

Documentation for Cyberspace Crossword Puzzle and Cyberspace Cruiser

Version 1.17--November 19, 1992

Freeware from Ivory Tower Software

Installation

Just copy the 3dxwd.exe file to your hard disk. You can install a program manager icon in the usual manner. The run-time dynamic link library, vbrun100.dll, (not included in the zip file) must be in your DOS path or in your 3dxwd.exe directory. Vbrun100.dll (vbrun.zip) is available from CompuServe WINADV forum, in the "ShareWare" library.

Features

A three dimensional crossword puzzle is difficult to do on paper. This new game type is made possible by the CyberSpace Cruiser engine which lets a user maneuver through 3d space to see all sides of the puzzle structure. Simply click on a cell and key in a letter. Clues are shown (as applicable) in the text box in the lower right corner of the window. The first level is easy.

An "about face" button lets you turn around to look behind you. If you double click on an object, the viewport pans to move the object to the center of the viewport. Use the "fine increments" buttons to step one CLU (cyberspace linear unit) at a time for data storage and retrieval.

Cyberspace property owners have special data storage and retrieval privileges. There are two modes of data operations: "Clipboard Buffers" mode and "Permanent" mode. The MS Windows Clipboard utility is very useful for transferring information within and among applications, but it is limited in that copying new information to the Clipboard destroys the existing contents. The "Clipboard Buffers" mode for cyberspace property owners provides eight Clipboard buffers for text and bitmap data.

As an example of the use of this capability, suppose you are editing a document and there are three paragraphs you wish to duplicate over and over again in different places in your document. First run Cyberspace Cruiser and jump to your property. This enables the "Clipboard Buffers" data mode. Then click on the title bar of your word processing window to activate it. Next, you would highlight the first paragraph, and do <ctrl> + <insert> to copy it to the Clipboard. Then click on the title bar of Cyberspace Cruiser and do <ctrl> + F1 to copy the Clipboard text to the first buffer. Then click on the title bar of the word processor and repeat the process (but with <ctrl> + F2) to place data in the second buffer, and again to place data in the third buffer. Now you can cruise down through your word processing document and paste any of the three paragraphs wherever you want. Just put the curser in the document location for pasting. Then click on the Cyberspace Cruiser title bar and do <shift> + Fn to paste the desired buffer data into the Clipboard. Then click on the word processor title bar and do <shift> + <insert> to paste the text into the document. Repeat this process as desired for up to eight cyberspace buffers, represented by the keys F1 through F8.

For permanent data storage and retrieval, property owners can click off the "Clip buffers" check box. Each of the billion points in a standard personal volume can store up to 32 kilobytes of text data.

To store data at a point, first travel to the point where you want the data permanently stored. Next, put the text data to be stored in the text window above the view port by either pasting it from the Clipboard or by typing it in from the keyboard. Then select the "Action, Store data, Permanent" menu item.

To retrieve data from a point, first travel to the point where the data is stored. Then select the "Action, Retrieve data, Permanent" menu item. This will place the retrieved text in the text window above the view port. To put this text into the Windows Clipboard, put the cursor at the beginning of the text, do <ctrl> + <shift> + <end> to select all the text, and select the "Edit, Copy" menu item. I suggest that you use the data storage point at the center of your volume as in index for the data contents for the other points. Every time I add data to a point in my volume, I jump to the center of my volume (menu "Action, Jump to property" option) and add a line to the text data stored there with entries for the X, Y, and Z coordinates, and a description of what I have stored there.

On-line Help

The help topics give more details on using CyberSpace Cruiser and playing Cyberspace Crossword. The text window above the cyberspace viewport also provides instructions for some features. If you get flatlined there is no help for you. You'll have to exit and start over.

Network Installation

Versions 1.13 and up support network cruising. Property owners can see and communicate with other property owners in cyberspace. Another user in cyberspace will appear as a colored 50 CLU-diameter sphere at his current coordinates. A list of logged in users is maintained, and messages can be sent to any of them from the "Action, Send Message" menu item. Create a special directory for 3DXWD on your public network volume, and copy the executable file there. Then create an icon for 3DXWD by browsing for it in Program Manager. When you log in, you will be informed as to the names of the other users already logged in. As users log in or out, your list will be updated. There is no limit to the number of property owners logged in on the network.

Cyberspace Crossword is Free

There is no charge for using this program. If you have suggestions for improving this software, or if you have found a bug, please let us know. You can contact Ivory Tower Software through CIS mail (76427,2611). Upgrades will be posted to CIS WinAdv "New Uploads" from time to time.

History

Version	Date	Features
1.13	31-Oct-92	Support for network cruising for property owners is added. Any network which provides a

public remote DOS virtual drive can be used to allow logged-in users to see each other in cyberspace and send messages to each other.

- 1.15 5-Nov-92 Faster performance by using a recursive sort in the object placing subroutine. Previous versions used a bubble sort.
- 1.16 14-Nov-92 Better performance with multiple cowboys in cyberspace on a network. When logged in, clicking on the representation of another cowboy tells you his name and provides other information.
- 1.17 19-Nov-92 Still faster performance by using smarter code. Speed is doubled when panning the view.