

# Crossword Construction Kit Index

The Crossword Construction Kit is designed to allow you to create theme crossword puzzles of various sizes and shapes and to save and print them out.

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## Network Considerations

This program is designed to distinguish between program directories and default directories. Normally the program directory and default directory will be the same. However, on a network with multiple users, this is not always desirable.

The default directory (normally specified as a network users home or data directory) retains all user created files. This includes the INI file for maintaining such items as colors, fonts and program defaults. In addition, user created puzzles and shapes are maintained in this directory. All program dependent programs are kept in the program directory. These consist of the main executable program, help and support files.

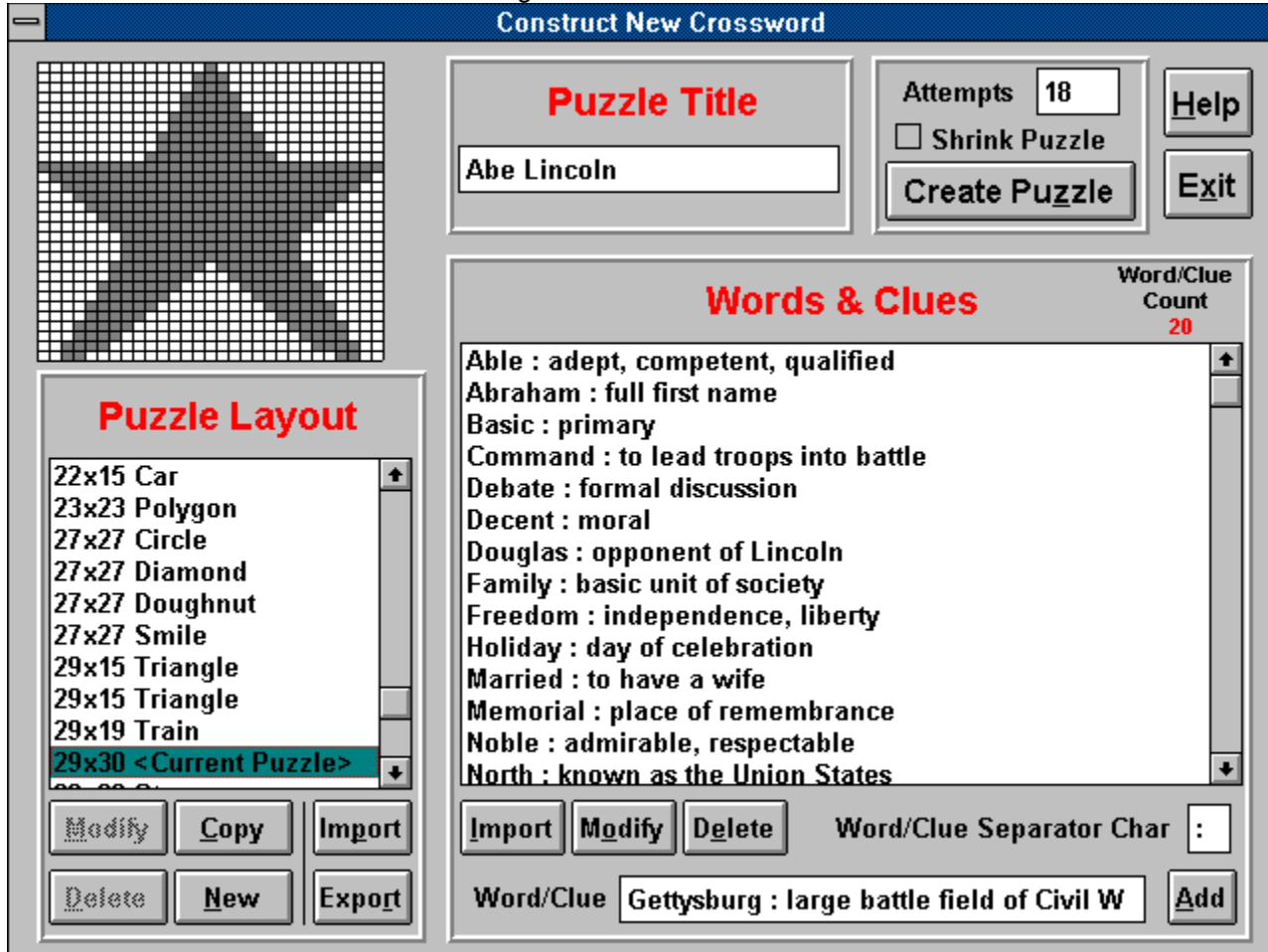
**What does this all mean?** It means that you can place the program in one directory on your network and by specifying different default directories for each user, you can have each user have their own personalized program configurations, created puzzles and shapes, yet only maintain one copy of the program on the network.

**Please note that multi-user networking of this product requires site licensing.**

# Create Puzzle Window

The Create Puzzle Window allows you to create your own puzzles. Here you may specify the puzzle Title, Layout (shape) and Words and Clues.

Click on an area below for information on a given item.



# Insight Software Solutions Order Form



To print out the order form, select FILE | PRINT TOPIC from the menu.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Prov: \_\_\_\_\_ Zip: \_\_\_\_\_

Country: \_\_\_\_\_

Day Phone: \_\_\_\_\_ Evening Phone: \_\_\_\_\_

Payment Method:  Check  Money Order  Visa  MasterCard  Amex  Discover

Card Number: \_\_\_\_\_ Exp. Date: \_\_\_\_/\_\_\_\_

Signature: \_\_\_\_\_

Diskette Size: 5.25" 3.5" (Circle One)

Product Name	Quantity	US Dollars	Total
<b>FINANCIAL SERIES</b>			
The Mortgage Analyzer (DOS)	_____	\$30.00	_____
The Mortgage Analyzer PRO (DOS)	_____	\$50.00	_____
The Debt Analyzer (Windows)	_____	\$25.00	_____
Annuity Ace Professional (DOS)	_____	\$25.00	_____
Loan Chief Professional (DOS)	_____	\$25.00	_____
SmartSum (Windows)	_____	\$29.00	_____
<b>HOME/OFFICE/UTILITY SERIES</b>			
Smart Address (Windows)	_____	\$39.00	_____
Smart 'n Sticky (Windows)	_____	\$34.00	_____
SmartDoc (Windows)	_____	\$24.00	_____
SmartTracker Inventory (Windows)	_____	\$25.00	_____
SmartTracker Books (Windows)	_____	\$25.00	_____
<b>HOBBY SERIES</b>			
SmartTracker Videos (Windows)	_____	\$25.00	_____

SmartTracker Stamps (Windows)	_____	\$25.00	_____
SmartTracker Coins (Windows)	_____	\$25.00	_____

**ENTERTAINMENT SERIES**

Word Search Rampage (Windows)	_____	\$15.00	_____
Crossword Construction Kit (Windows)	_____	\$18.00	_____
Word Search Constr. Kit (Windows)	_____	\$18.00	_____

Subtotal \_\_\_\_\_

(Utah Residents Only [6.125%]) Sales Tax \_\_\_\_\_

Shipping & Handling \_\_\_\_\_

U.S. First Class Mail (Air Mail to Canada) \$3.00

U.S. Priority Mail \$5.00

INTERNATIONAL (U.S. Air Mail) \$5.00

**Total Amount Enclosed** \_\_\_\_\_

Please send check, money order, Visa, MasterCard, American Express or Discover order to:

**(NOTE: We can only accept checks payable in U.S. Dollars drawn on a U.S. Bank)**

INSIGHT SOFTWARE SOLUTIONS

P.O. Box 354

Bountiful, Utah 84011-0354

OR Phone or Fax your Visa, MasterCard, American Express or Discover order to:

Tel: 801 295-1890 Fax: 801 299-1781

COMMENTS:

## Puzzle Layout Window

The Puzzle Layout Window allows you to specify a shape which can later be used with a puzzle. This Window allows you to enter a Title, Dimensions and to manipulate a Grid.

### Title

This is the name by which the layout will be known. This name will appear in the list box of layouts on the **Puzzle Creation Window**.

### Dimensions

This allows you to specify the maximum width and height of the puzzle. The maximum sized puzzle that can be created is 30 x 30.

### Grid

A Grid appears on the screen the size specified by the width and height. The grid may contain white and/or gray blocks. The gray blocks represent part of the puzzle. The white blocks represent empty space for the puzzle. Using the left mouse button toggles the color of a block between white and gray. The right mouse button can be used as a "FILL". For example, if a section is surrounded by white blocks, you may position the mouse inside that section on one of the gray blocks. Click the right mouse button and the whole inside section will become white. As this can have disastrous results if used accidentally or if a whole area was not closed off, an "Undo" button is available which will undo the last "fill".

## Modify Puzzles

You may modify puzzles you have created. Example puzzles may not be modified, but can be copied. To modify a puzzle, you will need to highlight the desired puzzle in the puzzle list box. Next, click on the "Modify" button. This will take you to the Create Puzzle Window. All the puzzle information will be present and ready for you to modify.

**Please note** that when you save the modified puzzle, it will REPLACE the existing puzzle even if you change the name. If you desire to have a copy of the puzzle (retain the old one), this can be done. Instead of selecting the "Modify" button, you will need to choose "File" on the menu and select the "Copy" option from within it. This will bring up all the information of the highlighted puzzle in the Create Puzzle Window. However, when the modified puzzle is saved, it will be saved as a new puzzle entry.

## Deleting Puzzles

You may delete puzzles you have created. Example puzzles which come with the software cannot be deleted. To delete a puzzle, you will need to highlight the desired puzzle in the puzzle list box. Next, click on the "Delete" button. You will be prompted to make sure that you want to delete the puzzle before deletion takes place.



[File](#)  
[Options](#)  
[Data Exchange](#)  
[Help](#)

**Show Samples** allows you toggle off and on whether the samples puzzles that come with the program are displayed in the list box on the main window.

You may choose the font style that is to be used by the puzzle numbers and the answers (if answer key is selected). Selecting the "New" button will display a list of all available True Type Fonts on your system and allow you to choose from one of them. If you simply desire to bold or italicize the font, you may click on the appropriate button instead of selecting the "New" button. The actual size of the font will be determined automatically by the program based on the size of the squares in the puzzle.

Please note that the font used for the "Puzzle Words" (if you choose to print them) is also specified by this same font. Font sizing for the puzzle words is also determined by the computer program.

## Print Options Window

The Print Options Windows allows you to customize the look of the printed puzzle. You may select portions of the puzzle to print, puzzle options and fonts for your puzzles. After doing so you may select the View/Print button which will allow you to view the puzzle, print it out or export it to a Windows Metafile.

Click on an area below for information on a given item.

The screenshot shows a window titled "Print Options" with a blue header bar. The window is divided into several sections:

- Parts To Print:** A list of checkboxes for "Puzzle Title", "Puzzle Body", "Puzzle Clues", "Puzzle Words", and "Bonus Question", all of which are checked. Below this list is a text input field containing the text "What is the nature of d".
- Puzzle Options:** A section with checkboxes for "Answer Key" (checked), "Use Filled Boxes" (checked), and "2 Page Printout" (unchecked). There is a "Filled Box Color" label next to a small blue grid icon. Below these are checkboxes for "Split Across/Down Columns" (checked) and "Across/Down" (unchecked). There are also two buttons labeled "Margins".
- Font Settings:** Three separate sections for "Clue Font", "Answer Font", and "Title Font". Each section has a text input field set to "Courier New" and checkboxes for "Bold" (checked) and "Italic" (unchecked), along with a "New" button.
- Action Buttons:** On the right side of the window, there are three buttons: "View/Print", "Help", and "Exit".

## Import Words and Clues Window

If you wish to create your word lists independently of the crossword program, you may do so. Using your favorite text editor, you may create a list of words and clues. Each word and clue should be on one line separated by the "Word/Clue Separator Character". When inside the **Create Puzzle Window**, press the "Import" button. This will bring up a new window with the following features.

### Open File Button

This brings up the common file dialog that will allow you to select your text file that contains the words and clues you have already created. Simply select the file, and the words and clues are loading into a list box.

### List Box

This displays all of the words and clues which have been loaded in from the text file. Clicking on a word/clue will select it to be used in the puzzle. Clicking on the word/clue a second time will deselect it.

### Select All Button

This chooses all words and clues in the list to be selected. If your text file contains the exact words and clues you want to appear in the puzzle, then you should use this button to choose them all.

### Clear Button

This deselects all the words and clues in the list box. Use this button if you wish to start over in choosing the words and clues you wish to use.

### Ok Button

This takes all the selected words and clues in the list box and places them in the word/clue list of the puzzle creation window.

### Cancel Button

This simply allows you to back out of the import word process if you decide not to use it.

## Main Window

The Main Window consists of the menu, a list box and five buttons. These are described below.

### Puzzle List Box

This contains a list of created puzzles. This will include both the example puzzles and any that you have created.

### New Puzzle Button

This allows you to create a new puzzle.

### Modify Button

This allows you to modify one of the puzzles in the Puzzle List Box.

### Delete Button

This allows you to delete one of the puzzles in the Puzzle List Box.

### View/Print Button

This allows you to view or print out one of the puzzles in the Puzzle List Box.

### Exit Button

This will exit you from the program.

## INI File

A file named CWKIT.INI is created in the default directory from where the program is run. This file contains all the initialization information for the program such as colors, fonts, etc. It is in ASCII format and may be edited directly if so desired. Removal of this file will reset all values back to the program defaults the next time the program is run and the file will be recreated.

# Upgrade Policy and Getting Support

## Upgrade Policy

The code (.EXE file) for the registered and unregistered versions of the program are identical, and it is the presence of a file CWKIT2X.DLL that is supplied with the registered version that causes the program to behave in a registered fashion. The presence of the DLL will also cause any further versions of the Crossword Construction Kit that still bear the 2.x release number to behave as registered versions, wherever you obtain them from. Versions that bear the 2.x release number will generally be for minor enhancements and bug-fixes. Any release containing major new functionality will bear the release number 3.x, and an upgrade fee will likely be chargeable.

**NOTE: You may not distribute copies of the licensed version of this product. You may not distribute the CWKIT2X.DLL file in any form.**

We will make new versions of the Crossword Construction Kit available via the usual sources such as on-line services like CompuServe, AOL, the Internet and other BBSs and via disk vendors, shareware CD-Roms, etc.

The prime locations for new releases are as follows:

**CompuServe:** Library 4 of the UKSHARE forum

**Internet:** World Wide Web: <http://www.smartcode.com/iss>

FTP Site: <ftp://ftp.smartcode.com>

**BBS:** Rocky Mountain Software (801) 963-8721 Library 5 (F 5).

If you do acquire a newer version of the Crossword Construction Kit simply ensure that the CWKIT2X.DLL file you received when you registered is either in the directory that the Crossword Construction Kit program is in or is in your WINDOWS directory.

## Getting Support

**Before you reach for the phone**, please make sure you have looked through this Help File first. If you have a question that this Help File doesn't answer, or are reporting what appears to be a bug then we will be pleased to hear from you. But if it is a question that is answered in this Help file then all we will do is point you to the relevant section, and you will just get an answer a little bit slower. This is not meant to be awkward, but we try to keep our costs down to allow us to produce this high quality software at value-for-money prices, and answering support calls is an expensive undertaking. After all, some of the major software companies either charge for support or provide it on premium-price phone numbers. We don't want to have to do that.

### **USA**

Insight Software Solutions

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Bountiful, UT 84011-0354

USA

Phone

801 295-1890



Fax 801 299-1781  
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Sandbach,  
Cheshire CW11 9RQ  
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Phone: (+44) (0)1270 759739  
Fax: (+44) (0)1270 765272  
CIS E-Mail: 74774,1347  
Internet: 74774.1347@compuserve.com

**Other**

Please direct all correspondence directly to Insight Software Solutions in the USA.

**This program is authored by: Insight Software Solutions**

# Insight Software Solutions Order Form



To print out the order form, select **FILE | PRINT TOPIC** from the menu.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Prov: \_\_\_\_\_ Zip: \_\_\_\_\_

Country: \_\_\_\_\_

Day Phone: \_\_\_\_\_ Evening Phone: \_\_\_\_\_

Payment Method:  Check  Money Order  Visa  MasterCard  Amex

Card Number: \_\_\_\_\_ Exp. Date: \_\_\_/\_\_\_

Signature: \_\_\_\_\_

Diskette Size: 5.25" 3.5" (Circle One)

<b>Product Name</b>		<b>Quantity</b>	<b>UK Sterling</b>	<b>Total</b>
<b><u>FINANCIAL SERIES</u></b>				
The Debt Analyzer	(Windows)	_____	£20.00	_____
<b><u>HOME/OFFICE/HOBBY SERIES</u></b>				
SmartTracker Inventory	(Windows)	_____	£20.00	_____
SmartTracker Books	(Windows)	_____	£20.00	_____
SmartTracker Videos	(Windows)	_____	£20.00	_____
SmartTracker Stamps	(Windows)	_____	£20.00	_____
SmartTracker Coins	(Windows)	_____	£20.00	_____
<b><u>ENTERTAINMENT SERIES</u></b>				
Word Search Rampage	(Windows)	_____	£15.00	_____
Crossword Construction Kit	(Windows)	_____	£15.00	_____
Word Search Constr. Kit	(Windows)	_____	£15.00	_____
			Subtotal	_____
		(UK & EEC Only [17.5%])	VAT Tax	_____
		Shipping & Handling (Add £2.00)		_____

**Total Amount Enclosed** \_\_\_\_\_

Please send cheque, money order, Visa, MasterCard or American Express order to:  
**(NOTE: We can only accept cheques payable in the UK drawn in Sterling)**

OAKLEY DATA SERVICES  
3 Oakley Close  
Sandbach  
Cheshire CW11 9RQ  
England

OR Phone or Fax your Visa, MasterCard or American Express order to:

Tel: +44 (0)1270 759739      Fax: +44 (0)1270 765272

COMMENTS:

One of the exciting features of the Crossword Construction Kit is the ability to select and or design the shape of your puzzle. A list box is present which shows the available layouts. There are more than 25 layouts which come standard with the program. As you scroll through the layouts in the list box, the layout pattern is displayed in the upper left corner of the Window. It gives you a rough overview of what the puzzle will look like. Whatever layout is currently highlighted in the list box will be used when the "Create Puzzle" button is clicked on. Six buttons are available for use with the layouts. You may create a new layout from scratch by clicking on the New button. Or you may create a new layout from an existing layout by clicking on the Copy button. You may also modify an existing layout by use of the Modify button. And you may remove layouts by use of the Delete button. You can also import or export layouts. NOTE: The standard layouts that come with the program cannot be modified or deleted.

This is the name by which the puzzle will be known. It will appear in the list of puzzle names as well as on the puzzle printout.

You may create a **new layout** from scratch by clicking on the "New" button.

You may create a **new layout** from an existing layout by clicking on the "Copy" button.

You may also modify an existing layout by use of the "Modify" button. NOTE: The standard layouts that come with the program cannot be modified, but they can be copied.



You may remove layouts by use of the "Delete" button. NOTE: The standard layouts that come with the program cannot be deleted.

Layouts can be imported or exported. A special file structure (\*.LAY) file is used for importing and exporting. The Crossword Construction Kit and the Word Search Construction Kit both use the same layout structure and these files are interchangeable between the two products. You can therefore create a layout design in the crossword program and use it in the word search program by exporting it first and then importing it or vice versa. This useful option does not end here. You can swap layout designs with your associates and friends who also use the construction kits! Or you can frequent our World Wide Web page on the [internet](#) that will feature layouts that you can download and load into your program.

## Internet

Insight Software Solutions and Oakley Data Services are pleased to provide pages on the Internet via the World Wide Web dedicated to the puzzle enthusiast.

The address to our puzzle page is [www.smartcode.com/puzzle](http://www.smartcode.com/puzzle). **Come pay us a visit!**

### What will you find here?

Well, first of all, you will find crossword and word search puzzles that you can download and import directly into your programs. These puzzles are free and new offerings will be made periodically!

Second, new puzzle layouts (shapes of puzzles) will also be made available for downloading and of course these will be free also!

Third, we will post links to other web sites that deal with words, word puzzles and word games.

Fourth, you will always find the latest versions of our word game products here along with a list of features.

Fifth, you'll just have to come surf and see! The puzzle pages will be constantly evolving!

### How Can I Help?

We encourage the participation of our user base to submit to us their favorite puzzles and puzzle layouts so that we can share them with our user base. Please note that we reserve the right to post or not post a submitted puzzle to our user base. Submitting of puzzles and layouts can be done by e-mailing your files directly to [ISSol@ix.netcom.com](mailto:ISSol@ix.netcom.com). Compressing submitted files would be appreciated, but not necessary.

### Our home pages on the Internet:

Oakley Data Services: [www.smartcode.com](http://www.smartcode.com)

Insight Software Solutions: [www.smartcode.com/iss](http://www.smartcode.com/iss)

## Create Puzzle Button

Once all the information about the puzzle has been specified, you may select the "Create Puzzle" button to build the puzzle. The puzzle will be built and will be displayed along with a status indicating if all the words could be placed in the puzzle or not. You may then elect to save the puzzle as is or to cancel and make modifications to the puzzle data. Puzzles are generated in a random order. Therefore, you may create the puzzle, cancel it, and then recreate it without changing any of the puzzle information and the generated puzzle will likely be different. You may want to cancel the creation of the puzzle if not all your words fit in the puzzle or you simply want to adjust the words, layout, or title.

If a word does not fit, you may take several actions to try to make it fit. The easiest method is to simply choose a larger layout. If almost all of the words fit, then it is possible that a new random generation of the puzzle will make it fit. In this case you would simply press the "Create Puzzle" button once again and see if it works. You may want to try this several times. The last option is to face the reality that all the words you have specified just won't fit. You may change some words, remove some words, or shorten or lengthen some. Some things to consider:

1. An oddball word may never fit. For example, if you use the word "FUZZ" and no other word has an "F", "U", or "Z" in it, then this word will never fit.
2. Lengthening a word may help. Using the example above, changing the word "FUZZ" to "FUZZINESS" or "FUZZY" may just give the extra letters needed to make the word fit.
3. Shortening words may help. If all words are 25 letters long, then the likelihood of making the words fit is diminished.

When you are ready to create your puzzle, you can indicate to the program the number of times that you want it to try and create the puzzle. Sometimes one attempt will not create the puzzle with all the words. A different random creation just may create it. Instead of manually trying to recreate it each time, you may have the program attempt to do it several times for you. If you specify "5" attempts and the program correctly constructs a puzzle with all the words on the first attempt, then it will not make any more attempts.

This will remove borders of the puzzle that do not have any letters from any words in them. You would most likely want to do this if your shape is something like a square or rectangle. However if you chose a specific shape such as a train, then you most likely would not want to trim the puzzle as part of the shape will get trimmed away.

A list box is present which shows all the words and clues that you plan on placing in the puzzle. All words and clues are separated by a specific character. This character may be anything you choose and is displayed in an edit box below the list of words and clues. Below the list of words and clues is another edit box where you may type in a word and clue. Click on the Add button and they will be placed in the list box. Clicking on the Delete button will remove the currently highlighted word and clue from the list box. Clicking on the Modify button will remove the currently highlighted word and clue from the list box and place it in the edit box where you can make changes. Simply press the "Add" button after making your changes and the changed word and clue will be inserted back into the list. You may also select the Import button which will allow you to import a list of words and clues that you have already made up. The maximum number of words that can be placed in a puzzle is 200 (and there is no guarantee that they will all fit). If more words are present in the list box of words, they will be ignored at the time the puzzle is created.

All words and clues are separated by a specific character. This character may be anything you choose and is displayed in an edit box below the list of words and clues.



Below the list of words and clues is an edit box where you may type in a word and clue. Simply type in the word, word/clue separator character and clue and then either hit the enter key or click on the "Add" button and they will be placed in the list box.

Click on the "Add" button and the word and clue you have entered will be placed in the list box.

Clicking on the "Delete" button will remove the currently highlighted word and clue from the list box

Clicking on the "Modify" button will remove the currently highlighted word and clue from the list box and place it in the edit box where you can make changes. Simply press the "Add" button after making your changes and the changed word and clue will be inserted back into the list.

You may also select the "Import" button which will allow you to import a list of words and clues that you have already made up.

As words and clues are entered into the list box, a running total of the number of words and clues is displayed. You should therefore know at all times the number of potential words to go into your puzzle.

## Setting Margins

You may specify left and top margins for the printed puzzle pages. This can be useful in cases where you may wish to put a puzzle in a notebook and want to punch holes in the left margin to do so.

Click on an area below for information on a given item.



The image shows a dialog box titled "Margins" with a blue header bar. Below the header, there are two rows of controls. The first row is labeled "Top Margin" and contains a text input field with the number "0" and a small vertical slider control. The second row is labeled "Left Margin" and contains a text input field with the number "0". To the right of these input fields is a gray "Ok" button.

Margins	
Top Margin	0
Left Margin	0

Ok

Clicking on the OK button simply accepts the current margin settings and returns you to the previous Window.



You can specify a top margin to be placed on the printed puzzle sheet. The numerical value placed in this field represents roughly  $1/6$  of an inch. So, if you placed "6" in this field, then you would end up with around a 1 inch top margin.

You can specify a left margin to be placed on the printed puzzle sheet. The numerical value placed in this field represents roughly 1/10 of an inch. So, if you placed "5" in this field, then you would end up with around a 1/2 inch left margin.

## Labels for Across and Down

You can specify the text for that you want to appear above the **Across** clues and for the **Down** clues on the printed puzzle. This is primarily intended for use with foreign language created puzzles. By changing these values, the entire printed puzzle can appear in different languages.

Click on an area below for information on a given item.

Across/Down Name Labeling	
Across Label	<input type="text" value="ACROSS"/>
Down Label	<input type="text" value="DOWN"/>

Ok

Clicking on the OK button accepts the values as shown in the edit boxes and returns to the previous Window.

You may change the word "Across" to appear as any word you like when the puzzle prints. This is the heading to be applied above the across clues on the printout. For example, if you were creating a puzzle in Spanish, you could change "Across" to the Spanish equivalent so that the entire printed puzzle could show up in Spanish.

You may change the word "Down" to appear as any word you like when the puzzle prints. This is the heading to be applied above the down clues on the printout. For example, if you were creating a puzzle in Spanish, you could change "Down" to the Spanish equivalent so that the entire printed puzzle could show up in Spanish.

New

Modify

Copy

Delete

Rename

View/Print

Exit

**New** allows you to create a new puzzle and invokes the **Create Puzzle Window**.



**Modify** allows you to modify an existing puzzle. The puzzle which is currently highlighted in the puzzle list box is the puzzle that will be modified.

**Copy** allows you to create a new puzzle, but uses the current highlighted puzzle as a starting point for creation. You may copy a puzzle by selecting FILE | COPY from the main menu.

**Delete** allows you to remove an existing puzzle.

**Rename** allows you to rename the title of an existing puzzle while all puzzle information remains the same. You may rename a puzzle by selecting FILE | RENAME from the main menu. The currently highlighted puzzle in the puzzle list box will be renamed.

**View/Print** takes you to the **Print Options Window**.

**Exit** will terminate the program.

**Colors** invokes a Color Selection Window. Here you may configure the different colors used throughout the different windows of the program. These include background colors, text title colors, edit boxes and buttons.

Colors  
Show Samples



**Contents** simply invokes the help system.

**About** shows version number and copyright information regarding the program.

**Other Products** lists information about our other products and where to obtain evaluation copies.

[Contents](#)

[About](#)

[Other Products](#)

[Internet](#)

Puzzles can be imported or exported. This feature facilitates the exchange of puzzles as well as being able to archive puzzles that you want to keep around, but do not wish to appear in the puzzle list box all the time. A special file structure (\*.CWK) file is used for importing and exporting. You can swap puzzles with your associates and friends who also use the Crossword Construction Kit! Or you can frequent our World Wide Web page on the internet that will feature puzzles that you can download and load into your program. You may import and export a puzzle by selecting DATA EXCHANGE from the main menu. For exporting, the currently highlighted puzzle in the puzzle list box will be used.

Import Puzzle

Export Puzzle

Puzzle Exchange via Internet

You may choose the font style that is to be used by the clues. Selecting the "New" button will display a list of all available True Type Fonts on your system and allow you to choose from one of them. If you simply desire to bold or italicize the font, you may click on the appropriate button instead of selecting the "New" button. While you can specify the font size for the clues, the actual size may end up smaller. The program will first attempt to use the size you specified. However, if it finds that it cannot fit all the clues in the space it has allotted for them, then it will reduce the font size until it can make them fit.

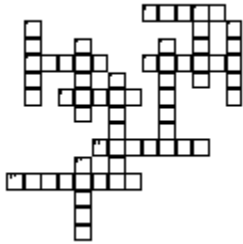
You may choose the font style that is to be used by the title of the puzzle. Selecting the "New" button will display a list of all available True Type Fonts on your system and allow you to choose from one of them. If you simply desire to bold or italicize the font, you may click on the appropriate button instead of selecting the "New" button. The actual size of this font is determined automatically by the program.



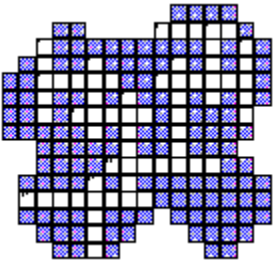
This specifies that the puzzle is to be printed with the answers filled in.

You may specify the puzzle to be printed with or without surrounding filled boxes. If the filled boxes are not present, then the affect of having selected a shape will be nullified. Basic examples are shown below:

No Filled Boxes



Filled Boxes



The color of filled boxes is user definable. Gray shading can easily be selected by use of selecting a custom color.

You may specify the color of filled boxes by selecting the Filled Color Box button. This invokes the standard color selection window. Any color may be chosen. By using the custom color section of this window, you can easily select gray shading of puzzle blocks if this is desirable.

You may indicate to have the puzzle printed out on two pages. This option is only available if you are printing both the puzzle and the clues. Items appearing on the first page will be the puzzle title, the actual puzzle itself and puzzle words. Items appearing on the second page will be the puzzle clues and bonus question. Any items not selected for printing will not appear on their respective pages.

You may specify to have the clue columns (Across and Down) split into their own separate areas. Non Split Columns means that the Down Clues start immediately after where the Across Clues end. Having them not split, will usually result in less white space showing on the puzzle and usually allows for larger fonts to be used as the space is better utilized. Samples of what the two formats looks like are illustrated below.

Non Split Columns

1. across  
2. across  
3. across  
4. across  
5. across  
6. across  
7. across  
8. across  
9. across  
10. across  
11. across  
12. across  
13. across  
14. across  
15. down  
16. down  
17. down  
18. down

Columns Split

1. across  
2. across  
3. across  
4. across  
5. across  
6. across  
7. across  
8. across  
9. across  
10. across  
11. down  
12. down  
13. down  
14. down  
15. down  
16. down  
17. down  
18. down

This indicates that you want the title of the puzzle to print out on the page.

This indicates that you want the body or actual puzzle to print out on the page.

This indicates that you want the clues of the puzzle to print out on the page.



This indicates that you want the words that are to be placed in the puzzle to print out on the page.

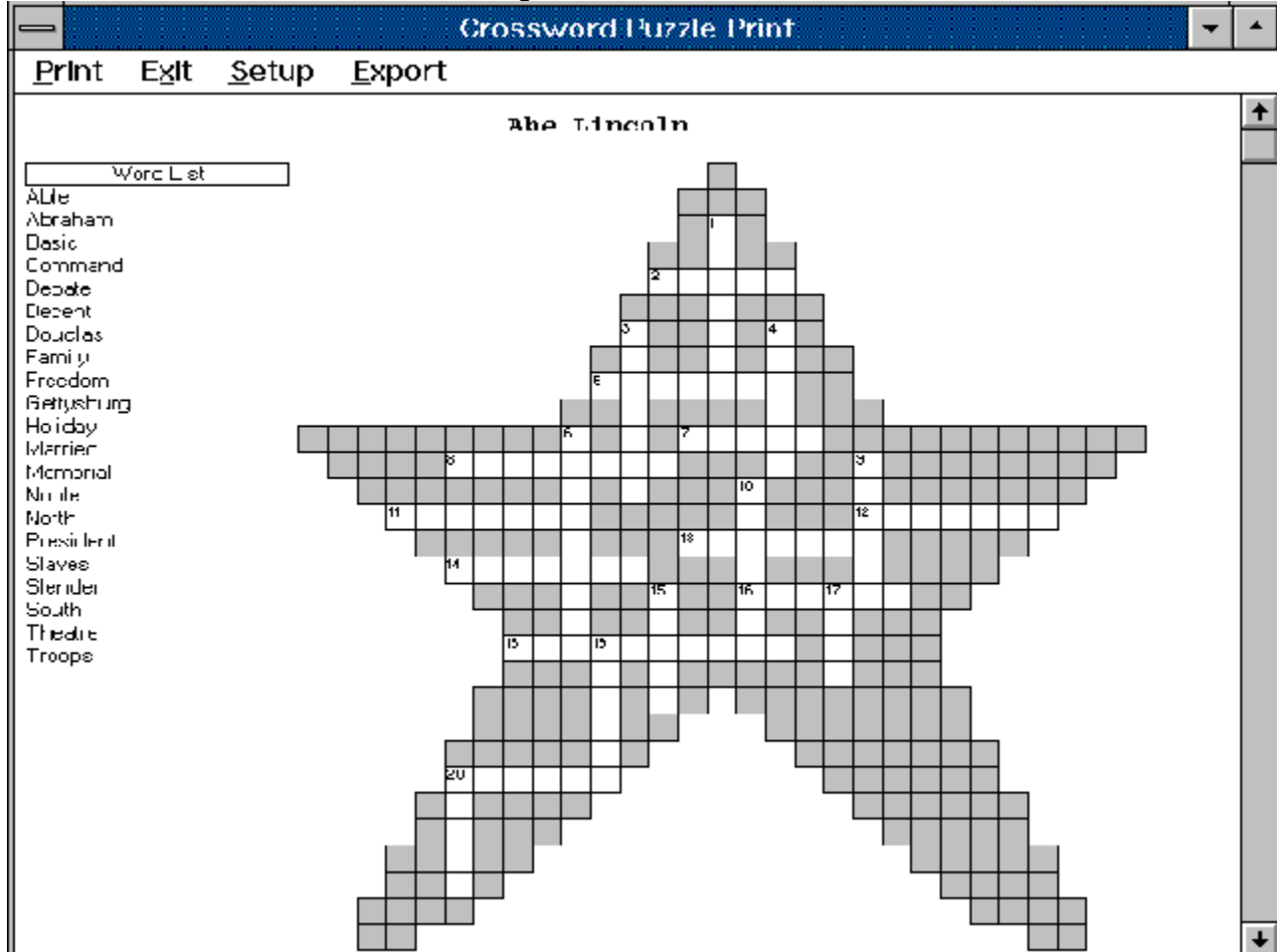
This indicates that you want the bonus question to print out on the page.

The bonus question is mainly for the educator in us. You may add a bonus question to appear at the bottom of the puzzle. For educators, this question would usually tie into the theme of the puzzle and may be worth extra credit for the student who can answer it correctly. For those who want to simply put a personalized note on their puzzles, the bonus question can be used for this.

# Printing Puzzles

The View/Print Window displays the actual puzzle as it will appear on a printout. You may scroll this Window up and down to view how the puzzle will appear. From here, you may invoke any of the options on the menu bar. Including printing the puzzle or exporting it as a Windows Metafile.

Click on an area below for information on a given item.



## ACROSS

2. known as the Union States
5. independence, liberty
7. admirable, respectable
8. place of remembrance
11. opponent of Lincoln
12. to lead troops into battle
13. where he was shot
14. day of celebration
16. formal discussion
18. large battle field of Civil War
20. one without freedom  
(plural)

## DOWN

1. to have a spouse
3. full first name
4. basic unit of society
6. head of the United States
9. moral
10. tall and thin
15. primary
17. adept, competent, qualified
19. army brigade
20. known as the Confederate States

\*What is the meaning of "parakiosis"?

This is the optional bonus question which can appear on the printout.

This is the puzzle clues which can appear on the printout.

This is the actual puzzle which can appear on the printout.



This is the optional list of words which can appear on the printout.

This is the puzzle title which can appear on the printout.

It is possible to save the contents of the puzzle viewing window as a Windows Metafile. Windows Metafiles are scalable and can be easily imported into desktop publishing programs. From the Print Puzzle Viewing Window select EXPORT | METAFILE from the menu.

You may select any printer which is defined to Windows and print to that printer. Please note that selection of a printer other than the Windows default printer only applies only to the current printing session.

Selecting Exit will take you back to the [Print Options Window](#).

The Print Menu option allows you to print the puzzle page you are viewing. If you have selected the two page option, then you will be given the option to print either the current page which is visible or both pages.

The Previous Page menu option only shows up if you have selected the Two Page page and you are viewing the second page. Selecting this option will display the first page.

The Next Page menu option only shows up if you have selected the Two Page page and you are viewing the first page. Selecting this option will display the second page.



[Print](#)  
[Next Page](#)  
[Previous Page](#)  
[Setup](#)  
[Exit](#)  
[Export](#)



