

## **SE**

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## **Help System**

Command available under "Help" on the main menu.

Help!

## **Database Commands**

Commands available under "Database" on the main menu.

Create...

Open...

## **Spell Commands**

Commands available under "Spell" on the main menu.

New

Open...

Save

Delete

Import...

Export...

Print

Print Setup...

About...

Exit

## **Registration Info**

Send \$15 to:

Jeff Garzik  
117 Harrell St.  
Greenville, NC 27858

## **Editing a Spell Description**

To edit the description, you click 'Copy Description' to copy the description to the Windows clipboard. Then, using your favorite text editor, such as NotePad, you Edit|Paste the text, edit the description, highlight the description, and then Edit|Copy it back to the clipboard. Finally, in SpellEdit, you click 'Paste Description' to insert the new description into the current spell.

P.S. This is a kludge until I get a real editor (notice the viewer) working. Sorry!

## Product Information

The following software packages were crucial in the development of SpellEdit. While I work for none of the companies that make these products, I urge you to check them out for yourself.

Turbo Pascal for Windows v1.5 (Compiler)  
(Color Syntax Highlighting Amen!)

Resource Workshop v1.02 (Resources)  
(Free w/ TPW 1.5)

Whitewater Resource Toolkit v3.01a (Resources)  
(A real dog)

Turbo Debugger for Windows v3.1 (Debugging)  
(What? another text mode debugger?)

Winpro/3 v1.17 (Initial Code Generation)  
(Only PASCAL code generator 4 win I found)

B-Tree Filer v5.23 (Database/Sort Routines)  
(TurboPower comes through again)

Xantippe v1.45 (Help File System)  
(Even the demo I used was hot)

(All products mentioned are the trademarked/copyrighted property of their respective authors/publishers.)

## **SpellEdit Overview**

SpellEdit is a program whose purpose is to facilitate the easy storage of spells in the standard wizard/magic-user spell format.

## **Exit**

This command exits the program.

## **Exit SpellEdit**

## **About...**

### **SpellEdit program information**

This command invokes a dialog box containing miscellaneous program information.

## **Print Setup...**

### **Change default printer settings**

This function will invoke the printer-device-driver-specific dialog box which allows you to change the Windows device settings for your printer.

## **Print**

### **Print spell in memory**

This function will print the current spell to the currently selected printer.

## **Export...**

### **Export spell to ASCII text**

This function will write the current spell in memory to a standard ASCII text file.

## **Import...**

### **Import existing spell**

This function will read a plain ASCII file (will NOT read in files produced by any word processor) into spell memory. It must have the following format:

## **Delete**

### **Delete specified spell**

This function will open a list box containing a list of spells currently in the database. You simply select one and click the "Ok" button. The spell will be removed from the database permanently.

## **Save**

### **Write spell in memory to disk**

This function saves the current spell to the currently opened database. This command is ignored if no database is open or if the current spell has no name.

## **Open...**

### **Open an existing spell**

This function loads a spell from the current spell database. If no database is currently in use, then SpellEdit will ignore this command. SpellEdit will check for an unsaved spell before loading the new one.

## **New**

### **New spell**

This function erases all data from memory and readies the program for input of a completely new spell. The program -WILL- check to be sure that the current spell has been already saved.

## **Open...**

### **Open existing database**

This function opens a currently existing spell database and reads the contents into memory.

## **Create...**

### **Create new spell database**

This command allows you to create your own spell database.

**Help!**

Take a wild guess.

**Help**

