HELP TOPICS

HELP TOPICS   Continued from

IMPORTANT :

DICTIONARY MAINTENANCE

Before you can perform maintenance on a dictionary, you will need to select the dictionary from your library. See Choosing a Dictionary for details on how this is done. After a while you will probably want to start making your own dictionaries, and this is explained in the topics Creating a New Dictionary and Creating a New SI Dictionary.

As you build your dictionaries, you can keep track of your progress by use of the Dictionary Statistics. Some people like to use their favourite text editor to edit their dictionaries, and you can do this by first Exporting the Dictionary to a text format file.

Backing up a Dictionary and Restoring a Dictionary are functions you should be aware of if you are concerned with the security of the dictionaries you are building. Finally the function Deleting a Dictionary is provided for the unusual situation where you want to eliminate an entire dictionary from your library.

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 <u>MAKE</u> 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 <u>ADD words</u> 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
Document
A 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 <u>Extend Dictionary</u> option from the <u>Control Center</u>. 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 <u>PRINT</u> or <u>SOLVE</u> 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 <u>WORD LIST</u> 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 <u>Dictionary Create</u> 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.

DELETING A DICTIONARY

The currently selected main dictionary, whose name is displayed directly under the **Choose Dictionary** button, can be deleted from the system by clicking the **Delete Dictionary** button. This is a rather extreme action, and as you would expect, Crossword Express gives you an opportunity to reconsider your actions before they are put into effect.

LATTICE MAINTENANCE

Lattice Maintenance is always performed on the currently selected lattice, so you will need to know how Selecting a Lattice from the Lattice pool is done. The topics Altering a Lattice and Defining Null Cells will tell you how to proceed to make changes to the design of the current lattice.

After a while you will probably want to make your own lattice designs, and this is described in the topics Creating a new Lattice and Saving A Lattice.

In rare cases you may also be interested in Deleting a Lattice from the Lattice pool.

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 pattern 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. If you are wanting to make a Crozzle Template, you should also read the topic Defining Null Cells

DEFINING NULL CELLS

Firstly, what exactly is a Null Cell?
It is a cell within the lattice into which Crossword Express will not insert a letter. It is very similar to the well known pattern, or black cell, but has the additional feature that when the puzzle is printed, this cell will be omitted from the printout. By carefully positioning a number of such cells in the lattice, you can make lattices of any shape you require. You can do this to the lattices you use when you make a standard Crossword puzzle, in which case the lattice will contain both pattern cells and null cells. For lattices which will be used in Crozzle construction (Templates), you will generally insert only null cells to define the required shape, although you can add pattern cells for added interest if you wish. Note that Null Cells are colored dark gray when displayed on the screen, and the colored cursor becomes green when it enters a Null Cell. Note also that the name of a lattice which is to be used as a Crozzle Template must commence with a $ character so that it can be correctly identified.by the program.

Setting and clearing Null Cells.
The process is identical to that of setting and clearing pattern cells, with the following exceptions
> Mouse method   Use the Right Mouse button, instead of the Left Mouse button to change the state of the cell which is being pointed to by the mouse cursor.
> Keyboard method   Use the Enter key instead of the Space Bar to change the state of the cell being addressed by the colored cursor cell.

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. If you are planning to construct a new Crozzle Template, then you must start its name with the $ character, otherwise it will not be recognized by the Template selection function.

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 topics Altering a Lattice and Defining Null Cells.

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 steps are involved in the construction of a crossword puzzle, although the first four are optional if you are happy to use the current default values:-

> Name the Puzzle to avoid destroying an existing puzzle.
> Select a Lattice if the current one is not to your liking.
> Select a Dictionary if the current one is not the one you want to use.
> Set the MAKE Options, although this is something you will rarely need to change.
> Start the MAKE Process and sit back and watch the action. During the MAKE process, a number of Advisory messages will be displayed.

SELECTING A DICTIONARY

This function is provided so that a dictionary can be selected from within any of the Crossword Express function 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 / TEMPLATE

The selection of a new Lattice / Template can be done from within any of the four MAKE screens without the need to transfer to the Lattice Maintenance screen. The dialog box contains a list of available Lattices / Templates in which the currently selected one is highlighted. One of these may be chosen to be the new current Lattice / Template by clicking its name or by using the arrow keys to highlight the required one, and then pressing Enter.

NAMING THE PUZZLE

The name of the puzzle which is about to be constructed can be entered into this dialog box. Type in the puzzle name, using a maximum of eight characters selected from the 26 letters and the 10 digits. If you type in a name which already exists, you will receive a warning. If you ignore this warning, then the old puzzle will be destroyed when the new one is saved to disk.

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 <u>Puzzle Name.</u>

> **Save multiple puzzles.**   A series of puzzles will be made and stored to disk. The number of puzzles actually made is specified under <u>How many Puzzles.</u> 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 <u>Print Crossword</u> menu item of the <u>CONTROL CENTER</u>. 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 <u>Saving or Printing multiple puzzles</u>, 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.

Insufficient words of length nn (where nn is a number between 2 and 15) The lattice contains more words of the stated length than are available in the current dictionary. You should change the lattice design or add more words to the dictionary.

Sorry. . . . Unable to construct puzzle This message indicates that Crossword Express has tried all combinations of the words in the current dictionary, but was unable to construct a puzzle. This may happen if you have a very large and complex lattice, or a very small dictionary, or have placed a large number of Preset Words into the lattice. Try to simplify the situation, or add more words to the dictionary.

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. Otherwise you can select a different puzzle by the two step process of Selecting the Dictionary which was used to create the puzzle you want to solve and then Selecting the Puzzle.

You can then begin the The Solution Process which can be made more interesting by changing The Solve Font, by Cheating (occasionally) and by following your progress on 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 to be used for printing of the solution. This dialog box is available via the Custom Print button on the Print screen.

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 F4, 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. Otherwise you can select a different puzzle by the two step process of Selecting the Dictionary which was used to create the puzzle you want to print and then Selecting the Puzzle. 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.

In most cases you will use Smart Print to print your puzzles, but if you want to dictate the positioning and size of the puzzle, then you can use the Custom Print option. If you are making crossword puzzles for use in Desktop Publishing, then you will find the Clipboard Export option more suitable to your needs. If the World Wide Web is the focus of your publishing activities, then you should consider the "Across" Export function.

Finally you should consider Deleting Puzzles from time to time, to prevent you disk becoming cluttered with old puzzle files.

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.

CUSTOM PRINT

Mostly when you print a puzzle, you will use the Smart Print button which will produce a printout which is suitable for most situations. If you want to do anything unusual, such as placing different parts of the printout on different pages, then the Custom Print function is the one to use. When you take this option, you will be presented with a dialog box which provides you with a comprehensive range of options which you can adjust before you actually start printing.
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

When you are satisfied that you have correctly set all of the Print Options, you can commence printing by clicking the Print button. This will result in the values of the Print Options being saved to become the new defaults, and in the puzzle being sent to the Print Manager. 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. If you decide not to proceed with printing, use the Cancel button to abandon the process.

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.

CLIPBOARD EXPORT

If you are developing crossword puzzles for publication in newsletters and the like, then you will probably want to paste the puzzle directly into your Word Processor or Desk Top Publishing application. Crossword Express allows you to export your puzzle to the Windows Clipboard, from where it can easily be pasted into your publication.

The dialog box provides two sets of controls:-
> Export Mode. The choices are Metafile mode and Bitmap mode. Of these, Metafile generally gives the better results and is recommended.
> Export Type. Here you can choose between Lattice, Solution and Clues. The Clipboard can hold only one of these at a time, so if you are interested in including all three types to your publication, you will have to do three separate Export and Paste operations.

When you have made your selection from these controls, you can do the Export by clicking the Export button, or you can abandon the process by means of the Cancel button.

"ACROSS" EXPORT

This option is provided for those crossword publishers who want to make their puzzles available in the "Across" multi-platform format developed by Literate Software Systems. The puzzle which will be exported is the one which is currently selected in the Print Screen. When the puzzle is exported, it is associated with additional text and control information which has an effect on the features available when the puzzle is solved using the "Across Lite" player program, also developed by Literate Software Systems.

The dialog box provides the following controls:-

> **Puzzle Title.** An optional title having up to 127 characters may be entered here. This title will be displayed by the player program as the puzzle is being solved.

> **Puzzle Author.** Up to 127 characters may be entered to allow the name of the Author of the puzzle to be associated with the exported puzzle.

> **Copyright.** If a copyright notice is to be attached to the puzzle, then up to 127 characters may be entered into this field.

> **Puzzle Notes.** Any notes of a background or explanatory nature which the Author would like the solver to be aware of may be added here. Up to 1023 characters may be entered.

> **Restrict Printing.** If this box is checked, then printing of the puzzle when it is being solved in the player program will not be permitted.

> **Restrict Solution.** Checking this box will effectively prevent the solver from "peeking" at the solution while the puzzle is being solved using the player program.

> **Scramble Solution.** Checking this box will enable the solution scrambling option, which will make the puzzle solution unreadable to the casual observer.

> **Notepad Read only.** This option allows the Puzzle Notes mentioned above to be made read only. The solver will be able to read the notes, but will be prevented from making any changes to them.

When you are satisfied that all of the above settings are correct, clicking the "Export As" button will provide you with a dialog box which will assist you with the naming of the exported puzzle. The suggested default name will be the same as the original Crossword Express puzzle name, except that the extension will be .puz instead of .cwe, and the default directory will be that which contains the current dictionary. You can use the dialog box to select any other directory on your computer, and you may change the puzzle name to anything you please.

SMART PRINT

This is the option which you will most often use to produce a printed copy of your crossword puzzles. Crossword Express will take care of all of the details of formatting the puzzle, including page breaks if the puzzle is sufficiently large. 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.

If the puzzle output is not exactly to your liking, or if you want some special feature, such as including the solution in the output, then you should use the "Custom Print" option. This requires a measure of setting up before printing begins, and you should study the Help screens provided before attempting to use it.

DELETING A PUZZLE

Clicking the Delete button, or pressing 'L' 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

When you extend a dictionary, you will always be operating on the currently selected dictionary whose name is displayed. If this is not the one you want, you will begin by Selecting a Dictionary from your library.

You can then begin to Input New Words, or to Modify Existing Words. In either case, the information you have input is stored in a Merge File. You are provided with an opportunity to Review the Merge File before you actually 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. The process begins by typing in several letters to indicate the location within the dictionary where modification is to begin, and then pressing Enter. If you want to start your modification from an exact location (perhaps starting from the word where you left off last time), then you should type in the entire word, and press the Tab key. The dictionary word 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 it 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 steps are involved in building a Crozzle:-
> Name The Puzzle You will use this name to recall the puzzle at a later time.
> Specify the Puzzle You will either enter the number of rows and columns, or select from a list of Crozzle templates.
> Select a Dictionary if the current selection is not the one you want to use.
> Alternatively, you can create a New Dictionary or Edit the current selection.
> Use the Make button to start the construction process.

SPECIFY A CROZZLE PUZZLE

The Crozzle Puzzle is specified in one of two different ways:-

1.   Specify the size of the rectangle which will contain the puzzle:-
   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.

2.   Select a Crozzle Template from a list of available templates. Note that all Crozzle Templates have names commencing with the $ character. A template enables you to make Crozzles in shapes of your own choosing, such as a circle or a heart. The Lattice Maintenance function provides all of the facilities you will need to design your own templates. In particular, refer to the topic Defining Null Cells.

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.

NEW DICTIONARY

This function allows you to create a new Special Interest dictionary, and to immediately begin the task of entering words and clues into it. 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.

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 crozzle construction progresses, the program maintains two scores which provide a figure of merit for the puzzle concerned. These are:-

> The total number of words used in the puzzle.
> The total number of interlinking letters in the puzzle.

These scores are displayed along with the puzzle itself. Crossword Express then goes into a repetitive puzzle building sequence, looking for puzzles in which the sum of the number of words plus the number of interlinking letters exceeds the previous best such score. Whenever such a puzzle is found, it is displayed along with its word and interlinking letter scores. This construction phase will normally   be allowed to run until the currently displayed puzzle is considered to be of satisfactory quality, at which time construction is terminated by clicking the Stop/Return button, or by pressing R or Escape. You can then exit from the Crozzle screen by means of the Stop/Return button, or you can resume Crozzle construction by means of the Make button. Crozzle puzzles can be solved or printed in exactly the same way as normal puzzles.

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. Easy to use functions allow you to specify what these Preset Words will be, what clues will be associated with them , and exactly where in the lattice they will be located.

The following steps are involved in the construction of a Preset puzzle, although the first three are optional if you are happy to use the current default values:-

> Name the Puzzle to avoid destroying an existing puzzle.
> Select a Lattice if the current one is not to your liking.
> Select a Dictionary if the current one is not the one you want to use.
> Edit the Preset Words list. You can either make changes to the list, or start a completely new list.
> Locate the Preset Words into the lattice at the locations you would like them to be
> Start the MAKE Process and sit back and watch the action. During the MAKE process, a number of Advisory messages will be displayed.

Getting the Preset Words function to achieve the results you want can be a problem if it is not approached in the correct way. If you have any doubts at all, you should read the following Tips:-

Tip 1. Selecting an appropriate Lattice

Tip 2. Creeping up on a solution

EDITING PRESET WORDS

The editing of the Preset Words list is similar to the editing of Special Interest dictionaries, and 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. Words may have up to 47 characters, and clues may have up to 256 characters.

> 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. The Preset Word function does not depend on the words being in alphabetical order.

> If you are editing an existing Preset Word list, the contents of that list will be displayed in the Notebook, 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. Alternatively, you may delete the entire contents of the list, and start again.

> Crossword Express allows for up to 20 Preset words to be entered. If you enter more than this number, they will be saved, but only the first 20 will actually be used.

> 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.
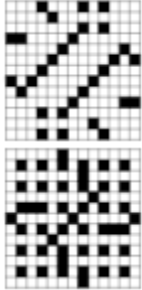
LOCATING PRESET WORDS

When you select this function, Crossword Express will load your list of Preset Words into memory, and will fit as many of them as possible into the currently selected lattice. It will then present you with a dialog box which will enable you to exercise complete control over the placement of Preset Words in the lattice. This dialog box contains a list of your Preset Words, up to a maximum of 20 words. Each word has a set of three placement control buttons:-

> The Use/Dont use button. This button is located to the left of the word, and will contain the letter 'x' if the word is currently included in the lattice, or it will be empty if the word is not included in the lattice. Clicking this button will toggle the word into and out of the lattice. When the word goes into the lattice it will occupy the the first available slot of the correct size. If Crossword Express is unable to find a slot for the word, a short beep will be heard.

> The '<' button. This button moves its corresponding word to the previous available slot. If no previous slot is available, a short beep will be heard.

> The '>' button. This button moves its corresponding word to the next available slot. If there is no next slot, a short beep will be heard.

When you are happy with the locations of your Preset Words, you can return to the Preset Word screen by means of the OK button, or you can use the Make button to return to the Preset Word screen, and automatically begin the Make function.

SELECTING AN APPROPRIATE LATTICE

Lattices may be classified in various ways, but in the context of Preset Words and Special Interest Puzzles, the important characteristic is the percentage of active cells which contain interlinking letters. In the following two examples, the first has 90% of the active cells occupied by interlinking letters, while the second has just 36%.

Naturally, the higher this percentage, the greater the difficulty involved in creating the puzzle, and this is doubly so when Preset or Special Interest words are involved. Some crossword purists may insist that this percentage should always be 100%, but if you are serious about getting a high proportion of your own words into the puzzle, then a figure of less than 50% is strongly recommended.

CREEPING UP ON A SOLUTION

If you ask Crossword Express to Make a Preset Word puzzle after you have located all twenty words into a lattice, then the almost certain result will be the message 'Sorry. . . Unable to construct puzzle'. It must be remembered that placing even only a small number of Preset Words will so limit the options available to Crossword Express that a solution may be very difficult to find. The answer to this dilemma is to 'creep up' on the solution by starting with perhaps just 3 or 4 Preset Words in the lattice. When you have satisfied yourself that a satisfactory solution can be found, go back into the Locate Presets screen, and place one more word into the puzzle, and execute Make again. Continue this process for as long as Crossword Express is able to complete the Make, and this will yield the puzzle with the greatest possible number of Preset Words.

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 the user to specify Special Interest dictionaries which Crossword Express will search in an effort to find a suitable word. Only if a suitable word cannot be found in any of the Special Interest dictionaries will the search revert to the standard or 'Back-fill' dictionary. As few as one, or as many as four Special Interest dictionaries may be specified, and these will be searched in strict priority order.   A Special Interest dictionary can be quite small, having a maximum of several hundred words.

Of course, this does not provide any guarantees as to how many, or even if any, Special Interest words will be included in the puzzle. For this reason, Crossword Express will display a count of how many Special Interest words were included, and will then go on and create a whole series of puzzles. Each time it makes a puzzle having a count which is higher than the previous best, it will save that puzzle under the name that you have specified, and will update the Puzzle and Best Count display. This process will continue until such time as you click the Stop/Return button, or press Escape.

An important feature of the puzzle display is the background color coding used to indicate the dictionary from which the Special Interest words were obtained. These colors are:-
Priority 1...Gray
Priority 2...Green
Priority 3...Blue
Priority 4...Brown

The following steps are involved in the construction of a Special Interest puzzle, although the first four are optional if you are happy to use the current default values:-

> Name the Puzzle to avoid destroying an existing puzzle.
> Select a Lattice if the current one is not to your liking.
> Select the Special Interest Dictionaries which you intend to use. From one to four dictionaries may be selected.
> Select the Backfill Dictionary to be used. This would normally be the English dictionary.
> Start the Special Interest MAKE Process and sit back and watch the action. During the MAKE process, a number of Advisory messages will be displayed.

The degree of success you have with Special Interest puzzle creation depends to a large extent on the lattice choice. This aspect is described in the topic Selecting an appropriate Lattice.

SELECTING THE SPECIAL INTEREST DICTIONARIES

The dialog box for selecting the prioritized list of Special Interest dictionaries may appear quite daunting at first sight, due to the large number of buttons, but it is quite simple in its operation. Firstly note that there are four more or less identical sets of buttons, one for each of the maximum of four Special Interest dictionaries. The names of the dictionaries appear at the left hand end of the dialog box as they are selected. If no dictionary has been selected at a given priority level, then its slot will be left blank.

The functions of the buttons are as follows:-

> **Select.** This activates a dialog box which allows you to select a dictionary for the associated priority slot. If there is already a dictionary in the slot concerned, then it will be replaced by your new selection.

> **Create / Edit** This is a dual purpose button, whose function is conditioned by whether or not a dictionary has already been selected for its associated slot. If one has been selected, then you will be presented with the contents of that dictionary displayed in the Windows Notepad, where you can edit it in any way you wish. (See Edit Dictionary) If no dictionary has been specified for this slot, then you will see a small dialog box which will invite you to enter the name of a new Special Interest dictionary. When you have done this correctly, you will be prsented with a Notepad window in which you can begin to enter the contents of your new dictionary.

> **Clear** If you want to eliminate a dictionary from one of the priority slots, then clicking the associated Clear button will achieve the desired result. Note that this does not clear the contents of the dictionary. It just removes it from your list.

> **Swap** It may happen that you have all of the wanted dictionaries selected, but have accidently gotten them into the wrong order. Rather than going through the process of clearing and reselecting, you can quickly rearrange the order of the puzzles by use of the Swap buttons.

STARTING THE SPECIAL INTEREST MAKE PROCESS

Clicking the Make button, or pressing 'M' on the keyboard when the Special Interest menu is displayed will start the MAKE process. Crossword Express will make a series of puzzles, and each time it makes one having a number of Special Interest words which exceeds the previous best, it will save that puzzle, and update the Puzzle and Special Interest word count displays. This operation will continue until you are satisfied with the number of Special Interest words actually inserted in the puzzle, at which time you can stop the process by clicking the Stop/Return button, or by pressing Escape. As MAKE proceeds, a number of brief Advisory messages will be displayed to let you know what is happening, and a   short beep is emitted each time an improved score is achieved. Having stopped the MAKE process, you can exit from the Special Interest Puzzle screen by use of the Stop/Return button, or you can resume the construction cycle by using the Make button.

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

User Options

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.

USER OPTIONS

This is a collection of useful options which may be change at will to make Crossword Express conform to the users particular taste. Some of these options are duplicated in other locations within the program, but are grouped together here for convenience.

> Use all words during Make.   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 during Make.   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.

> Display Hint of the Day.   Crossword Express has the ability to display a randomly selected hint on how to get the most out of the program each time it is started. By default, this feature is turned on, but you can turn it off by using this option.

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.

Its as easy as that. .....Have fun.
PS. Dont forget to also try Preset Word puzzles, Special Interest puzzles and Crozzles.

INTERNAL SITE LICENSE

LICENSOR: AUS-PC-SOFT Shareware
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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. Briefly, the steps involved in registering are as follows:-

(1) Enter your details into the Registration dialog box obtained by clicking the Registration button on the Control Center menu.
(2) Click OK to save your details to disk, and to place a copy into the Windows clipboard.
(3) Switch to your email program and create a message to be sent to   pinnacle@iquest.com
(4) Make sure you paste the contents of the clipboard into your message before sending.
(5) Wait for return email containing the Key information within two business days.
(6) Enter the Key into the Registration dialog box.
(7) Enjoy the exciting world of CWE Pro!

For a full understanding of the AUS-PC-SOFT Registration System, and details of alternatives to the email method of registering, please read the following topics.

Entering your Registration details

Forwarding your Registration details

Unlocking your program

Why you should Register

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), please 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.

WHY YOU SHOULD REGISTER

If you are reading these words, it can only mean that you have not yet registered your copy of Crossword Express. There are at least three reasons why this may be so:-

1. You have just acquired your copy of Crossword Express, and would like some time to make yourself farmiliar with it before making a decision to buy. Thats OK. You are entitled to do this for a period of thirty days, but remember that after this time you will be breaking the law if you do not either register your copy, or delete it from your computer.

2. Perhaps you have found that Crossword Express does not meet   your needs, or is deficient in some important respect. If this is the case, then please contact us and let us know what needs to be done. At AUS-PC-SOFT we are always looking for ways in which Crossword Express can be improved.

3. Finally, it may be that you are one of those Shareware users who have no intention of ever registering a program, no matter how good it is. If so, remember that the continuing availability of good Shareware is totally dependent on those honest individuals who do register.

If you do decide to register, remember that what you are buying is a perpetual registration. This unique system means that you will always have access to the very latest version of Crossword Express without ever having to pay an upgrade fee. 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. For those unfortunate people who have not registered however, it will still only operate as a DEMO version.

Remember also that a growing library of Crossword Express dictionaries is 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.

Why hesitate?
Make your decision to register now?

INSTALLING CWE ON A NEW COMPUTER

If you upgrade you 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 untill your new key arrives, delete CWE.INI again, and type in all of the original details (including the original key).

WORLD WIDE WEB SUPPORT

Visit Our Crossword Express Support Site on the Internet

We maintain a technical support section on the Internet World Wide Web for fast and easy downloads of the latest version and usage suggestions.   You will find:

Free Dictionary Add-ons and Word Lists
Puzzle Lattice Templates
Educational Puzzle Material
Feedback Area for User Suggestions/Bug Reports

Just open the Web browser on AOL (Internet Connections), Prodigy, Compuserve or other browser and type the address below into the Open Location window:

http://www.puzzledepot.com/cwe

If you have not already registered, you can do so *online* via email with your credit card - see the Register button on the main Control Center screen. Remember that registration is for the life of the program...you will never have to pay for an upgrade!