

CONTROL CENTER

The Control Center is the top level menu for Crossword Express, and provides access to the following major function groups:-

[Dictionary Maintenance](#)

[Lattice Maintenance](#)

[Make a Crossword](#)

[Solve a Crossword](#)

[Print a Crossword](#)

[Extend a Dictionary](#)

[Crozzle Puzzles](#)

[Preset Word Puzzles](#)

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IMPORTANT :

[Quick Start for Crossword Express](#)

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DICTIONARY MAINTENANCE

The following main functions are available from this module:-

Choosing a Dictionary

Creating a New Dictionary

Dictionary Statistics

Exporting a Dictionary

Backing up a Dictionary

Restoring a Dictionary

Choosing a Dictionary

The dialog box for this function contains a list of available dictionaries in which the current dictionary is highlighted. One or more dictionaries may be chosen from this list to be the new current dictionary or dictionaries. If you choose a number of dictionaries, they will be combined by Crossword Express into a MULTI Dictionary.

- > **Mouse method** Click on any non-highlighted dictionary to select it, or on any highlighted dictionary to deselect it. When you are sure that only the dictionaries you require are highlighted, you can make your selection final by clicking the OK button, or you can abandon the process by clicking the Cancel button.
- > **Keyboard method** Use the cursor keys (the four arrow keys, Page Up, Page Down) to move the focus (dotted rectangle) to the dictionary you wish to select or de-select. Pressing the Space Bar will toggle the dictionary between the selected and de-selected states. When you are sure that only the dictionaries you require are highlighted, make your selection final by pressing Enter, or abandon the process by pressing Escape.

WHAT IS A MULTI DICTIONARY

If you choose more than one dictionary, CROSSWORD EXPRESS will use words from all of the chosen dictionaries when making a crossword. It does this by merging the chosen dictionaries together into a combined dictionary called MULTI. When you perform the first MAKE operation using a newly chosen MULTI dictionary, you will see a message displayed which tells you that the merging process is happening. Depending on the size and number of the dictionaries selected, this may take a considerable time. Don't attempt to ADD words to a MULTI dictionary, as they will be lost the first time you select a new MULTI dictionary.

CREATING A NEW DICTIONARY

The dialog box for this function has the following input fields and controls:-

- > **Dictionary Name** This name must be restricted to 8 characters which should be chosen from the 26 letters and the 10 digits. However, if you are creating a Special Interest dictionary, then you should start its name with the special character '\$', so that it can be correctly identified. Note that no extension is required.
- > **Word Font** If you are making a specialized dictionary which uses an alphabet other than the Latin alphabet, then you will need to attach a specific font to the words on a permanent basis. Use this Combo box to select the desired font. If a font is selected, it will override the font selected under Print/Options for all situations where Words are displayed or printed. If no special font is required, then leave the selection at the default value of "Default Font".
- > **Clue Font** As above, but select a font for the clues. It is quite OK to select a font for Words, but go with the default for clues, or vice versa. Also, you could select a Cyrillic Font for the words, and a Greek Font for the clues, if you were interested in making a Russian-Greek dictionary.
- > **Import File Name** As well as making a new empty dictionary, CROSSWORD EXPRESS will import words into the newly created dictionary, if you provide it with the name of a file which contains the words you want to have imported. See the next paragraph for details regarding formats which are permitted for the Import File.
- > **Import Format** The data in the Import File must correspond to one of the following types:-
 - Word List
 - DocumentA Combo box allows you to select which of these formats you wish to use. If you require a format other than these two, please send details to AUS-PC-SOFT, so that it can be incorporated.
- > **OK button** Clicking this button, or pressing Enter, will return you to the Menu after the new dictionary has been created, and words have been imported. The new dictionary automatically becomes the chosen dictionary.
- > **Cancel button** Clicking this button will return you to the menu, and no dictionary creation action will be taken.

WORD LIST

This is a text file with each line of text ended by a CR/LF character pair. Each line must consist of one word which is to be imported to a dictionary, followed optionally by a clue. The word and the clue must be separated by any number of Spaces and Tabs. Also it is assumed that the word list has been sorted into ascending alphabetical order. Note that this allows a situation where some of the words in the dictionary do not have clues. This is described in the topic [Clueless Dictionaries](#).

DOCUMENT

A Document file can be any unstructured text file. Any group of alphabetic characters delimited by white space is assumed to be a word and is imported into the dictionary. Naturally none of these words will have clues. This is described in the topic [Clueless Dictionaries](#).

CLUELESS DICTIONARIES

Putting together a large dictionary of words is generally quite a simple process, but getting suitable clues can be a daunting task, especially if one is building a dictionary having many thousands of words. CROSSWORD EXPRESS permits dictionaries in which some or all of the words do not have clues. When a crossword is built from such a dictionary, the clues, when printed out, or when displayed by the solve option, consist of the Word preceded by a single * character. It is a relatively simple matter then to add clues to the dictionary for just those words which were used in the construction of the puzzle. This is done using the Extend Dictionary option from the Control Center. Subsequently, when clues are printed or displayed, the newly added clues will appear.

!!WARNING!! Since the entire clue file for such a puzzle must be rebuilt to include newly added clues, there will be a perceptible delay when the PRINT or SOLVE option is selected, and the length of this delay will depend on the size of the dictionary.

DICTIONARY STATISTICS

This dialog box is for information purposes only, and displays the following data regarding the current dictionary:-

- > Total number of words contained in the dictionary. Separate subtotals are also shown for the number of words with and without clues.
- > The number of words of each length from a minimum of two through to a maximum of fifteen.
- > The number of words for each starting and ending character. Characters are not limited to the letters A to Z, so that for example, a dictionary can be created where each "word" is made up of the digits 0 to 9, and the clue is a simple arithmetic problem. The list boxes for these totals have two columns, and can display up to 44 totals. If the dictionary contains more than 44 starting or ending characters, then the additional totals can be brought into view using the scroll bars at the bottom of the list boxes.

EXPORTING A DICTIONARY

This feature is included for people who would like to add words to their dictionary using a text editor. The words and clues are exported into a file whose format conforms to the WORD LIST description. The dialog box which appears suggests the name WORDLIST.DIC as a default name for the resulting file, but you can enter any name you like. The file will be created in the directory of the current dictionary, but if you include a complete path name, you can create the file anywhere on your computer. After you have finished editing it, you can recreate it as a dictionary using the import feature of the Dictionary Create function.

BACKING UP A DICTIONARY

The dialog box which controls the backup process, provides the following controls:-

- > **Backup to.** This is a pair of checkboxes which allows you to specify which of the drives A or B is to be used to carry out the backup. Simply click the required checkbox with the mouse, or use the Tab key to move the focus to the required checkbox and press the space bar.
- > **Cancel.** Clicking this button, or pressing the Escape key will cancel the Backup operation.
- > **Proceed.** Clicking this button, or pressing the Enter key will begin the Backup operation. As the backup proceeds, the status box keeps you informed about the number of disks involved, and the number of bytes remaining to be backed up. If the backup extends over more than one disk, a message box will prompt you when it is time to insert the next disk. Please be sure to number the disks to assist in restoring the dictionary should the need arise.

RESTORING A DICTIONARY

The dialog box which controls the backup process, provides the following controls:-

- > **Restore from** This is a pair of checkboxes which allows you to specify which of the drives A or B is to be used to carry out the restore. Simply click the required checkbox with the mouse, or use the Tab key to move the focus to the required checkbox and press the space bar.
- > **Cancel** Clicking this button, or pressing the Escape key will cancel the Restore operation.
- > **Proceed** Clicking this button, or pressing the Enter key will begin the Restore operation. As the restore proceeds the status box keeps you informed about the number of the disk being restored, and the number of bytes which have been restored. If the dictionary extends over more than one disk, a message box will prompt you to insert the next disk as required. If you accidentally insert an out of sequence disk, the restore will not proceed, and you will be advised of the situation.

LATTICE MAINTENANCE

The following main functions are available from this module:-

Selecting a Lattice

Altering a Lattice

Creating a new Lattice

Saving A Lattice

Deleting a Lattice

SELECTING A LATTICE

When you select the LATTICE MAINTENANCE option, the lattice which is displayed is the current lattice. This is the one which will be used by the MAKE function when you make a new puzzle. To select a new current lattice, click the Select button, or press S. This will display a dialog box containing a list of the available Lattices with the current lattice highlighted. Select a lattice as follows:-

- > **Mouse method** Point to the lattice you want and click the left mouse button. If the lattice you want to select is not visible in the list box, you can use the scroll bar to bring the missing items into view. To make your selection final, click the OK button.
- > **Keyboard method** Use the arrow keys or the Page up and Page down keys to move the highlight through the list until it covers the one you want to select, then press Enter.

ALTERING A LATTICE

Any lattice which is displayed on the screen is able to be edited by the addition or removal of black cells as follows:-

- > **Mouse method** As you move the mouse cursor over the lattice, the cell under the cursor changes to bright red or dull red, depending on whether the cell was previously white or black. In addition to this, the Focus information at the left hand side of the screen changes to reflect your location in the lattice. The state of this "Focus" cell can be toggled by clicking the left mouse button, or by pressing the space bar. As you do this the word counts on the left side of the screen will change to tell you how many words of each length you have in the lattice. If you have a large number of consecutive cells which you want to change, just hold down the left mouse button, and drag the cursor cell through all of the cells you want to change.
- > **Keyboard method** Use the four arrow keys to move the "Focus" cell to the one that you want to change. Pressing the space bar will toggle the state of the Focus cell. Watch the Focus and Word count information displayed at the left of the screen.

When you have made all of the changes you require, you should save the lattice using the saVe or SaveAs functions.

CREATING A NEW LATTICE

The Lattice create function presents you with a dialog box which requests the details of the new lattice. Four items of information are required:-

- > SQUARES ACROSS...Enter a number between 3 and 47.
- > SQUARES DOWN.....Enter a number between 3 and 47.
- > Symmetry.....Enter a letter between A and G. These letters have the following meanings:-
 - A** This specifies a Rotational symmetry, in that the design of the resulting lattice appears unchanged when it is rotated through an angle of 90 degrees. It can only be applied to square lattices.
 - B** Similar to A except that the lattice must be rotated through a full 180 degrees for the design to appear unchanged.
 - C** The resulting lattice is simultaneously symmetrical about a vertical line and a horizontal line through the center of the lattice.
 - D** Symmetrical about a vertical line through the center of the lattice.
 - E** Simultaneously symmetrical about both diagonals. It can only be applied to lattices which are square.
 - F** Symmetrical about a diagonal from bottom left to top right. Once again it can only be applied to a square lattice.
 - G** No symmetry. You can place a single black square at any point you choose within the lattice.
- > Lattice Name. Enter a distinctive lattice name having a maximum of eight characters, consisting of the 26 letters, the 10 digits, and the minus and underscore characters.

When you are satisfied with what you have entered, click on the OK button or press Enter, but if you decide not to proceed with the create process, click on the Cancel button, or press Escape. If you choose to proceed, a blank lattice will appear, and you can begin the design process described in the topic [Altering a Lattice](#).

SAVING A LATTICE

In most cases, lattices will be saved using the SaVe function button. This will be the case if you are saving a newly created lattice, or if you are saving minor changes to an existing lattice. The name of the lattice will be that which is shown at the left side of the screen.

If a situation arises where you would like to make a slight change to an existing lattice, and keep both the old lattice and the new lattice, then the SaveAs function is the one to use. A dialog box will be provided to allow you to enter the name of the new lattice.

DELETING A LATTICE

The current lattice can be deleted at any time by clicking on the Delete button, or by pressing 'D' on the keyboard. A message box appears which gives you a chance to change your mind.

MAKING A CROSSWORD

The following functions are available from this module:-

Selecting a Dictionary

Selecting a Lattice

Naming The Puzzle

Setting the MAKE Options

Starting the MAKE Process

Advisory messages

SELECTING A DICTIONARY

This function is provided so that a dictionary can be selected from within any of the the Crossword Express screens without the need to transfer to the Dictionary Maintenance screen. The dialog box contains a list of available dictionaries in which the current dictionary is highlighted. One of these dictionaries may be chosen to be the new current dictionary by clicking its name or by using the arrow keys to highlight the required dictionary, and then pressing Enter.

SELECTING A LATTICE

This function is provided so that a new lattice can be selected from within the MAKE screen without the need to transfer to the Lattice Maintenance screen. The dialog box contains a list of available lattices in which the current lattice is highlighted. One of these lattices may be chosen to be the new current lattice by clicking its name or by using the arrow keys to highlight the required lattice, and then pressing Enter.

NAMING THE PUZZLE

The name of the puzzle which is about to be constructed can be entered from any of the four Make screens. Type the puzzle name into the dialog box, using a maximum of eight characters selected from the 26 letters and the 10 digits.

SETTING THE MAKE OPTIONS

A number of options are available to you when you are about to construct a crossword puzzle, and you can access these options from the MAKE menu by clicking on the Options button, or by pressing 'O' on the keyboard. The options available are:-

Type of MAKE operation

How many Puzzles

Puzzle Name

Use All Words

Show Letters

TYPES OF MAKE OPERATION

Three types of operation are available:-

Make a single puzzle. This is the default operation, and will result in the construction of a single puzzle which will be saved to disk with the name specified in Puzzle Name.

Save multiple puzzles. A series of puzzles will be made and stored to disk. The number of puzzles actually made is specified under How many Puzzles. The names of the puzzles will be made up of the first four letters of "Puzzle Name", plus an ascending sequence of four digits starting from 0001.

Print multiple puzzles. This is similar to "Save multiple puzzles" above, but the puzzles are sent to the printer as they are made, rather than to the disk. The solution, the blank lattice, and the clues are printed, and the positioning of these items on the paper is determined by a series of Options available via the Print Crossword menu item of the CONTROL CENTER. For this process to work correctly, you must use the Print Manager for your printing. Just select the "Use Print Manager" radio button in the window which appears when you select Control Panel/Printers. For further information, please refer to your Windows user manual.

HOW MANY PUZZLES

When you are Saving or Printing multiple puzzles, you must specify the number of puzzles you wish to make. Use this Make option to type in the number of puzzles required up to a maximum of 9999.

PUZZLE NAME

This MAKE option allows a puzzle name to be entered, having a maximum of eight characters selected from the 26 letters and the 10 digits.

USING ALL WORDS

By default, CROSSWORD EXPRESS will try not to use the words which were used in recently constructed puzzles when it is making a new puzzle. If you would like all words in the dictionary to have an equal chance of being used, turn this option on. Use of this option is recommended when very large, complex puzzles are being made.

SHOW LETTERS

When CROSSWORD EXPRESS is MAKEing a new puzzle, it lets you know how far it has progressed, by displaying the actual letters it has inserted into the puzzle. This is the default condition, and can be quite entertaining to watch, but it is not recommended if you are making a puzzle which you plan to solve yourself. Turning off this option will result in the squares of the lattice being shaded to a light gray whenever a letter is inserted, but still giving a very graphic indication of progress. This option also controls the appearance of the [Print Puzzle](#) screen.

STARTING MAKE

This is done simply by clicking the Make button, or by pressing 'M' on the keyboard when the MAKE menu is displayed. As the operation proceeds, a number of brief Advisory messages will be displayed to keep you informed of progress. A short beep is emitted when the process is complete.

ADVISORY MESSAGES

Ready... This advises you that all is in readiness for Crossword Express to begin making a puzzle.

Planning Strategy Crossword Express is doing some detailed planning about how it will approach the making of this puzzle.

Loading Dictionary The words of the selected dictionary are being loaded into memory for fast access by the Make function.

Making Puzzle Self explanatory.

Updating Dictionary The words used in making this puzzle are marked, so that they are less likely to be used in subsequent puzzles.

Puzzle completed. Self explanatory.

Merging Dictionaries...Please wait You will see this message if you have recently selected a MULTI Dictionary.

Make Interrupted This is displayed if you stop Make by clicking the Stop/Return button.

Printing... You will only see this message if you choose the Multi-Print option.

Not enough words in dictionary This message will appear when the chosen lattice requires more words of a particular length than are in the current dictionary.

Badly formed Lattice...Please correct A badly formed lattice is one in which one or more words are isolated from the remainder of the words. In Crossword Express puzzles, all words must join in one interconnected mass.

Incorrect data in Preset File You will see this message if the Preset data you have entered does not match the lattice you have currently selected. The most likely cause of this is selecting a different lattice after you have entered the Preset details.

SOLVING A CROSSWORD

When you enter the SOLVE screen, one of the available puzzles will be displayed, and solving of this puzzle may commence immediately if desired.

[Selecting a Dictionary](#)

[The Solution Process](#)

[Selecting a Puzzle to Solve](#)

[The Solve Font](#)

[Cheating](#)

[The Score Board](#)

THE SOLUTION PROCESS

The solution process is assisted by a "focus" cell which is colored red, and follows the mouse cursor as it moves over the lattice. Users who do not have a mouse can move the focus by means of the four arrow keys. If you watch the ACROSS and DOWN clues you will see them change in response to the movement of the focus cell. Any characters typed at the keyboard will appear in this focus cell. In most cases the focus cell will automatically move to the next cell, but sometimes it is impossible to predict whether an ACROSS or DOWN word is being entered, in which case a warning beep is issued. If this happens, just use the Down arrow or the Right arrow key to inform the program of your intentions. After this, the focus cell will move in the requested direction.

SELECTING A PUZZLE TO SOLVE

In most cases you will want to select the puzzle you are going to solve, and you can do this by clicking the Select Puzzle button, or by pressing F2. This will display a dialog box containing a list of the available puzzles from which you can select.

- > **Mouse method** Point to the puzzle you want and click the left mouse button. If the puzzle you want to select is not visible in the list box, you can use the scroll bar to bring the missing items into view. To make your selection final, click the OK button.
- > **Keyboard method** Use the arrow keys or the Page up and Page down keys to move the highlight through the list until it covers the one you want to select, then press Enter.

THE SOLVE FONT

The font used to display the puzzle as you are solving it is the same one which is used by the print function when the solution is being printed. This font will be the one specified as the Word Font when the dictionary was created, or if no such font was specified, it will be the font selected from the Print Options dialog box, for printing of the solution. This dialog box is available from the Crossword Printing function of the CONTROL CENTER.

CHEATING

If you are in the mood for cheating, just hit the '?' key, and the correct solution letter will be entered into the focus cell. Don't over-use this feature, as the program counts the number of times it is used.

THE SCORE BOARD

Pressing F3, or clicking on the Score Board button will display a box which details your progress toward solving the puzzle. The score board will be cleared from the screen the first time you move the focus cell, either by using the arrow keys or the mouse.

PRINTING A CROSSWORD

When you enter the PRINT screen, one of the available puzzles will be displayed, and printing of this puzzle may commence immediately if desired. Note that when the puzzle is displayed, the letters of the puzzle may or may not be included, depending on the setting of the 'Show Letters' option available from the MAKE screen.

[Selecting a Dictionary](#)

[Selecting a Puzzle to Print](#)

[Setting the Print Options](#)

[Printing the Puzzle](#)

[Deleting a Puzzle](#)

SELECTING A PUZZLE TO PRINT

In most cases you will want to select the puzzle you are going to print, and you can do this by clicking the Select Puzzle button, or by pressing 'S'. This will display a dialog box containing a list of the available puzzles from which you can select.

- > **Mouse method** Point to the puzzle you want and click the left mouse button. If the puzzle you want to select is not visible in the list box, you can use the scroll bar to bring the missing items into view. To make your selection final, click the OK button.
- > **Keyboard method** Use the arrow keys or the Page up and Page down keys to move the highlight through the list until it covers the one you want to select, then press Enter.

SETTING THE PRINT OPTIONS

Before you actually start printing, there are a number of printing options which you may wish to change, as they have a profound effect on the appearance of the printed output. The "Printing Options" dialog box is made available by clicking on the Print Options button, or by pressing 'O' on the keyboard. The following options are available:-

Measurement Units

Export Method

The following options apply equally to the printing of the Lattice, Solution and Clues:-

Print?

Export?

Character Size

Font

Left Margin and Top Margin

The following option applies only to the printing of the lattice:-

Solution?

The following option applies only to the printing of the solution:-

Invert?

The following option applies to the printing of both the lattice and the solution:-

Hatch?

The following options apply only to the printing of clues:-

Column Width, Column Length and Columns

The changes you make to Print Options can be made effective by clicking on the OK button, or by pressing Enter, and they can be abandoned by clicking on the Cancel button, or by pressing Escape.

MEASUREMENT UNITS

Most of the print options involve measurements which control the positioning and size of the printed elements. This raises the question of whether the measurements should be in English or Metric units. As it happens, this is a decision you can make yourself by clicking the checkbox associated with either English or Metric. Keyboard users should tap the Tab key until the focus (dotted rectangle) moves to the desired checkbox, and then press the space bar. Note that the units of measurement are either 0.01 inch for English or 0.01 cm for Metric.

EXPORT METHOD

As well as printing a hard copy of your Crosswords, you can export them to the Windows Clipboard, from where they can subsequently be imported into other programs. Clues are always exported in the text mode, but with the lattice and the solution, there is a choice to be made between the Metafile mode, and the Bitmap mode. The Metafile mode is the default (and recommended) mode, since it permits the image to be resized after it has been imported into the receiving application. (Word processor or Desk Top Publisher) For those applications which do not correctly handle Metafiles, the Bitmap mode is provided, but be warned; Bitmaps generally produce inferior results.

PRINT?

These are basically ON/OFF switches which determine whether or not printing will take place. The state of these checkboxes can be toggled by clicking with the mouse, or by pressing the space bar when the title of the checkbox is surrounded by the focus box.

EXPORT?

These are basically ON/OFF switches which determine whether or not the export operation will take place. The selected output is sent to the Clipboard in a format as defined under Export Method. In the current version of Crossword Express, only a single item can be exported to the clipboard in each export operation. Thus if you want to insert a lattice and clues into a DTP application, then you should export the lattice, switch to the DTP application, and paste in the lattice, switch back to Crossword Express, export the clues, and finally switch back to the DTP application to paste in the clues.

As well as exporting to the Clipboard, the program also exports purely text based images of the crossword to files in the dictionary directory. These files are all called XWORD, and have extensions of .LAT, .CLU, and .SOL. Their purpose is to provide a very convenient method of transmitting crosswords via electronic mail.

CHARACTER SIZE

This item provides the fundamental control on how big the printed elements will be. To some extent, this will also depend on the type of printer you have because Windows may select one of the printer's internal fonts to produce the required characters. Some degree of experimenting will be needed to find the choice of dimensions which best meets your requirements.

FONT

This is where you can specify the font which is to be used when printing the various components of a puzzle. Note that the font which is specified for the printing of the solution will also be used to display the puzzle when it is being solved on screen. Don't forget that this font selection will be over-ridden in the case of Solutions and/or Clues, if a font has been permanently associated with the dictionary at the time of creation.

LEFT MARGIN AND TOP MARGIN

These dimensions can be used to give very fine control over the location of the puzzle elements in the printed output.

SOLUTION?

If you have partially completed the solution of a puzzle on screen you may wish to print the puzzle, and to have your work included in the lattice. Selecting this checkbox will produce the desired result.

INVERT?

Some printers have the ability to print letters up-side-down. If you check this option, **CROSSWORD EXPRESS** will attempt to print the solution up-side-down. The success or failure of this operation is dependent on the capabilities of your printer.

HATCH?

By default, the blank squares in both the lattice and the solution will be printed in solid black to conform with tradition. If you check this option, the black will be replaced by a diagonal cross-hatch pattern. The main benefit of doing this is to reduce the usage of ink in your ink-jet printer, or toner in your laser printer.

COLUMN WIDTH, COLUMN LENGTH AND COLUMNS

Crossword Express will break up the clues into segments which it places on consecutive lines of a column whose width is determined by "Column Width". The number of lines in a column is determined by both the "Column Length", and the character size, but this need not concern you as Crossword Express takes care of these details. Columns specifies the number of columns which are to be placed on each page of the clue printout.

PRINTING THE PUZZLE

When you are satisfied with your puzzle selection and print options, you can do the printing by clicking the Print button, or by pressing 'P' on the keyboard. A message box will inform you that the puzzle is being printed, and a short beep will be heard when the program has finished its printing activity. At this point you may go ahead and perform other functions even though the printer may still be producing output.

DELETING A PUZZLE

Clicking the Delete button, or pressing 'D' will activate the delete function for the puzzle which is currently displayed. A message box will appear to give you an opportunity to change your mind.

EXTENDING A DICTIONARY

The following facilities are provided to help you expand the currently selected dictionary:-

Input New Words

Modify Existing Words

Review the Merge File

Merge New Words with Dictionary

INPUT NEW WORDS

This dialog box allows a new word and its corresponding clue to be entered.

ENTERING THE WORD.

The word is typed into the word box, and may contain a minimum of 2 and a maximum of 15 characters. When the word has been entered, focus can be transferred to the Clue box by means of the mouse, or by pressing the Tab key.

ENTERING THE CLUE.

When a word is entered, Crossword Express searches the dictionary, and if the word is present, it displays the current clue in the Clue box. Otherwise you may enter a new clue into the blank clue box.

The following points are important:-

- > The clue may consist of up to 256 characters.
- > You can enter more than one clue by separating the clues with a single * character.
- > A word can be deleted from the dictionary by deleting all characters of the current clue.
- > If you enter a new word, but do not enter a clue, then the word will not be inserted in the dictionary.
- > Pressing Enter or clicking the Save button when the clue is complete will save the word/clue pair to a temporary MERGE file, and provide you with the chance to enter another new word.

TERMINATING THE WORD ENTRY PROCESS.

You can end the word entry cycle by clicking the Finish button, or by pressing Enter after focus has been transferred to the Finish button means of the Tab key.

MODIFY EXISTING WORDS

This dialog box permits the modification of words and clues which are already in the dictionary. This process begins by typing in several letters to indicate the location within the dictionary where modification is to begin, and then pressing Enter. A word from the dictionary will be displayed along with its clue, and the cursor will be moved to the clue, to allow it to be altered or extended. Pressing Enter, or clicking the Save button at this point will save the word/clue pair to a MERGE file if changes have been made. Otherwise, and in any case, the next word clue from the dictionary will be displayed. The modification process is terminated by clicking the Finish button, or by pressing Enter after focus has been transferred to the Finish button by use of the Tab key.

REVIEW THE MERGE FILE

This function allows the words you have added to the MERGE file to be reviewed before they are added to the dictionary. It is selected by clicking the Review button or by pressing R on the keyboard. Either way, a dialog box appears which displays the first word/clue pair in the MERGE file (these words are displayed in alphabetical order, not the order in which they were entered). The cursor will be placed at the clue, to allow it to be altered or extended. Pressing Enter, or clicking the Save button at this point will save the word/clue pair to the MERGE file if changes have been made. Otherwise, and in any case, the next word/clue from the MERGE file will be displayed. The review process is terminated by clicking the Finish button, or by pressing Enter after focus has been transferred to the Finish button by use of the Tab key.

MERGE NEW WORDS WITH DICTIONARY

This function allows you to Merge into the dictionary the new words and clues that you have entered. A simple dialog box will keep you informed of progress as this operation takes place. If you forget to do the Merge operation, then Crossword Express will provide you with a warning, and give you the opportunity to do the Merge as you exit from the Extend Dictionary function. You also have the option of abandoning the Merge file and its contents if you wish.

CROZZLE PUZZLES

A crozzle puzzle differs from the standard crossword in the following ways:-

- > It is constructed from a very limited set of words. The Special Interest dictionaries are used for this purpose, and may have as many as 255 words, or as few as 10 words. Such dictionaries usually follow a specific theme such as Football, Surfing, Great Composers, Botany, or any other topic you may care to name.
- > It is constructed on a blank lattice, with the program inserting black squares as required, so that the end result does not in general exhibit any symmetry.
- > The degree of interlinking of words is quite low, with less than half of the total letters actually interlinking.

The following function buttons are provided:-

Select Dictionary

New Dictionary

Edit Dictionary

Naming The Puzzle

Puzzle Size

Make

NEW DICTIONARY

This function allows you to create a new Special Interest dictionary from within the Crozzle screen without needing to invoke the Dictionary Maintenance screen. The dialog box has a single input field which accepts the name of the new dictionary. The rules which govern the naming of this dictionary are:-

- > The name must commence with the \$ character.
- > The remainder of the name can have a maximum of 7 characters selected from the 26 letters and the 10 digits.
- > The name will not be accepted if it is the same as an existing dictionary.

Clicking the OK button after a legal name has been entered will automatically put you into a Dictionary Edit screen where you can begin to build your new dictionary

EDIT DICTIONARY

This form of dictionary editing makes use of the Windows Notepad. The rules which govern the input into this screen are:-

- > Each word/clue pair must be input onto a single line of the Notepad. If the word/clue pair is longer than the width of the Notepad, then horizontal scrolling will take place automatically.
- > Press Enter to signal the end of a word/clue entry, and to move you to the beginning of the next line.
- > Insert one or more Tabs or Spaces between the word and the clue.
- > You dont have to worry about alphabetical order of your input. Crossword Express will carry out an automatic sorting process as it inserts your words and clues into the resulting dictionary.
- > If you are editing an existing dictionary, the contents of that dictionary will be displayed in the Notebook in alphabetical order, and you can alter or delete entries at will. Any new entries may be added anywhere within the list or, more conveniently, they can all be appended to the end of the list.
- > When you have finished entering your words, save your work by using the File/Save menu option. If you forget this step, Notebook will remind you about saving your work when you exit from its input screen.

PUZZLE SIZE

The size of the Crozzle Puzzle may be adjusted in accordance with the following:-

- > **Squares Across.** Insert a value in the range 3 to 30 to specify the number of columns of squares in the finished puzzle.
 - > **Squares Down.** Insert a value in the range 3 to 30 to specify the number of rows of squares in the finished puzzle.
- Note.** These values are treated as maximum values only. If Crossword Express can fit all of the words contained in your list into a smaller area, then it will do so.

MAKING A CROZZLE

Clicking the Make button, or pressing M will begin the construction process, and Crossword Express will create and display the first puzzle within a few seconds. As the construction progresses, the program maintains a score which is simply the sum of the number of words plus the number of interlinking letters, and displays this score along with the puzzle. It continues making more puzzles, and when it makes one which has a higher score than the previous best, the puzzle is displayed along with the new higher score. This construction phase can be allowed to run for as long as desired, or until the currently displayed puzzle is considered to be satisfactory. Construction is terminated by clicking the Stop/Return button, or by pressing R or Escape. Crozzle puzzles can be solved or printed in exactly the same way as normal puzzles.

PRESET WORDS

The following functions are available from this module:-

Selecting a Dictionary

Selecting a Lattice

Naming The Puzzle

Entering Preset Words

Starting the MAKE Process

ENTER PRESET WORDS

The Preset Words feature of Crossword Express allows you to specify that particular words must be used at certain locations within the lattice when it is used to create a puzzle. This function allows you to specify these Preset Words, along with the clues that shall be used, and their locations within the lattice.

The Edit function allows you to change a pre-existing list of Preset Words, while the New function deletes any pre-existing list, and gives you an empty list with which to work. In each case you will be presented with a dialog box having the following components:-

- > **Word** Enter the desired Preset Word into this box. Up to 47 characters may be entered, in which case, horizontal scrolling of the word will occur automatically.
- > **Clue** Up to 256 characters can be typed in for the clue. Vertical scrolling of the text will occur if the clue is too big to fit in the box.
- > **Location** The location of the Preset Word is specified by moving the red focus indicator to the desired location. This is done using the Forward and Back buttons. Notice that it will only visit words whose length is the same as the Preset Word you are currently editing. The actual location of the word as it will be recorded in the Preset Word list is shown in the Location box.
- > **Next and Previous** These buttons will move you forward and backward through the Preset Word list when clicked with the mouse. Keyboard users can use 'N' and 'P' to achieve the same result, provided that control is not focused on either the Word or Clue box.
- > **OK** Clicking this button, or pressing 'O' will signal the end of Preset Word entry. The Preset Word list will be saved, and you will return to the Control Center.
- > **Cancel** Clicking this button, or pressing Escape will signal the end of Preset Word entry. You will be returned to the Control Center, but the Preset Word list will not be saved.

SPECIAL INTEREST PUZZLES

Many users will want to generate crossword puzzles which follow a particular theme or subject, but find that they cannot create a big enough dictionary on the subject to be able to reliably construct the desired puzzle. The 'Special Interest Puzzle' option overcomes this problem by allowing certain words within the lattice (up to 20) to be 'marked' as requiring to be filled from the currently selected Special Interest Dictionary, while the remainder will be filled from the current 'standard' dictionary. A Special Interest dictionary can be quite small, having perhaps a few hundred words.

[Selecting a Special Interest Dictionary](#)

[Selecting a Standard Dictionary](#)

[Selecting a Lattice](#)

[Naming The Puzzle](#)

[Marking the Special Interest Words](#)

[Starting the MAKE Process](#)

SELECTING A SPECIAL INTEREST DICTIONARY

This option provides you with a listbox containing the available Special Interest dictionaries, with the currently selected dictionary highlighted. Note that the names of such dictionaries all commence with the special character '\$'. Select the Special Interest dictionary by clicking its name in the listbox, or use the arrow keys to highlight the required dictionary, and then press Enter.

MARKING THE SPECIAL INTEREST WORDS

This option presents a dialog box having the following controls:-

- > **Location** The locations of the Special Interest words are specified by moving the red focus indicator to the desired location. This is done by means of the Forward and Back buttons. The actual location of the word as it will be recorded in the Special Interest list is shown in the Location box.
- > **Next and Previous** These buttons will move you forward and backward through the special Interest word list as you make adjustments to the word locations.
- > **OK** Clicking this button, or pressing 'O' will signal the end of Special Interest word entry. The Special Interest word list will be saved, and you will be returned to the Control Center.
- > **Cancel** Clicking this button, or pressing Escape will signal the end of Special Interest word entry. Return to the Control Center will occur but the Preset Word list will not be saved.

MISCELLANEOUS FUNCTIONS

The following Miscellaneous Functions are provided to help you adapt Crossword Express to more closely meet your particular requirements:-

[Choosing a new Language](#)

[Watch This Space](#)

CHOOSING A NEW LANGUAGE

This dialog box contains a list of available languages, having the current language highlighted. Select the required language, by clicking with the mouse, or using the cursor keys to move the highlight. When you are satisfied with your choice, click the OK button, or press Enter, and all subsequent screen text will be presented in that language. At this stage, the Help text is restricted to English only.

If you would like to create a new language for CROSSWORD EXPRESS, you can do this by copying the file ENGLISH.TXT into a new file called LANGUAGE.TXT, where LANGUAGE can be any language which can be represented using the Latin alphabet. Then do a word by word translation of this file into the chosen language. This is best done using a simple text editor, as the resulting text file must be a simple ASCII file.

WATCH THIS SPACE

More Miscellaneous Functions will be added as the need arises. Several are planned, and any suggestions received from interested users will be given very serious consideration.

--: CONGRATULATIONS :--

You have successfully completed the difficult task of installing CROSSWORD EXPRESS, and getting it running for the first time. We hope that you will be anxious to move on to the simple and entertaining task of making and solving your first crossword puzzle. The following steps are required. (Please read all of the steps before you begin to carry them out) :-

MAKING A PUZZLE

- > Quit from this Help screen by double clicking on the small square in the top left hand corner of the Help screen.
- > At the Control Center screen, click the button labelled Make a Crossword.
- > At the Crossword Express screen, click the button labelled Make. Sit back and be entertained as Crossword Express makes your first Crossword Puzzle.

SOLVING A PUZZLE

- > When the Puzzle completed message appears, click the button labelled Return, to get back to the Control Center screen.
- > Click the button labelled Solve a Crossword, and begin solving your first Crossword Puzzle. A Help button is available here if you have any problems.

PRINTING A PUZZLE

- > Click the Return button to get back to the Control Center screen.
- > Click the Print a Crossword button to move to the Print screen.
- > Make sure your printer is turned on, and click the Print button.

Thats all there is to it.....Have fun.

INTERNAL SITE LICENSE

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The AUS-PC-SOFT Registration System

If the program you are now using is a (DEMO) version, it can be converted into a fully functional (PRO)fessional version of CROSSWORD EXPRESS by registering with AUS-PC-SOFT. When you do, you will receive by return email (or postal mail if you prefer) a CROSSWORD EXPRESS key which is a string of sixteen characters, similar to the number on a credit card. When you type this key into the demonstration program, you will convert it into the PRO version, and unlock the full power of CROSSWORD EXPRESS.

Please read the following topics for a full understanding of the operation of the AUS-PC-SOFT Registration System.

[Entering your Registration details](#)

[Forwarding your Registration details](#)

[Unlocking your program](#)

[Benefits of Registration](#)

ENTERING YOUR REGISTRATION DETAILS

The dialog box used for entering your registration details is divided into four Group Boxes:-

> **Postal Address.** This information not only identifies you to AUS-PC-SOFT, but is also used to generate the CROSSWORD EXPRESS key which will be returned to you, and will allow you to unlock your program. It is most important that this name and address information is not changed after you have forwarded your registration details. Special arrangements need to be made in the event of (1) Installing CWE on another computer and (2) Moving to a new address

> **Electronic Address.** Enter your Telephone Number and Internet address. Your Internet address (if you have one) is of particular importance, as it will allow the CROSSWORD EXPRESS key to be returned to you in the shortest possible time (usually less than 24 hours).

> **Credit Card Details.** If you are paying by Credit Card (VISA or Mastercard), then enter your details in this area. There are two very important points you should be aware of if you elect to pay by Credit Card:-
(1) Since the transaction is processed in Australia, your account will be debited AUD \$50.00. This will translate to an amount slightly less than the standard price of USD \$39.95.
(2) The Credit Card number is encoded to provide a high level of security if you send your registration details over the Internet. To satisfy yourself that this is indeed the case, use the OK button to save the data you have entered, and to return to the Control Center. Then click the Registration button again, and observe that the Card number now bears no resemblance to what you entered. It will not be decoded until it is received by AUS-PC-SOFT.

> **Registration Information.** This is where you will type in the CROSSWORD EXPRESS key and the Registration number when it is returned to you from AUS-PC-SOFT.

FORWARDING YOUR REGISTRATION DETAILS

There are three methods of forwarding your Registration Details to AUS-PC-SOFT:-

- > **Internet email.** If you click the OK button of the Registration dialog box, all of the registration details will be stored in the file CWE.INI in the Windows directory. If you are paying by Credit Card, all you need do is email this file to the address shown near the top of the dialog box. If you would find it more convenient to have a copy of this file created somewhere else on your computer (perhaps you have an upload directory for storing your email messages before sending) then use the **Save As** button instead of the OK button. Finally, a copy of CWE.INI is also sent to the Windows clipboard, and you can send this copy instead if that is convenient. In any case, the clipboard provides an easy method for you to have a look at the contents of the file, and so satisfy yourself that all of the data is correct, and in particular that the Credit Card number has in fact been encoded for transmission.
- > **Postal Mail using a disk.** If you choose to pay by check, you will need to send your registration by Postal Mail. To avoid errors, this is best done by placing the file CWE.INI onto a disk, and sending the disk. Instead of using the OK button, use the **Save As** button to make a copy of the file on a diskette in either drive A or drive B. Instructions regarding check payments can be found near the top of the Registration dialog box.
- > **Postal Mail using printed details.** As a last resort, a printed copy of the registration can be generated by using the > **Printer** button.

UNLOCKING YOUR PROGRAM

When you receive the CWE key from AUS-PC-SOFT, you will be able to unlock the power of CROSSWORD EXPRESS. Take the Registration option from the Control Center once more, but this time you will enter information into the **CWE key** and **Registration Number** edit boxes only. Note that the **CWE key** consists of four groups of four characters separated by spaces. Please ensure that you type in these intervening spaces as well. When you are quite sure that this information has been entered correctly, click the OK button. You will find that the Registration button will disappear from the Control Center menu, and that the full functionality of CROSSWORD EXPRESS will be at your fingertips.

BENEFITS OF REGISTRATION

Perhaps the most significant benefit of a CROSSWORD EXPRESS registration is that it is a perpetual registration. This means that as new releases of CROSSWORD EXPRESS appear, they will be made available for down-loading from the Internet, and will operate as the full PROfessional version for those people who have registered. Those unlucky people who have not registered will find that for them it will only operate as a DEMO version.

Remember also that a growing library of CWE dictionaries will be available for down-loading from the Internet. Most of these will not operate with the DEMO version of the program, but all of them will operate with the registered PRO version.

INSTALLING CWE ON A NEW COMPUTER

If you upgrade your computer equipment, and install CWE using your original disks, you will find that it will begin operation as a DEMO program only. To convert it to the PROfessional version, go through the process of entering your registration details again (no alterations please), but this time also input the CWE key and the Registration Number. The program will immediately unlock and begin functioning as the PRO version.

MOVING TO A NEW ADDRESS

If you relocate to a new address, you will probably want your registration details to reflect this change. You can do this by deleting the file `CWE.INI` from your Windows directory, and so convert your program back to a DEMO version. This will allow you to enter your new address data, just as though you were registering for the first time, but this time be sure to enter your Registration Number also. Send the details to AUS-PC-SOFT who will recognize that you are a registered user, and will return a new CWE key to you without debiting your Credit Card account. To reinstate your PRO version until your new key arrives, delete `CWE.INI` again, and type in all of the original details (including the original key).

