

**01234567abcde8-1**

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**COLLABORATORS**

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# Chapter 1

## 01234567abcde8-1

### 1.1 WordHunt Help

WordHunt 1.2 Manual Main Page =====

Introduction

Author

Menus

Windows

ToolTypes

CLI~Usage

### 1.2 Introduction

Introduction to WordHunt =====

What the program does:

WordHunt is a program that lets you create, play, and print word puzzle games like those found in popular "Word Search" books. This kind of puzzle has a given set of words hidden within a rectangular grid of random letters.

The program lets you define the size of the puzzle, the font for display or printout, and the words to hide away in the matrix. The words are right before your eyes, but finding them can be a challenge and will test your pattern recognition skills. Use the built-in timer to see how long it takes you to find all the words.

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To highlight a word that you find simply click on the first or last character of any word from the word list and, while depressing the left mouse button, drag the mouse over the entire word. When you release the button the program will see if you found a valid word and will highlight it for you.

The program will accept words from terms or phrases that you type in a window, copy from the clipboard, or load from files you make in your word processor or editor. WordHunt will read any Amiga file-- even program code files-- and will extract the printable words it finds and then tuck them away in the puzzle grid for you or your friends to find. You can even make puzzles with foreign language alphabets or numeric digits if you wish. Teachers will find these useful vocabulary teaching aids too.

If you want 'hard copy' of a puzzle, its word list, or its solution, you can 'print' the puzzle to any preferences printer as text or graphics, or print to a file or the clipboard.

#### Main Features of the Program:

- Multi window environment
- OS2.0+/3.0 compliant interface and compatibility. (some features vary slightly when running under different OS versions.)
- Hibernation mode to temporarily remove GUI from screen
- GadTools gadgets and ASL requesters
- CLI or Workbench operation
- Mouse or keyboard gadget and menu control
- Timed play
- Game-in-progress save feature
- Supports speech and sound
- Font sensitive graphical user interface.
- Context sensitive AmigaGuide Help system
- Supports the AmigaDOS MenuHelp feature
- User configurable using Workbench ToolTypes and application preference files
- Public screen support
- Appwindows, Appicon, and Appmenu support (drag and drop)

## 1.3 Author

About WordHunt's Author =====

WordHunt version 1.2 September 1996

WordHunt was written by Robert Dickow, a music professor who likes to hack on computers from time to time as well as on his French horn.

He originally started to program WordHunt as a simple CLI program for his son, who loves word search puzzles. After a short time he added a small graphical user interface, which began to grow and grow until it was a full featured program, complete

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with frills such as sound and speech.

Bob Dickow has released WordHunt free of charge to Amiga users. Although it is FreeWare, it is not in the public domain. Sale of the software may not be made without making a deal with the author, although it may be included freely in public domain/shareware collections that are given away or sold for nominal fees or in network databases for free distribution.

Your comments and suggestions about WordHunt are welcome. You may contact the author at:

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Moscow, ID 83843

Disclaimer: The author can not be responsible for losses that you may incur through the use of the program. Also, I can not guarantee that it is 100% bug free, but it works ok for me.

## 1.4 Menus

WordHunt Menu =====

All of the windows in WordHunt share a common screen menu. There are four menus in the menu bar, as listed below. You can get help on any item in the menu lists by pressing the Help key while the pointer is over a menu item and the menu button (the right mouse button) is down.

The menus:

Project  
Edit  
Settings  
Display

## 1.5 Project

The Project Menu =====

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## New Puzzle

This menu item has three subitems, 'From File...', 'From Clipboard', and 'From UserList'. If you choose the 'From File' subitem, a requester will appear. If there is any data in the UserList the 'From UserList' subitem will be active and will allow you to create a new puzzle from the UserList contents.

Puzzles created with this command will automatically search any file, looking for ASCII text data that will fit in the puzzle, and extract that data and place it in random locations in the puzzle grid.

## Load Saved Puzzle...

If you have previously saved a puzzle that was 'in play', this menu item will let you specify which file you wish to load. The file must have been saved by WordHunt in order to be read using this command.

## Save

You may save the puzzle that is currently in play by selecting this menu item.

If you have not already loaded a previously saved puzzle or have not yet saved a puzzle then a requester will appear asking for a file path name to use to store the puzzle.

If you have previously saved or loaded a saved puzzle then WordHunt will immediately save your puzzle using the path name that was last used and no file requester will appear. If you wish to save to a new file, select the Project, Save As... menu item.

The saved puzzle file will contain the words you have found and the elapsed play time. You can resume play on the saved puzzle at any time.

## Save As...

This menu item allows you to save the puzzle to a file name you specify. Subsequent 'Save' commands will be directed to this file.

## Print/Output...

This menu item will open and close the Printout~window that will let you make settings for what and how you want to print.

Output can be directed to the printer device, a file, or the clipboard.

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The window can be switched with the 'Graphics Menu' or 'ASCII Menu' button to display settings appropriate to the type and format of the data you want to output.

Graphic data cannot be sent to the clipboard in version 1.2 of WordHunt.

### Hibernate

This command will close all the currently open windows and place the

timer  
in pause mode. You can reactivate the program by selecting the program's name in the Workbench Tools menu list, or by double clicking ← on the WordHunt Appicon, if present on the Workbench.

### About...

This command opens the

About~window  
. To close the window, type '?' without the Right Amiga key, or click on the About window's closebox gadget.

### Quit WordHunt

This will stop the execution of the program. You can set a

ToolType  
argument to enable or disable the warning requester that pops ← up when you ask the program to quit.

## 1.6 Edit

The Edit Menu =====

### User List...

This command will open and close the

User~List~window

.  
The User List allows keyboard entry and editing of words or lets you edit the puzzle's word list.

## 1.7 Settings

The Settings Menu =====

### Dimensions....

---

This command will open and close the  
Dimensions~window

The Dimensions window allows controlling the size of  
your puzzles.

#### Random Seed...

This command will open and close the  
Random~Seed~window

The Seed value determines how the puzzle will create  
your puzzles and allows for some control of repeatability  
of the puzzles.

#### Font...

This command will open a Font requester. Choose a font and  
font size that you want to use in the current puzzle, if open,  
and any subsequent puzzles that you create or open.

#### Character Set

This menu item has three subitems: 'English Alphabet',  
'Numeric', and 'Custom'. Only numbers will appear in the  
puzzle if 'Numeric' is chosen, and the program will only  
select numbers from text strings in source files when  
building new puzzles. If you want to make puzzles with other  
character sets, choose 'Custom'. This will set the character  
set to the internal set. You can load in new sets at any  
time.

#### Load Custom...

Use this command to bring up a file requester into which you  
can specify a file to load a new character set. You can make  
your own custom files very easily in your word processor or  
editor by typing in a set of characters. The list should be in  
a single line without spaces, although the loader will process  
almost any file, looking for printable characters and eliminating  
duplicate letters. The list can be of any size. You could make  
puzzles with only the letters 'ABCD' in it, for example. Store  
your custom character sets in the Custom drawer or in a directory  
of your choice.

#### Restore Custom to Default

This will restore the custom character set to the internal default,  
which is the international alphabet included in most fonts.

#### Use ToolTypes?

You may toggle this menu item to control how the program reads the  
icon information when loading new puzzle files. When checked, the  
computer will read the icon

ToolTypes  
to determine such aspects as

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puzzle size (if Force Dimensions is unchecked), custom character set, random number seed, answer key or Word List enabling/disabling, and some other features.

#### Create Icons?

When you save settings or puzzle files the program will make an icon to accompany the file, unless you set this menu item to an unchecked state. You may edit the ToolTypes stored in these icons yourself using the Workbench 'Information' menu command.

#### Force Dimensions

When this item is checked then the current dimensions as shown in the

Dimensions~window  
will override any ToolTypes size settings when the  
next icon is loaded in for a new puzzle.

#### Load Settings...

The Settings files you specify in the file requester will be loaded. Settings files store information on window positioning, menu status, and other aspects of the current state of the program, such as path names and search patterns used in the various load and save requesters.

#### Save Settings As Default

This always saves to the default settings file. Normally this file is found in the same directory as the program, unless you set a ToolType specifying the settings file in the icon that started the program. In this case, the file you specified becomes the default settings file. See

ToolTypes  
for this and other ToolType control  
variables that you may set in the program tool icon.

#### Save Settings As...

To specify a file other than the default settings file in which to store your current settings, choose this menu item. A requester will pop up in which you may specify any path name you wish.

#### Load Default

This command will always load in the default settings file, if present, in the directory from which the program was first run, or from the path specified in the SETTINGS ToolType.

#### Bells & Whistles...

This menu item has two subitems: 'Speech' and 'Sound Effects (if Speech off)'. Speech sets the program to use the Amiga's built in speech system to pronounce any word found in the puzzle when using the mouse. Sound effects may optionally be used instead of the speech feature, if desired.

---

The 'Bells & Whistles' menu commands work in a special way:

If 'English Alphabet' is set as the  
Custom character set

and if 'Speech' is selected in the 'Bells & Whistles' menu item, then the Amiga will speak the word, and the sound effects will not occur, regardless of the current status of the 'Sound Effects (if Speech off)' subitem. If any other character set is chosen, however, speech will not be used and the sound effects will be used if the 'Sound Effects (if Speech off)' item is checked. This feature avoids nonsensical words to be spoken.

If you really do want to have numbers or custom strings spoken, you may force speech for all puzzle types by setting the SPEAKALWAYS  
ToolType

.

## 1.8 Display

The Display Menu =====

Puzzle...

This menu item will open and close the  
Puzzle~window  
. The  
menu item will be disabled if there is no active puzzle.

Answer Key...

This menu item will open and close the  
Answer~Key~window  
,  
unless disabled through a ToolTypes setting. This menu  
item will also be disabled if there is no active puzzle.

Timer...

This menu item will open and close the  
Timer~window  
. The  
Timer lets you keep track of how long it takes to  
solve a puzzle.

Circle Words

There are two ways in which hidden words are revealed. When the 'Circle Words' menu item is checked, any found words will be encircled. Depending on the puzzle's size or the display font, you may prefer to see the alternate display method, which draws lines between letters, which also appear in a contrasting color. This method of display may be less satisfactory, however, in cases where the puzzle's

display font does not have a complete set of glyphs for showing the horizontal, vertical and diagonal paths through the hidden strings.

## AppIcon

When this menu item is checked an AppIcon will appear on the Workbench screen. Deselecting the menu item will remove it from the screen. You may double click on the AppIcon to bring all the WordHunt windows forward and also to bring WordHunt out of Hibernation. You may also drag and drop file icons onto the AppIcon, which will also activate the program and attempt to process the file associated with the icon.

## 1.9 Windows

WordHunt Windows =====

WordHunt~Window

Puzzle~Window

Answer~Window

Dimensions~Window

About~Window

Timer~Window

Random~Seed~Window

UserList~Window

Printout~Window

## 1.10 WordHunt Window

WordHunt Window =====

The WordHunt Window is the main window for the program. If you click on the close gadget on this window the program will attempt to quit, just as if you selected the "Quit WordHunt" menu option.

This window shows a ListView gadget that displays all of the words contained in the puzzle. It has two display modes, depending on the state of the 'Display' switch gadget. The list can show the words still to be found in the puzzle or the list of words

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currently found by the user. Click on the 'Display' gadget to view the other list. The number of words in the displayed list is shown to the right of the Display button. The total number of words in the puzzle is displayed in a text gadget in the lower left corner of the window.

If you click on a word in the 'Remaining' words display listview gadget, the word will be highlighted in the puzzle window, and that word will be added to the 'Found' words list. This 'cheat' function can be disabled by setting the WORDLIST flag in the DISABLE

ToolType  
parameter.

The Restart button will set the puzzle window and the list contents to the same state as a brand new puzzle. The timer will be reset automatically and switch to running condition.

The WordHunt window is an 'appwindow'. If you drag a file icon over the window and release the mouse button, the program will attempt to read and process the file associated with the icon. If the icon belongs to a 'prefs' file, the program will load the prefs file as if the "Settings... Load Settings" menu item had been chosen. If the icon belongs to a 'saved puzzle,' the program will load the saved game.

The

Puzzle~window

is an appwindow and functions the same way  
as the WordHunt window when an icon is dragged and dropped into it.

You can bring the WordHunt window to the front of the other windows on the display by pressing the Esc (Escape) key on the keyboard.

## 1.11 Puzzle Window

Puzzle Window =====

The Puzzle window displays the puzzle and any words the user has found. Words may be hidden in any direction-- horizontal, vertical, or diagonal. Letters of words may be in forward or reverse order.

To tell the program where you have found one of the words, click on the first or last character of the word and, while depressing the left mouse button, drag the mouse over the entire word. When you release the button the program will see if you found a word from its hidden

word~list  
and will

highlight the word on the display.

The font used in the puzzle can be set using the

Font  
menu item

in the

---

## Settings~Menu

.

If you have changed your puzzle display font to a larger size after creating the puzzle, the window may be too large to display all of the puzzle. Such puzzles will still print out to devices other than the video display. To see all of the puzzle, just switch to a smaller font size.

The Puzzle window is an 'appwindow'. If you drag a file icon over the window and release the mouse button, the program will attempt to read and process the file associated with the icon. Operation of this appwindow is the same as for the main

WordHunt~window

.

## 1.12 Answer Key Window

Answer Key Window =====

The Answer Key window looks like the  
Puzzle

display window, but reveals where the program originally hid ↔  
the words.

These word positions can differ from the words that the user has actually located if there is more than one copy of a word in the puzzle.

If an Answer Key window is open and the user opens a new puzzle, the WordHunt program will automatically close the Answer Key window so as to avoid 'giving away' the answers.

You can prevent the window from opening at any time by setting the KEY flag for the DISABLE

ToolType  
argument.

## 1.13 Dimenions Window

Dimensions Window =====

This window allows you to set the width and height, in characters, for the next puzzle that you create. Two slider gadgets let you set each dimension of the puzzle. The minimum puzzle size in either 'x' or 'y' dimension is 3 characters. The maximum allowable by the gadgets is based on the current puzzle font. After playing with these gadgets you can instantly return to the current puzzle size settings by clicking on the 'current' button. Click on the 'default' button to set the current dimensions to the internal default values, which can be set in a

ToolTypes  
parameter if you wish.

## 1.14 About Window

About Window =====

WordHunt's About window displays title and version information about the program. The size of the current puzzle grid and the attributes of the current font used in the puzzle and answer key windows is also shown.

The opening and closing of this window differs slightly from the keyboard command options for the other windows. To open this window from the keyboard, type Right Amiga + '?'. To close the window, type '?' alone.

For further information about WordHunt, see the  
Introduction  
pages and  
the  
Author  
pages in this AmigaGuide help file.

## 1.15 Timer Window

Timer Window =====

The timer window shows the elapsed time since starting a game in HH:MM:SS format, where HH is hours, MM is minutes, and SS is seconds. You may pause the timer by clicking on the mutual exclude gadget's 'Pause' button. Clicking the 'Run' button will start the timer from its current displayed time. Clicking on the 'Reset' button will set the timer to 00:00:00 at any time. The timer is restarted automatically if a new puzzle display is shown or if the program is brought out of '  
Hibernation  
'.

The timer is automatically placed in pause mode if the  
Puzzle~window  
is closed, when the program is displaying a requester, or when ↔  
the  
user is playing with the  
menus  
.



## 1.16 Random Seed Window

Random Seed Window =====

The Random Seed Window has two gadgets, one for displaying the random number that the computer uses to create the current puzzle, the other for locking the number so that the computer can not change it on its own (although you may type in a new number any time you wish). If you type a number other than zero in the integer gadget, the next puzzle will use that number as the seed for the random number generator.

The Lock checkbox can be turned on and off from a

ToolTypes  
icon argument

by specifying a random number seed. The number will be frozen and will not change between puzzle generations. If you feed the same source file to a new puzzle of the same

dimensions  
while the seed is

locked, the computer will generate the same puzzle every time. Changing the dimensions or the input file source will create a different puzzle even though the seed will stay the same.

## 1.17 UserList Window

UserList Window =====

The UserList provides a way for the user to enter and edit words for games rather than having to create an external file. By clicking on the 'Copy WordList' button the user can edit the puzzle list, if active. A new puzzle can be made from the UserList, as long as there are words in it. To erase all the data in the listview gadget, click on the 'Clear UserList' button.

To enter or edit words, activate the string gadget by clicking in it or by hitting the tab key. You may also click on a word in the listview gadget and it will be instantly copied into the string gadget ready for editing. To move around the list, use the scroll bar knob or arrows. You may also hit the Backspace key and then use the arrow keys to move through the list. The list will 'wrap around' to the beginning if you scroll beyond the last word, or to the end if you scroll up past the first word in the list.

To delete words, select them in the listview and then hit the Del key. Alternatively, enter the string gadget while the word is selected and then clear it (Right Amiga + X). The word will disappear from the list and you can enter a new word into the string gadget.

You may type single words or entire sentences into the string gadget and they will go into the list. Just keep in mind that if you want to make a puzzle from your entries, you should only use characters that you will have in your specified

character~set

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for the puzzle. The program will also split any strings that include spaces or non-printable characters.

## 1.18 Printout Window

Printout Graphic/Text Window =====

The Print/Output window can display either of two menus: ASCII (text) OPTIONS or GRAPHICS OPTIONS displays. You can set the various buttons and other values to control the nature of the printing. Printing can be sent to the printer, the clipboard, or a file, depending on the choice of item to be output. Click on the 'GRAPHICS MENU' or 'ASCII MENU' in order to call up the alternate set of controls. Here is a full description of each of the gadget sets for each option display:

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ASCII MENU: - - - - -

- Word Columns gadget: This gadget can be set to 'multiple' or 'single'. If 'multiple' is selected, the words lists will be arranged in three columns instead of a single column if 'single' is displayed in the button.
- Output To? gadget: This gadget selects the desired output device for ASCII text when the 'PRINT TEXT' button is clicked. You may select 'Printer', 'File', or 'Clipboard' with this gadget.
- Spacing gadget: This gadget can be set to 'spaces' or 'tabs'. If you are planning to output a puzzle or word list to a file for use in a word processor, for example, you may wish to choose 'tabs' if the font you will be using is proportional. Otherwise vertical alignment of the columns of letters or words will be difficult to achieve. The setting of this gadget controls both text and graphics formatting.
- Item to Print: You may select 'Puzzle', 'Word List', 'Answer Key', or 'User List' with this gadget to specify the object to output when you click the 'PRINT TEXT' button.
- Indent Gadget: Type a number in this gadget and your ASCII output will be offset by that number of characters from the left margin.
- All Caps gadget: If you want the words in the lists to be output entirely in upper case characters rather than the form in which they appear in the listview gadgets, check this gadget. The state of this gadget controls text formatting whenever output is
-

requested in the PRINT/OUTPUT window.

#Copies gadget: The number displayed in this gadget will determine the number of copies to be printed to the printer. If the Clipboard or a File is the current output destination, this number is ignored.

Graphics Menu: If the window is currently displaying ASCII Print Options, this gadget will appear. Click on it to switch to the alternate menu of options.

PRINT TEXT gadget: Click on this gadget to begin printing. If the gadget is ghosted it means there is no data for the currently selected output item.

---

GRAPHIC Print Options: - - - - -

Output To? gadget: This gadget selects the desired output device for graphics or graphics and text when the 'PRINT GRAPHICS' button is clicked. You may select 'Printer' or 'File' for graphics output with this gadget.

Item to Print: You may select 'Puzzle', 'Puzzle + Word List', 'Answer Key', or 'Puzzle + User List' with this gadget to specify the object to output upon clicking the 'PRINT TEXT' button.

Aspect gadget: If this gadget is checked then the printer device will scale the dimensions of the graphics printout in order to maintain an aspect ration close to that shown on the screen. If it unchecked, you can control the proportion of width to height in any way you choose with the %Width and %Height gadgets.

Center gadget: If your printer supports centering commands, checking this button will cause the puzzle or answer keys to be centered between the left and right margins of the page rather than justified left. You can also set centering in the system graphic printing prefs.

%Width/%Height: Set these values (10% minimum) in order to scale your graphics images. 100% for both width and height will fill the page. You may set these values lower in order to leave room for accompanying words lists.

#Copies gadget: The number shown in this gadget will be the number of copies printed to the printer. If 'File' is the currently selected output destination this value will be ignored when doing a graphics printout.

Graphics Menu: If the window is currently displaying ASCII Print Options, you will see this label on the gadget above the 'Print Text' button. Click on the 'GRAPHICS MENU' button to switch to the alternate menu of options.

PRINT IMAGE gadget: Click on this gadget to begin printing. If the

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gadget is ghosted it means there is no data for the currently selected output item or that you have requested an item/output destination combination that is not supported by the program. The program does not currently support graphic output to the clipboard, and only a puzzle or answer key graphic can be output to a file as IFF data.

## 1.19 ToolTypes

Workbench Icon ToolType Arguments =====

ToolTypes are a standard feature of the Amiga Workbench that allow arguments in icons to be passed to a program so as to control aspects of the program's operation. To change a ToolType, select the icon on the Workbench by clicking on it once, then select 'Information' from the Workbench menu. You will see a list of the icon's current ToolTypes and can then edit them or enter new ones. See your AmigaDOS documentation for further information.

WordHunt supports many ToolType arguments, though some only have an effect on the program when it first boots. Other ToolTypes, if included in a text file icon, for example, can control the aspects of a puzzle created from it at any time. If you want the program to read a file but ignore its ToolTypes, uncheck the

```
Use~ToolTypes?
' menu item in the
Settings~Menu
list.
```

Here is a ToolType-by-ToolType description of arguments and their parameters:

The following ToolTypes are meaningful only when the program is initiated:

### CLIPUNIT

This ToolType, followed by a number between 0 - 255, will set the clipboard device unit number that WordHunt will use. Any other programs wanting to read clips from WordHunt must use the same device unit number for the Clipboard. The default is Unit 0.

### QUITWARNING

Specify this with or without parameters to prevent the warning requester from appearing when you attempt to quit the program.

### NEWPUZZWARNING

Specify this with a 'YES' or 'NO' parameter to control the appearance of a warning requester to let you know that you will lose your current puzzle, if present, when creating a new puzzle.

### PUBSCREEN

Use with the name of a Public Screen (or WORKBENCH) to make

WordHunt run on your choice of screen. The AppIcon and AppMenu item will only appear on the Workbench, however.

#### FONT

Specify a font and font size in the format <FONT,SIZE> after this ToolType. The font is the font used to display and print the puzzle and answer key windows.

#### ICONPATH

This should be followed by a path and file name that the program will use to locate the .info file for the AppIcon that you wish the program to use on the Workbench.

#### SETTINGS

Follow this ToolType with the path name of the Settings file you want to use when the program starts. The default is WHSettings.prefs in the same directory that the program is started from.

#### ICON\_X

Follow this with the X position in screen pixels to locate the WordHunt AppIcon.

#### ICON\_Y

Follow this with the Y position in screen pixels to locate the WordHunt AppIcon.

#### WORDFILE

Follow this with the path of any file you wish to be parsed on program bootup. The program will attempt to create a new puzzle and display it. If the computer can not find and hide any words the program will start without an active puzzle.

The following ToolTypes are always read, as long as 'Use ToolTypes' is checked in the Settings Menu:

#### FINALSAY

Follow this ToolType with a string to be spoken (if speech is enabled) When a puzzle is solved.

#### SPEAKALWAYS

This ToolType, with or without parameters, will tell the program to speak any found string, including numbers and foreign words, if the 'Speech' menu item is checked in 'Settings...Bells & Whistles.'

#### DISABLE/ENABLE

These two ToolTypes allow you to specify two parameters, KEY, and WORDLIST, to enable or disable. Disabling the Wordlist prevents the user from revealing words by clicking on words in the  
WordHunt~listview  
gadget. Disabling the  
AnswerKey  
will close it, if open, and prevent it  
from appearing on the screen. If specifying both KEY and WORDLIST, Separate the two with the vertical line character. You should also note that if either feature is disabled when the program is started, the disabled state will be restored after a later ENABLE command.

**CUSTOMFILE**

Follow this ToolType with the path name for a file to be read in as the character set to be used when constructing CUSTOM puzzles.

**CHARACTERSET**

The parameters for this ToolType may be NUMERIC, ENGLISH, or CUSTOM.

**WIDTH**

This argument, when followed by a number, will set the width in characters for the 'current' x dimension

.

**HEIGHT**

This argument, when followed by a number, will set the height in characters for the 'current' y dimension.

**MAXWORDS**

A parameter between 3 and 150 will specify the maximum number of words allowed in any puzzle. The default is 150. In practice even the largest puzzles will not usually contain more than 60-75 words.

**RANDOMSEED**

Specify a number after this ToolType to pre-load the random number generator. This can allow a file to always generate the same puzzle.

**DISPLAYICON**

This ToolType may be specified without parameters in order to tell the program to display the WordHunt AppIcon on the Workbench screen.

**ALPHABETIZE**

This ToolType can cancel the default nature of the program to display a newly created puzzle's word list in ascending ASCII order. A ToolType parameter of 'NO' can make puzzle solving slightly more challenging.

## 1.20 CLI Usage

Using WordHunt from a CLI Shell =====

WordHunt may be started from a CLI shell. If no command line parameters are given then the program will open on the screen just as if you had clicked on the program icon. If you use the appropriate command line arguments, however, the program can output to the CLI or a redirection file, if specified. Other command line arguments can be given to control the size of the puzzle, the random number seed, the material to output, and other features.

There are limitations to this mode of operation. You can only output ASCII text versions of the word list, answer key, and puzzle matrix. You can only use the alphabetic English (default) or the numeric puzzle type option.

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ToolTypes arguments are passed to the program if the current directory is set to the program's directory and a GUI (Graphic User Interface) is requested.

If you include any command line arguments and want to make the program open its graphical interface, you should include the 'GUI' argument on the line.

The command template is as follows:

FROM=FILE/K, SET=SETTINGS/K, P=PUZZLE/S, W=WORDS/S, K=KEY/S, S=SEED/N/K, X=WIDTH/N/K, Y=HEIGHT/N/K, NOGUI/S, GUI/S, N=NUMERIC/S:

- FROM (or FILE) followed by a path name specifies the file to be parsed for the puzzle's words.
- SET (or SETTINGS) followed by a path name specifies the settings file to be used if a GUI is desired. The default is to use the settings file (WHSettings.prefs) in the programs' directory.
- P (or PUZZLE) This flag will cause a puzzle to be included in the CLI output, or, if the GUI flag is set, will be used for the puzzle upon startup.
- K (or KEY) This flag will cause an answer key to be included in the CLI output.
- W (or WORDS) This flag will cause a word list to be included in the CLI output.
- S (or SEED) Will load the random number generator for the first puzzle generated.
- X (or WIDTH) Follow this with the desired width of the puzzle, in characters. If the x dimension is specified in the program icon's ToolTypes and you also specified the GUI option flag, the CLI argument will have no effect.
- Y (or HEIGHT) Follow this with the desired height of the puzzle, in characters. If the y dimension is specified in the program icon's ToolTypes and you also specified the GUI option flag, the CLI argument will also have no effect.
- NOGUI This flag is included for compatibility reasons. It will be overridden by the presence of the GUI flag on the argument line.
- GUI This will cause WordHunt to open up its normal Graphical User Interface (GUI).
- NUMERIC This flag will cause the puzzle to only include numbers in its character set. The specified input file will only be parsed for number strings when this option is set.
-

## 1.21 New Puzzle Menu Item

### New Puzzle Menu Item (Project Menu)

This menu item has three subitems which allow you to load data from three input sources to create new puzzles. You can input data from Files, from the Clipboard, and from the User List.

#### From File (sub item)

WordHunt will parse virtually any type of file. If it finds strings that will fit in the puzzle's current size, which you can set using the

Dimension~window  
, and that contain only printable characters defined by  
the

Custom~character~set  
, the program will create a new puzzle for you.

When loading files from the file requester, any icon associated with that file is ignored. If you want ToolTypes to be read by the program, load the program by dragging the icon onto either the

WordHunt~window  
or the  
Puzzle~window

. When the pointer is over the window, release the button. WordHunt will read the data and try to create a puzzle, but will also use the

ToolType~arguments  
, if any, to define various

characteristics of the puzzle. If the icon belongs to a saved puzzle or to a preferences file, then the file will be processed for these file types. If you really want to load these types of files to use any text strings in them for puzzles, try loading them in from the requester rather than by dragging and dropping their icons.

Remember that the current setting of the  
character~set  
will determine the

kind of character data the program will parse to extract strings. If after attempting to load data for a new puzzle you get a requester warning that no words could be placed in the puzzle, check the character set setting. Select English Alphabet and try making your new puzzle again. If the program still can not find any words, the input may not contain any ASCII data of the right string length.

#### From Clipboard (sub item)

The option will immediately look to see if the clipboard contains any valid text clips and then will try to create a puzzle with that data. You can cut or copy text data from your word processor, a CLI window, or other programs that support the Amiga clipboard. Graphics may be included in such clips, and will be ignored by WordHunt.

#### From User List (sub item)

Select the From User List menu sub item to create a puzzle from the



data in the User List. The User List is the list of text strings that you may enter and edit directly in the  
User~List~window  
.

This menu item will be ghosted if there are currently no data present in the list.

## 1.22 Load Saved Puzzle...

Load Saved Puzzle... Menu Item (Project Menu)

If you want to continue solving a puzzle that you saved previously, choose this menu item. A requester will pop up that you can use to select a file. If the file is not a saved WordHunt puzzle, the program will present a requester allowing you to choose another file or abort the command.

The timer will be updated to reflect the total elapsed time for that puzzle as was saved with the puzzle file. The random number seed used to create the saved puzzle will also appear in the Seed window. The words in the puzzle window will look just as when the file was saved.

## 1.23 Save

Save Menu Item (Project Menu)

You may save the puzzle that is currently in play by selecting this menu item.

If you have not already loaded a previously saved puzzle or have not yet saved a puzzle then a requester will appear asking for a file path name to use to store the puzzle.

If you have previously saved or loaded a saved puzzle then WordHunt will immediately save your puzzle using the path name that was last used and no file requester will appear. If you wish to save to a new file, select the  
Project, Save As...  
menu item.

The saved puzzle file will contain the words you have found and the elapsed play time. You can resume play on the saved puzzle at any time.

## 1.24 Save As...

---

Save As... Menu Item (Project Menu)

This menu item will bring up a save requester, allowing you to specify the directory and file name to save your current puzzle.

When you save your current puzzle, the file will contain the words you have found and the elapsed time. You can resume play on the saved puzzle at any time.

## 1.25 Print/Output

Print/Output... Menu Item (Project Menu)

This menu item will open and close the  
Printout~window  
that will  
let you make settings for what and how you want to print.

This window contains gadgets that you can set to configure the data to print and its format. Puzzles may be output to the printer, the clipboard, or files. Graphic image data may only be output to files or to the printer. A button gadget in the window initiates the output of data.

## 1.26 Hibernate

Hibernate Menu Item (Project Menu)

Selecting Hibernate from the menu will close all currently open WordHunt windows. The program is still in memory, and will retain any current puzzles, window size and positions, and menu settings.

To reactivate the program, double click on the WordHunt  
AppIcon  
, if  
present on the Workbench, or select the WordHunt menu item in the Workbench Tools menu. Dropping a file icon on the AppIcon or selecting the Tools menu item while an icon is selected will also reawaken WordHunt. In this instance WordHunt will also attempt to process the data referenced by the icon associated with the selected icon.

## 1.27 About

About... Menu Item (Project Menu)

This command opens the  
About~window  
. To close the window, type '?'

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without the Right Amiga key, or click on the About window's closebox gadget.

## 1.28 Quit WordHunt

Quit WordHunt Menu Item (Project Menu)

This menu command will close all windows and stop the running of the WordHunt program. A warning requester will pop up asking if you really want to quit, unless this feature is disabled using a

ToolType  
argument

when the program is first started.

Another way to quit WordHunt is by clicking on the

WordHunt~window  
's

closebox gadget in the upper left corner of the window.

## 1.29 User List...

User List... Menu Item (Edit Menu)

This command will open and close the

User~List~window  
.

The User List window allows keyboard entry and editing of words. You may also edit the puzzle's word list as well.

## 1.30 Dimensions...

Dimensions... Menu Item (Settings Menu)

This item will open and close the

Dimensions~window  
.

The Dimensions window allows controlling the size of your puzzles.

## 1.31 Random Seed...

### Random Seed... Menu Item (Settings Menu)

This command will open and close the  
Random~Seed~window

The seed value determines how the puzzle will create your puzzles and allows for some control of repeatability of the puzzles.

## 1.32 Font...

Font... Menu Item (Settings Menu)

This command will open a Font requester. Choose a font and font size that you want to use in the current puzzle, if open, and for subsequent puzzles, their windows, and their graphic output.

## 1.33 Character Set

Character Set Menu Item (Settings Menu)

This menu item has three subitems: 'English Alphabet', 'Numeric', and 'Custom'. Only numbers will appear in the puzzle if 'Numeric' is chosen, and the program will only select numbers from text strings in source files when building new puzzles. If you want to make puzzles with other character sets, choose 'Custom'. This will set the character set to the internal set. You can  
load in new sets  
at any  
time.

## 1.34 Load Custom...

Load Custom... Menu Item (Settings Menu)

Use this command to bring up a file requester into which you can specify a file to define a new character set.

You can make your own custom files very easily in your word processor or editor by typing in any set of characters. The list should be in a single line without spaces, although the loader will process almost any file, looking for printable characters and eliminating duplicate letters. The list can be of any size.

You could, for example, make puzzles with only the letters 'ABCD' in them. To do this, create a simple text file with only these letters in it and

---

store your custom character set in the Custom drawer or in a directory of your choice. Later, specify your custom file in the 'Settings/Load Custom...' menu item, then switch the 'Settings/Character Set/' to 'Custom'. Now any data that you load as a new puzzle will only be parsed for the letters in your custom file.

### 1.35 Restore Custom...

Restore Custom to Default Menu Item (Settings Menu)

This will restore the custom character set to the internal default, which is the international alphabet. Keep in mind that the display font that you choose with the Font menu item should include glyphs for any character defined in the custom character set file.

To set the custom character set to another set, choose  
 Load~Custom...  
 from the  
 Settings~menu  
 and specify an ASCII text file to serve to  
 define the set.

### 1.36 Use ToolTypes?

Use ToolTypes? Menu Item (Settings Menu)

This menu item, if checked, will enable WordHunt to read in settings information from an icon's  
 ToolTypes~arguments  
 when creating new  
 puzzles from an icon. These include puzzle dimensions, the custom character set file and menu setting, and random seed values, for example.

With this menu item unchecked, ToolTypes settings will be ignored when creating new puzzles from icons dropped in the  
 appwindows  
 .

### 1.37 Create Icons?

Create Icons? Menu Item (Settings Menu)

The program can optionally save icons with puzzle projects saved using the various save items in the

Project~menu  
 . These icons can be  
 used later from the Workbench for booting WordHunt and opening a previously saved puzzle.

---

## 1.38 Force Dimensions?

Force Dimensions? Menu Item (Settings Menu)

When this menu item is selected it will toggle between a checked and unchecked state. When it has the checkmark, whatever the current width and height dimension settings for the puzzle will be used as the size of the next puzzle created by WordHunt, overriding any ToolTypes settings that may be indicated by an icon. If the menu item is unchecked, an icon's

ToolType settings for width and height, if given, will be used as the dimension settings and WordHunt will ignore the current dimensions as shown in the Dimension~window.

## 1.39 Load Settings...

Load Settings... Menu Item (Settings Menu)

The Settings file you specify in the file requester will be loaded. Settings files store information on window positioning, menu status, and other aspects of the current state of the program, such as path names and search patterns used in the various load and save requesters.

Path names and search patterns as they appear in the various requesters are used only when the program first starts.

## 1.40 Save Settings

Save Settings Menu Item (Settings Menu)

This always saves to the default settings file. Normally this file is found in the same directory as the program, unless you set a

ToolType specifying the settings file in the icon that started the program. In this case, the file you specified becomes the default settings file.

## 1.41 Save Settings As...

Save Settings As... Menu Item (Settings Menu)

To specify a file other than the default settings file in which to store your current settings, choose this menu item. A requester will pop up in which you may specify any path name you wish.

## 1.42 Load Default

Load Default Menu Item (Settings Menu)

This command will always try to load in the default settings file, which is usually stored in the same directory from which the program is loaded. By setting the program icon's ToolType SETTINGS parameter, you can specify a different default settings file. See

ToolTypes  
for more information.

## 1.43 Bells & Whistles

Bells & Whistles Menu Item (Settings Menu)

This menu item has two subitems: 'Speech' and 'Sound Effects'. Either or both of these items may be checked or unchecked in any combination. If neither is checked, then no sound or speech will occur when you find a word in the puzzle. If 'Speech' is checked and if the character set is set to 'English Alphabet', then any found word will be spoken by the computer. If the set is numeric or custom, and if 'Sound Effects' is enabled, then a brief musical event will sound when you find a word. If you want to have numbers or custom strings spoken, you may force speech for all

puzzle types  
by setting the SPEAKALWAYS  
ToolType  
.

## 1.44 Puzzle...

Puzzle... Menu Item (Display Menu)

This menu item will open and close the  
Puzzle~window  
. The  
menu item will be disabled if there is no active puzzle.

Whenever you open the puzzle window the timer will be put into Run mode, whether or not the

Timer~window  
is open at the time. Closing  
the puzzle window pauses the timer.

## 1.45 Answer Key...

Answer Key... Menu Item (Display Menu)

This menu item will open and close the  
Answer~Key~window  
,  
unless disabled through a  
ToolTypes  
setting. This menu item will also  
be disabled if there is no puzzle currently loaded into WordHunt.

## 1.46 Timer...

Timer... Menu Item (Display Menu)

This menu item will open and close the  
Timer~window  
.  
The Timer lets you keep track of how long it takes to solve a puzzle.  
The Timer will be in pause mode if a puzzle window is not open, or if  
you place the timer in pause mode yourself. Reopening a  
puzzle~window  
or  
bringing the program out of  
Hibernation  
will automatically start the  
timer, if a puzzle is currently loaded into WordHunt.

## 1.47 Circle Words?

Circle Words? Menu Item (Display Menu)

There are two ways in which hidden and discovered words are displayed in  
the puzzle and answer key windows.

When the 'Circle Words' menu item is checked, any found words will be  
encircled. Depending on the puzzle's size or the display font, you may  
prefer to see the alternate display method, which draws lines between  
letters; the lines and letters also appear in a contrasting color. This  
method of display may be less satisfactory, however, in cases where the  
puzzle's

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display~font  
does not have a complete set  
of glyphs for showing the vertical and diagonal paths through the  
hidden strings.

## 1.48 AppIcon

### AppIcon Menu Item (Display Menu)

When this menu item is checked an AppIcon will appear on the  
Workbench screen. Deselecting the menu item will remove it  
from the screen. You may double click on the AppIcon to bring  
all the WordHunt windows forward and also to bring WordHunt  
out of

#### Hibernation

. You may also drag and drop file icons onto  
the AppIcon, which will also activate the program and attempt  
to process the file associated with the icon.

The Workbench Tools menu will also include a WordHunt menu item whenever  
WordHunt is in memory. You can use this menu item in the same manner as  
the WordHunt appIcon to activate the program and to load in files.

[Last item]

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