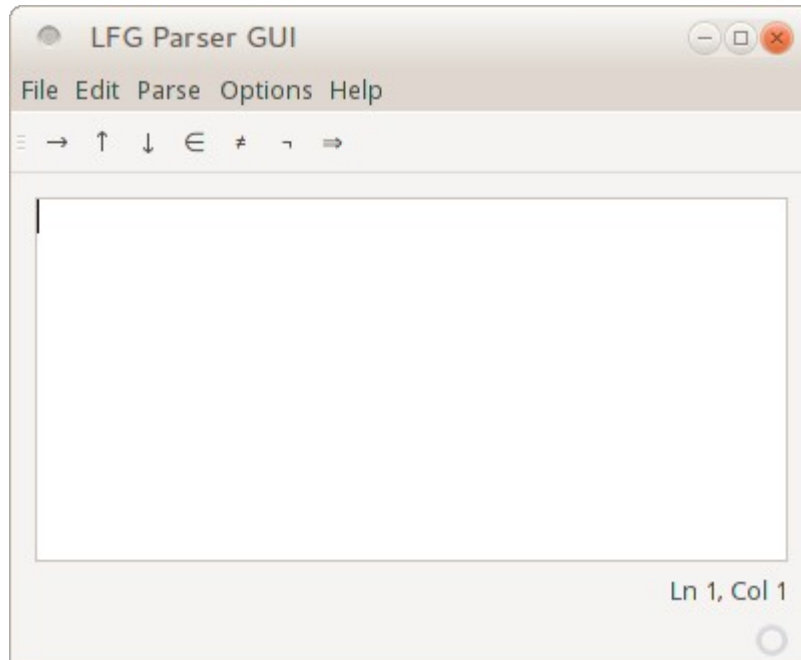# Getting started

The application provides a text editor that you can use to prepare simple grammars or edit existing ones. A grammar file is a text file that contains Unicode text encoded in UTF-8.

The main window contains from top to bottom
- The **menu bar**.
- The **symbol toolbar**, a toolbar with buttons for inserting special symbols that cannot be found on your keyboard.
- The **working area** where you can view/edit the grammar.
- The **status bar** that displays information about the current position of the cursor.

To open a grammar file in LFG Parser, select **File ▶ Open**, or press **Ctrl+O**.

This will cause the Open Files dialog to appear. Use your mouse or keyboard to select the file that you wish to open, and then click Open. The file that you've selected will open in the main area of the editor. To close the Open Files dialog without opening a file, click Cancel.

To test the grammar file, select **Parse ▶ New Parse Window**.

The parser window contains a text field where you can enter the text that you want to parse. By pressing the **Parse** button, the text will be parsed and a list of solutions will be visible at the left side of the window. You can tell if a solution is correct by the color of the font. If the color is red then the solution is incorrect.

By selecting a solution, the constituent tree will be visible at the upper half of the window while the feature structure of the root will be visible at the lower half. By clicking the category label of any node of the tree will update the feature structure view with the feature structure of the node. You can open the feature structure in a new window if you hold the Shift key while you click the label.

The constituent tree and the feature structure can be exported as a picture. Simply right-click the picture and select **Save as PNG.**