May God be Glorified!

Welcome to the Bible Memorize and Bible Word Search Games!

"How can a young man keep his way pure?   By living according to your word.   I seek you with all my heart; do not let me stray from your commands.   I have hidden your word in my heart that I might not sin against you.   Praise be to you, O LORD; teach me your decrees.   With my lips I recount all the laws that come from your mouth.   I rejoice in following your statutes as one rejoices in great riches.   I meditate on your precepts and consider your ways.   I delight in your decrees; I will not neglect your word."   Psalm 119:9-16 (NIV).

Memorizing God's Word is very important to our Christian walk.   If we were "spiritual giants", we would find memorizing God's Word exciting, fun, and rewarding.   There are times when this may be true; but unfortunately, it seems that memorizing God's Word is more often boring, difficult, and tedious. Hopefully, this game will make memorizing Scripture verses fun.

This program is really two games in one.   The main goal in both is to find words in a letter game grid in the allotted amount of time.   High scores are maintained to help you see your progress.

The first game is the Bible Memorization Game.

The second game is the Bible Word Search Game.

There are also some creative ways where this game might be fun and useful as a spelling quiz, a definitions quiz, or even a foreign language quiz.   Some flash card styles of leaning might be successfully implemented with this game.

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Tab Folder

There are three tabs that provide the main interface to the game.   The tabs are only displayed when a game is not currently being played.

Play   -- Allows you to set game options, and to start a game.

Edit   -- Allows you to create and edit the game grid design.

Help   -- Provides additional information.

Click on one of the tabs to access their functions.

Bible Version

Use this box to select other Bible translations when they become available.   Click the About Button for the web site which will contain information about available translations.

Picture Dropdown Listbox

Use this dropdown box to select a <u>background image</u> that you created and saved, or that was shipped with this program.   Only the files in the <u>custom grid directory</u> will be shown in the listbox.

Grid Dropdown Listbox

Use this dropdown box to select a game grid design that you created and saved, or that was shipped with this program.   If a bitmap file exists in the <u>custom grid directory</u> that has the same name as the grid design, that picture will automatically be loaded.   Only the files in the custom grid directory will be shown in the listbox.

Invert all squares button

Clicking this button will cause all of the <u>letter boxes</u> to switch from invisible to visible and vice-versa.

Paint all squares button

Clicking this button will cause all of the <u>letter boxes</u> to become visible.

Clear all squares button

Clicking this button will cause all of the <u>letter boxes</u> to become invisible/transparent.   This is essentially an erase button.

Select Verses Button

Click this button to open up the Bible Memorization Window.

Options Button

Press this button to show the Options Window.

Select Bible Books Button

Click this button to open up the Bible Book Selection Window.

Register Button

Click this button to display the Registration Window.   Registering this program will give you license to use this program and make me a happy Christian camper!

Help Button

Click this button to display the windows help screen for this window.

About Button

Click this button to display an information box about the program.

Message Button

Click this button to read a message from the programmer/owner of this game.

Memorize Button

Click this button to start the Bible Memorization Game.

Search Button

This will start the Bible Word Search Game.

Save Button

After you have designed you new grid, you may want to save it for future game playing.   Simply click the Save Button.   This will bring up a standard windows save dialog box.   Enter the name you want associated with this grid.   The newly saved grid should now appear in the Grid Dropdown Listbox.

See Grid Background Picture for information on how to create new pictures for your grid!

Open Button

Press this button to load a previously <u>saved</u> <u>grid design</u> or a grid design preloaded with this game.   You can also use the <u>Grid Dropdown Listbox</u> to load a grid design.

Timer Background Picture

Simply a background picture for the game in progress information.

    Bonus Points
    Countdown Timer
    Score

Bonus Panel

This panel can only be shown by clicking the <u>Use Bonus Button</u> at the bottom right corner of the window next to the <u>exit button</u>.   The bonus panel will only be displayed for a few seconds, and then disappear. Clicking the Bonus Button will cause it to reappear.

Click one of the buttons to use your <u>bonus points</u>.   If you do not have enough bonus points to use a certain feature, the button will be disabled.

Countdown Timer

Positioned at the bottom of the timer background picture, this displays the amount of time remaining to find valid words in the game grid.   The starting time is set in the options window.   Use your bonus points to increase the amount of time available.

Score

Displays the accumulated score of all valid words currently found.   This is at the top of the timer background picture.

Memorization Outline

This displays an outline of the Scripture verse that you are trying to memorize.   Each word is represented by a series of underlines.   Each underline represents a letter of the word.   Additionally each word outline will be one of three colors.   When you find a valid word, the word outline is replaced by the actual word itself.

_ _ _   _ _ _   so   _ _ _ _ _   _ _ _   _   _ _ _ _!

For God so loved the world!

Black Lines
Indicates that the word is in the grid, but is not a <u>bonus score word</u>.

Dark Blue Lines
Indicates that the word could not be placed in the memorization grid.   This occurs when the Scripture verse is too large to fit in the grid design.   Also, due to the random nature of the grid build, the same Scripture verse may or may not always contain all of the words.

This means that the word cannot be created by clicking the mouse.   You must type the word in the word textbox.   <u>See bonus points</u> for the side effects of buying letters.

Green Lines
Indicates that the word is a <u>bonus score word</u>.   This word was once originally black or blue, so be aware that the word may not be physically in the game grid.

Stop Build Button

Click this large button to stop the computer from searching for new words.   This button is only visible when the computer is searching the game grid.

Words Found Count

This number is a count of all <u>valid words</u> that you have currently found.

Words Found List

This is a list of all valid words that you have currently found.

Grid Word Count

This number shows the total number of <u>valid words</u> that can be found in the current <u>game grid</u>.

Grid Background Picture

The pictures in this program were created using 24 bit color.   If your system is set to display 256 colors, the pictures may appear grainy.   If your graphics card supports more colors without sacrificing speed, you may want to try changing your Windows 95 settings to display more colors.

Mouse control
Left clicking on the picture is the same as clicking on a green highlighted letter box.   Right clicking will completely restore all highlighted letter boxes to their original color, and clear the word text box.

(Click here for help on adding new pictures)

Reward Score Bar

This bar is displayed below the game grid during the memorization game.   It indicates a value that will be added to the base score of the green highlighted word.   You must find the green highlighted word for the bonus score.

Progress Bars

Bottom Progress Bar -- displayed at the bottom of the letter box grid.

For the word search game, the bar displays the progress of the computer's search for valid Bible words.

For the memorize game,   the bar displays the progress of the computer trying to find a location to insert *one* of the words in the randomly selected memorization category.

Left Progress Bar -- displayed at the left of the letter box grid.

This bar is only displayed for memorization game play.   It shows the progress of the computer trying to insert *all* of the words for the randomly selected memorization category.

Message Bar

This displays various messages during game play such as word validation messages and <u>points scored</u> for valid words.

Word Textbox

This is the location where you spell the word that you find in the grid.   You can use the mouse button to click on the <u>letter boxes</u> to spell the word, or you can simply type the words from the keyboard.   Press the Enter key or right click on a <u>letter box</u> when you want to see if the word is valid.

Words Not Found List

This is a list of words that you did not find after the time limit expired. Clicking on any of the words will highlight the word in the grid box. For the Bible Memorization Game, it is possible that the word does not exist in the grid at all. See Memorization Outline for details.

OK Button

Press this button when you are finished looking at the <u>words not found list</u>.

Use Bonus Button

Click this button to display the <u>Bonus Panel</u>.   This button is only visible when you have enough <u>bonus points</u> to use a <u>bonus feature</u>.

Exit Button

Click this button to exit the program.   You can also click the normal windows X button in the upper right corner of the window to exit the program.

STOP Button

Pressing this button during game play will stop the game and display any words that you did not find.

Bible Book Selection Window

This window allows you to select which books of the Bible that you want to use for the Bible Word Search Game.

Bible Book Check Mark
Deselect All Buttons
Extract Words From Bible Button
OK Button
Select All Buttons
Word Count of Selected Books

Word Count of Selected Books

This number is the count of *unique* words that exist in all of the books that you have currently selected.   If you make any book selection changes, this number will not be updated until you press the Extract Words From Bible Button.

OK Button

Press this button once you are satisfied with the Bible book selections.   You do not have to press the <u>Extract Words From Bible Button</u> for changes to take affect.

Deselect All Buttons

Pressing this button will deselect all Bible verses in either the Old Testament section or the New Testament Section.

Select All Buttons

(<u>See Bible Book Selection Window</u>)

Pressing this button will select all Bible verses in either the Old Testament section or the New Testament Section.

Bible Book Check Mark

Clicking on the box or book title will cause the book to be selected (indicated by an x in the box) or deselected (a blank box).

Extract Words From Bible Button
(See Bible Book Selection Window)

Pressing this button will update the Word Count of Selected Books.

Options Window

This window allows you to change game defaults.   If you want the changes to be permanent, you must press the Save as Defaults Button.   Otherwise, any changes will be lost once you exit the program.

General Game Options
> Time Limit
> Search Directions
> Computer Speed

Bible Memorization Options
> Show Verse Checkbox
> Bonus Score Order
> Build Time Limitation Factor

Control Buttons
> OK Button
> Restore Original Defaults Button
> Save as Defaults

Computer Speed

The program will try to estimate the speed of your computer the first time you run this program.   This measurement is displayed in the Options Window and cannot be manually changed.   This measurement is used to estimate the initial Build Time Limitation Factor.   You may need to make final adjustments of the Build Time Limitation Factor to suit your patience level.

If you cancel the program's request to estimate your computer's speed, a default speed of a pentium 166 will be used.

You can have the game estimate the speed of your computer again by pressing the Restore Original Defaults Button.

Time Limit

Use the Scroll bar to change the amount of time you have to search the game grid for words.   See Point Scoring for the effect of this time limit on the score you receive for each word.

Search Directions

Click on these buttons to toggle the search directions on and off.   See Game Speed for the time effects
of search directions.   See Game Overview for the effects of finding valid words in the game grid.

Build Time Limitation Factor

Use the scroll bar to change this number.   See Game Speed for the effects of this number.

Bonus Score Order

Select sequential order to encourage memorization from the first word to the last word.

Select random order to encourage a more thorough memorization of the Scripture verse.   This will ask you what is the nth (Ex 5th, 8th, 1st, etc) word in the Scripture verse.

See Point Scoring for additional details.

Show Verse Checkbox

By leaving this box unchecked, this can be a fun way to discover what verse you are trying to memorize. This forces you to find words in the game grid.   How many words must you find before you know the Scripture verse name?!

Checking this box will cause the Scripture verse that you must find to be displayed at the top of the Memorization Outline display.

OK Button
(See Options Window)

Clicking this button will cause the new defaults to be used.   You must click the Save as Defaults button for the changes to be permanent.

Restore Original Defaults Button

Clicking this button will cause the original defaults to be restored.   This will also allow the computer to estimate the speed of your computer.

Save as Defaults Button
(See Options Window)

Clicking this button will cause the new defaults to be permanently saved.

High Scores Window

This window allows you to enter your name if you earn a high score.   The window lists the top ten scores for each game grid design.   The window is displayed only at the end of a game.

Player Name
OK Button

Delete High Scores Button
OK Button

Player Name

The name you type here will be saved in the high scores for the <u>grid name</u>.   Press the Enter key or the OK Button after you type your name.

OK Button (Player Name Box)
(See High Scores Window)

Click this button to register your name.   Pressing the Enter Key will also do the same.

Delete High Scores Button

Click this transparent button to delete all high scores.   You will be asked if you really want to delete the high scores.   Press the Yes button to delete the scores, or press the No button to cancel the delete request.

OK Button (High Scores Window)

Click this transparent button to close the high scores screen.

Bible Memorization Window

Scripture verses are organized into categories so that you can group verses together by their subject matter or topic.   This allows you to concentrate what Scripture verses the computer will use to quiz you with.   For example, one day, you may decide to memorize Scripture verses that deal with God's Grace.   Another time, you may want to work on verses that deal with Evangelism so that you are better prepared to share the Gospel of Jesus.

You can be creative and use this game for memorizing other subjects than Scripture Verses.   An example is provided of how this game might be used for spelling,   definitions, poetry, and foreign language quizzes.   This game might be adaptable to some "flash card" learning methods.

This window displays a folder with two tabs.   Click on the tab to access their functions.

The Select Verse Categories Tab

This allows you to choose specific categories of Scripture verses to be used during the Bible Memorization Game.   The computer will randomly select a Scripture verse among all verses that exist in each category that you check.   The categories displayed correspond to those typed in the Scripture Category Textbox shown in the Edit Verses Tab.

> OK Button
> Scripture Category Listbox

Edit Verses Tab

This is where you can enter new Scripture Verses, edit existing ones, and even delete ones you no longer wish to memorize.

> ### Navigation Controls
> > Category Dropdown Listbox
>
> Scripture Category Textbox
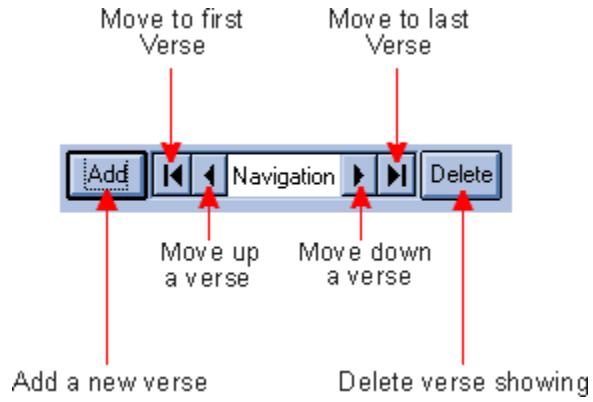> Scripture Verse Textbox
> Scripture Textbox

OK Button

Press this button to close the Bible Memorization Window.

Navigation Controls

Simply Click on the control you wish to use.

Scripture Textbox

This text box allows you to enter the Scripture text for the <u>category</u> and <u>verse</u> that you specify.

Using punctuation *within* the words will cause the word to be treated as two separate words, which may lead to some confusion when playing the memorization game.   For example, the word God's will be split into two words, God and s, because of the apostrophe.   This is because the game grid only contains letters.

Using punctuation marks outside of words is fine.   For example: Jesus said, "I am the way..." will work just fine.

Be aware that all of the words in a lengthy Scripture verse may not fit into the <u>game grid</u>.   However, this won't effect game playability.   <u>See Memorization Outline</u> for more details.   Also, <u>See Game Speed</u> for the effect of large words on the time it takes to build the <u>game grid</u>.

Scripture Verse Textbox

This text box allows you to enter the Scripture verse name.   For example, John 3:16.   The information in this box will be displayed at the top of the words found list during game play if the show verse checkbox is selected in the options window.

Scripture Category Textbox

This text box allows you to enter the Scripture verse category.   It is important that you pay close attention to spelling.   The category name that you use here appears in the Select Verse Categories tab folder.   Be sure to use the exact same category name spelling for each verse that you want grouped together into that category.

Game Overview

The playing grid is composed of letter boxes arranged in a 10x10 grid.   These boxes display a random letter of the alphabet, and are arranged to form various designs.   Your goal is to find as many words within the grid as you can while time remains on the underlined countdown clock.

Words are found by creating a path through adjacent grid boxes.   The direction of the word path depends upon the valid search directions.   You can change both the search directions and grid designs.

The figure below shows a grid design with valid search directions of up, right, down, and left.

10 x 10 Playing Grid
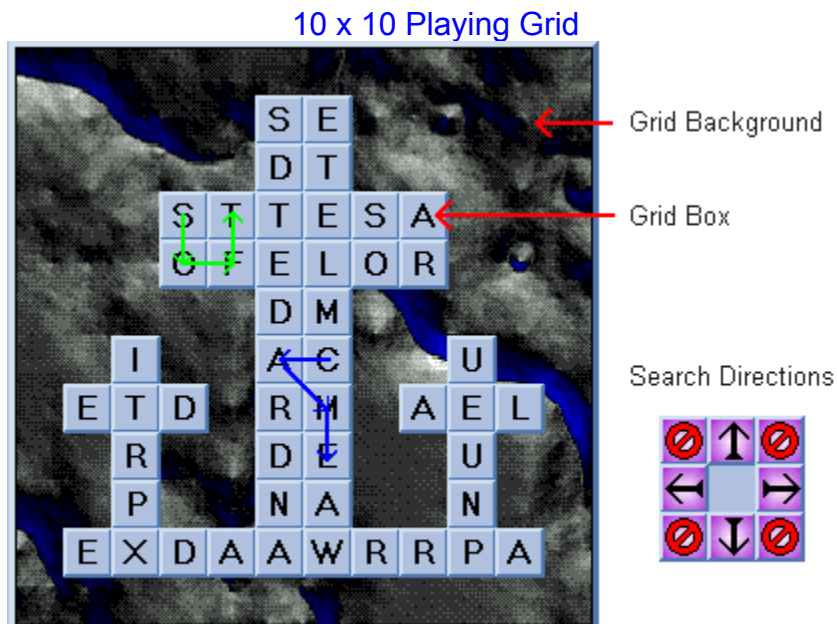
The green word path is an example of a valid word.   It starts out with the letter "s", followed by "o", "f", and "t".   The word created is "Soft".

The blue word path is an example of an invalid word.   It starts out with the letter "c" and "a", but the next search direction pointing to "m" is invalid for the search directions shown.   So even though "came" is a word in the Bible, it is not valid for the search directions shown.

If you are playing the Bible Word Search Game, the only valid words are those existing in the text of individual books of the Bible.   You select which books of the Bible to include, and only those words found in the books of the Bible will be valid.   There will be words that you can find in a dictionary, but unless they exist in the books of the Bible, they will not be valid.

If you are playing a Bible Memorization Game, then the only valid words will be those that you typed into the memorization database.   (There are preloaded Scripture Verses and other examples for you to enjoy immediately.)

Help during game play

Instant help is available while this game is running.

Most objects in the game windows will display a brief description when the mouse is over the object for about a second.

The most useful help feature is obtained by pressing the question mark "?" button in the upper right corner of the game window.   This will change the mouse cursor into a question mark pointer.   Then simply click any object in the game that you have a question about.   This will provide a quick popup help message that will describe the object that you clicked.   (The green hotspot jumps to other topics will not work when using the "?" button.   The green hotspot jumps work only when using the Windows 95 help system.)

Press a Help Button in any window to start the standard Windows 95 help system.

A Help Button is also located in the Help Tab Folder of the main game window.

Main Window
([See Welcome!](#))

This is the control center of the entire game.   From this window, you access other windows, set game options, and play the game.   Many control functions are located in the Tab Folder shown in the upper right portion of the window.   The following is a list of everything accessible from this window.

Windows
Bible Book Selection Window
Bible Memorization Window
High Scores Window
Message Window
Options Window
Registration Window

Controls
Exit Button
Letter Box
OK Button
Stop Button
Stop Build Button

Tab Folder
Play Tab
Edit Tab
Help Tab

Use Bonus Button
Word Textbox

Information Displays
Grid Word Count
Grid Background Picture
Memorization Outline
Message Bar
Progress Bars
Reward Score Bar

Timer Background Picture
Bonus Points
Countdown Timer
Score

Words Found Count
Words Found List
Words Found Percentage Bar
Words Not Found List

Letter Box

These grid boxes are used to spell valid words in the game (see Game Overview).

Mouse Control (Play tab)

Left Mouse Button
Assume that no letter box has yet been clicked.   Left clicking on a letter box will cause the letter to become highlighted in green, and will add the letter to the word text box.   You are now limited to what letter box you can click.   You can only click the letter box that is in the path of the valid search directions. Once you click on a valid letter box, the previously highlighted green box becomes blue, and the box you just clicked will now become the new green highlighted box.   Again, the letter is added to the word text box.

You cannot click on a blue letter box because you cannot use a letter box twice for the same word. Clicking on the green letter box will cause the box to return to its original color, the letter will be removed from the word text box, and the last blue box clicked will then become the new highlighted green box.

This blue and green highlighting allows you to visually see the path of the word you are currently creating, helps you to make legal selections, and makes erasing letters in the word text box easy.

Right Mouse Button
Right clicking any letter box is the same as pressing the Enter key when typing a word in the word text box.

Mouse Control (Edit tab)

Left Mouse Button
Clicking the left mouse button simply causes the grid box to become visible or invisible.   This allows you to paint a grid design.

Mouse Control

Letter Boxes
Background Picture

Adding new background pictures

You can design your own pictures using any paint program that creates windows bitmap files (*.bmp). Your Windows 95 installation should have a paint program in the Accessories directory.   Click the W95 Start button, then select "Programs", "Accessories",   "Paint".

The size of the file must be exactly 289 x 289 pixels (other sizes will not display properly when the Edit tab is selected).   The screen resolution and color can be anything that your video card can support.   You should save the file in the "Custom Grid" directory.

Naming your new bitmap with the same name as a grid design will automatically cause both the new grid and bitmap to be opened automatically when using the Grid Dropdown Listbox.   A preloaded example is Jesus.bmp and Jesus.grd.

To load your new picture, you must click the Edit tab.   The new picture should be in the Gird Dropdown Listbox.   You can also click the Open button to load the picture.

If the program does not find your new picture, be sure that it is in the correct directory.   Also be sure that the file is a windows bitmap file with the extension of .bmp.   If you created the new picture while the Memorize program was running, you may need to exit the program and restart it.

Game Speed

When this program is started, it checks files to be sure nothing has changed.   This will help determine if the program has been infected by a virus, or if files have been tampered by unscrupulous people.   The program also occasionally creates backups and compresses some files.   This will cause a delay before the actual game screen is displayed, but the time spent is offset by these precautions and benefits.

The discussion of game speed is primarily related to how long the computer takes to find valid words in the game grid, or to fill the game grid with memorization words.   The time for the computer to find valid words for the word search game is fast and should not pose a problem; however, the memorization game may take a long time depending upon several factors discussed below.

You will find that the speed is really unpredictable because of the random nature of the memorization grid build.   It may only take a minute for one grid build, and several times longer for the next grid build (using the same Scripture verse).   In general, it will go extremely slow for the first several words, but will significantly speed up toward the end.

The following factors are really only important for the initial stages of the grid build.   Even a small change in any one factor may result in a significant time difference.

Difficulty Level or Build Time Limitation Factor -- for memorization game only.
This is the single most important factor that will determine the *maximum* amount of time the computer takes to insert *one* word into the game grid.   Valid numbers are from 1 to 12.   Each increase of the number by one *may* increase the amount of time required geometrically.   A pentium 166 uses a default of 4 for a build time of less than 30 seconds per word.

A large build time limitation factor number will increase the randomness used for building the words in the game grid.   It is essentially a difficulty level value.   Small numbers make for an easier game, larger numbers more difficult.

The build time will override the time effects of grid size, word size, and search directions so that you won't be waiting hours to play the game.   By adjusting this factor in the Options Window, you can control the total amount of time required to build a grid to range from seconds to minutes to potentially hours.

Grid Size
The more letter boxes that are used in the grid design, the longer it will take the computer to perform its task.

Search Directions
The more search directions you allow, the longer it will take the computer to insert a word into the game grid.   (Four search directions are used in the pentium 166 examples.)

Word Size
Large words may increase the memorization build time *significantly*.   A pentium 166 will begin taking noticeably longer with word lengths of 6 or more letters.

Point Scoring

Scoring is related to the word length and the frequency of the letters within the word.   A word with the letter z will score higher than a word with the letter s.   For example, the word, set, will score more points than the word, sea, because the letter a occurs more frequently than the letter t.

Scoring is also related to the amount of time you allow for each game.   The more time you allow, the smaller the score for each word.   The less time you allow, the larger the score for each word.   You control the time limit in the Options Window.

During the memorization game, you are encouraged to find words from the first word to the last, or randomly.   This will reward you for correctly saying every word in the exact order of the Scripture verse you are trying to memorize, or this will reward you for having intimate knowledge of the Scripture verse (ie what is the 5th word in John 3:16?).   The order of the bonus score word is determined in the Options Window.

The bonus score word is represented by an outline of the word highlighted in green.   If you find that word, the points shown in the Reward Score Bar will be added to the base value of the word.   The reward score value will increase for each correctly found green word in sequence.   Finding a word not highlighted in green will reset the reward score value.

See Memorization Outline for more information about colors.

Bonus Points

The current number of bonus points are displayed at the bottom of the timer background picture during game play.

Bonus points are earned for each valid word found in the game grid.   The longer the word, the more bonus points you will earn.   Bonus points can be used to help you find words in the game grid.   There are three ways you can use your bonus points.

Buy Additional Time

You can increase the amount of time available for the game.   This will not reduce the word scores!   (See point scoring.)

Buy a Letter

You can buy a letter of a word you have not yet found.   Each letter you buy will start from the first letter of the word through the last letter of the word.   If you have enough bonus points, you can buy an entire word!   Be careful though -- once the word is completely spelled out, pressing the button to buy another letter will simply waste bonus points!

As you buy letters for the word, each letter will be highlighted in the memorization grid, and also placed in the word text box.   The word that is chosen is random.   If the word was not able to be placed in the memorization grid, the letters will not be traced in the letter boxes.   See Memorization Outline for details about outline highlighting.

Show Unused Letter Boxes

Using this bonus feature will cause every letter box that is not required for forming the remaining words to become transparent!   This is the most powerful way to use your bonus points, but it is also the most expensive!

There may be letter boxes in the grid that are never used for a specific game.   Also, during the course of the game, finding words will eventually cause some letter boxes to become useless in forming the remaining words.   This bonus feature will remove the clutter of unneed boxes.

Help Tab
<u>(See Tab Folder)</u>

When this tab is selected, you can read a message from the programmer/owner of this game, register this program, obtain additional information, and start the windows help system.

<u>About Button</u>
<u>Help Button</u>
<u>Message Button</u>
<u>Register Button</u>

Play Tab

When this tab is selected, you can choose to play either the Bible Word Search Game, or the Bible Memorization Game.   Various Bible options and game options are also available with this tab selected:

        Grid Design Name
        Bible Versions

Game Options
        Select Bible Books Button
        Select Verses Button
        Options Button

Start a Game
        Search Button
        Memorize Button

Edit Tab

When this tab is selected, you are in grid design mode.   You can paint your own designs by thinking of the letter boxes as being a pixel in a regular paint program.   Use the command buttons to perform the global grid changes as described.   Once you are satisfied with your design, save it for future fun.

You can also load saved grid designs, and background images.

The following controls are available when this tab is selected:

Loading Controls
> Grid Dropdown Listbox
> Picture Dropdown Listbox

Editing Controls
> Clear all squares button
> Paint all squares button
> Invert all squares button

File Operations
> Open Button
> Save Button

Bible Memorization Game

This game provides a fun way to memorize Scripture verses.   You can manually type your favorite verses into the database, and the computer will randomly select verses from Scripture categories that you create and select.   (There are also many Scripture verses and categories that are all ready preloaded.)   The words in the Scripture verse will then be added to the playing grid.   Your goal is to find all of the words that create the Scripture verse.

Bible Word Search Game

This game will make you more familiar with the individual words that create the text of God's Word.   It is a fun way to discover what words exist in the Bible and what words don't.   For example, "automobile" is a word found in the dictionary, but it is not found in the Bible.   However, "ocean" exists in both the Bible and the dictionary.

Custom Grid Directory

This is the directory where grid designs and background pictures are located.   It is a subdirectory of the main game directory where this program is installed.   The typical full path is "C:\Program Files\Kingdom Software\Memorize\Custom Grid".

If you have friends that use this program, you can share your newly designed game grids and background images by simply copying the appropriate files to a floppy, and then copying them to your friend's Custom Grid Directory.

        Picture file extension   -- .bmp
        Grid file extension   -- .grd

Category Dropdown Listbox

Click the small box with the down arrow at the right of the Scripture Category Textbox.   This will display a list of all categories currently entered into the database.   Clicking on one of the categories will display the first verse of that category.

Grid Design Name

This is the name of the currently shown <u>grid design</u>.   The name "Custom" is a default name.

Words Found Percentage

This shows the percentage of valid words that you have currently found in the game grid.

Scripture Category Listbox

The categories listed correspond to the Scripture Category Textbox shown in the Edit Verses Tab.   Click on the box to select (indicated by a checked box) or deselect (indicated by an unchecked box) the category.   All categories selected will form the pool of Scripture verses to be randomly chosen in the Bible Memorization Game.

The selected categories will be reset if any changes are made in the Edit Verses Tab.

Registration Window

The registration windows provide you with information on how to register this program and the possible benefits of registration.   If you have a printer, simply type the requested information into the boxes provided.   Be sure your printer is powered on and ready, then click the Print Button.

(You are asked about the number of program copies to register.   As with programs that you buy in retail stores, you should register each computer that will be concurrently (running at the same time) using the program.   This typically applies to schools, churches, or businesses that will use the program on more than one computer.   It will also apply to families with more than one computer if more than one person will be playing the game at the same time.)

If your printer supports the use of envelops, click the Print Envelope Button to use a utility that will print an envelope for your convenience.   Simply select the direction that you place the envelope into the printer, and enter the envelope size.   This utility should work for most printers, but you may need to experiment a little.

Message Window

This window presents a message from the programmer and owner of Kingdom Software, Robert S. Randolph.

The Table of Contents Buttons allow you to jump to sections of the text that you wish to read.   You will notice that one of the buttons will be highlighted to indicate what section you are currently reading.

The scroll bar at the bottom of the screen allows you to turn the pages of the message.   You can click on the arrow buttons, click in the scroll bar area, or drag the scroll button in order to control the text that is displayed.   As you scroll through the message, you will notice that the Table of Contents Buttons will be highlighted according to the section of the message that you are reading.

Program Files

The following is a list of all files that this program installs on your computer.   The directory locations listed below are the default paths, and they may be different if you choose a different installation directory.   In general, you should not directly delete these files.

Game Specific Files:

C:\Program Files\Kingdom Software\Bible Memorize\
        Bibles.mdb   -- Game database.
        Bibles.ldb   -- Game database file.
        Memorize.exe -- Splash screen.
        Search.dep   -- Dependency file.
        Search.exe   -- Main program file.
        Search.hlp   -- This help file.
        Search.cnt   -- Help file contents.
        Search.txt   -- Error file (Created only if an error occurs.)
        St5unstlog   -- Required to uninstall the software.

C:\Program Files\Kingdom Software\Bible Memorize\Custom Grids
These files can be deleted at any time with no harm.   Your own grid designs and bitmaps that you create will also be in this directory.
        Jesus.bmp   -- Grid background picture
        Jesus.grd   -- Grid design
        Design1.grd   -- Grid design
        Design2.grd   -- Grid design
        Design3.grd   -- Grid design
        4x4.grd   -- Grid design

C:\Program Files\Common Files\Kingdom Software Shared Files\
        Utilities.dll   -- Support file for Kingdom Software programs.
        Utilities.dep   -- Dependency file.

Shared System Files

These files may be used by other programs installed on your computer.   If the files distributed with this program are a newer version, your old files will be replaced.   Generally, these are files that Microsoft(R) distributes with Windows(R) 95 and other Microsoft products.   Be extremely careful not to delete these files manually.   Deleting these files may cause problems with other programs.   If the uninstall program leaves these files on your computer, there is probably a good reason.   Delete these manually at your own peril!

C:\Windows\System\
AsycFilt.dll
ComCat.dll
COMDLG32.OCX
Ctl3d32.dll
MSJet35.dll
MSJInt35.dll
MSJtEr35.dll
MSRD2x35.dll
MsRepl35.dll
MSVBVM50.dll
MSVCRT.dll
MSVCRT40.dll

ODBCJI32.dll
ODBCJt32.dll
ODBCTL32.dll
OleAut32.dll
OlePro32.dll
PICCLP32.OCX
RichEd32.dll
Richtx32.ocx
StdOle2.tlb
TABCTL32.OCX
THREED20.OCX
VB5DB.dll
VBAJet32.dll
VB5StKit.dll

C:\Program Files\Common Files\Microsoft Shared\DAO
DAO350.DLL

Uninstall

To uninstall this program, you must use the Windows 95 Add/Remove program.   Click the W95 "Start" button, choose "Settings", "Control Panel".   Then double-click on the "Add/Remove Programs" icon. Select the "Bible Memorize and Bible Word Search" program, and click the "Add/Remove" button. During the uninstall process, there may be files that generate a warning that they are shared program files.   If deleting these files makes you nervous (and you probably should be nervous considering Windows 95 quirks), simply ignore the delete request and leave the files on your computer.   Leaving these files on your computer will not slow it down, but will consume disk space.

If you created and saved grid designs or added new background images, you will need to manually delete these files.   After deleting the files, you will also need to delete the directories.

Additionally, there are three sections in the Windows Registry that will need to be manually removed by yourself using Microsoft's Regedit.exe program.   WARNING, it is best that you leave the Registry alone. Do not attempt to use the Regedit program unless you are experienced using it.   You can corrupt the Registry, and totally ruin Windows 95, forcing you to reinstall Windows 95 and all of your programs. Leaving the Registry settings will not slow your computer down, and only takes minimal hard drive space.

The following Key can be deleted after you uninstall the program:
MyComputer\HKEY_CURRENT_USER\Software\VB and VBA Program Settings\Bible Search

The following Keys can be deleted only if there are no other Kingdom Software Products installed:
MyComputer\HKEY_CURRENT_USER\Software\VB and VBA Program Settings\KingdomSoftware
MyComputer\HKEY_CURRENT_USER\Software\VB and VBA Program Settings\Utilites

Entering Words

Click here for information about entering words with the mouse.
Click here for information about entering words with the keyboard.