Help Contents

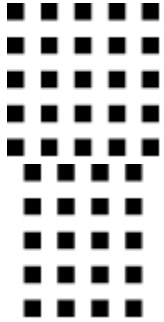# Index

Block Filling

A British-style puzzle, in which words are linked every alternate letter, has a regular pattern of blocks. The basic pattern can be filled in quickly by choosing **Fill Blocks** from the **Pattern** menu.

Block filling fills in every alternate block on alternate rows. There are four choices of starting position:

Fill from (1,1):   Fill from (2,1):

```
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
```
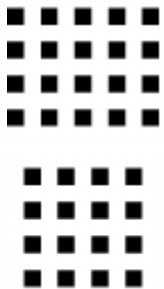
Fill from (1,2):   Fill from (2,2):

```
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■
■ ■ ■ ■ ■

  ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
  ■ ■ ■ ■
```

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

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 or Dual-Symmetry (Dual-Symmetry only works if you have a square puzzle).

This pattern shows Dual-Symmetry:

Whereas this one only has S- Symmetry:

Autofind

Autofind can be used 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. 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 there.

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', and a scrollable list of words that fit is produced. 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, eg. **'OUT OF DATE'** appears as **'OUTOFDATE'**, as it will in the puzzle.

To find a word to fit a given template use the <u>Find Word...</u> command on the **Words** menu. To find a fit for whole sections of the puzzle rather than just one word at a time us the <u>Fill Automatically</u> command on the **Words** menu.

Find Words

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

In the dialogue box enter the template for the word, using '?' for letters you don't know. Eg. to find a 5 letter word that starts in 'T' and ends in 'ND' enter 'T??ND', and the program will find all the words in the lists which match (eg. 'TREND').

If you want to find words to fit in the puzzle it is easier to use the <u>Autofind</u> facility.

Puzzle Flipping

A puzzle may be flipped to its mirror image by selecting **Flip Pattern** from the **Pattern** menu. This has not effect other than the numbering and order of the clues, and the appearance of the puzzle. A flip can be undone by doing another flip. Here is a puzzle, one before and one after a flip:

```
U N ■   O E          P   W ■ O   P ■ T
T ■ E D ■ T ■ R      E ■ E ■ G ■ T ■ C
O R M ■ H I          N   E   G     H
F ■ G ■ I ■ E ■ S      ■ D ■ I   ■
D E R A C            ■     N   U     ■
A ■ T ■ A ■ D ■ O    H ■     E ■ D ■ D
T I L E P            O   A   S   I G
E ■ C ■ ■ D ■ E      P ■ R ■ S ■ O ■ E
```

Font

You may change the font used to display and print the puzzle and clues by selecting **Font...** from the **Options** menu. You can only use True Type fonts with Crossword Compiler. The point size you choose has no effect on the puzzle but is used in <u>Printing</u> the clues. Here is what a sample puzzle looks like with some of the standard fonts:

Arial:

Arial Bold:

Courier New:

Times New Roman:

Anagram

You can search for multiple word anagrams of a given word, either from the <u>Clue Editor</u> or by choosing **Anagram...** from the **Words** menu.

If you run it from the Clue Editor the word you are clueing will be anagrammed automatically. If you choose **Anagram...** from the menu you should enter the word in the dialogue box. If you wish to anagram for multiple words just enter the words you want to anagram.

Anagram finds all the multiple word anagrams of the given word up to a certain number of letters. The maximum number of words in the multi-word anagram can be specified in the <u>Defaults</u> dialogue box. 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.

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 etc.

The Search can be aborted at any time by pressing **OK**. Anagrams are added to the bottom of the list as they are found. 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, and it will be reset with a new word whenever you select **Anag...** in the clue editor, or **New** in the anagram window. **Anag...** sets the word to the word you are clueing, **New** prompts you for a new word to anagram.

Changing Square Sizes

The size at which the puzzle and solution are displayed, <u>printed</u>, and copied to the <u>clipboard</u> can be customised. Select **Square Sizes...** from the **Options** menu to bring up a dialogue box.

Puzzle **- S**pecifies the size in millimetres of the puzzle used in printing and the suggested puzzle size when it is copied to the clipboard.

Solution - Size in millimetres of the solution.

Zoom % of puzzle size - Specifies the factor by which the puzzle size is enlarged when you edit it on the screen. This does not effect the printed size.

Editing the Puzzle

When you start a <u>New</u> puzzle, or <u>Open</u> an existing one, the puzzle is displayed in the window with a cursor in the top right hand corner.

You enter letters from the current cursor position by typing as normal. Black squares (blocks) are inserted by pressing the space bar. 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 <u>Toolbar</u>. This then displays the current type direction. The cursor also 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. You can also insert blocks by double clicking with the left mouse button.

For a full list of keyboard commands see <u>Keyboard</u>.

You can fill in some of the pattern by using the <u>Fill Blocks</u> command on the **Pattern** menu.

To automatically insert blocks in symmetrical positions select one of the <u>Symmetry</u> options on the **Pattern** 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 <u>Remove Blanks</u> command from the **Pattern** menu. This makes the puzzle only have lines around squares with letters or blocks in, so giving it an irregualar outline.

 You can **Undo** editing by pressing Alt+Delete. This moves the cursor to the end of the last editing action and then undoes the action. This can be repeated a large number of times to undo chunks of the puzzle. Interlocking letters are not removed using **Undo**, so leaving the intersecting words intact. Undo is particularly useful with <u>Autofind</u> to test words in certain positions and then undo them if necessary.

Giving the puzzle a reference

You can give a reference to a puzzle in addition to its file name by selecting **Reference...** from the **File** menu. Enter anything you want, typically information about who wrote the puzzle, when etc. It has no effect other than to give some extra information about the puzzle, and it can be printed when you Print the puzzle.

Copying to the clipboard

You can copy the puzzle, clues, solution or answers to the clipboard to use them in other Windows programs. Select **Copy to clipboard...** from the file menu, and select what you want copied.

The puzzle and solution are copied as pictures (metafiles) that can be resized in the host application. They are copied by default at the size specified in the Square Sizes dialogue box, but can then be resized without any loss in quality.

The clues and answers are copied as Rich Text Format (RTF) and plain text. The host application will use the appropriate format. Most word processors (but NOT Write) and DTP programs will accept RTF, which gives formatted text, bold clue numbers right aligned etc. Other programs can use the plain text, but it won't look as good.

The space between clues, and the space between the clue number and the clue can be customised in the Format dialogue box for RTF. The relative size of the numbers in the puzzle can also be changed. The font in the puzzle and solution is set in the Font dialogue box, the font for the clues and answers is set by the host program so it will match the font you are using in that. If you find that the clues do not copy correctly then try increasing the Number/Clue space in the format dialog box.

The answers option copies the answers in text form eg.

Across: 1 Cueing, **4** Abbott, **9** Infant prodigy, **10** Connoisseurs, **12** Alcove, **14** Shinto, **16** Overdecorate, **19** Command module, **20** Donate, **21** Oyster.
Down: 1 Chitchat, **2** Elfin, **3** Non-conversant, **5** Biotechnology, **6** Omicron, **7** Toys, **8** Spasm, **11** Forebear, **13** Cavemen, **15** Bendy, **17** Adult, **18** Scud.

The solution option copies the completed puzzle, as it looks when you edit it, eg.

The clues and answers can then be put into columns or whatever in the host program.

Reviewing the Clues

   You can view the clues written so far using the **Review Clues...** command in the **Clue** menu. The clues are shown in two scrollable lists, with the clue number at the left, and the solution to the right. If a word is unclued the clue reads 'No Clue'. If   there are incomplete words in the puzzle the solution appears with question marks for the missing letters.

   You can edit a clue by selecting the clue by scrolling through the lists and pressing the **Edit** button (Alt+E), or double clicking on the clue with the left mouse button. This brings up the Clue Editor dialogue box which you can use normally. You can move between the Across and Down clues using Tab and Shift+Tab.

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 quite a convenient way to edit the clues.

Keyboard

Keyboard controls when editing puzzle:

CURSORS	Move the cursor
CTRL+CURSORS	Skip to next or previous word start
TAB	Toggle type direction
ENTER	Move to left or top of next line
SPACEBAR	Insert Block
DELETE	Delete letter/block at cursor
CTRL+DELETE	Remove square from puzzle
SHIFT+DELETE	Delete word. Doesn't effect intersecting words
ALT+BACKSPACE, **CTRL+U**	Undo
ALT+A	Autofind
ALT+E	Edit Clue
F1	Help Index
F2	Save
CTRL+ESC	Switch to another program

See Mouse for mouse combinations and the Toolbar topic

Mouse

Left Button   Move cursor to square clicked on

Double Left Button Insert block in square clicked on

Right Button   Autofind words to fit in word clicked on

See Keyboard for keyboard shortcuts, and the Toolbar topic.

Open and existing file

You can open an exisiting crossword file by selecting **Open...** from the **File** menu.
Enter the name of the file to open, or select the directory and file from the list boxes and press
Open. If you have an unsaved puzzle already open you will be prompted to ask if you want to
save it or not before opening the new puzzle.

Crossword Compiler puzzle files have the .CWD extension, and are in a special format, you
cannot open files saved by another application.

Starting a new crossword

You can start a new crossword with a blank grid by selecting **New** from the **File** menu. You are prompted for the size of the puzzle you want to create. Valid sizes are between 3 and 39 squares height and width. If you have an unsaved puzzle already open you will be prompted to save it.

Saving a puzzle with a name

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 directory by using the list box on the right.
 You can save the puzzle as a .CWD file for further editing with Crossword Compiler, or as Rich Text Format, to use in other applications. Change the selection in the **Save file as type** input box to change the setting and give the file a name ending in **'.RTF'** Puzzles saves as Rich Text Format (RTF) with the .RTF extension cannot be reopened from Crossword Compiler, but does allow you to save the puzzle clues etc. so that they can be used in word processing, DTP programs etc. If you save as RTF you are prompted for what you want saved in the file, the puzzle, clues, solution, answers or a combination.

You can save a puzzle as a .CWD file with its present name by pressing F2 or selecting **Save** from the **File** menu.

Save

Select **Save** from the **file** menu or press F2 to save the puzzle with its present name. If the puzzle is un-named 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 <u>Printing</u>. Select the printer you want from the drop down list. You can press the **Setup...** button to set other options such as page orientation, size etc.

Toolbar

The toolbar is the array of icons at the to of the program window. By clicking on them with the mouse you can quickly invoke the command they represent. This is what they do:

Icon	Description
?	Get Help
	<u>Open</u> an existing file
	<u>Save</u> the crossword
	Invoke <u>Autofind</u>
	<u>Fill Automatically</u> from cursor
	Toggle type direction
	Undo last change. Can be used multiple times.
	<u>Edit Clue</u>

See <u>Editing the Puzzle</u> for more information on undoing   and type directions.

Writing Clues

You can edit the clue for a particular word in the puzzle by pressing Alt+E with the cursor on the word of the clue you want to edit, or by using the Edit tool on the <u>Toolbar</u>. If there are two words through the letter at the cursor, it will select the word in the current type direction. A dialog box will pop up in which you enter the clue. Once you have finished the clue press Enter to close the dialog box or Alt+> to edit the next clue. The number of the clue is displayed in the title bar of the dialog box and the word the clue is for is displayed below. There is a large input box for entering the clue and an input line for entering the <u>format</u> of the word.

Here's a summary of clue dialog box commands, which can also be called 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+D	Delete the clue
Alt+>	Move to next clue, saving changes
Alt+<	Move to previous clue, saving changes
Alt+K	<u>Link</u> the clue
Alt+U	Update the box, eg if you have changed the puzzle or the word format
Alt+H or F1	Bring up this help screen

I suggest that you complete the puzzle network before starting to write clues, so then you can systematically write each clue in order with no chance of missing a clue or writing a clue for a word which will be changed later. Once you have finished you can <u>review</u> the clues by selecting **Review Clues** from the **Clue** menu.

 Editing the Clue

To edit the clue, or write a new one, simply type the clue in the Clue editor box. The editor word-wraps the clue as you type so there is no need to press Enter to end a line, and the clue will then be correctly wrapped when it is printed as well. The clue can be of any length up to a maximum of 400 characters, which should be long enough for anyone's purposes. The cursor can be moved within the editor box using the cursor keys, or by clicking with the mouse. You can skip to the next word using Ctrl-Right or the last word with Ctrl-Left.

You can change the format of the solution by entering the format in the <u>Word Format</u> input line.

Word Format - Automatic Word length

Do not include the length 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 in fact hyphenated or more than one word you can enter the format here. Just type the number of letters in each word, or hyphened 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 when it is printed, and the word is correctly formatted in the dialog box and if you print the answers.
For example if the word is displayed as ONTOPOFTHEWORLD (On top of the world), then in the format line type '2,3,2,3,5'. On pressing tab or Alt+U to update, the correctly formatted word will appear at the top of the dialog box. If the clue is <u>linked</u> then the format should be entered for the linked solution.

Printing the Crossword

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. 'Puzzle' just prints the blank numbered puzzle as it would appear in a newspaper. You can also print the solution with the words in.

You can choose to print just the clues, in which case they are printed word wrapped in two columns, or you can print the clues with answers - word wrapped clue on the left and the solutions on the right (as when you review the clues).

Note that very large puzzles may not fit on A4 paper. If not you will be asked whether the square sizes you have chosen should be shrunk to make it fit. To change the margins choose the Page Setup... command   from the **File** menu. The printer can be changed by selecting Printer Setup... on the **File** menu.

Printing the puzzle uses all the settings set in the various **Options** dialog boxes.
See Square Sizes , Font and   Format for more information.

Changing Default Settings

The directories in which the word files are kept should be set correctly before you use the Autofind, Find Word, AutoFill or Anagram facilities. These will probably be set up correctly if you have Crossword Compiler installed to the C:\CCW directory.

Selecting **Defaults..** under the **Options** menu allows you to set and change the word file directory settings. The word files supplied with the program are called WORDS.X3,WORDS.X4 etc. To set the word files' directory, enter the root name and directory in the input line. So, for example, if the WORDS.X?? files are in the C:\MYWORDS directory then you would enter C:\MYWORDS\WORDS. The complete set of the files with the given root should be in   the given directory otherwise you will get an error when searching for words of certain lengths. By default the SHORTS.X?? word list is used for Automatic Filling, as it contains less obscure words, and far fewer parts of speech than the WORDS word list. You can if you wish set the words used for anagrams and word finding to the SHORTS word list if you only want to use more common words, and few plurals etc.

You can also change the default puzzle size, so if, for example, you always produce 13x13 puzzles you could change the default settings so that you do not need to change the size settings when you start a new crossword. You may also change the default Symmetry setting.

The maximum number of words found by Autofind can also be altered. Specifying a very large number may slow down the search considerably, and a huge list of words is not very helpful. Suggested numbers are in the range of hundreds or a couple of thousands. Specifying a small number would probably only increase the search speed significantly on a very slow computer. Larger figures are recommended as you can then scroll through the list so that your puzzle does not end up with all its words beginning with 'A'.

The maximum number of words in multi-word anagrams found by the Anagram facility can also be changed. Numbers larger than 3 or 4 will tend to make the search slow and produce vast numbers of anagrams for long words.

Settings in the **Defaults...** box are saved automatically when you quit the program.

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 bring up the Clue Editor with the cursor on the word 'PREGNANT'. Press Alt+L, or click with the mouse on the **Link** button at the top of the dialog box. Enter the number(s) of the clues to link to (the number of the clue is displayed at the top of the dialog box when you edit the clue). In the example above, 'PREGNANT' may for example be 1 Across, and 'PAUSE' 5 Across. To link the two simply enter '5' in the input line and press Enter. The word at the top of the editor dialog box will now be PREGNANTPAUSE, and to format this correctly you should enter '8,5' in the Word Format   input line.

From now on these two words will be linked, and if you select Edit Clue with the cursor on 'PAUSE' it will automatically show you the clue you have written for 'PREGNANT PAUSE'. If you Print the puzzle 5 Across will have the clue 'See 1', and 1 Across will have the linked clue. If you print the answers the linked word will be printed after 1 Across and not after 5 Across. If at some point you change the puzzle layout so that 'PAUSE' is no longer 5 Across but, say, 7 Across the linking will still be done correctly.

You can link more than two words by entering the clue numbers you want linked separated by '/'. Do not enter the number of the clue you are editing, but just the clues you want linked to the end of it. You must be editing the first clue in the link so that you get the words linked in the correct order. Links can only be done on words in the same direction. To try to link clues that are already linked would be an error as you can only link a given word once.

Note that pressing OK in the Link dialog box saves the clue as it is when you close the box, and that the link will not be undone if you Cancel the clue editor box after making a link. To remove a link bring up the Link dialog box and press delete to clear the input line. There will then be no links, and the clues of the words which were linked will be returned to the state they were in before the link was made.

Registering Crossword Compiler

This program is distributed as Shareware. You may use the program for a maximum of 30 days for evaluation. If you wish to use the program after this period you must register it. Registration costs only £25 including P&P for EEC, and £27 for other countries. A registration form is provided in the REGISTER.WRI file, and can be printed out by pressing Alt+R when at the program start-up screen, entering your details and printing the form.

Otherwise send a cheque or PO/International Money Order (sorry, I can't take credit cards) to Antony Lewis, 16 Townley Rd, London SE22 8SR, England.

Registered uses get the latest version of the program, with word lists for 3 to 20 letters, including compound words upto 15 letters. The registered version also has facilities for adding and removing words from the word lists. The registering nag at program start up is also removed. It comes with an installation program to set it all up for you.

You may also buy some additional word lists at 5 UK pounds each.
The files are in two forms. Word files, which can be used directly like the original word lists, and Merge files, which can be used to supplement one of the larger files. A utility is also provided for converting Word files into Merge files so that the larger lists can also be merged together.

The sets are as follows:

174000+ Unusual words and variant spellings all in one word file

117000+ Expressions, literature, armaments & Old Testament.

Mostly one large word file of expressions, with the 3 others as merge files.

176000+ Place names, Latin, Greek, German, Spanish, French and Jewish.

Word files of Latin, German and US place names, with the other files as merge files (including cities and UK place names).

UK Advanced crossword dictionary loads of words in one word file

Format

They layout of the puzzle and clues when printed or copied to the clipboard can be changed by selecting **Format...** from the **Options** menu.

Spacings

These specify the gap left between the number of the clue and the clue itself, and the vertical space between different clues when printed or copied. If you have problems copying clues to the clipboard, or opening a file save as Rich Text Format you could try increasing the value of the number/clue space as some programs don't like small measurements.

Size % of Squares

Here you can change the relative size of the squares and the numbers, the letters and the lines. Give a value in terms of the percentage of the Square Size. These ratios will then be preserved if you change the square sizes, or change the size once copied into another application.

Across/Down

Specify whether you want the Across and Down titles for the clues capitalised or centred.

Print Clues in Roman

Check this box to print the clues in Times New Roman font, regardless of the setting in the Font dialog box. Otherwise the same font is used for the clues as for the puzzle.

All changes in this box are saved automatically when you quit the program.
See Page Setup for changing the margins.

Information

For statistics and file information about a crossword select the **Information...** item on the **File** menu.

Labels in box are self explanatory.

Removing Blanks

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

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

Page Setup

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

All measurements are in centimetres.

Filling the Puzzle Automatically

You can fill in complete puzzles, or sections of puzzles from a word list using the **Fill Automatically** command on the **Words** menu. You can also click on the AutoFill icon in the <u>Toolbar</u>.

AutoFill attempts to fill in all non-complete words connected with the word the cursor is in. Place the cursor in a square in the section you want to fill, or place it in a blank square at the top of the grid to fill a blank puzzle. You need to have your array of black squares finalised before invoking AutoFill, which then fills round the blocks you have. It is designed to work with British style puzzles, and will not really work on American style ones.

For example, if you had a crossword that looked like this:

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

Where there is a choice of words that will fit, one is chosen at random. By pressing Alt+Backspace to undo one fill, and invoking AutoFill again, you may be able to produce many different fits.

AutoFill uses the word files specified in the **AutoFill   files' path and name** input line in the <u>Defaults</u> dialog box. By default these are the SHORTS word list, which is much shorter than the full WORDS word list, and contains words more likely to be acceptable in a crossword, rather than an exhaustive list of 'all' words.

While the computer is searching, words that it is trying are shown in the puzzle. The program actually looks 1 to 2 levels deeper than is displayed, but it gives you some idea   of the progress that it is making. You can cancel or stop the search at any time by pressing the buttons on the dialog box which pops up. There is a beep when the search is complete.