



[Introduction](#) [Menus](#) [Adding Players](#)

[Game Options](#) [Import Words](#) [Q & A](#)

Introduction

No capital punishment here, this is a kinder and gentler hangman. Instead of lynching some poor stick-man the idea is to guess what the word is before all of the apples fall from the apple tree.

To start the first round click on the button marked "New". A word will be randomly selected and a small line will be shown to represent each letter in the word. You click on the different letters of the alphabet to try to guess the word.

If the letter you pick is one of the letters in the word that letter will be displayed. If the letter that you pick is not part of the word an apple will fall from the tree. You can click on the button labeled "View" at anytime to view the word. You can click on the button labeled "New" at anytime get a new word.

The shareware version has 150 words to select from. The registered version has over 39,000 words plus the ability to easily create custom word lists from any text file.

The game will also keep track of statistics for multiple players. You can see the number of words you've attempted, the number you've guessed correctly, the average time to guess each word, and more.

Import Words

To create a custom word list first select "Import Words" from the File menu. There are two steps to creating custom word lists.

Step One

In step one you will select an ASCII text file from which to extract words. ASCII text files are plain text files with no formatting. Any file that can be opened in the Windows Notepad is an ASCII text file. The file you chose will not be altered in any way.

After you select the file the program will automatically go through the file one word at a time and sort the words by length and get rid of any words with numbers, dates, hyphens, apostrophes, or any other punctuation. Finally, the words will be checked one more time to get rid of any duplicates.

When this process is finished you will have three new files called CUSTOM6.TXT, CUSTOM12.TXT and CUSTOM20.TXT. You can open these files in a text editor like the Windows Notepad to view or edit them. At this point you may want to delete any words you don't want or to add any words you would like in the file.

Step Two

Step two takes the three files created in step one and turns them into the Custom Word lists to be used with The Apple Tree. Once this step is complete you can select the Use Custom Word List from the Options Dialog box so that any words displayed will come from the new custom word lists you create.

Question & Answer

Q. What do I get when I register The Apple Tree?

A. When you register The Apple Tree you receive the latest version of The Apple Tree along with three new word lists with over 39,000 words (The shareware version has only 150 words). The registered version also allows you to use the custom word list you create there by giving almost an unlimited number of words.

The registered version of The Apple Tree skips the initial screen with the ordering buttons and does not show the 'nag' screen at the end of the game.

Q. How can I register The Apple Tree?

A. It could not be simpler. You can register The Apple Tree in one of three ways.

1) Cash, Check or Money Order

When the program first starts click on the Cash Order button and fill out and print the order form. Mail the order form and the amount due in the form of Cash, Check or Money order to:

Greg DeBacker
140 Bay St., #7
Santa Cruz, CA
95060

Send US dollars or checks drawn on US banks only.

2) CompuServe's Shareware Registration Forum

If you are a member of CompuServe you can use their Shareware Registration forum to register the software. GO SWREG to get to the forum. Once there follow the on screen instructions. Use ID 11746

3) Credit Card Orders

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling 800-242-4775, Ext 14682 or 713-524-6394, Ext. 14682. Order by FAX to 713-524-6398. You can also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

Order Product Number 14682

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY. THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Any questions about the status of the shipment of the order,

refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to:

Greg DeBacker
140 Bay St., #7
Santa Cruz, CA
95060
Internet: 71042.36@compuserve.com

To insure that you get the latest version, PsL will notify me the day of your order and I will ship the product directly to you.

Q. How much does it cost to register The Apple Tree?

A. Depending upon your point of view the game costs almost nothing. The actual price is **\$19.50**, plus **\$4.00** shipping and handling.

Q. What language is The Apple Tree written in?

A. The Apple Tree is written in *Visual Basic 3.0.

Q. I had to get a copy of VBRUN300.DLL in order to run The Apple Tree. What is this file?

A. VBRUN300.DLL is the run-time version of Visual Basic. It is needed to run all programs written in Visual Basic 3.0. VB stands for Visual Basic; RUN stands for run-time; 300 represents the version number; and DLL stands for Dynamic Link Library.

Q. I know my sound card is configured correctly because it works with other Windows programs, but it only works some of the time with The Apple Tree. What's wrong?

A. If The Apple Tree encounters any problems with WAV files while you are playing a game it simply stops trying to play them. Go to the WAV section of the Game Options dialog box and test each WAV file you are using one at time. If there is a problem with the WAV file the Test button will tell you there is a problem.

Q. How can I make The Apple Tree play faster?

A. I've noticed that the number of colors your video driver is displaying has the most effect on the speed of the game. The Apple Tree will run best at 16 or 256 colors.

All applications use Systems Resources (different from memory). To see how much Free Systems Resources you have select "About..." from the Help menu of The Apple Tree's main window. At the bottom of the About window you will see something like the following:

Mode: Enhanced
Free Memory: 22696 kb
Free User Resources: 83%
Free GDI Resources: 59%

The last two, User and GDI Resources are the important ones here, The Apple Tree runs best if they are at about 80% and 60%, respectively. If they are well below these values try closing any other applications that are currently running to free up Systems Resources. Of course, the more memory you have the better.

Q. Can I get a copy of the source code for The Apple Tree?

A. No, I'm sorry, I don't give away the source code, but for a price....

Q. What are the files APPLE.INI and APPLE.INF for?

A. APPLE.INI stores the option settings for all the users so that every time a user starts a game the same options (e.g. Sound, Color, Speed ect) will be set as they were the last time they played.

APPLE.INF stores all the information about the players. This is where the statistics numbers are kept. Also, when you have registered, this is where registration information is kept.

If the APPLE.INF file becomes corrupted and needs to be deleted it will be recreated the next time you play. If this happens, though, you will lose all the statistics numbers and you will need to supply your registration number the first time you play the game after it has been deleted.

Q. Where do I write to if I have comments about the game?

A. You can write to me at the same address you send your registration fee listed in the first question, or you can E-Mail me at:

CompuServe # 71042,36

Internet # 71042.36@compuserve.com

World Wide Web <http://ourworld.compuserve.com/homepages/gregdebacker>

I encourage your comments, suggestions, and complaints. Also, be sure to visit the web page for other Windswept Software titles.

* Visual Basic and Windows are a trade marks of Microsoft Corporation.

Player's Options

Access all the options by selecting "Game Options..." from the Options menu.

Player's Options is where you add player's name to the game so their progress can be tracked.

Player List	A list of the available Player's names from which you can chose.
New Player's Name	Here you can type in a name, and then click on "Add" to add your name to the list.
Add Button	Adds the name you typed into the text box to the list
Remove Button	Removes the name selected in the list from the list.
Apply Button	Sets the name selected in the Player list as the current player.

The "Player" selection which appears in the list the first time you start the game can not be removed.

Game Options

Access all the options by selecting "Options..." from the Options menu.

Below is a description of the Game Options available to you.

Word List - Determines which word list will be used.

4 - 6 Letters	Only words with 4 to 6 letters will be used.
7 - 12 Letters	Only words with 7 to 12 letters will be used.
13 - 20 Letters	Only words with 13 to 20 letters will be used.
Random Number Of Letters	Any word from the three lists can be used.

Use Custom Word List - The custom word list you create will be used when checked.

Misses Allowed - Determines the number of apples in the tree.

Timer - Determines what type of timer is displayed. The time spent on each word is still tracked whether or not the timer is displayed.

Time Limit - Used to set a time limit on yourself for each word. Move the slider all the way to the right for unlimited time.

Play WAV Files - WAV files will be played when checked.

Show Word At End Of Game - The word will automatically be displayed when all of the apples have fallen or when the timer is up when checked. If it is not checked you will need to click View to see the word.

3D Look - Gives the game a 3D look when checked.

Colored Balls - Displays a random number of colored balls in the background when checked.

Color - At the bottom is a sample picture of the screen. To change the color of the background click anywhere on this picture. A color dialog box will open and you can select a new color.

Wav Files - Allows you to change or clear the WAV files that are played.

To change a WAV file for one of the three events select that event and click on the "Change" button. A File-Open dialog box will open so can select a new files. Once you have found the specific WAV file you wish to attach to an event click on the OK button.

To clear a WAV file from an event so that no sound is played select that event and click on the "Clear" button.

You can test a WAV file by selecting the event and then clicking on the "Test" button. If for some reason the WAV files are not playing during the play of the game, and you know that your sound card is set up correctly, the "Test" button will tell you if any errors were encountered while it was trying to play the WAV file.

Any errors encountered playing WAV files during the play of the game will be ignored and no error messages will be displayed. The WAV files will simply no longer play until you have fixed the problem or removed the offending WAV file.

Menus

File

- Import Words** Opens the dialog box that allows you to create a custom word list from any text file.
- Exit** Exit The Apple Tree.

Options

- Statistics** Opens the statistics window.
- Game Options** Displays the Options window.

Help

- Help Topics** Open this Help file.
- About** View the About Box for information about version number and system's resources.

Graphical Device Interface: Used under Windows to create, track and remove graphics.

Creates, tracks, and removes windows and their properties.

