

Help file produced by

HELLLP!

www.guysoftware.com/helllp.html
(If this topic is presented in file testing the
author should use the HELLLP! **I**
button to define a contents topic)

yesyesyesyesCrossword Compiler Help © Antony Lewis
1999Crossword Compiler Demo31FALSECC5demoyesyes31/10/99

Table of Contents

Help file produced by **HELLLP!** v3.1 , a product of Guy Software, on 31/10/99 for Edward Guy.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles. You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar. This page will not be displayed as a topic. It is given a context string of `__` , but this is not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point. If you do this remember to move the whole line, not part. As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

Ordering Crossword Compiler in N. America

See also ordering in the [UK](#), [Australia](#) and [elsewhere](#)

The full version can create, save and export puzzles up to 50x50 squares and all the features are enabled. Order it now!

Order Online

You can pay by credit card and download the full program immediately.

Follow the links from <http://www.x-word.com/ordering.html>.

The following are available:

Crossword Compiler	\$45
Additional word lists (see below)	\$25
WordWeb Pro thesaurus/dictionary	\$25
Language word lists	\$12.50
UK word lists	\$12.50
Crossword Compiler Bundle (all of the above)	\$89
Professional Grid Filler	\$99
Crossword Compiler Pro Bundle (includes all of the above)	\$159

All prices are in US dollars.

Phone, FAX and mail orders

The following combinations are available from ShareIt! Inc.

(#106786) Crossword Compiler	\$45
(#106787) Crossword Compiler Bundle	\$89
(#106789) Crossword Compiler Professional	\$144
(#106790) Crossword Compiler Professional Bundle	\$159

The Bundle options include [WordWeb Pro](#) thesaurus/dictionary and all the optional word lists. The Professional options include the [Professional Grid Filler](#).

Please add \$15 if you would like a CD-ROM sent by mail, otherwise download instructions will be sent to your e-mail address.

You can order from ShareIt! Inc. by credit card, check or purchase order in the following ways:

Phone: 1-800-903-4152 or (724) 850-8186

FAX or Mail: Print out, fill in and send this [order form](#)

Please quote the product number given above when you order.

THESE DETAILS ARE FOR ORDERS ONLY.

Please e-mail any questions to ordering@x-word.com. Up to date information about the program can also be found on the Internet at <http://www.x-word.com>.

Optional word lists

Additional word lists.

Compound words and phrases. Words and expressions from Webster's second edition. Medical, legal, and ethnic words. Movies and literature. Lists of names, cities and US places. Large list of unusual words and variant spellings.

Language word lists

Danish, Dutch, Finnish, French, German, Icelandic, Italian, Russian, Latin, Norwegian, Spanish, Swedish

UK word lists

UK Advanced Cryptics Dictionary (large list of 200,000+ words and compounds), UK place names, Scottish and RAF words.

Ordering Crossword Compiler in the UK

See also ordering in [N. America](#), [Australia](#) and [elsewhere](#)

Crossword Compiler is British software and in the UK can be purchased directly from the author. The prices are as follows:

Crossword Compiler 5	£28
<u>WordWeb Pro</u> thesaurus/dictionary	£15
Additional word lists (see below)	£12
UK word lists	£6
Language word lists	£6
Crossword Compiler Bundle (all of the above)	£55
<u>Professional Grid Filler</u>	£59
Professional Bundle (all of the above)	£89

ORDERING BY CHEQUE, Postal Order or Purchase Order.

Cheques should be payable to Antony Lewis and mailed to

Antony Lewis, 16 Townley Rd, London SE22 8SR, UK.

[Click here](#) to print out an order form that you can fill in and send.

ORDERING BY CREDIT CARD OVER THE INTERNET

You can order the program (for \$45 US) and download it immediately by following the link from <http://www.netword.demon.co.uk/ordering.html>.

The Optional word lists

Additional word lists.

Compound words and phrases. Words and expressions from Webster's second edition. Medical, legal, and ethnic words. Movies and literature. Lists of names, cities and US places. Large list of unusual words and variant spellings.

Language word lists

Danish, Dutch, Finnish, French, German, Icelandic, Italian, Russian, Latin, Norwegian, Spanish, Swedish

UK word lists

UK Advanced Cryptics Dictionary (large list of 200,000+ words and compounds), UK place names, Scottish and RAF words.

WordWeb Pro

Ordering in the UK, N. America., Australia and elsewhere

WordWeb is a comprehensive thesaurus/dictionary that can be used directly from Crossword Compiler or run as a separate program. It's also a handy tool for solving puzzles.

Powerful thesaurus/dictionary

- Definitions and synonyms
- Over 100,000 synonym sets, 120,000 root words and 160,000 word forms
- Related words: antonyms, words for parts and types, etc.
- Includes many proper nouns
- Filter synonyms by sense and part of speech

Pattern matching word find

- Fast search through huge 160,000 word list
- Use vowel/consonant and letter group placeholders
- Punctuation sensitive searches

Anagram finding

- Find straight and multi-word anagrams
- Anagram word order changed to make multi-word anagrams more grammatical
- Find partial anagrams: e.g. How many words can you make using the letters in ...?

Edit and add to the database

- Edit individual definitions and synonym sets
- Add new words and definitions

Use WordWeb from Crossword Compiler

- Use the word list containing 160,000 words for grid filling/word finding
- Lookup words in the grid or in the clue editor
- Automatically paste synonyms from WordWeb into the clue editor
- Automatically format compound words that are in WordWeb

MS Word macro to display WordWeb from MS Word

Up-to-date information about WordWeb is available on the Internet at <http://www.wordweb.co.uk/>.

If you have any questions or would like more information please E-Mail info@wordweb.co.uk.

Ordering in Australia and New Zealand

See also ordering in the [UK](#), [N. America](#), and [elsewhere](#)

Crossword Compiler is available in Australia/New Zealand from our local distributor Shareware-Australia. You may also wish to order online in US dollars – follow the links from <http://www.x-word.com/ordering.html> for details.

The following are available (prices in Australian dollars):

Crossword Compiler	\$79
Crossword Compiler Bundle	\$149
(includes lots of extra word lists and WordWeb Pro)	
<u>Professional Grid Filler</u>	\$159
(optional add-on for either of the above)	

You can order by phone, fax, email, postal mail or online.

Fax your order to (02) 9565-2362
Phone your order to (02) 9565-2339
Email your order to sales@shareware-australia.com
Mail your order to: Shareware-Australia, PO Box 1075, Maroubra NSW 2035

Payment can be made by Cheque, Money Order, Bankcard, Mastercard, VISA, or American Express.

There is an [order form](#) that you can print out and send.

The extra word lists

Additional word lists.

Compound words and phrases. Words and expressions from Webster's second edition. Medical, legal, and ethnic words. Movies and literature. Lists of names, cities and US places. Large list of unusual words and variant spellings.

Language word lists

Danish, Dutch, Finnish, French, German, Icelandic, Italian, Russian, Latin, Norwegian, Spanish, Swedish

UK word lists

UK Advanced Cryptics Dictionary (large list of 200,000+ words and compounds), UK place names, Scottish and RAF words.

Crossword Compiler 5 Order Form

Select Print Topic... from the File menu and fill in the form to order by post.
Alternatively see the other ways of [ordering](#)

Name:

Company name:

Address:

Your email address:

(This MUST be given unless you
pay the P&P for shipping a CD-ROM)

Where did you hear about Crossword Compiler?

Item	<u>Price</u>	<u>Quantity</u>	<u>Subtotal</u>
Crossword Compiler	£28	_____	_____
WordWeb Pro thesaurus/dictionary	£15	_____	_____
Additional word lists	£12	_____	_____
UK word lists	£6	_____	_____
Language word lists	£6	_____	_____
Crossword Compiler Bundle (all of the above)	£55	_____	_____
Professional Grid Filler	£59	_____	_____
Professional Bundle (all of the above)	£89	_____	_____
Postage and Packing: (If you want a CD-ROM by mail)	£5		_____
		Total:	_____

Please make cheques payable to Antony Lewis and mail to:

Antony Lewis, 16 Townley Rd, London SE22 8SR, UK.

Ordering Elsewhere

See also ordering in the [UK](#), [N. America](#), and [Australia](#)

Credit card orders

This is probably the easiest option. Follow the instructions under [Ordering in N. America](#). You can also order by a FAX to a local number in many countries – please see <http://www.x-word.com/ordering.html> for details.

Credit card and cheque orders in Euros

You can order online in Euros, see <http://www.x-word.com/ordering.html> details.

The following are available from ShareIt, with prices in Euros:

(#106786) Crossword Compiler	45
(#106787) Crossword Compiler Bundle	89
(#106789) Crossword Compiler Professional	144
(#106790) Crossword Compiler Professional Bundle	159

The Bundle options include all the extra word lists (see below) and [WordWeb Pro](#), the Professional options include the [Professional Grid Filler](#).

Add 15 Euros P&P if you would like a CD-ROM by mail, otherwise download instructions will be sent to your e-mail address.

Please quote the product number above when you order. Mail to

ShareIt!
element 5 AG
Sachsenring 69
50677 Koeln
Germany

or

Phone: +49-221-2407279
Fax: +49-221-2407278
E-Mail: register@shareit.com

Other orders

CHEQUES and EUROCHEQUES

You can pay by Eurocheque or get your bank to make out a Sterling cheque. Alternatively I can accept cheques made out in any convertible currency. Please calculate the total amount payable in pounds, add £5 (to cover the bank charge for accepting foreign cheques), and work out how much that is in your local currency. See [Ordering in the UK](#) for pricing or [click here](#) to print out an order form that you can fill in and send.

OTHER METHODS OF PAYMENT

You can also pay by electronic transfer and possibly by non-Sterling cash. Please e-mail compiler@x-word.com for details.

The extra word lists

Additional word lists.

Compound words and phrases. Words and expressions from Webster's second edition. Medical, legal, and ethnic words. Movies and literature. Lists of names, cities and US places. Large list of unusual words and variant spellings.

Language word lists

Danish, Dutch, Finnish, French, German, Icelandic, Italian, Russian, Latin, Norwegian, Spanish, Swedish

UK word lists

UK Advanced Cryptics Dictionary (large list of 200,000+ words and compounds), UK place names, Scottish and RAF words.

Ordering Crossword Compiler

This demo version of Crossword Compiler can only save and export small puzzles up to 10x10 squares and some features are disabled. The full version can save and export puzzles up to 50x50 squares and has all the features enabled. Order it now!

Please select an ordering location:

[Ordering in N. America](#)

[Ordering in the UK](#)

[Ordering in Australia and New Zealand](#)

[Ordering elsewhere](#)

You can also order online at <http://www.x-word.com/ordering.html>

Online ordering is by credit card, debited in US dollars. You can either download the program immediately or get a CD-ROM by mail.

Various optional extras are available, including [WordWeb Pro](#), a thesaurus/dictionary, and the [Professional Grid Filler](#).

Crossword Compiler Order Form

Select Print Topic from the file menu, fill in the form and mail your order to:

Shareware-Australia, PO Box 1075, Maroubra NSW 2035, Australia

Payment can be made by Cheque, Money Order, Bankcard, Mastercard, Visacard, or American Express.

Name: _____

Address: _____

Phone: _____ Fax: _____ Email: _____

Paid by Cheque/Money Order Credit Card

Credit Card No. _____

Expiry Date: _____ Signature: _____

Please supply

__ copies of Crossword Compiler @ AU\$ 79.00 each \$ _____

__ copies of Crossword Compiler Bundle @ AU\$ 149.00 each \$ _____

__ copies of Professional Grid Filler @ AU\$ 159.00 each \$ _____

Postage & Handling @ AU\$ 20
(Not applicable for delivery by e-mail) \$ _____

Total \$ _____

Deliver by Post e-mail

Crossword Compiler Order Form

Select Print Topic from the file menu to print out the form.

Your name:

Company name:

Address:

FAX:

Phone:

Your email address:

(This MUST be given unless you pay the S&H for shipping a CD-ROM)

<u>Product</u>	<u>Name</u>	<u>Price</u>	<u>Number</u>	<u>Subtotal</u>
106786	Crossword Compiler	\$45	_____	_____
106787	Crossword Compiler Bundle	\$89	_____	_____
106789	Crossword Compiler Professional	\$144	_____	_____
106790	Crossword Compiler Professional Bundle	\$159	_____	_____
	Shipping and Handling (Not applicable for e-mail delivery)	\$15		_____
Total:				_____

How would like to receive the full version? e-mail: [] postal mail: []

How would you like to pay? credit card: [] check: [] purchase order: []

Credit card information (if applicable)

Credit card: Visa: [] Eurocard/Mastercard: [] American Express: [] Diners Club: []

Card holder: _____

Card No.: _____ **Expiration Date:** _____

Date / Signature: _____

Please FAX to ShareIt! Inc at (724) 850-8187 or mail to

ShareIt! Inc, PO Box 844, Greensburg, PA 15601-0844, USA

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1999FALSEyesyesyesyesCrossword Compiler31CC5yesyes31/10/99

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Creating new word lists

To create a new word list, open the [Word List Manager](#) and click on the **New...** button. Enter a name for your new word list and press **Create**. Your new word list will now appear in the **Available Word Lists** box, and it will be empty. You can type in a description of the list below the list of word lists, and press the **Change Info** button to store it permanently.

When you've made the new list you can [add](#) words to it directly, or [add words](#) from another word list.

Adding and removing words from word lists

To add or remove words from any of the existing word lists, first open the [Word List Manager](#) and select the list that you want to change.

Adding words

Either press the **Add...** button or select **Add Words** from the **Word List** menu. After you've typed in a word press Enter, and it will appear in the box below with the score specified in the **Score** number box. Keep typing in words, pressing enter after each one, until you've typed in all the words you want to add, and then press the **Add All** button, which will add them to the word list.

If you make a mistake you can change the word by double clicking on it, correcting it, and pressing Enter.

Removing words

Select **Remove words...** from the **Word List** menu and just type in the words you want to remove. Press Enter after each word to start a new line. When you've finished either press Alt+O or press the **OK** button. The words will then be removed from the selected word list.

If you come across a word that you want to remove when using [AutoFind](#) or [Find Word](#), just select the word in the dialog box and press **delete**. You can also delete a word in a crossword grid by placing the cursor in the word, changing its direction to the direction of the word (by pressing **TAB**), and pressing **Ctrl+D**.

You may find the [Find Word](#) feature useful for generating lists of words matching a particular pattern. By right clicking it allows you to save the list of found words to a plain text file which you can then use in the Word List Manager.

Viewing and Editing lists

You can view and edit the contents of a word list using the [Word List Manager](#). Select the list that you want to view and edit, and click on the **View** button. Words in the list will now appear on the right hand side, with their corresponding [scores](#).

If it is a large word list the words will only be displayed one starting letter at a time. You can change which starting letter to view by clicking on the alphabet to the side.

To edit a word, just click on it with the mouse, and change the text that appears in the **Edit** input box at the bottom. You can also change the word's score. When you change to another word list or close the Word List Manager the word list will be updated to reflect the changes that you've made.

Adding plain text and theme word lists

It's possible to add plain text word lists to Crossword Compiler lists using the [Word List Manager](#). If you are converting a plain text word list it must have the same format as the [theme lists](#), i.e. it must have one word per line like this:

First
Second
Third

Punctuation, capitalization and word order are not important. To add the list open the Word List Manager and select the word list to which you want to add it. Then select **Add theme list/text file...** from the **Word List** menu, and select the file that you want to add. You will then be prompted for what [scores](#) you want to give the added words.

If your plain text list is in UNIX format (e.g. maybe if you downloaded it from the Internet) you will be prompted to automatically convert it.

Changing word list scores

Each of the words in a word list has an associated score. You can change the score of individual words by viewing and editing words directly, or change all the scores in a list by selecting **Change scores...** from the Word List Manager's **Word List** menu.

To the scores in a word list, open the Word List Manager and select the word list whose scores you want to change. Then select **Change scores** from the **Word List** menu. You can either change all the scores to a certain value, or change all the scores by a certain amount (which is usually what you want as it preserves the score ordering), or change scores of a certain value to another value.

If you just want to change the scores of the words that you have used in a puzzle, use the Change scores of words in puzzle command.

Converting word lists

Crossword Compiler word lists are in a special format that cannot be used by other programs. However it is possible to convert to and from the Crossword Compiler format by using the commands on the **Convert** menu of the [Word List Manager](#).

Converting a word list to a theme list or plain text

Select the word list you want to convert in the Word List Manager and then select **List to plain text or theme list...** from the **Convert** menu. Type in the name you want to save the converted file as and press **Save**. You will be asked whether you want to include word scores in the exported file, if so the scores will follow the words separated by a semicolon. If you want to make a theme list don't export with scores. Without scores the list will be saved with one word on each line of the text file. If you save in the default folder the exported list can then be used as a [theme list](#).

Converting a theme list or plain text list to a word list

You can convert a [theme list](#) or any plain text word list file containing one word per line (as for [adding plain text](#) word lists to existing Crossword Compiler lists). Select **Plain text or theme list...** from the **Convert** menu and select the list that you want to convert. You will then be prompted for a name for the converted word list, and what score you want to give its words.

Converting a scored plain text list

You can convert a plain text list of words followed by scores. The scores should be separated from the words by a semicolon. Select **Plain text scored list...** from the **Convert** menu and select the list that you want to convert. You will then be prompted for a name for the converted word list, and what score you want to give words in the list that don't have scores after them.

Converting words in a clue database to a word list

You may wish to use only words for which you have clues written, in which case it is useful to have a word list containing only words for which there are clues in the [clue database](#).

Converting old Crossword Compiler word lists

The word lists used with previous versions of Crossword Compiler are not compatible with this version's. You can however convert them by selecting **Old Crossword Compiler list...** from the **Convert** menu, and selecting the list to convert. You will then be prompted for a name for the converted list, the score to give the words in the list, and whether you want to delete the old Crossword Compiler list once it has been converted successfully.

Character sets

Crossword Compiler can be used in many different languages, including ones that don't use the standard ANSI character set that is used for most West European languages. For instance Russian uses the Cyrillic character set and Hungarian uses the East European set.

Each Crossword Compiler word list has an associated character set, which ensures that the words in the word list are always displayed using the correct characters. This way it is possible to create Russian crosswords even if you are using the English version of Windows.

To make use of multiple character sets you must have support for them installed. You can do this by selecting **Add/Remove Programs** from the Windows Control Panel, selecting **Windows Setup** and clicking on the **Multilanguage Support** option. Click OK and Windows will install the necessary fonts.

You can change the character set used in the crossword grid by selecting **Font...** from the **Grid** menu, and changing the **Script** setting. Likewise for the clues by selecting **Clue Properties...** from the **Clue** menu, clicking on the **Font...** button and changing the script. You will probably want to use the same character set for the grid and the clues, but if you want to create, say, a Russian-English translation practice crossword, you may not!

You can change the character set associated with a word list in the Word List Manager. Select the word list that you want to change, and select **Character Set...** from the **Word List** menu. Then click on the set that you want to use. If you check the **Save as default** box each new word list that you create will automatically use the character set that you have selected.

It's a good idea to make sure that the grid and the word lists that you are using with it have the same character set, otherwise the words that appear in the word list won't be displayed correctly in the grid.

Word Lists

Crossword Compiler word lists are collections of words that you can use for word finding, finding anagrams and filling in grids. You can have many different word lists, and use different ones with different crosswords, and easily change between them when you're looking for words.

There are also Theme Lists. These are fairly small collections of themed words that can be used for creating vocabulary puzzles or as a theme when you fill the grid. Word lists are larger collections of words, can be of any size, and also have a score (see below) associated with each word. The Word List topics in the help file refer to these larger word lists.

The program comes supplied with two word lists, but there are many optional ones that you can also use. You can also create your own using the Word List Manager.

Things aren't quite that simple however! Each word in the word list also has an associated score, which Crossword Compiler uses to find good fits when grid filling. You probably don't need to worry too much about the word scores, but you can change them if you like using the Word List Manager.

Each word list also has an associated character set, which gives them powerful multilanguage capabilities.

Word lists are stored as files of the LST file type. However you should never need to deal with the word files directly unless you wish to copy the file (for instance for a backup).

Word scoring in word lists

Each word in a Crossword Compiler word list has an associated score. The value of the score can be anything between 0 and 100. The scores are used to optimize [grid filling](#), and to allow you to cut off words with too low a score when you're [finding words](#) or looking for [anagrams](#).

For example, in the default word list most words either have a score of 25 or 50. The words with 50 are rather more common, and are generally root words (i.e. not many -ing, -ed, endings, etc.). When you do grid filling, Crossword Compiler can use this information to make sure that you get far more of the better words in your crosswords. You could also hide all the words with a score of only 25 by setting the cut-off minimum score for word finding, anagram finding or grid filling to, say, 30. You can change the cut-off scores in the [List Usage](#) box.

The absolute magnitude of the word scores is not very important. Mostly what matters is the relative scores, with a word higher than another being used much more frequently (in grid filling).

In detail, the scoring of the default English word list is as follows:

Fairly common words	50
Less common words and word derivatives	25
Vulgar words likely to be unsuitable for crosswords	10

if you installed for British English then

Fairly common American English words	3
Less common American English words	2

or if you installed for American English

Fairly common British English words	3
Less common British English words	2

Hence the default cut-off score of 5 will avoid all words that aren't used in your preferred variety of English.

You can change scores in a word list by selecting [Change Scores](#) in the [Word List Manager](#)

Merging and removing word lists

You can add other word lists to a word list and remove the words in one list from another list using the [Word List Manager](#).

Adding other word lists

First select the list that you want to add the other lists to, then select **Add other lists...** from the **Word List** menu. Select the word lists that you want to add and change the score settings as desired. When you press the **OK** button the lists will be added, and you'll be shown a summary of the changes that have been made.

Removing words from another list

Select the list that you want to remove words from. Then select **Remove words from...** from the **Word List** menu and select the list whose words you want to remove. When you press **OK** the words will be removed, and you'll be shown a summary of the changes made.

If you want to modify a list but keep a copy of the original you can use the **Duplicate list** command on the **Word List** menu, which creates a copy of a word list with a name you specify.

Word List Manager

You can use the Word List Manager to view, edit, change and create word lists. To open the manager select **Word List Manager...** from the **Words** menu.

The box on the left shows all the word lists that you have at the moment. Below that there is a panel which gives information about the selected list. To change the list information just type in some new text and press the **Change Info** button.

To view the words in a list just click on its name, and then press the **View** button at the bottom or click on one of the starting letters that will appear in the middle. The font used for displaying the words can be changed under Preferences.

You can create and delete word lists by pressing the buttons at the bottom of the window, or for more advanced functions select one of the options from the **Word List** or **Convert** menus. For example, to rename a word list select **Rename list** from the **Word List** menu.

See the following for more information:

- [Viewing and editing lists](#)
- [Creating new lists](#)
- [Adding and removing words](#)
- [Merging word lists together](#)
- [Adding plain text word lists](#)
- [Changing word list scores](#)
- [Copying and filtering lists](#)
- [Converting word lists](#)
- [Character sets](#)

See also the Theme Lists topic.

Crossword Templates

Whenever you start a new crossword you are given the choice of various templates to choose from. These are just Crossword Compiler files with settings information which you can re-use to make new crosswords. Having different templates saves the bother of changing the settings each time you do a crossword, and you can have different templates with wildly different settings for the different types of puzzle you create.

There are four templates corresponding to the buttons in the New Crossword window. These are called American, Default, Standard, and Shape. The Default template is used for freeform/vocabulary puzzles and Standard for cryptic or quick puzzles. The default template is also used whenever you open a crossword in a non-Crossword Compiler format. The standard templates aren't listed in the New Crossword window, but you can still change them if you like.

Creating a new template

All you have to do is start a new crossword with one of the existing templates, change any settings that you want changed, and select **Save as template...** from the **File** menu. Enter a name for the new template and press **OK**. Your new template will now be added to the list of available templates for use when you create a new crossword.

Changing an existing template

You may wish to do this to customize some of the default templates, or just to change the settings in an existing template. Just open a new puzzle using the existing template, make the changes, and select **Save as template...** from the **File** menu. You can now select the template's name from the drop-down list, or just type in the name of the template. You will be prompted to make sure you want to replace the template, and then the change will be made.

Opening a puzzle with settings from a different template

Each crossword file has its own settings information. However, you can open a puzzle with a different set of settings by selecting one of the existing templates when you open a crossword file. This could be very useful if someone sends you a Crossword Compiler file and you don't share their taste for puzzles with lime green squares and bright red lines!

Deleting a template

Select a template in the New Crossword window and press Delete. You cannot delete any of the four template corresponding to the buttons in the New Crossword window.

AutoFind

Use AutoFind to find words to fit in the puzzle. Select **AutoFind** from the **Words** menu, or click the right mouse button on a square in the word slot that you want to fill. Words are found to fit in the current type direction, but if there is only one possible word through the cursor's square, words are found to fit in that direction.

For example if you had a puzzle that looked like this:



You may want to find a word to fit down the middle. Click with the right mouse button on one of the squares, for example, above the 'D', to pop up a list of words that fit. Simply scroll through and select the word you want and press Insert. If you selected the word **ADMIRAL** then the puzzle would look like this:



Note that compound words in the word list are not punctuated, e.g. '**OUT OF DATE**' appears as '**OUTOFDATE**', as it will in the puzzle.

If AutoFind doesn't immediately come up with a suitable word you can search in any of the other word lists you have set up by clicking on the tabs at the top of the AutoFind dialog box. The word list that is used by default, and the word lists that are displayed, can be changed by selecting [Change list usage...](#) from the **Words** menu.

To find words matching a certain pattern use the [Find Word...](#) command on the **Words** menu. To find a fit for whole sections of the puzzle (rather than just one word at a time), use the [AutoFill](#) command on the **Words** menu.

If you want to find words of various lengths that would fit in the grid you can use Shift+Alt+A, or Ctrl+Right Mouse to bring up the Find Word dialog box set with the word pattern at the current cursor position.

AutoFind can also show only words which, when inserted into the grid, will not cause impossible letter combinations. To show only words compatible with their intersecting words click the button at the bottom left corner of the AutoFind box. The word that is compatible with the most intersecting words in the default word list will be selected. You can show only compatible words by default by changing the setting under [Change list usage](#). To show all the words that will fit regardless of the intersecting word slots just press the button again.

If your search comes up with a word that you want to remove from the [word list](#) just select the word and press Delete. It will be removed from the word list in which it was found.

The font used for displaying the words can be changed under [Preferences](#).

Grid symmetry

You can automatically create a symmetric pattern by selecting one of the symmetry options from the **Pattern** menu. You can have normal S-Symmetry, Dual-Symmetry (Dual-Symmetry only works if you have a square puzzle), left/right and top/bottom symmetries.

This pattern shows Dual-Symmetry:



Whereas this one only has S-Symmetry:



Find Words

If you want to find words that match a specific pattern you can use the **Find Word...** command on the **Words** menu.

Enter a pattern as the search word and it will find words that match, e.g.

T???SH	finds THRASH, THRESH and THRUSH
AP*X	finds APEX, APPENDIX and APTERYX
?*Q*P	finds ACQUAINTANCESSHIP, EQUIP and REEQUIP

Use ***** to stand for any number of letters, and **?** for one unknown letter. You can also use groups of alternative letters, just include the group within square brackets. Use **@** to stand for any vowel and **#** to stand for a consonant. Use **^** as "not" before a letter or group. E.g.

[QZ]*[QZ]	finds QUARTZ, QUIZ, and ZIZZ
#####	finds RYTHMS
P@#@#?LLY	finds PITIFULLY and PIVOTALLY
Q^U^*^S	finds QATAR, QINTAR, and QOPH
CO^[LN]ESS	finds COMPRESS, CONFESS, CONGRESS, and COUNTESS

***** can stand for any number of letters, including no letters. If you wish to find a word starting with an **L** and ending in an **N** at least two letters behind the **L**, you can enter ***L??*N**. This will find, for example, **ALIEN** which has two letters between the **L** and **N**, and **ALLERGEN** which has many letters between them. ***L*N** would include words like **KILN** in the list, where the **L** and **N** follow each other.

You can set the minimum and maximum word lengths of words to find by changing the settings in the relevant box. Once you have entered a search pattern you can look in any of the available [word lists](#) by clicking on the tabs with the word list names.

To change the letters which are counted as vowels (the **@** symbol), right click anywhere in the **Find Words** window except on the list box, and click the **Set vowels...** menu item. Enter the letters that you want. Consonants are defined as non-vowels (e.g. **#** equals **^@**).

If you select one of the found words you can press the **Copy** button to copy it to the clipboard, or if you used Find Word with the cursor in a suitable slot in the grid you can **Insert** the word directly. If you copy a word with the Clue Editor open you can then paste it into the [Clue Editor](#) as part of a clue.

If you want to find words to fit in the puzzle it is easier to use the [AutoFind](#) facility.

You can use **'-'** instead of **'?'** if you like (it's a bit quicker to type).

You can save the found words to a text file by right clicking on the list, selecting **Save found words...**, and entering a name for the file to save them to.

If your search comes up with a word that you want to remove from the [word list](#) just select the word and press Delete. It will be removed from the word list in which it was found.

Block filling

British-style puzzles, in which words are linked every alternate letter, have a regular pattern of blocks. You can quickly fill in the basic pattern by choosing **Fill Blocks** from the Grid menu.

Block filling fills in every alternate block on alternate rows. There are four choices of starting position - just select the button for the one you want.

Note that fill from (2,1) and (1,2) is not compatible with dual-symmetry.

Puzzle flipping

You can flip a puzzle to its mirror image by selecting **Flip Pattern** from the **Grid** menu. This has no effect other than the numbering and order of the clues, and the appearance of the puzzle. You can undo a flip by doing another flip. Here is a puzzle, one before and one after a flip:

A	N	S	O	H				
F	A	C	E	T	T	A	R	
E	A	I	P	Y				
R	A	P	A	C	I	O	U	S
T	A	K	T	A				
H	O	B	E	M	A	I	L	
I	L	R	T	I				
N	E	E	D	J	O	S	S	

E	A	A	O	E				
I	N	C	A	P	A	B	L	E
R	E	A	D					
S	T	I	C	K	E	R		
C	I	M	J					
H	O	T	P	O	T	A	T	O
I	A	U	I	S				
C	H	R	Y	S	A	L	I	S

You can't flip a puzzle that contains linked clues or clue squares.

Grid Font

You may change the font used to display and print the grid and clues by selecting **Font...** from the **Grid** menu. You are recommended to choose scalable fonts like True Type fonts for best results. To set the size of the font in the grid change the **Size % of squares** setting in the Grid Properties dialog box.

The font used for the clues is set separately in the Clue Properties dialog box.

It's a good idea to make sure that the character set of the word list that you are going to use with the grid is the same as the grid font's character set, otherwise some characters may not display correctly.

Anagrams

You can search for multiple word anagrams of a given word, either from the [Clue Editor](#) or by choosing **Anagram...** from the **Words** menu.

If you click the anagram button in the Clue Editor the word you are clueing (or any text that is highlighted) will be selected automatically. If you choose **Anagram...** from the menu you can type in a word and press Enter or click the Find button to start the search.

Partial Words: Click this tab to find all the words in the [word list](#) that can be made using only some of the letters in the search word. The remaining letters are shown in brackets after each word.

Contained in: Click this tab to find words that the search word is contained in. For example if the clue word is 'remain', it will find 'cremation', which is 'remain' plus the letters in 'cot'. The remaining letters are shown in brackets after each word. The words are sorted so that ones where the remaining letters form an anagram (like 'cto' which anagrams to 'cot'), and the letters are in order (as the letters of 'remain' are in 'cremation'), appear first.

The anagram feature finds all the multiple word anagrams of the given word up to a certain maximum number of component words. You can specify the maximum number of words in the [List Usage](#) dialog box, along with the word list that is used. If you choose a large number the search is slower as there will be a lot of different anagrams. Specifying a small number also makes it easier to find a suitable anagram in the list.

Anagrams are displayed as they are found. The words in multi-word anagrams are not sorted, but anagrams are found in order of word length, so you should get all the straight anagrams before the multi-word ones.

You can abort the Search at any time by doing another search of pressing **OK**. The program adds anagrams to the bottom of the list as it finds them. If there are a lot of possible anagrams they may not all be found, but you should always get at least the first thousand or so. The finder will work in the background as you edit other clues or whatever. To bring the window to the top just click on it. You can leave the anagram window open. It will be reset with a new word whenever you click the anagram button in the clue editor.

If you select an anagram in the list and press the **Copy** button it will be copied into the [Clue Editor](#) if it is open, or to the clipboard if not.

You can save all the anagrams or partial words to a text file by right clicking on the list box, selecting **Save to file...**, and typing in a file name.

Editing the grid

This topic describes how to edit the crossword grid by hand. See the [New Crossword](#) topic for a guide to creating puzzles automatically, see the [Create Vocabulary Puzzle](#) topic for how to make the program build a puzzle for you from a short list of words, or see the [AutoFill](#) and [AutoFind](#) topics for how to put words into the grid.

You enter letters from the current cursor position by typing as normal. Insert black squares (blocks) by pressing the space bar or double clicking with the mouse. In the puzzle there are usually words going in two directions; to change the direction of typing press tab, or click on the direction icon on the [Toolbar](#). The cursor changes to show the type direction:

 To type Horizontally

 To type Vertically

You can use the cursors to move round the puzzle, or click with the left mouse button to move to a certain square.

For a full list of keyboard commands see the [Keyboard](#) topic

You can fill in some of the pattern or black squares (blocks) by using the [Fill Blocks](#) command on the **Grid** menu, or [use a grid library](#) to use a pre-designed grid pattern..

To automatically insert blocks in symmetrical positions select one of the [Symmetry](#) options on the **Grid** menu.

You can create irregular puzzles by removing unwanted squares from the puzzle. Press Ctrl+Delete with the cursor on the square to be removed. To remove all blank squares from the puzzle, select the [Remove Blanks](#) command from the **Grid** menu. This makes the puzzle only have lines around the squares with letters or blocks in, so giving it an irregular outline.

You can **Undo** editing by pressing Alt + Backspace. This moves the cursor to the end of the last editing action and then undoes the action. You can repeat undo a large number of times to undo whole chunks of the puzzle. Undo does not remove interlocking letters, so your intersecting words are left intact.

You can move words around using the commands on the edit menu, **Ctrl+C** to copy a word, **Ctrl+V** to paste a word and **Ctrl+X** to cut a word. If you want to paste in a word starting at a particular point in the grid use **Ctrl+Shift+V**, otherwise it will be pasted starting at the beginning of the current word slot.

Once you have designed the grid and put in all the words you can lock the grid to prevent accidental changes. Select the **Lock Grid** option on the **Grid** menu.

Print headers

Select **Headers...** from the **File** menu to specify the headers to use when you Print a puzzle.

You can have left and right headers, and below that a header that goes right across the page. The left and right headers are half a page wide, and useful if you want to have text at the left and right at the same distance down the page.

You can if you wish you can have two different headers - you could then use a different header depending on what you are printing out. Just uncheck the **Both headers the same** check box, and click on the **Header A** or **Header B** tabs to edit the corresponding headers. You can then select which header you want to use when you Print the puzzle.

Select justification and font styles within each header by using the buttons on the toolbar.

When you have finished editing the headers press **OK** to associate the headers with the current crossword. Click the **Save as default headers** button to store your headers for use with all puzzles that don't specify their own headers. If you want to use the default headers with a particular crossword just click the **Set default headers** button. If you want to use non-default headers for some types of crossword then you can save your puzzle (with its headers) as a templates for use when you create new puzzles.

You may customize headers to provide constant text (such as your name and address) or variable data (such as puzzle details or date). To supply constant text, simply type that text in one of the header boxes. To supply variable text, use one or more of these control codes each beginning with a '%':

%T	Puzzle title	%A	Puzzle author
%C	Puzzle copyright	%I	Puzzle description
%D	Day of the month	%W	Puzzle width
%M	Month of the year	%H	Puzzle height
%Y	Year (abbreviated. E.g. '95')	%N	Number of words in puzzle
%%	The percent sign '%'	%B	Number of blocks and clue squares
%P	Puzzle's path and filename	%F	Puzzle's file name
%G	Number of the page being printed		

You can also insert the control codes by clicking on the book icon at the far left of the toolbar. When the puzzle is printed the control code is replaced with the text it represent, in the font and style that you have used for the control code.

Some examples:

What you want the header be	What you type
12 x 15 puzzle: Sample puzzle	%W x %H puzzle: %T
Antony Lewis 10/5/96	%A %D/%M/%Y
File Name: DEMOPUZ.CWD	File Name:%F

The puzzle title, author, copyright and description are set in the puzzle information box. Codes are particularly useful in conjunction with these settings as they allow you to set the headers only once, and then just change the title, author, etc., every time you create a new puzzle.

Multiple headers is a feature new in Crossword Compiler 4.1. If a puzzle created in version 4.1 is opened with version 4.0x the headers will be lost, but otherwise the file will open correctly. If you open in version 4.1 puzzles created with version 4.0 the puzzle will have the default headers.

Puzzle Information

Select **Information...** from the **File** menu to view information about the puzzle title, author, copyright and description.

The information can be used when printing (with Headers) to give information about the puzzle. Crossword templates can contain default information, so that, for example, every puzzle you create automatically has your name as the author.

See also [puzzle statistics](#).

Copying to the Clipboard

You can copy the puzzle, clues, solution or answers to the clipboard for use with other Windows programs. Select **Copy to Clipboard** from the **File** menu, and select what you want copied from the submenu.

Clues and answers are copied Rich Text Format and plain text. Puzzles and solutions are copied as metafiles and bitmaps (at screen resolution). Which format will be used depends on which program you paste the data into. You can also copy to the clipboard using the **Export...** command on the **File** menu, which gives you more control over what is copied.

For more information see [Exporting puzzles](#)

Exporting puzzles

[Rich Text](#) - [Picture](#) - [Plain Text](#) - [Web Page](#) - [HTML](#) - [Java](#) - [File Formats](#)

Select **Export...** from the **File** menu for a range of options for exporting puzzles to the clipboard or to a file for use with other programs.

Select the format you want to use for export from the tabs at the top of the Export dialog box, and select the relevant options. Most formats can be exported to the clipboard or to a file. To export to a file just click the **Export File...** button and enter the filename you want to save as.

To save you selecting sets of settings each time you export a puzzle you can click on the **Save options as default** button to save them for the next time you export a puzzle. Click on the **Grid properties** button to adjust the [grid properties](#).

You can export in the following formats for use with other programs:

Rich Text Format (RTF)

This is probably the most useful format if you want to use your puzzles in other Windows programs. Most Windows (and some Macintosh) word processors and DTP programs can read Rich Text Format, which gives full formatting information for the text and can contain embedded pictures of the puzzle or solution.

If you don't want your clues on separate lines but would prefer them all in one paragraph then click the **Clues in one paragraph** box. This will export in the form:

1 Clue one – 2 Clue two – 3 Clue three...

You can customize the clue font, space between clues and the space between the clue number and clue by clicking on [Clue Properties](#). If you include the puzzle or solution it will be embedded as a metafile picture, see below.

If you find that the clues do not copy correctly then try increasing the Number/Clue space or not having the clue numbers right aligned (see [Clue Properties](#)). This can happen because some programs do not support all the features of Rich Text Format.

Picture

You can export the puzzle or solution as a scaleable picture or as a fixed resolution bitmap. There are three picture formats:

Metafile: This is a scaleable Windows picture, and is probably best for most applications since it will resize without loss of quality.

Bitmap: These describe the grid as an array of pixels, and hence have a fixed resolution. There are three supported file types, BMP, GIF and TIFF.

EPS (Encapsulated Postscript): This produces a scaleable picture that can be printed to PostScript printers. It can also include a preview image so you can see it on screen.

You can use the picture in many graphics, word-processing and DTP programs.

See the [Exporting Pictures](#) topic for more detailed information.

Plain Text

Plain text can be used by virtually any program on any machine, and is the most portable way to export the clues and answers. However plain text does not contain any formatting information, so most of the formatting options you have selected for the clues will be lost.

You can also export the solution as plain text. This is most inelegant, but useful as a very reliable way of transferring grid information. Various Internet applications take in grids in this plain text format. The character that is used to represent blocks can be set in the **Block Char** input line. Change the **Clue/Number characters** to change the letters that are used to separate the clue number from the clue. Select the **Right align numbers** option to insert a space before short clue numbers so that all the clue numbers finish at the same character position. Select **Clues with Answers** to have the uppercase answer word after the clue (separated by the **Clue/Number characters**).

Web Page

Select this option to export an entire web page. The program will automatically produce pictures for the crossword grid as well as an HTML file for the web page.

Check the **Clues in one paragraph** box to put all the clues in one paragraph instead of each on a separate line. If **Include font info** is selected the web page will use the font you have specified as the clue font under [clue properties](#). (note that this font may not be available when people view your web page). Select **Small inter-clue space** to have clues separated by just a line break rather than a paragraph. Select **Monochrome GIFs** to use black and white pictures for the grid, which reduces the display time if your grid doesn't contain any colors.

Select **Export as...** and enter a name for the web page. The program will create GIF files with pictures of the grid and put them in the same folder as the web page. Be sure to put the GIF files on your web server along with the HTML file. The GIF file names will start with the same letters as the main web page's file name. See the [HTML Templates](#) topic for how to create your own templates for the web page that is produced.

HTML

Select this option to export clues or answers formatted as HTML for use in other web publishing programs. Click the **Copy to clipboard** button to copy the item you have selected and then paste into your other program. The options are explained under **Web page** export above.

Java

Select this tab to export a web page with an interactively solvable puzzle. You can then put the puzzle on your web site for people to solve in their web browser. See the [Exporting Java Crosswords](#) topic for more information.

Crossword Compiler comes with the applet you need to put interactive puzzles on your web page. The applet may be freely used on public web pages provided the owner of the web site owns a licenced copy of Crossword Compiler.

File Formats

You can export puzzles in various file formats for use with other crossword software.

Across™ Format

Use this option to convert puzzles to Across format PUZ files. (tm)Across is a puzzle solving package available on the Internet from <http://www.litsoft.com>.

The **Restrict Solution** option does not put the solution letters into the file, so the solution is absolutely secure (useful for competition puzzles). The **Scramble solution** option merely encodes the letters, and can be revealed using the code number given once you have converted the puzzle.

Maestro format

Use this option to convert puzzles to Crossword Maestro format .CMO files. Crossword Maestro is a solving program, more information is on the Internet at <http://www.genius2000.com>. Please mention Crossword Compiler if you purchase the program.

The **Restrict Solution** option doesn't include the solution letters in the file, so people can solve the puzzle without being able to cheat. Select **Cryptic crossword** to make Crossword Maestro's clue solver work in cryptic mode. Select **Barred crossword** to flag the puzzle as being barred.

Crossdown format

Crossdown is a solving and compiling program. Crossdown only supports a limited number of square grid sizes.

Reviewing and Editing clues

You can view and edit clues by selecting **Review Clues...** from the **Clue** menu, or by using the keyboard shortcut Ctrl+R. The clues are shown in a scrollable list, with the clue number at the left, and the solution to the right.

For more powerful editing features double-click on a clue and the Clue Editor will appear.

If there are incomplete words in the puzzle the solution appears with question marks for the missing letters. You can only edit clues for complete words.

You can spell-check the clues by pressing F7 or clicking the tick button on the tool bar. For each word that the spell-check finds you can type in a replacement, ignore it or add it to the word list. Set the word list to use for spell checking in the List Usage box, which you can view by clicking the **Options...** button on the spell-check window.

It is a good idea to review the clues before you Print them to check you haven't missed any clues, or that any words are incomplete. It also makes a convenient way quickly to edit the clues if you don't need all the features of the clue editor.

You can resize the Review Clues window to better fit your screen by dragging the bottom right hand corner with the mouse.

Keyboard control and shortcuts

Keyboard controls when editing a puzzle:

Cursors	Move the cursor
Shift+Cursors	Select squares
Ctrl+Cursors	Skip to next or previous word start
Alt+Cursors	Insert/remove a bar on a side of the square
Tab	Toggle the direction in which you want to type
Enter	Move to left or top of next line
Spacebar	Insert a default Block
Delete	Delete letter/block at cursor
Ctrl>Delete	Remove square from puzzle
Shift>Delete	Delete word. Doesn't affect intersecting words
Alt>Delete	Delete letters, but not blocks, in current selection
Alt+Backspace	Undo
Alt+Enter	Edit a <u>square's properties</u>
Ctrl+A	<u>AutoFind</u>
Shift+Alt+A	<u>Find word</u> to fit in word slot
Ctrl+E	<u>Edit Clue</u>
Ctrl+R	<u>Review/edit clues</u>
Ctrl+W	Show <u>WordWeb</u> with the word at the cursor (if you have WordWeb installed).
Ctrl+C	Copy word at cursor to clipboard
Ctrl+X	Cut word at cursor to clipboard
Ctrl+V	Paste word at start of current word slot
Ctrl+Shift+V	Paste word starting at the cursor position
Ctrl+L	Select word in the current word slot
F1	Help Contents
Ctrl+S	Save

See [Mouse](#) for mouse combinations and the [Toolbar](#) topic

Mouse

Left Button	Move the cursor to the square clicked on
Ctrl+Left Button	Select more squares without losing current selection
Double Left Button	
On a square clicked on	Insert default block in square
On a line	Insert a bar
Alt+ Double Left	Insert the alternate block type (Clue Square or Block)
Right Button	
On a letter square	<u>AutoFind</u> words to fit in slot clicked on
On a block square	Show the <u>square properties</u>
On a clue square	Edit the <u>clue square</u>
On a picture	Show the <u>picture's properties</u>
Alt+Right button	On a letter square: <u>AutoFind</u> words to fit in the word slot in the opposite direction.
Ctrl+Right button	On a letter square: <u>Find Word</u> to fit in word slot

The default block type is set in the **Advanced** page of the Grid Properties dialog box. It can either be a normal block or a clue square, in which case the alternate block type is the other one.

You can also disallow double left-clicks from making bars or blocks in the Grid Properties dialog box. This is sometimes useful as it can be hard work aiming exactly at a narrow line!

See Keyboard for keyboard shortcuts, and the Toolbar topic.

About Crossword Compiler

Selecting **About...** from the **Help** menu brings up a dialog box showing copyright and version information. The date of the version you are using is shown in the bottom left hand corner.

Opening an existing file

Open an existing crossword file by selecting **Open...** from the **File** menu. Enter the name of the file to open, or select the folder and file from the list boxes and press **Open**.

To open a file with a different set of settings you can open a puzzle using the settings from one of the available [crossword template](#).

You can open files in Crossword Compiler format, "Across" PUZ format, "Crossword Maestro" CMO format or Crossdown XWD format.

Files that you have edited recently can be reopened by clicking on their file names at the bottom of the **File** menu.

Plain text import is also supported. Select the Plain Text option in the **Files of Type** box. The format of the text file is fairly flexible. The program can open files in the plain text format [exported](#) by Crossword Compiler, the plain text Across format, and various other plain text formats. It expects grid data first, followed by clues. The clue numbers are ignored, clue linking is not supported, English language is assumed and no error-checking is performed. So you should check the opened puzzle carefully to make sure everything is as you expect!

If you wish to open a puzzle just to print it out for solving purposes you can hold down the Shift key when you open a puzzle. This shows the crossword in puzzle view so that you cannot accidentally see any of the solution words.

You can also hold down the Ctrl key when opening a puzzle in order to test-solve the puzzle on screen. This replaces the letters in the grid with question marks, so you can view the clues without seeing the solution.

Save As

You can give a puzzle a name, or save under a new name by selecting **Save As...** from the **File** menu. Enter the name for the puzzle and press OK. You can select a different folder or save to a different disk as you like.

You can save a puzzle with its current name by pressing Ctrl+S or selecting **Save** from the **File** menu.

To save a puzzle for use with other programs use the Export feature.

Save

Select **Save** from the **file** menu or press Ctrl+S to save the puzzle with its present name. If the puzzle is untitled the Save As dialogue box will open for you to choose a name.












Printer Setup

Select **Printer Setup...** from the **File** menu to select and setup a printer for Printing. Select the printer you want from the drop down list. You can press the Properties... button to set other options for the printer selected. You can also change the printer setup from the Print dialog box.

The main toolbar

The toolbar is the array of icons at the top of the program window. By clicking on them with the mouse you can quickly invoke the command they represent. You can hold the mouse cursor over a button for a short time to pop up a hint that tells you what the button does.

Here is a complete description of all the buttons:

-  Get Help
-  Show the New Crossword window
-  Open an existing file
-  Save the crossword
-  Invoke AutoFind
-  Fill Automatically from cursor
-  Toggle the typing direction
-  Undo last change. Can be used multiple times.
-  Edit Clue
-  Review/edit clue list
-  Edit Square properties

See Editing the Puzzle for more information on undoing and type directions.

The Clue Editor














To edit the clue for a particular word in a puzzle press Ctrl+E with the cursor on the word for the clue you want to edit. You can also click on the Edit button on the Toolbar.

If there are two words through the letter at the cursor, it will select the word in the current typing direction (press Tab to change the type direction). You can only write clues for a complete word, i.e. one terminated by a block, bar, or the edge of the grid. If you create a freeform puzzle by typing in words without blocks or bars use Remove Blankson the Grid menu before writing clues.

Once you have finished writing the clue press Enter to close the dialog box, or click on the arrow button to edit the next clue. The clue number is displayed in the title bar of the dialog box and the clue word is displayed below that. There is a large input box for entering the clue and input lines for entering the format and an explanation/citation for the clue.

For cryptic puzzles, use "Explanation/citation" to explain the clue's wordplay--for example, '2 defs'. For non-cryptic puzzles, use "Explanation/citation" as necessary to tell someone else (an editor, perhaps) where to verify either an unusual answer or its definition.

Here's a summary of the clue editor commands. You can also call most of them by clicking with the mouse on the buttons at the top of the dialog box:

	Enter	Close editor, saving changes
	ESC	Close editor without saving changes
	Alt+> or Ctrl+N	Move to next clue, saving changes
	Alt+< or Ctrl+P	Move to previous clue, saving changes
	Ctrl+D	Delete the clue
	Ctrl+K	<u>Link</u> the clue
	Ctrl+A	Find <u>Anagrams</u>
	Ctrl+F	<u>Find Word</u>
	Alt+U	Use the clue found in the <u>Clue Database</u>
	Ctrl+L	Display list of <u>Letter Indicators</u>
	Ctrl+G	Display list of <u>Anagram Indicators</u>
	F1	Bring up this help screen
	Ctrl+W	Show <u>WordWeb Pro</u> (if you have it)

There may also be buttons for looking up the word in custom dictionaries.

You are advised to finish designing and putting words in the grid before starting to write clues. You can then systematically write each clue in order so there's no chance of missing a clue or writing a clue for a word that you will change later. Once you have finished you can review the clues by selecting **Review/Edit Clues** from the **Clue** menu. Alternatively you can write the clues quickly using **Review/Edit Clues** as long as you don't want to use any of the advanced features of the clue editor.

Editing the Clue

To edit the clue, or write a new one, simply type the clue in the Clue editor box. You can use bold, italic and underline in a clue by pressing respectively Ctrl+B, Ctrl+I and Ctrl+U, or using the buttons on the toolbar.

You can also insert various special symbols into the clue by right clicking, selecting the Insert option and then Symbol. Just select the symbol you want inserted.

You can change the format of the solution by entering the format in the Word Format input line.

If you click on the Anagram button or one of the dictionary buttons the current clue word will be anagrammatized or looked up in the dictionary. You can also select any portion of the clue word, or part of the clue, and then click on the button. This will then use the selected text instead.

Editing order

You can change the order in which you edit clues in the global preferences dialog box.

Word Format - Automatic word length

Do not include the length, or format, of the clue in the clue editor, but in the **Word Format** input line. By default this is just the number of letters in the word, which is entered automatically. However if the 'word' is hyphenated, or more than one word, you can enter the format here. Just type the number of letters in each word, or hyphenated half word, and a comma to indicate a new word or a hyphen to indicate a hyphen. The format is then automatically included in brackets at the end of the clue you print it. The word is also correctly formatted in the dialog box and when you print the answers.

For example if the word is displayed as ONTOPOFTHEWORLD (On top of the world), then type '2,3,2,3,5' in the format line. On pressing tab the correctly formatted word will appear at the top of the dialog box. If the clue is linked then enter the format for the linked solution.

You can select to either add the format to the end of the clue or not by selecting the **Print solution lengths** in the clue properties dialog box. Most British cryptics do have the format, most American non-cryptics don't.

Printing a puzzle

Select **Print...** from the **File** menu to print the crossword. A dialog box is displayed showing the various print options. Check the check boxes for what you want printed.

Headers

This prints the headers you have selected in the Headers dialog box, with the relevant information about the current puzzle inserted. You can select the **Header A** or **Header B** to choose which header to use if you have multiple headers available.

Puzzle, solution and numbered solution

Self explanatory. The numbered solution has the solution letters and the grid numbers. Select **Print on separate page** to print the solution after the puzzle and clues on a separate page.

Clues and clues with answers

You can choose to print just the clues, in which case they are printed in two columns, or you can print the clues with answers — clue on the left and the solutions on the right (as when you review the clues). Extra formatting options for printing clues can be set in the Clue Properties box.

Code grid and Code solution

These are only available if you have a coded grid (numbered by letter). These options print out a blank and completed grid of letter-number relationships.

Headers on each page prints the headers at the top of every page printed, not just the first

Separate pages prints each item you have selected on a separate page

Use hashed blocks can be useful if you want to speed up printing on a dot matrix, or stop the paper getting soggy on an InkJet.

Print to file

Select this option if you want to save the print output to a file for printing later or sending to someone else. If you select this option you will be prompted for a file name when you start printing.

Collate will collate the pages and is only available with some printers

Copies determines how many copies of each page are printed. With some printers it's advisable not to print too many at once or you may find your memory and disk filling up.

Printer Setup show the Print Setup dialog box.

If you try to print the clues before you have written any, the program will print out the clue numbers with a blank space next to it. This is useful if you like to work to a hard copy when writing clues. You can then type in the clues when you are satisfied with them.

Note that very large puzzles may not fit on A4 paper. You will be asked whether the square sizes should be shrunk to make it fit if the puzzle doesn't fit. To change the margins choose the Page Setup... command from the **File** menu. You can change the printer by selecting Printer Setup... on the **File** menu.

You can save your settings for printing by pressing the **Save options** button. The settings will be saved for the next time you print out a puzzle.

Printing the puzzle uses all the settings set in the various property dialog boxes. See Grid Properties, Font and Clue Properties for more information.

Word List Usage

Select **Word List Usage...** from the **Words** menu to set and change the way the word lists are used in the current crossword. There are four pages of options, click on the tabs at the top of the dialog box for the page you want.

Select word lists

The available word lists are shown on the left, and the ones to be used for word finding with this crossword on the right. If you select the **Use all** check-box, all the available lists will be used. The word lists shown on the right are the ones you will see when you find words or invoke AutoFind. Unless you have a very large number of word lists you will probably find the **Use all** option the most useful.

Anagrams

Select the word list you want to use for finding anagrams in the **List to use** combo-box. The anagram finder will not use words with a score less than that specified in the **Minimum word score** entry. The **Maximum number of words in anagram** option lets you put a limit on the type of multi-word anagrams that are found.

Word Finding

Use this page to set further options for word finding, based on the word lists you have selected in the **Select word lists** page. The word finding features will not find words with score less than that specified under **Minimum word score**. Change the **Maximum number of words to find** to prevent the program spending ages finding thousands and thousands of matches for an un-restricting search. Select the last check box if you want AutoFind to show only words that will allow you to find words that fit in the intersecting word slots. This is useful as it ensures that a word you find using AutoFind will not immediately generate a letter combination in the grid which no words will fit.

Spelling

Select the word list to use for spell-checking clues in the Review/edit clues box, and for checking the words in the grid (listed in the puzzle statistics box). Words with scores less than the **Minimum word score** will be counted as mistakes. You can choose to **Ignore words shorter than** a certain length, ignore words starting with a capital (except ones at the beginning of clues), or words that are in uppercase.

You can change which word lists are used for AutoFill in the Fill Grid dialog box.

Linking clues

It is possible that you have two or more words in the crossword for which you wish to write a combined clue. For example, if somewhere in the puzzle there are the two words PREGNANT and PAUSE you may wish to write one clue for the phrase 'PREGNANT PAUSE' rather than two separate clues. To do this use the Link Clues dialog box.

You can show the Link Clues dialog box by selecting **Link Clues...** from the **Clue** menu, or by pressing the Link Clues button in the Clue Editor. If you use the clue editor and the word you are clueing is already linked you must first clear the current links before making a new set.

The Link Clues dialog box

The left-hand side list-box shows all the words in the crossword which aren't currently linked. Select the first word in the phrase you want to link and press the > button. Then the next one, and so on. The words you are linking are shown on the right, in the order you linked them. The linked word is displayed at the bottom of the dialog box.

To change the order of a word in the linked phrase, select the word and click on the arrows are the right of the dialog box to move it up or down

The linked word is shown using the format in the Word Format input-line. You can change this to correct the punctuation of the linked phrase.

The **Clue number text** entry is automatically set every time you add a word to the linked phrase. Once you have the phrase linked as you want you can change this entry as you link. The clue number text is the text used for the clue number when printing, e.g.


By default it might be

2/3/6/7D This is the clue

and you could change '2/3/5/7D' to '2,3,5 & 7 Down' to make it appear as

2,3,5 & 7 Down This is the clue

Once you are satisfied with all the setting you can close the dialog box, or, to set another set of links, press the **Set links and select new set** button.

To delete a set of links, put the cursor on one of the linked words, bring up the clue editor and click the Link Clues button (). You will be prompted to clear the link.

Crossword statistics and checking for similar words

Select **statistics** from the **File** menu to show statistical information about the current crossword. You can also select **Words and word statistics** from the **Words** menu to show the **Words** page of statistics directly. There are three pages of information:

General

This shows various self-explanatory statistics.

The program calculates whether the grid is pangrammatic (containing all letters of the alphabet) using the alphabet selected under Clue Properties . It is not classed as pangrammatic if any of the letters are missing or the grid contains letters not in the alphabet.

Words

The left list box shows an alphabetical list of all the words in the puzzle. Click on any word to select it in the grid. The right list box shows a graph of word length frequencies - click on any line to select words in the grid that are of that length.

Click the **Select words not in spelling list** button to highlight words which aren't in the word list you've set up for spell-checking. The word list is set in the List Usage box. If some of the words are incomplete (i.e. show up with "?" in place of some letters) the program will highlight the words which have no matches in the spelling list.

Similar words

The list box shows any words in the grid which contain common groups of letters. The common group of letters is colored in red, and words with the most number of common sequential letters are listed first. This is useful for checking that you are not using words which are too similar, even though they're not exactly identical. Click on any line to select in the grid the words listed on that line.

Removing Blanks

To remove all squares in the puzzle with no letter or block in, select the **Remove Blanks** item on the **Grid** menu.

Removing blanks gives the puzzle an outline that goes round every filled square, allowing you to create free-form puzzles. You can toggle a square between being removed and blank by pressing **Ctrl+Delete** with the cursor on the square. Here is an example of a puzzle before and after removing the blanks:



Delete all letters

Select **Delete all Letters** from the **Grid** menu to clear all the letters in the grid leaving a blank grid. If you have written some clues for the words you are clearing they will also be deleted. If you choose to clear the clues they will be lost for ever, however you can replace the letters you cleared by using the undo button on the Toolbar.

You can use **Delete all Letters** to extract a blank grid from a puzzle you or someone else has already written, saving you the trouble of creating a new grid.

Page Setup

Select **Page Setup...** from the **File** menu to change the margins used when the puzzle is printed.

All measurements are in centimeters.

Using AutoFill to fill a crossword

You can fill in complete puzzles, or sections of puzzles from a word list using the **AutoFill** command on the **Words** menu. You can also click on the AutoFill icon in the Toolbar or press Ctrl+A.

AutoFill fills in the grids with the default settings in the Fill Grid dialog box.

For more information about grid filling see Filling words in a crossword grid .

Filling words in a crossword grid

Select **Fill Grid...** from the **Words** menu to bring up the Fill Grid dialog box with options for filling in the word slots in a grid. If you just want to fill the grid using the default options use the [AutoFill](#) command.

An example

If you had a crossword that looked like this:



you could place the cursor next to the 'E' in 'STICKER', and invoke AutoFill or Fill Grid, to get a complete crossword. For example



You can also fill in a totally blank grid, but you must finish designing the pattern of blocks before using Fill Grid (see the [edit](#) topic for help with this, or use a [Grid Library](#)). If you want to let the program design the grid and use just a short list of words then use the [Create vocabulary puzzle](#) feature instead.

See [The Professional Grid Filler](#) topic for details of advanced options and manual word selection.

Filling the grid

During the fill

Once you have set the options press the **Fill** button, and the fill will begin. You can cancel at any time by pressing the **Cancel** button, or stop the fill, keeping the filled letters, by pressing **Stop**. Click the **Menu** button for a menu with more options.

If a fill seems to get stuck in one part of the grid or you don't like a letter that has been used, you can select **Refill from beginning** on the **Menu** button to start the fill again from the beginning with a different random start word.

Select **Refill with new options** from the **Menu** button to cancel the fill and change the options for the fill.

If you wish to fill more than one grid simultaneously you can change the relative priorities of the two fills by changing the **Fill priority** menu setting. If you want to carry out a difficult fill whilst doing something else you may also want to lower the priority to make sure that whatever you are working on is more

responsive.

When the fill is completed

Once the fill is complete you can either press the **Accept** button to accept the fill, **Cancel** to abandon the fill, or click on the **Menu** button for other options. The **Words used** menu item will show the words used window with a list of all the words in the grid and give you an option to restart the fill from/without a specific word. Select the **Check similar words** menu item to analyse the words in the grid for repeated sequences of letters. This is useful if you want to avoid using two words that are similar but not identical.

Use the < and **Next** > buttons to move between successive fills. Pressing the **Next** button will find the next possible fill. With many grids this will mean just changing the last few words used. However if you are filling a tight corner this can be useful to quickly view all the possibilities. If you have created several fills, either by pressing the Next button or by using refilling parts of the grid you can view previous fills by pressing the < button.

Options

Change the following options in the Fill Grid window to customize the filling process and set the default settings for AutoFill.

Base word list

Select the word list that you want to use in the **Word List to use** list box. The words in this list that will be used for filling the grid (but see 'using theme words' below).

Optimization

Each of the words in a word list has an associated score. By using the optimization options you can vary the number of 'good' and 'bad' words filled into the crossword. Weak optimization is quite fast, and will give you a significantly higher average score than using no optimization. Strong optimization will give you a significantly higher average score than weak optimization if your word list contains only a few highly scored words. Set optimization to **Theme Words** if you want to create a thematic crossword. Select **Fill reliability** if you have a particularly hard grid to fill. This makes the fill progress more slowly, but with difficult grids the fill may finish sooner than with the other optimization options.

Change the **Minimum word score** setting to avoid words with scores less than this score. This allows you to avoid obscure words altogether if you want to. (see the topic on word scores for more information).

Using theme words

The grid filler can try to maximize the number of theme words that are filled into a grid. Set the **Optimization** option to **Theme Words** and select a Theme List or main word list to use as a theme.

The filling program will use as many of the theme words as it can, but when it can't use a theme word it uses a word from the **Word List to use**. This is a good way of creating a themed crossword when the theme word list contains too few words to fill the grid directly.

Select **Weak theme only** to use fewer of the theme words if you want only a few theme words.

Pangrammatic fill

Select this option to ensure that the filled grid contains every letter of the alphabet. The alphabet used is set in the Clue Properties dialog box. The filler will only use words containing letters of the alphabet, and each letter will appear at least once in the completed grid.

Save as settings for AutoFill

Select this option to save your options as those used for AutoFill and as the default settings for the next time you use Fill Grid. Fill settings are stored with each puzzle. You can then save the puzzle as a template if you want to use your settings for crosswords you create in the future.

For maximum control over which words are used in the grid you may prefer to use AutoFind repeatedly, and choose exactly which word you want in each word slot yourself, or you if you have the Professional Grid Filling module you can select **Manual word selection** to have complete control over which words are used.

Clue Databases

Clue databases allow you to database clues from puzzles that you have written, or to store your flashes of inspiration until the word comes up in a crossword. You can open a clue database, or create a new one, by selecting **Open/create Database...** from the **Clue database** submenu of the **Clue** menu.

You can add clues from puzzles to the database using the **Add clues from puzzle** command. This will add all the clues in the current crossword to the database, though any formatting information in a clue will be lost (e.g. bold, italic).

You can view the clues in the database and add and delete clues from the database using the Database Manager.

When you edit a clue using the Clue Editor you can insert clues from the database. The default clue displayed in the Clue Editor is determined by the **Default Database Clue** setting in the Preferences dialog box. It can either be the most recently added clue, the oldest clue, or one chosen at random.

You can add clues from one database to another database using the Merge Databases... command. This should save you from re-entering all the clues if you already have a database on computer (databases from previous versions of Crossword Compiler are 100% compatible).

The database used with a given crossword is saved with the crossword. To save your database settings for future crosswords, save the current crossword as a template.

Crossword Compiler clue database files have the .CDB extension, and are in the format of keyword in capitals, space, then the clue. Each entry like this is on a separate line, with the oldest clues for a given word being listed first. E.g.

WORD Oldest clue

WORD Newest clue (Format) \ (Explanation)

The Clue Database Manager

Select **Database Manager...** from the **Clue Database** submenu of the **Clue** menu to display the manager for the currently selected clue database.

To view clues in the database select the starting letters of the word whose clues you want to view. Then select the word, and the clues in the database will be displayed in the bottom panel. You can delete a clue by pressing Delete, or edit a clue by double clicking on it or pressing the **Edit Clue** button.

To add a clue to the database select the **Add** button. Type in the word you want to write a clue for, tab down to the clue box and type in the clue. You can also add an explanation and clue format. Press **OK** to save the clue, or **New** to save the clue and enter another one.

When you have finished viewing and editing the database click **OK** to save the changes you have made or **Cancel** to abandon them. If you click **OK** updating the database may take a while if it is very large — please be patient.

Merging clue databases

You can merge clue databases together by using the **Merge Databases...** command on the **Clue database** submenu of the **Clue** menu. Just select a database whose clues you wish to add to currently selected one. The currently selected database is set in the **Open/create database** dialog box.

If Crossword Compiler did not create the database you are merging in you should check that the database is in the following format:

WORD Clue after a space

Each clue should be on a separate line, and they must be in strict alphabetical order. You cannot merge in non-Crossword Compiler databases if they contain non-English characters in the databased words.

Introduction to Cryptic Crosswords

Cryptic clues are very popular in Britain, and have a following in North America. In cryptics, unlike 'quick' or American crosswords, the clue has a cryptic part in addition to a definition part. This makes them harder to solve, but there should be no ambiguity about whether an answer is correct or not. The cryptic part of the clue consists of some instructions on how to put together the answer from its letters, a play on words, or some other quirk. Here is an explanation of some of the more common clue types, though in practice many clues will be a combination of these simple types:

Double Definition

Here the clue consists of two parts, both of which are synonyms or definitions of the word. E.g.

Calling charge (6)

=CAREER, calling (meaning job) and charge (as in to charge round) both mean career, though not in the meaning first implied by the clue.

Likewise

Money-lust (3) = YEN

Cook fish (3) = FRY

Anagram

This consists of two parts, an anagram of the word and a definition. Often the anagram is indicated by some Anagram Indicator, meaning 'mixed up', 'shuffled' or whatever. E.g.

Platter to cook waffle (6)

=PRATTLE, anagram of 'platter', meaning to waffle. 'To cook' indicates the anagram, though more properly 'to cook' would be before the anagram. However misplaced indicators, or completely omitted indicators, are quite common.

Likewise

Rioted to get control of news! (6)

= EDITOR, an anagram of 'rioted'. The anagram indicator here is 'rioted', which is also the word to be anagrammed, hence the exclamation mark that usually indicates some overlap in the clue.

Reversal clues are special cases of anagram clues, where the anagram happens to be just the word backwards. In this case it would be indicated by some word such as 'back' or 'rising'.

Hidden Word

Here you can find the word in the middle of the clue. It is normally indicated by some word like 'inside'. E.g.

Uncover a veneer, inside is black (5)

=RAVEN, meaning black. The word is hidden in 'Uncover**R A VENEer**' .

Homophone

This is where the cryptic part of the clue leads to a word that is pronounced the same as the answer but spelled differently. It is usually indicated by some word or phrase like 'we hear' or 'reportedly'. E.g.

Heard the branch bend (3)

=BOW, meaning 'bend', a homophone of 'bough' (meaning 'branch'). These type of clues can turn into more of a pun, where the clue is followed by a question mark:

Poem heard from soprano pigeon? (5)

=HAIKU, a Japanese poem, pronounced roughly as 'high-coo'.

Charade

The clue spells out the parts of the word. E.g.

Failed English dandy (4)

=DUDE, meaning dandy. Failed=DUD, English=E (this is a standard letter indicator for the letter E), hence DUD+E=DUDE.

Often these have more than two parts.

Container

The clue instructs you to place some letters inside others, producing the word. E.g.

Complain when club admits the French (5)

=BLEAT, meaning complain. Club=BAT, the French=LE (using foreign words like this is another standard trick), admit 'LE' to the middle of 'BAT' and you get 'BLEAT'.

? clues

The '?' is used to indicate some pun or weirdness in the clue. It can be used on almost any clue that doesn't follow the usual forms of clue. E.g.

Meeting needed to make pear juice? (5,10)

=PRESS CONFERENCE, you need to press conference pears in order to make pear juice.

Park? (6,4)

=COMMON NOUN, 'park' can mean a common, and is also a common noun.

It is used in 'backwards clues', where the answer to the clue could be a clue itself, e.g.

Wot, wot?(3,4)

= TWO FOLD, if you take 'two' and 'fold' it you get 'wot' . 'Wot' occurs two fold in the clue. Likewise

Draw? (8)

=BACKWARD, 'draw' ='ward' back(wards). These clues do not have a definition part. This is usually only acceptable if the clue has some other particular merit.

'!' clues

Like the '?', the exclamation mark is sometimes used to indicate something unusual. However usually it indicates some overlap in the clue, where say the word to be anagrammed also forms part of the definition. An example is

It's in hearing! (3)

=EAR, 'ear' occurs in 'hEARing' and if you are in hearing your ear certainly is!

or how about

Damn! (9,4)

=CROSSWORD CLUE (it's a cross-word clue!).

The exclamation mark is also used very occasionally in ultra-short clues, e.g.

L! (4,3) = TAIL END or J!(4,5) = JUMP START

The clues lack any definition part, and the '!' could equally well be replaced by a question mark. Clues without any definition are frowned upon by some crossworders.

Indirect Anagram

These clues are like anagram clues except that the anagram is not given explicitly and must be deduced from a synonym or whatever. This type of clue is very difficult unless the word is very short, and is frowned upon in many circles. E.g.

Find hole in tangled string (4)

=PORE, meaning 'hole', an anagram of 'rope' which is itself a synonym of 'string'

Must go round garden (4)

=NEED, anagram of 'EDEN', a garden.

Others

There are numerous other varieties of clue, most of which are used in special crosswords where the solver is told about the type of clue used. For example in misprint clues, where a part of the clue has been misspelled, the misspelling must be corrected before the clue can be solved. E.g. the definition part of the clue may be 'harp', but it would appear in the clue as 'hard'. This makes everything much trickier!

Further reading

See the [bibliography](#)

Crossword Glossary

Afrit's Law	The injunction for Ximinean cryptic clues that 'you need not say what you mean, but you must mean what you say'
Barred grid	A grid in which thickened lines, as opposed to blocks, mark the end of words
Crosswordese	Words excavated from obscure dictionaries that are only ever seen in crossword grids.
Cruciverbalism	Crossword study or general wordsmithism
Light	A word in a puzzle which is to be clued
Pangrammatic	Pertaining to grids which contain every letter of the alphabet
Unch	A letter in a light that does not intersect with another light—an unchecked letter.
&Lit	A cryptic clue where the entire clue is also a 'literal' definition of the light.
Ximinean	Pertaining to a type of 'square dealing' cryptic clue containing a definition and secondary cryptic definition which can be decoded by an exact interpretation of the grammar in the clue.

Bibliography and further reading

There are many good books on solving crosswords, so I shall just mention two book related to crossword compiling that are still in print.

Random House puzzle maker's handbook by Mel Rosen & Stan Kurzban
ISBN 0-8129-2544-0

This is an excellent all round study of crosswords, from solving quick definition crosswords to constructing cryptic clues. It also covers many of the variants like acrostic and diagramless puzzles. The book has a slight American bias but it is not a real problem. American readers may find the guide to marketing invaluable.

Chambers Crossword Manual by Don Manley
ISBN 0-550-19034-1

This book is dedicated entirely to cryptic clues and covers everything from the simplest cryptics right up to the (in my opinion!) completely unsolvable advanced cryptics. It has a strong British bias in places, and a lot of the book is taken up with example puzzles. There is lots of useful advice and clue criticism, but you might like to take his harsher strictures with a pinch of salt.

If you have an Internet connection you may find the **rec.puzzles.crosswords** newsgroup of interest. There are regular clueing competitions, and general discussions of anything relating to crosswords. There is also a crossword discussion list at www.cruciverb.com. This is also an excellent site for other information of interest to the serious crossword constructor.

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David Tuller
William Tunstall-Pedoe
Mr. West

Please forgive me if I've forgotten you. I am always keen to hear any suggestions, and they are gratefully received by e-mail to compiler@x-word.com.

Customer support and upgrades

Contacts for customer support:

E-Mail: compiler@x-word.com

Post: Antony Lewis, 16 Townley Rd, London SE22 8SR, UK.

The Crossword Compiler users' page on the World Wide Web is at <http://www.x-word.com/users.html>.
Minor upgrades are also available for download on the same page.

Information about WordWeb is available on the Internet at <http://www.x-word.com/wordweb/>.

Changing the scores of words in a puzzle

If you regularly create puzzles using the same word list you might like to avoid words that you have used before. You can do this by changing the scores of the words in the word list each time you have made a puzzle. Alternatively you might want to add words in a puzzle to a word list.

To do these things select **Change scores of words in puzzle** from the **Words** menu and select the word lists that you want to change. You can either change the scores by a certain amount, or set the scores to a specific value.

By setting a fixed low score for the words' scores you can cut them out of future grid fills completely by setting the minimum cut-off score to above the score which you have given the words.

By just decreasing the scores by some amount you can ensure that AutoFill and Fill Grid give a low priority to words that you have used most often before.

Click the **Add words not in list** box to add words to the list as well as changing the scores of words that are already in the list. If you just want to add words without changing the scores of words already in the list you can set the **Change scores by** setting to zero.

Deleting blocks

Select **Delete all blocks** from the **Grid** menu to delete all the blocks (black squares) in the puzzle.

Puzzle Views

When you edit a grid as much information is shown as possible as regards square colors and settings, but no clue numbers. Select **View** from the **Grid** menu to preview what the puzzle and solution will actually look like.

Some square properties depend on whether it is the solution or puzzle that is being viewed, so it is a good idea to use the view feature to make sure everything works correctly in both views.

Close

Select **Close** from the **File** menu to close the current puzzle. You can have many puzzles open at once, and Close only closes the topmost one.

Exit

Select **Exit** from the **File** menu to close Crossword Compiler. You will be prompted to save any changed crosswords that are open.

Adding images to a puzzle

It is possible to place pictures in various positions in the crossword grid. Select **Paste image...** from the **Edit** menu to insert an image from the clipboard, or **Insert image file...** to insert an image from a file. You can insert either a bitmap or a Windows picture (metafile). You will be prompted for some options for pasting the image.

The **Left Square** and **Top Square** options determine the co-ordinate of the top-left of the image in the crossword grid. Set the **Squares Wide** and **Squares High** to the width and height (in grid squares) you want the image to have. It must cover an integral number of squares.

Check the **Add Border** box to have a line around the image.

The **Arrow** settings allow you to add a little arrow coming from the image, useful in conjunction with a clue squares crossword. **Grid X** sets the left square that you want to have the arrow, **Grid Y** sets the right square. You can choose which direction you want the arrow to point in.

You can change the image's properties once it is in the grid by right clicking on it with the mouse. You can also delete the image this way.

You cannot undo adding and removing images.

Grid Properties

Select **Grid Properties** from the **Grid** menu to change various settings for how the grid is displayed and edited. You can also edit the grid properties when you are exporting by clicking on the Grid Properties button in the export window.

The dialog box displayed has two pages of settings, standard and advanced. When you have changed some properties you can see the effect by clicking on the **Apply** button.

Colors

Change these settings to affect every square in the grid that has default color settings. Use the Square Properties dialog box to change the colors of individual squares. You can choose a custom color by selecting the Custom item, which will then show a window allowing you to choose any color in the spectrum. Note that custom colors may not show on screen exactly as they should if your screen setting is less than 16 million colors. The **Line color** setting is used for the grid lines and bars. Check the **Thick puzzle border** box to make the outside border of the crossword thicker (the thickness of a bar).

Square Numbering

Change this setting for how all the squares in the grid are numbered. **Normal** is the standard clue numbering scheme. **Sequentially** numbers each square left to right then top to bottom. **By Letter** is useful for coded-crosswords where each square is given a number depending on the letter in the square. **None** leaves the square numberless.

If you select **By Letter** the program will automatically create a code at random. To force the program to create a new code select **Generate new code** from the **Grid** menu. You can also select the **Use sequential code** item on the **Grid** menu if you prefer the code to be generated based on the order of appearance of the letters in the grid.

You will generally wish to make this setting tally with a corresponding clue numbering scheme in the Clue Properties dialog box.

Square Sizes

The puzzle and solution sizes are given in millimeters. The grid is displayed on screen at the puzzle size, modified by the **Zoom** setting. Due to the low resolution of computer screens small changes in sizes may not show up on screen, but they will when you print the grid.

Size % of squares

Change these settings to modify the relative sizes of the lines, bars/border, numbers and letters in each square. The same setting is used for the thickness of bars and the puzzle border (if you select **Thick puzzle border**).

Advanced properties

Double Clicks

This setting determines what happens when you double click on a square or line in the grid. If **Allow Bars** is not selected bars will never be inserted, regardless of how close to a line you click. If **Allow Blocks** is not selected you can insert bars by clicking only very approximately on the grid line. This is useful if you find it difficult aiming for a narrow grid line when you want to insert a bar using the mouse.

Default block type

This determines whether a clue square or a normal block is inserted when you double click or press Spacebar on a square.

Number sizes of grid

Select this option to number the top and left sides of the grid, outside of the grid.

Grid side numbering

This determines whether Roman numerals, letters, or numbers are used for the numbering. These settings are also used if you select clue numbering by position in the Clue Properties dialog box.

Square Properties

You can change the properties of a square in the grid by moving the cursor onto the square and pressing Alt+Enter or clicking on the properties icon on the toolbar. You can change the properties of many squares at once by first selecting a number of squares in the grid.

The left hand side of the dialog box shows a preview of what the square looks like in the puzzle and in the solution.

Colors

Change these settings to determine the background and letter color of the square. The options available depend on the type of square whose properties you are changing. The default colors for blocks and letters are set in the Grid Properties dialog box, change these if you want to change the settings for all the squares. If you select the Custom item from the drop down color lists you will be presented with a color selection window to select any color of your choice.

Square Type

This shows the type of the square. Click on one of the buttons to change the square type.

Letter visible in puzzle

Check this option to make any letter in the square appear both in the puzzle and the solution. This is useful if you want to give some of the square in the puzzle as a starting hint.

Blank in puzzle

Select this option to hide all contents of the square in the puzzle. This is useful for creating skeleton crosswords where people have to fill in the blocks and numbers as well as solve the clues.

Formats in solution

This option determines whether the colors and bold/italic setting you have selected are used in the solution as well as the puzzle.

Don't number

Select this if you don't want the square to be numbered in the puzzle. This differs from **Blank in puzzle** in that it changes the following numbers as well as hiding the number for that square.

Bold and italic

Click these buttons to change the font used for the letter in the square. You need to have **Formats in solution** selected to see the effect in the solution.

Clue Properties

Select **Clue Properties...** from the **Clue** menu to change the way in which the clues are arranged and printed. There are three pages of settings, **Format**, which has general settings, **Language specifics**, which is useful if you want to create non-English crosswords, and **Printout**, where you can change how the clues are spaced on the page when you print them.

Select the **Font...** button at the bottom of the dialog to specify the font used for the clues.

Spacings

The **Number-clue** space is the distance between the clue number and the clue itself. The **Between clues** space is the vertical separation between clues. A separation of zero will have the effect that the space between clue lines is the same as the space between clues.

Number format

Check the boxes here to specify how you want the clue numbers to appear.

Clue Headings

The **Across** and **Down** boxes contain the text which will head the across and down clues. You might want to change these so that they are in capital letters, or to translate them to a different language. You can also specify some option for how the heading is formatted.

Clue Numbering

This setting determines the method used for numbering the clues. **Normal** is the standard numbering scheme. **By first letter** gives the clues sorted alphabetically by the starting letter of the clue word, with each clue 'numbered' by the starting letter. **By position** numbers the clues by row and column. If there is more than one clue on a row or column the clues are placed next to each other on the same line. **Random order** sorts the clues randomly, and gives each clue an alphabetical letter instead of a number.

Solution lengths after clues

Check this box if you want to automatically add the word format in brackets at the end of the clue.

Language Specifics

Alphabet

List here the alphabet of whichever language you want to use. The setting is used for various Crossword Compiler features, for instance for pangrammatic grid filling , clue numbering by first letter (above) and grid side numbering.

Linked clue text

This text appears when a word for a given clue is linked to another word. For example if 1 across is linked to 10 across, the clue for 10 across would read 'See 1', or whatever text you use instead of 'See'.

Text for fill-in words

This is used for heading the words in the crossword when you print the words in the crossword by word

length for fill-in puzzles. Use %u as a placeholder for the number of letters in the word, and put brackets around any letter that should only occur if there is more than one word of that word length. E.g. '%u letter word(s)'.

Single letter Across and Down

Select a letter that is used in clue linking to stand for across and down.

Printout

Change the clue spacings to effect how the clues are printed out. These spacings are used when printing any crosswords that you create. You can use them every time you start the program by clicking the **Save these settings as default** box. The spacings are given as a percentage of the total width, that is the width between the left and right margins.

Letter Indicators

Letter indicators are words used in cryptic crosswords to represent a certain letter, for example England represents the letter E. To see a list of indicators press Ctrl+L in the [Clue Editor](#). You can customize the list if you like. See the [Lookup Lists](#) topic for more information.

Lookup Lists

When you press the book button on the Clue Editor toolbar a menu pops up with a list of available look-ups which are available. By default there are Letter Indicators and Anagram Indicators. When you select an option another menu pops up with the available words. Selecting the word on the menu pastes it into the clue editor.

You can edit the letter and anagram indicators displayed by editing the ANAGINDS and LETIND files supplied with Crossword Compiler. Edit them using Notepad. The format of the file is

```
MENU <Menu caption>
First on submenu
Second on submenu
MENU <Second menu caption>
First on second submenu
etc...
```

The menu captions can contain the '&' character, the letter following the character can be used as a Ctrl+ shortcut.

You can add another lookup list by selecting the **Custom Lookups** page from the Preferences dialog box.

Anagram Indicators

Anagram indicators are used in cryptic crosswords to signal an anagram. To see a list of indicators, sorted by first letter, press Ctrl+G in the [Clue Editor](#). A menu will pop up and you can paste an indicator into the clue by selecting a menu item. You can customize the list if you like. See the [Lookup Lists](#) topic for more information.

WordWeb

WordWeb is an English thesaurus/dictionary add-on for Crossword Compiler. Once you have it installed you can use it from the Clue Editor to look up selected words, or from the **Words** menu. To look up a word (or a letter pattern) in the grid just press Ctrl+W. It can also be used to automatically format answer words correctly (if this option is selected under Preferences).

For more information on using WordWeb select **Help** from the WordWeb window's menu.

Information about WordWeb is available on the Internet at <http://www.x-word.com/wordweb/>.

Preferences

You can customize various aspects of how Crossword Compiler behaves by selecting **Preferences...** from the **Options** menu. There are four pages of settings that you can change. The settings are global to all your crosswords, and you can save the settings as the default for each time you run Crossword Compiler by clicking the **Save as default** box at the bottom of the window.

Options

Opening and Saving

Select **Create backup files** to save the old file with a .BAK extension each time you save a file. Select the **Show information on open** option to show the Information dialog box whenever you open an existing crossword.

AutoFind on complete word

This setting determines what AutoFind will do when invoked on a complete word. Select **See if word is in list** to just spell check the word—the word either will or won't be in the word list, and either will or won't be displayed. Select **Find alternative words that would fit** to find all the other words that could replace the word in the grid without affecting the letters that are part of intersecting words.

Display

Colors

You can change the color used for the grid cursor (when it's on a letter square), and for selected squares.

Font for displaying words in lists

Click the **Change font...** button to change the font that is used in the AutoFind, Find Word, Word List Manager and various other windows whenever words from a word list are displayed. By default this is a fixed pitch font so that letters in words under each other are aligned. However you can choose any font you like. The fixed pitch fonts are usually Courier and FixedSys. A sample of the current font is shown to the left of the font button. If you wish to use different character sets in your word lists you should ensure that the font you choose supports the different character sets.

Clue Editing

Editing order

Using the Clue Editor you can either edit clues in the order of their clue numbers, or you can edit all the across words first, then the down words.

Default database clue

This option determined which clue in the clue database is displayed in the clue editor when you edit a clue. You can view the rest of the clues in the database by clicking on the down button at the side of the Database entry.

Use WordWeb for automatic clue formatting

This option is available if you have WordWeb installed. If selected it will automatically use the WordWeb database to correctly punctuate words that are being clued.

Clue text when there is no clue

This text is printed when you print a clue before you've written it.

Custom Lookups

You can add files and delete files that are used for lookup lists by clicking the **Add** and **Delete** buttons.

Dictionaries

Select this page to add support for third party dictionaries to the Clue Editor. An extra button will appear on the clue editor's tool bar for each dictionary you add. Check the **Save as Default** box if you want to use these dictionaries every time you use Crossword Compiler.

This is an advanced setting and using it requires more than average computer know-how. The Crossword Compiler installation program should have set up most of your dictionaries correctly. You should only need to change the settings yourself if you obtain a new dictionary after installing Crossword Compiler.

To add a dictionary select the **Add...** button, and type the name of the dictionary (this should generally be the text that appears in the dictionary's window title when you run it). Type in the name of the application file in the **Exe name** input line, including the full path (e.g. C:\Chambers\Chambers'). If the program has command line parameters include these here too. To include the name of a look-up word in a command line parameter use the '%s' placeholder. E.g. for MS Encarta the **Exe name** might be

c:\encartalenc9632.exe /i "%s".

If the dictionary supports DDE (it should say so somewhere in its documentation) you can then enter text in to the Service, Topic and Command input lines. The Command entry can contain the '%s' placeholder to stand for the word being looked up. If the Command entry is blank the command will just be the word being looked up. If these lines are filled in correctly the clue editor button will bring up the dictionary entry for the word that is being clued, if not it will merely activate the dictionary program and you will have to type in the word yourself. These are the entries you need for some common programs (most of them will be set up for you automatically when you install Crossword Compiler):

	Service	Topic	Command
Chambers	CompLex	WinWord	None
Oxford	Oxford	WinWord	None
Collins	DIC	Dictionary: COED Thesaurus: CTAZ	LOOKUP %s
RH Webster's	DIC	Unabridged: RHUD College: RHCD Thesaurus: RHCT	LOOKUP %s

(Don't actually include the "Dictionary" or "Unabridged" bit, just the bit in capitals).

The **OED** doesn't support DDE. Run the program to find out what the window title is, either 'Oxford English Dictionary Second Edition' (note two spaces between Dictionary and Second). or 'Oxford English Dictionary (Second Edition)'. Set the name equal to whichever title your version has.

The programs that you add buttons for don't of course have to be dictionaries. You can create an icon for

anything. Say you wanted to be able to start notepad easily. You could add a 'dictionary' called 'Notepad', file name 'c:\windows\notepad.exe' and leave the other entries blank.

Clue Squares

Clue squares are squares in the puzzle grid that contain short clues for surrounding words.

You can insert a clue square into the grid by double clicking, or double-clicking and pressing Alt (depending on the setting in [Grid Properties](#)) To edit the clues in the square, and to change the arrows which come out of the square, place the cursor on the clue square and press Ctrl+E or click on the Edit Clue button on the [Toolbar](#).

The Clue Square Editor

You can enter the clue or clues, up to five lines, in the central square of the dialog box. Press Enter to end a line, and use a hyphen, alone on a line, for a horizontal line.

Click on the arrow buttons at the size of the square for the arrows that you want. When you press an arrow button the word in the direction of the arrow is displayed and any clues in the database for that word are also displayed. You can only have one arrow coming out of each side of the square.

To use a clue from the database press the **Use clue** button. To lookup a word that you haven't just clicked the arrow for, double click on the word itself.

Click the check boxes at the bottom of the dialog box to raise or lower the left or right arrows. This is useful to align the arrows with the position of the corresponding clue in the square.

When you have finished editing the clues press Enter, and you will see your clues appear in the square in the grid. Be careful to make sure that you don't write more than one clue for a given word, and that each word in the grid has a clue square with the arrow pointing in the correct direction.

Linking word slots to make one snaking word

You may wish to have one long word or phrase in a grid that snakes around. You can do this by placing the cursor in the word slot that starts the snake, setting the typing direction to the direction of the word, and selecting **Continue word down** or **Continue word across** from the **Edit** menu. An arrow will be added at the end of the word to indicate the direction in which the word continues. You can undo the link by repeating the above sequence.

Advanced puzzles types and how to make them

This topic describes how to change the grid, square and clue properties to achieve various different effects in your puzzles. See the topics [Standard Crosswords](#), [Vocabulary/Freeform puzzles](#), [Shape Puzzles](#), [French Style Crosswords](#), [Barred Crosswords](#) and [Clues in Squares puzzles](#) for the standard puzzle types.

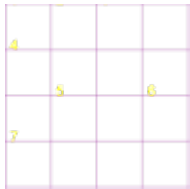
Skeleton puzzles and hint-letters



5
R

To make the 'R' visible select the square and open [Square Properties](#). Select the **Letter visible in puzzle** box. By selecting all the rest of the squares except the one numbered '5', selecting square properties, and clicking on **Blank in puzzle** you can make any evidence of the other squares disappear.

Colored squares, letters and lines



Change the color of grid lines and block colors under [Grid Properties](#). Use [Square Properties](#) to set the colors of individual squares. Set the color of letters and numbers by changing the [grid font](#).

Clue Types

Un-numbered clues

- A Some (3)
- B Greek harp (4)
- C Burden (4)
- D Vase (3)
- E Utilize (3)
- F Aged (3)

Clues are displayed in random order, each is assigned a letter in order of listing.

Set [Clue Properties](#) **Clue Numbering** is to **Random order**.

Fill-in words

3 letter words

ANY

In these puzzles there are no clues and the idea is to try and fit the words into the grid. Just create any type of puzzle and then print out or export Fill-in words.

OLD
URN
USE

The grids for this type of puzzle usually would have **Square Numbering** set to **None** under Grid Properties.

4 letter words

LYRE
ONUS

Desktop publishing

Once you have created a puzzle with Crossword Compiler you may wish to send it to a publisher, or to use it in one of your own publishing programs.

If you have a Windows publisher program, or word processor, the easiest thing is to copy what you want to the clipboard and then paste it into the publisher program. You can export puzzles in more formats and with more options using the Export feature.

What you need to do when sending puzzles to a publisher will depend on who the publisher is, and what formats they can accept. Rich Text Format produced by the Export feature is generally good for clues, but some publishers cannot use it for grids. For those that don't like Rich Text Format for grids your best bet is probably Encapsulated Postscript (EPS). High resolution TIFF bitmaps may also be good, especially for grids containing pictures.

See the Export topic for details of the formats available for exporting puzzles.

Advanced DTP Features

For the advanced Desktop publisher Crossword Compiler supports DDE (Dynamic Data Exchange). This allows you to write macros or programs to quickly create publications based on Crossword Compiler files. For instance your macro or program could go through a list of files, for each one copying the puzzle and clues to the clipboard, arranging them in the publishing program, creating a new page, and then opening the next crossword and repeating.

The DDE topic to use is **control**; the application name is **ccw4**. Crossword Compiler can accept macro strings in the following format:

```
[Command1(Params1)][Command2(Params2)][.....
```

The commands and parameters available are:

Command	Parameters	Example
Open	"Filename" (must be in quotes)	[Open("C:\CCWMy Crossword")]
Close	None	[Close()]
Quit	None	[Quit()]
Print	None	[Print()]
Export	None	[Export()]
	Number 0-8	[Export(2)]

Open opens the specified file.

Close closes the active crossword

Quit closes Crossword Compiler

Print shows the Print dialog box for the active crossword.

Export with no parameters shows the Export dialog box.

Export with a parameter copies the active crossword to the clipboard, according to the following parameter mappings:

- 0 – Puzzle
- 1 – Solution
- 2 – Numbered solution
- 3 – Code Grid (in coded puzzles)
- 4 – Code Solution (in coded puzzles)
- 5 – Clues
- 6 – Answers
- 7 – Explanations
- 8 – Fill-in words

Puzzle, solution and numbered solution, code grid and code solution are copied as a picture (metafile), the rest are copied as Rich Text Format.

Tiling and cascading windows

You can have several crosswords open at once in Crossword Compiler, each one in a separate window. Select **Tile side by side** or **Tile top to bottom** from the **Windows** menu to size the windows and arrange them so that you can see them all at once. Select **Cascade** from the **Windows** menu to show all the windows fairly large and overlapping so that you can see each one's title.

Creating Vocabulary Puzzles

To create a freeform puzzle from a list of words select **New** from the **File** menu and click on the **Freeform/Vocabulary** button. The vocabulary puzzle builder inserts blocks (black squares) automatically in unused squares. If you want to fill in words around a given pattern of blocks use the [Fill Grid](#) feature instead.

Select **Create vocabulary puzzle** option on the **Words** menu to fit words into an existing grid. For example you may wish to design a particular shaped puzzle, or seed the grid with a few words before filling in the rest.

The buttons along the top of the **Create vocabulary puzzle** window give you different ways to specify the words that you want to use:

Use Words

Type in some words to use or select a [Theme List](#) and click on **Build Puzzle**. You can write the clues for the words that are used later on. This saves you writing clues for words that end up not being used.

Use Words with Clues

Type in words with clues, or select a clue database that you've made before, and click on **Build Puzzle**. This saves you having to do any extra work after you've built the puzzle. However you can't take advantage of any of the advanced features of the [Clue Editor](#) if you do this.

Use Word List

Select one of the main [Word Lists](#) to use and click on **Build Puzzle**. You can write the clues later.

An example: say you wanted to create a 6x6 puzzle containing names of common metals. In the create vocabulary puzzle window you would select the **Use Words** button and type in, say,

iron
gold
tin
lead
copper
silver
nickel
zinc

Click on the **Build Puzzle** button and the computer will automatically generate the puzzle:



To accept this puzzle press the **Stop** button. If you don't press **Stop** the computer will continue to search for puzzles that contain more of the given words. Press **Stop** whenever you are happy with the result produced. If you stop the fill but prefer one of the solutions found earlier you can **Undo** (Alt+Backspace)

repeatedly to see the previous fills. You can cancel the fill at any time by pressing the **Cancel** button.

If you find that not enough of your words are used then try starting with a bigger puzzle (select **New** from the **File** menu).

Now for some more details on the various options:

Use Words

If you select the **Use Words** option you can save your list of words as a theme list by clicking on **Save words**. You can then use your words just like any of the other theme lists. To delete the words you've typed in press the **Clear** button. You can also use words in any plain text file – click on the **Load Clues** button.

If you select a Theme List to use you can edit or add words to the list. Click the **Save changes** button if you want these changes to be automatically saved in the Theme List.

Use Words with Clues

Type in your words in the left column and the clue on the right. Click the **Clear** button to delete everything and start again, or click the **Save** button to save your words and clues in a [clue database](#) for using again in the future. To use a clue database select one of the available databases in the **Use Database** drop down list.

Use Word List

The available main word lists are listed – just click on the one you want to use. Set the **Minimum word length** to a number higher than two if you want to avoid short words. Set the **Minimum word score** to avoid words with [scores](#) less than the given value.

Options

There are various options available to customize how the process works. Select the **Options** button at the top of the window to change them. The options you can change are as follows:

Surrounding squares

This setting determined what the computer puts in the squares in which there are no words. Select **Blocks** to create puzzles like those above, or select **Voids** to create a freeform outline puzzle. With **Voids** selected the puzzle above would look like this:

A		N	O	N	O
C	U	I			P
A		G	A	D	E
D	I	M			R
E		A	I	D	A

Allow adjacent parallel words

This option determines whether junctions like



are allowed or not. Here **OPEN** and **NEAT** count as adjacent parallel words, as do **TEN** and **NEAR**. With large word lists disallowing this kind of junction will make the fill significantly faster.

You can save the settings in the window by clicking the **Save options** button so that they will be automatically selected next time you start up the program.

Note that when you create a vocabulary puzzle the grid symmetry is automatically changed to None.

HTML Templates

Crossword Compiler can export a web page containing the grid and clues from the current crossword. To do this it uses a template file that you can modify to change the look of the web page that is produced. For instance you may wish to change the background color and include a link to your home page.

HTML templates are stored in your Crossword Compiler Templates folder and must have the .HTML extension. You can edit the file with a text editor like Notepad, or you may be able to use a dedicated HTML editor if you have one.

To generate the web page for a crossword the program replaces various placeholders in the template with the corresponding content for the current crossword. For instance, <CCCLUES> will be replaced by the clues (including Across/Down headers). See the Default template supplied for an example.

The general placeholder syntax is <CCxxxx> where xxxx must be in upper case. You can use the following placeholders:

<CCTITLE>	Puzzle Title (see puzzle information)
<CCCOPYRIGHT>	Puzzle Copyright
<CCAUTHOR>	Puzzle Author
<CCDESCRIPTION>	Puzzle Description
<CCCLUES>	All the clues
<CCACROSSCLUES>	Just the Across clues (with the Across header)
<CCDOWNCLUES>	Just the Down clues (with the Down header)
<CCJAVAAPP>	Insert Java applet .
<CCENDJAVAAPP>	Insert the </APPLET> tag.
<CCPUZZLE>	The puzzle grid, of the form
<CCSOLUTION>	The puzzle solution, of the form
<CCSOLUTIONURL>	The file name of the solution grid (e.g. "MyPuzzle.GIF")
<CCCODEGRID>	Code grid for a coded puzzle
<CCCODESOLUTION>	Code solution for a coded puzzle
<CCFILEROOT>	The root name of the HTML file (e.g. "MyPuzzle")
<CCDAY>	The day
<CCMONTH>	The month
<CCYEAR>	The year
<CCFONT>	The clue font, of the form
<CCENDFONT>	The end of the clue font,

There is also the general placeholder

<CCPROMPT This will be the prompt>

You can use any text instead of "This will be the prompt". When exporting you will be shown a window asking for the "This will be the prompt" text. When you enter this it will replace the entire <CCPROMPT xxx> item with whatever text you enter. Use this to add additional custom items to the web page, maybe a grid serial number, extra information, or whatever.

If you are exporting a [Java puzzle](#) you should use <CCJAVAAPP>. This should be followed by whatever text you want to appear if Java applets are not enabled when the web page is viewed. There must then be a <CCENDJAVAAPP> tag.

There are also a set of conditional elements. These must occur in pairs, the syntax being of the form

<CCIFxxxx> stuff here </CCIFxxx>

The "stuff here" is only included in the web page if the xxxx is true. You can use the following conditional elements

<CCIFTITLE>	True if the puzzle has a title
<CCIFAUTHOR>	True if the puzzle has an author
<CCIFCOPYRIGHT>	True if the puzzle has a copyright
<CCIFDESCRIPTION>	True if the puzzle has a description
<CCIFCLUES>	True if clues were selected to be included
<CCIFJAVA>	True if the template is invoked from Java export
<CCIFPUZZLE>	True if the puzzle was selected to be included
<CCIFSOLUTION>	True if the solution was selected to be included
<CCIFCODED>	True if the grid numbering is by letter.
<CCIFHASACROSSDOWN>	True if clue numbering is Normal or By Position.
<CCIFBUTTONS>	True if using Java export with buttons in the applet

You can also use the corresponding <CCIFNOxxx> elements to be included if the negative is true.

The <CCFONT> and <CCENDFONT> elements will be deleted if the **Include font info** option is not selected.

You can create several different templates if you like. Just put them all in the Crossword Compiler Templates folder and select the template you want to use when you export a web page.

The Professional Grid Filler

The features described here are only available if you have purchased the Professional Grid Filling module.

Manual word selection

Select this option under Fill Grid on the **Words** menu to give you complete control over which words are used in the grid filling processes. When you start the fill you will be prompted for which of the possible words to use in each word slot. See Grid filling with manual word selection for more information.

Powerful grid filling

The Professional grid filler fills grids using a different method from the standard grid filler. This makes it significantly better at filling in hard grids. For example filling a 6x6 blank word square the Pro filler is up to ten times faster (depending on your fill settings). The Pro filler does more look-ahead which saves you time if you use manual word selection when you fill the grid. With less sophisticated filling methods you would be continually going back to replace words that were already in the grid because they caused a problem later on in the filling process.

The Pro filler can only use 31 different letters. If your word list contains more than 31 different letters it will only use words containing the 31 most common letters. This is no drawback for English and most west European languages, but for some languages this can be a problem (e.g. Icelandic). If you want to use more than 31 letters you can always use the non-Professional version (called “cc5basic”, in your Crossword Compiler folder).

Advanced filling options

Select the **Advanced** tab of the Fill Grid window to set various options for the filling process.

Exhaustive recursion

Select this option to make the filling process try out every possible combination of words until it finds a fit or gives up. In this case the filler will never give up if a fill exists (actually there is still a very small probability of a false fail, but it's less than 0.01% for almost all cases). The trouble with exhaustive recursion is that the filler can spend a lot of time ruling out rather unlikely situations. Deselect this option to use a non-exhaustive filling method that will spend less time ruling out unlikely possibilities. The downside is that the fill may then fail even though there is a possible solution.

Next word must be linked

Select this option to make the filler choose the next word slot to fill one with at least one intersecting word. If this option is deselected the next word slot must only have at least one intersecting word on one of its intersecting word slots.

Start filling from cursor position

Select this option to make the filler start filling from the word slot at the current cursor position. If you deselect this option the filler will analyse the grid and start filling from wherever it thinks is best.

Max words to find in one go

This sets the absolute maximum number of possible words for each word slot that the filler will find. If you

are using **Manual word selection** this will also be the maximum number of word choices that you are presented with. With **Automatic word selection** the higher the number the faster the fill. However higher numbers use up more memory, so use large number settings with caution. When you first ran the program the setting was set to a value likely to be OK with the amount of memory your computer has. Increase the setting if you install more memory or don't mind Crossword Compiler using up a large proportion of your memory. Higher settings also result in better score optimization.

Possible words/buffer size ratio

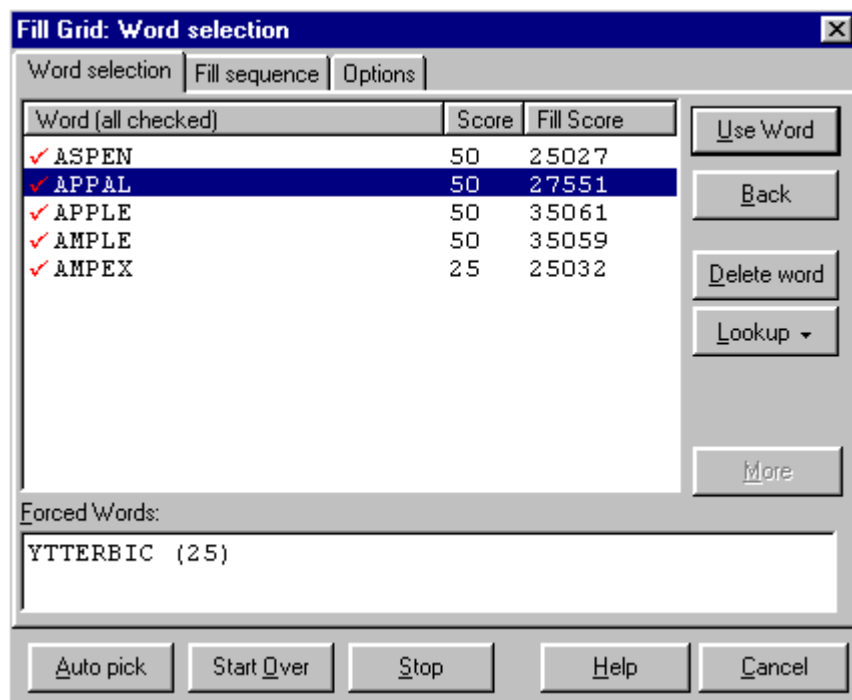
The actual maximum number of words found for each word slot is determined by the **Max words to find in one go** (M) setting, the **Possible words/buffer size ratio** (P) setting and the number of words in the word list of that word length (N). If N divided by P is greater than M then the maximum number found will be M, otherwise it will be N divided by P.

Select the **Save advanced settings as default** box to save your settings to be used every time you fill a grid every time you use Crossword Compiler. Otherwise your settings will be lost when you close Crossword Compiler.

Grid filling with manual word selection

Select **Manual word selection** when you fill a grid to manually choose each word to be used. (This is only available with the Professional Grid Filling module). Using this feature you have complete control over which words will be used by the grid filler. This is much better than inserting words by hand (using Find Word, say) since you can take advantage of the grid filler's powerful look-ahead to reduce the number of times you have to replace words you've already put in the grid.

The Word Selection window



The Word Selection window has three pages. Click on the tabs at the top to change the page. You can use the buttons at the bottom to **Cancel** the fill, **Stop** the fill or make the fill **Start Over** from the first word slot. Click the **Auto pick** button if you want the filler to continue by choosing words automatically. You can press the button again to revert to manual word selection. When the fill is complete you can use any of the buttons on the main toolbar exactly as when using Fill Grid with the automatic word selection.

The Word selection page

On the Word selection page you get a list of all the words that will fit in the current word slot. Whilst you are viewing the words the filler performs a background analysis of the words and removes ones which are no good (i.e. would make it impossible to fill nearby word slots). At any time you can select a word and press the **Use Word** button to insert the word into the grid and move on to the next word slot. When the background check is complete the header of the **word** column says "all checked"

After the background analysis the **Forced Words** box at the bottom will list words that are formed as a result of using the currently selected word. Just change the selected word to view the forced words of each word. The score of the forced words is listed in brackets after each word. In the example above you can see that if you used the word APPAL (score 50) you would also be forced to use the word YTTERBIC (score 25). Not all the words listed will necessarily have the same number of forced words - in

many cases there will be some choice in the nearby words.

If you don't like any of the listed words and want to go back and replace the previous word press the **Back** button. If there is a word listed which you don't like and want to remove from the word list then select the word and press the **Delete word** button (you will be prompted if you want to permanently delete the word from the word list once the fill is complete). To lookup a word in a dictionary press the **Lookup** button (you can also select one of the forced words to look that up instead). This will pop-up a menu listing all the installed dictionaries; just click on one of them. Click the **More** button if you want to see more words that will fit in the word slot.

Next to each possible word is listed a **score** and **fill score** in separate columns.

The **Score** is just the score of the word plus the score of any words that will have no remaining intersections after this word slot is filled. For example, if one of the words is HAPPY and the Y would make the last letter in the intersecting word PLAY then the score would be the sum of the word scores of HAPPY and PLAY. The possible words are listed in order of the total score.

Before the background analysis the **Fill Score** is just some *ad hoc* measure of how easy the word would make the remaining fill. After the background analysis the **Fill Score** is based on a combination of two measures. Most of the score a sum of the maximum word scores available in the intersecting word slots if the word were used. The remaining part of the score is a measure of how easy the word would make the remaining fill. So generally the higher the Fill Score the better. When the background analysis is complete you can resort the words in score and then fill score order by clicking on the **score** column header (or select the option on the **Options** tab to resort automatically).

The Fill sequence page

Click on the Fill sequence tab to view a list of all the words that have been used so far.

If you decide half way though a fill that you need to go back and change an earlier word you can select it in the Fill sequence list and press the **Refill from** button. This will undo all the words back to the selected word and offer you the alternatives available for that word.

The Options page

Click on the Options tab to customize aspects of the manual filling process.

Change the **Selected background color** to change the color of the highlight of the word slot in the grid that is currently being filled.

Check the **Resort words on completion of background check** box to automatically resort the possible words once the filler has determined a more accurate **Fill score** for all of them. The words will be resorted firstly by score, then by Fill score, and then alphabetically.

Sometimes when you come to fill a word slot there is only one possible word that will fit. Change the **Automatically insert single words** option to control whether the filler will automatically insert single words without prompting.

Click the **Save** button to save your settings to be used every time you use Manual word selection.

The font used for displaying the words can be changed under Preferences.

Viewing words used by Fill Grid

When you have completed a fill using AutoFill or Fill Grid, you can view the words used in the grid by selecting the **Words used** when you click the **Menu** button on the toolbar. If you want to view words at any other time select **Words and word statistics** from the **Words** menu.

The window lists the words used in fill order, along with the words' scores. Press **OK** to close the window or press one of the other buttons at the bottom. Click on **Refill from selected word** to undo all the words in the grid until it the selected word and then refill with a different word in that word slot. Click **Refill without selected word** to do the same as **Refill from selected word** but to remove the words from the word list so it can't be used again elsewhere.

Click the **Check for similar words** button to analyse the words used and highlight substrings they have in common. For instance if the grid contained REOCCUR and OCCUR the program would list the two words with the common substring highlighted. This can be useful if you want to avoid using similar words.

The font used for displaying the words can be changed under Preferences.

Exporting pictures

Metafiles – Bitmaps – EPS (encapsulated PostScript) – Comparison

You can export in a variety of picture formats by selecting Export from the **File** menu and choosing the **Picture** tab.

Pictures are exported at the size specified in the Grid Properties dialog box. There are three main types of picture you can export --- select one of the tabs in the export window.

Metafiles

These are Windows specific resizable pictures, and are good for exporting grids to other Windows programs like desktop publishers.

However if metafiles are shown on a low resolution device like a screen the grid lines may appear uneven or not show up at all (though they should print correctly). Select the **For screen** option to use thin grid lines which will appear correctly on screen. This is not such a good option if the metafile will ultimately be printed, but if the metafile will only be viewed on screen then this is the option to use. A metafile with the **For screen** option generally has a smaller file size than the corresponding bitmap and has the advantage of being resizable. However bitmaps are more portable and reliable, and should usually be used instead for viewing on screen.

Bitmaps

You can export bitmaps at various resolutions and color depths, and in various different file formats. With bitmaps the lines will always look correct if the bitmap is shown at its natural size, or if you export at sufficiently high resolution.

The default **Resolution** setting is that of your screen, and will produce an image that looks much like the puzzle as you edit it in Crossword Compiler. Select a higher resolution setting if you want to export a bitmap for eventual printing. Either select a resolution from the drop down list or type in a value of your own. Note that exporting at high resolution can use a lot of system memory and lead to a large exported file.

Change the **Colors** setting to control the color depth of the exported image. The 16 million colors setting will always produce high quality results, and should be used if your grid contains any color pictures. However if your puzzle is essentially black and white or only has a few colors you can reduce the color depth to produce a significantly smaller image file.

If you select the **Anti-aliasing** option the bitmap produced will use intermediate colors around the edges of letters to give the impression of a higher resolution image. It may also result in significantly better quality export if your grid contains pictures. You cannot use anti-aliasing with the monochrome color setting.

If you export to a file you can select three different file formats in the **Save as type** box:

Bitmap pictures are supported by most Windows programs and many others. The main disadvantage is that the bitmap file may be very large.

GIF pictures are useful if you want to use the image on a web page. It is a compressed format supporting a maximum of 256 colors.

TIFF pictures are similar to bitmaps but they are compressed and are highly portable. This is probably the best option if you are exporting high-resolution images for publishing. At high resolutions

TIFF file sizes can be up to 50 times smaller than the corresponding bitmap files. TIFFs are exported with a minimum of 16 colors.

EPS (Encapsulated Postscript)

EPS is preferred by some publishers and is probably the best format for exporting for use on a Macintosh computer, especially with QuarkXpress. EPS file can be resized in other programs without loss of quality. You cannot export grids containing pictures to EPS.

Crossword Compiler automatically selects a PostScript font similar to the one you have selected as the grid font. You can however select from a range of fonts in the **Font** combo box, or type in the name of a different font (advanced users only).

If the **Include TIFF preview** box is checked the file will include an embedded color bitmap which you can then view on screen as a placeholder for the PostScript that will be used when the file is ultimately printed. The disadvantage of including a preview is that it will make the file size a little larger.

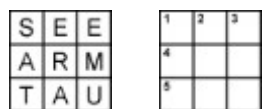
Comparison

Here is a table comparing the different picture formats, the color depths available, the typical files sizes, and their suitability for different purposes. The file size examples are for a black and white grid with antialiasing. File sizes for the compressed formats (GIF and TIFF) will increase significantly if there are more colors or the grid contains pictures.

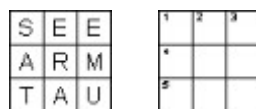
Format	Colors	Typical file size (KB)	Screen	Mac Publishing	Windows Publishing
Metafile		5	Option	Maybe	Yes
Bitmap	2	20	Yes	OK	Yes
	16	75			
	256	150			
	16 million	450			
GIF	<=256	6	Yes (Web)	No	No
TIFF 75 DPI	>=16	7	Yes	Yes	Yes
TIFF 300 DPI		53	(not Web)		
EPS		4	No	Yes	Yes
With Preview		12			

To see the effect of anti-aliasing compare these:

With Anti-aliasing



Without anti-aliasing



The ones with anti-aliasing look as though they have thicker lines and letters. That is because it looks

more exactly in proportion to the settings set under grid properties than the other image. With no anti-aliasing the lines are restricted to being an exact number of pixels wide. You can also see that anti-aliasing has made the small numbers clearer, especially the 4. However there is little point in using anti-aliasing if you are exporting at the highest resolution your printer can support. It is mostly useful for low-resolution images that will be viewed on screen.

Creating Java Crosswords

Select the Java tab in the Export window (on the **File** menu) to export puzzles to be solved interactively on a web page. You can also use the Web page export option on the **File** menu to quickly generate a web page using the default options.

Crossword Compiler comes with a little program, called a *Java applet*, that you can use on your web pages so that people can solve puzzles interactively. They can type letters into the grid and click on squares to highlight the corresponding clue. The Java export feature produces a web page that will use the Java applet.

The Java export feature produces a web page file and a puzzle file. These must be uploaded to the same folder on your web site. In addition you also need to upload the applet files. You only need to do this once since all your puzzles can use the same applet files on your web site. You can find the files in the **Crossword Compiler/Puzzles/Java** folder. The **ccjava.zip** and all the **.class** file should be copied to the same folder on your web site. This can either be the same folder as you copy the web page to, or the folder specified in the applet's **Codebase** setting (see Java Applet Properties).

There are various options on the Java export tab. To start with you can probably leave them all unchanged.

Interactive clues

Select this option to automatically show the corresponding clue when the solver clicks on a square in the grid, or to highlight the correct slot in the grid when the solver clicks on a clue in the clue list. Select **Text Clues** if you just want to have static clues – they will be in HTML according to the settings on the web page export tab.

Buttons

The applet can display various buttons giving the solver some extra options. Select which buttons you want to be available. The **Reveal** button is a cheat button to show the answer to the current clue. The **Check** button will delete any letters the solver has put in the grid that are incorrect. The **Submit** button will submit the solver's solution, and the **Save** button will save the solver's current progress. The **Revert** button makes the puzzle revert to the state when it was last saved (usually completely blank). The **Solution** button shows the solution.

The **Save** and **Submit** buttons require advanced additional work by the web site manager: you must supply a CGI script to handle the save or submission data. Set the CGI script URL under the **Applet Options**.

If you do not show any of the **Reveal**, **Check**, or **Solution** buttons the Java puzzle file will not contain solution information, and will therefore be secure for a prize crossword.

Numbers visible in grid

If this is selected the grid will be numbered as usual. If you have a large grid with a small square size the numbers may be hard to read or look messy, in which case you can deselect this option to hide the numbers. With interactive clues the numbers are redundant anyway since the user can find out immediately which clue belongs to which word slot.

Square size

Change the size of each grid square in pixels. This also indirectly affects the width and height of the grid,

so ensure that the square size isn't so big that the whole grid won't be visible on the web page.

Clue font size

Change the size of the font used to display the interactive clues.

Solution link

Include a link to GIF picture of the solution.

Numbered solution link

Include a link to a GIF picture of the numbered solution.

HTML Template

Change this setting to use different templates for the web page that is produced. See the [HTML Templates](#) topic for how to create your own templates.

Applet options

Click this button to customize various aspects of the Java applet. See the [Java Applet Properties](#) topic for more information.

Java Applet Properties

Click the **Applet options** button on the Java tab of the Export window to customize the way the Java applet works.

Clue Layout

You can have the clues either to the left, right or below the grid.

Clue Font

Choose SanSerif or Times Roman. Exactly how the font will look will depend on which system the puzzle is being solved on.

Clue View

Set the Width (or height if the clue layout is set to Below grid) of the clue display. You should ensure that the longest clue easily fits in the clue view window, and that the clue view width isn't so large that it won't all be visible in the web page. Set the grid-clue gutter to determine the space between the grid and the clues, and between the clue views. Measurements are in pixels.

Show bar separators in collocations

Select this option to put a thick line between squares where there is a space in the solution. For example if a word was "top hat", this option would put a thick line between the "p" and the "h". You must have the word formats set correctly for this to work, and the setting is ignored if the puzzle you are exporting contains bars.

Codebase

This gives the location of the Java applet .zip and .class files. If these are not in the same folder as the .html file you need to change the codebase setting, otherwise it can be left blank. Note that the applet files must be on the same server as the web page.

Save URL (Advanced users only)

The URL of the cgi script to run when the Save button is clicked in the Java applet. The cgi script will be passed a string representing the letters in the grid, with hyphens for blank letters. This string can then be used as the PROGRESS parameter for the applet to restore the solver's progress. It is up to the CGI script to manage how the saving process actually works. The URL should include the ? character.

Example: For a script called "saveme.cgi" at "http://www.x-word.com/cgi-bin" folder the Save URL would be "http://www.x-word.com/cgi-bin/saveme.cgi?".

The Save URL is stored in the HTML file in the Applet's "SAVE" parameter. It can thus be generated dynamically if required. Note that the Save URL must be on the same server as the .html file otherwise you may get a Java security violation.

Submit URL (Advanced users only)

The URL of the script to invoke when the solver presses the submit button. As for the save button the page is passed a string representation of the letters in the grid. The Submit URL is stored in the HTML file in the Applet's "SUBMIT" parameter.

Colors

You can change the colors used in the applet. Be careful using custom colors since these may not be available on the solver's system.

Completion Message

This message appears when the solver has filled in the last blank square of the grid. It can contain several lines.

Button Captions

You can change the captions of the various buttons that the Java applet can show. This is useful if you want to change the captions to another language. You may also wish to change the English captions. For example, if you don't implement the Save button, the Revert button may be better given the caption "Clear".

Lock Grid

Select the **Lock Grid** menu item on the **Grid** menu to prevent accidental changes to the grid once you have finished it. To enable editing again just deselect the Lock Grid menu item.

Web page export

Select **Web page export** from the **File** menu to export your puzzle to a web page. This command will export a page using default settings. For complete control over the export process use the options under Export instead.

Crossword Compiler can export two kinds of web page. The first kind will have an interactively solvable grid where the solver can type answers into the grid on the web page. Clicking on a square in the grid will highlight the corresponding clue in the list of clues to the side. The second kind of export simply shows a picture of the grid with the clues listed beneath. Most web browsers can show interactive puzzles, but some browsers cannot, usually if they have Java disabled. (The interactive puzzle works by running a little program called a Java applet. Users can opt to disable these applets in their web browser). Choose which kind of export you want to use.

You will then be prompted for a file name to export the puzzle to. If you are exporting an interactive puzzle you should probably export to the suggested folder which contains the necessary files for the applet to work.

When the export is complete you will be shown a list of the files produced, and given the opportunity to view the page in your browser.

For more details on Java and web page export see the Export topic.

Adding to a grid library

Select **Add to grid library** from the **Grid library** submenu of the **Grid** menu to add the current grid pattern to a grid library.

Just select the grid library you want to add the pattern to, type in a name for the pattern if you don't want to use the default name, and press **Add**. If you want to add the pattern to a new library click the **New** button, type in a name for the new library, and then add as before.

You can then use your grid pattern when you make a new crossword or by selecting **Use grid library** from the **Grid** menu. You can also delete a grid library or rename a grid pattern by using the Use grid library window.

Using a pattern in a grid library

Select **Use grid library** from the **Grid Library** submenu of the **Grid** menu to use a pattern from a grid library with the current crossword. This way you can use previously designed grids rather than editing the pattern of squares by hand.

Click on the grid library you want to use at the top of the window and then select one of the available patterns. If no patterns are listed then there are no available patterns for your current grid size. When you select a pattern it will display in the crossword. Click **OK** when you have selected the one you want to use.

If you cannot see all the grid behind the use pattern window you can click on the Minimize button at the top right of the window to minimize the window so that you can see all of the grid.

You can delete or rename a pattern from the library by selecting an item from the right-click popup menu. You can also delete an entire grid library by selecting it and pressing Delete (but you cannot delete any of the supplied standard grid libraries).

Extracting grid patterns from files

Select **Add patterns from files** from the **Grid Library** submenu of the **Grid** menu to add all the grids from a batch of files to a grid library.

Select the files you want to extract grid patterns from. Then select the library to add the patterns to and enter a **Grid pattern name**. You can use the placeholders **%W** for the number of word slots, **%B** for the number of blocks, **%C** for the number of letter squares in the grid, **%N** for the number of the grid added (i.e. 1,2,3... up to the number of grids you add), **%L** for a word count of the three longest word slots, **%Ln** for a words count of the **n** longest word slots and **%Xn** for the count of words of length **n**. Click on **Add** and you will be asked whether you want to suppress duplicate grids. The program will then open each file in turn and add each grid to the grid library that you selected.

Deleting bars

Select **Delete all bars** from the **Grid** menu to delete all the bars in a puzzle.

Bars are thick black lines between squares that can be used to delimit words instead of blocks (black squares).

Merging grid libraries

Select **Merge grid libraries** from the **Grid Library** submenu of the **Grid** menu to add the grid patterns in one grid library to another grid library.

Select a target library to merge other libraries into from the list of libraries at the top of the window. Then from the bottom list of available libraries select the libraries you want to add. Click on **Add** to add the libraries selected at the bottom to the library selected at the top.

To select more than one library to add hold down the Ctrl key and click with the mouse.

Importing clues

Select **Import clues** from the **Clue** menu to insert clues from a plain text file. You should have the grid completed before using this feature. If you want to import a plain text file including grid data use **Open** on the **File** menu.

The import expects the file to contain across clues followed by down clues. There may be a clue heading, and clue numbering is ignored if it is present.

When the import is complete the **Review Clues** window is opened so you can check that everything imported correctly.

Delete all clues

Select **Delete all clues** from the **Clue** menu to delete all the clues in the current crossword. This can be useful if you want to create two crosswords with the same grid but a different set of clues.

Theme Lists

Theme lists are fairly small collections of themed words that can be used for creating vocabulary puzzles or as a theme when you fill the grid. Theme lists are stored in a plain text format, and should not usually contain more than a few thousand words at most. Crossword Compiler is supplied with a variety of theme lists that you can use. You can also create your own using the vocabulary puzzle feature, or by converting a main Word List.

The main Word Lists are larger collections of words, can be of any size, and also have a score associated with each word.

Theme Lists are stored in your Crossword Compiler **Word Lists/Themes** folder.

Hint messages

Crossword Compiler will produce hint messages for some features to help you the first few times you use them. You can skip the hint message in future by clicking the **Don't show me this again** button. There are also a couple of similar options for skipping steps under [New Crossword](#).

You can re-enable all the hints that you've skipped by selecting **Re-enable all hint messages** from the **Options** menu.

Starting a new crossword

You can start a new crossword by selecting **New** from the **File** menu or clicking on the icon on the toolbar. The New Crossword window will also appear when you start the program.

Click on the button corresponding to the type of puzzle you want to make. You can also click on one of templates and press the **Other template** button to create other types of puzzles.

The options are:

<u>Cryptic or quick</u>	Standard non-American puzzle.
<u>American</u>	Standard American puzzle
<u>Freeform/vocabulary</u>	Non-symmetric puzzle using themed words. You can generate these automatically from a short list of words.
<u>Shape</u>	Puzzle with a non-rectangular outline. You can fill the shape with words from a short list.

Other templates supplied are

<u>Barred</u>	Words are separated by thick lines rather than black squares.
<u>Clues in squares</u>	Short clues are written directly into squares in the grid.
<u>Coded</u>	Each square has a number corresponding to the letter, crack the letter code to solve the puzzle.
<u>French Style</u>	Squares are numbered down the side and clues numbered by column and row.

If you want to re-open an existing puzzle click the **Recent files** button and select one, or click on the **Open existing file** button. If you don't want the New Crossword window to show when you start the program uncheck the **Show at startup** box.

Coded crosswords

20	9	21	17	25
	10	19	20	12
21	19	17	26	24
20	9	24	10	
10	25	9	17	10

Select the **Coded** template in the **New Crossword** window to make one of these. Each letter in the grid is assigned a different number. The idea is to fill in the grid just from the pattern of numbers. There are no clues.

Make a hint letter visible in the puzzle by selecting a square and changing the item under square properties.

Code grids show the code solution and are generated automatically by Crossword Compiler and look like this:

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26
			A	H	O	C	E	T	S	P	U	R

See also:

[Using a grid library grid pattern](#)

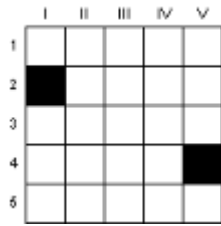
[Editing the grid](#)

[Automatic grid filling](#)

[Grid Properties](#)

[Square properties.](#)

French style crosswords



Select the **French Style** template in the **New Crossword** window to make one of these.

Individual squares are not numbered. Clues are numbered by their position in the grid. If there is more than one clue on a given row or column then the clues are juxtaposed under the same number.

Across

- 1 Aged
- 2 Some
- 3 Vase
- 4 Utilize

Down

- II Burden
- III Greek harp

See also:

[Using a grid library grid pattern](#)

[Editing the grid](#)

[Automatic grid filling](#)

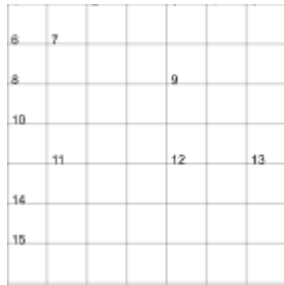
[Finding words to fit](#)

[Writing Clues](#)

[Grid Properties](#)

[Clue Properties](#)

Standard crosswords



Across

- 1 Aged (3)
- 3 Some (3)
- 4 Vase (3)
- 5 Utilize (3)

Down

- 1 Burden (4)
- 2 Greek harp (4)

Click on the **Cryptic or quick** or **American** button in the **New Crossword** window to make one of these.

After you have chosen a size for the grid select a grid pattern to use. Alternatively click on **Design grid myself** to make a new grid pattern.

If you design the grid yourself you can insert blocks (black squares) by double clicking or pressing the spacebar. Once you've put the blocks where you want them you can fill the grid using AutoFill, fill the grid semi-automatically using AutoFind or type words in yourself.

Cryptic or quick puzzles usually have the word length in brackets after the clue, **American** puzzles do not. Change the setting under Clue Properties.

See also:

[Using a grid library grid pattern](#)

[Editing the grid](#)

[Automatic grid filling](#)

[Finding words to fit](#)

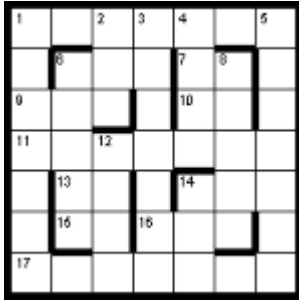
[Writing Clues](#)

[Grid Properties](#)

[Clue Properties](#)

[Advanced puzzle types](#)

Barred crosswords



Select the **Barred** template in the **New Crossword** window to make one of these. After you have chosen a size for the grid select a [grid pattern](#) in the grid library or click **Design grid myself** to make a new grid pattern.

Bars instead of blocks separate words. If you design the grid yourself insert bars by pressing Alt+Cursor keys, or double clicking on a line with the mouse.

Barred puzzles usually have a thick border, set under [Grid Properties](#).

See also:

[Using a grid library pattern](#)

[Editing the grid](#)

[Automatic grid filling](#)

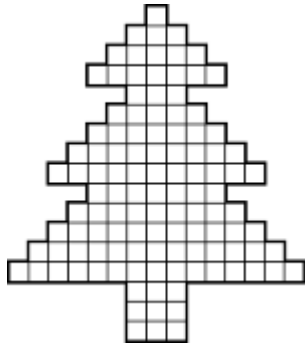
[Finding words to fit](#)

[Writing Clues](#)

[Grid Properties](#)

[Clue Properties](#)

Shape puzzles



Click on the **Shape** button in the **New Crossword** window to make one of these.

You can either select one of the shapes in the supplied grid library, like the one on the left, or click **Design new shape** to make your own.

Use the **Create vocabulary puzzle** feature to fill in the shape automatically with words from a short list. Alternatively you can edit the grid yourself.

To design a shape yourself remove the grid lines from squares by pressing **Ctrl+Delete** or using **Remove Blanks**. Shape puzzles usually have a thick border, but you can change this under **Grid Properties**. You may like to change the colors of the grid lines or individual squares. To do this change the settings under **Grid Properties** or **Square properties**. If the puzzle shape you are making is symmetric you can change the **grid symmetry** setting appropriately.

See also:

[Editing the grid](#)

[Creating a vocabulary puzzle](#)

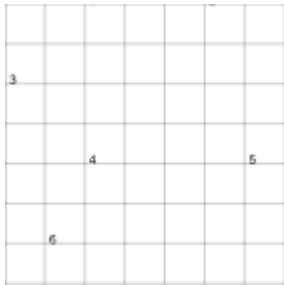
[Writing Clues](#)

[Grid Properties](#)

[Square properties](#)

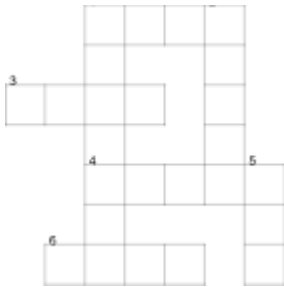
[Clue Properties](#)

Freeform/vocabulary puzzles



Click on the **Freeform/vocabulary** button in the **New Crossword** window to make one of these. Once you have chosen a size for the grid you can use the Create vocabulary puzzle feature to automatically generate the puzzle from a list of words.

Freeform puzzles can be in either of the forms shown on the left. Change the option in the **Create vocabulary puzzle** window to make an outline puzzle rather than filling around words with black squares.



See also:

[Creating a vocabulary puzzle](#)
[Writing Clues](#)

[Grid Properties](#)
[Clue Properties](#)

Clues in squares puzzles

<u>Cosy</u> Part of leg	▼	<u>Genetic quantum</u> Go wrong	▼
▶		▼	
<u>Pot</u> Demon	▶		
▶			

Select the **Clues in squares** template in the **New Crossword** window to make one of these. Clues are not written separately, but short clues are written into 'clue squares', which have arrows pointing to the clued word.

Double-click to insert a clue square, and press the edit button to bring up the clue square editor.

See also:

[Editing the grid](#)
[The clue square editor](#).

[Grid Properties](#)

Using a grid pattern

Once you have selected the type of puzzle you want to make in the [New Crossword](#) window and you have chosen a size for the puzzle, you can then select a grid pattern from a grid library. Which grid library you use will depend on what type of puzzle you want to make.

To use one of the grid patterns just click on the pattern name and you will be able to view the pattern. You can select a different **Grid library** if you want to. Click the **Use pre-designed grid** to use the pattern you have selected. If you selected the **cryptic or quick** style you will also be given the option to fill in a basic pattern of [alternating blocks](#).

If you use one of the patterns from the grid library you will then be asked how you want to enter words into the grid. You can select to enter them by hand, automatically using [AutoFill](#), or with custom settings using [Fill Grid](#).

Copying and filtering Word Lists

To make a copy of a word list select a word list and click on **Duplicate/filter list** on the Word List Manager's **Word List** menu. Then type in a name for the copy of the word list.

If you want the copy to contain only words of a particular score, click the **Include only words with scores of:** check box and select the scores you want to include.

The Duplicate/filter list window is also a handy way of viewing the number of words with each word score.

Copying lists is often useful. For instance you might want to generate a list of all the words that are in list A but not in list B. To do that you'd first create a copy of A, called C say, and then remove the words in list B from C. The list C would then contain the words in A but not in B.

What's new in version 5?

Designing/using grids

New Crossword window completely re-designed
Grid Libraries (see using a grid library).
Grid libraries supplied for cryptic/quick, American, Barred and Shape puzzles
Any shape can now have a thick border (under Grid Properties)
Lock Grid feature to prevent accidental changes to completed grids.
Paste a word at cursor position (**Ctrl+Shift+V**)
Delete all bars on the **Grid** menu.

Grid Filling

Much improved grid filling algorithm
New menu of options on completion of fill
Generate several fills and easily view the differences
View the words used by the fill
Re-start a fill from the beginning mid-process
Use a theme from a plain text Theme List.

The professional grid filler (optional)

The world's most powerful grid filling engine
Grid filling with manual word selection.
New advanced filling options

Creating vocabulary puzzles

New Theme Lists supplied for filling (you can also make your own).
Create puzzles directly from a list of words and clues
Create in non-rectangular shapes
Fill around words and patterns already in the grid

Clue editing

Review/Edit clues button on Toolbar.
New lookup lists
Select part of the word or clue to be looked up in a dictionary
Use up/down cursors to move between clues in the Review/edit clues window
Import clues from a plain text file.
Delete all clues

Web publishing

Web page export
Java Applet for interactive puzzles
Export web pages from templates
Export HTML for use with web authoring programs

Exporting puzzles

Encapsulated Postscript with TIFF preview
High-resolution bitmaps (BMP and TIFF)

Metafiles for display on screen
Anti-aliasing for better low-resolution export
Plain text with answers
Copy to clipboard now copies multiple formats
Better color management and color export options
Automatic conversion of formatted clues to plain formats

The Word List Manager

Duplicate/filter lists
Improved for multi-language use
Import and export plain text lists with scores
Various speed improvements

Miscellaneous

Define and use custom colors
Improved AutoFind with intersection checking
Open plain text puzzles
Hint messages (removed for ever at a single click) for the first-time user
Various minor changes and bug fixes
Clue Properties option to include format only if word is a compound
Change the font for showing word lists under Preferences

New since version 4.0

Create freeform vocabulary puzzles from a list of words
More powerful word finding
Spell-check clues in Review/edit window
Export GIF pictures
Word statistics and check for similar words
Option to print solution on a separate page
Export and open Across, Crossdown and Crossword Maestro puzzles
Paste plain text (**Shift+Ctrl+V**) in the clue editor
Sequential codes (as well as random) for coded puzzles
Multiple headers
Autofind with intersection checking
Clue printout options under Clue Properties

