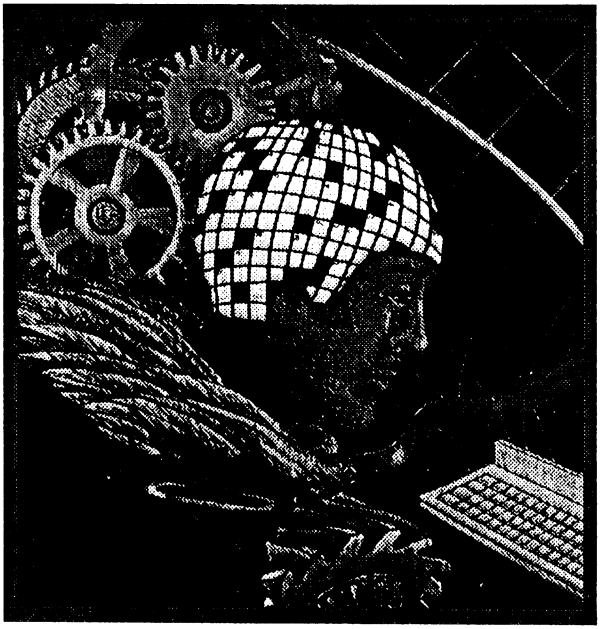
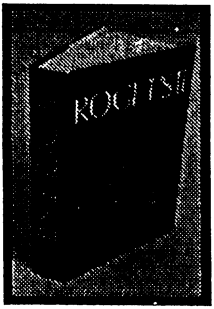
CROSSWORD CREATOR™

POWERED BY YOUR IMAGINATION



- **CREATE CROSSWORD PUZZLES INSTANTLY FROM A WORD LIST!**
- **INCLUDES ROGET'S II, THE NEW THESAURUS, PUBLISHED BY THE HOUGHTON MIFFLIN COMPANY, WITH WILD-CARD SEARCH FEATURE.**



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Centron Software Technologies, Inc. warrants to the purchaser only that the diskette provided with this manual and the software coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If it is found to be defective within 90 days of purchase, it will be replaced. Replacements of the diskette, free of charge to the original purchaser, is the full extent of our liability.

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CROSSWORD CREATOR ™

Welcome to CROSSWORD CREATOR for the Macintosh, a powerful and flexible program which enables you to create, save, and print your own crossword puzzle designs.

CROSSWORD CREATOR generates puzzles automatically from your word list and also allows you to manually modify the puzzle. You can create and save your own dictionaries of answers and clues, and use your dictionaries to find and enter words and/or clues for new puzzles. Also included is the electronic version of Roget's II, The New Thesaurus, which you can call up to find words, synonyms, and definitions. Both the dictionaries and Thesaurus have wild-card search features to help you find that elusive "five-letter word which begins with "T" and has a "B" in the third position".

You can save puzzle files in several forms, including file formats which can be directly imported into word processors or page layout programs.

Puzzles can be printed in nine different forms, including answers,clues, puzzles with or without numbers, and puzzles and clues on the same page.

Section 1 of this manual covers installation,start-up, and system requirements.

To help you to get started and to acquaint you with many of CROSSWORD CREATOR's features, we've included a tutorial in Section 2 which takes you through building a small puzzle and using a dictionary and the Thesaurus.

The remaining sections cover the specific program features in detail.

Before running the program, please double-click the READ.ME file on the disk to see information on recent program updates and operating tips that were not included in this manual.

Free technical support is available to registered users from 9AM to 5 PM, Monday through Friday, at

1-800-848-2424

To become a registered user, all you need to do is return the enclosed registration card.

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TABLE OF CONTENTS

1. INSTALLATION AND START-UP.....1

2. TUTORIAL.....2

3. PUZZLE SETUP.....7

4. BUILDING A PUZZLE.....9

4.1 Entering Words Into the Grid.....11

4.2 Entering the Clues.....13

4.3 Formatting the Puzzle.....15

4.4 Saving Puzzles.....16

5. USING DICTIONARIES.....16

5.1 Creating Dictionaries.....17

5.2 Loading Dictionaries.....17

5.3 Searching Dictionaries.....18

5.4 Adding or changing Dictionary Entries.....20

6. USING THE THESAURUS.....21

7. PRINTING PUZZLES AND CLUES.....23

8. SOLVING PUZZLES.....25

9. FONTS.....26

10. TIPS AND TRICKS.....27

11. TROUBLESHOOTING TIPS.....28

1. INSTALLATION AND START-UP

System Requirements:

CROSSWORD CREATOR is compatible with all Macintosh computers that have System 5.0 or later, including System 7. The Thesaurus and program requires 1M of free memory. If necessary, the program can be run without the Thesaurus.

The program can be run directly from the floppy disk if you wish to conserve hard disk space. It will, of course, run much faster and smoother from the hard disk.

All Macintosh-compatible printers are supported. Be sure that the Chooser is set to the correct printer type and port for your printer.

Installation:

Before proceeding, we strongly recommend that you make a backup copy of the CROSSWORD CREATOR disk, and save the original disk in a cool, dry location.

To install CROSSWORD CREATOR to your hard disk, insert the floppy disk in your drive and double-click on the disk icon. Double-click on the CROSSWORD CREATOR folder to see the contents. You should see the main program, two Thesaurus files (THES_DEF and THES_SYN), and a dictionary file, GEOGRAPHY.DIC. The dictionary file is provided only for the tutorial and may be discarded after you complete the tutorial. The Thesaurus files are locked and should not be unlocked or selected. The program will call them up automatically.

To copy all of the files to your hard disk, drag the entire CROSSWORD CREATOR folder onto the desktop. If you prefer not to use the Thesaurus, open a new folder from the Edit menu, name it CROSSWORD CREATOR, and drag only the CROSSWORD CREATOR and GEOGRAPHY.DIC icons into the folder. You can always copy the Thesaurus files into the folder at a later time.

If you're running from the floppy disk and plan to save puzzle or dictionary files on the floppy disk, be sure that the disk in not write-protected.

Start-Up:

To start the program, open the CROSSWORD CREATOR folder and double-click on the program icon, or a dictionary or puzzle file icon.

Do not attempt to start the program by clicking on a Thesaurus file.

2. TUTORIAL

This section is designed to help you get started by building, saving, and printing a small puzzle. By going through these steps, you'll become acquainted with many of the program's features. All of the features are covered in detail in the following sections.

To begin, start the program and select **New** from the **File** menu. When the Puzzle Setup dialog box appears, enter **MYPUZ1** in the Name box and **GEOGRAPHY** in the Theme box. Leave the Across Sq. Max. and Down Sq. Max. at 21 each. These define the maximum number of squares allowed for the puzzle. As you'll see later, the actual puzzle can be shrunk to a

smaller size. The choices on the lower half of the dialog box refer to options associated with saving files for word processors or page layout programs. We'll leave these off for the tutorial. Click the OK button when you're finished.

The puzzle comes up as a blank grid of 21 x 21 squares. Notice the **ANSWER** box at the lower right corner of the screen. If it does not show a blinking cursor, click on the box. Now type in the following words, one at a time. Press **Return** after completing each word.

AFRICA
ASIA
GERMANY
GREECE
ENGLAND
ARCTIC
AMERICA

Notice how the words arrange themselves on the screen.

Its a good idea to save the puzzle frequently in case you make a mistake and want to start over. Select **Save As** from the **File** menu. When the dialog box appears, you are prompted with a suggested file name which is the puzzle name plus a **.Puz** extension. Click **Save** to save the file.

You can change the name, but you must retain the .Puz extension. When opening files, only puzzle files with the .Puz extension can be opened.

Now we'll add two more words using the dictionary supplied with the program. Go to the **File** menu and select **Open Dictionary**. When the File Selection dialog box appears, select **GEOGRAPHY.DIC**. Then, select

Dictionary ON from the **Options** menu. The Geography dictionary window appears on the screen. Lets say we want to add a word to AMERICA beginning with the C. In the blinking cursor box on the dictionary, type C*, then click **FIND** (or press **Return**).

The * after C means "find all words beginning with C, regardless of length. "CANADA" appears with a previously stored clue. You can enter words and clues directly from the dictionary to the puzzle. Click on **Enter Puz**. CANADA is now placed on the puzzle (the clue associated with CANADA is also recorded).

Now we'll try another form of dictionary search. Click on the word CANADA on the window. This clears the previous entry. We want to connect a word to the N in CANADA that has 5 letters (so it won't interfere with ENGLAND). Enter ???N?, then click Find. When question marks are used, the length of the word is fixed to the length of the entry. The word CHINA appears with a clue. Click **Enter Puz** and CHINA is now added to the puzzle.

Next, we'll demonstrate use of the Thesaurus. Turn off the dictionary by selecting **Dictionary OFF** from the **Options** menu, then select **Thesaurus ON** from the **Options** menu.

The Thesaurus files must be in the same folder as the CROSSWORD CREATOR program.

Lets say we want to find a short word to connect to the C in CHINA. When the Thesaurus window appears, enter CO??, then click **Find** (or press **Return**). The Thesaurus will select all four-letter words in its file that begin with CO. We're looking for a word that has some relation to our puzzle theme. Browse through the words by repeatedly clicking **Find**. The first

few words do not match the puzzle theme. After a few clicks, you'll come to the word COLD. Since this has a relation to Geography, we'll use it in the puzzle. Click **Enter** to add COLD to the puzzle. The definition for COLD is recorded as the clue. Now select **Thesaurus OFF** from the **Options** menu.

After the Thesaurus window turns off, click the **ANSWER** window and enter MEXICO. Since MEXICO cannot be connected to the puzzle, it appears in the **UNUSED WORDS** window, for possible later use. Now enter DENMARK in the **ANSWER** window. After DENMARK is placed on the puzzle, click on MEXICO in the **UNUSED WORDS** window, then click OK. Notice that MEXICO now connects to the puzzle and is removed from the **UNUSED WORDS** window.

Next, select **Shrink** from the **Format** menu. The puzzle shrinks to fit the words we've entered. Now select **Fill Black** or **Fill Gray** from the menu. The blank squares on the puzzle are filled with the selected color.

Before entering the clues, save the puzzle again by selecting **Save** from the **File** menu.

We are now ready to enter the clues. Select **Clues On** from the **Options** menu. The **CLUES** window is activated (you'll see the buttons turn on) and the clue numbers appear on the puzzle. Notice the **ACROSS/DOWN** buttons at the bottom of the screen. If the **ACROSS** mode is not selected, click on the check box next to it. Now click on the word GREECE. The Clues window shows 1 ACROSS. Enter a clue for GREECE in the area with the blinking cursor (for example, "Athens is the capital"). Click **Next** (or press **Return** or **Tab**) to move to the next Across word. Continue in this manner until clues have been entered for all of the Across words. When you get to CHINA, you'll see that a clue has already been entered (this

occurred when you entered CHINA from the dictionary).

Next, select the **DOWN** button and click on GERMANY. Enter a clue for GERMANY, then continue to enter clues for the DOWN words in a similar manner (Clues for CANADA and COLD have already been entered).

You can also select words for clues entry or modification by clicking directly on the word.

After all of the clues are entered, save the puzzle again by clicking **Save** from the **File** menu. Your completed puzzle is now saved under the filename **MYPUZ1.Puz.**

To verify that it has been properly saved, select **Quit Puzzle** from the **File** menu. When the opening screen reappears, select **Open** from the **File** menu. Select **MYPUZ1.Puz** from the File Selection dialog box, then click OK when the Puzzle Setup dialog box appears. Your puzzle will reappear on the screen.

As a final step in the tutorial, we'll print the puzzle and clues.
Open the **Print Options** menu and notice the list of options. Each option represents a specific printed page. Only items that are checked will be printed. Selecting an item on the list changes the checkmark from ON to OFF, or OFF to ON. Notice that the only the first and last items are checked. Select the first item, **Clues**, to turn off the checkmark. Now only one page will be printed, the Clues and Puzzle combined. Select **Print** from the **File** menu and click **OK** on the Printer dialog box.The combined puzzle and clues will be printed.

This completes the tutorial. You can erase **MYPUZ1.Puz** and the **GEOGRAPHY.Dic** files if you prefer.

The remaining sections provide detailed information on all of the options and features in CROSSWORD CREATOR.

3. PUZZLE SETUP

To start the program, three options are available from the **File** menu:

New: Starts a new puzzle.

Open Puzzle: Opens a previously saved puzzle.

Solve Puzzle: Opens a previously saved puzzle for solving.

If **Open Puzzle** or **Solve Puzzle** is selected, the standard Macintosh File Selection dialog box appears. Selected files must have the extension .Puz.

If **New** or **Open Puzzle** is selected, the Puzzle Setup dialog box appears. For New puzzles, the upper half of the dialog box allows you to specify a name, theme (if desired), and the maximum number of Across and Down squares. For previously saved puzzles, you have the option to change the name or theme, but you cannot change the maximum number of Across and Down squares.

To move from one entry field to another, click on the field or press **Tab** (to move down) or **Shift-Tab** (to move up).

The maximum number of Across and Down squares specifies the largest size of the puzzle. You can make the puzzle smaller by using the Shrink option (see Puzzle Format). If you expand the puzzle after shrinking, it will expand to the maximum numbers specified in Puzzle Setup. If you have a 13" or larger monitor, it is probably best to leave the maximum's set to

21 x 21, as this provides a large square size for comfortable viewing. If you have a smaller monitor, you may want to set the maximum's at 15 x 15, which also provides a large square size. You can set the smaller monitors up to 21 x 21, but the size of the puzzle squares will be smaller. The size of puzzle printouts is independent of the screen size and is not affected by the Puzzle Setup choices.

When you save a puzzle, all of the necessary information is saved in a special file format unique to CROSSWORD CREATOR.
The filename will typically be the name entered in Puzzle Setup with the extension **.Puz**. Thus, if the name is MYPUZ1, the filename would be **MYPUZ1.Puz**. If you prefer to use a different filename, you can do that with the **Save As** option when saving a puzzle.

The lower half of the Puzzle Setup dialog box allows you to specify additional Save options for import into word processors or page layout programs. Leave these options off if you're not planning to import puzzle files, as they do extend the time required to save puzzles.

PICT Files:

PICT files are a graphic representation of the puzzle. You can save two separate files, one for the blank puzzle and one for the filled puzzle with answers. Each file can be saved with or without the clue numbers on the puzzle. The fill color for blank squares will be the same as the last color you selected before saving the file.

PICT files are saved under the filename plus an additional extension of **.PIC1** (blank puzzles) or **.PIC2** (filled puzzles). If the puzzle filename is **MYPUZ1.Puz**, then the PICT files would be saved with the names **MYPUZ1.Puz.PIC1** and **MYPUZ1.Puz.PIC2.**

ASC Files:

ASC files are text files in the ASC format which can be imported into other programs. Puzzle clues and/or the list of answer words can be saved in an ASC file by selecting one or both of the ASC options. If you select both, the ASC file will contain both the clues and the word list. If you select one, the file will contain the selected option.

ASC files are saved under the filename plus an additional extension of **.ASC**. If the filename is **MYPUZ1.Puz**, then the ASC file would be saved with the name **MYPUZ1.Puz.ASC.**

When you have completed the entries in Puzzle Setup, click OK or press Return to bring up the Puzzle Creation screen.

4. BUILDING A PUZZLE

The main puzzle screen has the following elements:

Puzzle Grid:

The grid is blank if you're starting a new puzzle, filled if you've brought up a previously saved puzzle. The puzzle name and theme are shown above the grid.

Across/Down Buttons:

Located at the bottom of the screen, these buttons set Across or Down mode for manual entries and clues.

Answer Window:

Located at the lower right corner of the screen. This is where answer words are entered for placement into the grid.

Unused Words Window:

Located above the Answer window, this window is used to display words that cannot be connected to the puzzle at the time they are entered.

Clues Window:

Located above the Unused Words window, this is where the clues are entered. It is inactive (buttons are dimmed) until Clues mode is selected (see Section 4.2).

The first step in building a puzzle is to construct the pattern of answer words in the puzzle grid. In general, it is most efficient to complete the puzzle grid before entering the clues. However, CROSSWORD CREATOR allows you to switch back and forth between puzzle entries and clue entries as often as you wish. Each mode is separate, that is, you cannot enter clues while you're working on the grid, and you cannot work on the grid while entering or modifying clues.

NOTE: The **File** menu has a **Quit Puzzle** option which returns you to the Startup screen. When you quit the puzzle, all current settings are cleared; it is essentially the same as a new startup.

4.1 Entering Words Into the Grid

There are five different ways that words can be entered into the puzzle grid:

(1) By typing directly into the Answer window;

(2) By selecting a word from the Unused Words window;

(3) By manually entering letters directly onto the grid;

(4) By direct entry of Dictionary words;

(5) By direct entry of Thesaurus words;

Methods (1) to (3) are covered in this Section. Methods (4) and (5) are covered in Sections 6 and 7, respectively.

Valid entries must be at least three characters long, and may include upper case, lower case, numbers, and any symbols that can be typed with the Shift key on your keyboard, with the exception of "*" and "/".

Entry From the Answer Window:

Type the words into the Answer box at the blinking cursor. If the cursor is not blinking, click on the Answer window. When your entry is completed, press **Return**. If the word can be connected to the existing words in the grid, it is placed on the puzzle. If not, it appears in the Unused Words window.

Entry From the Unused Words Window:

A word which could not be connected when it is first entered can be tried again at any time. Select the word to try by clicking on it, then click the **OK** button in the window. If it can be connected, it is placed on the puzzle and removed from the Unused Words window. The Unused Words window can accumulate an indefinite number of words. If the number of words exceeds the window size, the list is scrolled. The scroll bars can be used to scroll through the list if necessary. Selected words can be edited or deleted in standard Mac fashion. Click OK after editing to record the change.

Manual Entry Into the Grid:

You can type characters or words directly into the grid. Click on the desired square in the grid. As you type, characters will be placed into the highlighted square. The highlight will move Across or Down depending on the which button is set. You can also use the arrow keys to move the highlighted square. Click on the desired button to change direction (pressing the Option key will also change the direction). To delete a highlighted character, press Delete (pressing the Space bar is not a delete; it places a " " character on the puzzle).

When a word on the grid is manually changed, or a new word is manually entered, you must click on the word to register the change.

If you change the spelling of a word that was tied to a clue, it is treated as a new word and the old clue is not tied to it. The old word and clue remain in the puzzle memory and can be brought back if the word is re-entered with the original spelling.

Deleting a Word:

To delete a word from the grid, click anywhere on the word, then select **Delete Word** from the **Puzzle Edit** menu. If you change your mind and want to put the word back, select **Undelete Word** from the menu. Undelete is effective only if clicked before you take any other actions.

Moving a Word:

You can move a word to a different location on the puzzle. For example, you may want to move the first word to the middle of the puzzle from the upper left corner. To move a word, click anywhere on the word, then select **Move Word** from the **Puzzle Edit** menu. When the selected word is highlighted, click on the square where you want the first character of the word to be placed. The word is placed at the new location.

Across words can only be moved to an Across location and Down words to a Down location. Do not change the Across/ Down mode until the move is completed.

4.2 Entering the Clues

To enter clues, first select Clues **ON** from the **Options** menu. This brings the clue numbers onto the puzzle grid and activates the Clues window. The **Next** and **Prev** buttons become active. If a Dictionary is open the **SvDict** button becomes active.

Click on a word on the grid. The Clues window shows the clue number and direction of the word, for example, "1 ACROSS". If a clue already exists for this word, it is shown in the rectangular box below the clue number. If there is no clue yet assigned, the box is empty with a blinking

cursor. Enter the clue by typing into the box, or modify the existing clue as you wish. The standard Mac Edit menu is available for use while working on clues. You can, for example, **Copy** a portion of a clue and **Paste** it into another clue.

When you finish entering the clue for a word, you can move to another word in several ways:

(1) Click on another word.

(2) Click **Next** or **Prev**. **Next** moves to the next available word, for example from 1 ACROSS to 3 ACROSS. **Prev** moves to the previous available word, for example from 3 ACROSS to 1 ACROSS.

(3) Press **Tab** or **Return**. This is the same as clicking **Next**.

You can use these methods to cycle through all of the Across words, then change to Down and cycle through the Down words.
You can also switch back and forth between Across and Down words as often as you wish.

Whenever you move from one word to another, the clue data you entered is stored and will be saved when you save the puzzle.

If a Dictionary is open and the **SvDict** button is active, you have the option of saving the answer word and its associated clue to the Dictionary. To do this, click **SvDict** to On (a black dot appears in the button). While SvDict is On, every time you move from one word to another, the word and clue are saved in the Dictionary. If you turn Clues Off or save the puzzle, the last clue entry will also be saved to the Dictionary.

While Clues is On, you cannot change anything on the puzzle grid. To turn Clues Off, select **Clues OFF** from the **Options** menu. The clue numbers disappear and you can then enter or modify words on the grid.

4.3 Formatting the Puzzle

Formatting options include sizing the puzzle ,choosing a fill color for the blank squares, and choosing a color for the clue numbers.

When a new puzzle grid first comes up, the number of Across and Down squares is set to the maximum values specified in Puzzle Setup. At any time while building the puzzle, you can reduce the size by selecting **Shrink** from the **Format** menu. The puzzle will shrink to the outer boundaries of the words that have been entered. This does not affect the maximum size of the puzzle. If you need more space after shrinking, select **Expand** from the **Format** menu. The puzzle expands to the maximum values set in Puzzle Setup.

Three fill colors are available; white, gray, and black. New puzzles default to white. To change the fill color, select the desired color from the **Format** menu. The last fill color selected is stored when you save the puzzle and will re-appear when the puzzle is opened. Likewise, when a puzzle is printed or saved to a PICT file, the fill color will be the one selected when you print or save the puzzle.

Clue numbers can be set to Red or Black from the **Format** menu. When the puzzle is saved to a PICT file, the clue number colors will be the current selection.

You can turn off the grid lines on unused squares by clicking **Grid Off** on

the **Format** menu.

Used in conjunction with a white fill, this allows you to drop in icons or graphics when working with PICT files.

4.4 Saving Puzzles

To save a puzzle, select either **Save As**... or **Save** from the File menu. If the puzzle is new, select **Save As**.... When the file selection dialog box appears, you'll see the default filename as the puzzle name you entered in Puzzle Setup plus the extension **.Puz.** You can change the name, but the **.Puz** extension must remain. If the puzzle was previously saved, you can use the **Save** option, which saves the puzzle to the existing filename. Use **Save As**... with an existing puzzle if you'd like to change the name and create a separate file.

When you save a puzzle, the puzzle information is always saved in a special file used by CROSSWORD CREATOR. If you selected any of the PICT or ASC save options in Puzzle Setup, these files are saved at the same time. PICT files are saved as they appear on the screen, with the current settings of fill color, clue number, and grid on or off.

5. USING DICTIONARIES

Dictionaries are a special form of ASC text files with the filename extension .DIC. You may have any number of dictionary files, however, only one dictionary can be active in the program at one time. When you bring up a dictionary, the previous active dictionary is removed from the program.

5.1 Creating Dictionaries

There are two ways to create new dictionary files:

(1) From within the program, select New Dictionary from the File menu. When the File Selection dialog box appears, enter a name for the dictionary with the extension **.DIC**. The new dictionary file is open and ready for use.

(2) Dictionary files can be created outside the program from a word processor or text editor. They must be saved as ASC text files with the .DIC extension. Format each line of the file as follows:

{word}+"/"+{definition}, for example:

"DAMAGE/Inflict harm or pain"

Be sure to enter a carriage return after each line, and after the last line (to signify the end of the file). It is best to use upper case characters for the word, unless you want searches to be case-sensitive. There is no limit to the size of the dictionary file. The file is automatically sorted in alphabetic order when called up from the program.

5.2 Loading Dictionaries

To load an existing dictionary, select **Open Dictionary** from the **File** menu. New dictionaries are automatically loaded.

To bring up the dictionary window, select **Dictionary ON** from the **Options** menu. While the Dictionary is On, all other windows are inactive. The Dictionary cannot be turned On when the Thesaurus is On.

To turn the Dictionary Off, select **Dictionary OFF** from the **Options** menu.

5.3 Searching Dictionaries

The Dictionary window (Figure 1) contains two rectangular boxes. Words to search are entered into the upper Find box. Definitions are shown in the lower Definitions box.

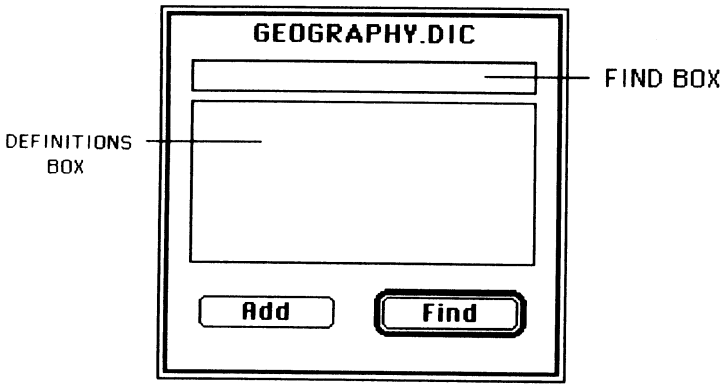

Figure 1 - Dictionary Window

To search the dictionary, you enter a word into the Find box. You can enter a complete word or a partial word with wild-card characters. After the word is entered, click **Find** (or press **Return**). If the dictionary contains a matching word, the definition will appear. A beep sound indicates that there is no matching word.

Wild-Card Searches:

Two wild-card characters are provided, * and ?. The * is used to find words beginning or ending with specified characters. Entering A* will find all words beginning with A, entering AB* will find all words beginning with AB, etc. Entering *D will find all words ending with D, entering *ED will find all words ending with ED, etc. A single * means "browse" and will cycle through all words in the dictionary.

The ? is a specific place character that means "any character in this place is OK". It is used when you want to specify a word of specific length. Entering ???N? will find all five-letter words with an N in the 4th position. Entering C??? will find all four-letter words beginning with C.

You can enter only one "*" character in a search word.
You cannot mix "*" and "?" in the same search word.

When a word is found, a new set of buttons appears on the window (Figure 2). During a wild-card search, click **Next** (or press **Tab**) to move to the next matching word, or click Prev (or press **Shift-Tab**) to move to the preceding word.

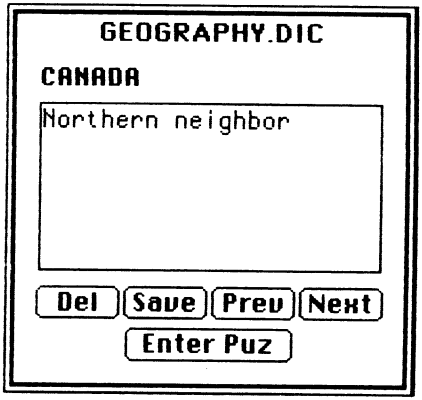

Figure 2 - Dictionary Window after Word Found

To enter another search word, click directly on the word at the top of the window. The Find box reappears and you can now enter another search word.

While in the Dictionary, words and definitions can be entered directly into the puzzle grid by clicking **Enter Puz**. If the word can be connected, it is placed on the puzzle and the definition is stored as the clue for that word. If it cannot be connected, it will move into the Unused Words window. You can enter all the words in a Dictionary by entering * in the Find Box, then repeatedly clicking **Enter Puz.**

5.4 Adding or Changing Dictionary Entries

To add a word and definition to the Dictionary, first enter the word in the Find box (see Figure 1). Then, press **Tab** to move the blinking cursor to the Definition box. Enter the definition for the word, then click **Add**. The word and definition are added to the Dictionary and it is re-sorted in alphabetic order.

To delete a Dictionary item, first find the word as described above, then click the **Del** button (see Figure 2). A line is drawn through the word, indicating that the word and definition have been deleted from the Dictionary file.

To change the definition for a word, first find the word, make your changes to the definition, then click the **Save** button. The modified definition replaces the previous definition.

While the Dictionary is active, the standard Mac Edit menu is available. You can use the usual **Cut, Copy, Paste,** and **Clear** options to modify definitions, to move part of a definition from one word to another, or to

save part of a definition to the Clipboard and later enter it into a clues field.

6. USING THE THESAURUS

The CROSSWORD CREATOR program disk includes two files which contain the electronic version of Roget's II, The New Thesaurus. These files are THES_DEF and THES_SYN. To use the Thesaurus, both of these files must be in the same folder as CROSSWORD CREATOR. If you attempt to access the Thesaurus and the files are not in the folder, you'll get an error message.

The Thesaurus may be opened any time while working on the puzzle or clues, but not when a Dictionary is open. Select **Thesaurus ON** from the **Options** menu. To turn the Thesaurus Off, select **Thesaurus OFF** from the **Options** menu.

To search the Thesaurus, enter a Find word at the blinking cursor, then click **Find** (or press **Return**). You can enter a complete word or a wild-card word. Wild-card searches use the same characters as in Dictionary searches, and work in the same way (except you cannot use the single"*" entry to browse). When the word is found, a definition for the word appears in the upper half of the window and synonyms for the word appear in the lower half of the window.

Click **Find** again to find the next word that matches the search word. You'll notice that the same word may appear several times with different definitions and synonyms.

To enter a word and definition directly into the puzzle, click **Enter**. If the word can be connected to the puzzle, it will appear on the puzzle and the definition for that word will be saved as the clue for the puzzle. If desired,

you can modify the clue later when the Thesaurus is turned off. If the word cannot be connected, it is saved in the Unused Words window.

Wild-Card Searches:

Due to the size of the Thesaurus file, wild-card searches can take some time, depending on the specific structure of the search word. (If you enter a complete word, the search time is almost instantaneous.) The files are arranged in alphabetic order. If the first character(s) are known, the program "jumps" to that section of the Thesaurus and find matching words very quickly. However, if the first character is unknown, the search process begins at the top of the file (words beginning with A), then proceeds until it finds a match. The more first characters you enter, the faster the search.

For example, if you enter D*, all words beginning with D are searched and found. If you enter DA*, only words beginning with DA are searched. If you enter *D, the entire file is searched and all words that end in D will be found. If you were to enter *Z, the search time could be quite long. To take an extreme example, if you entered *Q the entire file would be searched before the program concludes that there is no match.

Similar comments apply to the use of "?" characters. Entering AB??? produces a faster search than A????, while entering ?AB??? could require a fairly long search.

You can stop the search process by clicking in the Thesaurus window when the watch cursor is showing. The blinking cursor returns and you can enter a new search word.

To stop the search when a definition and synonyms are showing, just click on the word at the top of the window. The blinking cursor returns and you can enter a new search word.

7. PRINTING PUZZLES AND CLUES

Puzzle and clue information can be printed out anytime while working on a puzzle by selecting **Print** from the **File** menu. The specific information that is printed and the print format are controlled by the selections in the **Print Options** menu.

Items in the menu that have a checkmark are active and will be printed. To change an item from active to inactive (no checkmark), or from inactive to active, open the menu and select the item.

Each active item in the **Print Options** menu prints out as a separate page (may be two pages if the puzzle has a large number of words and clues). If all items are selected, you will get nine (or more) pages of printout. Print options are stored with the puzzle when it is saved.

The meaning of each item is as follows:

Clues:

Prints the clue number and the list of clues across the width of the paper.

Clues in Columns:

Prints the clues in columnar format, similar to the way they are printed in newspapers.

Word List:

Prints a list of the answer words and associated clue numbers.

Clues & Word List:

Prints the word list and clues side-by-side in two columns.

Blank Puzzle:

Prints the blank puzzle (without answer words) and without clue numbers. All puzzle printouts are printed in the center of an 8.5" page. The "fill" color, that is, the color of unused squares, will be the same as the fill color on the screen. When printing a blank puzzle, you should generally use gray or black fill colors. A gray fill has the advantage of being easier on your printer ribbon or toner cartridge.

Blank Puzzle with Numbers:

The same as Blank Puzzle with clue numbers printed.

Filled Puzzle:

Prints the puzzle with answer words included, but without clue numbers.

Filled Puzzle with Numbers:

Prints the puzzle with answer words and clue numbers.

Clues & Puzzle:

Prints the clues and the puzzle on a single page, similar to newspaper-style puzzles. The puzzle is printed in the upper right corner of the page. The clues are printed in columnar format. The puzzle is printed blank with clue numbers.

8. SOLVING PUZZLES

CROSSWORD CREATOR can be used to solve previously created puzzles. Puzzles cannot be changed while in the Solve mode.

To bring up a puzzle for solution, select **Solve Puzzle** from the startup **File** menu, then select the puzzle from the File Selection dialog box. When the puzzle comes up, select Across or Down mode. Click on the puzzle to highlight a square and enter your solution characters. The clue for the word you clicked on is shown in the Clues window.

You can move around inside a word with the arrow keys, or delete a character with the **Del** key.

If you'd like to see the correct answers, open the **View Answers** menu and select **Word** or **All**. Select **Word** to see the correct answer for the highlighted word, or **All** to see the completely solved puzzle. To remove the correct answers and return to your solution, click on the highlighted word.

9. FONTS

CROSSWORD CREATOR allows font selection for the puzzle characters, the clue numbers on the puzzle, and the clues and Dictionary. You can select any font which is in your system, but you cannot change the font sizes.

The font sizes are 12 for the puzzle characters and 9 for the clue numbers. The font size of the clues depends upon the size of your screen. For 13" and larger monitors and for the Powerbook, the font size is 12. For smaller screens, including the 12" color monitor, the font size is 9. When you select a font, that font in the appropriate size must be in your system. When you print a puzzle and/or clues, or save a puzzle to a PICT file, the current fonts in effect will be printed or saved.

The default fonts are Geneva for the puzzle characters and clue numbers and Monaco for the clues. To change a font, click on the Fonts menu, then drag down to Puzzle, Clue Nos, or Clues to bring up the pop-up font selections. A checkmark on the Font list shows the font currently in effect. When you save a puzzle, the current font selections are saved.

10. TIPS AND TRICKS

RAPIDLY ENTERING A LIST OF WORDS AND CLUES DIRECTLY FROM A DICTIONARY FILE:

You can prepare a list of words and clues on a word processor and load the file into Crossword Creator as a dictionary file. See the directions on page 17 for the file format. Once the dictionary file is loaded, open the dictionary, enter *, click Find, then click Enter Puz to put the first word and clue into the puzzle, The Dictionary will move to the next entry. Click Enter Puz repeatedly to feed the words and clues into the puzzle at high speed.

LENGTH OF CLUES AND DICTIONARY ENTRIES:

The maximum length of a clue or dictionary definition is 200 characters. With very long entries, you maybe unable to fit the entire clues into the window. If you're using long clues, use a small font such as Times or Courier to get the maximum number of characters into the window.

11. TROUBLESHOOTING TIPS

POSSIBLE PRINTING PROBLEMS

If you have printing problems, try turning OFF background printing in the Chooser. If a clue contains a long word which will not fit into the "clues in columns" type printouts, the printer may hang up. Use a small font such as Times or hyphenate the long word.

POTENTIAL MEMORY AND SYSTEM 7 PROBLEMS:

In some systems with older operating systems, the program may not run correctly with Multifinder on.

In rare cases, particularly with System 7 and a large number of programs in the Extensions folder (located in the System folder), the memory size setting provided for the program may not be sufficient to load the Thesaurus. To change the setting, click on the Crossword Creator icon and select Get Info from the File menu. Change the memory size at the bottom of the Info window to a larger value, say 2500K, then click off the window.

Again in rare cases, anomalous errors may pop up in System 7, such as "Application Unexpectedly Quit" or "Bus Error". These are generally Caused by conflicts with INIT programs stored in the Extensions folder. Should this occur, try a "clean" startup. Hold down the Shift key and restart the computer. When the message "Extensions Off" appears, release the Shift key. This brings up the computer without any other programs running the background.

USING THE ASC AND PICT FILES:

When you select saving to ASC and PICT files in the Puzzle Setup, the selected files are saved every time you save a puzzle. Since this adds to the time required to save a puzzle, a good approach is to delay saving these files until the puzzle is completed. When the puzzle is completed, save it, then select Quit Puzzle and return to the startup screen. Select the puzzle, then select the ASC or PICT files to save in the Setup dialog box. When the puzzle comes up, save it again to save the selected ASC/PICT files.

If you have a word processor or page layout program which allows you to import graphics, you may wish to take advantage of the "Grid Off" feature which can be selected from the Format menu. If you turn the Grid Off and select Fill White from the Format menu, unused areas of the puzzle will be a blank white space. You can then import clip art or draw your own pictures or icons in the white spaces.

CASE SENSITIVITY

The logic which connects new words to the puzzle is case-sensitive, that is, it will not connect a lower-case letter to an upper-case letter. The Dictionary and Thesaurus entries use upper-case letters exclusively. If you're planning to enter words from the Dictionary or Thesaurus, use upper-case letters in the puzzle.

MOVING WORDS

When you move a word in the puzzle, you can only move Across words to a new Across position or Down words to a new Down position. Do not change from Across to Down in the middle of a move.