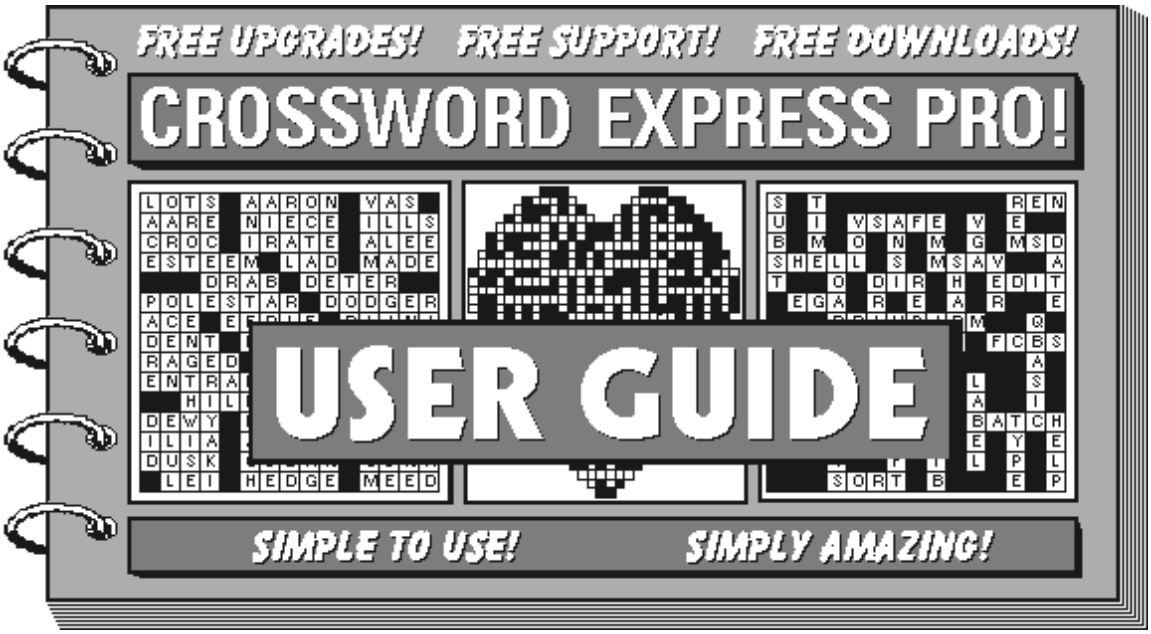
Crossword Express Pro



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A quick introduction

About Crossword Express

Crossword Express lets you create, solve and print crossword puzzles, 'crozzle' puzzles and special interest puzzles easily and quickly. On-screen help is available at all times to guide you through the processes.

You can create crosswords in other languages and you can even change the language used on all the screens if you want to.

Several lattices and dictionaries are supplied with the program so that you can start creating and solving crosswords straight away. Later on you can create your own dictionaries or alter the dictionaries supplied, and you can create or modify the lattices used to build the crosswords.

Crossword Express is a developing product, and new fetures are continually being added. For this reason, you may find some areas of the program are not exactly in accord with this User Guide. If this happens, just click the **Help** button, or press **F1** for assistance regarding the new or upgraded feature. We also encourage you to visit our **World-Wide Web Support Site** on The Internet for the most recent information and files. Just point your Web Browser to:

http:/www.dobe.com/cwe/

Using the *Control Center* screen

The **Control Center** screen is the 'main menu' of the program. It has a series of 'buttons' that you use to select the various options offered by the program.

The buttons on this screen are:

Dictionary Maintenance — select, create, delete or change dictionaries

Expand Dictionary — add words to the currently selected dictionary

Lattice Maintenance — select, create, delete or change lattices

Solve a Crossword — select and solve a crossword

Print or Export a Crossword — select and print a crossword, or export it to the Clipboard

Make Classroom Puzzles — create a special 'crozzle' style puzzle for classroom activities

Make Standard Puzzles — create crossword puzzles just like the ones you see in your morning paper

Make Preset Word Puzzles — create a crossword puzzle containing up to 20 pre-set words

Special Interest Puzzles — create a special interest puzzle (such as one on botany or classical composers)

Miscellaneous Functions — change the language used on screen, or alter any of the User Options defined for Crossword Express

Selecting from menus

A menu is a list of option *buttons*, similar to the **Control Center** described above. You can select an option from any menu using a mouse or keyboard.

Using a mouse…

To select one of the buttons use your mouse to move the arrow to the button and click the mouse button to select the option. This combined operation is called *clicking on* the button.

Using a keyboard…

If you don't have a mouse you select a button by typing the underlined letter. For example, in the **Control Center** screen type **I** to use **Make Special Interest Puzzles**.

When you see an instruction in this user guide such as "click on the **Print or Export a Crossword** button" you type the underlined letter. If the button does not have an underlined letter (such as the **Return** button on some screens) press **Esc**.

Making a crossword

Making a crossword using one of the lattices and dictionaries supplied is simple.

There are many options, such as selecting a lattice, deciding whether or not you want to see the words as the crossword is created, choosing another language and so on. All these options are explained later in this guide. To get started quickly, leave everything set up as supplied and:

At the **Control Center** screen, click the button labelled **Make Standard Puzzles**.

Click the button labelled **Make**.

Sit back and be entertained as **Crossword Express** makes your first Crossword Puzzle.

Solving the crossword

When the crossword is ready a `Puzzle Completed` message appears in the status box at bottom left, of the **Make** screen.

It takes only a few seconds for the program to create most crosswords. (If you had selected or created a very large lattice, or if you had used a dictionary containing only a few words it could take many minutes for the program to create a crossword for you.) When the crossword is ready:

Click the **Return** button to get back to the **Control Cente***r* screen.

Click on the **Solve Crossword** button to display the crossword you just created.

A red highlighted block (the *focus cell*) is in the first available cell in the crossword lattice and the clues for the words across and down are shown in the boxes on the left. You can use the arrow keys or mouse to move the cursor to other cells. As the cursor moves the clues change to match its location:

Type in the answers that you know.

Notice that as you type, the cursor moves to the next cell for you (as soon as it is certain which way you want to go).

You can click on the **Help** button (or press **F1**) if you have any problems. There are many options, which are explained in more detail later on.

When you have finished the crossword, or decide to stop solving it:

Click on **Return** (or press **Esc**).

The solution or partial solution is saved to disk so you can print it or finish the puzzle later.

Printing the crossword

You can print the crossword at any time, whether you have solved it or not. To do this:

Click the **Return** button to get back to the **Control Center** screen (if you have not already done so).

Click the **Print or Export a Crossword** button to use the **Print** screen.

Click the **Smart Print** button to display the **Smart Print** dialog box.

Make sure your printer is turned on, and click the **Print** button.

It's as simple as that. However, there are numerous buttons and options involved in printing that allow you to set up the printer, select another crossword, and so on. These options are explained later in this user guide.

Making a crossword

This chapter shows you how to:

enter a name for the new puzzle

select a lattice to be used for the puzzle

select a dictionary

set options for making the crossword

make the crossword

Naming the crossword

You can give your crossword a name of up to eight characters and/or numbers. If you do not enter a new name the crossword will be saved using the current name which will result in one of your existing puzzles being destroyed. To name it:

Click on the **Make Standard Puzzles** button on the **Control Center** (if you have not already done so).

Click on **Puzzle name** and enter the name in the dialog box displayed.

Click on **OK** (or press **Enter** or **Alt/O**) to save the new name.

The name is shown below the **Puzzle name** button on the left of the **Make a Puzzle** screen.

Selecting a lattice

Click on **Lattice** to display a dialog box containing a list of all the available lattices with the current lattice highlighted.

To choose a lattice, click on its name or use the arrow keys to highlight it, and then click on **OK** (or press **Enter** or **Alt/O**).

Selecting a dictionary

When you first receive **Crossword Express** the English dictionary is selected. If this is the one you want to use, you don't need to do anything.

If you want to see what other dictionaries are available or select one of them, you can do this from within any of the **Crossword Express** screens. Click on Dictionary to

display a *dialog box* which contains a list of all the available dictionaries with the current dictionary highlighted.

To choose a dictionary:

Click on its name or use the arrow keys to highlight it.

Click on **OK** (or press the **Enter** key or **Alt/O**).

Setting the MAKE options

A number of options are available to you when you are about to construct a crossword puzzle. To use these options:

Click on **Options** (on the **Make a Puzzle** screen).

To select an option on the dialog box using a mouse, simply click on the option you want.

To select an option using a keyboard, use the arrow keys (in the top box) and **Tab** keys to move around the screen. The spacebar selects the highlighted checkbox at 'Use all Words' and 'Show Letters'.

To return to the **Make a Puzzle** screen after you have finished, click on **OK** or press **Enter** or **Alt/O.**

Types of MAKE operation

You can make a single puzzle or construct and/or print multiple puzzles by selecting the appropriate option at the top of the dialog box.

To select one of these options, click on the radio button you want:

Radio button selected

Not selected

or use the arrow keys to highlight it.

Make a single puzzle

This is the default and constructs a single puzzle. You can name the puzzle and save it to disk.

Save multiple puzzles

This option constructs a series of puzzles and saves them to disk. The number of puzzles made is specified under **How many Puzzles**. The puzzles are named by taking the first four letters of "Puzzle Name" and adding 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.

The positioning of these items on the paper is determined by a series of options available via the *Print Crossword* screen. 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 that appears when you select Control Panel/Printers. For further information, please refer to your Windows user manual.

How many puzzles?

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

Naming the puzzle

This option allows a puzzle name to be entered. If you have already named the crossword, the name will appear here and you can change it if you wish. This is useful. for example, if you have just made a crossword and you decide to make another one with the same lattice.

Using all words

By default, this option is on, and **Crossword Express** will use all of the words in the dictionary when building a puzzle. If you want to avoid words that were used in recently constructed puzzles, then you can do so by turning this option off. It is recommended that this option be on if you are making very large or complex puzzles.

Show letters?

When **Crossword Express** is making a new puzzle, it lets you know how far it has progressed, by displaying the 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 that you plan to solve yourself. You can turn off this option so the cells are shaded light gray whenever a letter is inserted. This option also controls the appearance of the **Print Puzzle** screen.

Making the crossword

To begin making the crossword click on the **Make** button in the **Make a Puzzle** screen. As the operation proceeds, a number of status messages is displayed to keep you informed of progress. A short beep is emitted when the process is complete.

Solving a crossword

To solve a crossword select **Solve Crossword** from the **Control Center**. You must have made at least one crossword before you can solve one!

The **Solve a Puzzle** screen is displayed, showing the most recent crossword you made. You can solve this puzzle immediately if you wish. You can also:

select a dictionary

select a different puzzle to solve

cheat

check your score

A red focus cell in the lattice indicates where your typing will appear. The clues corresponding to the focus cell position are shown at the left of the screen.

Selecting a dictionary

You can select a dictionary by clicking the **Dictionary** button without needing to transfer to the **Dictionary Maintenance** screen. The dialog box contains a list of available dictionaries with the current dictionary highlighted. You can choose one of these dictionaries as the new current dictionary by clicking on its name or by using the arrow keys to highlight the required dictionary, and then pressing **Enter**.

You must have previously made a puzzle using the dictionary you select or you will receive the message "`No puzzles to solve `".

Selecting a puzzle to solve

You can select a puzzle to solve other than the one displayed. To do this:

Click on **Select Puzzle** (or press **F3**).

A dialog box is displayed listing the available puzzles. If the list is a long one there may be a scroll bar at the bottom of the list so you can scroll through those out of view (by clicking on the scroll bar or pressing the arrow keys).

Click on the puzzle you want (or use the arrow keys to move the highlight).

Click on **OK** (or press **Enter** or **Alt/O**).

Solving the puzzle

A red *focus cell* shows where your typing will appear and it follows the mouse cursor as it moves over the lattice. You can also move the cell using the arrow keys.

If you watch the ACROSS and DOWN clues you will see them change in response to the movement of the focus cell.

To solve the puzzle type in the answers you know. Characters typed appear in the focus cell. In most cases the focus cell automatically moves 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 arrow keys to inform the program of your intentions. After this, the focus cell will move in the requested direction.

Cheating

If you are in the mood for cheating, just press the '?' key, and the correct solution letter is 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

You can view your score and progress statistics at any time. To do this:

Press **F4**, or click on the **Score Board** button.

The score board is cleared from the screen the first time you move the focus cell, either by using the arrow keys or the mouse.

The solve font

The font used to display the puzzle as you are solving it is the same as that used when the solution is being printed. This font is specified as the **Word Font** when the dictionary was created, or if no such font was specified, it is the font selected from the **Print Options** dialog box for printing of the solution, or from the **User Options** dialog box of the **Miscellaneous Functions** option.

Printing a crossword

To print a crossword select **Print Crossword** from the **Control Center**. You must have made at least one crossword before you can print one!

The **Print a Puzzle** screen is displayed, showing the most recent crossword you made. Note that when the puzzle is displayed, the letters may or may not be included, depending on the setting of the **Show Letters** option available from the **Make a Crossword** screen. You can do any of the following:

select a dictionary

select a different puzzle to print

edit a puzzle

smart print

custom print

clue-in-puzzle print

export a puzzle to the Clipboard

delete the displayed puzzle

Selecting a dictionary

Click on **Dictionary** if you want to print a puzzle that was made using a different dictionary to that currently selected. Note that you must have already made a crossword using this dictionary.

Select the dictionary you want from the dialog box displayed.

Click on **OK** (or press **Enter** or **Alt/O**).

Selecting a puzzle to print

If you do not want to print the crossword displayed you can select another by clicking on **Select Puzzle**.

Select the puzzle you want from the dialog box displayed.

Click on **OK** (or press **Enter** or **Alt/O**).

Edit a Puzzle

The currently selected puzzle is presented with the first word in the puzzle highlighted in green. This word and its clue are also placed in edit boxes in the Edit dialog box, where they can both be altered if required. If you should want to edit other words in the puzzle, you can select these words by means of the four buttons at the top of the Edit dialog box. The > button moves the highlight forward one position through the puzzle, while the >> button moves the highlight forward ten positions through the puzzle. In a similar way the < and << buttons move the highlight backwards through the puzzle. When you are done with editing, the OK button will save your changes, but you can also abandon all of the changes at any time by use of the Cancel button.

If you intend to use this edit facility, you should be aware of the fact that Crossword Express makes no judgements about the changes you make. It is your responsibility, and yours alone, to ensure that interlinking words continue to be valid words after you make your changes.

Smart printing a puzzle

This is the option which you will most often use to produce a printed copy of your crossword puzzles. The **Smart Print** dialog box contains the following controls and buttons:-

Measurement Units

The measurements which you specify for the size of the **Smart Print** function may be specified in inches or in cms. Two **Radio Buttons** are provided in this **Group Box** to allow you to indicate your preference.

Print Dimensions

The **Horizontal** and **Vertical** dimensions of the printed output can be input either directly by selecting the appropriate input box and typing in the required value, or indirectly by clicking the associated **'-'** and **'+'** buttons. These buttons change the dimension values by one tenth of a unit for each click.

Clue Columns

This is where the user can control the number of columns of clues which appear in the printed output. The two values to be considered here are the total number of columns from left to right across the entire printout, and the number of columns across the width of the puzzle lattice. These values can only be adjusted by clicking the **'-'** and **'+'** buttons associated with the two values.

Solution Puzzle

The **Select** button will provide you with a list box containing a list of all of the puzzles which are available for inclusion as solutions in the printout. You should note that the solution puzzle must have the same dimensions (squares **Across** and squares **Down**) as the actual puzzle, but of course it need not be the same puzzle. If you do not select a **Solution Puzzle**, then only the puzzle and it's clues will be printed, and no solution will be included.

Status

This **Status** report will give you an indication of what the **Smart Print** function is currently doing. The three possibilities are:-

Dialog The program is ready to receive your input.

Previewing The program is getting puzzle data ready for display on the screen.

Printing The program is getting puzzle data ready for transmitting to the printer.

Preview

The **Preview** button triggers the **Smart Print** function to display on the screen a replica of the printed output, based on the current settings for **Print Dimensions** and **Clue Columns**. Previewing of adjustments to these settings can be done very quickly and easily.

Print

The **Print** button sends the puzzle to the printer, with formatting determined by the current settings for **Print Dimensions** and **Clue Columns**. It is recommended that the **Preview** function always be used before printing is undertaken.

Custom printing a puzzle

Selecting the **Custom Print** option provides you with a dialog box which allows you to set up a number of options before you actually start the custom printing:-

Units of measurement

Most of the print options involve measurements which control the positioning and size of the printed elements. You can select English (Imperial) or Metric units. Note that the units of measurement are either 0.01 inch for English or 0.01 cm for Metric.

Exporting a crossword

As well as printing a hard copy of your puzzles, you can export them to the Windows Clipboard and then import them into other programs. Clues are always exported in text mode, but with the lattice and the solution you can choose either Metafile mode, or Bitmap mode. Metafile mode is the default (and recommended) mode, since it permits the image to be re-sized after it has been imported into the receiving application (such as a word processor or desk-top publisher).

Bitmap mode is provided for those applications that do not correctly handle Metafiles, but be warned; bitmaps generally produce inferior results.

Lattice, Solution and Clues options

The three remaining group boxes in this dialog box are similar and allow you to select options controlling the appearance of the lattice, solution and clues.

Print?

These are ON/OFF switches that determine whether or not printing will take place. To toggle the state of these check boxes click on the one you want with the mouse, or press the space bar when the title of the check box is highlighted.

Export?

These are ON/OFF switches that 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. 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.

Solution?

Select this check box if you want to print a partially completed puzzle including the work you have done so far.

Character size

This item controls 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 dimensions that best meet your requirements.

Font

This specifies the font used when printing the various components of a puzzle. This is also the font used to display the puzzle when it is being solved on screen. Note, however, that this font selection will be over-ridden in the case of Solutions and/or Clues, if a font was permanently associated with the dictionary at the time of creation.

Left and top margins

These dimensions are used to control the location of the puzzle elements in the printed output.

Hatch?

By default, the blank squares in both the lattice and the solution are 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 amount of ink or toner used by your printer.

Invert?

Some printers can 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 depends on the capabilities of your printer.

Column number, width and length

Crossword Express breaks 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 to be placed on each page of the clue print-out.

Printing the puzzle

When you are satisfied with your puzzle selection and print options,click on the **Print** button. A message box will inform you that the puzzle is being printed, and a short beep indicates that 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.

Clue in Puzzle Print

This method of printing provides an interesting variation to the farmiliar tabular method of presenting the clues of a puzzle. The clues are incorporated into the puzzle itself, and are printed in the puzzle cells which would have otherwise been black pattern cells. The **Clue in Puzzle** dialog box contains the following controls and buttons:-

Measurement Units

The measurements which you specify for the size of the **Clue in Puzzle Print** function may be specified in inches or in cms. Two **Radio Buttons** are provided in this **Group Box** to allow you to indicate your preference.

Print Dimensions

The **Horizontal** and **Vertical** dimensions of the printed output can be input either directly by selecting the appropriate input box and typing in the required value, or indirectly by clicking the associated **'-'** and **'+'** buttons. These buttons change the dimension values by one tenth of a unit for each click.

Status

The **Status** report will give you an indication of what the **Clue in Puzzle** function is currently doing.

The two possibilities are:-

Dialog The program is ready to receive your input.

Printing The program is getting puzzle data ready to be transmitted to the printer.

Print and Cancel Buttons

The **Print** button sends the puzzle to the printer, with formatting determined by the current **Print Dimension** settings. The **Cancel** button returns you to the Print menu, and no printing function is performed.

Warnings

A few warnings regarding the use of this feature are appropriate, due to the limited space available for the printing of the clues. One way or the other, Crossword Express will fit the clues into the puzzle, but you can make its job easier, and improve the end result by following these suggestions:-

Set the **Print Dimensions** to the maximum values permitted by the paper on which you are printing.

Limit the size of your puzzle. For example, if you are printing onto A4 paper, then a reasonable maximum size for your puzzle would be 12 cells by 18 cells.

Try to arrange the design of pattern cells in you lattice in such a way that there is no requirement for an Across and a Down clue to be printed into the same cell. Crossword Express will do this if it has to, but it will result in the use of a very small font, and may well be unreadable.

Ensure that the dictionary which you use to make these puzzles has clues which are as short as possible.

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.

Deleting a puzzle

Click on the **DeLete** button to delete the puzzle currently displayed. A message box will appear to give you an opportunity to change your mind.

Maintaining the dictionaries

To create or operate on dictionaries select **Dictionary Maintenance** from the **Control Center**. The **Dictionaries** menu is displayed offering the following options:

choose a dictionary

create a new dictionary

view dictionary statistics

export a dictionary

backup a dictionary

restore a dictionary

delete a dictionary

Choosing a dictionary

Click on **Choose Dictionary** to select a dictionary from a list of those available. (You can also reach the dialog box displayed from screens such as the *Make a Crossword* screen, as described earlier.)

If you choose a number of dictionaries, they will be combined by **Crossword Express** into a MULTI Dictionary.

To choose a dictionary, click on its name or use the arrow keys and spacebar to highlight it, and then click on **OK** (or press the **Enter** key or **Alt/O**).

> ***Note**: This dialog box allows you to select multiple dictionaries and so works in a slightly different way to other dialog boxes. There are two highlights — a green shading and a focus box. Only dictionaries shaded green are selected. The focus box is there to enable keyboard users to move the focus to another dictionary. Use the spacebar or click the mouse button to toggle the green highlight on and off.*

Creating a 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. 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

Click on **OK** or press **Enter**, to return 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

Click this button to return to the menu without creating a dictionary.

Dictionary statistics

This dialog box is for information only, and displays the following data on 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, you can create a dictionary 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

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

Backing up a dictionary

Select this option to back up the dictionary to a floppy diskette. Make sure you have at least one formatted diskette ready before you begin. The dialog box that controls the backup process provides the following controls:

Backup to. This pair of check boxes allows you to specify whether drive A or B is to be used to carry out the backup. Simply click the required check box with the mouse, or use the **Tab** key to move the focus to the required check box and press the space bar.

Cancel. Click on **Cancel** or press **Esc** to cancel the Backup operation.

Proceed. Click on **Proceed** or press **Enter** to 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

If you need to restore a dictionary from a backup diskette to the hard disk, make sure you have the diskette(s) ready, then select this option. The dialog box that controls the backup process, provides the following controls:

Restore from This pair of check boxes allows you to specify whether drive A or B is to be used to carry out the restore. Simply click the required check box with the mouse, or use the Tab key to move the focus to the required check box and press the space bar.

Cancel Click on **Cancel** or press **Esc** to cancel the Restore operation.

Proceed Click on **Proceed** or press **Enter** to 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 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.

Expanding a dictionary

Select **Expand Dictionary** from the **Control Center** to modify or add words to the currently selected dictionary. You will be able to do the following operations:

select a dictionary

add new words

modify existing words

review the merge file

merge new words with dictionary

Selecting a dictionary

Click on **Dictionary** to open the dialog box of available dictionaries. Choose one of these dictionaries 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**.

Adding new words

Click on **Input** to use this dialog box to add a new word and its corresponding clue.

Entering the word

Type the word into the word box. It may contain a minimum of 2 and a maximum of 15 characters. When you have entered the word click on the *Clue* box or press **Tab**.

Entering the clue

When you enter a word **Crossword Express** searches the dictionary, and if the word is present, it displays the current clue in the Clue box. Otherwise you can 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.

You can delete a word from the dictionary by deleting all characters of the current clue.

If you enter a new word but do not enter a clue the word will not be inserted in the dictionary.

Press **Enter** or click the **Save** button when the clue is complete to save the word/clue pair to a temporary MERGE file,. You can then enter a new word and clue.

Ending the word entry process

To end the word entry cycle click the **Finish** button, or press **Tab** to move to the **Finish** button, and then press **Enter**.

Modifying existing words

Click on **MoDify** to modify words and clues that are already in the dictionary. To begin the process type in several letters to indicate the location within the dictionary where modification is to begin, and then press **Enter**. A word and its clue are displayed and the cursor moves to the clue to allow you to alter or extend it.

Press **Enter** or click the **Save** button to save the word/clue pair to a MERGE file if changes have been made.

The next word clue from the dictionary is displayed and you can continue editing. When you have finished, click on the **Finish** button or press **Tab** to move to **Finish** then press **Enter**.

Reviewing the merge file

This function allows you to review the words you have added to the MERGE file before you add them to the dictionary.

Click the **Review** button to view the dialog box. This 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 is placed at the clue and you can edit or extend it.

Press **Enter** or click the **Save** button to save the word/clue pair to the MERGE file if changes have been made. The next word/clue from the MERGE file is then displayed. When you have finished click on the **Finish** button or press **Tab** to move to **Finish** then press **Enter**.

Merging new words with the dictionary

You must merge the new words and clues into the dictionary before you can use them. Click on **Merge** to do this. A simple dialog box keeps you informed of progress as this operation takes place. If you forget to do the Merge operation a warning is displayed to give you the opportunity to do the Merge as you exit from the Expand Dictionary function. You can also abandon the Merge file and its contents if you wish.

Maintaining lattices

A lattice is the array of cells and pattern squares you use to create the crossword. To create or edit lattices select **Lattice Maintenance** from the **Control Center**. The currently selected lattice is displayed.

Selecting a lattice

To select a new lattice, click the **Select** button. A dialog box is displayed containing a list of the available lattices with the current lattice highlighted.

To select a lattice point to it and click the left mouse button or use the arrow keys to move the highlight box to it. 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 **OK** or press **Enter**.

Altering a lattice

You can modify any lattice by removing or adding black cells as follows:

Move the red focus cell over the lattice (using the mouse or arrow keys) to a cell you want to change.

Change the cell by clicking the left mouse button or pressing the space bar.

As you do this the red focus cell changes colour. If the new state of the cell is white the focus changes from dull to bright red. If the cell is now black the focus cell changes to dull red. The word counts on the left side of the screen change to tell you how many words of each length you have in the lattice.

If you have a large number of consecutive cells that you want to change and you are using a mouse, just hold down the left mouse button and drag the cursor cell through all of the cells you want to change.

> ***Note:*** *Be careful not to create a crossword with too many two-letter words or excessively long words or the dictionary may not contain enough words of this length to create a large crossword. You can check the dictionary statistics using the* ***Dictionary Maintenance*** *screen.*

When you have made all of the changes you require, save the lattice using the **saVe** or **SaveAs** functions (see below).

Using 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 addressed by the colored cursor cell.

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 lattice

Click on **Create** from the **Lattices** menu to create a new lattice. Four items of information are required, as shown below:

Squares Across Enter a number between 3 and 47.

Squares Down Enter a number between 3 and 47.

Symmetry. Enter a letter from A thru G. These letters have the following meanings:

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 square lattices.

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 or null square at any point you choose within the lattice.

Lattice Name. Enter a distinctive lattice name having a maximum of eight characters, consisting of the 26 letters, the 10 digits, and the minus and underscore characters.

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

Saving a lattice

To save the lattice with the name shown at the left side of the screen, click on the **SaVe** button.

To save it with a different name click the **SaveAs** button. A dialog box allows you to enter the name of the new lattice.

Deleting a lattice

You can delete the current lattice at any time by clicking on the **Delete** button. A message box gives you a chance to change your mind.

Crozzle puzzles

Select **Crozzle Puzzles** from the **Control Center** to use the **Crozzle Puzzle** screen, which contains a blank lattice and a menu of selection options.

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

It is constructed from a very limited set of words.

It is constructed on a blank lattice (up to 30 x 30 squares), 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 — less than fifty percent of letters interlink.

You must use a Special Interest dictionary to make crozzle puzzles. These 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. Their names all begin with a $ symbol.

To make a crozzle puzzle you:

name the puzzle

specify the puzzle

select dictionary

make the puzzle

Naming the puzzle

Click on **Puzzle Name** and type the puzzle name into the dialog box, using a maximum of eight characters selected from the 26 letters and the 10 digits. If you type in the name of a puzzle 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.

Specify a Crozzle puzzle

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

Specify by size

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.

Specify by Template.

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.

Selecting a dictionary

Click on **Dictionary** to view a list box containing the available Special Interest dictionaries, with the currently selected dictionary highlighted. Note that the names of such dictionaries all begin with '$'.

To select the dictionary:

Click on its name in the list box or use the arrow keys to highlight it.

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 don't 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 **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 the crozzle

Click on **Make** to 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 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.

Pre-set word puzzles

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

Naming the puzzle

Click on **Puzzle Name** to name the puzzle you are about to make. Type the puzzle name into the dialog box, using a maximum of eight characters selected from the 26 letters and the 10 digits.

Selecting a lattice

Click on **Lattice** to select a different lattice, if required.

Selecting a dictionary

Click on **Dictionary** to use the dialog box of available dictionaries. Choose one of these dictionaries 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**.

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 don’t 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/Don’t 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 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.

Making the puzzle

Click the **Make** button when you have returned to the **Preset Words** menu. 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.

You can solve and print the puzzle in the usual way.

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 255 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.

Naming the puzzle

Click on **Puzzle name** and type the puzzle name into the dialog box, using a maximum of eight characters selected from the 26 letters and the 10 digits.

Selecting a lattice

Click on **Lattice** if you want to select a different lattice from that currently displayed. You select from the dialog box in the usual way.

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.

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.

Selecting a backfill dictionary

Click on **Dictionary** to select the dictionary to be used as the backfill dictionary. You select it from the dialog box in the usual way.

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

Select **Miscellaneous Functions** from the **Control Center** to adapt **Crossword Express** to more closely meet your particular requirements. Options are:

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 arrow keys to move the highlight. When you are satisfied with your choice, click **OK** 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 changed at will to make Crossword Express conform to the user's 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.

Include Solution in Lattice.

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.

Hatch Pattern Squares.

By default, the pattern 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.

Font.

This specifies the font used when printing the various components of a puzzle. This is also the font used to display the puzzle when it is being solved on screen. Note, however, that this font selection will be over-ridden in the case of Solutions and/or Clues, if a font was permanently associated with the dictionary at the time of creation.

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.

Appendix

Internal site license

Licensor: AUS-PC-SOFT Shareware

Onkaparinga Valley Road

VERDUN, South Australia

5245

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