Here we're talking about sounds of statements not accompanying videos or other motion pictures, primarily audio recordings on disk, tape or whatever. The screaming followed by the explosion. The silence in the hallway. A dog's bark.

For each file there is more than one, one or no statement.

Robot Lawyer™ sees the picture of a statement as a property of the statement, which is a property of the file.

For each statement there is more than one, one or no picture.

For each statement there is more than one, one or no recording.

Related Topics

Finding Data

Pictures and Recordings

Removing Data

Robot Lawyer™ Statements

Showing More Data

Statement_Pictures_and_Recordings.htm/August 10, 2007

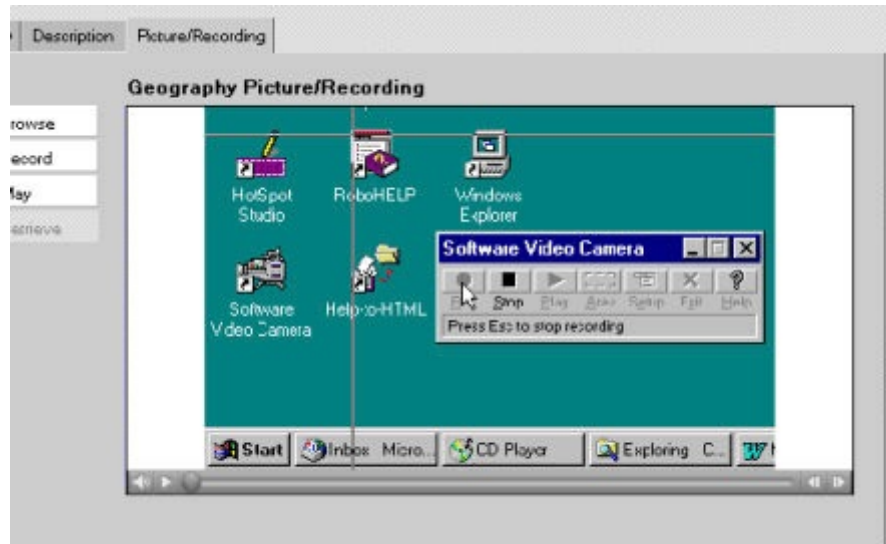
Statement Picture/Recording Properties

TO SELECT A PICTURE OR RECORDING OF THE STATEMENT:

1. In the **Statement Picture/Recording Properties** window, click the **Description** tab.
2. Enter a description or name of the picture or recording.
3. Click the **Picture/Recording** tab.
4. Click **Browse**. Robot Lawyer™ opens its **Data Sources** dialog and lists your practice data sources.
5. Select the Windows© file containing the statement picture or recording and click **Open**. Robot Lawyer™ enters the picture or recording.

TO PLAY A MOTION PICTURE OR RECORDING OF THE STATEMENT:

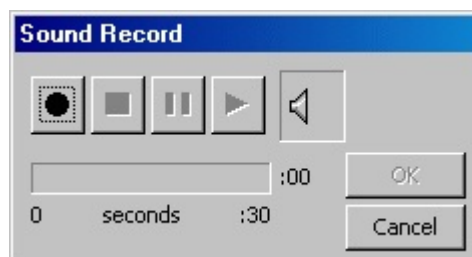
1. In the **Statement Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Play**. Robot Lawyer™ displays controls around the **Statement Picture/Recording** field:



3. Click the white triangle at the bottom on the left. Robot Lawyer™ plays the statement picture or recording.

TO MAKE AN AUDIO RECORDING OF THE STATEMENT:

1. In the **Statement Picture/Recording Properties** window, click the **Picture/Recording** tab.
2. Click **Record**. Robot Lawyer™ displays controls around the **Statement Picture/Recording** field.
3. Click **Insert, Sound** in the main menu. Robot Lawyer™ opens **Sound Record** dialog.



4. In the **Sound Record** dialog, click the record button (the button with the black circle).
 - To pause during recording, click **Pause** (the button with two vertical lines).
5. When finished recording, click **Stop** (the button with the black square).
6. Click **OK**. Robot Lawyer™ captures the recording of the statement.

Commentary

Recording Statements. Robot Lawyer™ lets you record a statement related to the current matter. Before you record a statement, make sure your computer has the proper equipment and software:

- An audio input device (such as a microphone) that is compatible with your computer. (Some computers have built-in microphones.)
- A Windows® sound card.
- The audio input device must be configured properly in **Sounds and Audio Devices** in Windows® **Control Panel**.

Non-QuickTime Sound Files. If you have stored on your computer a sound file of the statement that is not a QuickTime file, you can still enter the sound file of the statement in Robot Lawyer™ using the Clipboard. Using the Clipboard, you can copy and paste the sound file of the statement in the Statement Record field.

Related Topics

Pictures and Recordings

Robot Lawyer™ Entities

Robot Lawyer™ Statements

Statement_Picture_Recording_Properties.htm/August 10, 2007

Law

Robot Lawyer™ Law

As you use Robot Lawyer™, it quickly builds a store of cases, statutes, rules and other law related to your practice, and shows you its captured practice law as law potentially related and needed to represent the party in the current matter. It does this much like it is able to draw from its store of entities and geography related to your practice to predict the entities and geography related to the current matter. Robot Lawyer™ shows you the law related to the current matter by capitalizing on a fact of law practice in any area in any jurisdiction, like entities and geography, that practicing lawyers tend to reuse the same cases, statutes and regulations over and over again. Thus Robot Lawyer™ displays the law that was encountered in your practice in other matters for selection and inclusion in the current matter. Robot Lawyer™ captures and sorts law encountered in your practice in a manner you're used to—by citation, practice area, headnotes and full text.

Robot Lawyer™ also addresses the question of where in the current matter is the law needed. In other words, how is the law related to the current matter? Does the law support an allegation? Does the law support a defense? Does the law support a reply? Does the law support evidence?

Allegation Law. You want to know what law supports or is claimed to support the actual or potential allegations. Thousands of laws and legal theories entitle allegators to relief. What are the cases that support plaintiff's theory of liability? What is the statute defendant is charged with violating? What case law is involved? Robot Lawyer™ shows and lets you select from its store of law related to the current matter (that was selected from the store of law related to your practice), and relates the file law to the pleadings in the current matter. (See Allegation Law.)

Defense and Reply Law. What law supports or otherwise is related to the defenses? For example, what are the citations that establish contributory negligence? What are the cases that establish imperfect self-defense? Robot Lawyer™ lets you select from its store of law, and relate your selection to your or adverse counsel's potential defenses. (See Defense Law.) And Robot Lawyer™ shows you law that potentially supports the allegator's replies, if any, to the allegee's defenses. (See Reply Law.)

Evidence Law. Robot Lawyer™ also captures the law related to the evidence. What section of the Evidence Code supports the admissibility of the statement as an exception to the hearsay rule? What case precludes admission of the evidence as violative of the Confrontation Clause? Robot Lawyer™ shows and lets you select from its store of law, and relate the law to your or adverse counsel's potential evidence. (See Evidence Law.)

Related Topics

File Law

Law Documents

Law Strategy

Practice Law

Predicting Law

Robot_Lawyer_Law.htm/August 10, 2007

Predicting Law

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER NEW LAW:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Law**. Robot Lawyer™ opens its Law Properties window.
3. In the Law Properties window select the properties you want to predict every time you enter new law encountered in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new law used in your practice.
5. Click in the box and select **Yes**.

TO PREDICT LAW IS RELATED WHENEVER YOU OPEN A NEW FILE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Law**. Robot Lawyer™ opens its Practice Law window.
3. In the Practice Law window click the **Law** tab. Robot Lawyer™ shows all the law encountered in your practice.
4. Click the **Predict** box opposite the law you want to predict. Robot Lawyer™ will predict the law is related every time you open a new file.

Commentary

Robot Lawyer™ lets you identify the values of individual law properties as predictable data. The values of the properties of law Robot Lawyer™ predicts when you capture new law are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of the properties of law repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click **Done**. Robot Lawyer™ closes Law Properties.

Besides letting you identify the values of individual law properties as predictable data, Robot Lawyer™ also lets you designate "whole" law as law the program will automatically predict as related whenever you open a new Robot Lawyer™ file.

Related Topics

Finding Data

Predicting Data

Robot Lawyer™ Law

Showing More Data

Predicting_Law.htm/August 10, 2007

Practice Law

TO ENTER NEW A LAW IN YOUR PRACTICE:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Law**. Robot Lawyer™ opens its **Practice Law** window.
3. In the **Practice Law** window click the **Law** tab. Robot Lawyer™ shows all the law encountered in your practice.
4. Click **New**. Robot Lawyer™ opens its Law Properties window.
5. In the Law Properties window enter the law.
6. When finished in the Law Properties window click **Done**. Robot Lawyer™ returns to the **Practice Law** window and adds the law to the law encountered in your practice.

TO EDIT THE PROPERTIES OF A LAW:

1. In the **Practice Law** window click the **Law** tab. Robot Lawyer™ shows all the law encountered in your practice.
2. Select the law you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens the Law Properties window.
4. In the Law Properties window edit the properties of the law.
5. When finished click **Done** to return to the **Practice Law** window.

TO ENTER A LAW IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Law** window click the **Law** tab. Robot Lawyer™ shows all the law encountered in your practice.
2. Select the law you want to enter in a field in another window.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the law you selected in the field.

Commentary

Robot Lawyer™ knows law encountered in your practice as practice law. It captures your practice law from data sources, recalling that data sources include any external source—which includes your thoughts— partially or entirely comprised of data related to the current matter. Practice law is a property of the data source, which is a property of the Robot Lawyer™ file. So it follows for each data source, there is one, more than one or no law.

Sorting Law. When you click the Sort button, Robot Lawyer™ displays a list of sort commands. Click the command that describes how you want Robot Lawyer™ to

sort your law and Robot Lawyer™ sorts and re-displays your practice law. Click the By Predictability choice to bring to the top of the list the law you want Robot Lawyer™ to automatically capture as related law whenever you open a new Robot Lawyer™ file.

Related Topics

File Law

Law Documents

Law Strategy

Practice Law

Predicting Law

Robot Lawyer™ Law

Practice_Law.htm/August 10, 2007

Law Properties

TO ENTER OR CHANGE THE CITATION:

1. In the **Law Properties** window click the **Citation** tab.
2. Enter the citation.

TO ENTER OR CHANGE THE LAW NAME:

1. In the **Law Properties** window click the **Citation** tab.
2. Enter the law name.

TO ENTER A PRACTICE AREA:

1. In the **Law Properties** window click the **Practice Area** tab.
2. Click **New**. Robot Lawyer™ opens its Practice Area window and shows the practice areas related to the current matter.
3. In the Practice Area window select the practice area you want and click **Insert**. Robot Lawyer™ lists your selection in the **Law Properties** window.
- If the practice area you want isn't listed in the Practice Area window, click **New**. Robot Lawyer™ Robot Lawyer™ opens its **Practice Areas** window and shows the practice areas encountered in your law practice. In the **Practice Areas** window select the practice area you want and click **Insert**. Robot Lawyer™ lists your selection in the Practice Area window as a practice area related to the current matter. If the practice area you want isn't listed in the **Practice Areas** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER A HEADNOTE:

1. In the **Law Properties** window click the **Headnotes** tab
2. Enter the headnotes.

TO ENTER A THE FULL TEXT OF THE LAW:

1. In the **Law Properties** window, click the **Content** tab.
2. Enter the full text of the law.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW LAW:

1. In the **Law Properties** window, click the **Predict** tab.
2. Click in the field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new law.

Commentary

In the Law Properties window capture/edit the properties of the law. A quick, easy method employed by Robot Lawyer™ users to capture law properties is to select and copy the citation, headnotes and full text from law websites such as Westlaw®, LexisNexis®, FindLaw® or VersusLaw®, and then paste the text in the respective Robot Lawyer™ field.

Citations. Robot Lawyer™ knows and captures case and statute citations, treatise paragraphs and other data used to identify the location of legal material as citations.

Law Practice Areas. Robot Lawyer™ characterizes a law by describing the main practice area in which it falls. Every law falls in one main practice area. Preinstalled entries by other users include *bankruptcy, immigration law, individual rights, criminal law, patent law*. Most online legal sources identify cases and other legal material as falling in one practice area.

Headnotes. Robot Lawyer™ knows and captures case summaries and headnotes and other law descriptors as headnotes. For each law there is more than one, one or no headnote.

Law Full Text. Robot Lawyer™ knows and captures the full text of statues, opinions, rules and other laws as full text.

Related Topics

File Law

Law Documents

Law Strategy

Predicting Law

Robot Lawyer™ Law

Law_Properties.htm/August 10, 2007

File Law

TO ENTER LAW RELATED TO THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **File** tab. Robot Lawyer™ lets you enter or change data in the current file.
2. Click **Law**. Robot Lawyer™ opens its **File Law** window.

3. In the **File Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice.
5. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the current matter in the **File Law** window.
- If the law you want isn't listed in the Practice Law window, click **New** and enter the law you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the Practice Law window.

TO ENTER THE LAW IN A FIELD IN ANOTHER WINDOW:

1. In the **File Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the current matter.
2. Select the law you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the law in the field.

TO ENTER THE STRATEGY RELATED TO LAW:

1. In the **File Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the current matter.
2. Select the law. Robot Lawyer™ opens the **Current** tab.
3. Click **Strategy**. Robot Lawyer™ opens its Law Strategy window.
4. In the Law Strategy window enter the strategy.
5. When finished in the Law Strategy window, click **Done** to return to the **File Law** window.

TO EDIT THE PROPERTIES OF THE LAW:

1. In the **File Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the current matter.
2. Select the law. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Law Properties window.
4. In the Law Properties window edit the properties of the law.
5. When finished in the Law Properties window click **Done** to return to the **File Law** window.

Commentary

Robot Lawyer™ captures the law potentially related to your current matter. What law is needed by you (and adverse counsel) to represent the party? Robot Lawyer™ predicts the potentially-needed law by capitalizing on a fact of law practice in any area in any jurisdiction: practicing lawyers tend to reuse the same cases, statutes and regulations over and over again. Thus Robot Lawyer™ displays the law that was encountered in your practice in other matters for selection and inclusion in the current matter. Robot Lawyer™ captures law encountered in your practice in a way you're used to—citation, practice area, headnotes and full text. Once potentially-related law is captured, it's distributed where you need it:

- Law supporting or otherwise related to strategy;
- Law supporting or otherwise related to documents (lawyer words);
- Law supporting or otherwise related to the allegations;
- Law related to the evidence;
- Law supporting or otherwise related to the defenses; and
- Law supporting or otherwise related to any replies.

File law is a property of the Robot Lawyer™ file. For each file there is one, more than one or no law.

Related Topics

Adding the Last Selection

Finding Data

Law Documents

Law Strategy

Predicting Law

Removing Data

Robot Lawyer™ Law

Showing More Data

File_Law.htm/August 10, 2007

Law Strategy

TO ENTER A STRATEGY RELATED TO THE LAW:

1. In the **Law Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the current law.
2. Click **New**. Robot Lawyer™ opens its File Strategy window and shows the strategy related to the current file.
3. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current law in the **Law Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens the Practice Strategy window. Select or generate the strategy you want in the Practice Strategy window and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current file in the File Strategy window.

TO ENTER A DOCUMENT RELATED TO THE LAW STRATEGY:

1. In the **Law Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the current law.
2. Select the law strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Law Documents window.
4. In the Law Documents window enter the document related to the law strategy.
5. When finished in the Law Documents window, click **Done** to return to the **Law Strategy** window.

TO EDIT THE PROPERTIES OF THE LAW STRATEGY:

1. In the **Law Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the current law.
2. Select the law strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Law Strategy** window.

Commentary

Robot Lawyer™ knows strategy related to a file law as law strategy. Law strategy is a property of the file law, which is a property of the file. For each file law there is more than one, one or no strategy.

Robot Lawyer™ stores and displays law strategy in the Law Strategy window where it lets you select from its store of strategy related to the current matter, and relate the selection to law related to the current matter.

Robot Lawyer™ considers the strategy related to a law a property of the current matter, not a *per se* property of the law, because the strategy related to a specific law can vary from matter to matter. A good example is a case you rely on when you're representing the plaintiff and distinguish when you're representing the defendant.

Robot Lawyer™ captures the law potentially related to the current matter from data sources; now Robot Lawyer™ wants to know what strategy, potentially needed to represent the party in the current matter, is related to law.

Related Topics

Law Properties

Practice Law

Predicting Law

Robot Lawyer™ Law

Law_Strategy.htm/August 10, 2007

Law Documents

TO ENTER A DOCUMENT RELATED TO THE LAW STRATEGY:

1. In the **Law Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current strategy related to the current law.
2. Click **New**. Robot Lawyer™ opens its File Documents window.
3. In the File Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the current strategy related to the current law in the **Law Documents** window.
- If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the file in the File Documents window.

TO EDIT THE PROPERTIES OF THE LAW DOCUMENT:

1. In the **Law Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the current strategy related to the current law.
2. Select the law document you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.
4. In the File Document Properties window edit the properties of the document.
5. When finished in the File Document Properties window, click **Done** to return to the **Law Documents** window.

Commentary

File data sources predict documents—lawyer words—potentially related to the file—file documents. Robot displays that store of documents in its File Documents window. Now Robot Lawyer™ wants to know what documents potentially needed to represent the current party are related to the selected strategy related to the selected law. In other words what lawyer words are needed to carry out the strategy?

Robot Lawyer™ knows a document related to strategy related to law as a law document. A law document is a property of the law strategy, which is a property of the file law, which is a property of the file.

Related Topics**File Law**

Law Properties

Practice Law

Predicting Law

Robot Lawyer™ Law

Law_Documents.htm/August 10, 2007

Parties and Pleadings

Robot Lawyer™ Pleadings

There is more to tell Robot Lawyer™ than *what* entities are related to the current matter (see File Entities). The program needs to know *how* the entities are related to the current matter?

For example, the entity associated with the name "John Doe" is related to the current matter but to understand the matter, Robot Lawyer™ and you need know *how* Mr. Doe is related. Is John Doe a witness? Is John Doe a party making allegations—an allegator? If John Doe is an allegator, what is his designation in the matter? Is he a "plaintiff?" Is he a "petitioner?" Is he an "appellant?" Are appellants allegators? These are the how-related questions.

Also Robot Lawyer™ and you want to know how the entities are related to each other, not only independent of the current matter (see Entity Relationships), but *in* the current matter. If John Doe is a plaintiff, and "Richard Roe" is a defendant, is John Doe suing Richard Roe? Or is only the other plaintiff, "Mary Roe," who has also named "Alice Moe" as a defendant, suing Richard Roe; John Doe has only named "Alice Moe" as a defendant.

Parties. Robot Lawyer™ knows *parties* as entities making or named in allegations. It knows two categories of parties: allegators—parties making allegations; and allegates—parties named in allegations. All plaintiffs, defendants, petitioners, respondents, appellants, cross-complainants, cross-defendants—and all other party designations in any jurisdiction—fall into one of these two categories.

Pleadings. Robot Lawyer™ knows as *pleadings* the potential or actual allegations made by the potential or actual allegator, the potential or actual defenses to each allegation made by the potential or actual allegatee, and the potential or actual replies to each defense made by the allegator. Robot Lawyer™ knows allegations, defenses and replies as pleadings, and lets you characterize them with common pleading names such as "Complaint," "Count 1," "Indictment," "First Cause of Action," "First Affirmative Defense," etc. You can characterize the allegations, defenses and replies any way you want, and if you don't want to, you don't have to characterize them.

Relationships. As is obvious, the allegations, defenses and replies are related to each other. There can't be a reply until there's a defense because the allegator's reply is a response to the defense. There can't be an allegation without an allegator. Robot Lawyer™ understands the relationships between allegators, allegates, allegations, defenses and replies and strictly adheres to the following rules:

1. For ever one of your cases or matters there is one or more than one potential or actual allegator. Even in transactional practices such as real estate and wills and trusts, there is always one *potential* allegator. This is because lawyers only deal with potential or actual *disputes*, and every dispute involves at least one party making allegations. So for every file there is one or more than one allegator.
2. For each allegator there is one, more than one or no potential or actual allegatee. Each allegatee is related to one allegator. There can't be an allegatee without an allegator.
3. For each allegatee there is one, more than one or no potential or actual allegation. Each allegation is related to one allegatee. There can't be an allegation without an allegatee.

4. For each allegation there is one, more than one or no potential or actual facts supporting it. Each supporting fact is related to one allegation. There can't be a fact supporting an allegation without an allegation.

5. For each fact supporting an allegation there is one, more than one or no potential or actual defense. Each defense is related to one fact supporting an allegation. There can't be a defense without a fact supporting an allegation.

6. For each defense there is one, more than one or no potential or actual facts supporting it. Each supporting fact is related to one defense. There can't be a fact supporting an defense without a defense.

7. For each fact supporting a defense there is one, more than one or no potential or actual reply. Each reply is related to one fact supporting a defense. There can't be a reply without a fact supporting a defense.

Refreshing. So sometimes when Robot Lawyer™ is refreshing the fields in a window, it will have to halt the operation and ask for a selection so it will have the necessary antecedent data to keep going. Remember:

- There can't be an allegee without an allegator.
- There can't be an allegation without an allegee.
- There can't be a fact supporting an allegation without an allegation.
- There can't be a defense without a fact supporting an allegation.
- There can't be a fact supporting an defense without a defense.
- There can't be a reply without a fact supporting a defense.

Related Topics

Allegatees

Allegators

Clients

Judges

Lawyer Support

Lawyers

Robot Lawyer™ Entities

Tribunal Administration

Tribunals

Triers of Fact

Robot_Lawyer_Pleadings.htm/August 10, 2007

Color Codes

As Robot Lawyer™ captures and populates its store of potentially-related entities, geography, facts, statements, evidence, allegations, defenses, replies, law, strategy and documents, the program graphically displays the parties, pleadings, tribunals and outcomes in the Robot Lawyer™ Desktop. The program uses a scheme of color-coding to graphically clarify what the matter or case—be it transactional or litigation—is about; whether in is actually or potentially before a court or an administrative body; and regardless of its complexity.

Names, designations, dates, facts, statements, evidence, law, strategy, documents—all data related to allegators—parties making allegations—plaintiffs, petitioners, applicants, appellants, etc.— are displayed over green backgrounds.

Names, designations, dates, facts, evidence, law, strategy, documents—all data related to allegees—parties against whom allegations are made—defendants, respondents, appellees, etc.—are displayed over blue backgrounds.

The graphical design works equally well for criminal as well as civil cases, federal as well as state courts, administrative proceedings as well as court proceedings.

Develop a mind-set. If you normally represent defendants in civil actions think blue. If you represent plaintiffs in civil actions think green. If you're a criminal prosecutor think green. If you represent defendants in criminal actions think blue.

Related Topics

Color Palette

Color_Codes.htm/August 10, 2007

Allegators

TO ENTER AN ALLEGATOR:

1. On the Robot Lawyer™ Desktop click the **Allegators** tab. Robot Lawyer™ lets you enter or change the allegators in the current matter.
2. Click **Allegators**. Robot Lawyer™ opens its **Allegators** window.
3. In the **Allegators** window click the **Allegators** tab. Robot Lawyer™ shows the allegators in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **Allegators** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
4. Click **Done** to return to the Robot Lawyer™ Desktop

TO ENTER OR CHANGE AN ALLEGATOR DESIGNATION:

1. In the **Allegators** window click the **Allegators** tab. Robot Lawyer™ shows the allegators in the current matter.
2. Select the allegator. Robot Lawyer™ opens the **Current** tab.
2. Click **Designation**. Robot Lawyer™ opens its **Designations** window and lists designations encountered in your practice.
3. In the **Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the designation field in the **Allegators** window.

- If the designation you want isn't listed in the **Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO EDIT THE ALLEGATOR'S PROPERTIES:

1. In the **Allegators** window click the **Allegators** tab. Robot Lawyer™ shows the allegators in the current matter.
2. Select the allegator. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window and lets you edit the properties of the allegator.
4. When finished in the Entity Properties window click **Done** to return to the **Allegators** window.

TO ENTER THE ALLEGATOR'S LAWYER:

1. In the **Allegators** window click the **Allegators** tab. Robot Lawyer™ shows the allegators in the current matter.
2. Select the allegator. Robot Lawyer™ opens the **Current** tab.
3. Click **Lawyer**. Robot Lawyer™ opens its **Allegator Lawyers** window and shows the allegator's lawyers. (See Lawyers.)
4. When finished in the **Allegator Lawyers** window click **Done** to return to the **Allegators** window

TO ENTER AN ALLEGATEE:

1. In the **Allegators** window click the **Allegators** tab. Robot Lawyer™ shows the allegators in the current matter.
2. Select the allegator. Robot Lawyer™ opens the **Current** tab.
3. Click **Allegatee**. Robot Lawyer™ opens its Allegatees window and shows the allegates.
4. When finished in the Allegatees window click **Done** to return to the **Allegators** window

Commentary

Lawyering *only* involves the prevention and resolution of real and potential disputes, which lawyers call *issues*, and in every real or potential dispute in the universe—legal or illegal—there is at least one real or potential allegator. So for each Robot Lawyer™ file, even files of matters in a transactional practice, there is at least one allegator.

So who or what is this entity that dares or may dare to make allegations? Is it a man? Is it a corporation? Is it the King? Is it "the United States of America?" Is it the Secret Police? Is it human? Is it a woman? What are her properties? Is she old? Is she young? Is she beautiful? What is her wealth? What is her story? Is she a citizen of the United States? You and Robot Lawyer™ probably need to know some or all of this.

Robot Lawyer™ knows a potential or actual party making one or more allegations as an *allegator*.

Designations. In civil actions the allegator may be the plaintiff or petitioner, in administrative actions the petitioner, in appeals the appellant, in criminal actions the plaintiff. How an allegator is designated depends on the jurisdiction and tribunal in which the allegations are made. It doesn't matter to Robot Lawyer™ if the party is in a court in the United States or before a panel of ayatollahs in Iran. Robot Lawyer™ can be used to represent any party in any matter in any area of practice in any jurisdiction in any language.

You enter an entity as an allegator by selecting the entity from the list of entities related to the current matter. If the entity you want isn't on the list, you add it to the list. You then select which allegator in which you're presently interested.

The allegator is a property of the file. For every file there is one or more than one allegator. Robot Lawyer™ displays allegators in a green window.

Capture as many allegators as needed.

Related Topics

Adding the Last Selection

Finding Data

Removing Data

Robot Lawyer™ Entities

Robot Lawyer™ Players

Showing More Data

Allegators.htm/August 10, 2007

Allegatees

TO ENTER AN ALLEGATEE:

1. On the Robot Lawyer™ Desktop click the **Allegatees** tab. Robot Lawyer™ lets you enter or change the allegees in the current matter.
2. Click **Allegatees**. Robot Lawyer™ opens its **Allegatees** window.
3. In the **Allegatees** window click the **Allegatees** tab. Robot Lawyer™ shows the allegees in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Allegatees** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO ENTER OR CHANGE AN ALLEGATEE DESIGNATION:

1. In the **Allegatees** window click the **Allegatees** tab. Robot Lawyer™ shows the allegees in the current matter.
2. Select the allegee. Robot Lawyer™ opens the **Current** tab.
3. Click **Designation**. Robot Lawyer™ opens its **Designations** window and lists designations encountered in your practice.
4. In the **Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the designation field in the **Allegatees** window.
 - If the designation you want isn't listed in the **Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO EDIT THE ALLEGATEE'S PROPERTIES:

1. In the **Allegatees** window click the **Allegatees** tab. Robot Lawyer™ shows the allegees in the current matter.
2. Select the allegee. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window and lets you edit the properties of the allegee.
4. When finished in the Entity Properties window click **Done** to return to the **Allegatees** window.

TO ENTER THE ALLEGATEE'S LAWYER:

1. In the **Allegatees** window click the **Allegatees** tab. Robot Lawyer™ shows the allegees in the current matter.
2. Select the allegee. Robot Lawyer™ opens the **Current** tab.
3. Click **Lawyer**. Robot Lawyer™ opens its **Allee Lawyer** window and lets you enter the allegee's lawyer. (See Lawyers.)
4. When finished in the **Allee Lawyer** window click **Done** to return to the **Allegatees** window

TO ENTER THE ALLEGATION:

1. In the **Allegatees** window click the **Allegatees** tab. Robot Lawyer™ shows the allegees in the current matter.
2. Select the allegee against whom the allegation is made. Robot Lawyer™ opens the **Current** tab.
3. Click **Allegation**. Robot Lawyer™ opens its Allegations window and lets you enter the allegation.
4. When finished in the Allegations window click **Done** to return to the **Allegatees** window

Commentary

Something happened. A fact. John Dunn was sideswiped June 7, 2001, at 3:30 p.m. at Corral Canyon Road and Pacific Coast Highway. Something else happened.

In a botched robbery somebody murdered Victor Vuong and then murdered Melody Pleasant January 21, 2002, at 9:15 p.m. at on the southwest corner of Beverly Boulevard and Alvarado Street. Something else happened.

January through July 2000, Morrison Health Systems, Inc., touted a stock on the Internet; Laura Simmons bought it; and the Securities Exchange Commission is asking questions.

Robot Lawyer™ knows a potential or actual party against whom one or more allegations are made as an *allegatee*. In the "mind" of Robot Lawyer™ the sideswiper of Dunn is an allegatee because it is a human entity potentially against which one or more civil allegations will be made. The would-be robber, definitely-murderer of Victor Vuong, and murderer of Melody Pleasant, and any accomplices, are allegates because they are people potentially against which one or more criminal allegations will be made. An entity which touts a worthless stock is an allegatee because it is a potential entity against which allegations will be made.

In civil actions the allegatee may be the defendant or respondent; in criminal actions the defendant. As with allegator designations, how an allegatee is designated depends on the jurisdiction in which the allegations are made. Preinstalled allegatee designations used by other users include appellee, cross-defendant, defendant, respondent and others.

An allegatee is a property of the allegator, which is a property of the Robot Lawyer™ file. You can't have an allegation without an allegatee. For each allegation there is at least one allegatee. Robot Lawyer™ displays allegates in a blue window.

Related Topics

Adding the Last Selection

Finding Data

Removing Data

Robot Lawyer™ Entities

Robot Lawyer™ Players

Showing More Data

Allegatees.htm/August 10, 2007

Lawyers

TO ENTER A LAWYER:

1. On the Robot Lawyer™ Desktop click the **Allegators** tab to enter or change an allegator lawyer in the current matter; click the **Allegates** tab to enter or change an allegatee lawyer.
2. Click **Lawyers**. Robot Lawyer™ opens its **Lawyers** window.
3. In the **Lawyers** window click the **Lawyers** tab. Robot Lawyer™ shows the current party's lawyers.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.

5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Lawyers** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO EDIT THE LAWYER'S PROPERTIES:

1. In the **Lawyers** window click the **Lawyers** tab. Robot Lawyer™ shows the current party's lawyers.
2. Select the lawyer. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window and lets you edit the properties of the lawyer.
4. When finished in the Entity Properties window click **Done** to return to the **Lawyers** window.

TO ENTER THE CLIENT:

1. In the **Lawyers** window click the **Lawyers** tab. Robot Lawyer™ shows the current party's lawyers.
2. Select the lawyer. Robot Lawyer™ opens the **Current** tab.
3. Click **Clients**. Robot Lawyer™ opens its **Clients** window and lets you enter the lawyer's clients. (See Clients.)
4. When finished in the **Clients** window click **Done** to return to the **Lawyers** window.

TO ENTER THE SUPPORT ENTITY:

1. In the **Lawyers** window click the **Lawyers** tab. Robot Lawyer™ shows the current party's lawyers.
2. Select the lawyer. Robot Lawyer™ opens the **Current** tab.
3. Click **Support**. Robot Lawyer™ opens its **Support** window and lets you enter the lawyer's support entities. (See Lawyer Support.)
4. When finished in the **Support** window click **Done** to return to the **Lawyers** window.

Commentary

Robot Lawyer™ knows an entity that represents a party—an allegator or an allegatee—as a *lawyer*. If the party doesn't retain a lawyer, Robot Lawyer™ regards the *party* as the lawyer. The lawyer is a property of the party, which is a property of the Robot Lawyer™ file. For each party there is at least one lawyer.

Robot Lawyer™ knows an entity that pays a lawyer's fee as a *client*.

Related Topics

Adding the Last Selection

Allegatees

Allegators

Clients

Finding Data

Removing Data

Robot Lawyer™ Entities

Robot Lawyer™ Players

Showing More Data

Lawyers.htm/August 10, 2007

Support

TO ENTER A SUPPORT ENTITY:

1. On the Robot Lawyer™ Desktop click the **Allegators** tab to enter or change a support entity related to an allegator in the current matter; click the **Allegatees** tab to enter or change a support entity related to an allegee.
2. Click **Support**. Robot Lawyer™ opens its **Party Support** window.
3. In the **Party Support** window click the **Support** tab. Robot Lawyer™ shows the current party's support entities.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Party Support** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO EDIT THE SUPPORT ENTITY'S PROPERTIES:

1. In the **Party Support** window click the **Support** tab. Robot Lawyer™ shows the current party's support entities.
2. Select the support entity. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window and lets you edit the properties of the lawyer.

4. When finished in the Entity Properties window click **Done** to return to the **Party Support** window.

TO ENTER OR CHANGE THE SUPPORT ENTITY'S POSITION:

1. In the **Party Support** window click the **Support** tab. Robot Lawyer™ shows the current party's support entities.
2. Select the support entity. Robot Lawyer™ opens the **Current** tab.
3. Click **Position**. Robot Lawyer™ opens its **Positions** window and lists positions encountered in your practice.
4. In the **Positions** window select the position you want and click **Insert**. Robot Lawyer™ enters your selection in the **Position** field in the **Allegatees** window.
 - If the position you want isn't listed in the **Positions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

Commentary

Robot Lawyer™ knows an entity that supports a lawyer as a support entity. Secretaries, receptionists, investigators, paralegals and experts are all support entities. Support entities can be companies or other organizations. The accounting firm retained to perform an audit is a support entity. The laboratory hired to test a client's DNA is a support entity. Robot Lawyer™ sees a support entity as a property of the lawyer. For each lawyer there is more than one, one or no support entity.

For entities that support courts and other tribunals, see Tribunal Administration.

Related Topics

Adding the Last Selection

Allegatees
Allegators
Clients
Finding Data
Lawyers
Removing Data
Robot Lawyer™ Entities
Robot Lawyer™ Players
Showing More Data

Lawyer_Support.htm/August 10, 2007

Clients

TO ENTER A CLIENT IN THE CURRENT MATTER:

1. On the Robot Lawyer™ Desktop click the **Allegators** tab to enter or change an allegator lawyer client in the current matter; click the **Allegatees** tab to enter or change an allegee lawyer client.
2. Click **Clients**. Robot Lawyer™ opens its **Clients** window.

3. In the **Clients** window click the **Clients** tab. Robot Lawyer™ shows the current lawyer's clients in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Clients** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.

TO EDIT THE CLIENT'S PROPERTIES:

1. In the **Clients** window click the **Clients** tab. Robot Lawyer™ shows the current lawyer's clients in the current matter.
2. Select the client. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window and lets you edit the properties of the client.
4. When finished in the Entity Properties window click **Done** to return to the **Clients** window.

Commentary

Robot Lawyer™ knows an entity that pays a lawyer's fee as a *client*. A client may or may not be a party. For example if an insurance company retains you to represent its insured, your *client* is the insurance company. The insured is your *party*. Robot Lawyer™ sees a client as a property of the lawyer, which is a property of the allegator or allegatee, which is a property of the Robot Lawyer™ file. For each lawyer there is more than one, one or no client. To Robot Lawyer™, an entity that is a party that represents itself is not only its own lawyer, but its own client as well.

Related Topics

Adding the Last Selection

Allegatees

Allegators

Clients

Finding Data

Lawyers

Removing Data

Robot Lawyer™ Entities

Robot Lawyer™ Players

Showing More Data

Clients.htm/August 10, 2007

Allegations

Robot Lawyer™ Allegations

Lawyers only deal with the prevention and resolution of actual or possible disputes, and in all disputes a party makes at least one allegation against another party who may or does assert at least one defense. Lawyers, including Robot Lawyer™, are only needed when a party does or may make at least one allegation against another party who does or may assert at least one defense.

What is John Doe alleging Alice Moe did or didn't do? What are the allegations related to the current matter? (And what are the defenses related to the allegations and what are the replies related to the defenses?)

Robot Lawyer™ knows any actual or potential averment, claim or other allegation naming an allegee made before a Robot Lawyer™ tribunal as an *allegation*. Allegations of torts and other civil wrongs are usually referred to as allegations. In criminal cases allegations usually are referred to as charges.

In law there are all kinds of allegations. Plaintiff slipped and fell on defendant's floor. Defendant kidnaped and murdered the deceased. Jail or prison charges that could land an inmate in isolation are allegations. Defendant infringed plaintiff's patent claim. Respondent failed to pay spousal support. Employer gave employee lung cancer. Defendant violated a preliminary injunction and protective order. Plaintiff is in contempt. Violations of zoning laws are allegations. Parole or probation violation charges are allegations. Commission of traffic offenses are allegations. The list goes on and on. Robot Lawyer™ lets you show, build and find the allegations in the current matter, as well as selecting the facts, law, evidence, strategy and documents related to the allegations. For each file there is at least one allegator, for each allegator there is at least one allegee, and for each allegee there is at least one allegation. Therefore, in every file there is at least one allegation. Hence, for each allegee there is more than one or one allegation. An allegation is a property of the allegee, which is a property of the allegator, which is a property of the Robot Lawyer™ file. For each allegee there is at least one allegation.

Robot Lawyer™ wants to know what you're calling this "allegation"; how you're designating it; its date or date range, and is date/range described "on or about" or another way; whether it happened or may have happened or whatever; where it happened (allegedly); and the fact or facts supporting it.

Allegation Generator. Robot Lawyer™ helps you build allegations in the Allegation Generator window. (See Allegation Generator.) To open the Allegation Generator window, in the Allegation Properties window click the Generator button. Robot Lawyer™ opens the Allegation Generator window and guesses the properties of the allegation. Confirm or edit the answers to the questions asked and answered by Robot Lawyer™ in the Allegation Generator window. When finished click the Done button. Robot Lawyer™ closes the Allegation Generator window.

Related Topics

Allegees

Allegators

Clients

Judges

Lawyers

Predicting Allegations

Robot Lawyer™ Entities

Tribunal Administration

Tribunals
Triers of Fact

Robot_Lawyer_Allegations.htm/August 10, 2007

Predicting Allegations

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Allegations**. Robot Lawyer™ opens its Allegation Generator window.
3. In the Allegation Generator window select the properties you want to predict every time you enter a new allegation used in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new allegation used in your practice.
5. Click in the box and select **Yes**.
6. Click **Done**. Robot Lawyer™ asks you if these are the properties you want it to predict every time you create a new entry:



7. Click **Yes**. Robot Lawyer™ closes the Allegation Generator window.

Commentary

Robot Lawyer™ lets you identify the values of individual allegation properties as predictable data. The values of the properties of a allegation Robot Lawyer™ predicts when you capture a new allegation are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of allegation properties repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click the Done button. Robot Lawyer™ closes the Allegation Generator window.

Related Topics

Robot Lawyer™ Allegations

Showing More Data

Predicting_Allegations.htm/August 10, 2007

Allegations

TO ENTER AN ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
2. Click **Allegations**. Robot Lawyer™ opens its **Allegations** window.
3. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Allegation Properties window and lets you enter or generate the properties of the allegation.
5. When finished in the Allegation Properties window, click **Done**. Robot Lawyer™ returns you to the **Allegations** window and lists the allegation.

TO RETRIEVE AN ALLEGATION:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations in the current matter.
2. Click **Retrieve**. Robot Lawyer™ opens its Practice Allegations window.
3. In the Practice Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations used in your practice.
4. Select the allegation you want to retrieve. Robot Lawyer™ opens the **Current** tab.
5. Click **Insert**. Robot Lawyer™ retrieves the allegation and enters it in the **Allegations** window.

TO EDIT THE PROPERTIES OF THE ALLEGATION:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Allegation Properties window and lets you edit the properties of the allegation.
4. When finished in the Allegation Properties window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE FACTS:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Facts**. Robot Lawyer™ opens its Allegation Facts window and lets you enter or change the facts related to the allegation.
4. When finished in the Allegation Facts window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE EVIDENCE:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Evidence**. Robot Lawyer™ opens its Allegation Evidence window and lets you enter or change the evidence related to the allegation.
4. When finished in the Allegation Evidence window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE LAW:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Law**. Robot Lawyer™ opens its Allegation Law window and lets you enter or change the law related to the allegation.
4. When finished in the Allegation Law window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE STRATEGY:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Strategy**. Robot Lawyer™ opens its Allegation Law window and lets you enter or change the strategy related to the allegation.
4. When finished in the Allegation Law window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE TRIBUNAL:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.

2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Tribunal**. Robot Lawyer™ opens its Tribunals window and lets you enter or change the tribunal empowered to determine the outcome of the allegation.
4. When finished in the Tribunals window click **Done** to return to the **Allegations** window.

TO ENTER OR CHANGE THE JUDGMENT:

1. In the **Allegations** window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
2. Select the allegation. Robot Lawyer™ opens the **Current** tab.
3. Click **Judgment**. Robot Lawyer™ opens its Judgments window and lets you enter or change the allegation judgment.
4. When finished in the Judgments window click **Done** to return to the **Allegations** window.

Commentary

Robot Lawyer™ knows any actual or potential averment, claim or other allegation naming an allegee made before a Robot Lawyer™ tribunal as an *allegation*. See Robot Lawyer™ Allegations.

Allegation Facts. From the data sources Robot Lawyer™ captures a store of "facts" related to the current matter. From its store of facts related to the current matter, Robot Lawyer™ captures the facts that support or otherwise are related to the allegation. Robot Lawyer™ knows a fact supporting or otherwise related to an allegation as an *allegation fact*. Does the fact support the allegation? Whose allegation? Which allegation? If not an allegation, does the fact support a defense? Does the fact support a reply? See Allegation Facts.

Allegation Evidence. What evidence supports or is related to the allegation? See Allegation Evidence.

Allegation Law. What law supports or is related to the allegation? See Allegation Law.

Allegation Strategy. What strategy supports or is related to the allegation? See Allegation Strategy.

Allegation Documents. What documents support or are related to the allegation? See Allegation Documents.

Allegation Tribunal. An allegation is always made before a tribunal, as understood by Robot Lawyer™ The following example illustrates this:

Dick and Jane are the only two people seated at the hotel bar. Finally she tells him Paul came to their room that afternoon when Dick was out. "We had sex with him," Jane sobs. "But he forced me."

Just then Paul walks into the bar. Dick approaches Paul. "You dirty rapist!" Dick exclaims. "I'm going to kill you!"

"I didn't rape her," Paul blurts. "She agreed."

"You're a liar," Dick cries as he plunges his switchblade into Paul's throat.

"You dirty rapist, I'm going to kill you" may be an "allegation" in the generic sense, but it isn't understood by Robot Lawyer™ as an allegation because it wasn't made before a tribunal.

The "allegation tribunal" is what Robot Lawyer™ knows simply as the tribunal. You too. An allegation fact is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For each allegation there is more than one, one or no supporting fact.

Related Topics

Removing Data

Finding Data

Predicting Allegations

Showing More Data

Allegations.htm/August 10, 2007

Allegation Properties

TO ENTER OR EDIT THE ALLEGATION:

1. In the **Allegation Properties** window click the **Allegation** tab.
2. Click in the **Allegation** field.
3. Enter or edit the allegation. You can copy and paste or drag the text of the allegation from a document opened in your word processor.
4. When finished click **Done** to return to the Allegations window.

TO GENERATE THE ALLEGATION:

1. In the **Allegation Properties** window click the **Allegation** tab.
2. Click **Generator**. Robot Lawyer™ opens the Allegation Generator window and lets you generate the allegation by selecting its properties.
3. When finished in the Allegation Generator window, click **Done** to return to the **Allegation Properties** window.

Commentary

Robot Lawyer™ lets you capture/edit the properties of the allegation by copying and pasting text in the field, or by confirming or modifying the questions asked and answered in the Allegation Generator window.

Related Topics

Predicting Allegations

Robot Lawyer™ Allegations

Showing More Data

Allegation_Properties.htm/August 10, 2007

Allegation Generator

TO ENTER OR CHANGE THE CHARACTERIZATION:

1. In the **Allegation Generator™** window click the **Characterization** tab.
2. Click **New** opposite **Characterization**. Robot Lawyer™ opens its **Allegation Characterizations** window and shows how allegations encountered in your practice are characterized.
3. In the **Allegation Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Allegation Generator™** window.
 - If the characterization you want isn't listed in the **Allegation Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DESIGNATION:

1. In the **Allegation Generator™** window click the **Characterization** tab.
2. Click **New** opposite **Designation**. Robot Lawyer™ opens its **Allegation Designations** window and shows how allegations encountered in your practice are designated.
3. In the **Allegation Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the **Designation** field in the **Allegation Generator™** window.
 - If the designation you want isn't listed in the **Allegation Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE TARGET:

1. In the **Allegation Generator™** window click the **What** tab.
2. Click in the **Target** field. Robot Lawyer™ opens a menu of allegation targets.
3. Select the allegation target. Robot Lawyer™ enters your selection in the **Target** field.

TO ENTER OR CHANGE THE OBJECTIVE:

1. In the **Allegation Generator™** window click the **What** tab.
2. Click **New** opposite **Objective**. Robot Lawyer™ opens its **Allegation Objectives** window and shows the allegation objectives encountered in your practice.
3. In the **Allegation Objectives** window select the objective you want and click **Insert**. Robot Lawyer™ enters your selection in the **Objective** field in the **Allegation Generator™** window.
 - If the allegation objective you want isn't listed in the **Allegation Objectives** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ALLEGATION NAME:

1. In the **Allegation Generator™** window click the **What** tab.

2. Click **New** opposite **Name**. Robot Lawyer™ opens its **Allegation Names** window and shows the allegation names encountered in your practice.
3. In the **Allegation Names** window select the name you want and click **Insert**. Robot Lawyer™ enters your selection in the **Name** field in the **Allegation Generator™** window.
- If the allegation name you want isn't listed in the **Allegation Names** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ALLEGED WRONG TYPE:

1. In the **Allegation Generator™** window click the **Content** tab.
2. Click **New** opposite **Type of Wrong**. Robot Lawyer™ opens its **Wrong Types** window and shows the types of wrongs encountered practice.
3. In the **Wrong Types** window select the wrong you want and click **Insert**. Robot Lawyer™ enters your selection in the **Type of Wrong** field in the **Allegation Generator™** window.
- If the type of wrong you want isn't listed in the **Wrong Types** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE NAME OF THE LAW:

1. In the **Allegation Generator™** window click the **Content** tab.
2. Click **New** opposite **Name of the Law**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice.
3. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ enters your selection in the **Allegation Generator™** window.
- If the law you want isn't listed in the Practice Law window, click **New** and enter the law you want.

TO ENTER OR CHANGE THE RELATIONSHIP:

1. In the **Allegation Generator™** window click the **What** tab.
2. Click **New** opposite **Relationship**. Robot Lawyer™ opens its **Allegation Relationships** window and shows the allegation-to-law relationships encountered in your practice.
3. In the **Allegation Relationships** window select the relationship you want and click **Insert**. Robot Lawyer™ enters your selection in the **Relationship** field in the **Allegation Generator™** window.
- If the allegation relationship you want isn't listed in the **Allegation Relationships** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE ROLE:

1. In the **Allegation Generator™** window click the **What** tab.

2. Click **New** opposite **Role**. Robot Lawyer™ opens its **Allegation Acts or Omissions** window and shows how acts done or omitted are expressed in your practice.
3. In the **Allegation Roles** window select the terminology you want and click **Insert**. Robot Lawyer™ enters your selection in the **Role** field in the **Allegation Generator™** window.
 - If the terminology you want isn't listed in the **Allegation Roles** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DATE AND TIME:

1. In the **Allegation Generator™** window click the **When** tab.
2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.
6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Allegation Generator** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. When finished select the current date or time.

TO ENTER OR CHANGE THE DATE QUALIFIER:

1. In the **Allegation Generator™** window click the **When** tab.
2. Click **New** opposite **Date Qualifier**. Robot Lawyer™ opens its **Date Qualifiers** window and shows the date qualifiers encountered in your practice.
3. In the **Date Qualifiers** window select the qualifier you want and click **Insert**. Robot Lawyer™ enters your selection in the **Date Qualifier** field in the **Allegation Generator™** window.
 - If the qualifier you want isn't listed in the **Date Qualifiers** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE GEOGRAPHY:

1. In the **Allegation Generator™** window click the **Where** tab.

2. Click **New**. Robot Lawyer™ opens its File Geography window and shows the geography related to the current matter.
3. In the File Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Allegation Generator** window.
 - If the geography you want is not listed in the File Geography window, click **New**, Robot Lawyer™ opens its Practice Geography window and shows all the geography encountered in your practice. In the Practice Geography window select the geography you want and click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. If the geography you want is not listed in the Practice Geography window, click **New** again and enter the geography you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Geography window.
4. Enter as much geography as required in the **Allegation Generator™** window. When finished select the geography you want as the current selection.

TO ENTER OR CHANGE WHAT ELSE:

1. In the **Allegation Generator™** window click the **What Else** tab.
2. Enter what else about the allegation.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW ALLEGATION:

1. In the **Allegation Generator™** window click the **Predict** tab.
2. Click in the **Predict** field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new allegation.

TO GENERATE THE ALLEGATION:

1. In the **Allegation Generator™** window click the **Generated™ Allegation** tab.
2. Click **Refresh**. Robot Lawyer™ generates the allegation.
3. When finished click **Done** to return to the Allegation Properties window.

Commentary

Robot Lawyer™ knows any actual or potential averment, claim or other allegation naming an allegee made before a Robot Lawyer™ tribunal as an *allegation*. See Robot Lawyer™ Allegations.

Allegation Characterization. But should Robot Lawyer™ be calling this, well, *thing*, an "allegation?" How do you want Robot Lawyer™ to characterize it? Is *allegation* okay? Perhaps it should be called an *averment*? A *claim*? Or something else. Preinstalled entries by other users include *allegation*, *averment*, *boast*, *claim*, *hallucination*, *lie*, *smoke screen*. Call it a what?

Allegation Designation. Allegations are usually designated. The same *sometimes* goes for defenses and even replies. Ordinarily you need to give the allegation a designation compliant with the rules or customs of as the tribunal. Robot Lawyer™ knows the title, label, number, letter or other designator of an allegation

compliant with the rules or customs of the tribunal as the allegation designator. Preinstalled choices by other users include *Count 1*, *Count 2*, *First Cause of Action*, *Second Cause of Action*. The designation is a property of the allegation. For each allegation there is one or no allegation designation. An allegation has only one designator. An allegation is designated "First Cause of Action" or "Second Cause of Action," not both.

Target. What does the allegation target? Click the New button and Robot Lawyer™ drops a list of choices. Does the allegation target the outcome? Particular evidence? The status of a party? What?

Objective. What is the objective of the allegation? Click the New button and Robot Lawyer™ lists choices encountered in your practice. Does the allegation target the outcome? Particular evidence? The status of a party? What? Preinstalled entries by other users include *make defendant pay money*, *recover plaintiff's property*, *get defendant off the street*.

Name. What is the *name* of the wrong? Murder? Breach of contract? Negligence? Slander? Robot Lawyer™ is asking the name of the law the allegee violated, contravened, disregarded—whatever.

Type of Alleged Wrong. What *type* of wrong was done? Was it a tort? A felony? Preinstalled choices by other users include *crime*, *felony*, *harm*, *misdemeanor*, *outrage*, *tort*, *wrong*.

Name of the Law. What is the name of statute or case or other authority on which the allegation is based?

Relationship. How is the wrong related to the law? Preinstalled entries by other users include *contrary to*, *in contravention of*, *in disregard of*, *in violation of*.

Allegatee's Role. What best describes the allegee's *role* in what allegedly happened or didn't happen? Did the allegee *do* it? Did the allegee *commit* it? Preinstalled choices by other users include *allowed*, *brought about*, *committed*, *done*, *inflicted*, *produced*, *promised*, *suffered*. Note Robot Lawyer™ expects past tense.

Allegation Dates. In civilized jurisdictions lawyers don't make or see allegations like "Aba Doobab has forfeited his life by sinning against the state of Boodab Adad." People and corporations and other entities are alleged to have done or not done something wrong on dates or date ranges, or on or about the date or date range. Robot Lawyer™ doesn't demand allegations be dated but in civilized jurisdictions they always are, either expressly or by implication or reference.

Date Characterization. How would you characterize each date? Did it allegedly *start* this date? Did it allegedly *end* this date?

Date Qualifier. So Robot Lawyer™ first wants to know are we talking here about something alleged or claimed to have happened or not happened on a particular date, or on or about a particular date—or just what? Preinstalled choices by other users include *exactly on*, *on*, *on or about*. Robot Lawyer™ knows the data as an allegation date qualifier.

Allegation Predication. Did what is alleged *happen*? Did what is alleged *not* happen? Preinstalled choices by other users include *didn't happen*, *happened*, *may have happened*, *never happened*, *never occurred*, *occurred*. Note Robot Lawyer™ expects past tense.

Allegation Geography Qualifier. Did it happen *in* the geography? *At* the geography? Preinstalled choices by other users include *at*, *in*, *near*.

Allegation Geography. *Where* did it happen or not happen?

Relationship to the Law. How is the wrong related to the law? Preinstalled entries by other users include *contrary to*, *in contravention of*, *in disregard of*, *in violation of*.

Allegation Citation. Sometimes, particularly in criminal cases, you want or need to include the citation of the law named in the allegation. If a citation has been

entered in the law related to the current matter, Robot Lawyer™ automatically enters the citation.

Related Topics

Adding the Last Selection

Data Choices

Predicting Allegations

Removing Data

Showing More Data

[Allegation_Generator.htm/August 10, 2007](#)

Allegation Facts

TO ENTER A FACT RELATED TO AN ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
2. Click **Allegations**. Robot Lawyer™ opens its Allegations window.
3. In the Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
4. Select the allegation you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Facts**. Robot Lawyer™ opens its **Allegation Facts** window.
6. In the **Allegation Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the allegation.
7. Click **New**. Robot Lawyer™ opens its Facts window.
8. In the Facts window select the fact you want and click **Insert**. Robot Lawyer™ adds your selection to the facts related to the allegation in the **Allegation Facts** window.
 - If the fact you want isn't listed in the Facts window, click **New**. Robot Lawyer™ opens its Fact Properties window and lets you enter or generate the properties of the fact. When finished in Fact Properties, click **Done**. Robot Lawyer™ returns you to the Facts window and lists the fact.

TO EDIT THE PROPERTIES OF THE FACT:

1. In the **Allegation Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the allegation.
2. Select the fact you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window.
4. In the Fact Properties window edit the properties of the fact.

- When finished in the Fact Properties window, click **Done** to return to the **Allegation Facts** window.

Commentary

Robot Lawyer™ knows a fact supporting or otherwise related to an allegation as an *allegation fact*. Does the fact support the allegation?

Related Topics

Adding the Last Selection

Allegations

Data Choices

Predicting Allegations

Removing Data

Robot Lawyer™ Allegations

Showing More Data

Allegation_Facts.htm/August 10, 2007

Allegation Evidence

TO ENTER EVIDENCE RELATED TO AN ALLEGATION:

- On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
- Click **Allegations**. Robot Lawyer™ opens its Allegations window.
- In the Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
- Select the allegation you want. Robot Lawyer™ opens the **Current** tab.
- Click **Evidence**. Robot Lawyer™ opens its **Allegation Evidence** window.
- In the **Allegation Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the allegation.
- Click **New**. Robot Lawyer™ opens its Evidence window.
- In the Evidence window select the evidence you want and click **Insert**. Robot Lawyer™ adds your selection to the evidence related to the allegation in the **Allegation Evidence** window.
- If the evidence you want isn't listed in the Evidence window, click **New**. Robot Lawyer™ opens its **Evidence Name** dialog. In the **Evidence Name** dialog either click **Describe** and enter description or name of the evidence, or click **Entity** to name the evidence after a file entity. If you click **Entity** Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Evidence** window. If the

entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the Evidence window.

TO EDIT THE PROPERTIES OF THE EVIDENCE:

1. In the **Allegation Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the allegation.
2. Select the evidence you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Evidence Properties window.
4. In the Evidence Properties window edit the properties of the evidence.
5. When finished in the Evidence Properties window, click **Done** to return to the **Allegation Evidence** window.

Commentary

What evidence is related to the current allegation? Robot Lawyer™ knows the evidence related to an allegation as *allegation evidence*. Allegation evidence is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Allegations

Data Choices

Predicting Allegations

Removing Data

Robot Lawyer™ Allegations

Showing More Data

[Allegation_Evidence.htm/August 10, 2007](#)

Allegation Law

TO ENTER A LAW RELATED TO AN ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
2. Click **Allegations**. Robot Lawyer™ opens its Allegations window.
3. In the Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.

4. Select the allegation you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Law**. Robot Lawyer™ opens its **Allegation Law** window.
6. In the **Allegation Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the allegation.
7. Click **New**. Robot Lawyer™ opens its File Law window.
8. In the File Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the allegation in the **Allegation Law** window.
- If the law you want isn't listed in the File Law window, click **New**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the current matter in the File Law window. If the law you want isn't listed in the Practice Law window, click **New** again and enter the law you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Law window.

TO EDIT THE PROPERTIES OF THE LAW:

1. In the **Allegation Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the allegation.
2. Select the law you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Law Properties window.
4. In the Law Properties window edit the properties of the law.
5. When finished in the Law Properties window, click **Done** to return to the **Allegation Law** window.

Commentary

Thousands of laws and legal theories entitle allegators to relief. In the current matter, what are the allegator's underlying legal theories of the allegee's liability? Why is the allegee answerable? What is the statutory, regulatory, decisional or other theory upholding the allegator's claim for relief?

Scanning the file data sources, Robot Lawyer™ and you likely have built, or will build, a store of law related to the current matter. Robot Lawyer™ knows the law supporting or otherwise related to an allegation as allegation law. Allegation law is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the Robot Lawyer™ file. For each allegation there is more than one, one or no supporting law.

Related Topics

Adding the Last Selection

Allegations
Data Choices
Predicting Allegations
Removing Data

Robot Lawyer™ Allegations Showing More Data

Allegation_Law.htm/August 10, 2007

Allegation Strategy

TO ENTER A STRATEGY RELATED TO AN ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
2. Click **Allegations**. Robot Lawyer™ opens its Allegations window.
3. In the Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
4. Select the allegation you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its **Allegation Strategy** window.
6. In the **Allegation Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the allegation.
7. Click **New**. Robot Lawyer™ opens its File Strategy window.
8. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the allegation in the **Allegation Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens its Practice Strategy window and shows the strategy encountered in your practice. In the Practice Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the File Strategy window. If the strategy you want isn't listed in the Practice Strategy window, click **New** again and enter or generate the strategy you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Strategy window.

TO EDIT THE PROPERTIES OF THE STRATEGY:

1. In the **Allegation Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the allegation.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Allegation Strategy** window.

TO ENTER AN ALLEGATION DOCUMENT:

1. In **Allegation Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the allegation.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Allegation Documents window.
4. In the Allegation Documents window enter the document related to the current allegation.
5. When finished in the Allegation Documents window, click **Done** to return to the **Allegation Strategy** window.

Commentary

Scanning the file data sources, you probably selected strategies and tactics potentially related to the current matter, which Robot Lawyer™ has stored and displays in File Strategy. What strategy is related to the current allegation?

Robot Lawyer™ captures the strategy/tactics related to the actual or potential allegations in the current matter. Robot Lawyer™ knows strategy related to an allegation as allegation strategy. Robot Lawyer™ captures the allegation responses and tactics that you select and create, and displays them as potential allegation responses and tactics in the current matter.

Allegation strategy is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Allegations

Data Choices

Predicting Allegations

Removing Data

Robot Lawyer™ Allegations

Showing More Data

[Allegation_Strategy.htm/August 10, 2007](#)

Allegation Documents

TO ENTER A DOCUMENT RELATED TO AN ALLEGATION:

1. On the Robot Lawyer™ Desktop click the **Allegations** tab. Robot Lawyer™ lets you enter or change the allegations in the current matter.
2. Click **Allegations**. Robot Lawyer™ opens its Allegations window.
3. In the Allegations window click the **Allegations** tab. Robot Lawyer™ shows the allegations related to the current matter.
4. Select the allegation you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its Allegation Strategy window.

6. In the Allegation Strategy window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the allegation.
7. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
8. Click **Documents**. Robot Lawyer™ opens its **Allegation Documents** window.
9. In the **Allegation Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the allegation.
10. Click **New**. Robot Lawyer™ opens its File Documents window.
11. In the File Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the allegation in the **Allegation Documents** window.
 - If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents in the File Documents window.

TO EDIT THE PROPERTIES OF THE DOCUMENT:

1. In the **Allegation Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the allegation.
2. Select the document you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.
4. In the File Document Properties window edit the properties of the document.
5. When finished in the File Document Properties window click **Done** to return to the **Allegation Documents** window.

Commentary

Scanning the file data sources, you select documents—lawyer words—potentially related to the strategies and tactics potentially related to the current matter. Robot Lawyer™ displays that store of documents in File Documents. What documents are related to the current strategy related to the current allegation? Robot Lawyer™ captures the documents related to the strategy related to the allegations. Robot Lawyer™ knows a document related to strategy related to an allegation as an *allegation document*. An allegation document is a property of the allegation strategy, which is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Allegations
Data Choices
Predicting Allegations
Removing Data
Robot Lawyer™ Allegations
Showing More Data

Allegation_Documents.htm/August 10, 2007

Practice Allegations

TO ENTER THE ALLEGATION IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Allegation** window click the **Allegations** tab. Robot Lawyer™ shows the allegations used in your practice.
2. Select the allegation you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the allegation in the field.

Commentary

Robot Lawyer™ knows a *practice allegation* as any allegation used or encountered in your practice.

Related Topics

Deleting Data

Finding Data

Robot Lawyer™ Allegations

Showing More Data

Practice_Allegations.htm/August 10, 2007

Defenses

Robot Lawyer™ Defenses

Do you represent an allegator? If so what responses can you *expect* from the allegatee? Do you represent an allegatee? If so what responses can you *make*? The defense can be claimed either by adverse counsel or you representing the allegatee.

Robot Lawyer™ knows a potential or actual response by one allegatee to at least one Robot Lawyer™ fact supporting or related to one allegation as a *defense*. In civil actions a few examples of defenses are lack of standing, contributory negligence, fleeing the jurisdiction. In criminal actions a few examples are self-defense, entrapment and consent. In administrative proceedings a few examples are lack of jurisdiction and abuse of discretion. Robot Lawyer™ is a machine. It knows killing adverse counsel or adverse counsel's witnesses, or bribing the administrative judge as "defenses" because they are potential or actual responses to an allegation.

There are hundreds of defenses. Robot Lawyer™ wants to know exactly what you're calling this "defense"; how you're designating it; its date or date range, and is date/range described "on or about" or another way; whether it happened or may have happened or whatever; where it happened (allegedly); and finally the fact or facts supporting it.

Robot Lawyer™ lets you show, build and find the defenses related to the current fact supporting the current allegation, as well as selecting the facts, law, evidence, strategy and documents related to the defenses.

Defense Generator. Robot Lawyer™ helps you build defenses to allegations using Defense Generator. (See Defense Generator.) To open Defense Generator, in the Defense Properties window click the Generator button. Robot Lawyer™ opens the Defense Generator window and guesses the properties of the defense. Confirm or edit the answers to the questions asked and answered by Robot Lawyer™ in the Defense Generator window. When finished click the Done button and Robot Lawyer™ closes the Defense Generator window.

Defense Relationship to Allegations. Robot Lawyer™ addresses an interesting issue. Should a defense be a property of the allegation, or should a defense be a property of the allegation fact, i.e., the fact related to (supporting) the allegation? Robot Lawyer™ does not directly address the allegation; rather it addressed the fact supporting the allegation. Robot Lawyer™ sees a defense as a property of the fact related to the allegation, because this allows Robot Lawyer™ to better predict and pinpoint the defense.

For example, suppose Hillary Clinton files a complaint alleging a tabloid marketed to morons named Discerning Reader libeled her in its January 1, 2000, issue. Robot Lawyer™ predicts, inter alia, these facts supporting the allegation:

January 1, 2000, defendant published a tabloid.
 Defendant printed "Hillary Clinton is a Lesbian."
 Now say Robot Lawyer™ predicts four defenses:
 Truth.
 Public figure.
 No malice.
 Statute of limitations.

The first three predicted defenses relate to the second predicted fact supporting the allegation, i.e., that defendant printed "Hillary Clinton is a Lesbian."

The fourth predicted defense relates to first predicted fact supporting the allegation, i.e., that defendant published the statement on January 1, 2001.

So the axiom is Robot Lawyer™ knows a defense as a potential or actual response by one allegee to at least one fact related to one allegation.

What if Robot Lawyer™ captures no fact is related to the allegation? Then that is Robot Lawyer™'s predicted defense. In a civil case the prediction could result in a Robot Lawyer™ predicting a motion for summary judgment filed by the allegee's lawyer. In a criminal case the prediction could result in a Robot Lawyer™ predicting a motion to quash the indictment or set aside the information or similar motion filed by the allegee's lawyer.

Hence, Robot Lawyer™ sees it like this:

A defense is a property of the fact related to the allegation, which is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For every fact related to the allegation, there is more than one, one or no defense.

Related Topics

Predicting Defenses

Robot_Lawyer_Defenses.htm/August 10, 2007

Predicting Defenses

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Defenses**. Robot Lawyer™ opens its Defense Generator window.
3. In the Defense Generator window select the properties you want to predict every time you enter a new defense used in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new defense used in your practice.
5. Click in the box and select **Yes**.

Commentary

Robot Lawyer™ lets you identify the values of individual defense properties as predictable data. The values of the properties of a defense Robot Lawyer™ predicts when you capture a new defense are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of defense properties repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click the Done button and Robot Lawyer™ closes the Defense Generator window.

Related Topics

Robot Lawyer™ Defenses

Showing More Data

Defenses

TO ENTER A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Defenses**. Robot Lawyer™ opens its **Defenses** window.
3. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Defense Properties window and lets you enter or generate the properties of the defense.
5. When finished in the Defense Properties window, click **Done**. Robot Lawyer™ returns you to the **Defenses** window and lists the defense.

TO RETRIEVE A DEFENSE:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses in the current matter.
2. Click **Retrieve**. Robot Lawyer™ opens its Practice Defenses window.
3. In the Practice Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses used in your practice.
4. Select the defense you want to retrieve. Robot Lawyer™ opens the **Current** tab.
5. Click **Insert**. Robot Lawyer™ retrieves the defense and enters it in the **Defenses** window.

TO EDIT THE PROPERTIES OF THE DEFENSE:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
2. Select the defense you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Defense Properties window and lets you edit the properties of the defense.
4. When finished in the Defense Properties window click **Done** to return to the **Defenses** window.

TO ENTER OR CHANGE THE FACTS:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
2. Select the defense. Robot Lawyer™ opens the **Current** tab.

3. Click **Facts**. Robot Lawyer™ opens its Defense Facts window and lets you enter or change the facts related to the defense.
4. When finished in the Defense Facts window click **Done** to return to the **Defenses** window.

TO ENTER OR CHANGE THE EVIDENCE:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
2. Select the defense. Robot Lawyer™ opens the **Current** tab.
3. Click **Evidence**. Robot Lawyer™ opens its Defense Evidence window and lets you enter or change the evidence related to the defense.
4. When finished in the Defense Evidence window click **Done** to return to the **Defenses** window.

TO ENTER OR CHANGE THE LAW:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
2. Select the defense. Robot Lawyer™ opens the **Current** tab.
3. Click **Law**. Robot Lawyer™ opens its Defense Law window and lets you enter or change the law related to the defense.
4. When finished in the Defense Law window click **Done** to return to the **Defenses** window.

TO ENTER OR CHANGE THE STRATEGY:

1. In the **Defenses** window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
2. Select the defense. Robot Lawyer™ opens the **Current** tab.
3. Click **Strategy**. Robot Lawyer™ opens its Defense Strategy window and lets you enter or change the strategy related to the defense.
4. When finished in the Defense Strategy window click **Done** to return to the **Defenses** window.

Commentary

Robot Lawyer™ knows a potential or actual response by one allegatee to at least one Robot Lawyer™ fact supporting or related to one allegation as a *defense*. See Robot Lawyer™ Defenses

Defense Facts. The file data sources predict the "facts" potentially related to the file which Robot Lawyer™ stores and displays in the Facts window. Now Robot Lawyer™ wants to know the facts supporting or otherwise related to the current defense. Robot Lawyer™ knows the facts related to a defense as defense facts. A defense fact is a property of the defense, which is a property of the allegation fact,

which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Defense Evidence. What evidence supports or is related to the defense? (See Defense Evidence.)

Defense Law. What law supports or is related to the defense? (See Defense Law.)

Defense Strategy. What strategy supports or is related to the defense? (See Defense Strategy.)

Defense Documents. What documents support or are related to the defense? (See Defense Documents.)

Related Topics

Finding Data
Predicting Defenses
Removing Data
Showing More Data

Defenses.htm/August 10, 2007

Defense Properties

TO ENTER OR EDIT THE DEFENSE:

1. In the **Defense Properties** window click the **Defense** tab.
2. Click in the **Defense** field.
3. Enter or edit the defense. You can copy and paste or drag the text of the defense from a document opened in your word processor.
4. When finished click **Done** to return to the Defenses window.

TO GENERATE THE DEFENSE:

1. In the **Defense Properties** window click the **Defense** tab.
2. Click **Generator**. Robot Lawyer™ opens the Defense Generator window and lets you generate the defense by selecting its properties.
3. When finished in the Defense Generator window, click **Done** to return to the **Defense Properties** window.

Commentary

Robot Lawyer™ lets you capture/edit the properties of the defense by copying and pasting text in the field, or by confirming or modifying the questions asked and answered in the Defense Generator window.

Related Topics

Robot Lawyer™ Defenses
Showing More Data

Defense_Properties.htm/August 10, 2007

Defense Generator

TO ENTER OR CHANGE THE CHARACTERIZATION:

1. In the **Defense Generator™** window click the **Characterization** tab.
2. Click **New** opposite the **Characterization** field. Robot Lawyer™ opens its **Defense Characterizations** window and shows how defenses encountered in your practice are characterized.
3. In the **Defense Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Defense Generator™** window.
 - If the characterization you want isn't listed in the **Defense Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DESIGNATION:

1. In the **Defense Generator™** window click the **Characterization** tab.
2. Click **New** opposite **Designation**. Robot Lawyer™ opens its **Defense Designations** window and shows how allegations encountered in your practice are designated.
3. In the **Defense Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the **Designation** field in the **Defense Generator™** window.
 - If the designation you want isn't listed in the **Defense Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE TARGET:

1. In the **Defense Generator™** window click the **What** tab.
2. Click in the **Target** field. Robot Lawyer™ drops a menu of defense targets.
3. Select the defense target. Robot Lawyer™ enters your selection in the **Target** field.

TO ENTER OR CHANGE THE OBJECTIVE:

1. In the **Defense Generator™** window click the **What** tab.
2. Click **New** opposite **Objective**. Robot Lawyer™ opens its **Defense Objectives** window and shows the defense objectives encountered in your practice.
3. In the **Defense Objectives** window select the objective you want and click **Insert**. Robot Lawyer™ enters your selection in the **Objective** field in the **Defense Generator™** window.

- If the defense objective you want isn't listed in the **Defense Objectives** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DEFENSE NAME:

1. In the **Defense Generator**™ window click the **What** tab.
 2. Click **New** opposite **Name**. Robot Lawyer™ opens its **Defense Names** window and shows the defense names encountered in your practice.
 3. In the **Defense Names** window select the name you want and click **Insert**. Robot Lawyer™ enters your selection in the **Name** field in the **Defense Generator**™ window.
- If the defense name you want isn't listed in the **Defense Names** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DATE AND TIME:

1. In the **Defense Generator**™ window click the **When** tab.
 2. Click **New**. Robot Lawyer™ opens a calendar.
 3. Enter the date.
 4. Click in the field under **Time**.
 5. Enter the time.
 6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
 7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Defense Generator** window.
- If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. When finished select the current date or time.

TO ENTER OR CHANGE THE GEOGRAPHY:

1. In the **Defense Generator**™ window click the **Where** tab.
 2. Click **New**. Robot Lawyer™ opens its File Geography window and shows the geography related to the current matter.
 3. In the File Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Defense Generator** window.
- If the geography you want is not listed in the File Geography window, click **New**, Robot Lawyer™ opens its Practice Geography window and shows all the geography encountered in your practice. In the Practice Geography window

- select the geography you want and click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. If the geography you want is not listed in the Practice Geography window, click **New** again and enter the geography you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Geography window.
4. Enter as much geography as required in the **Defense Generator™** window. When finished select the geography you want as the current selection.

TO ENTER OR CHANGE WHAT ELSE:

1. In the **Defense Generator™** window click the **What Else** tab.
2. Enter what else about the defense.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW DEFENSE:

1. In the **Defense Generator™** window click the **Predict** tab.
2. Click in the **Predict** field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new defense.

TO GENERATE THE DEFENSE:

1. In the **Defense Generator™** window click the **Generated™ Defense** tab.
2. Click **Refresh**. Robot Lawyer™ generates the defense.
3. When finished click **Done** to return to the Defense Properties window.

Commentary

Defense Characterization. Should Robot Lawyer™ be calling this *thing* a "defense?" How do you want Robot Lawyer™ to characterize it? A *defense*? A *response*? Preinstalled choices by other users include *boast, claim, comeback, defense, exaggeration, "fact," hallucination, lie, response, smoke screen*. Call it a what?

Defense Designation. Defenses are sometimes designated. When done, you give the defense a designation compliant with the rules or customs of as the tribunal such as "First Affirmative Defense" and the like. Preinstalled choices by other users include *Defense 1, Defense 2, First Affirmative Defense, Second Affirmative Defense*. The designator is a property of the defense. For each defense there is one or no defense designator. A defense has only one designation, the same as a defense has only one title. Thus a defense is designated "First Affirmative Defense" or "Second Affirmative Defense," not both.

Target. What does the defense target? Click the New button and Robot Lawyer™ drops a list of choices. Does the defense target the outcome? Particular evidence? The status of a party? What?

Objective. What is the objective of the defense target? Click the New button and Robot Lawyer™ lists choices encountered in your practice. Does the defense target the outcome? Particular evidence? The status of a party? What? Preinstalled entries by other users include *failure of proof, suppress the evidence, get out of jail*.

Name. What is the *name* of the defense? Alibi? Statue of limitations? Contributory negligence? Promissory estoppel? Mistake?

Defense Dates. Usually but not always people and corporations and other entities did or didn't do something on dates or date ranges, or on or about the date or date range. Robot Lawyer™ doesn't demand defenses be dated but does predict a date or range, and lets you decide whether it should store it.

Date Characterization. How would you characterize each date? Did it allegedly *start* this date? Did it allegedly *end* this date?

Date Qualifiers. First Robot Lawyer™ wants to know are we talking here about something alleged or claimed to have happened or not happened on a particular date, or on or about a particular date—or just what? Preinstalled choices by other users include *exactly on, on, on or about*.

Defense Predication. Did what is alleged happen? Did what is alleged not happen? Preinstalled entries by other users include *didn't happen, happened, may have happened, never happened, never occurred, occurred*.

Defense Geography Qualifier. Did it happen *in* the geography? *At* the geography? Preinstalled entries by other users include *at, in, near*.

Defense Geography. *Where* did it happen or not happen?

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Defenses

Showing More Data

Defense_Generator.htm/August 10, 2007

Defense Facts

TO ENTER A FACT RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Defenses**. Robot Lawyer™ opens its Defenses window.
3. In the Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Select the defense you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Facts**. Robot Lawyer™ opens its **Defense Facts** window.
6. In the **Defense Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the defense.
7. Click **New**. Robot Lawyer™ opens its Facts window.
8. In the Facts window select the fact you want and click **Insert**. Robot Lawyer™ adds your selection to the facts related to the defense in the **Defense Facts** window.

- If the fact you want isn't listed in the Facts window, click **New**. Robot Lawyer™ opens its Fact Properties window and lets you enter or generate the properties of the fact. When finished in Fact Properties, click **Done**. Robot Lawyer™ returns you to the Facts window and lists the fact.

TO EDIT THE PROPERTIES OF THE FACT:

1. In the **Defense Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the defense.
2. Select the fact you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window.
4. In the Fact Properties window edit the properties of the fact.
5. When finished in the Fact Properties window, click **Done** to return to the **Defense Facts** window.

Commentary

Robot Lawyer™ knows a fact supporting or otherwise related to a defense as an *defense fact*. Does the fact support the defense?

Related Topics

Adding the Last Selection

Defenses

Data Choices

Predicting Defenses

Removing Data

Robot Lawyer™ Defenses

Showing More Data

[Defense_Facts.htm/August 10, 2007](#)

Defense Evidence

TO ENTER EVIDENCE RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Defenses**. Robot Lawyer™ opens its Defenses window.
3. In the Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Select the defense you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Evidence**. Robot Lawyer™ opens its **Defense Evidence** window.
6. In the **Defense Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the defense.

7. Click **New**. Robot Lawyer™ opens its Evidence window.
8. In the Evidence window select the evidence you want and click **Insert**. Robot Lawyer™ adds your selection to the evidence related to the defense in the **Defense Evidence** window.
 - If the evidence you want isn't listed in the Evidence window, click **New**. Robot Lawyer™ opens its **Evidence Name** dialog. In the **Evidence Name** dialog either click **Describe** and enter description or name of the evidence, or click **Entity** to name the evidence after a file entity. If you click **Entity** Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Evidence** window. If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the Evidence window.

TO EDIT THE PROPERTIES OF THE EVIDENCE:

1. In the **Defense Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the defense.
2. Select the evidence you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Evidence Properties window.
4. In the Evidence Properties window edit the properties of the evidence.
5. When finished in the Evidence Properties window, click **Done** to return to the **Defense Evidence** window.

Commentary

The file data sources predict evidence potentially related to the current matter which Robot Lawyer™ stores, and displays in the Evidence window. Now Robot Lawyer™ wants to know what evidence is related to the current defense. Robot Lawyer™ knows the evidence related to a defense as *defense evidence*. Defense evidence is a property of the defense, which is a property of the defense fact, which is property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection
 Defenses
 Data Choices
 Predicting Defenses
 Removing Data

Robot Lawyer™ Defenses Showing More Data

Defense_Evidence.htm/August 10, 2007

Defense Law

TO ENTER LAW RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Defenses**. Robot Lawyer™ opens its Defenses window.
3. In the Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Select the defense you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Law**. Robot Lawyer™ opens its **Defense Law** window.
6. In the **Defense Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the defense.
7. Click **New**. Robot Lawyer™ opens its File Law window.
8. In the File Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the defense in the **Defense Law** window.
 - If the law you want isn't listed in the File Law window, click **New**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the current matter in the File Law window. If the law you want isn't listed in the Practice Law window, click **New** again and enter the law you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Law window.

TO EDIT THE PROPERTIES OF THE LAW:

1. In the **Defense Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the defense.
2. Select the law you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Law Properties window.
4. In the Law Properties window edit the properties of the law.
5. When finished in the Law Properties window, click **Done** to return to the **Defense Law** window.

Commentary

The file data sources predict the law potentially related to the current matter which Robot Lawyer™ stores, and displays in the File Law window. Now Robot Lawyer™ wants to know the law supporting or otherwise related to the current defense. Robot Lawyer™ knows the law related to a defense as defense law. Defense law is a property of the defense, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Allegations

Data Choices

Removing Data

Robot Lawyer™ Defenses

Showing More Data

Defense_Law.htm/August 10, 2007

Defense Strategy

TO ENTER STRATEGY RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Defenses**. Robot Lawyer™ opens its Defenses window.
3. In the Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Select the defense you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its **Defense Strategy** window.
6. In the **Defense Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
7. Click **New**. Robot Lawyer™ opens its File Strategy window.
8. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the defense in the **Defense Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens its Practice Strategy window and shows the strategy encountered in your practice. In the Practice Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the File Strategy window. If the strategy you want isn't listed in the Practice Strategy window, click **New** again and enter or generate the strategy you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Strategy window.

TO EDIT THE PROPERTIES OF THE STRATEGY:

1. In the **Defense Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Defense Strategy** window.

TO ENTER A DEFENSE DOCUMENT:

1. In **Defense Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Defense Documents window.
4. In the Defense Documents window enter the document related to the current defense.
5. When finished in the Defense Documents window, click **Done** to return to the **Defense Strategy** window.

Commentary

The file data sources predict strategies potentially related to the file which Robot Lawyer™ stores, and displays in the File Strategy window. Now Robot Lawyer™ wants to know what strategy is related to the current defense. Robot Lawyer™ knows strategy related to a defense as defense strategy. Defense strategy is a property of the defense, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Allegations

Data Choices

Removing Data

Robot Lawyer™ Defenses

Showing More Data

[Defense_Strategy.htm/August 10, 2007](#)

Defense Documents

TO ENTER A DOCUMENT RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Defenses** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.

2. Click **Defenses**. Robot Lawyer™ opens its Defenses window.
3. In the Defenses window click the **Defenses** tab. Robot Lawyer™ shows the defenses related to the current matter.
4. Select the defense you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its Defense Strategy window.
6. In the Defense Strategy window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
7. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
8. Click **Documents**. Robot Lawyer™ opens its **Defense Documents** window.
9. In the **Defense Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the defense.
10. Click **New**. Robot Lawyer™ opens its File Documents window.
11. In the File Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the defense in the **Defense Documents** window.
 - If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents in the File Documents window.

TO EDIT THE PROPERTIES OF THE DOCUMENT:

1. In the **Defense Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the defense.
2. Select the document you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.
4. In the File Document Properties window edit the properties of the document.
5. When finished in the File Document Properties window click **Done** to return to the **Defense Documents** window.

Commentary

The file data sources predict documents—lawyer words—potentially related to the file. Robot displays that store of documents in the File Documents window. Now Robot Lawyer™ wants to know what documents are related to the current strategy that is related to the current defense?

Robot Lawyer™ knows a document related to strategy related to a defense as a defense document. A defense document is a property of the defense strategy, which is a property of the defense, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection
Allegations
Data Choices
Removing Data
Robot Lawyer™ Defenses
Showing More Data

Defense_Documents.htm/August 10, 2007

Practice Defenses

TO ENTER THE DEFENSE IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Defense** window click the **Defenses** tab. Robot Lawyer™ shows the defenses used in your practice.
2. Select the defense you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the defense in the field.

Commentary

Robot Lawyer™ knows a *practice defense* as any defense used or encountered in your practice.

Related Topics

Deleting Data

Finding Data
Robot Lawyer™ Defenses
Showing More Data

Practice_Defenses.htm/August 10, 2007

Replies

Robot Lawyer™ Replies

Robot Lawyer™ knows a response by the allegator to a fact supporting or related to a defense as a *reply*.

Replies of course by definition are always made by allegators: allegators make allegations, allegates assert defenses, and allegators make replies to the defenses.

An allegator reply is a property of the defense fact, which is a property of the defense, which is a property of the allegation fact, which is a property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file.

Robot Lawyer™ wants to know exactly what you're calling this "reply"; how you're designating it; its date or date range, and is date/range described "on or about" or another way; whether it happened or may have happened or whatever; where it happened (allegedly); and the fact or facts supporting it.

The program lets you show, build and find the allegator replies to the current defense fact related to the current defense related to the current fact supporting the current allegation, as well as selecting the facts, law, evidence, strategy and documents related to the replies.

Robot Lawyer™ is aware that in most matters the issues are adequately framed by actual or potential allegation-defense, and allegation-defense-reply isn't necessary. Nevertheless, some in some matters it is necessary to capture the actual or potential reply or replies, and Robot Lawyer™ accommodates this necessity. Actually, having a reply structure built into the underlying database may surprise you: you may be seeing more replies and potential replies than you ordinarily would have.

Reply Generator. Robot Lawyer™ helps you build replies to defenses using the Reply Generator. (See Reply Generator.) Robot Lawyer™ will generate the reply to the defense in the Reply Generator window by you just answering the program's questions.

Related Topics

[Robot_Lawyer_Replies.htm/August 10, 2007](#)

Predicting Replies

TO PREDICT ITS PROPERTIES WHENEVER YOU ENTER A NEW REPLY:

1. On the Robot Lawyer™ Desktop click the **Predictions** tab. Robot Lawyer™ lets you change the properties it predicts whenever you enter new data used or encountered in your practice.
2. Click **Replies**. Robot Lawyer™ opens its Reply Generator window.
3. In the Reply Generator window select the properties you want to predict every time you enter a new reply used in your practice.
4. When finished, click the **Predict** tab. Robot Lawyer™ asks do you want to predict the properties you've selected every time you enter a new reply used in your practice.

5. Click in the box and select **Yes**.

Commentary

Robot Lawyer™ lets you identify the values of individual reply properties as predictable data. The values of the properties of a reply Robot Lawyer™ predicts when you capture a new reply are preset during installation of Robot Lawyer™ but here you can reset the values to enable Robot Lawyer™ to more accurately predict the values of reply properties repeatedly encountered in your practice.

To change a predicted value, click in the field and chose a different value. When finished click Done. Robot Lawyer™ closes the Reply Generator window.

Related Topics

Robot Lawyer™ Replies

Showing More Data

[Predicting_Replies.htm/August 10, 2007](#)

Replies

TO ENTER A REPLY:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its **Replies** window.
3. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Click **New**. Robot Lawyer™ opens its Reply Properties window and lets you enter or generate the properties of the reply.
5. When finished in the Reply Properties window, click **Done**. Robot Lawyer™ returns you to the **Replies** window and lists the reply.

TO RETRIEVE A REPLY:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies in the current matter.
2. Click **Retrieve**. Robot Lawyer™ opens its Practice Replies window.
3. In the Practice Replies window click the **Replies** tab. Robot Lawyer™ shows the replies used in your practice.
4. Select the reply you want to retrieve. Robot Lawyer™ opens the **Current** tab.
5. Click **Insert**. Robot Lawyer™ retrieves the reply and enters it in the **Replies** window.

TO EDIT THE PROPERTIES OF THE REPLY:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
2. Select the reply you want to edit. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Reply Properties window and lets you edit the properties of the reply.
4. When finished in the Reply Properties window click **Done** to return to the **Replies** window.

TO ENTER OR CHANGE THE FACTS:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
2. Select the reply. Robot Lawyer™ opens the **Current** tab.
3. Click **Facts**. Robot Lawyer™ opens its Reply Facts window and lets you enter or change the facts related to the reply.
4. When finished in the Reply Facts window click **Done** to return to the **Replies** window.

TO ENTER OR CHANGE THE EVIDENCE:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
2. Select the reply. Robot Lawyer™ opens the **Current** tab.
3. Click **Evidence**. Robot Lawyer™ opens its Reply Evidence window and lets you enter or change the evidence related to the reply.
4. When finished in the Reply Evidence window click **Done** to return to the **Replies** window.

TO ENTER OR CHANGE THE LAW:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
2. Select the reply. Robot Lawyer™ opens the **Current** tab.
3. Click **Law**. Robot Lawyer™ opens its Reply Law window and lets you enter or change the law related to the reply.
4. When finished in the Reply Law window click **Done** to return to the **Replies** window.

TO ENTER OR CHANGE THE STRATEGY:

1. In the **Replies** window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
2. Select the reply. Robot Lawyer™ opens the **Current** tab.

3. Click **Strategy**. Robot Lawyer™ opens its Reply Strategy window and lets you enter or change the strategy related to the reply.
4. When finished in the Reply Strategy window click **Done** to return to the **Replies** window.

Commentary

Robot Lawyer™ knows a response by the allegator to a fact supporting or related to a defense as a *reply*.

Reply Facts. The file data sources predict the "facts" potentially related to the file which Robot Lawyer™ stores and displays in the Facts window. Now Robot Lawyer™ wants to know the facts supporting or otherwise related to the current reply. Robot Lawyer™ knows the facts related to a reply as reply facts. A reply fact is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Reply Evidence. What evidence supports or is related to the reply? (**See Reply Evidence.**)

Reply Law. What law supports or is related to the reply? (See Reply Law.)

Reply Strategy. What strategy supports or is related to the reply? (See Reply Strategy.)

Reply Documents. What documents support or are related to the reply? (See Reply Documents.)

A reply is a property of the defense fact, which is a property of the defense, which is a property of the allegation fact, which is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Allegees

Allegation Facts

Allegations

Allegators

Defense Facts

Defenses

Finding Data

Predicting Replies

Removing Data

Robot Lawyer™ Replies

Showing More Data

Replies.htm/August 10, 2007

Reply Properties

TO ENTER OR EDIT THE REPLY:

1. In the **Reply Properties** window click the **Reply** tab.
2. Click in the **Reply** field.

3. Enter or edit the reply. You can copy and paste or drag the text of the reply from a document opened in your word processor.
4. When finished click **Done** to return to the Replies window.

TO GENERATE THE REPLY:

1. In the **Reply Properties** window click the **Reply** tab.
2. Click **Generator**. Robot Lawyer™ opens the Reply Generator window and lets you generate the reply by selecting its properties.
3. When finished in the Reply Generator window, click **Done** to return to the **Reply Properties** window.

Commentary

Robot Lawyer™ lets you edit the properties of the reply by copying and pasting text in the field, or by confirming or modifying the questions asked and answered in the Reply Generator window.

Related Topics

Robot Lawyer™ Replies
Showing More Data

[Reply_Properties.htm/August 10, 2007](#)

Reply Generator

TO ENTER OR CHANGE THE CHARACTERIZATION:

1. In the **Reply Generator™** window click the **Characterization** tab.
2. Click **New** opposite the **Characterization** field. Robot Lawyer™ opens its **Reply Characterizations** window and shows how replies encountered in your practice are characterized.
3. In the **Reply Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Reply Generator™** window.
 - If the characterization you want isn't listed in the **Reply Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DESIGNATION:

1. In the **Reply Generator™** window click the **Characterization** tab.
2. Click **New** opposite **Designation**. Robot Lawyer™ opens its **Reply Designations** window and shows how replies encountered in your practice are designated.

3. In the **Reply Designations** window select the designation you want and click **Insert**. Robot Lawyer™ enters your selection in the **Designation** field in the **Reply Generator™** window.
 - If the designation you want isn't listed in the **Reply Designations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE TARGET:

1. In the **Reply Generator™** window click the **What** tab.
2. Click in the **Target** field. Robot Lawyer™ drops a menu of reply targets.
3. Select the reply target. Robot Lawyer™ enters your selection in the **Target** field.

TO ENTER OR CHANGE THE OBJECTIVE:

1. In the **Reply Generator™** window click the **What** tab.
2. Click **New** opposite **Objective**. Robot Lawyer™ opens its **Reply Objectives** window and shows the reply objectives encountered in your practice.
3. In the **Reply Objectives** window select the objective you want and click **Insert**. Robot Lawyer™ enters your selection in the **Objective** field in the **Reply Generator™** window.
 - If the reply objective you want isn't listed in the **Reply Objectives** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE REPLY NAME:

1. In the **Reply Generator™** window click the **What** tab.
2. Click **New** opposite **Name**. Robot Lawyer™ opens its **Reply Names** window and shows the reply names encountered in your practice.
3. In the **Reply Names** window select the name you want and click **Insert**. Robot Lawyer™ enters your selection in the **Name** field in the **Reply Generator™** window.
 - If the reply name you want isn't listed in the **Reply Names** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DATE AND TIME:

1. In the **Reply Generator™** window click the **When** tab.
2. Click **New**. Robot Lawyer™ opens a calendar.
3. Enter the date.
4. Click in the field under **Time**.
5. Enter the time.

6. Click in the field under **Characterization**. Robot Lawyer™ opens its **Date Characterizations** window and shows how dates and times encountered in your practice are characterized.
7. In the **Date Characterizations** window select the entry you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Reply Generator** window.
 - If the entry you want isn't listed in the **Date Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.
8. When finished select the current date or time.

TO ENTER OR CHANGE THE GEOGRAPHY:

1. In the **Reply Generator™** window click the **Where** tab.
2. Click **New**. Robot Lawyer™ opens its File Geography window and shows the geography related to the current matter.
3. In the File Geography window select the geography you want and click **Insert**. Robot Lawyer™ enters your selection in the **Reply Generator** window.
 - If the geography you want is not listed in the File Geography window, click **New**, Robot Lawyer™ opens its Practice Geography window and shows all the geography encountered in your practice. In the Practice Geography window select the geography you want and click **Insert** and Robot Lawyer™ enters your selection in the File Geography window. If the geography you want is not listed in the Practice Geography window, click **New** again and enter the geography you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Geography window.
4. Enter as much geography as required in the **Reply Generator™** window.
When finished select the geography you want as the current selection.

TO ENTER OR CHANGE WHAT ELSE:

1. In the **Reply Generator™** window click the **What Else** tab.
2. Enter what else about the reply.

TO PREDICT ITS PROPERTIES EVERY TIME YOU ENTER A NEW REPLY:

1. In the **Reply Generator™** window click the **Predict** tab.
2. Click in the **Predict** field and select **Yes**. Robot Lawyer™ will predict the properties you selected every time you enter a new reply.

TO GENERATE THE REPLY:

1. In the **Defense Generator™** window click the **Generated™ Reply** tab.
2. Click **Refresh**. Robot Lawyer™ generates the reply.
3. When finished click **Done** to return to the Reply Properties window.

Commentary

Robot Lawyer™ will generate the reply to the defense in the Reply Generator window by you just answering the program's questions.

Reply Characterization. But should Robot Lawyer™ be calling this thing a "reply?" How do you want Robot Lawyer™ to characterize it? A reply? A response? Call it what? Preinstalled choices by other users include *boast, claim, comeback, reply, exaggeration, "fact," hallucination, lie, response, smoke screen.*

Reply Designation. Replies may or not be designated. If the reply is a specific pleading in a civil action, you need to give it a designation compliant with the rules or customs of the tribunal. Robot Lawyer™ knows the title, label, number, letter or other designator of a reply as the reply designator. Preinstalled choices by other users include *Reply 1, Reply 2, Reply 3, Reply 4.* The designator is a property of the reply; for each reply there is one or no reply designator.

Target. What does the reply target? Click the New button and Robot Lawyer™ drops a list of choices. Does the reply target the outcome? Particular evidence? The status of a party? What?

Objective. What is the objective of the reply target? Click the New button and Robot Lawyer™ lists choices encountered in your practice. Does the reply target the outcome? Particular evidence? The status of a party? What? Preinstalled entries by other users include *failure of proof, suppress the evidence, get out of jail.*

Name. What is the *name* of the reply? Last clear chance? Failure to plead? To late to raise the defense?

Reply Dates. Usually but not always people and corporations and other entities did or didn't do something on dates or date ranges, or on or about the date or date range. Robot Lawyer™ doesn't demand replies be dated but does allow a date or range, and lets you decide whether the program should know and store it.

Date Characterization. How would you characterize each date? Did it allegedly *start* this date? Did it allegedly *end* this date?

Date Qualifiers. First Robot Lawyer™ wants to know are we talking here about something alleged or claimed to have happened or not happened on a particular date, or *on or about* a particular date—or just what? Preinstalled choices by other users include *exactly on, on, on or about.*

Reply Geography Qualifier. Did it happen *in* the geography? *At* the geography? Preinstalled entries by other users include *at, in, near.*

Reply Geography. *Where* did it happen or not happen?

Reply Predication. Did what is alleged *happen*? Did what is alleged *not* happen? Preinstalled choices by other users include *didn't happen, happened, may have happened, never happened, never occurred, occurred.*

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Replies

Showing More Data

Reply_Generator.htm/August 10, 2007

Reply Facts

TO ENTER A FACT RELATED TO A REPLY:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its Replies window.
3. In the Replies window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Select the reply you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Facts**. Robot Lawyer™ opens its **Reply Facts** window.
6. In the **Reply Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the reply.
7. Click **New**. Robot Lawyer™ opens its Facts window.
8. In the Facts window select the fact you want and click **Insert**. Robot Lawyer™ adds your selection to the facts related to the reply in the **Reply Facts** window.
- If the fact you want isn't listed in the Facts window, click **New**. Robot Lawyer™ opens its Fact Properties window and lets you enter or generate the properties of the fact. When finished in Fact Properties, click **Done**. Robot Lawyer™ returns you to the Facts window and lists the fact.

TO EDIT THE PROPERTIES OF THE FACT:

1. In the **Reply Facts** window click the **Facts** tab. Robot Lawyer™ shows the facts related to the reply.
2. Select the fact you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Fact Properties window.
4. In the Fact Properties window edit the properties of the fact.
5. When finished in the Fact Properties window, click **Done** to return to the **Reply Facts** window.

Commentary

Robot Lawyer™ stores facts actually or potentially related to the current matter in the Facts window. Now Robot Lawyer™ wants to know what facts are related to the current reply. Robot Lawyer™ knows the facts related to a reply as reply facts. A reply fact is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file.

Related Topics**Adding the Last Selection**

Data Choices

Removing Data

Robot Lawyer™ Replies Showing More Data

Reply_Facts.htm/August 10, 2007

Reply Evidence

TO ENTER EVIDENCE RELATED TO A REPLY:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its Replies window.
3. In the Replies window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Select the reply you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Evidence**. Robot Lawyer™ opens its **Reply Evidence** window.
6. In the **Reply Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the reply.
7. Click **New**. Robot Lawyer™ opens its Evidence window.
8. In the Evidence window select the evidence you want and click **Insert**. Robot Lawyer™ adds your selection to the evidence related to the reply in the **Reply Evidence** window.
 - If the evidence you want isn't listed in the Evidence window, click **New**. Robot Lawyer™ opens its **Evidence Name** dialog. In the **Evidence Name** dialog either click **Describe** and enter description or name of the evidence, or click **Entity** to name the evidence after a file entity. If you click **Entity** Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ enters your selection in the **Evidence** window. If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. Then click **Insert** again and Robot Lawyer™ enters your selection in the Evidence window.

TO EDIT THE PROPERTIES OF THE EVIDENCE:

1. In the **Reply Evidence** window click the **Evidence** tab. Robot Lawyer™ shows the evidence related to the reply.
2. Select the evidence you want. Robot Lawyer™ opens the **Current** tab.

3. Click **Edit**. Robot Lawyer™ opens its Evidence Properties window.
4. In the Evidence Properties window edit the properties of the evidence.
5. When finished in the Evidence Properties window, click **Done** to return to the **Reply Evidence** window.

Commentary

Robot Lawyer™ stores evidence actually or potentially related to the current matter in the Evidence window. Now Robot Lawyer™ wants to know what evidence is related to the current reply. Robot Lawyer™ knows the evidence related to a reply as reply evidence. Reply evidence is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection
 Data Choices
 Removing Data
 Robot Lawyer™ Replies
 Showing More Data

Reply_Evidence.htm/August 10, 2007

Reply Law

TO ENTER REPLY RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its Replies window.
3. In the Replies window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Select the reply you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Law**. Robot Lawyer™ opens its **Reply Law** window.
6. In the **Reply Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the reply.
7. Click **New**. Robot Lawyer™ opens its File Law window.
8. In the File Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the reply in the **Reply Law** window.
- If the law you want isn't listed in the File Law window, click **New**. Robot Lawyer™ opens its Practice Law window and shows the law encountered in your practice. In the Practice Law window select the law you want and click **Insert**. Robot Lawyer™ adds your selection to the law related to the current

matter in the File Law window. If the law you want isn't listed in the Practice Law window, click **New** again and enter the law you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Law window.

TO EDIT THE PROPERTIES OF THE REPLY:

1. In the **Reply Law** window click the **Law** tab. Robot Lawyer™ shows the law related to the reply.
2. Select the law you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Law Properties window.
4. In the Law Properties window edit the properties of the law.
5. When finished in the Law Properties window, click **Done** to return to the **Reply Law** window.

Commentary

Robot Lawyer™ stores the law actually or potentially related to the current matter in the File Law window. Now Robot Lawyer™ wants to know the law supporting or otherwise related to the current reply. Robot Lawyer™ knows the law related to a reply as *reply law*. Reply law is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Replies

Showing More Data

[Reply_Law.htm/August 10, 2007](#)

Reply Strategy

TO ENTER STRATEGY RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its Replies window.
3. In the Replies window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Select the reply you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its **Reply Strategy** window.
6. In the **Reply Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.

7. Click **New**. Robot Lawyer™ opens its File Strategy window.
8. In the File Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the defense in the **Reply Strategy** window.
 - If the strategy you want isn't listed in the File Strategy window, click **New**. Robot Lawyer™ opens its Practice Strategy window and shows the strategy encountered in your practice. In the Practice Strategy window select the strategy you want and click **Insert**. Robot Lawyer™ adds your selection to the strategy related to the current matter in the File Strategy window. If the strategy you want isn't listed in the Practice Strategy window, click **New** again and enter or generate the strategy you want. When finished click **Done** and Robot Lawyer™ adds it to the list in the File Strategy window.

TO EDIT THE PROPERTIES OF THE STRATEGY:

1. In the **Reply Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Strategy Properties window.
4. In the Strategy Properties window edit the properties of the strategy.
5. When finished in the Strategy Properties window, click **Done** to return to the **Reply Strategy** window.

TO ENTER A DEFENSE DOCUMENT:

1. In **Reply Strategy** window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the defense.
2. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Documents**. Robot Lawyer™ opens its Reply Documents window.
4. In the Defense Documents window enter the document related to the current defense.
5. When finished in the Defense Documents window, click **Done** to return to the **Defense Strategy** window.

Commentary

Robot Lawyer™ stores strategies actually or potentially related to the current matter in the File Strategy window. Now Robot Lawyer™ wants to know what strategy is related to the current reply. Robot Lawyer™ knows strategy related to a reply as reply strategy. Reply strategy is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegatee, which is a property of the allegator, which is a property of the file. For each reply there is more than one, one or no strategy.

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Replies

Showing More Data

Reply_Strategy.htm/August 10, 2007

Reply Documents

TO ENTER A DOCUMENT RELATED TO A DEFENSE:

1. On the Robot Lawyer™ Desktop click the **Replies** tab. Robot Lawyer™ lets you enter or change the defenses in the current matter.
2. Click **Replies**. Robot Lawyer™ opens its Replies window.
3. In the Replies window click the **Replies** tab. Robot Lawyer™ shows the replies related to the current matter.
4. Select the reply you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Strategy**. Robot Lawyer™ opens its Reply Strategy window.
6. In the Reply Strategy window click the **Strategy** tab. Robot Lawyer™ shows the strategy related to the reply.
7. Select the strategy you want. Robot Lawyer™ opens the **Current** tab.
8. Click **Documents**. Robot Lawyer™ opens its **Reply Documents** window.
9. In the **Reply Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the reply.
10. Click **New**. Robot Lawyer™ opens its File Documents window.
11. In the File Documents window select the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents related to the reply in the **Reply Documents** window.
 - If the document you want isn't listed in the File Documents window, click **New**. Create the document you want and click **Insert**. Robot Lawyer™ adds your selection to the documents in the File Documents window.

TO EDIT THE PROPERTIES OF THE DOCUMENT:

1. In the **Reply Documents** window click the **Documents** tab. Robot Lawyer™ shows the documents related to the reply.
2. Select the document you want. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its File Document Properties window.
4. In the File Document Properties window edit the properties of the document.

5. When finished in the File Document Properties window click **Done** to return to the **Reply Documents** window.

Commentary

Robot stores documents—lawyer words—potentially related to the current matter in the File Documents window. Now Robot Lawyer™ wants to know what documents are related to the current strategy related to the current reply. Robot Lawyer™ knows a document related to strategy related to a reply as a *reply document*. A reply document is a property of the reply strategy, which is a property of the reply, which is a property of the allegation fact, which is property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file.

Related Topics

Adding the Last Selection

Data Choices

Removing Data

Robot Lawyer™ Replies

Showing More Data

Reply_Documents_.htm/August 10, 2007

Practice Replies

TO ENTER THE REPLY IN A FIELD IN ANOTHER WINDOW:

1. In the **Practice Reply** window click the **Replies** tab. Robot Lawyer™ shows the replies used in your practice.
2. Select the reply you want to enter in a field in another window. Robot Lawyer™ opens the **Current** tab.
3. Click **Insert**. Robot Lawyer™ returns you to where you were and inserts the reply in the field.

Commentary

Robot Lawyer™ knows a *practice reply* as any reply used or encountered in your practice.

Related Topics

Deleting Data

Finding Data

Robot Lawyer™ Replies

Showing More Data

Practice_Replies.htm/August 10, 2007

Tribunals

Robot Lawyer™ Tribunals

Robot Lawyer™ knows an entity empowered to determine the outcome of a Robot Lawyer™ allegation as a *tribunal*. Ordinarily all the allegations are made before only one tribunal at any given time.

Robot Lawyer™ remembers what you call the entity empowered to determine the outcome of an allegation, and will predict your terminology the next time you open a new file. Preinstalled choices by other users, besides the obvious characterization *court*, include *Board, Body, Office, Panel, Tribunal*.

A tribunal is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For each allegation there is more than one or one tribunal.

Related Topics

Judges

Robot Lawyer™ Entities

Robot Lawyer™ Players

Tribunal Administration

Triers of Fact

Tribunals.htm/August 10, 2007

Tribunals

TO ENTER A TRIBUNAL:

1. On the Robot Lawyer™ Desktop click the **Tribunal** tab. Robot Lawyer™ lets you enter or change the tribunal (or tribunals) in the current matter.
2. Click **Tribunals**. Robot Lawyer™ opens its **Tribunals** window.
3. In the **Tribunals** window click the **Tribunals** tab. Robot Lawyer™ shows the tribunals in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **Tribunals** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
4. Click **Done** to return to the Robot Lawyer™ Desktop

TO ENTER A JUDGE:

1. In the **Tribunals** window click the **Tribunals** tab. Robot Lawyer™ shows the tribunals in the current matter.
2. Select the tribunal. Robot Lawyer™ opens the **Current** tab.
3. Click **Judge**. Robot Lawyer™ opens its Judges window.
4. In the Judges window enter or change the judges that sit on the tribunal.
5. When finished in the Judges window, click **Done** to return to the **Tribunals** window.

TO ENTER A TRIER OF FACT:

1. In the **Tribunals** window click the **Tribunals** tab. Robot Lawyer™ shows the tribunals in the current matter.
2. Select the tribunal. Robot Lawyer™ opens the **Current** tab.
3. Click **Trier of Fact**. Robot Lawyer™ opens its Triers of Fact window.
4. In the Triers of Fact window enter or change the triers of fact that sit on the tribunal.
5. When finished in the Triers of Fact window, click **Done** to return to the **Tribunals** window.

TO ENTER ADMINISTRATIVE DATA:

1. In the **Tribunals** window click the **Tribunals** tab. Robot Lawyer™ shows the tribunals in the current matter.
2. Select the tribunal. Robot Lawyer™ opens the **Current** tab.
3. Click Administration. Robot Lawyer™ opens its Tribunal Administration window.
4. In the Tribunal Administration window enter or change administrative data about the tribunal.
5. When finished in the Tribunal Administration window, click **Done** to return to the **Tribunals** window.

TO EDIT THE PROPERTIES OF THE TRIBUNAL:

1. In the **Tribunals** window click the **Tribunals** tab. Robot Lawyer™ shows the tribunals in the current matter.
2. Select the tribunal. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
4. In the Entity Properties window edit the properties of the tribunal.

- When finished in the Entity Properties window click **Done** to return to the **Tribunals** window.

Commentary

In the Tribunal Administration window, Robot Lawyer™ lets you capture not only the tribunal support personnel, such as clerks, reporters, interpreters, aides, bailiffs, probation officers, research assistants and the like, it also lets you capture administrative data such as case number, and even terminology, such as what the tribunal is called—a "court," a "board," a "panel"—whatever.

Related Topics

Judges

Robot Lawyer™ Entities
 Robot Lawyer™ Players
 Tribunal Administration
 Triers of Fact

Courts.htm/August 10, 2007

Judges

TO ENTER A JUDGE:

- On the Robot Lawyer™ Desktop click the **Tribunal** tab. Robot Lawyer™ lets you enter or change the tribunal (or tribunals) in the current matter.
- Click **Judges**. Robot Lawyer™ opens its **Judges** window.
- In the **Judges** window click the **Judges** tab. Robot Lawyer™ shows the judges in the current matter.
- Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
- In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **Judges** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
- Click **Done** to return to the Robot Lawyer™ Desktop

TO ENTER THE JUDGE'S PROPERTIES:

- In the **Judges** window click the **Judges** tab. Robot Lawyer™ shows the judges in the current matter.

2. Select the judge. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
4. In the Entity Properties window edit the properties of the judge.
5. When finished in the Entity Properties window click **Done** to return to the **Judges** window.

Commentary

Robot Lawyer™ knows a lawyer that sits on tribunal and decides the outcome of an allegation as a *judge*. A judge is a property of the tribunal, which is a property of the allegation, which is a property of the allegator, which is a property of the file. For each allegation there is more than one, one or no judge.

Related Topics

Robot Lawyer™ Entities

Robot Lawyer™ Players
Tribunal Administration
Triers of Fact

Judges.htm/August 10, 2007

Triers of Fact

TO ENTER A TRIER OF FACT:

1. On the Robot Lawyer™ Desktop click the **Tribunal** tab. Robot Lawyer™ lets you enter or change the tribunal (or tribunals) in the current matter.
2. Click **Triers of Fact**. Robot Lawyer™ opens its **Triers of Fact** window.
3. In the **Triers of Fact** window click the **Triers of Fact** tab. Robot Lawyer™ shows the triers of fact in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **Triers of Fact** window.
 - If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
4. Click **Done** to return to the Robot Lawyer™ Desktop

TO ENTER THE TRIER OF FACT'S PROPERTIES:

1. In the **Triers of Fact** window click the **Triers of Fact** tab. Robot Lawyer™ shows the triers of fact in the current matter.
2. Select the trier of fact. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
4. In the Entity Properties window edit the properties of the trier of fact.
5. When finished in the Entity Properties window click **Done** to return to the **Triers of Fact** window.

Commentary

Robot Lawyer™ knows an entity sitting as a nonlawyer on a tribunal that decides the truth or falsity of an allegation as a *trier of fact*. A trier of fact is a property of the tribunal, which is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For each tribunal there is more than one, one or no trier of fact.

Related Topics

Judges

Predicting Tribunals
 Robot Lawyer™ Entities
 Robot Lawyer™ Players
 Tribunal Administration

Triers_of_Fact.htm/August 10, 2007

Tribunal Administration

TO ENTER A SUPPORT ENTITY:

1. On the Robot Lawyer™ Desktop click the **Tribunal** tab. Robot Lawyer™ lets you enter or change the tribunal (or tribunals) in the current matter.
2. Click **Administration**. Robot Lawyer™ opens its **Tribunal Administration** window.
3. In the **Tribunal Administration** window click the **Support** tab. Robot Lawyer™ shows the support entities in the current matter.
4. Click **New**. Robot Lawyer™ opens its File Entities window and shows the entities related to the current matter.
5. In the File Entities window select the entity you want and click **Insert**. Robot Lawyer™ inserts your selection in the **Tribunal Administration** window.
- If the entity you want is not listed in the File Entities window, click **New**, Robot Lawyer™ opens its Practice Entities window and shows all the entities encountered in your practice. In the Practice Entities window select the entity you want and click **Insert** and Robot Lawyer™ enters your selection in the File Entities window. If the entity you want is not listed in the Practice Entities

- window, click **New** again and enter the entity you want. When finished click **Insert** and Robot Lawyer™ enters your selection in the File Entities window.
4. Click **Done** to return to the Robot Lawyer™ Desktop

TO ENTER THE SUPPORT ENTITY'S PROPERTIES:

1. In the **Tribunal Administration** window click the **Support** tab. Robot Lawyer™ shows the support entities in the current matter.
2. Select the support entity. Robot Lawyer™ opens the **Current** tab.
3. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
4. In the Entity Properties window edit the properties of the support entity.
5. When finished in the Entity Properties window click **Done** to return to the **Tribunal Administration** window.

TO ENTER OR CHANGE THE TRIBUNAL CHARACTERIZATION:

1. On the Robot Lawyer™ Desktop click the **Tribunal** tab. Robot Lawyer™ shows the current judge in the current matter.
2. Click **Administration**. Robot Lawyer™ opens its **Tribunal Administration** window.
3. In the **Tribunal Administration** window click the **Administration** tab. Robot Lawyer™ shows the tribunal administration data in the current matter.
4. Click **New** opposite the **Tribunal Characterization** field. Robot Lawyer™ opens its **Tribunal Characterizations** window and shows how tribunals encountered in your practice are characterized.
5. In the **Tribunal Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Tribunal Administration** window.
- If the characterization you want isn't listed in the **Tribunal Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DEPARTMENT CHARACTERIZATION:

1. In the **Tribunal Administration** window click the **Administration** tab. Robot Lawyer™ shows the tribunal administration data in the current matter.
2. Click **New** opposite the **Department Characterization** field. Robot Lawyer™ opens its **Tribunal Department Characterizations** window and shows how tribunal departments encountered in your practice are characterized.
3. In the **Tribunal Department Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Department Characterization** field in the **Tribunal Administration** window.

- If the characterization you want isn't listed in the **Tribunal Department Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DEPARTMENT DESIGNATOR:

1. In the **Tribunal Administration** window click the **Administration** tab. Robot Lawyer™ shows the tribunal administration data in the current matter.
2. Click in the field under **Department Designator**.
3. Enter the department number, letter or other designator.

TO ENTER OR CHANGE THE NUMBER ASSIGNED BY THE TRIBUNAL TO THE MATTER:

1. In the **Tribunal Administration** window click the **Administration** tab. Robot Lawyer™ shows the tribunal administration data in the current matter.
2. Click in the **Number** field.
3. Enter the case or mater number or other designator.

Commentary

In the Tribunal Administration window, Robot Lawyer™ lets you capture not only the tribunal support personnel, it also lets you capture administrative data such as case number, and even terminology, such as what the tribunal is called—a "court," a "board," a "panel"—whatever.

Robot Lawyer™ knows an entity that supports a tribunal as a tribunal support entity. Clerks, reporters, bailiffs, interpreters, aides, probation officers, research assistants all are tribunal support entities.

The support entity is a property of the tribunal, which is a property of the allegation, which is a property of the allegeatee which is a property of the allegator, which is a property of the file. For each tribunal there is more than one, one or no support entity.

Related Topics

Judges

Robot Lawyer™ Entities

Robot Lawyer™ Players

Triers of Fact

[Tribunal_Administration.htm/August 10, 2007](#)

Judgments

TO ENTER OR CHANGE A FINDING:

1. On the Robot Lawyer™ Desktop click the **Judgment** tab. Robot Lawyer™ lets you enter or change the judgment in the current matter.
2. Click **Judgment**. Robot Lawyer™ opens its **Judgment** window.

3. In the **Judgment** window click the **Judgment** tab. Robot Lawyer™ shows the current allegation finding.
4. Click **New** opposite the **Finding** field. Robot Lawyer™ opens its **Findings** window and shows findings encountered in your practice.
5. In the **Findings** window select the finding you want and click **Insert**. Robot Lawyer™ enters your selection in the **Finding** field in the **Judgment** window.
 - If the finding you want isn't listed in the **Findings** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE EXPRESSION OF THE FINDING:

1. In the **Judgment** window click the **Judgment** tab. Robot Lawyer™ shows the how the current allegation finding is expressed.
2. Click **New** opposite the **Expression** field. Robot Lawyer™ opens its **Finding Expressions** window and shows how findings encountered in your practice are expressed.
3. In the **Finding Expressions** window select the expression you want and click **Insert**. Robot Lawyer™ enters your selection in the **Expression** field in the **Judgment** window.
 - If the finding you want isn't listed in the **Finding Expressions** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE CHARACTERIZATION OF THE FINDING:

1. In the **Judgment** window click the **Judgment** tab. Robot Lawyer™ shows the how the current allegation finding is characterized.
2. Click **New** opposite the **Characterization** field. Robot Lawyer™ opens its **Expression Characterizations** window and shows how findings encountered in your practice are characterized.
3. In the **Expression Characterizations** window select the characterization you want and click **Insert**. Robot Lawyer™ enters your selection in the **Characterization** field in the **Judgment** window.
 - If the finding you want isn't listed in the **Expression Characterizations** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

TO ENTER OR CHANGE THE DATE OF THE FINDING:

1. In the **Judgment** window click the **Judgment** tab. Robot Lawyer™ shows the date of the current allegation finding.
2. Click in the **Date** field. Robot Lawyer™ opens a calendar.
3. Enter the date of the current allegation finding.

TO ENTER A TERM OF JUDGMENT:

1. In the **Judgment** window click the **Terms** tab. Robot Lawyer™ shows the terms of the judgment.
2. Click **New**. Robot Lawyer™ opens its **Judgment Terms** window and shows judgment terms encountered in your practice.
3. In the **Judgment Terms** window select the term you want and click **Insert**. Robot Lawyer™ enters your selection in the **Judgment** window.
- If the term you want isn't listed in the **Judgment Terms** window, click **New**, enter it and click **OK**. Robot Lawyer™ adds it to the list.

Commentary

Robot Lawyer™ knows the findings on the current allegation, how the findings are expressed, what the expression is called, its date, and its terms, as the *judgment* of the current tribunal; a final decision by the tribunal upon the respective rights and claims of the parties.

Allegation Findings. Robot Lawyer™ knows an allegation finding as the finding related to the allegation. Robot Lawyer™ asks is the allegation true. A neither true nor false value in the allegation finding field can mean the trier of fact hung or couldn't make up its mind about the truthfulness or falsity of the allegation. Preinstalled choices by other users include *yes, no, too early, can't say, hung jury*. The finding is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For each allegation there is one or no finding.

Expression of Findings. Robot Lawyer™ asks how the allegation finding is expressed. Preinstalled entries by other users include *false, guilty, judgment for defendant, judgment for plaintiff, not guilty, true*.

Characterization of Findings. What Robot Lawyer™ knows as the expression of the finding of the allegation in most jurisdictions is known as the verdict. What is the expression called? Installed user-answers include *finding, verdict*.

Judgments. If the allegation is found (or agreed by settlement) to be true, what then? Does the allegee have to pay the allegator money? If so how much? When? Does the allegee have to go to jail? For how long? Where? When?

Alternatively, what if the allegation is found (or agreed) false? What happens to the allegee? Must the allegator pay the allegee money? For what? How much? What if one or more allegations are found false and one or more allegations are found true? What then?

Preinstalled choices by other users include *attorney fees, county jail, death, execution, guilty, injunction, none, no judgment, hung jury, not guilty, pay court costs, pay money, plaintiff to pay attorney fees, plaintiff to pay court costs, probation, restraining order, state prison*.

The judgment is a property of the allegation, which is a property of the allegee, which is a property of the allegator, which is a property of the file. For each allegation there is more than one, one or no judgment.

Related Topics

Allegees

Allegations

Allegators

Future Releases of Robot Lawyer™

Judgments
Replies

Judgments.htm/August 10, 2007

Other Programs

About Program Locations

XX

XX

About_Program_Locations.htm/August 10, 2007

Robot Lawyer™ itself is not a full-text legal database, but it connects and exchanges data with full-text legal databases such as Westlaw®, LexisNexis®, FindLaw® or VersusLaw®. Robot Lawyer™ is not a word processor. But it does process words. It is not a document assembler, but it assembles documents. It is not a time and billing program, an accounting program or a calendaring program. But it does time and billing, accounting and calendaring. How? By connecting with, exchanging data with, and using your other programs that do perform those tasks. Robot Lawyer™ connects with, exchanges data with and uses:

Online Legal Research. A quick, easy, powerful method employed by Robot Lawyer™ users to capture law properties is to select and copy the citation, headnotes and full text from law websites such as , and then paste the text in the respective Robot Lawyer™ field.

Word Processors. Since Robot Lawyer™ uses your word processor—Corel WordPerfect® or Microsoft® Word—to edit and assemble documents, it needs to know the *full* path of the EXE file that launches your word processor, such as *C:\Program Files\WordPerfect® Office 11/Programs/wpwin11.exe*. Full path, as shown in the example, means drive, folder(s), filename and extension. During installation Robot Lawyer™ attempts to find and identify your word processor but you may need later to enter the information, or change the information given during installation. (See Word Processor Location.)

Document Assemblers.

- Document assemblers such as HotDocs®;
- Time and billing programs such as Timeslips®
- Accounting programs such as MoneyWorks®;
- Calendaring programs such as Palm™ Desktop

- External contact managers such as ACT!®, Palm™ Desktop, Goldmine® and others.
- Practice management programs such as the West Group's ProLaw Ready, Amicus Attorney®, AbacusLaw® and others.

So Robot Lawyer™ needs to know where the other programs reside on your hard disk.

Related Topics

Palm™ Desktop®

TO OPEN PALM DESKTOP®:

- Click **View, Palm Desktop®** in the main menu; Robot Lawyer™ opens Palm Desktop®.

TO ENTER THE LOCATION OF PALM DESKTOP®:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **Palm®** tab.
5. Click **Browse**. Robot Lawyer™ opens its **Select Palm Desktop® Location** dialog.
6. Select the EXE file that launches Palm Desktop® click **Open**. Robot Lawyer™ enters the location of Palm Desktop®.

Commentary

To exchange data with and use Palm Desktop®, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Be sure your entry consists of the path + filename + extension. Then to open and use the program, click **View, Palm Desktop®** in the main menu; Robot Lawyer™ opens Palm Desktop®.

To exchange data with your Palm Desktop®, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your Palm Desktop® but you may need later to enter the information, or change the information given during installation.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

Palm_Desktop.htm/August 10, 2007

Time and Billing Program

TO OPEN YOUR TIME AND BILLING PROGRAM:

- Click **View, Time and Billing** in the main menu; Robot Lawyer™ opens your time and billing program.

TO ENTER THE LOCATION OF YOUR TIME AND BILLING PROGRAM:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **Billing** tab.
5. Click **Browse**. Robot Lawyer™ opens its **Select Time and Billing Program** dialog.
6. Select the EXE file that launches your time and billing program and click **Open**. Robot Lawyer™ enters the location of your time and billing program.

Commentary

To exchange data with and use your time and billing program, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Then to open and use the program, click **View, Time and Billing** in the main menu; Robot Lawyer™ opens your time and billing program.

To exchange data with your time and billing program, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your time and billing program but you may need later to enter the information, or change the information given during installation.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

Time_and_Billing_Program.htm/August 10, 2007

HotDocs®

TO OPEN YOUR CONTACT HOTDOCS®:

- Click **View, HotDocs®** in the main menu; Robot Lawyer™ opens HotDocs®.

TO ENTER THE LOCATION OF HOTDOCS®:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **HotDocs®** tab.
5. Click **Browse**. Robot Lawyer™ opens its **Select HotDocs® Location** dialog.
6. Select the EXE file that launches HotDocs® click **Open**. Robot Lawyer™ enters the location of HotDocs®.

Commentary

To exchange data with and use HotDocs®, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Be sure your entry consists of the path + filename + extension. Then to open and use the program, click **View, HotDocs®** in the main menu; Robot Lawyer™ opens HotDocs®.

To exchange data with HotDocs®, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your HotDocs® but you may need later to enter the information, or change the information given during installation.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

HotDocs.htm/August 10, 2007

Calendaring Program

TO OPEN YOUR CALENDARING PROGRAM:

- Click **View, Calendar** in the main menu; Robot Lawyer™ opens your calendaring program.

TO ENTER YOUR CALENDARING PROGRAM LOCATION:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **Calendar** tab.
5. Click **Browse**. Robot Lawyer™ opens its **Select Calendaring Program** dialog.
6. Select the EXE file that launches your calendaring program and click **Open**. Robot Lawyer™ enters the location of your calendaring program.

Commentary

To exchange data with and use your calendaring program, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. (See Calendar Program Location.) Then to open and use the program, click **View, Calender** in the main menu; Robot Lawyer™ opens your calendaring program.

To exchange data with your calendar program, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your calendaring program but you may need later to enter the information, or change the information given during installation.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

[Calendaring_Program.htm/August 10, 2007](#)

Contact Management Program

TO OPEN YOUR CONTACT MANAGEMENT PROGRAM:

- Click **View, Contact Manager** in the main menu; Robot Lawyer™ opens your contact management program.

TO ENTER THE LOCATION OF YOUR CONTACT-MANAGEMENT PROGRAM:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.

4. In the **Programs and Websites** window click the **Contacts** tab.
5. Click **Browse**. Robot Lawyer™ opens its **Select External Contact Manager** dialog.
6. Select the EXE file that launches your contact manager and click **Open**. Robot Lawyer™ enters the location of your contact manager.

Commentary

To exchange data with and use your contact management program, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Be sure your entry consists of the path + filename + extension. Then to open and use the program, click **View, Contact Manager** in the main menu; Robot Lawyer™ opens your contact management program.

To exchange data with your contact management program, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your contacts management program but you may need later to enter the information, or change the information given during installation.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

Contact_Management_Program.htm/August 10, 2007

Practice Management Program

TO OPEN YOUR PRACTICE MANAGEMENT PROGRAM:

- Click **View, Practice Manager** in the main menu; Robot Lawyer™ opens your practice management program.

TO ENTER THE LOCATION OF YOUR PRACTICE MANAGEMENT PROGRAM:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **Other** tab.
5. Click the **Browse** button opposite **Practice Management Program Location**. Robot Lawyer™ opens its **Practice Management Program** dialog.

6. Select the EXE file that launches your practice management program and click **Open**. Robot Lawyer™ enters the location of your practice management program.

Commentary

To exchange data with and use your practice management program, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Then to open and use the program, click **View, Practice Manager** in the main menu; Robot Lawyer™ opens your practice management program.

To exchange data with your practice management program, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your practice management program but you may need later to enter the information, or change the information given during installation.

Robot Lawyer™ now knows the name and location of your practice management program.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

[Practice_Management_Program.htm/August 10, 2007](#)

Spreadsheet

TO OPEN YOUR SPREADSHEET:

- Click **View, Practice Manager** in the main menu; Robot Lawyer™ opens your practice management program.

TO ENTER THE LOCATION OF YOUR SPREADSHEET:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **External Programs**. Robot Lawyer™ opens its **Programs and Websites** window.
4. In the **Programs and Websites** window click the **Other** tab.
5. Click the **Browse** button opposite **Spreadsheet Location**. Robot Lawyer™ opens its **Select Spreadsheet** dialog.
6. Select the EXE file that launches your spreadsheet and click **Open**. Robot Lawyer™ enters the location of your spreadsheet.

Commentary

To exchange data with and use your spreadsheet, Robot Lawyer™ needs to know the full path of the EXE file that launches the program. Then to open and use the program, click **View, Practice Manager** in the main menu; Robot Lawyer™ opens your spreadsheet.

To exchange data with your spreadsheet, Robot Lawyer™ offers three methods: using Robot Lawyer™ copy and paste features; using Robot Lawyer™ file export/import features; and using Windows® open database connectivity (ODBC). (See About Data Exchange.)

During installation Robot Lawyer™ may attempt to find and identify your spreadsheet but you may need later to enter the information, or change the information given during installation.

Robot Lawyer™ now knows the name and location of your spreadsheet.

Related Topics

About Program Locations

About Using Other Program Data

Using Robot Lawyer™ Data

Spreadsheet.htm/August 10, 2007

Advanced Features

Tables

Robot Lawyer™ Tables

Robot Lawyer™ feeds and accesses a very sophisticated proprietary relational database that stores all the data any lawyer needs to represent any party in any area of practice in any jurisdiction in any language: a Universal Lawyering Schema. Like any large relational database, the Universal Lawyering Schema is comprised of hundreds of related tables and fields containing data that can be viewed as database forms and lists as well as database tables.

Robot Lawyer™ normally displays the data in the current window in *form view*, executed by the default FileMaker© Browse command. But Robot Lawyer™ also lets advanced users view and manipulate the data in a table. Some windows have their own Table command which the program lets advanced users use to directly access some of its tables that store data. For example, Robot Lawyer™ lets you directly access its table that stores properties of entities. Robot Lawyer™ also lets you directly access its table that stores choices.

Where Robot Lawyer™ lets you directly access a table, a Table button is in the window. When you click it, Robot Lawyer™ displays a table showing all entries.

Across the top of the table are the names of the columns. These are the actual Robot Lawyer™ field names. Below are the records.

Advanced users can edit the table content and display by adding, editing and deleting records, rearranging the columns, and making other modifications. For help doing any of these, click the appropriate topic listed under Related Topics below.

When finished viewing/working in the table, click the Back button. Robot Lawyer™ returns you to where you were.

When viewing a Robot Lawyer™ table, advanced users can also display three sub-modes: Browse mode, Find mode and Preview mode. But until you're an experienced Robot Lawyer™ user, stay in away from these commands.

Warning. Using the *records* and other main menu commands in table windows are for advanced users only. Using the *records* commands in particular, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Adding New Records

Deleting Records

Duplicating Records

Omitting Records

Preview Mode

Replacing Field Contents

Reverting Records

Showing Records

Sorting Records

Robot_Lawyer_Tables.htm/August 10, 2007

Adding New Records

TO CREATE A NEW RECORD IN THE CURRENT ROBOT LAWYER™ TABLE

1. In the Robot Lawyer™ Tables main menu click **Records, New Record**. Robot Lawyer™ creates a new record in the table.
2. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To create a new record, click Records, New Record and Robot Lawyer™ creates a new record in the table.

Warning. Using Robot Lawyer™ Records commands, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Deleting Records

Duplicating Records

Omitting Records

Replacing Field Contents

Reverting Records

Robot Lawyer™ Tables

Showing Records

Sorting Records

[Adding_New_Records.htm/August 10, 2007](#)

Duplicating Records

TO DUPLICATE A RECORD IN THE CURRENT ROBOT LAWYER™ TABLE

1. Select the record you want to duplicate.
2. In the Robot Lawyer™ Tables main menu click **Records, Duplicate Record**. Robot Lawyer™ duplicates the record in the table.
3. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To duplicate a record, click the record then Records, Duplicate Record in the main menu and Robot Lawyer™ duplicates the record.

Warning. Using Robot Lawyer™ Records commands, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Adding New Records

Deleting Records

Omitting Records

Replacing Field Contents

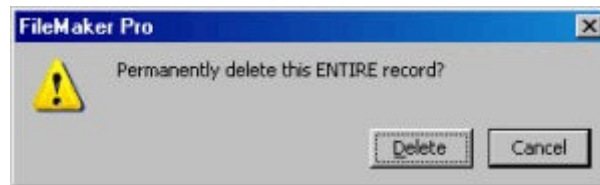
Reverting Records
 Showing Records
 Sorting Records

Duplicating_Records.htm/August 10, 2007

Deleting Records

TO DELETE A RECORD IN THE CURRENT ROBOT LAWYER™ TABLE:

1. Select the record you want to delete.
2. In the Robot Lawyer™ Tables main menu click **Records, Delete Record**.
 Robot Lawyer™ asks if you want to permanently want to delete the entire record:



3. Click **Delete**. Robot Lawyer™ deletes the record in the table.
4. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To delete a record, click the record then Records, Delete Record and Robot Lawyer™ deletes the record.

Warning. Using Robot Lawyer™ Records commands, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Adding New Records

Duplicating Records
 Omitting Records
 Replacing Field Contents
 Reverting Records
 Showing Records
 Sorting Records

Deleting_Records.htm/August 10, 2007

Showing Records

TO SHOW ALL RECORDS IN THE CURRENT ROBOT LAWYER™ TABLE

1. In the Robot Lawyer™ Tables main menu click **Records, Show All Records**. Robot Lawyer™ shows all the records in the table.
2. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To show all the records in the table, click **Records, Show All Records**, and Robot Lawyer™ shows all the records in the table.

When Robot Lawyer™ is showing all the records in the table, it dims the command **Show All Records**.

Warning. Using Robot Lawyer™ **Records** commands, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Adding New Records

Deleting Records

Duplicating Records

Omitting Records

Replacing Field Contents

Reverting Records

Sorting Records

[Showing_Records.htm/August 10, 2007](#)

Omitting Records

TO OMIT A RECORD IN THE CURRENT ROBOT LAWYER™ TABLE:

1. Select the record you want to omit.
2. In the Robot Lawyer™ Tables main menu click **Records, Omit Record**. Robot Lawyer™ omits the record in the table.
3. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

TO OMIT MULTIPLE RECORDS IN THE CURRENT ROBOT LAWYER™ TABLE:

1. Select the first record you want to omit.
2. In the Robot Lawyer™ Tables main menu click **Records, Omit Multiple**. Robot Lawyer™ opens its **Omit Multiple** dialog.



3. In the **Omit Multiple** dialog enter the number of records you want to omit.
4. Click **Omit**. Robot Lawyer™ omits the records in the table.
5. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To omit one or more records, click the first record then **Records, Omit Record**, or **Records, Omit Multiple**, and Robot Lawyer™ omits but does not delete the record or records.

Warning. Using Robot Lawyer™ **Records** commands, unless you really know what you're doing, can easily produce permanent unwanted results!

Related Topics

Adding New Records

Deleting Records

Duplicating Records

Replacing Field Contents

Reverting Records

Showing Records

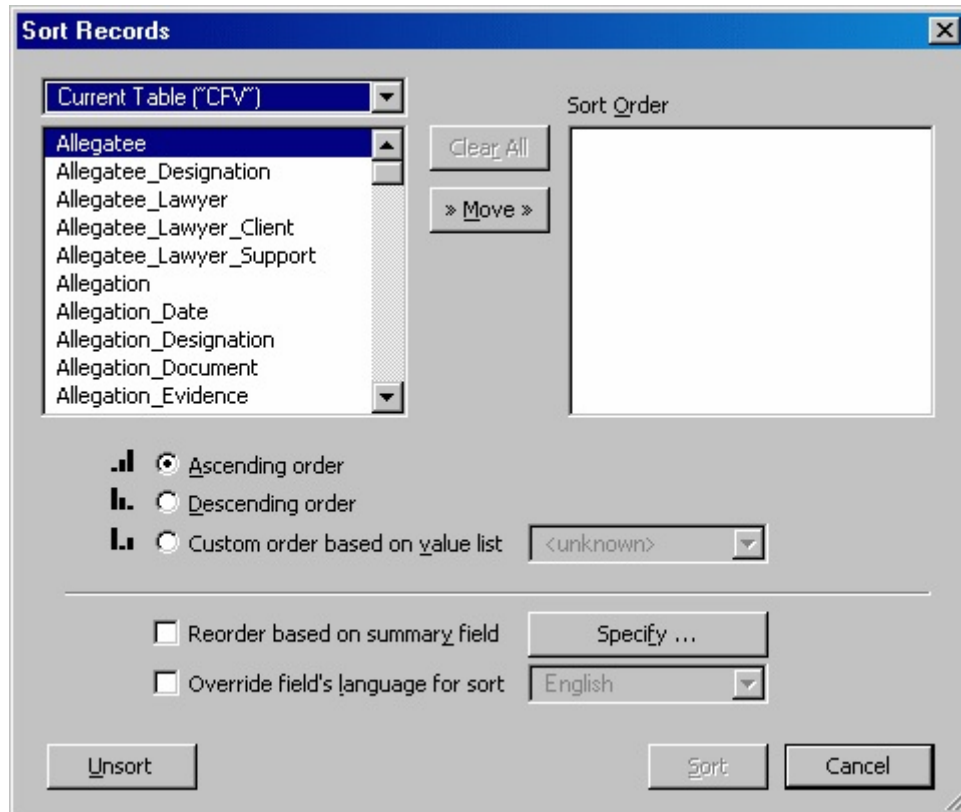
Sorting Records

[Omitting_Records.htm/August 10, 2007](#)

Sorting Records

TO SORT THE RECORDS IN THE CURRENT ROBOT LAWYER™ TABLE

1. In the Robot Lawyer™ **Tables** main menu click **Records, Sort Records**.
Robot Lawyer™ opens **Sort Records**.



4. In **Sort Records** select the fields for sorting, in the order you want them sorted by.
 - To select a sort field and sort it according to the selected order, in the list of fields, double-click the field.
 - To assign different sort orders to fields as you add them to the **Sort Order** list, for each sort field, in the fields list, select a field, select a sort order, then click **Move**. **Ascending order** is first to last character in the alphabet for text, lowest to highest for numbers, and earliest to latest for dates and times. **Descending order** is last to first character in the alphabet for text, highest to lowest for numbers, and latest to earliest for dates and times.
 - To change the sort order of a field in the **Sort Order** list (for example, ascending or descending order), in the **Sort Order** list, select a field, then select a sort order for that field.
 - To sort in a custom order, according to the order of values in a value list (for example, in the order months are arranged), in the fields list, select a field, select **Custom order** based on value list, then choose or define a value list. Records with values not in the specified value list will be sorted alphabetically at the end.
 - To change the order of the sort criteria (for example, to sort first by **Country**, then by **City**), in the **Sort Order** list, click the double-arrow (to the left of the field name) and drag the field to a new position.

5. Click **Sort**. Robot Lawyer™ sorts the records.
6. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ normally displays the data in the current window in *form* view, but the program also lets advanced users view the data in a table. To sort the records in the table, click **Records**, **Sort Records**. Robot Lawyer™ opens **Sort Records**.

Robot Lawyer™ stores data in the order they were added to the table. Sorting temporarily rearranges data, so you can view, update, or print them in a different sequence. You choose the fields whose contents you want to sort by. The first sort field arranges the data based on the field's contents. The second sort field arranges data when two or more data have the same value in the first sort field, and so on. You can sort data in ascending order, descending order, or in a custom order. The data remain sorted until you perform a find, add a new entry, or sort the data again.

Warning. Using Robot Lawyer™ **Records** commands, unless you really know what you're doing, can easily produce permanent unwanted results.

Related Topics

Adding New Records

Deleting Records

Duplicating Records

Omitting Records

Replacing Field Contents

Reverting Records

Showing Records

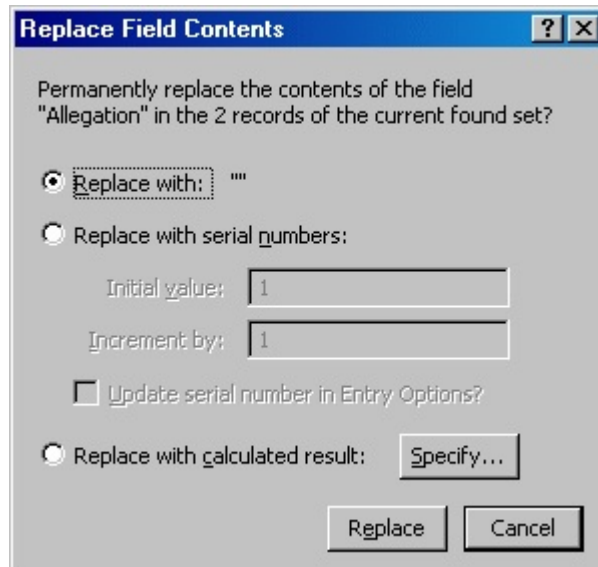
Sorting Data

[Sorting_Records.htm/August 10, 2007](#)

Replacing Field Contents

TO REPLACE THE CONTENTS OF A FIELD IN RECORDS:

1. Select the data you want to replace.
 - If you're replacing data with a constant value (instead of serialized numbers or a calculated result), enter the value.
2. In the Robot Lawyer™ Tables main menu click **Records**, **Replace Field Contents**. Robot Lawyer™ opens **Replace Field Contents**.



- To replace each value with the value in the currently selected field, click **Replace with <value>**. Robot Lawyer™ replaces the contents of the field in all the shown records.
- To replace each value with a serialized number, click **Replace with serial numbers**, then type the starting value for the serial numbers in **Initial value**, and the incremental value in **Increment by**. If the field is defined to automatically enter a serial number, you can select **Update serial number in Entry Options** to reset the next value in **Options for Field**.
- To replace each value with a calculated value, click **Replace with calculated result**, then click **Specify**. Robot Lawyer™ opens **Specify Calculation**:

You can use a calculation to add a suffix or prefix to an existing field value. For example, to append "-01" to all the values in the "Partnumber" field in the found set, enter Partnumber & "-01" in the Specify Calculation dialog box. The result must match the field type of the replaced field.

To avoid confusion when replacing dates, always enter dates with four-digit years.

Related Topics

Adding New Records

Deleting Records

Duplicating Records

Omitting Records

Reverting Records

Showing Records

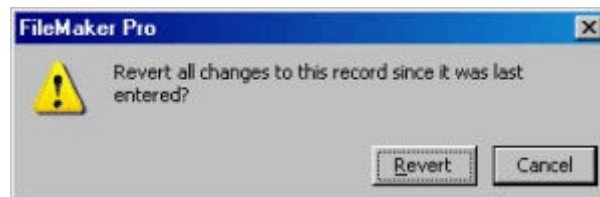
Sorting Records

Replacing_Field_Contents.htm/August 10, 2007

Reverting Records

TO RESTORE ORIGINAL DATA TO A RECORD IN THE CURRENT ROBOT LAWYER™ TABLE

1. Select field in the record where you want to restore the data.
2. In the Robot Lawyer™ Tables main menu click **Records, Revert Record**. Robot Lawyer™ asks if you want to revert the changes in the record since it was last entered:



3. Click **Revert**. Robot Lawyer™ restores the original data to the record.
4. When finished working in the table, click **Back**. Robot Lawyer™ returns you to where you were.

Commentary

Robot Lawyer™ lets you restore data in records. By default, Robot Lawyer™ saves changes to records automatically when you commit each record. If you enter data incorrectly in a record, you can restore the original data to the record as long as the information is not committed. Data is committed when you select another record, click anywhere outside of the current record, or press Enter on the numeric keypad, or Ctrl-Enter on computers without a numeric keypad. Data has already been committed if Revert Record is dimmed. When you revert a record, any changes made to related data are also reverted.

Another way of reversing action is the command Undo. Robot Lawyer™ lets you reverse the most recent action you performed by clicking Edit, Undo in the main menu.

Related Topics

Adding New Records

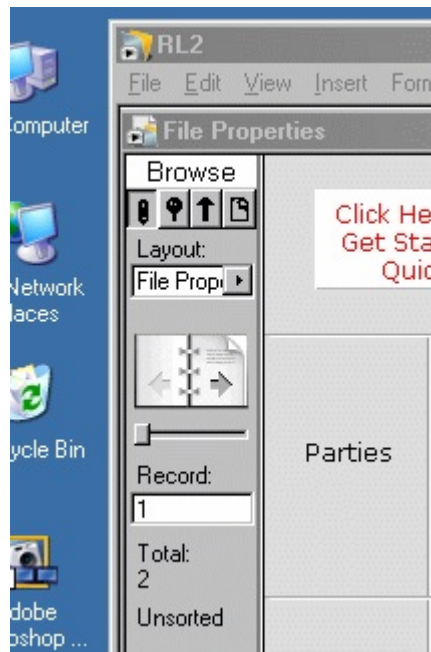
Deleting Records
 Duplicating Records
 Omitting Records
 Replacing Field Contents
 Showing Records
 Sorting Records

Reverting_Records.htm/August 10, 2007

Preview Mode

The Robot Lawyer™ Tables main menu lets advanced users display three sub-modes: Browse mode, Find mode and Preview mode. Browse mode is the normal mode in which you use Robot Lawyer™. Preview mode shows how Robot Lawyer™ screens will look before you print. There are three ways to switch from **Browse** mode to **Preview** mode.

- Click **View** in the main menu. Robot Lawyer™ lets you switch from **Browse** mode to **Preview** mode.
- Click the buttons at the top of the Status area. Robot Lawyer™ switches from **Browse** mode to **Preview** mode.



- Click the **Browse** button at the bottom of the window.



Robot Lawyer™ pops up a menu that lets you switch from **Browse** mode to **Preview** mode.

Related Topics

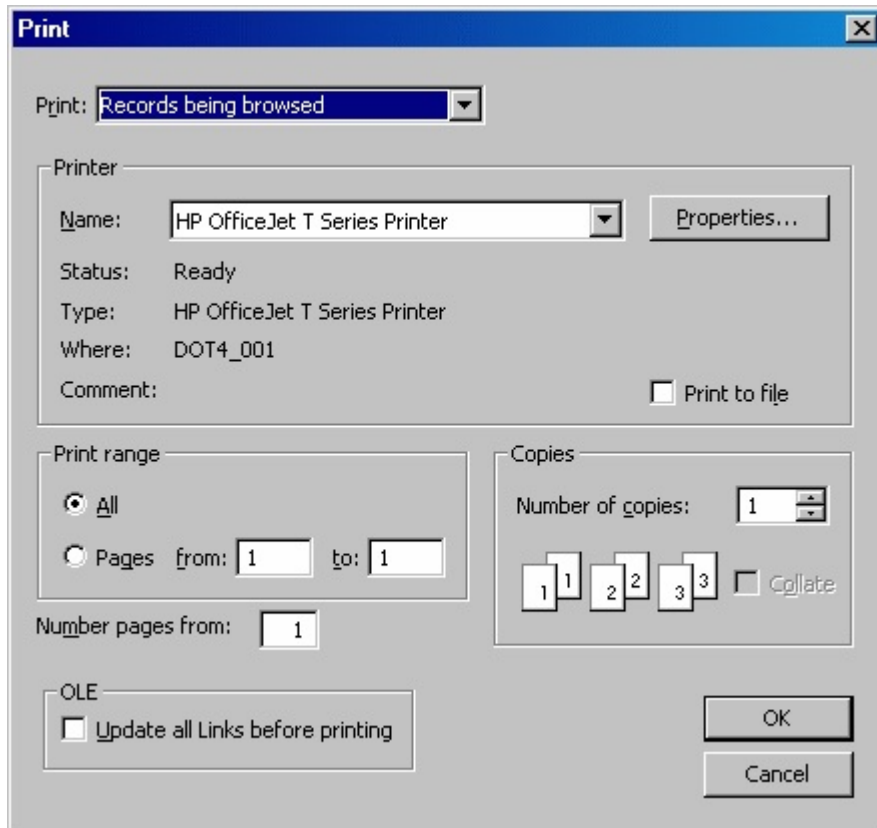
Launching Robot Lawyer™

Preview_Mode.htm/August 10, 2007

Printing

TO PRINT FROM ROBOT LAWYER™:

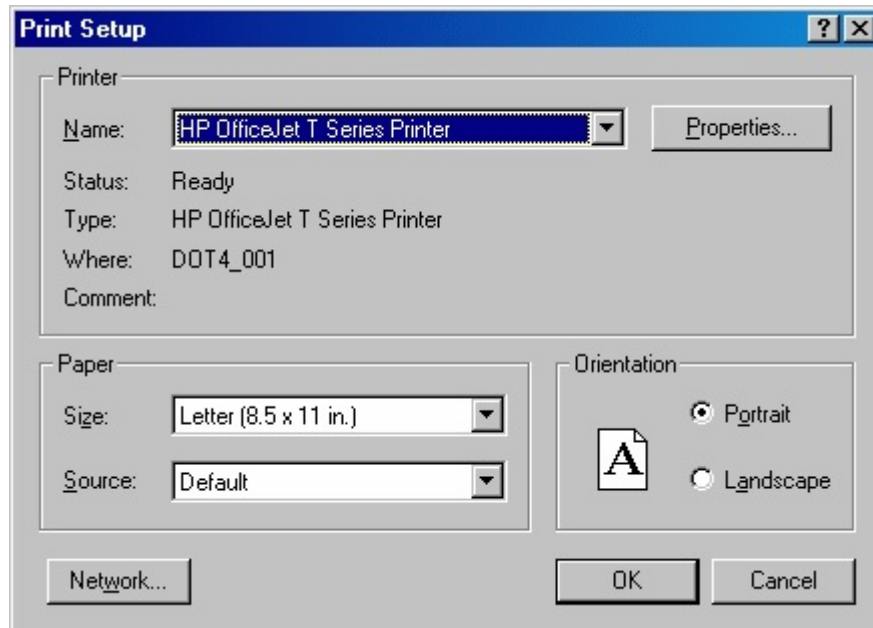
1. In the main menu click **File, Print**. Robot Lawyer™ opens **Print**.



2. In **Print** make the selections you want and click OK. Robot Lawyer™ prints.

TO SPECIFY A DEFAULT PRINTER AND PAPER OPTIONS:

1. In the main menu click **File, Print Setup**, or in **Print** click **Properties**. Robot Lawyer™ opens **Print Setup**.



2. In the **Printer** section, choose a printer and (if necessary), set its properties. The printer you choose, and its properties, becomes the default printer for Robot Lawyer™.
3. Set other options that you want for **Paper** and **Orientation**. These paper and orientation options will be saved with the current Robot Lawyer™ file and will be used when you print any layout in the file.
4. Click **OK**.

Commentary

Robot Lawyer™ is designed to print your assembled documents in your word processor. You should be doing virtually all your printing from your word processor. But you can print data and values from Robot Lawyer™.

Robot Lawyer™ initially uses the Windows® default printer and paper options as its default, but you can specify a different default printer and paper options to be used when you print in Robot Lawyer™. The Windows® default printer and the Robot Lawyer™ default printer are independent. If you change one default, it doesn't affect the other.

The default printer that you choose for Robot Lawyer™ is a Windows® setting; all files that you print with Robot Lawyer™ will print to this printer unless you choose a different one.

The paper and orientation options that you choose are file-specific settings. You can choose different paper and orientation options for each Robot Lawyer™ file.

When you print from Robot Lawyer™, **Print** also contains a Printer area where you can name a different printer. If you name a different printer in **Print**, the Robot Lawyer™ default printer is reset to that printer.

For information on setting up new printers in Windows®, see Windows® Help.

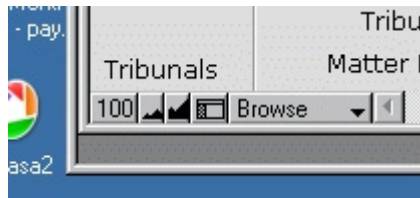
Related Topics

Document Assembly
Preview Mode

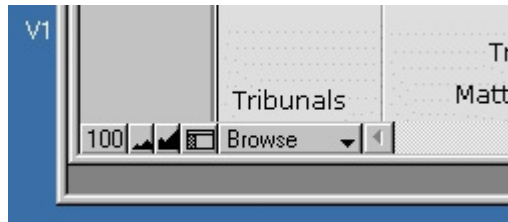
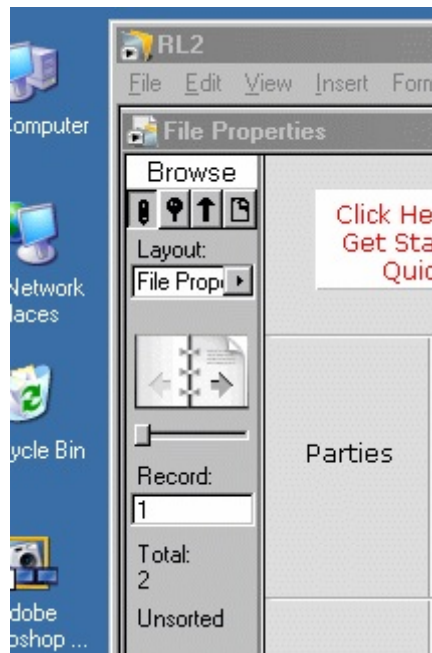
Printing.htm/August 10, 2007

Status Area

To display more advanced features, advanced users can click the little button at the bottom of the window with the little rectangle in it.



Robot Lawyer™ displays its Status area.



The Status area displays Browse, Find and Preview buttons; lets you select a different window (layout); displays the record number; displays other advanced features.

Related Topics

Find Mode

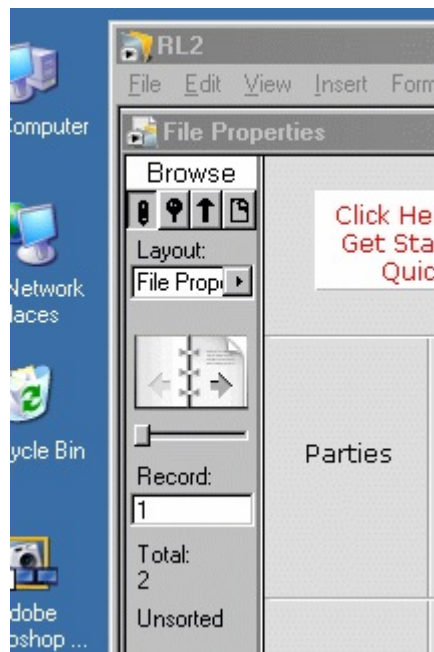
Preview Mode

Status_Area.htm/August 10, 2007

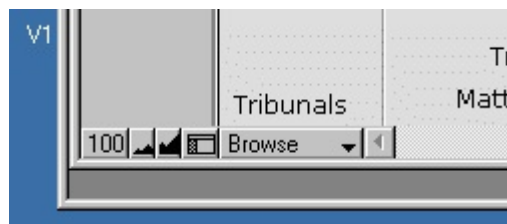
Find Mode

Robot Lawyer™ lets advanced users display three sub-modes: Browse mode, Find mode and Preview mode. Browse mode is the normal mode in which you use Robot Lawyer™. Find mode lets you search for data that matches your criteria. There are three ways to switch from Browse mode to Find mode.

- Click **View** in the main menu. Robot Lawyer™ lets you switch from Browse mode to Find mode.
- Click the buttons at the top of the Status area. Robot Lawyer™ switches from **Browse** mode to **Find** mode.



- Click the **Browse** button at the bottom of the window.



Robot Lawyer™ pops up a menu that lets you switch from Browse mode to Find mode.

Related Topics

Finding/Replacing Data

Status Area

Find_Mode.htm/August 10, 2007

Toolbars

Robot Lawyer™ also lets you format data using its **Standard** and **Text Formatting** toolbars. To display the toolbars click **View, Toolbars** in the Robot Lawyer™ Tables main menu, then **Standard** and/or **Text Formatting**.

The toolbars can always be displayed in Advance mode. If you want to display the toolbars in Standard mode, and **Standard** and/or **Text Formatting** are dimmed, click **View, Activate Toolbars** in the main menu. Robot Lawyer™ undims the toolbars.

Related Topics

Fonts, Sizes, Styles

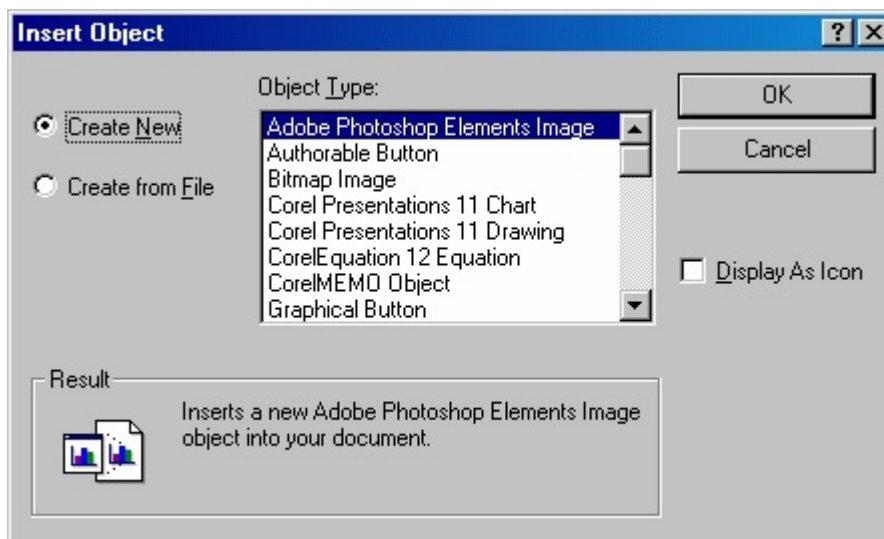
Toolbars.htm/August 10, 2007

Linking to OLE Objects

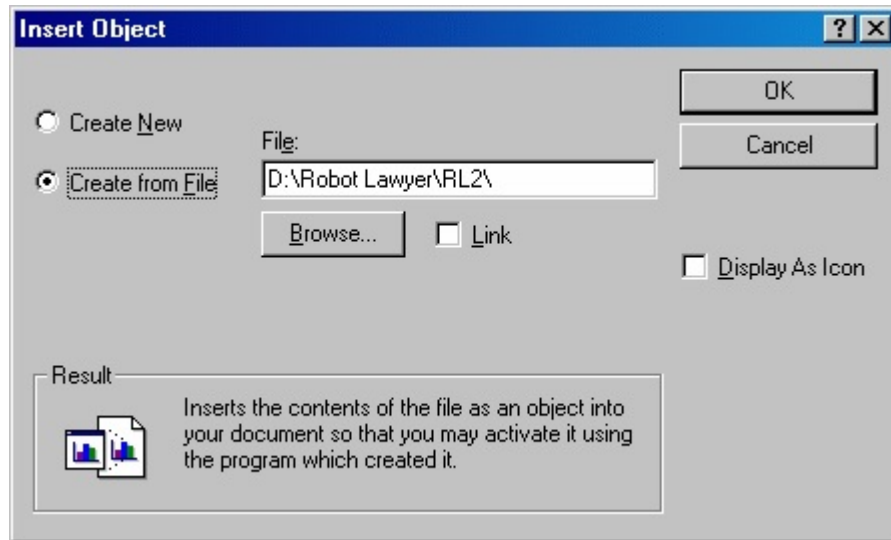


TO LINK TO AN OLE OBJECT:

1. Click in the field to contain the object.
2. Click **Insert, Object** in the main menu. Robot Lawyer™ opens **Insert Object**.



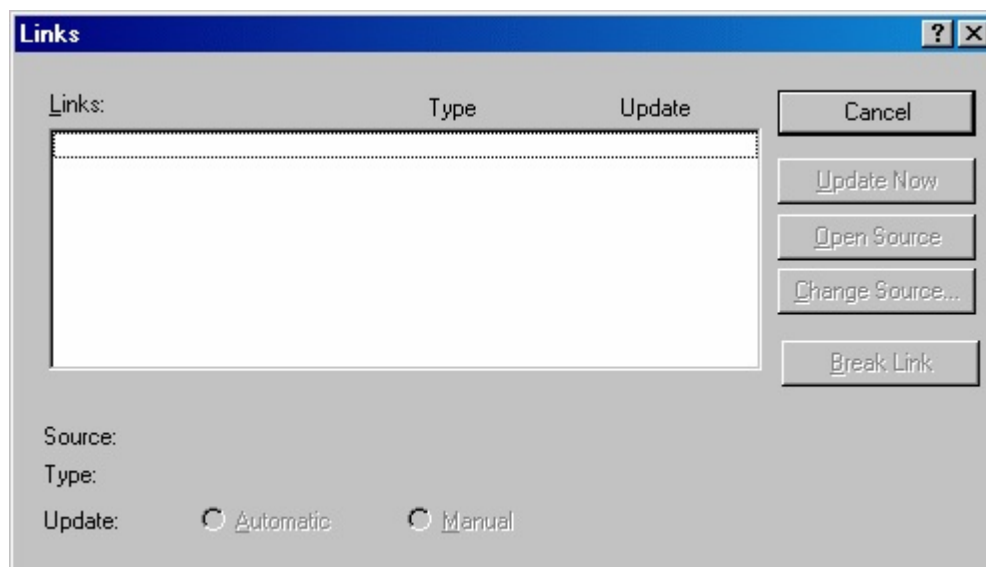
3. In **Insert Object** click **Create from File**. Robot Lawyer™ lets you enter a Windows® filename.



4. Enter the Windows® filename; you can click **Browse** to find it.
5. Click **Link**.
 - To display an object as an icon, click **Display As Icon**. You see the icon that will display. Display an icon when, for example, an object contains related information that you don't want to work with each time you use the database. (Double-click the icon to see or hear the object's contents.)
 - To change the icon, click **Change Icon** (when **Display As Icon** is selected). Then select an option. (For **From File**, enter a filename, then choose an icon.) Click **OK**.

TO UPDATE A LINK'S PATH:

1. Click **Edit, Object, Links** in the main menu. Robot Lawyer™ opens **Links**.



2. Click **Change Source**.

Commentary

When you link to an object, the object's data exists in a source file outside Robot Lawyer™. Changes made to the source file are reflected in Robot Lawyer™, so you can work with the most current information.

Once an OLE object is linked to Robot Lawyer™, you can activate the object to view or work with it.

To change linked OLE objects, you must have the appropriate access privileges assigned in the source file.

Because Robot Lawyer™ files can only receive OLE objects, you can copy a link from the application, but you can't link to an embedded object.

When the source file for a link is deleted, the link can no longer be updated or activated. If you try to activate the object, you see a warning message. To unlink the OLE object (and stop the warning from displaying), click **Edit, Object, Links** in the main menu, then click **Break Link**. The link becomes a graphic object and has no OLE properties.

You can link an OLE object from a different application to a Robot Lawyer™ file. In the other application, hold down **Shift+Ctrl**, and drag the object onto the Robot Lawyer™ file.

Related Topics

Embedding OLE Objects

Updating OLE Links

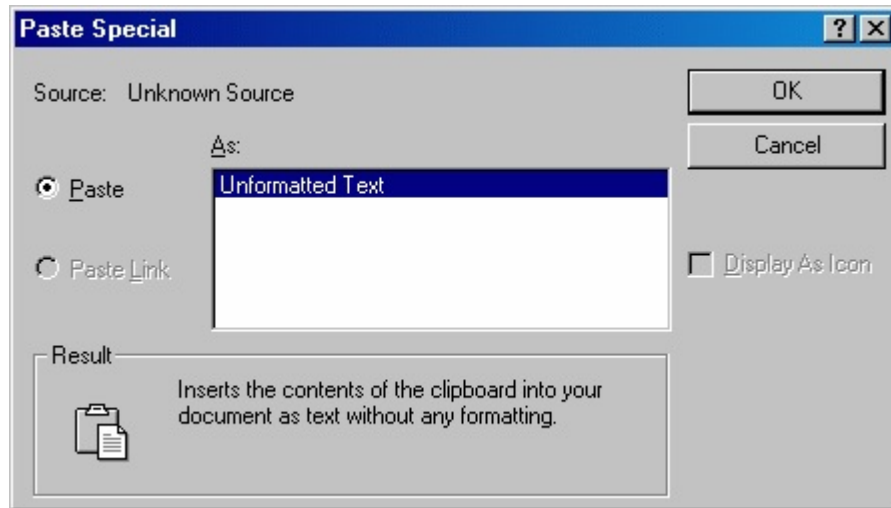
[Linking_to_OLE_Objects.htm/August 10, 2007](#)

Embedding OLE Objects



TO EMBED AN OLE OBJECT USING THE CLIPBOARD:

1. In the external file select the object you want to embed in a Robot Lawyer™ field.
2. Right-click the object and click **Copy** or **Cut**.
3. In Robot Lawyer™ in **File Properties** right-click to pop-up a menu, then left-click **Advanced Mode**; or in the main menu left-click **View, Advanced Mode**; or press **F12**. Robot Lawyer™ switches from Standard mode to Advanced mode. (See Advanced Mode.)
4. Click in the field you want to insert the object.
5. Click **File, Edit, Paste Special** in the **Advanced Mode** main menu. Robot Lawyer™ opens **Paste Special**.



6. Make the selections you want in **Paste Special**.
7. When finished click **OK**. Robot Lawyer™ closes **Paste Special** and embeds the object in the field.

Commentary

OLE stands for Object Linking and Embedding. Robot Lawyer™ lets advanced users embed OLE objects like graphics, spreadsheets, sounds or text in Robot Lawyer™ fields.

Related Topics

Paste Special Command

EEmbedding_OLE_Objects.htm/August 10, 2007

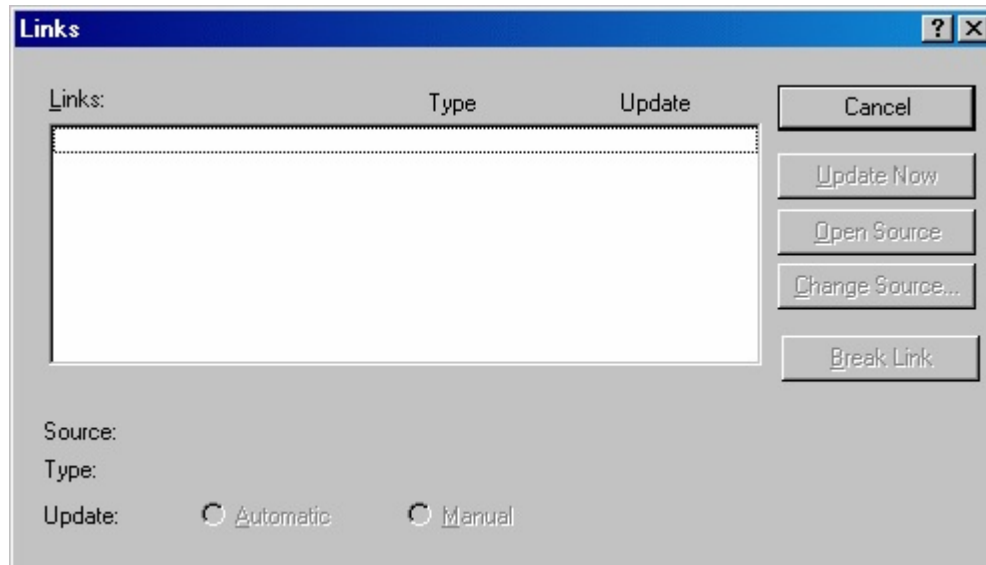
Updating OLE Links



Updating OLE Links Automatically. Robot Lawyer™ lets you update a link to synchronize your view of a linked OLE object with the source file. Updating a link ensures that you're working with the most current information.

You can set a link to update automatically, so that the link is updated whenever the information in the source file changes.

To set links to update automatically click **Edit, Object, Links** in the main menu. Robot Lawyer™ opens **Links**.



In **Links**, select the link to update automatically, then select **Automatic**.

Links are up to date when Robot Lawyer™ runs the application that created the object, so you can edit or play it.

Links are up to date when you use the Update Link script step.

Links are up to date when You click Update Now in the Links dialog.

Links are up to date when you select Update all Links before printing in the Print dialog.

Links are not up to date when Robot Lawyer™ the server application starts outside of Robot Lawyer™ and information in the linked source file is changed.

Links are not up to date when two fields in the current record are linked to the same source file and you edit only one field — only the edited field is updated.

Links are not up to date when links in a window can't be found.

Inactive links can't be updated. For example, if the current record has two fields that both contain links to the same source file, editing one link doesn't update the view of the other link.

Updating OLE Links Manually. Update a link to synchronize your view of a linked OLE object with the source file. Updating a link ensures that you're working with the most current information.

You can set a link to update manually, so that you control when you want a link to be updated. Once a link is set to update manually, you must update the link whenever you want the information updated.

To set links to update manually click **Edit, Object, Links** in the main menu. Robot Lawyer™ opens **Links**. In **Links**, select the link to update automatically, then select **Manual**.

To update a link that's set to update manually click **Edit, Object, Links** in the main menu. Robot Lawyer™ opens **Links**. In **Links**, click **Update Now**.

Related Topics

Embedding OLE Objects

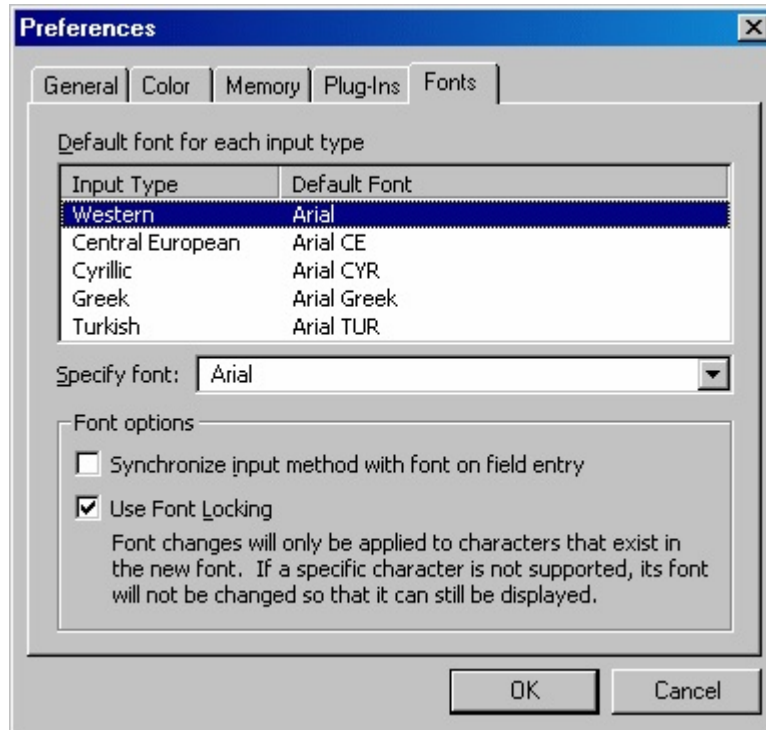
Updating_OLE_Links.htm/August 10, 2007

Formatting

Font Options

TO SET THE DEFAULT FONT AND OTHER FONT OPTIONS:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:
2. Click the **Fonts** tab:



4. Set the options you want to use.
5. Click **OK**.
6. When finished in **Advanced Mode**, to return to **Standard Mode**, click **Tools, Standard Mode** in the **Advanced Mode** main menu; or press **Ctrl-1**; or right-click and chose **Standard Mode** in the pop-up menu. Robot Lawyer™ switches back to **Standard Mode**.

Commentary

Use font preferences to set the default font for a particular input type as well as other font options.

Input types are scripts that categorize languages according to their writing systems. For example, the Western/Roman input type is used for English, French, Italian, and other languages. Chinese has two main input types: Simplified Chinese and Traditional Chinese.

To define a default font for an input type, select an input type from the list, then choose a font from the **Specify font** pop-up menu.

To switch to an input method that matches the font's input type when entering each field, select **Synchronize input method with font on field entry**.

To apply font changes only to characters that exist in the new font. (When a character does not exist in the new font, its font is not changed, and it continues to display properly), select **Use Font Locking**. Data entry and editing is a little faster when font locking is turned off.

Related Topics

Font Smoothing

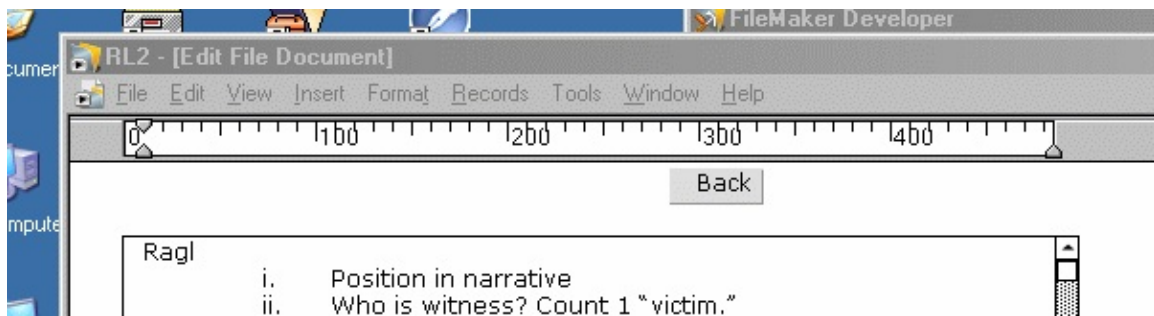
Fonts, Sizes, Styles

Font_Options.htm/August 10, 2007

Text Ruler

TO SHOW THE TEXT RULER:

1. Click in the field you want to capture text.
2. Click **View, Text Ruler** in the main menu. Robot Lawyer™ displays the text ruler.



Commentary

You can use the text ruler to set margins or tabs. The text ruler reflects the current field's settings.

To quickly change paragraph settings, on the text ruler, drag a margin marker to set margins and the first-line indent marker to set the first-line indent. When you move the left margin marker, the first-line indent marker also moves unless you press **Alt** as you drag either marker. You can set margins only in Browse mode.

To quickly set a left tab, click the text ruler where you want the tab stop placed. To delete a tab from the ruler, drag it downward off the ruler.

You can double-click in the ruled part of the text ruler to open **Tabs**.

Related Topics

Paragraphs

Tabs

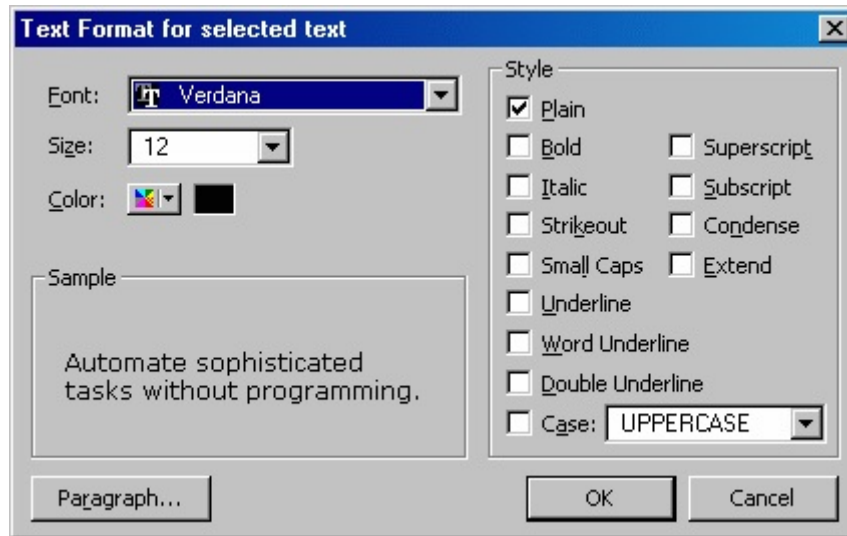
Toolbars

Text_Ruler.htm/August 10, 2007

Fonts, Sizes, Styles

TO FORMAT TEXT FONT, SIZE, STYLE:

1. Select the data you want to format. (See Selecting Data.)
2. Click **Format, Text** in the main menu. Robot Lawyer™ opens **Text Format for selected text**.

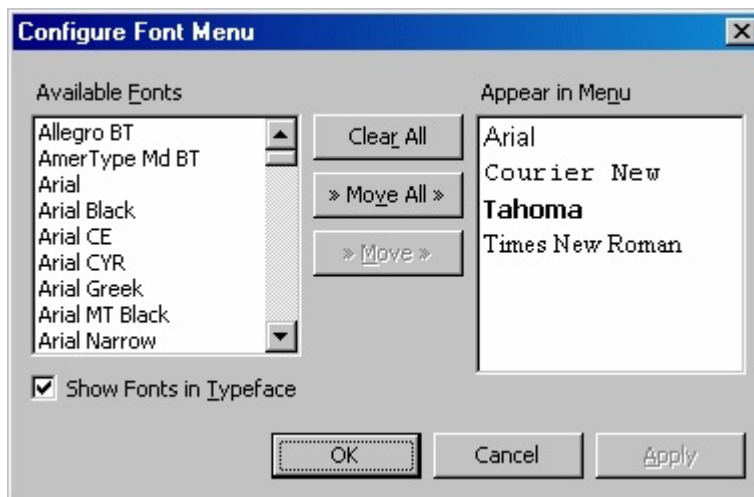


3. Set the text font, size, color and style you want.
4. Click **OK**. Robot Lawyer™ formats the font, size, color and style of the text.

Commentary

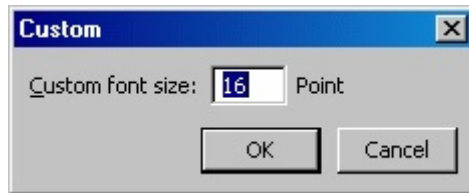
Robot Lawyer™ lets you format the text font, size, style, color of the selected text as well as the paragraph attributes and tab settings.

Text Fonts. You can also format the font of the selected text by clicking **Format, Font** in the main menu. Robot Lawyer™ lists available fonts. To list additional fonts, click Configure/More Fonts. Robot Lawyer™ opens Configure Font Menu:



Move available fonts you want to list. When finished, click OK. Robot Lawyer™ now lists the fonts.

Text Sizes. You can also format the size of the selected text by clicking **Format, Size** in the main menu. Robot Lawyer™ lists available sizes. To list additional sizes, click **Custom**. Robot Lawyer™ opens **Custom**.



Enter **Custom font size**. Click **OK**. Robot Lawyer™ now lists the font size.

Text Styles. You can also format the style of the selected text by clicking **Format, Style** in the main menu.

Toolbars. Robot Lawyer™ also lets you format data using its toolbars. (See Toolbars.)

Related Topics

Creating Practice Documents

Font Options

Font Smoothing

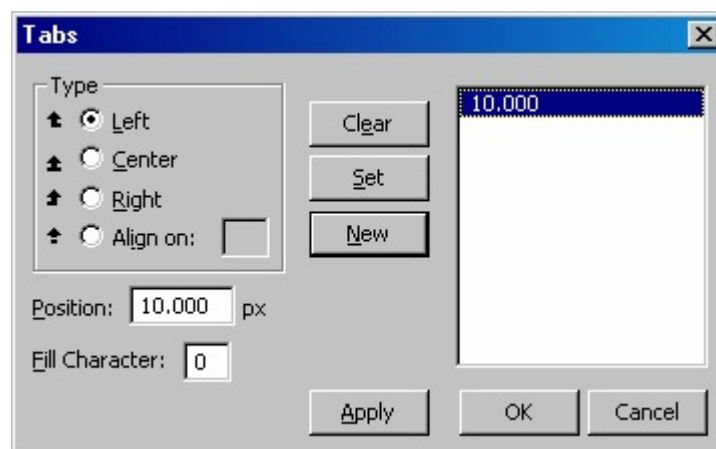
New File Documents

Fonts_Sizes_Styles.htm/August 10, 2007

Tabs

TO FORMAT TABS:

1. Select the data you want to format. (See Selecting Data.)
2. Click **Format, Text** in the main menu. Robot Lawyer™ opens **Text Format for selected text**.
3. Click **Paragraph**. Robot Lawyer™ opens **Paragraph**.
4. Click **Tabs**. Robot Lawyer™ opens **Tabs**.



3. Set the tab type, position and fill character you want.

4. Click **OK**. Robot Lawyer™ formats the tab type, position and fill character.

Commentary

Robot Lawyer™ lets you format the text font, size, style, color of the selected text as well as the paragraph attributes and tab settings.

To set a new left, center, or right tab, select Left, Center, or Right, type a value for Position to set where the text will align, and then click New.

To set a new decimal tab, select Align on and type a character for the text to align to (for example, a "."), type a value for Position to set where the text will align to that character, then click New.

To use a character to fill across to the tab, for Fill Character, type a character (for example, for a phone listing, you can fill the area between the name and the telephone number with periods).

To change a tab's settings, select the tab's settings in the scrolling list, change any of the options in the dialog box, then click Set.

To remove a tab, select the tab's settings in the scrolling list, then click Clear.

Toolbars. Robot Lawyer™ also lets you format data using its toolbars. (See Toolbars.)

Related Topics

Fonts, Sizes, Styles
Paragraphs

[Tabs.htm/August 10, 2007](#)

Font Smoothing

TO SET THE FONT SMOOTHING STYLE:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:



2. Click the button located to the right of the field **Font smoothing style**. Robot Lawyer™ drops a list of font smoothing styles: **Dark**; **Darkest**; **Smooth**, **light**.
3. Click the style you want.
4. Click **OK**. Robot Lawyer™ sets font smoothing style.

Commentary

If the fonts on your screen look fuzzy, you may want to experiment with the different font smoothing styles until you find one that looks best with your display.

Related Topics

Font Options

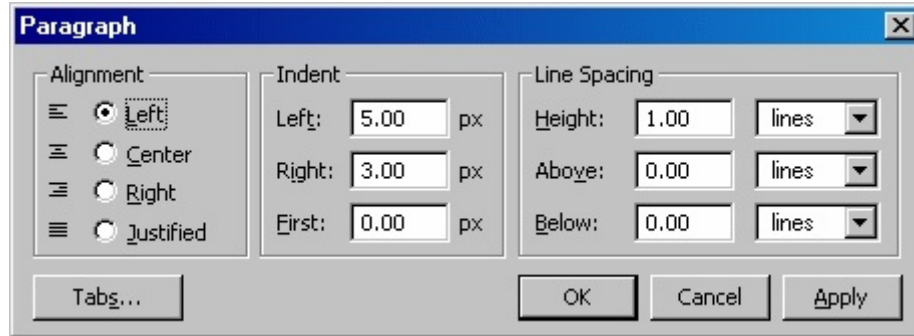
Fonts, Sizes, Styles

FFont_Smoothing.htm/August 10, 2007

Paragraphs

TO FORMAT PARAGRAPH ALIGNMENT, INTENT, LINE SPACING:

1. Select the data you want to format. (See Selecting Data.)
2. Click **Format, Text** in the main menu. Robot Lawyer™ opens **Text Format for selected text**.
3. Click **Paragraph**. Robot Lawyer™ opens **Paragraph**.



3. Set the paragraph alignment, intent and line spacing you want.
4. Click **OK**. Robot Lawyer™ formats the paragraph alignment, intent and line spacing.

Commentary

Robot Lawyer™ lets you format the text font, size, style, color of the selected text as well as the paragraph attributes and tab settings.

To specify paragraph alignment, for Alignment, select an option.

To specify paragraph margins and indentation for the first line. for Indent, type a value for Left, Right, and First.

To specify line spacing, for Line Spacing, type a value for Height, Above, and Below and choose a unit of measure. The lines unit of measure varies with the font you use and is slightly more than the font height.

Toolbars. Robot Lawyer™ also lets you format data using its toolbars. (See Toolbars.)

Related Topics

Fonts, Sizes, Styles

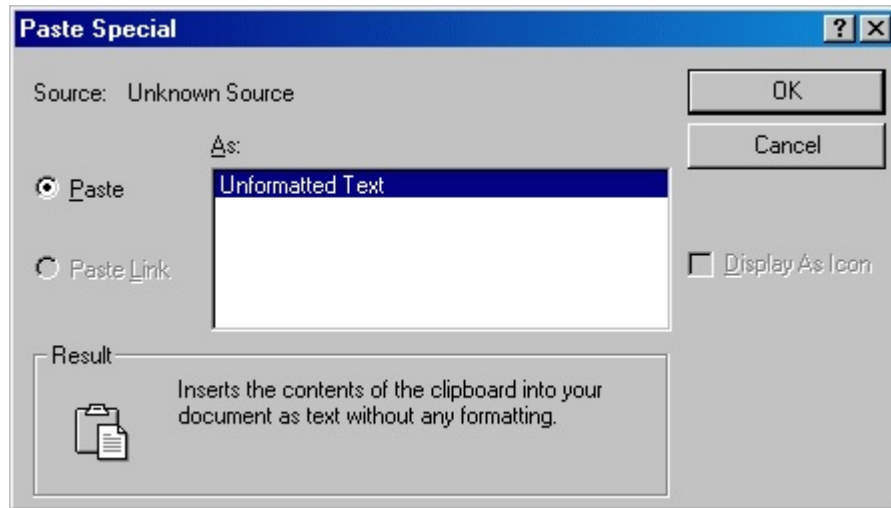
Tabs

Paragraphs.htm/August 10, 2007

Paste Special Command

TO PASTE SPECIAL DATA IN A ROBOT LAWYER™ FIELD:

1. Select the data you want to paste in a Robot Lawyer™ field.
2. Right-click the data and click **Copy** or **Cut**.
3. In Robot Lawyer™ in **File Properties** right-click to pop-up a menu, then left-click **Advanced Mode**; or in the main menu left-click **View, Advanced Mode**; or press **F12**. Robot Lawyer™ switches from Standard mode to Advanced mode. (See Advanced Mode.)
4. Click in the field you want to paste the data.
5. Click **File, Edit, Paste Special** in the **Advanced Mode** main menu. Robot Lawyer™ opens **Paste Special**.



6. Make the selections you want in **Paste Special**.
7. When finished click **OK**. Robot Lawyer™ closes **Paste Special** and pastes the data in the field.

Commentary

Robot Lawyer™ lets advanced users paste special data in Robot Lawyer™ fields.

Related Topics

Embedding OLE Objects

[Paste_Special_Command.htm/August 10, 2007](#)

Display

Window Sizes

Robot Lawyer™ automatically properly positions and sizes its windows. However Robot Lawyer™ lets you manually resize and reposition windows by dragging and other means the same as you would in any Windows® application.

Related Topics

Dialog Sizes/Positions

[Window_Sizes.htm/August 10, 2007](#)

Dialog Sizes

TO SET ENLARGE THE DIALOG:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.



2. Click **Reset**. Robot Lawyer™ asks if you want to restore the default size and position of all the dialogs.
3. Click **Yes**.
4. Click **OK**.

Commentary

Robot Lawyer™ lets you reset the size and position of all its dialogs to their defaults.

Related Topics

Window Sizes

[Dialog_Sizes.htm/August 10, 2007](#)

Zoom Control

TO ENLARGE WINDOW CONTENT:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:



2. Click **Enlarge window content to improve readability**.
3. Click **OK**. Robot Lawyer™ closes **Preferences** and enlarges window content to improve readability.

Commentary

You can enlarge the window content to improve readability.

When you run Robot Lawyer™, the program detects the size of your display, and reports the same in the About Robot Lawyer™ window. (See .) Robot Lawyer™ automatically adjusts its magnification to make the text the most comfortable to work with. But you can make further manual adjustments.

You can control the zoom level by clicking View, Zoom In, and View, Zoom Out in the main menu.

Window Frame Zoom Controls. You can also control the zoom level by using the controls embedded in the lower left corner of Robot Lawyer™ window frames (the little buttons that resemble little mountains). Use the zoom-in and zoom-out controls to enlarge or reduce the text on your screen. You can reduce the text by 75%, 50%, and 25%. You can enlarge the text by 150%, 200%, 300%, and 400%. Robot Lawyer™ displays the percentage. Click the zoom percentage box to quickly return to 100% from a magnified or reduced view.

Related Topics

Program Information

Window Sizes/Positions

Zoom_Control.htm/August 10, 2007

Exporting Data

About Exporting



When Robot Lawyer™ shows its data to another program using ODBC, Robot Lawyer™ and the other program are both running on the same computer or network, and the other program sees and interacts with the Robot Lawyer™ data real time. When you exchange data with another program using *file export*, you first save the data in Robot Lawyer™ in a proprietary Windows® file format, then you open the file with the data in the other program. Now the other program has—or can "see"—the Robot Lawyer™ data as the data was when you saved it. Of course if you then change the data in Robot Lawyer™, and don't re-save it, the other program won't be seeing the data in Robot Lawyer™ the way it is, but rather the way it was. So the other program doesn't see the data in Robot Lawyer™ real time. Saving data in Robot Lawyer™ in a proprietary Windows® file format is called *exporting* the data.

Related Topics

Export File Formats

Exporting Current Entity Data

Exporting Current File Data

[About_Exporting.htm/August 10, 2007](#)

Export File Formats

You must export the data from Robot Lawyer™ in a format the other program supports. Accordingly, Robot Lawyer™ was designed to let you export data to programs commonly found in law offices in the United States, including WordPerfect®, Microsoft® Word, HotDocs®, Palm™ Desktop, Quattro Pro® and Excel®. For other programs you need to check the documentation that came with the program to determine a common intermediary file format that both Robot Lawyer™ and the other program supports. Most file formats supported by Robot Lawyer™ support data conversion only and do not export formatting such as font, size, style, and color. As you'll see, some but not all of the supported formats, besides exporting file data, export field names and field types.

Tab-Separated Text Format. Robot Lawyer™ exports the Robot Lawyer™ file data but not the field names to file data files saved in tab-separated text file format. Save file data in a tab-separated text file to create file and practice documents containing Robot Lawyer™ data without fields in WordPerfect® and Microsoft® Word. If you're not sure what format to select, try tab-separated text first. The tab-separated text file extension is TAB or TXT.

Merge Format. Robot Lawyer™ exports the Robot Lawyer™ file data and the field names to file data files saved in merge file format. Save file data in a merge file to create practice documents containing Robot Lawyer™ fields in WordPerfect® and Microsoft® Word. The merge file extension is MER.

XML Format. Robot Lawyer™ exports Robot Lawyer™ file data in XML format. Save file data in XML format to XML files. The XML file extension is XML.

HTML Table Format. Robot Lawyer™ exports Robot Lawyer™ file data as an HTML table for use as a static web page. The HTML table file extension is HTM.

dBase III and IV DBF Format. Robot Lawyer™ exports the Robot Lawyer™ file data and the field names to file data files saved in dBase III and IV DBF file format. The dBase III and IV DBF file extension is DBF. Robot Lawyer™ doesn't support dBase II DBF format.

BASIC Format. Robot Lawyer™ exports Robot Lawyer™ file data to file data files saved in BASIC format. Robot Lawyer™ file data files saved in BASIC format work with Microsoft® BASIC programs. The A BASIC file extension is BAS.

Robot Lawyer™ Format. Robot Lawyer™ exports Robot Lawyer™ field names and file data in Robot Lawyer file format. The Robot Lawyer file extension is fp7.

Comma-Separated Text Format. Robot Lawyer™ exports Robot Lawyer™ file data to file data files saved in comma-separated text file format. The comma-separated text file extension is CSV (comma separated values) or TXT.

Data Interchange Format (DIF). Robot Lawyer™ exports the Robot Lawyer™ field names and file data saved in DIF file format. Save file data in a DIF file to create practice documents containing Robot Lawyer™ fields in spreadsheets such as Quattro Pro® and Microsoft® Excel. The DIF file extension is dif.

Lotus 1-2-3 WK1/WKS Formats. Robot Lawyer™ exports Robot Lawyer™ file data saved in Lotus 1-2-3 WK1/WKS file formats. Save file data in a Lotus 1-2-3 WK1/WKS file to create practice documents containing Robot Lawyer™ fields in spreadsheets such as Lotus 1-2-3. The Lotus 1-2-3 WK1/WKS file extension is WK1 or WKS.

SYLK Format. Robot Lawyer™ exports Robot Lawyer™ file data saved in SYLK file formats. Save file data in a SYLK file to create practice documents containing Robot Lawyer™ fields in spreadsheets such as Microsoft® Excel. The SYLK file extension is SLK.

Related Topics

Data Exchange with Other Programs

Exporting Current Entity Data

Exporting Current File Data

Export_File_Formats.htm/August 10, 2007

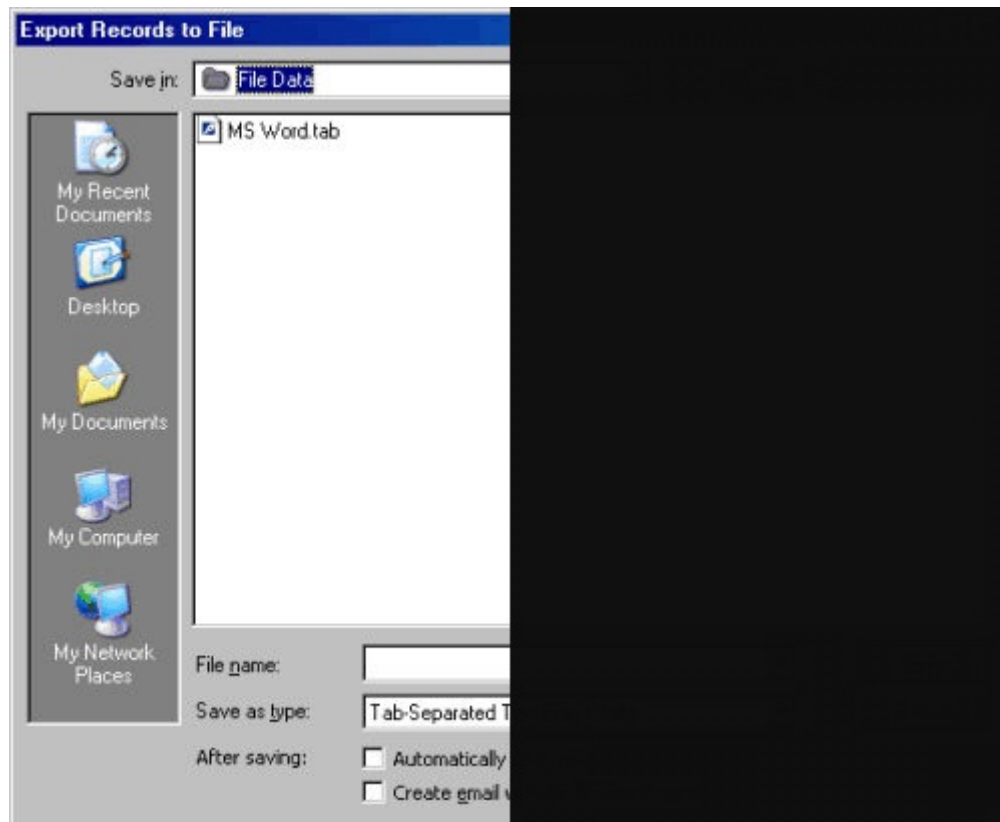
Exporting File Data

TO EXPORT FILE DATA

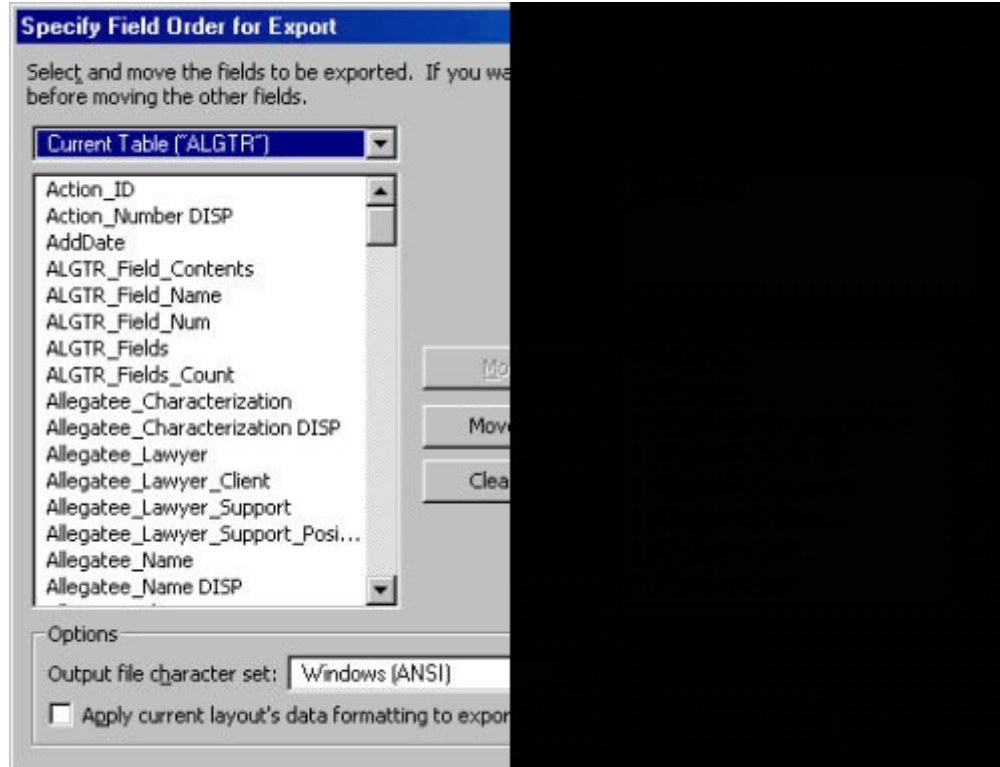
1. In the Robot Lawyer™ Desktop main menu click **File, Export**. Robot Lawyer™ opens its Export Current File Data dialog and asks if you want to export the data to your word processor:



2. Click **No**. Robot Lawyer™ opens its **Export Records to File** dialog:



3. In the **Export Records to File** dialog, click the drop-list button to the right of the field **Save in** and select the folder where you store the data.
4. Name the file by entering its name in the **File name** field.
5. Click the drop-list button to the right of the field **Save as type**. Robot Lawyer™ list file formats. Select the file format. (See Export File Formats.)
6. Select the file format and click **Save**. Robot Lawyer™ opens its **Specify Field Order for Export** dialog:



7. In the **Specify Field Order for Export** dialog select and move the fields to be exported.
8. Click **Export**. Robot Lawyer™ exports the data to the file you named.

Commentary

Robot Lawyer™ lets advanced users export data to other programs to the user's specification. The location and name of the default folder to store Robot Lawyer™ file data created during installation, is *C:\Program Files\Robot Lawyer\File Data*

When you click the drop-list button to the right of the field *Save as type*, Robot Lawyer™ list file formats. Select the file format:

To export Robot Lawyer™ file data in *tab-separated text* file format, select **Tab-Separated Text Files** in **Save as type**.

To export Robot Lawyer™ field names and file data in *merge* file format, select **Merge Files** in **Save as type**.

To export Robot Lawyer™ file data in *XML* file format, select **XML Files** in **Save as type**.

To export Robot Lawyer™ file data in *HTML table* file format, select **HTML Table Files** in **Save as type**.

To export Robot Lawyer™ file data in *dBase III and IV DBF* file format, select **DBF Files** in **Save as type**.

To export Robot Lawyer™ file data in *BASIC* format, select **Basic Files** in **Save as type**.

To export Robot Lawyer™ file data in *Robot Lawyer* file format, select **FileMaker Pro Files** in **Save as type**.

To export Robot Lawyer™ file data in *comma-separated text* file format, select **Comma-Separated Text Files** in **Save as type**.

To export Robot Lawyer™ field names and file data in *DIF* file format, select **DIF Files** in **Save as type**.

To export Robot Lawyer™ file data in *Lotus 1-2-3 WK1/WKS* file format, select **Lotus 1-2-3 Files** in **Save as type**.

To export Robot Lawyer™ file data in *SYLK* file format, select **SYLK Files** in **Save as type**.

In the Specify Field Order for Export dialog advanced users can change the names and order of the Robot Lawyer™ fields to be exported and the output character set. You can even change the Robot Lawyer™ table and list different fields from which to select for export.

Robot Lawyer™ also lets you export the properties of the file entities. (See Exporting Current Entity Data.) Keep in mind a *file* entity is an entity selected from your store of practice entities, and entered in the Robot Lawyer™ file of the current matter, and once entered, Robot Lawyer™ knows the properties of the entity as properties of the file.

For lawyers the main place to export file data is their word processor.

Related Topics

Export File Formats

Exporting Current Entity Data to a Merge File

Exporting Current File Data

Exporting Current File Data to a Merge File

[Exporting_File_Data.htm/August 10, 2007](#)

Exporting Entity Data

TO EXPORT THE CURRENT ENTITY DATA:

1. On the Robot Lawyer™ Desktop click the **Practice** tab. Robot Lawyer™ lets you enter or change data encountered in your practice.
2. Click **Entities**. Robot Lawyer™ opens its **Practice Entities** window
3. In the **Practice Entities** window click the **Entities** tab. Robot Lawyer™ shows all the entities encountered in your practice.
4. Select the entity you want. Robot Lawyer™ opens the **Current** tab.
5. Click **Edit**. Robot Lawyer™ opens its Entity Properties window.
6. In the Entity Properties window click **Export**. Robot Lawyer™ opens its **Export Records to File** dialog.
7. Click the drop-list button to the right of the field **Save in** and select the folder where you store Windows® files containing Robot Lawyer™ file data. The location and name of the default folder to store Robot Lawyer™ file data created during installation, is *C:\Program Files\Robot Lawyer\File Data*
8. Name the file data file by entering its name in **File name**.
9. Click the drop-list button to the right of the field **Save as type**. Robot Lawyer™ lists file formats.

10. Select **Merge Files** and click **Save**. Robot Lawyer™ opens **Specify Field Order for Export** and shows the:
 - **Current Table** is **Entity**
 - **Output file character set** is **Windows (ANSI)**
 - Names and order of the Robot Lawyer™ fields to be exported
11. Click **Export**. Robot Lawyer™ creates the file you named in the merge format.

Commentary

Robot Lawyer™ creates a file you can name in the format you select which contains the current values of the entity's properties. In the Entity Properties window click the Export button. Robot Lawyer™ opens Export Records to File. Click the drop-list button to the right of the field Save in and select the folder where you store Windows® files containing Robot Lawyer™ file data. The location and name of the default folder to store Robot Lawyer™ file data created during installation, is *C:\Program Files\Robot Lawyer\File Data* Name the file data file by entering its name in the field File name. Click the drop-list button to the right of the field Save as type. Robot Lawyer™ lists file formats.

Most formats support data conversion only and do not export formatting such as font, size, style, and color. As you'll see, some but not all of the formats, besides exporting file data, export field names and field types. If you're not sure what format to select, try tab-separated text first. Robot Lawyer™ exports the Robot Lawyer™ file data but not the field names to file data files saved in tab-separated text file format. Save file data in a tab-separated text file to create file and practice documents containing Robot Lawyer™ data without fields in WordPerfect® and Microsoft® Word. To export Robot Lawyer™ file data in tab-separated text file format. Select Tab-Separated Text Files in Save as type and click Save. Robot Lawyer™ opens its dialog Specify Field Order for Export. In the Specify Field Order for Export dialog, Robot Lawyer™ shows the Current Robot Lawyer™ table as "Entity"; Output file character set is Windows (ANSI). Robot Lawyer™ shows the order of the fields to be exported. Click Export and Robot Lawyer™ creates the file you named in the format you selected which contains the current values of the entity's properties.

Keep in mind a *file* entity is an entity selected from your store of practice entities, and entered in the Robot Lawyer™ file of the current matter, and once entered, Robot Lawyer™ knows the properties of the entity as a properties of the *file*, and Robot Lawyer™ lets you export the properties of the file. (See Exporting Current File Data.) Robot Lawyer™ also lets you export the properties of an entity independent of the current file.

Exporting the properties of a Robot Lawyer™ entity independent of the current file works similarly to exporting the properties of the file. You select the entity, display its properties, and tell Robot Lawyer™ the name and format of the Windows® file to which you want to export them. Advanced Users You can change the names and order of the Robot Lawyer™ fields to be exported and the output character set. You can even change the Robot Lawyer™ table and list different fields from which to select for export.

Related Topics

Export File Formats

Exporting_Entity_Data.htm/August 10, 2007

Advanced Settings

Changing File Locations

TO CHANGE THE LOCATION OF THE FOLDER TO STORE YOUR FILE DOCUMENTS:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **Robot Lawyer™ File Locations**. Robot Lawyer™ opens its **File Locations** window.
4. In the **File Locations** window click the **File Location** tab.
5. Click the **Browse** button opposite **File Documents**. Robot Lawyer™ opens **Browse for Folder**.
6. Select the folder you want to store your file documents and click **OK**.

TO CHANGE THE LOCATION OF THE FOLDER TO STORE YOUR PRACTICE DOCUMENTS:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **Robot Lawyer™ File Locations**. Robot Lawyer™ opens its **File Locations** window.
4. In the **File Locations** window click the **File Locations** tab.
5. Click the **Browse** button opposite **Practice Documents**. Robot Lawyer™ opens **Browse for Folder**.
6. Select the folder you want to store your practice documents and click **OK**.

TO CHANGE THE LOCATION OF THE FOLDER TO STORE YOUR FILE DATA SOURCE FILES:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **Program Setup** tab.
3. In the **Program Setup** tab click **Edit** opposite **Robot Lawyer™ File Locations**. Robot Lawyer™ opens its **File Locations** window.
4. In the **File Locations** window click the **File Locations** tab.
5. Click the **Browse** button opposite **File Data Sources**. Robot Lawyer™ opens **Browse for Folder**.
6. Select the folder you want to store your file data source and click **OK**.

Commentary

Robot Lawyer™ is all about words—digesting them, processing them and outputting them. This section is about telling Robot Lawyer™ where the words are found and stored on the computer in your office. This is where advanced users can change the paths and/or names of the folders.

To change your help source, see Changing Help Source.

Related Topics

About Program Locations

File Data Sources

File Documents

File Locations

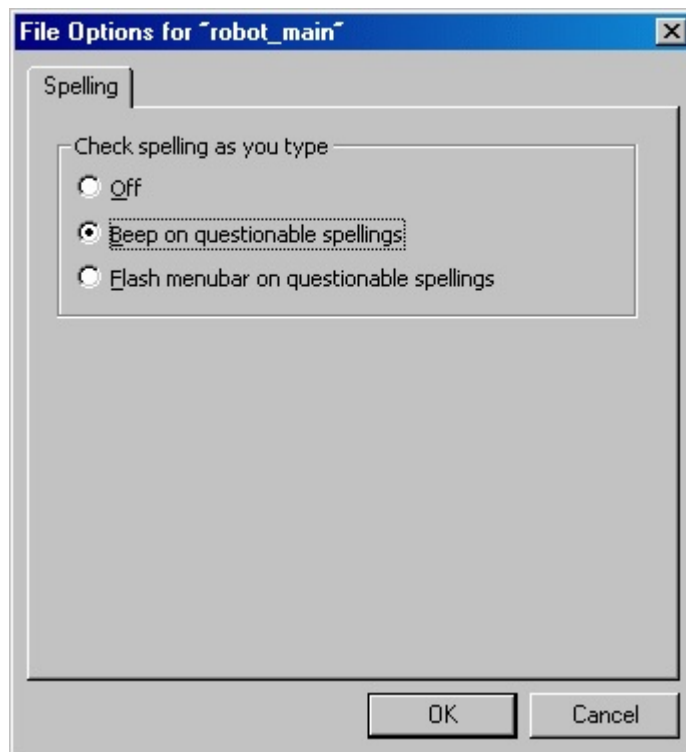
Practice Documents

Changing_File_Locations.htm/August 10, 2007

Spelling As You Type

TO SET SPELLING AS YOU TYPE:

1. In the Robot Lawyer™ Desktop main menu click **File, File Options**. Robot Lawyer™ opens **File Options for "robot_main."**



3. Make the selection you want in **File Options for "robot_main." Paste Special**.
4. When finished click **OK**. Robot Lawyer™ closes **File Options for "robot_main."**

Commentary

Robot Lawyer™ is designed primarily to use your word processor—Corel WordPerfect® or Microsoft® Word—to create and edit file documents. (See File Documents.) Therefore most spelling checking is done in your word processor using the word processor's spell-check command. However Robot Lawyer™ does have its own spell-check command, and you have options as to how it works as shown in the Spelling tab in File Options for "robot_main."

Related Topics

Advanced Mode

Spelling_As_You_Type.htm/August 10, 2007

Spelling Dictionaries

TO SWITCH YOUR MAIN SPELLING DICTIONARY:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Spelling, Select Dictionaries** in the main menu. Robot Lawyer™ opens **Select Dictionaries**:



2. In **Select Dictionaries** use **Spelling Language** to select a main dictionary. The default choice matches your operating system language.
3. Click **OK**. Robot Lawyer™ switches your main spelling dictionary.

TO SWITCH YOUR USER SPELLING DICTIONARY:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Spelling, Select Dictionaries** in the main menu. Robot Lawyer™ opens **Select Dictionaries**.
2. In **Select Dictionaries** click **Use Main Dictionary and User Spelling Dictionary**. Robot Lawyer™ displays the name and path of the currently selected user dictionary.
3. Click **Select**. Robot Lawyer™ opens **Select a User Dictionary**.



4. In **Select a User Dictionary** enter the filename of the user dictionary.
5. Click **Select**.
6. Click **OK**. Robot Lawyer™ switches your user spelling dictionary.

TO IGNORE THE USER DICTIONARY:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Spelling, Select Dictionaries** in the main menu. Robot Lawyer™ opens **Select Dictionaries**.
2. In **Select Dictionaries** click **Use Main Spelling Dictionary only**.
3. Click **OK**. Robot Lawyer™ ignores the user dictionary. You must reselect a user dictionary to use it again.

TO CREATE A NEW USER DICTIONARY:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Spelling, Select Dictionaries** in the main menu. Robot Lawyer™ opens **Select Dictionaries**.
2. In **Select Dictionaries** click **Use Main Dictionary and User Spelling Dictionary**. Robot Lawyer™ displays the name and path of the currently selected user dictionary.
3. Click **New**. Robot Lawyer™ opens **Create a new User Dictionary**.



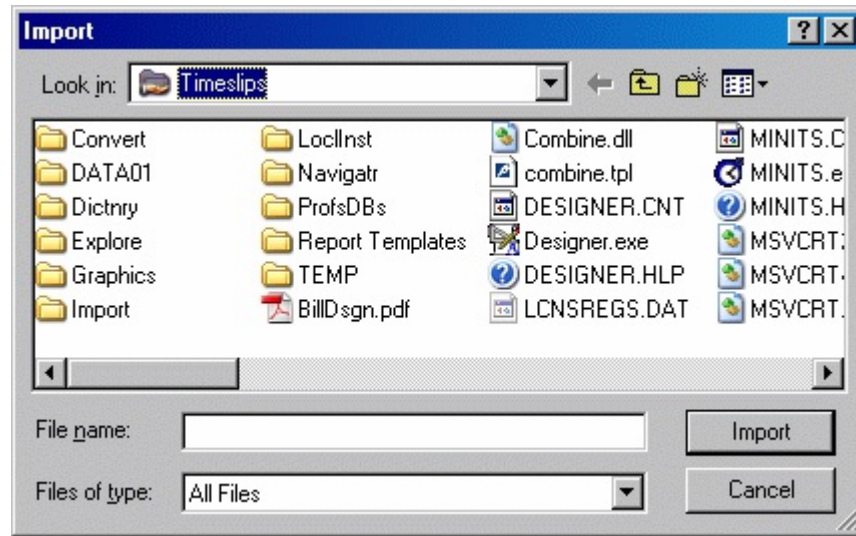
4. In **Create a new User Dictionary** enter the filename of the new user dictionary.
5. Click **Create**. Robot Lawyer™ opens **User Dictionary**.



5. In **User Dictionary** enter a name for the dictionary.
6. Click **Create**. Robot Lawyer™ creates the new user dictionary.

TO IMPORT A NEW USER DICTIONARY:

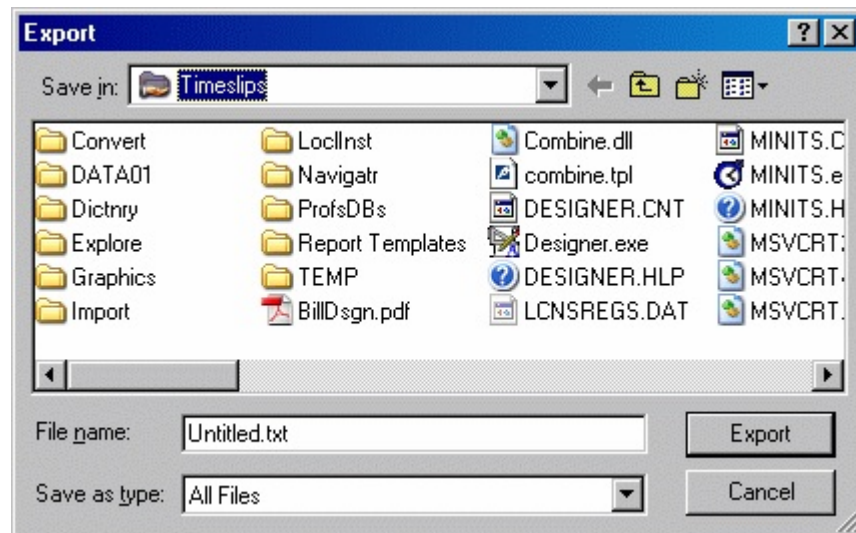
1. In **User Dictionary** click **Import**. Robot Lawyer™ opens **Import**.



2. Enter the filename of the new user dictionary.
3. Click **Import**. Robot Lawyer™ imports the new user dictionary.

TO EXPORT A NEW USER DICTIONARY:

1. In **User Dictionary** click Export. Robot Lawyer™ opens Export.



2. Enter the filename of the user dictionary.
3. Click Export. Robot Lawyer™ exports the user dictionary.

Commentary

Before you check spelling, you can select the spelling dictionaries to use. You can use the main dictionary by itself, or in combination with a customized user dictionary. (See Checking Spelling.)

The default full paths of the Windows® files containing the Robot Lawyer™ English and user dictionaries are:

- **C:\Program Files\Robot Lawyer\RL2\Extensions\Dictionaries\usenglish.mpr**
- **C:\Program Files\Robot Lawyer\RL2\Extensions\Dictionaries\User.upr**

Robot Lawyer™ is preset to use the user dictionary **User.upr**, but you can create other user dictionaries (for example, a dictionary containing special financial or medical terminology).

You need to select dictionaries when:

- You want to use a main or user dictionary other than the preset one;
- You want to check the spelling a second time using a different main dictionary (for example, a foreign language dictionary);
- You want to ignore your user dictionary;
- Your dictionary files are not present in the default folder location.

Related Topics

Checking Spelling

Spelling As You Type

[Spelling_Dictionaries.htm/August 10, 2007](#)

Dragging and Dropping Text

TO ALLOW DRAG AND DROP TEXT SELECTION:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:



3. Click the **General** tab.
4. In the **General** tab click **Allow drag and drop text selection**.
5. Click **OK**. Robot Lawyer™ allows drag and drop text selection and closes **Preferences**.

Commentary

Robot Lawyer™ lets



Related Topics

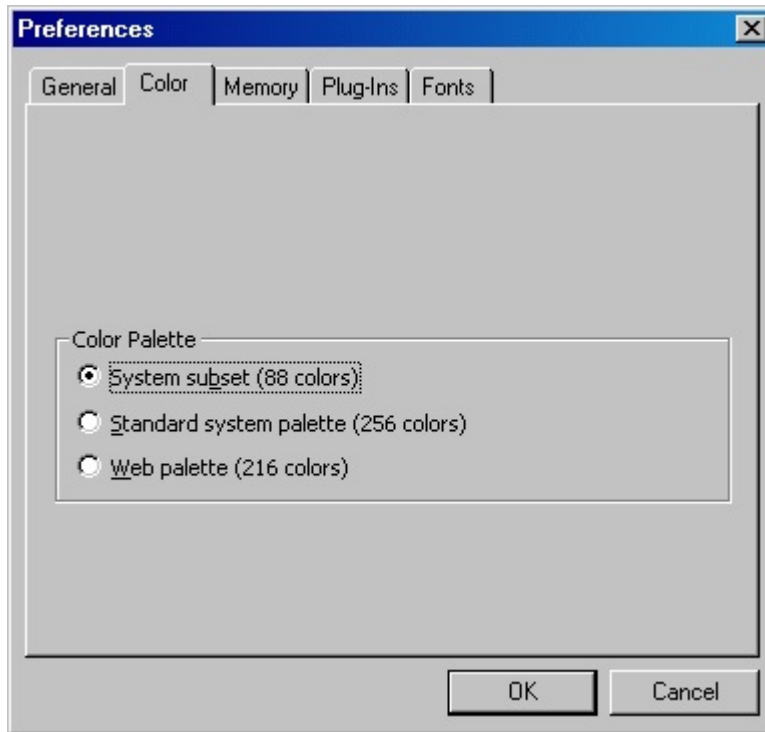
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Dragging_and_Dropping_Text.htm/August 10, 2007

Color Palette

TO SET THE COLOR PALETTE:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:
2. Click the **Color** tab:



4. Set the color palette you want to use.
5. Click **OK**.

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Color_Palette.htm/August 10, 2007

Related Topics

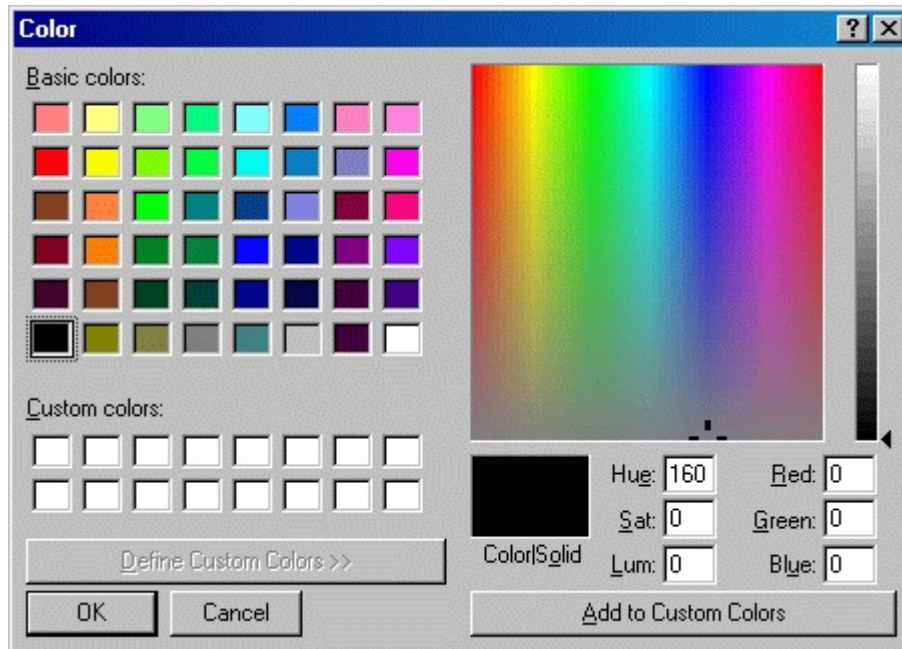
Color Codes

Colors

TO FORMAT TEXT COLOR:

1. Select the data you want to format. (See Selecting Data.)

2. Click **Format, Text** in the Robot Lawyer™ Desktop main menu. Robot Lawyer™ opens **Text Format for selected text**.
3. In **Text Format for selected text**, click the button to the right of **Color**. Robot Lawyer™ opens **Color**.



4. Set the text color.
5. Click **OK**. Robot Lawyer™ formats the text color.

Commentary

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Colors.htm/August 10, 2007

Robot Lawyer™ lets you format the text font, size, style, color of the selected text as well as the paragraph attributes and tab settings.

You can also format the color of the selected text by clicking **Format, Text Color** in the main menu.

Toolbars. Robot Lawyer™ also lets you format data using its toolbars. (See Toolbars.)

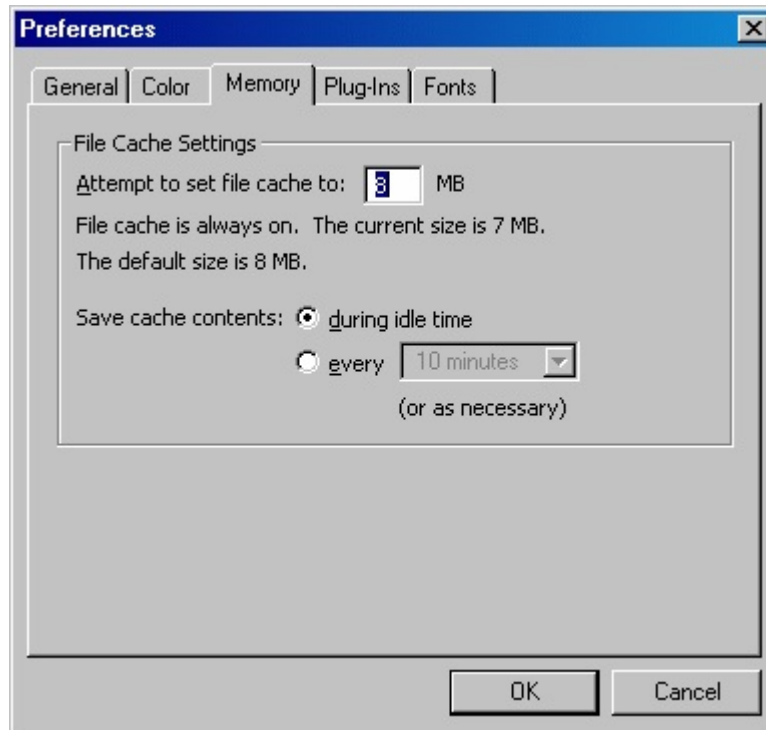
Related Topics

Color Palette

Computer Memory

TO SET THE FILE CACHE:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:
2. Click the **Memory** tab.



4. Set the options you want to use.
5. Click **OK**.

Commentary

Robot Lawyer™ automatically records your changes as you work. These changes are stored temporarily in an area of your computer's (RAM) memory called the cache. You can specify the size of the cache and how often Robot Lawyer™ saves changes from the cache to the hard disk.

To improve application performance, for **Attempt to set cache size to** <n> MB, enter a higher value. Changes take effect after you quit Robot Lawyer™ and start it again.

To save changes to disk when no one is working with the database file or the cache is full, for **Save cache contents**, click **during idle time**.

To save changes to your database file to disk at a specified interval (every 10 minutes, 15 minutes, 30 minutes, or hour) or when the cache is full, for **Save cache contents**, click **every <n minutes>** (or as necessary) and choose a time period from the list. Saving less often on battery-powered portable computers conserves power. Saving more often reduces the chance of data loss in a system crash.

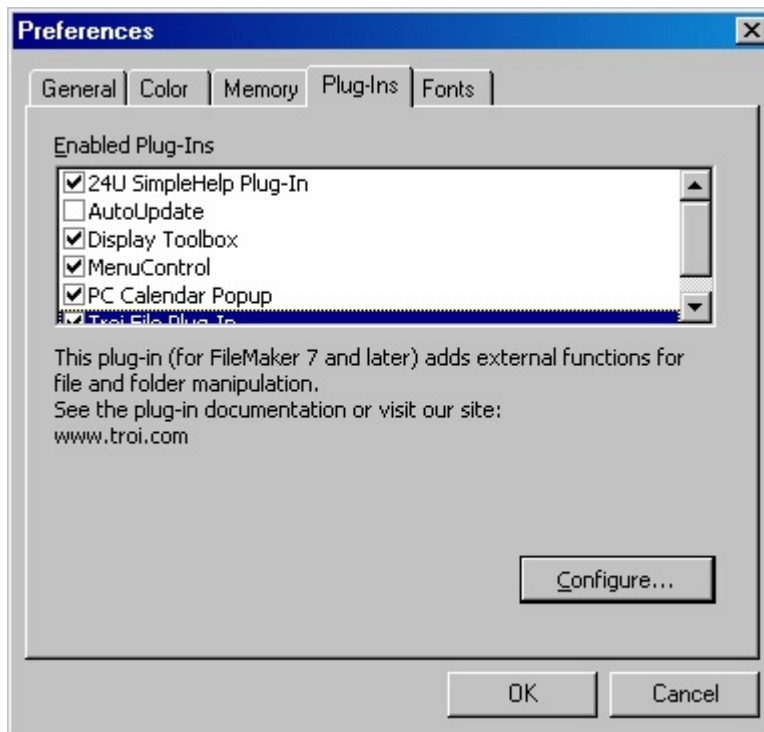
Related Topics**System Requirements**

Computer_Memory.htm/August 10, 2007

Plug-Ins

TO DISPLAY THE PROGRAM PLUG-INS:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:
2. Click the **Plug-ins** tab.



4. Click a plug-in name to see a description of it.
5. When finished in **Plug-ins** click **OK**.

Commentary

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Plug_Ins.htm/August 10, 2007

Installed plug-ins appear in the Plug-In Name list. Enabled plug-ins have a check mark beside them.

During installation, Robot Lawyer™ installs its plug-ins in the folder **Extensions** at **C:\Program Files\Robot Lawyer\Program\RL2\Extensions**

Important. Do not attempt to disable, enable, configure or make any other changes to any plug-in without specific instructions from Robot Lawyer™ Technical Support.

Related Topics

File Locations

Enterprise Version

Robot Lawyer Enterprise™

Unlike the single-user version, the Robot Lawyer™ Enterprise version is a server-based network version of the program that allows:

- ✓ All users in your firm to access and share the same data.
- ✓ Other programs to "see" Robot Lawyer™ data.
- ✓ Robot Lawyer™ to "see" other program data.

Most Robot Lawyer™ Enterprise features are unavailable in the single-user version.

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 782-6529

Related Topics

About Using Other Program Data

Robot_Lawyer_Enterprise.htm/August 10, 2007

Interface Language

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 782-6529

TO SET THE INTERFACE LANGUAGE:

1. In the Robot Lawyer™ Desktop main menu click **Edit, Preferences**. Robot Lawyer™ opens its **Preferences** dialog:
2. Click the **General** tab:



3. Click the button located to the right of the field **User Interface Language**. Robot Lawyer™ drops a list of languages.
4. Click the language you want.
5. Click **OK**. Robot Lawyer™ sets the user interface language and tells you your change will take place after Robot Lawyer™ is restarted.

Commentary

Robot Lawyer™ lets advanced users change the interface language to Dutch, French, German, Italian, Spanish and Russian.

Related Topics

Robot Lawyer Enterprise™

Interface_Language.htm/August 10, 2007

About Data Exchange

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 762-6529

Robot Lawyer™ is not designed to *replicate* the excellent features of your other programs; rather it is designed to *utilize* them. This is particularly true in the case of your time and billing program, your calendaring program, and your so-called practice or case management program.

Robot Lawyer™ is designed to open, use and exchange file data with other programs running on your computer and network, including your network browser. For example you can use WordPerfect® to assemble your documents using file data entered using Robot Lawyer™. Robot Lawyer™ can see and interact with your contacts entered in Palm™ Desktop. In short you can use in other programs data entered in Robot Lawyer™, and you can use in Robot Lawyer™ data entered in other programs. Robot Lawyer™ exchanges data with other programs:

- Using Robot Lawyer™ and other program copy and paste features
- Using Robot Lawyer™ and other program file export/import features
- Using Windows® open database connectivity (ODBC), an application programming interface (API) that enables programs to interact with data in other programs running on the same computer or network.

Copying and Pasting. Select, copy and paste text to move it within Robot Lawyer™ or between Robot Lawyer™ and other programs on your computer or network, particularly your word processor. (See Your Word Processor.) Use main menu commands under Edit, or keystrokes Ctrl-C, Ctrl-X and Ctrl-V. (Also see Paste Special Command.)

File Export/Import. When Robot Lawyer™ exchanges data with another program using ODBC, Robot Lawyer™ and the other program are both running on the same computer or network, and the one program sees and interacts with the data real time in the other program. (See **Open Database Connectivity (ODBC)** *infra.*) Exchanging data with another program using file export/import works differently.

When you exchange data with another program using file export/import, you first save the data in the one program in a proprietary Windows® file format. Then—thereafter, any time that you want—you open the file with the data in the other program. Now the other program has—or can “see”—the data in the first program as the data was when you saved it. Of course if you then change the data in the first program, and don't re-save it, the other program won't be seeing the data in the first program the way it is, but rather the way it was. So the other program doesn't see the first program's data real time.

Saving data in the one program in a proprietary Windows® file format is called exporting the data. Opening the file in another program that supports the format is called importing the data.

To exchange data using file export/import, you must export the data from the one program in a format that the other program supports, i.e., that the other program can import.

Robot Lawyer™ is designed to let you easily export and import data to and from programs commonly found in law offices in the United States including WordPerfect®, Microsoft® Word, HotDocs®, Palm™ Desktop, Quattro Pro® and Excel®. (See About Exporting Data.) For other programs you need to check the documentation that came with the program to determine a common intermediary file format that both Robot Lawyer™ and the other program supports.

Open Database Connectivity (ODBC). Robot Lawyer™ exchanges data with other programs using open database connectivity (ODBC) and structured query language (SQL). You can use Robot Lawyer™ as an ODBC *host* and as an ODBC *client*:

ODBC Host. Robot Lawyer™ is used as a data *source*. You're sharing your Robot Lawyer™ database files with other programs on the same computer or network using ODBC. For example, when you run WordPerfect® on the same computer or network on which Robot Lawyer™ is running, WordPerfect® can see and interact with the Robot Lawyer™ fields and data. (See WordPerfect® as an ODBC Client.)

ODBC Client. Robot Lawyer™ is used as a data requester. Another program running on the same computer or network using ODBC is sharing its database files with Robot Lawyer™. For example, when you run Robot Lawyer™ on the same computer or network it can see and interact with the Palm™ Desktop fields and data. The same would hold true for a Microsoft® Access or an Oracle database open in the same computer or network. (See Chapter 20, Using Other Program Data in Robot Lawyer™.)

Structured Query Language (SQL). All programs that support ODBC recognize a basic subset of structured query language (SQL) statements. SQL is passed through the ODBC interfaces to the data source—the host—performing queries such as

- SELECT first_name, last_name FROM customers WHERE city='Paris'

Also making updates such as the creation of a new record with

- INSERT INTO customers (first_name, last_name) VALUES ('Jane','Smith').

Only advanced Robot Lawyer™ users need to be able build SQL statements.

Related Topics

Copying Data

Moving Data

ODBC Drivers

Selecting Data

[About_Data_Exchange.htm/August 10, 2007](#)

ODBC Drivers

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 762-6529

To exchange data with other programs, Robot Lawyer™ uses drivers. A driver is nothing more than a piece of software that enables a program to communicate with another program or peripheral device. Drivers are important to Robot Lawyer™ because communicating with other programs is important to Robot Lawyer™. You can learn about drivers in Naming Robot Lawyer™ as an ODBC Host. During installation, Robot Lawyer™ provides a Robot Lawyer™ *host* driver and several other-program client drivers.

Robot Lawyer™ Driver. When you install Robot Lawyer™ it should automatically name itself as a Windows® data source. To name itself as a Windows® data source, Robot Lawyer™ does the following:

1. Checks to see if Microsoft® Data Access Components (MDAC) 2.8 is installed in your computer; if not Robot Lawyer™ goes to Microsoft's website at www.microsoft.com and downloads Microsoft® Data Access Components (MDAC) 2.8.
2. Runs a program called odbcsetup.exe which during installation it copied to the folder **\Robot Lawyer\XDBC\ODBC Client Driver Installer**. The program odbcsetup.exe installs the Robot Lawyer™ ODBC driver DataDirect 32-bit SequeLink 5.4.

3. Creates the data source name (DSN) Robot Lawyer.

When installation is complete, you can check to see if Robot Lawyer™ named itself as a data source by clicking **Start** in the Windows® Desktop, then **Control Panel**, then double-clicking **Administrative Tools**, then **Data Sources (ODBC)**. Windows® opens **ODBC Data Source Administrator**.

If Robot Lawyer™ didn't name itself as a data source, you can do it manually. (See Naming Robot Lawyer™ as an ODBC Host)

Other-Program Client Drivers. Robot Lawyer™ provides ODBC client drivers during installation, including ODBC drivers for text data sources, and for Oracle 9i Release 2 data sources. For additional drivers check the Robot Lawyer™ website at <http://www.robotlawyer.com>. Windows® also provides client drivers and third-party vendors also supply client drivers.

Related Topics

Robot Lawyer Enterprise™

[ODBC_Drivers.htm/August 10, 2007](#)

Future Releases of Robot Lawyer™

A few words about future releases of Robot Lawyer™.

Wizards. More wizards and tutorials will appear in future releases of Robot Lawyer™.

Foreign Languages. Robot Lawyer™ not only works in any area of practice in any jurisdiction in the United States. It works in any jurisdiction anywhere. Versions of the software will be released in French, German, Japanese and Chinese.

Prediction Features. Although presently powerful, in future releases Robot Lawyer™ prediction features will only get better, indeed dazzling. The current release of Robot Lawyer™ is just the beginning. In future releases Robot Lawyer™ will use machine NLP to read and hear the words itself with little or no help from the user. Robot Lawyer™ will make predictions with increasingly higher levels of confidence.

Outcome Prediction. Robot Lawyer™ not only will be predicting the words the lawyers will use to represent their respective parties in the current matter, but also the *outcome* of the current matter. How will this be possible?

The prospect of machines predicting outcomes of legal matters no longer is in the science fiction realm. As will be seen, as you become familiar with the program, Robot Lawyer™ captures, and in the future will predict with increasingly higher levels of confidence, the following:

- All the properties of all the data sources related to the current matter.
- All the properties of all the facts related to the current matter.
- All the properties of all the entities and geography in all the facts.
- All the properties of all the law related to the current matter.
- All the properties of all the allegators and allegates related to the current matter, and all the lawyers related to all the allegators and allegates.
- All the properties of all the clients related to all the lawyers.
- All the properties of all the allegations related to all the allegates.
- All the properties of all the tribunals related to all the allegations.
- All the properties of all the support entities related to all the lawyers and tribunals.
- All the properties of all the judges and triers of fact related to all the tribunals.

All the properties of all the facts, defenses, responses and replies related to all the allegations.

All the properties of all the evidence related to all the allegations.

All the properties of all the practice areas and jurisdictions related to the current matter. And all the properties of all the strategies, tactics, arguments, blueprints, game plans, ideas, roadmaps, rouses, schemes and themes related to all the entities, geography, facts, law, allegations, defenses and replies, and all the related lawyer words.

As you can see, Robot Lawyer™ captures an awful lot of knowledge about a matter. Armed with all this data—predicted and confirmed—about a matter, a machine can make a reliable prediction of its outcome.

Robot Lawyer™ will be the machine.

Related Topics

What Lawyers Do

Future_Releases_of_Robot_Lawyer™__.htm/August 10, 2007

User Accounts

Adding New Accounts

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

TO ADD A NEW ACCOUNT:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **User** tab.
3. In the **User** tab click **Edit** opposite **User Accounts**. Robot Lawyer™ opens its **User Accounts** window.
4. In the **User Accounts** window click **New**. Robot Lawyer™ lets you add a new user account.

NOTICE

THIS FEATURE IS STILL IN
DEVELOPMENT. THANK
YOU FOR YOUR PATIENCE.

Robot Lawyer™

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Changing Passwords

Closing User Accounts

Enabling Accounts

Launching Robot Lawyer™

[Adding_New_Accounts.htm](#)/August 10, 2007

Enabling User Accounts

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

TO ENABLE AN ACCOUNT:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **User** tab.
3. In the **User** tab click **Edit** opposite **User Accounts**. Robot Lawyer™ opens its **User Accounts** window.
4. In the **User Accounts** window click **Enable**. Robot Lawyer™ lets you enable a user account.

NOTICE

THIS FEATURE IS STILL IN
DEVELOPMENT. THANK
YOU FOR YOUR PATIENCE.

Robot Lawyer™

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Adding New Accounts

Changing Passwords

Closing User Accounts

Launching Robot Lawyer™

Resetting Passwords

[Enabling_User_Accounts.htm](#)/August 10, 2007

Changing Passwords

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 762-6529

TO CHANGE YOUR PASSWORD:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **User** tab.
3. In the **User** tab click **Change Password**. Robot Lawyer™ opens its **Change Password** dialog:



Change Password

Use these fields to change the password for your FileMaker account. Please enter your old password once and your new password twice.

Account Name: don

Old Password:

New Password:

Confirm New Password:

OK Cancel

4. In the **Change Password** dialog enter your old password in **Old Password**.
5. Enter the new password in **New Password**.
6. Enter the new password again in **Confirm New Password**.
7. Click **OK**.

Commentary

Robot Lawyer™ lets you change your password. Passwords need not be unique, although they most likely will be, but they *are* case-sensitive.

Related Topics

Adding New Accounts

Closing User Accounts

Launching Robot Lawyer™

Resetting Passwords

Changing_Passwords.htm/August 10, 2007

Closing User Accounts

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

TO CLOSE A USER ACCOUNT:

1. On the Robot Lawyer™ Desktop click the **Setup** button. Robot Lawyer™ opens its **Setup** window.
2. In the **Setup** window click the **User** tab.
3. In the **User** tab click **Edit** opposite **User Accounts**. Robot Lawyer™ opens its **User Accounts** window.
4. In the **User Accounts** window click **Close**. Robot Lawyer™ lets you close the user account.

NOTICE

THIS FEATURE IS STILL IN
DEVELOPMENT. THANK
YOU FOR YOUR PATIENCE.

Robot Lawyer™

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Changing Passwords

Enabling Accounts

Launching Robot Lawyer™

Resetting User Passwords

Closing_User_Accounts.htm/August 10, 2007

Robot Lawyer™ Data in Other Programs

Using Robot Lawyer™ Data

Robot Lawyer ENTERPRISE™

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Robot Lawyer™ lets you use its file data in WordPerfect®, Microsoft® Word, HotDocs®, Adobe Acrobat®, Palm™ Desktop, Quattro Pro®, Excel® and other programs running on the same computer or network by Robot Lawyer™:

- Serving as an ODBC host, letting the other program interact real time with and use the Robot Lawyer™ data; and
- Exporting the Robot Lawyer™ data in a proprietary Windows® file format thereby letting the other program import the data and use it.

Related Topics

Naming Robot Lawyer™ as an ODBC Host

Using_Robot_Lawyer™_Data.htm/August 10, 2007

Naming Robot Lawyer™ as an ODBC Host



After you install Robot Lawyer™ you can name it as a Windows® data source for ODBC access.

The account name is **r**. You'll usually be entering the Robot Lawyer™ account name in a field named **Database User Name**. The field is ordinarily not case-sensitive; you can enter either a lower or upper case **r**. There is no password.

Not surprisingly you'll be naming the data source "Robot Lawyer." You'll be creating the data source name (DSN) on the same Windows® computer Robot Lawyer™ is running on. The Windows® ODBC driver that works with Robot Lawyer™ is named **DataDirect 32-bit Sequelink 5.4**. The ODBC driver must be installed before you can create the data source named Robot Lawyer. But to install the ODBC driver you need Microsoft® Data Access Component MDAC 2.8 available. This means the steps in creating the DSN Robot Lawyer are as follows:

1. Install Microsoft® Data Access Component (MDAC) 2.8. (See Installing Microsoft® Data Access Components.)
2. Install the Robot Lawyer™ ODBC Driver. (See Installing the Robot Lawyer™ ODBC Driver.)
3. Create the DSN Robot Lawyer. (See Creating the DSN Robot Lawyer.)

Related Topics

About Using Robot Lawyer™ Data

WordPerfect® as an ODBC Client

Naming_Robot_Lawyer™_as_an_ODBC_Host_.htm/August 10, 2007

Installing Microsoft® Data Access Components



TO INSTALL MICROSOFT DATA ACCESS COMPONENTS 2.8 SDK

1. In the folder *\Robot Lawyer\Resources\MDAC 2.8 Installer* double-click the file *setup_odbc.exe*. (See File Locations.) Windows® runs the installation program.
2. Follow the on-screen instructions. Windows® installs Microsoft Data Access Components 2.8 SDK.

Commentary

You need Microsoft® Data Access Components (MDAC) 2.8 installed in your computer to install the Robot Lawyer™ ODBC driver DataDirect 32-bit SequeLink 5.4 in your computer. To check whether MDAC 2.8 is already installed in your computer see if the folder *Program Files* contains the folder *Microsoft Data Access SDK 2.8*. Or you can check *Add or Remove Programs* in Control Panel. If MDAC 2.8 is already installed in your computer, Microsoft Data Access Components 2.8 SDK will be listed.

If Microsoft Data Access Components 2.8 SDK is not installed, you need to install it. Microsoft® Data Access Components (MDAC) 2.8 can also be found and downloaded from Microsoft's website at <http://www.microsoft.com>.

Related Topics

Naming Robot Lawyer™ as an ODBC Host

[Installing_Microsoft_Data_Access_Components.htm/August 10, 2007](#)

Installing the Robot Lawyer™ ODBC Driver



TO INSTALL DATADIRECT 32-BIT SEQUELINK 5.4:

1. In the folder *\Robot Lawyer\Resources\xDBCODBC Client Driver Installer\ODBC Client Driver Installer* double-click *setup_odbc.exe*. (See File Locations.)
2. Follow the on-screen instructions. Robot Lawyer™ installs the ODBC driver DataDirect 32-bit SequeLink 5.4.

Commentary

The Robot Lawyer™ ODBC driver is DataDirect 32-bit SequeLink 5.4.

Related Topics

Naming Robot Lawyer™ as an ODBC Host

Installing_the_Robot_Lawyer_ODBC_Driver.htm/August 10, 2007

Creating the DSN Robot Lawyer

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 762-6529

TO NAME ROBOT LAWYER™ AS AN ODBC HOST DATA SOURCE:

1. Open Robot Lawyer™. Robot Lawyer™ opens **Robot Lawyer™ Desktop**.
2. Click **Start** in the Windows® Desktop.
3. Click **Control Panel**.
4. Double-click **Administrative Tools**.
5. Click **Data Sources (ODBC)**. Windows® opens **ODBC Data Source Administrator**. You're in the tab **User DSN**.
6. Click **Add**. Windows® opens **Create New Data Source**.
7. Select **DataDirect 32-bit SequeLink 5.4** and click **Finish**. Windows® opens **DataDirect SequeLink for ODBC Setup**.
8. Enter the following information:
 - **Data Source Name: Robot Lawyer**
 - **SequeLink Server Host: localhost**
 - **SequeLink Server Port: 2399**
 - **Server Data Source: main**
9. Test the ODBC connection to see if it's working correctly by clicking **Test Connect**.

Commentary

With Microsoft® Data Access Components (MDAC) 2.8 installed (see Installing Microsoft® Data Access Components) and DataDirect 32-bit SequeLink 5.4 installed (see Installing the Robot Lawyer™ ODBC Driver), you can create the data source **Robot Lawyer**.

Related Topics

Naming Robot Lawyer™ as an ODBC Host

Creating_the_DSN_Robot_Lawyer.htm/August 10, 2007

WordPerfect® as an ODBC Client



Robot Lawyer™ lets you insert its fields in a practice document saved in WordPerfect®. You can then use the practice document to assemble file documents in WordPerfect®.

If your word processor is WordPerfect®, the preferred method of using Robot Lawyer™ fields to assemble file documents is to have Robot Lawyer™ running in the background as an ODBC data source rather than saving the Robot Lawyer™ fields and current data in a file and then opening that file in WordPerfect®.

Steps are involved in having Robot Lawyer™ running in the background as an ODBC data source host in order to use Robot Lawyer™ fields to assemble file documents in WordPerfect® running as an ODBC client.

1. In Windows® name **Robot Lawyer** as an ODBC data source on your computer. (See Naming Robot Lawyer™ as an ODBC Host.)
2. In WordPerfect® name **Robot Lawyer** as the practice document's data source.
3. Insert the Robot Lawyer™ fields where needed in the practice document.
4. Merge the current values of the the Robot Lawyer™ Desktop to assemble the file document.

Naming Robot Lawyer™ as the ODBC Data Source

Robot Lawyer having been named as a Windows® ODBC data source on your computer, now you must name **Robot Lawyer** as the practice document's ODBC data source. In other words telling WordPerfect® that this document will get its data from Robot Lawyer™ running in the background. The following instructions use WordPerfect® 12; however the instructions hold using earlier or later releases of WordPerfect®.

1. Open the practice document in your word processor, in this case WordPerfect®. (See Creating Practice Documents.)
2. With the practice document open in WordPerfect®, click **Tools, Merge**. WordPerfect® opens **Merge**. (What Robot Lawyer™ calls "practice" documents, WordPerfect® calls "form" documents. The WordPerfect® filename extension for a form document is FRM.)
3. Click **Form Document, Create Form Document**. WordPerfect® opens Data File Source.
4. Check **Use File in Active Window** and click **OK**. WordPerfect® opens **Associate Form and Data**.
5. Check **Associate an ODBC Data Source** and click **Select ODBC Data Source**. WordPerfect® opens Select Database.
6. Click **Cancel**. WordPerfect® opens **Select ODBC Data Source**.
7. Click the drop-list button to the right of the field **Data Source** and select **Robot Lawyer**.

8. Click **OK**. WordPerfect® opens **Logon to Sequelink Service** and asks for **Database User Name** and **Database Password**.
9. Enter either your account name in the field **Database User Name**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.)
10. Enter either your password (if any) in the field **Database Password**.
11. Press **Enter** or click **OK**. (WordPerfect® may again ask for **Database User Name** and **Database Password** two or three times.)
12. WordPerfect® now lets you select a table. Click the drop-list button to the right of the field **Table** and select **CFV**. The Robot Lawyer™ table CFV stores the values of the properties of your Robot Lawyer™ files.
13. Click **OK**.
14. WordPerfect® may ask for your **Database User Name** and **Database Password** again (perhaps two or three times). Enter your account name and password again and press **Enter**.
15. WordPerfect® opens **Merge**
16. Click **Cancel** because you are ready to insert Robot Lawyer™ fields in your practice document which WordPerfect® calls a form document.

Inserting Robot Lawyer™ Fields in WordPerfect® Practice Documents

Robot Lawyer™ lets you insert its fields in a practice document opened in WordPerfect®.

TO INSERT A ROBOT LAWYER™ FIELD:

1. Click **Insert Field** in the WordPerfect® **Merge** toolbar.
2. WordPerfect® may ask for your **User Name** and **Password** again (perhaps two or three times). Enter your account name and password again and press **Enter**. WordPerfect® opens **Insert Field Name or Number**.
3. Select the Robot Lawyer™ field for practice document text that changes from matter to matter, and click **Insert**. WordPerfect® inserts the Robot Lawyer™ field in your practice document.
 - To insert a WordPerfect® merge code click **Insert Merge Code** in the WordPerfect® **Merge** toolbar. WordPerfect® lets you insert a merge code.
3. When finished click **Close**. WordPerfect® closes **Insert Field Name or Number**.
4. To save the practice document, click **File, Save As**. WordPerfect® opens **Save As—Practice Documents**. Notice WordPerfect® has given the practice document the extension FRM.
5. Click **Save**.

6. Exit WordPerfect®.
7. In **Practice Document Properties** check to see if the full path is the document you just saved. If not, click **Browse**. Robot Lawyer™ opens **Select Practice Document** and lists your practice documents. Select the practice document you just saved and click **Open**. Robot Lawyer™ enters its full path.
8. Enter a description of the practice document and click **Back**. Robot Lawyer™ opens **Practice Documents** and lists the practice document.

Now you're ready to select a Robot Lawyer™ file and merge its data in WordPerfect® with a practice document you've built yourself or installed by Robot Lawyer™.

Assembling File Documents in WordPerfect®

1. Open the file document in your word processor, in this case WordPerfect®. (See File Documents.) WordPerfect® displays the WordPerfect® **Merge** toolbar.
2. Click **Merge** in the WordPerfect® **Merge** toolbar.
3. WordPerfect® may ask (perhaps two or three times) for **Database User Name** and **Database Password**. Enter your account name and password again and press **Enter**.
4. Press **Enter** or click **OK**. WordPerfect® opens **Merge**.
5. Click **Records**.
6. WordPerfect® may ask (perhaps two or three times) for **Database User Name** and **Database Password**. Enter your account name and password again and press **Enter**.
7. Click **OK**. (WordPerfect® may report insufficient memory. If so stop what you're doing because you'll need to install more RAM in your computer.)
8. WordPerfect® opens **Select Records**.
9. Enable **Mark Records**.
10. Check the Robot Lawyer™ file of the current matter.
11. Click **OK**.
12. WordPerfect® may ask (perhaps two or three times) for **Database User Name** and **Database Password**. Enter your account name and password again and press **Enter**.
13. WordPerfect® opens **Merge**.
14. Click **Merge**. WordPerfect® may ask again for Database User Name and Database Password. Enter your account name and password again and press **Enter**.
15. WordPerfect® assembles the file document.

16. When finished, save the file document and exit WordPerfect®. (See File Documents.)

Related Topics

File Documents

Practice Documents

WordPerfect®_as_an_ODBC_Client.htm/August 10, 2007

Using Data in Microsoft® Word



For more about the Enterprise™ version call (888) 762-6529

Robot Lawyer™ lets you insert its fields in a practice document saved in Microsoft® Word. You can then use the practice document to assemble file documents in Microsoft® Word. Rather than have Robot Lawyer™ running in the background as an ODBC data source, the preferred method of using Robot Lawyer™ fields to assemble a file document in Microsoft® Word is to first export the Robot Lawyer™ fields and current data to a Windows® file, and then open that file in Microsoft® Word.

Related Topics

Assembling File Documents in Microsoft® Word

Exporting Current Entity Data to a Merge File

Exporting Current File Data to a Merge File

Inserting Robot Lawyer™ Fields in Microsoft® Word Practice Documents

Microsoft Word as an ODBC Client

Using_Data_in_Microsoft_Word.htm/August 10, 2007

Exporting File Data to a Merge File

TO EXPORT THE CURRENT FILE DATA TO A MERGE FILE

1. In **File Properties** click in the field **File Name** or press **Ctrl-F**; or in the main menu click **File, List Files**. Robot Lawyer™ opens **Files** and lists its files of all your active matters sorted alphanumerically optionally by file name or file number in ascending order.
2. In **Files** click the file name to select the Robot Lawyer™ file of your current matter, then click **Properties**. Robot Lawyer™ opens **File Properties** and shows the properties of the file. (See Opening an Existing File.)
3. In the main menu click **File, Export, File Data**. Robot Lawyer™ opens **Export Records to File**.
4. Click the drop-list button to the right of the field **Save in** and select the folder where you store Windows® files containing Robot Lawyer™ file data. The

- location and name of the default folder to store Robot Lawyer™ file data created during installation, is: *C:\Program Files\Robot Lawyer\File Data*.
5. In **Export Records to File**, name the file data file by entering its name in **File name**.
 6. Click the drop-list button to the right of the field **Save as type**. Robot Lawyer™ lists file formats.
 7. Select **Merge Files** and click **Save**. Robot Lawyer™ opens **Specify Field Order for Export** and shows the:

Current Robot Lawyer™ table is **CFV** (Current File Values)

Output file character set is **Windows (ANSI)**;

Names and order of the Robot Lawyer™ fields to be exported.

8. Click **Export**. Robot Lawyer™ creates the file you named in the merge format.

Commentary

Robot Lawyer™ lets you export the current file data to a merge file, which you can then use to insert Robot Lawyer™ fields in a practice document saved in Microsoft® Word, and as a source of Robot Lawyer™ file data when using a practice document saved in Microsoft® Word to assemble a file document.

Related Topics

Export File Formats

Exporting File Data

[Exporting_File_Data_to_a_Merge_File.htm/August 10, 2007](#)

Exporting Entity Data to a Merge File

TO EXPORT THE CURRENT ENTITY DATA TO A MERGE FILE

1. In the main menu click **Practice, Practice Entities**. Robot Lawyer™ opens **Practice Entities** and lists all the entities related to your practice.
2. In **Practice Entities** click the entity to select it then click **Properties**. Robot Lawyer™ opens **Entity Properties** and shows the properties of the entity.
3. In **Entity Properties** click **Export**; or in the main menu click **File, Export Data, Current Entity**. Robot Lawyer™ opens **Export Records to File**.
4. Click the drop-list button to the right of the field **Save in** and select the folder where you store Windows® files containing Robot Lawyer™ file data. The location and name of the default folder to store Robot Lawyer™ file data created during installation, is *C:\Program Files\Robot Lawyer\File Data*.
5. Name the file data file by entering its name in **File name**.

6. Click the drop-list button to the right of the field **Save as type**. Robot Lawyer™ lists file formats.
7. Select **Merge Files** and click **Save**. Robot Lawyer™ opens **Specify Field Order for Export** and shows the:

Current Robot Lawyer™ table is **CEV** (Current Entity Values);

Output file character set is **Windows (ANSI)**;

Names and order of the Robot Lawyer™ fields to be exported.

8. Click **Export**. Robot Lawyer™ creates the file you named in the merge format.

Commentary

Robot Lawyer™ lets you export the current entity data to a merge file, much like it lets you export the current file data to a merge file.

Related Topics

Export File Formats

Exporting Entity Data

[Exporting_Entity_Data_to_a_Merge_File.htm/August 10, 2007](#)

Inserting Robot Lawyer™ Fields in Microsoft® Word Practice Documents

The following instructions use Microsoft® Word 2000; however they hold using earlier or later versions of Microsoft® Word:

1. Open the practice document in your word processor, in this case Microsoft® Word. (See Practice Documents.)
2. With the practice document open in Microsoft® Word, click **Tools, Mail Merge**. Microsoft® Word opens **Mail Merge Helper**.
3. Click **Create, Form Letters, Active Window**. Microsoft® Word enters the filename of the practice document and undims **Get Data**.
4. Click **Get Data, Open Data Source**. Microsoft® Word opens **Open Data Source**.
5. In **Open Data Source** open the folder *C:\Program Files\Robot Lawyer\File Data*.
6. If **Robot Lawyer™ Desktop.mer** isn't listed, click the drop-list button to the right of the field **Files of type** and select **All Files**. Microsoft® Word lists all files including **File Properties.mer**.
7. Select *C:\Program Files\Robot Lawyer\File Data\Robot Lawyer™ Desktop.mer*, and click **Open**. Microsoft® Word opens **Confirm Data Source**.

8. Select **All Word Documents** and click **OK**. Microsoft® Word opens **File Conversion** and previews the Robot Lawyer™ fields that hold the current data in the file.
9. Select **Other encoding: Unicode (UTF-8)** and click **OK**. If you have not yet inserted any Robot Lawyer™ fields in the practice document, Microsoft® Word will inform you it found no merge fields in your "main document."
10. Click **Edit Main Document**.
11. To insert a Robot Lawyer™ field in the practice document, position the cursor in the practice document where you want to insert the field and click **Insert Merge Field** in the tool bar. Microsoft® Word lists the names of the Robot Lawyer™ fields that hold the current data in the file.
12. Click the field. Microsoft® Word inserts the field in the practice document.
13. To save the practice document. Click **File, Save As**. Microsoft® Word opens **Save As**.
14. Name and save the document in the folder you keep practice documents.
15. Exit Microsoft® Word.
16. In **Practice Document Properties** check to see if the full path is the document you just saved.
 - If the full path is not the document you just saved, click **Browse**. Robot Lawyer™ opens **Select Practice Document** and lists your practice documents. Select the practice document you just saved and click **Open**. Robot Lawyer™ enters its full path.
17. Enter a description of the practice document and click **Back**. Robot Lawyer™ opens **Practice Documents** and lists the practice document.

Now you're ready to select a Robot Lawyer™ file and merge its data in Microsoft® Word with a practice document you've built yourself .

Related Topics

Assembling File Documents in Microsoft® Word

Using Data in Microsoft® Word

[Inserting_Robot_Lawyer_Fields_in_Microsoft_Word_Practice_Documents.htm/August 10, 2007](#)

Assembling File Documents in Microsoft® Word

1. Open the file document in your word processor, in this case Microsoft® Word. (See Document Assembly.) Microsoft® Word opens **File Conversion** and previews the Robot Lawyer™ fields that hold the current data in the file.
2. Select **Other encoding: Unicode (UTF-8)** and click **OK**. Microsoft® Word opens the practice document and displays the Microsoft® Word **Mail Merge** toolbar.

- To preview the assembled file document, click **View Merged Data** in the Microsoft® Word **Mail Merge** toolbar.
- To assemble the file document, click **Merge** in the Microsoft® Word **Mail Merge** toolbar. Microsoft® Word opens **Merge**.
- 3. Click **Merge**. Microsoft® Word assembles the file document.
- 4. When finished, save the file document and exit WordPerfect® (See Document Assembly.)

Related Topics

Inserting Robot Lawyer™ Fields in Microsoft® Word Practice Documents Using Data in Microsoft® Word

Assembling_File_Documents_in_Microsoft_Word.htm/August 10, 2007

Microsoft Word as an ODBC Client



For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ lets you use it as a host ODBC data source for Microsoft® Word as an ODBC client.

The instructions use Microsoft® Word 2000; however they hold using earlier or later versions of Microsoft® Word.

1. In Robot Lawyer™ open the practice document in your word processor, in this case Microsoft® Word. (See Practice Documents.)
2. With the practice document open in Microsoft® Word, click **Tools, Mail Merge**. Microsoft® Word opens **Mail Merge Helper**.
3. Click **Create, Form Letters, Active Window**. Microsoft® Word enters the filename of the practice document and undims **Get Data**.
4. Click **Get Data**. Microsoft® Word opens **Logon to SequeLink Service** and asks for **Database User Name** and **Database Password**.
5. Enter your account name and password and press **Enter**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.)
6. Press **Enter** or click **OK**; no password is required. Microsoft® Word opens **Open Data Source**.
7. Click **MS Query**. Microsoft® Word opens **Choose Data Source**.
8. Click **Robot Lawyer™***. Microsoft® Word opens **Microsoft® Query and Query Generator - Chose Columns**.
9. In **Query Generator - Chose Columns**:

Related Topics

Assembling File Documents in Microsoft® Word

Microsoft_Word_as_an_ODBC_Client.htm/August 10, 2007

Using Data in HotDocs®



Robot Lawyer™ lets you create practice documents containing its fields which can be used by HotDocs® to assemble file documents in your word processor.

On the same computer or network where Robot Lawyer™ is installed, you must have HotDocs® and HotDocs® Database Connection installed. Robot Lawyer™ is a host ODBC data source for HotDocs®, an ODBC client.

The instructions use HotDocs® 6.2; however they hold using earlier or later versions of HotDocs®.

Naming Robot Lawyer™ as the ODBC Data Source

The first step is for the client to see the host, for HotDocs® to see Robot Lawyer™

TO NAME ROBOT LAWYER™ AS A HOTDOCS® DATABASE

1. In the main menu click **View, Document Assembler**. Robot Lawyer™ opens HotDocs®.
2. Select a HotDocs® template and click **Edit**. HotDocs® opens the HotDocs® template in your word processor.
3. Click **Component Manager**. HotDocs® opens **Component Manager**.
4. In **Component Manager** click the drop-list button to the right of the field **Component type** and select **Databases**. HotDocs® lists any databases.
5. Click **New Component**. HotDocs® opens **New Database – Database Editor**.
6. Select/enter the following information:

Component name: Robot Lawyer

Prompt: Use Robot Lawyer Fields and Data

Command type: Simple

Connection properties are defined by: an ADO connection string

7. Click the "pencil" button to the right of the **Connection string** field. HotDocs® displays **Data Link Properties**.

8. In the **Provider** tab HotDocs® lists OLE DB Providers. OLE refers to Object Linking and Embedding, Microsoft®'s proprietary mechanism for allowing documents and applications to access data and subroutines from within other applications.
9. Select **Microsoft® OLE DB Provider for ODBC Drivers** and click **Next**. HotDocs® displays the tab **Connection**.
10. Check **Use data source name** and click the drop-list button to the right of the field **Component type** and select **Robot Lawyer**. HotDocs® enters Robot Lawyer.
11. Check **Use connection string** then click **Build**. HotDocs® opens **Select Data Source**.
12. Click **New**. HotDocs® opens **Create New Data Source**.
13. Select **DataDirect 32-bit SequeLink 5.4** and click **Next**. HotDocs® asks for the data source name (DSN).
14. Click **Browse**. Robot Lawyer™ opens **Save As**.
15. Click **Robot Lawyer.dsn** then **Save**. HotDocs® redisplay **Create New Data Source**.
16. Click **Next**. HotDocs® displays your selections.
17. Click **Finish**. HotDocs® opens **Connect to the SequeLink Server**.
18. Select/enter this information:

SequeLink Server Host: localhost

SequeLink Server Port: 2399

Server Data Source: main

19. Click **OK**. HotDocs® opens **Logon to SequeLink Service** and asks for **Database User Name** and **Database Password**.
20. Enter your account name and password and press **Enter**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.)
21. HotDocs® reopens **Select Data Source** and shows **Robot Lawyer.dsn**.
22. Click **OK**. HotDocs® reopens **Connection** tab in **Data Link Properties**.
23. Click **Test Connection**. HotDocs® will report **Test connection succeeded**.
24. Enter your account name in the field **User name**.
25. Check **Blank password** and **Allow saving password**.

26. Click **OK**. HotDocs® reopens **New Database – Database Editor**. HotDocs® now shows the **Connection string**:

You're now ready to link Robot Lawyer™ fields (variables) to HotDocs® variables.

Linking Robot Lawyer™ Fields to HotDocs® Variables

1. In **New Database – Database Editor** click the tab **Field Map**. HotDocs® displays the tab **Field Map**.
2. Click the drop-list button to the right of the field **Table name**. HotDocs® lists the Robot Lawyer™ tables.
3. Select Robot Lawyer™ table **CFV**. HotDocs® lists all Robot Lawyer™ fields

Related Topics

Robot Lawyer Enterprise™

Using_Data_in_HotDocs@.htm/August 10, 2007

Using Data in PDF Documents

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ lets you insert its fields in a practice document saved in Adobe Acrobat PDF files.



Related Topics

Robot Lawyer Enterprise™

Using_Data_in_PDF_Documents.htm/August 10, 2007

Using Data in Palm™ Desktop

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 762-6529

NOTICE
THIS FEATURE IS STILL IN
DEVELOPMENT. THANK
YOU FOR YOUR PATIENCE.
Robot Lawyer™

Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Importing Palm™ Desktop Entities

Palm™ Desktop

Palm™ Desktop Client

Robot Lawyer Enterprise™

Using_Data_in_Palm™_Desktop.htm/August 10, 2007

Using Data in Excel®

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 762-6529

Microsoft® Excel is the data requester—the client—and Robot Lawyer™™ is the data source—the host.

NOTICE
THIS FEATURE IS STILL IN
DEVELOPMENT. THANK
YOU FOR YOUR PATIENCE.
Robot Lawyer™

This feature is available only on the Robot Lawyer™ Enterprise version.

Related Topics

Robot Lawyer Enterprise™

Using_Data_in_Excel@.htm/August 10, 2007

Using Data in Quattro Pro®

For more about the Enterprise™ version call (888) 782-6529

TO ACCESS ROBOT LAWYER™ FIELDS IN QUATTRO PRO®:

1. In the main menu click **View, Spreadsheet**. Robot Lawyer™ opens Quattro Pro®.
2. In Quattro Pro® in the main menu click **Insert, External Data, Expert**. Quattro Pro® opens **Select Database**.
3. Select Data Type **ODBC** and Database **Robot Lawyer**.
4. Click **Next**. Quattro Pro® opens **Logon to SequeLink Service** and asks for **Database User Name** and **Database Password**.
5. Enter your account name and password and press **Enter**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.) Quattro Pro® opens **Select Tables** and lists Robot Lawyer™ tables.
6. Select **CFV** and click **Next**. Quattro Pro® opens **Set Criteria**.
7. Quattro Pro® lists Robot Lawyer™ fields. You can now insert the Robot Lawyer™ fields into a spreadsheet. Column names are Robot Lawyer™ fields; rows are Robot Lawyer™ records.

TO FILTER AN EXTERNAL DATABASE TABLE IN QUATTRO PRO®:

1. In **Query Properties** in **Filters** click the drop-list button to the right of the field **Criteria Field**. Quattro Pro® lists Robot Lawyer™ fields.
2. Choose the Robot Lawyer™ field to filter from the **Criteria Field** list.
3. Choose an operator from the **Operator** list.
4. Check **List Values**.
5. Click the drop-list button to the right of the field **Value**. Quattro Pro® lists values of the Robot Lawyer™ field.
6. Choose a value of the Robot Lawyer™ field from the **Value** list or type a value of your own and click **OK**.
7. Click **Finish**.

Commentary

Corel Quattro Pro® is installed on your computer and you have told Robot Lawyer™ Quattro Pro® is your spreadsheet.

Quattro Pro® sees and accesses all Robot Lawyer™ tables. Do the following to insert a Robot Lawyer™ table in a Quattro Pro® spreadsheet so that spreadsheet column names are Robot Lawyer™ fields, and spreadsheet rows are Robot Lawyer™ records.

If you get an SQL parse error, click **Query Properties**. Quattro Pro® displays **Query Properties**. Select the suspect Robot Lawyer™ field in **Criteria Field**, enable **List Values** and list Robot Lawyer™ values.

Clicking **And** in **Query Properties** narrows the filter results. Clicking **Or** in **Query Properties** broadens the filter results. For example, you can generate a list of entities who live in a certain city.

Related Topics

Spreadsheet

Using_Data_in_Quattro_Pro®.htm/August 10, 2007

Other Program Data in Robot Lawyer™

About Using Other Program Data

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ not only lets you use its data in other programs, it lets you use other program data in it. In this regard you can use Robot Lawyer™:

- As an ODBC client of the other program on your computer, i.e., as a data requester that interacts with the data in the other program;
- To import data from other program on your computer or network into Robot Lawyer™.

Related Topics

Importing Data

Robot Lawyer™ as an ODBC Client

About_Using_Other_Program_Data.htm/August 10, 2007

Robot Lawyer™ as an ODBC Client

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ lets you access external ODBC data sources using Robot Lawyer™ as a client. The other program storing the external data serves as an ODBC host.

Robot Lawyer™ can either interact with the external data or import it. If Robot Lawyer™ imports the data, and the data is available due to the other program running on the same computer or network as an ODBC host, there is no need to first use the other program to export the data. Regardless of whether Robot Lawyer™ interacts with or imports the external data, so long as the data is available by reason of the other program serving as an ODBC host, as distinguished from exporting its data in a proprietary Windows® format to a file, Robot Lawyer™ is considered an ODBC client.

To interact with or import external ODBC data sources using Robot Lawyer™ as a client:

1. Make sure you've installed in your computer a client driver for the other program you're using as a data source, the client being Robot Lawyer™. (See `Getting_ODBC_Client_Drivers`.)
2. In Windows® configure the other-program client driver so Robot Lawyer™ can connect to the external data source. (See `Configuring_ODBC_Client_Drivers`.)
3. In Robot Lawyer™ either query the external data source with which you want to interact, or import the external data into Robot Lawyer™

Getting ODBC Client Drivers. Robot Lawyer™ provides ODBC client drivers during installation, including ODBC drivers for text data sources, and for Oracle 9i Release 2 data sources. (See `ODBC Drivers`.) For additional drivers check the Robot Lawyer™ website at <http://www.robotlawyer.com>. Windows® also provides client drivers and third-party vendors also supply client drivers.

Configuring ODBC Client Drivers. Once you've installed the ODBC client driver, Robot Lawyer™ lets you configure it. For example before interacting with Palm™ Desktop, you'll first configure the Palm™ Desktop client driver. Before interacting with records in an Oracle database, you'll first configure the Oracle client driver. Data source configuration can vary from one ODBC driver vendor to another. Use the following procedure as a general guideline. Configuring client drivers to enable other programs as ODBC host data sources isn't a lot unlike configuring Robot Lawyer™ as an ODBC host data source. (See `Naming Robot Lawyer™ as an ODBC Host`.)

TO CONFIGURE AN ODBC CLIENT DRIVER

1. Click **Start** in the Windows® Desktop.
2. Click **Control Panel**.
3. Double-click **Administrative Tools**
4. Click **Data Sources (ODBC)**. Windows® opens **ODBC Data Source Administrator**. You're in the tab **User DSN**.
5. Click **Add**. Windows® opens **Create New Data Source** and lists all ODBC drivers installed on your computer.
6. Select the driver for the ODBC data source with which Robot Lawyer™ will be interacting, or from which Robot Lawyer™ will be importing data, and click **Finish**. Windows® opens the driver setup dialog.
7. Enter the information requested. Use any documentation that came with the driver installation program.

8. When finished, click **OK**.

You've configured and named the other program as an ODBC data source on your computer.

Querying Other-Program ODBC Data Sources. After configuring the ODBC client driver, you can:

- Interact with data in the ODBC data source (such as Oracle or Microsoft Access databases);
- Import data from the ODBC data source into an existing Robot Lawyer™ table;
- Create a new Robot Lawyer™ database file from the ODBC data source.

You query other-program ODBC data sources in steps:

1. Access the ODBC data source you want to import from.
2. Construct a query for the data (records) you want to import from the ODBC data source.
3. If you're importing data into an existing Robot Lawyer™ table, map the fields from the ODBC data source to fields in your Robot Lawyer™ table.

Importing Data from ODBC Data Sources into Robot Lawyer™ Tables.

Robot Lawyer™ lets you import data from the ODBC data source into an existing Robot Lawyer™ table.

TO QUERY AN OTHER-PROGRAM ODBC DATA SOURCE:

1. In the main menu click **View** and then the ODBC data source: **Word Processor, Spreadsheet, Document Assembler, Time** and Billing, Calendar, Contact Manager, Practice Manager. Robot Lawyer™ opens the other program with is the ODBC data source.
 - If none of these selections opens the other program, open the program manually.
2. Switch back to Robot Lawyer™
3. In the Robot Lawyer™ main menu click **File, Import Data, Advanced, ODBC Data Source**. Robot Lawyer™ opens Select **ODBC Data Source** and lists ODBC data sources set up on your computer.
4. Select the ODBC data source and click **Continue**. Robot Lawyer™ opens **Enter Password**.
5. Enter your account name and password and press **Enter**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.)
 - To skip this step in the future, select **Save user name and password**.

6. Click **OK**. Robot Lawyer™ opens **SQL Query Builder** and lists the tables in the ODBC data source.
7. In the **SELECT** tab **Tables** box click the table you want to import. Robot Lawyer™ lists the table's fields (columns) in the **Columns** box.
8. Select the field you want in your query and click **Insert into SQL Query**. Robot Lawyer™ inserts the field in your query.
9. Insert additional fields you want.
10. When finished click the tab **WHERE** to construct search criteria. This reduces the number of records that are imported. You can also join data from two tables.
 - To select records before importing, click the **ORDER BY** tab, then specify the name of the field (column) to sort by and whether the sort should be ascending or descending.
11. When finished click **Execute**. Robot Lawyer™ imports the resulting records.

Creating New Robot Lawyer™ Files from ODBC Data Sources. Robot Lawyer™ lets you create a new Robot Lawyer™ database file from the ODBC data source.

1. In the main menu click View and then select the ODBC data source: **Word Processor, Spreadsheet, Document Assembler, Time and Billing, Calendar, Contact Manager, Practice Manager**. Robot Lawyer™ opens the other program with is the ODBC data source.
 - If none of these selections opens the other program, open the program manually.
2. Switch back to Robot Lawyer™.
3. In the Robot Lawyer™ main menu click **File, Open Special**. Robot Lawyer™ opens **Open File**.
4. In **Open File** click the drop-list button to the right of the field **Files of type** and select **ODBC Data Source**. Robot Lawyer™ opens **Select ODBC Data Source** and lists ODBC data sources set up on your computer.
5. Select the ODBC data source and click **Continue**. Robot Lawyer™ opens **Enter Password**.
6. Enter your account name and password and press **Enter**. (If you don't know your account name, in Robot Lawyer™ click **Help, About Robot Lawyer™** in the main menu. Robot Lawyer™ opens **About Robot Lawyer™** and displays your account name. See Program Information.)
 - To skip this step in the future, select **Save user name and password**.
7. Click **OK**. Robot Lawyer™ opens **SQL Query Builder** and lists the tables in the ODBC data source.

8. In the **SELECT** tab **Tables** box click the table you want to import. Robot Lawyer™ lists the table's fields (columns) in the **Columns** box.
9. Select the field you want in your query and click **Insert into SQL Query**. Robot Lawyer™ inserts the field in your query.
10. Insert additional fields you want.
11. When finished click the tab **WHERE** to construct search criteria. This reduces the number of records that are imported. You can also join data from two tables.
 - To select records before importing, click the **ORDER BY** tab, then specify the name of the field (column) to sort by and whether the sort should be ascending or descending.
12. When finished click **Execute**. Robot Lawyer™ opens **Create a new file named**.
13. Enter the new file name.
14. In the **Save** as type field select **FileMaker Files**.
15. Click **Save**. Robot Lawyer™ creates the file you named and imports the resulting records.

Related Topics

Importing Data

Robot_Lawyer_as_an_ODBC_Client_.htm/August 10, 2007

Importing Data

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

If you are importing data into an existing Robot Lawyer™ file, Robot Lawyer™ opens Import Field Mapping. You map fields from the data source to fields in your Robot Lawyer™.

Import File Formats. In **Open File** click the drop-list button to the right of the field **Files of type** and select the file format.

Robot Lawyer™ imports/converts most formats, but a few formats are either import/convert only or export only. Most file formats support data conversion only and do not import formatting such as font, size, style, and color. Some but not all of the formats convert field names and field types. (See Export File Formats.) Special features and limitations relating to importing files saved in other programs, as distinguished from exporting files to other programs, are as follows:

- XML Format. In addition to XML files, you can import the XML data result of an HTTP request.
- Microsoft® Excel Format. Import only.

- HTML Format. Export only.
- dBase III and IV DBF Format. Robot Lawyer™ doesn't support dBase II DBF format.
- Robot Lawyer Format.

Related Topics

Importing Palm™ Desktop Entities

Importing_Data.htm/August 10, 2007

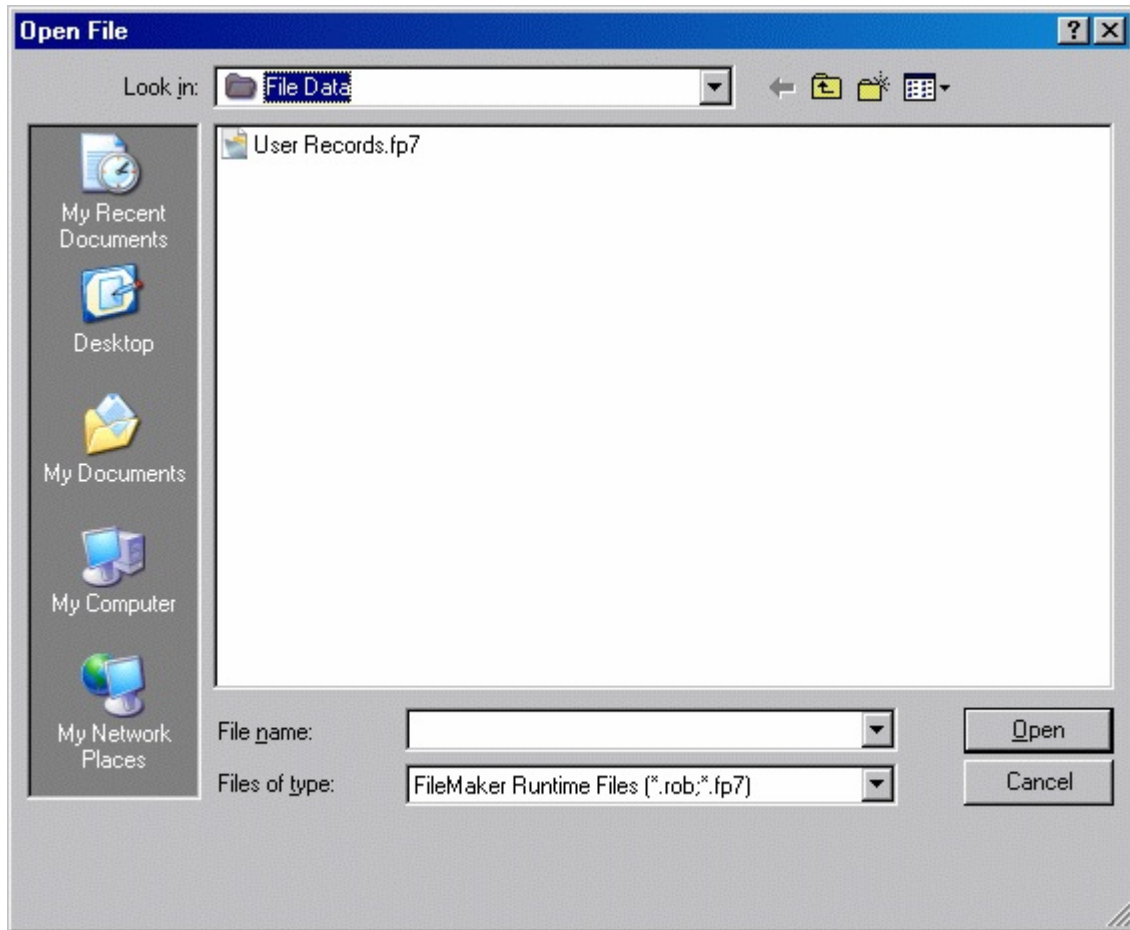
File Import Command

Robot Lawyer ENTERPRISE™
For more about the Enterprise™ version call (888) 782-6529

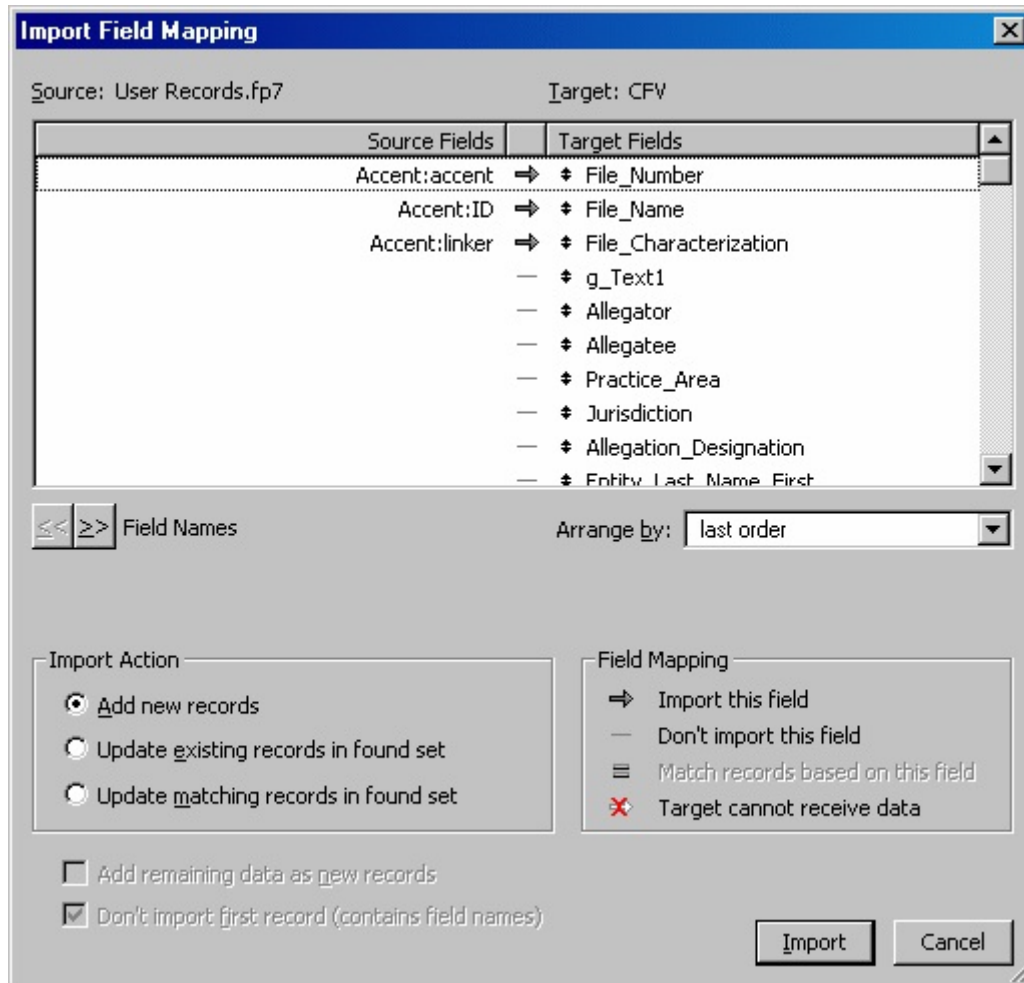


TO IMPORT DATA:

1. In **File Properties** click **File, Import Data, Advanced, File** in the main menu. Robot Lawyer™ opens **Open File** and lists files.



2. xxxxxxxxxxxx Robot Lawyer™ opens **Import File Mapping**.



Commentary

Robot Lawyer™ lets advanced users import data to other programs to the user's specification.

Related Topics

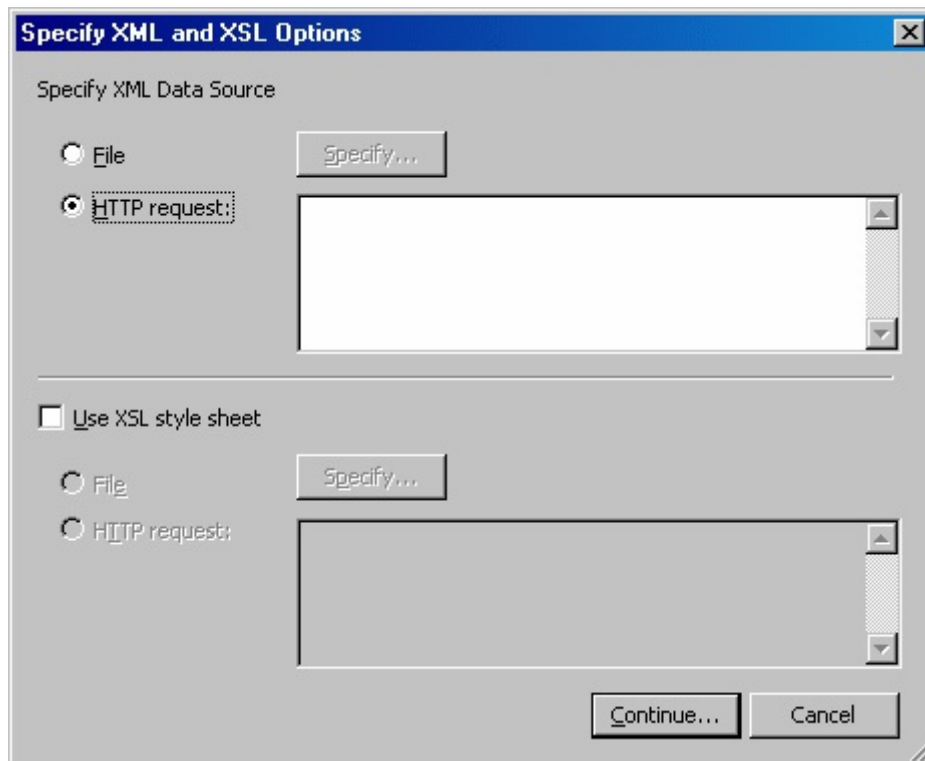
Importing Data

File_Import_Command.htm/August 10, 2007

Import XML Command

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529



Commentary

Presently no commentary for this topic. See related topics.

Related Topics

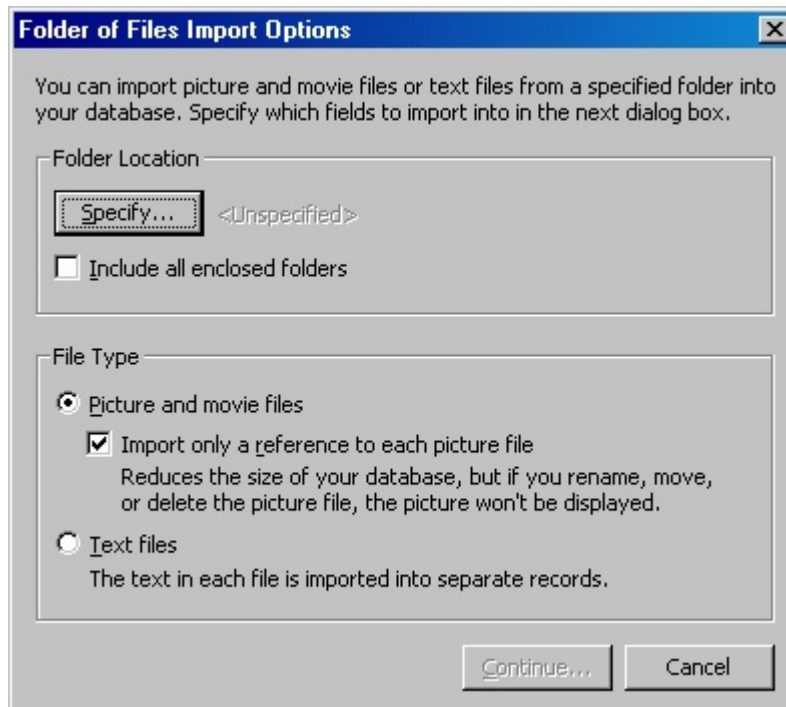
Importing Data

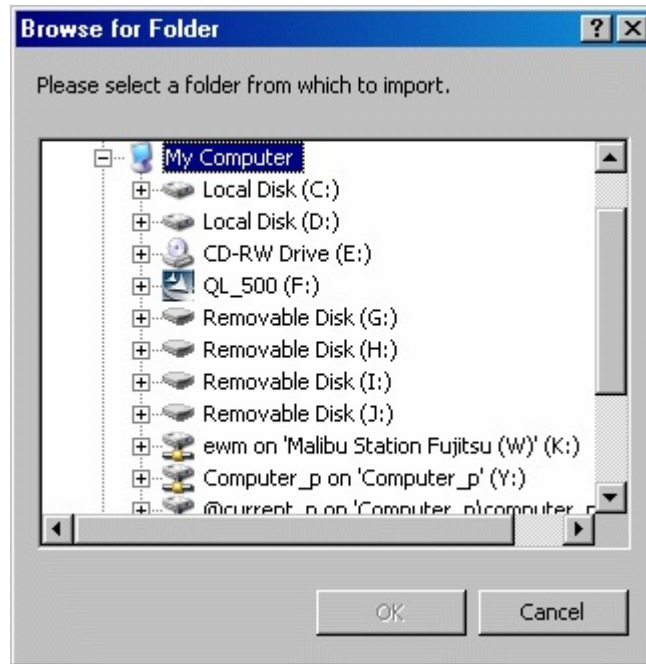
[Import_XML_Command.htm/August 10, 2007](#)

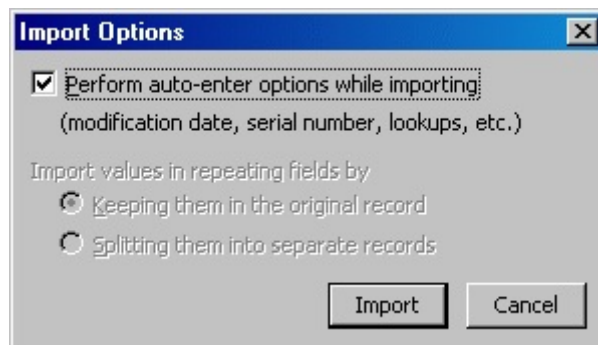
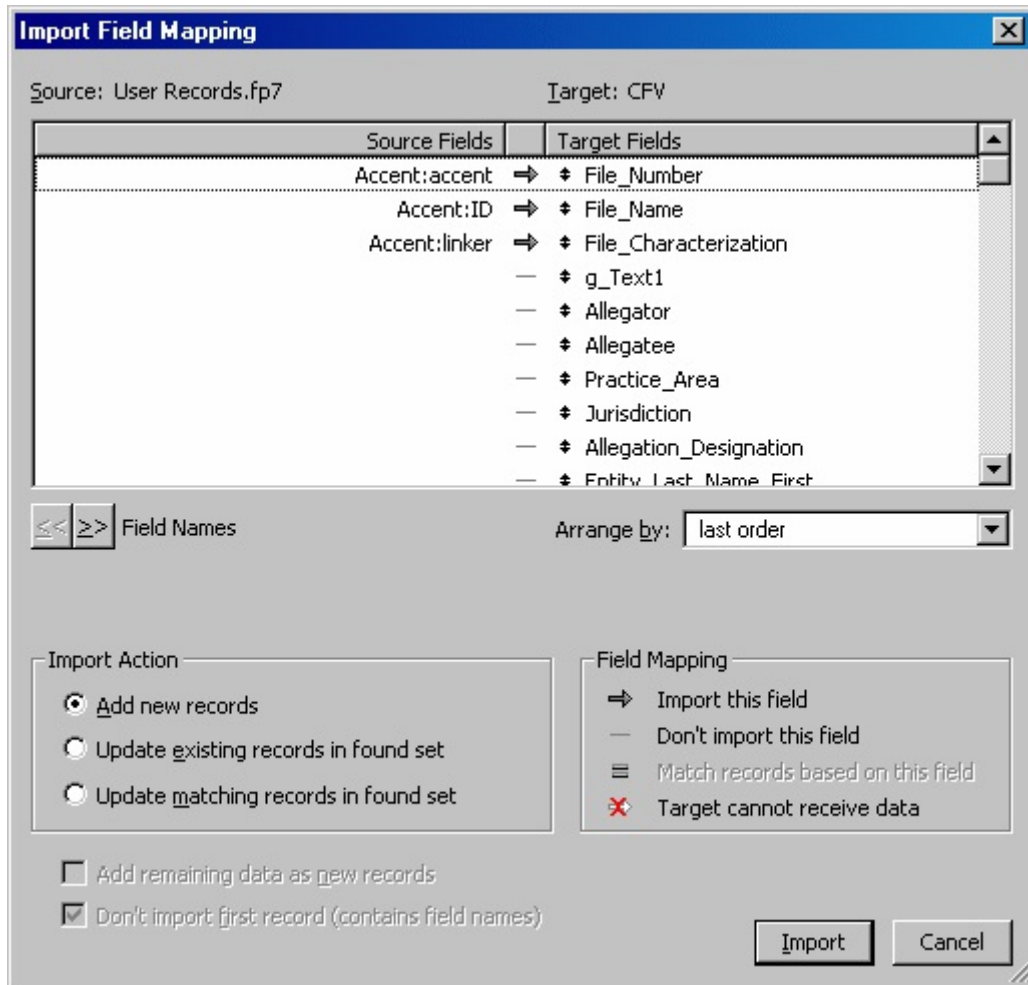
Import Folder Command



For more about the Enterprise™ version call (888) 762-6529







Commentary

Presently no commentary for this topic. See related topics.

Related Topics

Importing Data

Importing Palm™ Desktop Entities



For more about the Enterprise™ version call (888) 782-6529

TO IMPORT ENTITIES ENTERED IN PALM™ DESKTOP

1. In the main menu click **View, Contact Manager**. Robot Lawyer™ opens Palm™ Desktop.
2. In Palm™ Desktop click **Address**. Palm™ Desktop displays the names of entities entered in Palm™ Desktop.
3. Select the entity or entities you want to export to Robot Lawyer™. (Skip this step if you want to export *all* the entities entered in Palm™ Desktop.)
4. In the Palm™ Desktop main menu click **File, Export**. Palm™ Desktop opens **Export to File**.
5. Select/enter the path/name of the export file as *C:\Program Files\Robot Lawyer\Data Sources>Contact Manager.csv*. You're exporting the Windows® file *Contact Manager.csv* in comma-separated values format.
6. Select **Range, Currently selected records**. (If you want to export all the Palm™ Desktop entities to Robot Lawyer™ select **Range, All**.)
7. Click **Export**. Palm™ Desktop opens **Specify Export Fields**.
8. Scroll down the list of export fields and de-select all the fields that follow the Palm™ Desktop field **Title**. You'll only be importing **Title, First Name** and **Last Name**.
9. Click **OK**. Palm™ Desktop exports the selected entity or entities to the Windows® file *Contact Manager.csv* and saves it where you specified.
10. Close Palm™ Desktop.
11. In the Robot Lawyer™ main menu click **File, Import Data, Contact Manager**. Robot Lawyer™ opens Import Field Mapping.
12. When finished click Import. Robot Lawyer™ opens **Import Options**.
13. Enable **Perform auto-enter options** while importing and click **Import**. Robot Lawyer™ reports on the action it took.
14. Click **OK**.
15. In the Robot Lawyer™ main menu click **Practice, Practice Entities**. Robot Lawyer™ opens **Practice Entities** and lists the entities related to your practice. *One or more of entries on the list won't have names, just entity numbers.*

16. To fill in the names, click **Get Name**. Robot Lawyer™ fills in the names.
(Depending on how many names have to be filled in, this might take a while, even minutes, during which your display may flicker.)

Commentary

If you named and located Palm™ Desktop, Robot Lawyer™ lets you import one or more entities entered in Palm™ Desktop. Follow the above instructions and the contacts you select in Palm™ Desktop become entities in Robot Lawyer™.

In the instructions, Palm™ Desktop isn't running as an ODBC host. You *export* the Palm™ Desktop data in a proprietary Windows® format to a file, which you save in Palm™ Desktop as *Contact Manager.csv*; then you open *Contact Manager.csv* in Robot Lawyer™ and *import* the data in *Contact Manager.csv* to Robot Lawyer™

Related Topics

Importing Data
Practice Entities

[Importing_Palm™_Desktop_Entities.htm/August 10, 2007](#)

Robot Lawyer™ as a Client of Palm™ Desktop

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ lets you use it as an ODBC client of Palm™ Desktop.



Related Topics

Importing Palm™ Desktop Entities

Using Data in Palm™ Desktop

[Palm_Desktop_Client.htm/August 10, 2007](#)

Using HotDocs® Data in Robot Lawyer™

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ as an ODBC Client of HotDocs®



Importing HotDocs® Data



Related Topics

Importing Data
Using Data in HotDocs®

[Using_HotDocs@_Data_in_Robot_Lawyer™.htm/August 10, 2007](#)

Extracting Data from PDF Documents

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 782-6529

Robot Lawyer™ can extract data from PDF documents.



Related Topics

Using Data in PDF Documents

[Extracting_Data_from_PDF_Documents.htm/August 10, 2007](#)

External Entity Databases

Robot Lawyer ENTERPRISE™

For more about the Enterprise™ version call (888) 762-6529

Robot Lawyer™ links to external data related to a Robot Lawyer™ file, such as an external fingerprint or DNA database.

An external fingerprint database such as the FBI or California databases essentially is a table that stores an entity's fingerprint pictures, fingerprint code, and several other properties of the entity such as names used, addresses, associates, and the entity's criminal history. Each record comprising an entity's criminal history typically includes the following fields:

- Arrest, detention or citation date
- Name and date of birth used
- Agency (entity) making the arrest or detention or issuing the citation
- Charge (allegation)
- Disposition (allegation truthfulness)
- Sentence (judgment and terms)

The field in the external fingerprint database table could also be called Fingerprint Code. The external fingerprint database table and the Robot Lawyer™ Entity table can link on the field Fingerprint Code one-to-one. For each record in the external fingerprint database table there is one or no record in the Robot Lawyer™ Fingerprint table.

Robot Lawyer™ as an ODBC Client of an External Database



Importing External Database Data



Related Topics

Importing Data

[External_Entity_Databases.htm](#)/August 10, 2007

Index

A

- AbacusLaw®. 3
- About. 19, 71
- Accent. 158
- ACT!®. 3
- Active files. 90, 91
- Active user account name. 19
- Adding last selection. 50
- Address. 118
- Address as. 141
- Administrative tools. 368
- Adobe Reader (also see PDF files). 403
- Adverse party.** 1
- African American. 138, 176
- Age. 132, 141
- Allegatee
 - color code. 236
 - designation. 239
 - properties. 239
 - selecting/entering. 239
- Allegation. 3
- Allegation
 - building. 249
 - characterization. 252
 - date. 252
 - designation. 252
 - document. 262
 - evidence. 258
 - external database. 404
 - fact. 252, 257
 - finding. 303
 - law. 260
 - new. 249
 - practice. 264
 - predication. 248, 252
 - properties. 252
 - strategy. 261
 - wizard. 252
- Allegation. 247
- Allegation. 249
- Allegator
 - color code. 236
 - designation. 237
 - lawyer. 237, 241
 - properties. 237
 - selecting/entering. 237
- Allegator. 3
- Alt-A. 252
- Amicus Attorney®. 3
- API. 367
- Appellation. 141
- Arranging Windows. 343
- Arrest. 404
- Audio recordings

of entities.	63, 136	Case number.	297
of facts.	63, 193, 195	CD.	12
of statements.	220, 221	Challenge judge.	3
Audio recordings.	63	Changing	
Audio recordings.	135	file locations.	353
Audio recordings.	136	Changing.	353
B		Character.	167
Back command.	27, 35, 45, 71, 88, 89, 99	Characterization	
Backing up files		allegation.	252
restoring files.	54	defense.	269
Backing up files.	52	fact.	188
Beta version.	22	file.	84
Blood		findings.	303
DNA.	139, 182	law.	228
type.	182	reply.	284
Blood.	182	strategy.	292
Browse.	353	tribunal.	297
Build.	175	Characterization.	3
C		Characterization.	99
Calendaring		Chinese.	369
program.	310	Choices.	56, 71
program location.	310	Chronological narrative.	198
Calendaring.	310	Citation.	228
California.	89	Citizenship.	154
Cancel command.	71, 99	city.	118, 137
Capture command.	56	Client	
Capturing		properties.	244
fact.	186	selecting/entering.	244
Capturing.	186	Client.	244

Closing files.	90	Copying.	50
Clothing.	153	Corel WordPerfect®	
Color		as an ODBC Client.	377
allegatee.	236	assembling file documents in.	377
allegator.	236	form documents.	377
codes.	236	inserting Robot Lawyer™ fields. ' 377	
palette.	361	Corel WordPerfect®.	3, 93
text.	361	Corporation	
Color.	236	age.	141
Color.	361	Corporation.	137
Communication.	145, 146	Country.	118
Competence.	168	County.	118, 137
Complexion.	176	Courts.	297
Computer		Credibility.	169
high contrast color scheme.	19	Criminals.	167
memory.	363	D	
operating system.	11, 19	Data	
Computer.	19	capturing.	47
Concatenation		copying.	50
strategy.	100	entering.	50
Concatenation.	100	exchange.	367
Confrontation Clause.	3	extraction.	3
Contact management		folder.	353
entities.	129	inserting.	47
external program.	311	merging.	382
Robot Lawyer™.	129	moving.	51
Contact management.	129	pasting.	50, 51
Contact management.	311	predicting.	65
Control panel.	368	previously captured.	56

removing.	64	DataDirect 32-bit SequeLink 32-bit	368, 375
replacing.	60	Dates	
selecting.	47	entering.	62
showing more.	59	Dates.	62
sorting.	59	Death committee.	3
Data.	3	Defaults.	14, 45
Data.	93	Defense	
Data source		building.	267
folder.	353	characterization.	269
naming Robot Lawyer™ as.	375	date.	269
properties.	94	designation.	269
Data source.	3, 93	document.	278
Data source.	99	evidence.	274
Data source.	353	fact.	269, 273
Data source.	367	law.	275
Data source.	368	practice.	279
Database		predication.	269
account name.	19	prediction.	266
backup.	52, 353	properties.	269
external.	404	strategy.	276
fields.	315	wizard.	269
folder.	353	Defense.	265
full path.	19	Defense.	267
password.	27, 372, 377	Deleting (see Removing).	64
schema.	235, 315	Deleting data.	65
size.	19	Desktop.	27, 28
tables.	315	Dialogs	
user name.	375, 377	resetting.	344
Database.	19	Dialogs.	344

Digitally-stored data.	93	Editing.	110
Disposition.	303, 404	Electrical object.	137, 166
DNA.	139	Email.	3, 93
Document assembler		Employer	
location.	310	type.	163
Document assembler.	383	Employer.	162
Document folder.	353	Employment	
Documents		job end game.	162, 163
file.	110	job level.	162, 163
practice.	105	position.	162
Documents.	105	Employment.	162
Documents.	110	English.	71
Done command.	35	Enter/edit	
Drag and drop.	51, 359	properties.	99
Driver license		Enter/edit.	99
phony.	141	Enterprise version.	365
Driver license.	141	Entities	
Drivers		about.	129
other-program client.	368	predicting.	132
Robot Lawyer™.	368	relationships.	152
Drivers.	368	sorting.	129
Drop-down lists.	47	Entities.	129
DSN		Entity	
Robot Lawyer™.	375	audio recording.	135, 136
DSN.	368	geography.	148
E		motion picture.	135, 136
Editing		name.	132
file documents.	110	new.	129
practice documents.	105	number.	137

pictures.	135, 136	recordings.	210, 211
properties.	71, 129, 132	sorting.	198
recordings.	135, 136	strategy.	208
related.	150, 152	type.	201
still picture.	135, 136	Evidence.	197
table.	132	Evidence.	198
type.	137	Evidence.	201
Entity.	71	Evidence Code.	3
Entity name		Excel®.	367, 388
getting.	401	Existing file.	71
selecting/entering.	141	Exit	
Entity name.	141	advance mode.	99
Entity number		Robot Lawyer™.	45
find.	129	Exit.	45
sort by.	129	Export	
Entity number.	129	data.	347, 351
Evidence		file format.	347
content.	201	Export.	347
date.	201	Export.	367
designation.	201	Export.	380
document.	209	Export.	381
fact.	206	External data.	93
finding.	198	Extraterrestrial.	137
form.	201	Eyes.	180
introducer.	201	F	
law.	207	Fact	
pictures.	210, 211	audio recording.	193, 195
prediction.	197	capturing.	186
properties.	200	characterization.	188

finding.	186	locations.	14, 355
generator.	189	new.	71
geography.	188	number.	84
modifier.	188	opening.	71
motion picture.	193, 195	properties.	84
new.	186	status.	91
object of.	188	File.	71
predication.	188	File document	
prediction.	186	assembling.	110
properties.	186, 188	description.	110
recordings.	193, 195	editing.	110, 113
still picture.	193, 195	folder.	353
subject of.	188	new.	110
Fact.	186	path.	110, 113
Facts		properties.	113
Robot Lawyer™.	185	selecting/entering.	110
sorting.	186	File document.	110
Facts.	186	File entities.	131
Federal government.	137	File geography	
Federal jurisdiction.	3, 89	document.	127
File		properties.	124
characterization.	84	selecting/entering.	124
content.	86	strategy.	124
data.	47, 93	File geography.	124
data sources.	93	File law.	229
documents.	110	File locations.	14, 93, 353, 355
export.	348	File number.	84
import.	394	File properties.	71, 88, 89, 93, 99
law.	229	File status.	91

Files		Future releases.	369
removing.	91	G	
restoring.	54	Gender.	139
Files.	71	Geography	
Files.	91	about.	115
Find		document.	125, 127
file.	83	file.	124
mode.	330	finding.	117
strategy.	99	generator.	119
Find.	99	of entities.	115, 148
Findings		of facts.	115, 188
characterization of.	303	pictures.	121, 122
expression of.	303	practice.	117
Findings.	303	predicting.	116
FindLaw.	50, 228	previous, of entity.	115, 148
First name.	367	properties.	118, 124
Florida.	89	recordings.	121, 122
Font		selecting/entering.	117
options.	336	sorting.	117
size.	338	spots.	115
smoothing.	341	strategy.	124, 125
style.	338	Geography.	115
text.	361	German.	369
Font.	338	Getting started.	40
Foreign languages.	369	Goldmine®.	3
French.	369	Government.	137
Future releases		H	
capturing facts.	188	Hair.	179
Future releases.	188	Headnote.	3, 228

Height.	181	Installation.	12, 23
Help		Intelligence.	171
changing source of.	25, 353	Interface language.	19, 366
contents.	25	Internet.	353
context sensitive.	25	J	
documentation.	25	Japanese.	369
index.	25	Job	
knowledge base.	26	description.	162
local.	14, 353	end game.	162
location.	353	level.	162
online.	353	Job.	162
remote.	14, 353	John Doe.	3
tutorial.	25	Judge	
upgrade.	21	properties.	299
user forum.	25	selecting/entering.	299
Help.	25	Judge.	299
HotDocs®.	3, 310, 367, 385, 402	Judgment	
Human being.	137	terms.	303
I		Judgment.	303
Import		Jurisdiction	
data.	393	editing list.	89
folder.	397	selecting/entering.	89
XML.	396	Jurisdiction.	1, 3, 71
Import.	393	Jurisdiction.	89
In pro per.	244	Jurisdiction.	369
Insert command.	47		
Insert from index.	58		
Installation			
QuickTime.	63		

K		words.	110
Knowledge base.	26	Lawyer.	241
L		lawyer_setup.exe.	12
Laches.	3	Lawyering.	1, 2, 3, 353
Language.	157	Legal research	
Last name.	367	online.	39
Launching Robot Lawyer™.	27	Legal research.	39
Law		Legal research.	228
capturing.	227, 228	Legal research.	307
citation.	228	LexisNexis.	50, 228
document.	232	Liars.	169
file.	229	Limited partnership.	137
finding.	227	Links.	3
full text.	228	Lists.	71
headnote.	228	Logging in.	27
practice.	227	Looks.	175
practice area.	227	M	
predicting.	226	Manner.	172
properties.	227, 228	Matter	
sorting.	227	file characterization.	84
strategy.	231	Tribunal number.	297
Law.	225	Matter.	84
Lawyer		MDAC.	368
client.	244	Mens rea.	3
name.	241	Mental condition.	172
properties.	241	Menus.	35
selecting/entering.	241	Microsoft website.	14, 368
support.	243	Microsoft® Access.	367
thought process.	1	Microsoft® Data Access Components.	368, 375

Microsoft® Word, 3, 367, 380, 382, 384	
Misjoinder.	3
Mode controls.	325
MoneyWorks®.	3
Motion	
challenge judge.	3
Motion.	3
Motion pictures.	63, 193
N	
Names	
entity.	132, 141
file.	71
getting.	401
phony.	141
Names.	71
Names.	404
Natural language processing.	3
Navigation	
buttons.	35
menus.	35
submenus.	35
Navigation.	35
New	
command.	35
file.	71
New.	71
New.	71
New York.	89
NLP.	3, 93, 369
O	
Objective Identification.	132
ODBC	
client.	367, 377, 390
drivers.	368, 376
host.	367, 375
ODBC.	367
ODBC.	368
ODBC.	375
ODBC.	377
Oddities.	177
Odor.	178
Office.	137
Ohio.	89
OLE	
links.	331, 335
objects.	333, 342
OLE.	333
Open	
closed file.	91
database connectivity.	367
existing Robot Lawyer™ file.	71
file locations.	353
file properties.	71
names.	71
new file.	71
practice areas.	88
practice entities.	71
practice strategy.	99

program locations.	307	data.	367
strategy properties.	99	locations.	307
Open.	1, 3, 19, 27, 45	Other programs.	367
Open.	71	Other programs.	368
Open.	71	Other programs.	374
Open.	88	Other programs.	390
Open.	89	Outcome prediction.	369
Open.	93	P	
Open.	99	Palm™ Desktop	
Open.	353	importing entities.	308, 401
Open.	367	Palm™ Desktop.	3
Open.	368	Palm™ Desktop.	308
Opening files		Palm™ Desktop.	367
closed files.	91	Palm™ Desktop.	387
existing files.	71	Palm™ Desktop.	402
new files.	71	Parties.	235
Opening files.	71	Partnership.	137
Opening files.	91	Password	
Operating system		changing.	372
color scheme.	19	entering.	27, 372
language.	19	Password.	27
name.	19	Password.	372
Operating system.	19	Password.	375
Oracle.	367	Paste command.	47, 367
Oracle 9i Release.	368	Paste special command.	333, 342, 367
Other programs		PDF files.	385, 386, 403
calendar.	310	Pennsylvania.	89
client drivers.	368	Pentium 300MHz.	11
contact management.	311	Physiology.	174

Players.	235	new.	99
Pleadings.	3, 235	sorting.	99
Plug-ins.	364	table.	99
Political party.	137	Practice strategy.	97
Politics.	158	Practice strategy.	99
Position.	162	Predicting	
Practice area		allegation.	248, 252
editing list of.	88	data.	65
law.	228	defenses.	266
selecting/entering.	88	evidence.	197
Practice area.	88	fact.	186, 188
Practice document		geography.	116
creating.	14, 105	law.	226
description.	105, 109	reply.	281
editing.	105, 109	statement.	214
finding.	105	strategy.	97
folder.	14	Predicting.	65
path.	105, 109	Predicting.	252
properties.	109	Prediction	
sorting.	105	features.	90, 369
Practice document.	105	Prediction.	90
Practice document folder.	353	Prediction.	369
Practice entities.	71	Preferences.	93, 353
Practice geography.	117, 118	Preview mode.	325
Practice management		Printer	
external program.	312	driver.	326
Practice management.	1, 3	paper options.	326
Practice strategy		port.	326
finding.	99	properties.	326

specifying a default.	326	Q	
Printer.	19	Quattro Pro®.	367, 388
Printer.	326	QuickTime.	63, 216
Printing		R	
from Robot Lawyer™.	326	Race.	138
Printing.	326	Records	
Prints.	140, 404	adding.	316
Program		deleting.	317
beta version.	22	duplicating.	316
information.	19	omitting.	318
upgrades.	21	reverting.	324
Program.	19	showing.	318
Program.	21	sorting.	319
Programs (see Other programs). ..	307	Records.	315
Properties		Recurrent file data	
allegation.	252	removing.	65
defense.	269	selecting/entering.	65
entity.	132	Recurrent file data.	65
evidence.	200	Related entity.	152
fact.	188	Release.	19
file.	84	Religion.	155
geography.	118	Religiosity.	156
law.	228	Remove command.	64
printer.	326	Removing	
reply.	284	data.	64
strategy.	100	files.	91
Properties.	132	Removing.	64
Pseudologica fantastica.	169	Reopening a file.	91
Psychology.	166	Replacing field contents.	321

Reply		launching.	27
building.	282	naming as the ODBC data source.	377
document.	293	ODBC.	368, 375
evidence.	289	plug-ins.	364
fact.	284, 288	program information.	19
law.	291	release.	19
practice.	294	ROB file.	14
predicting.	281	uninstalling.	23
properties.	284	upgrades.	21, 369
strategy.	292	user forum.	22
wizard.	285	user guide.	22
Reply.	281	website.	22
Reply.	282	welcome to.	1
Repositioning Windows.	343	Robot Lawyer™.	1
Resizing Windows.	343	Robot Lawyer™.	2
Restoring files.	54	Robot Lawyer™.	3
Right-click		Robot Lawyer™.	11
capturing data.	47	Robot Lawyer™.	14
in field.	47, 118	Robot Lawyer™.	19
Right-click.	47	Robot Lawyer™.	27
Right-click.	118	Robot Lawyer™.	45
Robot Lawyer™		Robot Lawyer™.	71
as an ODBC host.	375, 376	Robot Lawyer™.	71
database schema.	315	Robot Lawyer™.	88
driver.	368	Robot Lawyer™.	89
EXE file.	14	Robot Lawyer™.	93
files.	71	Robot Lawyer™.	99
installing.	12	Robot Lawyer™.	353
knowledge base.	22	Robot Lawyer™.	367

Robot Lawyer™.	368	by target.	99
Robot Lawyer™.	369	by text.	99
Robot Lawyer™.	375	Sort practice strategy.	99
Running.	3, 27	Sort records.	319
S		Specialty.	165
Save.	45	Speech.	173
School		Speech recognition.	3
type.	159	Spelling	
School.	159	as you type.	354
Schooling.	159, 161	checking.	68
Select All command.	47	dictionaries.	355
Sentence.	303, 404	Spelling.	68
Service of process.	201	Spelling.	354
Service pack.	11	Spelling.	355
Sexual orientation.	170	Spot.	118
Show/edit properties		Spreadsheet.	313
of data source.	93	SQL.	367
of strategy.	99	Standard mode	
Show/edit properties.	93	launching Robot Lawyer™.	27
Show/edit properties.	99	switching to.	27
Showing more data.	59	Standard mode.	71
Social Security number		Start	
phony.	141	clicking.	368
Social Security number.	141	Start.	1, 27
Sociology.	150	Start.	368
Sort command.	59, 319	State.	118, 137
Sort practice strategy		Statement	
by characterization.	99	authenticator.	217
by purpose.	99	generator.	217

maker.	217	Subjective identification.	132
pictures.	216, 220, 221	Submenus.	35
properties.	216, 217	Suffix.	141
recordings.	216, 220, 221	Support	
Statement.	213, 215	lawyer.	243
Statement.	216	tribunal.	301
Status area.	329	Support.	243
Status of files.	91	Supported formats	
Still pictures.	63	File export.	347
Strategy		File import.	393, 394, 401
characterization.	100	Picture.	63
entering.	100	QuickTime.	63
file.	102	Sound.	63
finding.	99	Supported formats.	63
generator.	101	System language.	19
means of carrying out.	102	System requirements.	11
modifying.	100	T	
practice.	99	Tables	
predicting.	97	practice strategy.	99
properties.	100, 102	Tables.	99
purpose.	100	Tables.	315
selecting.	100	Tabs.	340
sorting.	99	Teeth.	180
target.	100	Telephone	
text.	100	dialing.	146
Strategy.	99	Telephone.	146
Street.	118	Text	
Structured query language.	367	font.	336, 338
Subfolders.	93	paragraph.	342

ruler.	337
size.	338
style.	338
Text.	338
Time.	62
Time and billing	
program.	307, 309
program location.	309
Time and billing.	309
Timeslips®.	3
Title.	141
Toolbars.	331, 338
Tribunal	
administration.	301
characterization.	297
judge.	299
number.	297
properties.	297
selecting/entering.	297
support.	301
trier of fact.	300
Tribunal.	297
Trier of fact	
properties.	300
selecting/entering.	300
Trier of fact.	300
Turn off computer.	27
Tutorial.	25

U

Undo command.	35
United States.	3, 71, 367, 369
Universal Lawyering Schema.	315
Upgrades.	21, 22
User Account	
adding.	370
closing.	373
enabling.	371
name.	19, 27, 372
User Account.	370
User guide.	25

V

Values	
about.	3
multiple.	3
property.	3
recurrent.	3
single.	3
Values.	367
VersusLaw.	50, 228

W

Website.	3, 93, 368
Weight.	182
Welcome to Robot Lawyer™.	1
Westlaw.	3, 50, 228
Windows	
arranging.	343
frame controls.	345

repositioning.	343	Word processor	
resizing.	343	default document folder.	14
zooming.	345	location.	39
Windows.	343	Word processor.	37
Windows Vista™.	11, 27	Word processor.	39
Windows® 2000.	11	Word processor.	307
Windows® Desktop.	27, 71, 368	WordPerfect®.	3, 39, 367, 377
Windows® XP.	11	Z	
Wizards		Zip code.	118
allegation.	252	Zoom level	
defense.	269	main menu.	345
fact.	188	window frame controls.	345
reply.	285	Zoom level.	345
strategy.	100		
Wizards.	252		
Wizards.	369		