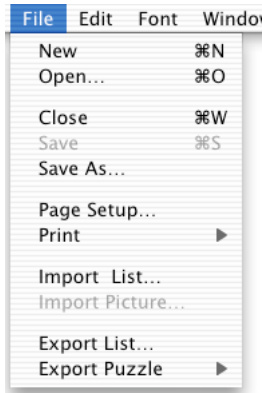


Welcome to version 3.3 of Word Square Builder.

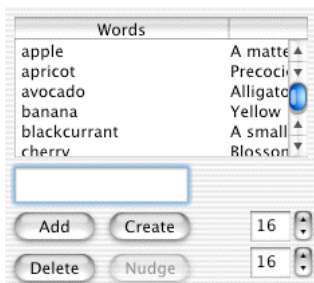
Making a new puzzle

Use the File->New menu to create a new blank puzzle.

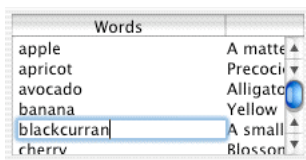


Entering and deleting words

Type words in the edit field below the list to enter them. Select words in the list and press the Delete button to remove them.



By Command-Clicking on a word in the list you can edit it in place.



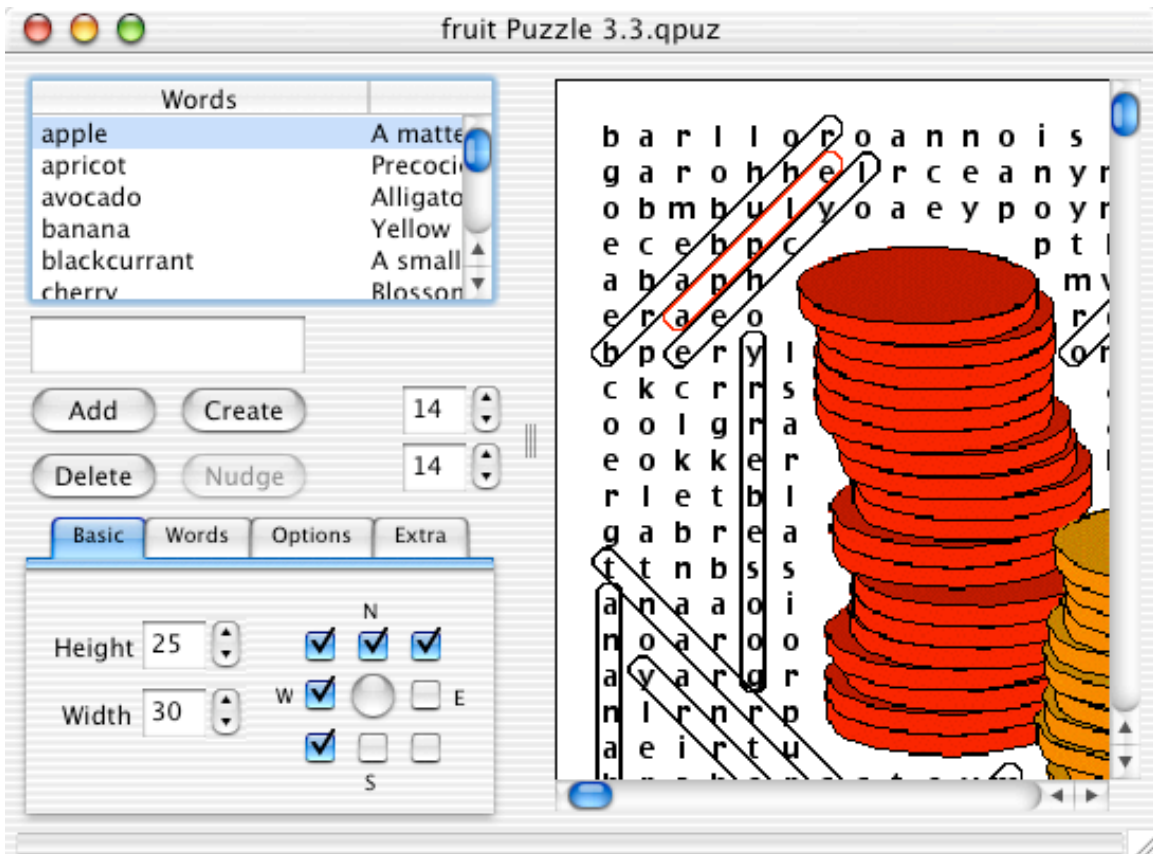
Making a puzzle

Click the Create button to make a puzzle. Click the nudge button to change the letters filling the spaces between the words.



Showing words in the puzzle

Double Click a word in the list to highlight it in the puzzle.

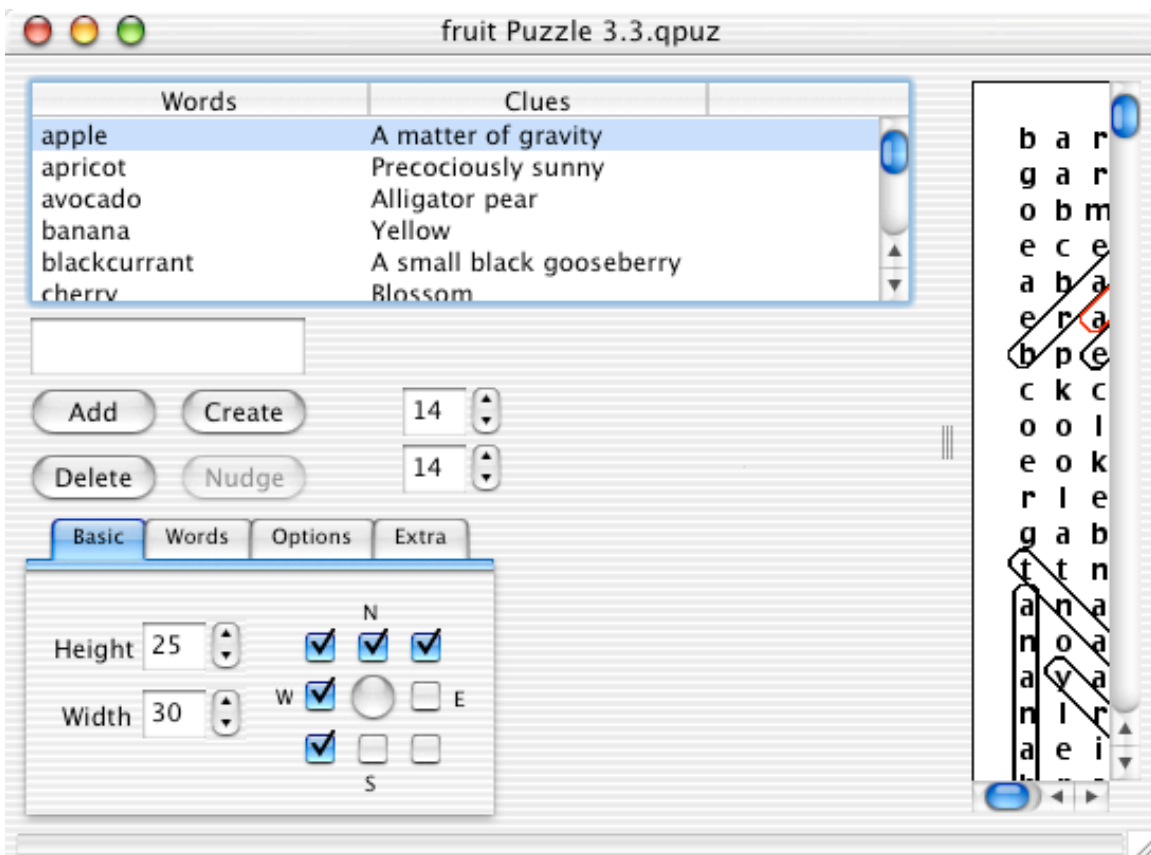


Entering and deleting clues

Select Edit->Clues... from the Edit menu.



The clue-editing window opens with whichever word is selected in the list, or the first word if none is selected in the list. To print clues instead of words along with the puzzle, check the 'Print Clues' checkbox in the 'Extras' tab panel.



Dragging the window splitter bar between the list and the puzzle display can change the width of the list displaying the words and clues.

Setting the size of the puzzle

This tab allows you to enter the settings for the height and width of the puzzle in letters.

Basic Words Options Extra

Height 25

Width 30

Directions: N, NE, E, SE, S, SW, W, NW. All checkboxes are checked.

Setting the directions of the words.

This tab allows you to set which directions the words in the puzzle will be allowed to take. With the setting below the words will all appear in the normal left to right direction.

Basic Words Options Extra

Height 25

Width 30

Directions: N, NE, E, SE, S, SW, W, NW. Only 'E' is checked.

The button in the middle reverses the setting of all the checkboxes.

Basic Words Options Extra

Height 25

Width 30

Directions: N, NE, E, SE, S, SW, W, NW. All checkboxes are checked.

Setting the case and length of the words.

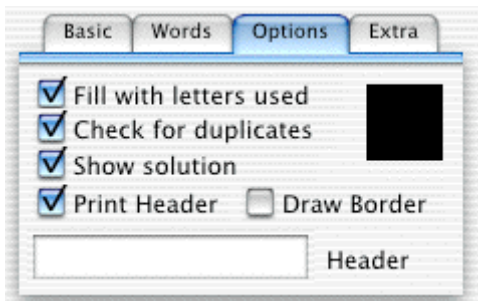
This tab allows you to set whether the puzzle appears in UPPERCASE, lower case or Mixed Case. This change happens immediately - you do not have to create a new puzzle. The selected lengths limit which words on the list will be used. Lengths that are unchecked cause words of that length to be temporarily removed from the list. These words will not be used when you next create a puzzle.



The image shows a software window with four tabs: 'Basic', 'Words', 'Options', and 'Extra'. The 'Words' tab is selected and active. It contains two main sections: 'Case:' and 'Lengths:'. The 'Case:' section has three radio buttons: 'UPPER' (unchecked), 'lower' (unchecked), and 'MiXeD' (checked). The 'Lengths:' section is a grid of checkboxes for word lengths from 2 to 16, plus an additional '+' option. All checkboxes in the 'Lengths:' section are checked.

Case:	Lengths:
<input type="radio"/> UPPER	<input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input checked="" type="checkbox"/> 5
<input type="radio"/> lower	<input checked="" type="checkbox"/> 6 <input checked="" type="checkbox"/> 7 <input checked="" type="checkbox"/> 8 <input checked="" type="checkbox"/> 9
<input checked="" type="radio"/> MiXeD	<input checked="" type="checkbox"/> 10 <input checked="" type="checkbox"/> 11 <input checked="" type="checkbox"/> 12 <input checked="" type="checkbox"/> 13
	<input checked="" type="checkbox"/> 14 <input checked="" type="checkbox"/> 15 <input checked="" type="checkbox"/> 16 <input checked="" type="checkbox"/> +

Other Options



If the 'Fill with letters used' checkbox is checked the puzzle will contain only letters that occur in the words in the list. If it is unchecked the entire character set selected in the preferences is used. The default character set includes all printable characters. To restrict this, edit the preferences.

If 'Check for duplicates' is checked the program will check that each word occurs only once in the puzzle after creating a new puzzle. If duplicates are found the program will beep and duplicate words will be ringed with a red line, if the 'Show solution' option is checked.

If the 'Show solution' option is checked the words will be marked in the puzzle with a line drawn round them. Changing this option changes the appearance of the present puzzle.

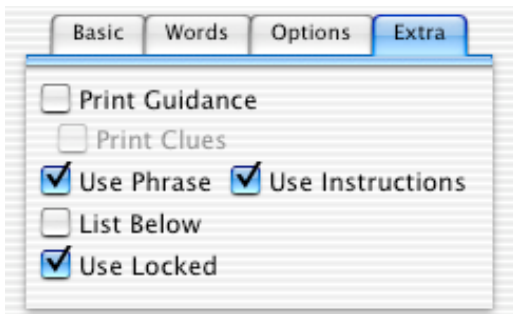
If the 'Print header' option is checked the text in the 'Header' edit field is printed at the top of each page when printing the puzzle.

If the 'Draw Border' option is checked the puzzle is printed with a border around it.

The 'Header' edit field contains the (optional) text to be printed at the top of each page when the puzzle is printed.

The black square brings up the standard colour picker when clicked, and allows the text colour to be changed. The square changes to match the selected colour.

Extra Options



If the 'Print Guidance' checkbox is checked the list of words used to build the puzzle is printed in columns above or below the puzzle, *unless the Print Clues checkbox is also checked*, in which case the clues to the list of words used to build the puzzle is printed.

If the 'List Below' checkbox is checked the list of words or clues is printed below rather than above the puzzle.

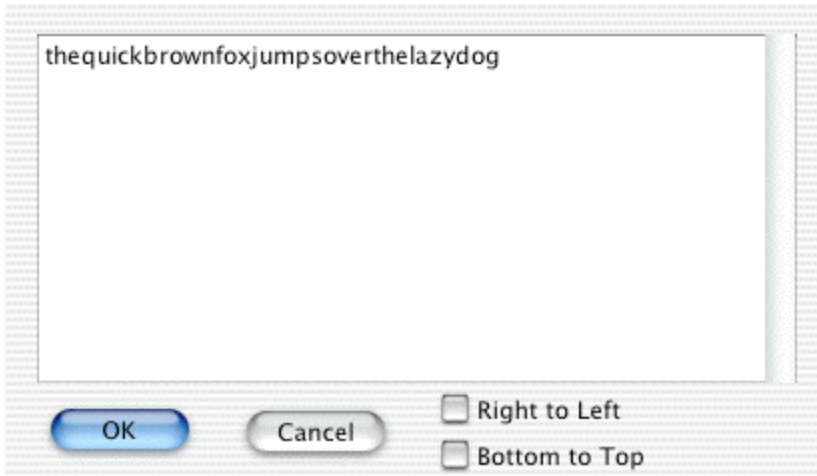
If the 'Use Phrase' checkbox is checked the fill phrase is used to fill the spaces between the letters of the words in the puzzle until either all the letters in the phrase are used or there is no more room. Remaining spaces are filled with random letters.

If the 'Use Locked' checkbox is checked the lock text is inserted into the puzzle first, before the words or the fill phrase.

If the 'Use Instructions' checkbox is checked the instructions text is printed along with the puzzle.

Setting Phrase Text

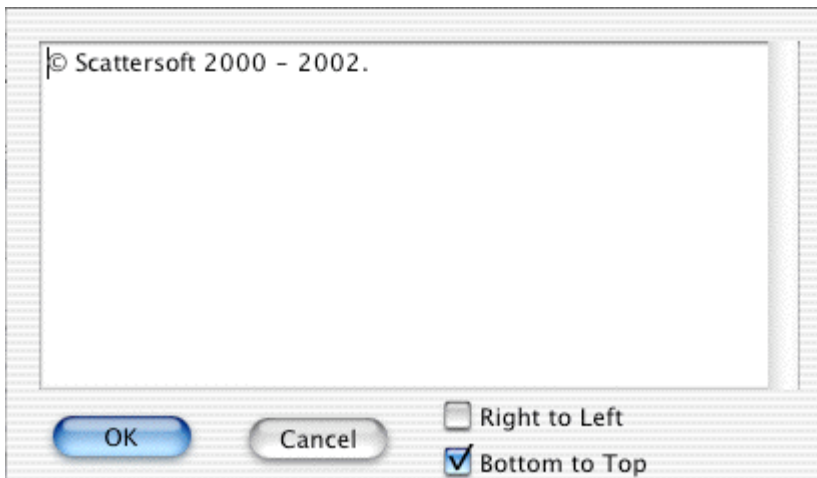
Select Edit->Phrase... from the Edit menu. Type the phrase text into the edit field. The field will not accept spaces.



The 'Right to Left' and 'Bottom to Top' checkboxes control how the text flows in the grid. If both are unchecked the text flows normally from left to right and top to bottom.

Setting Locked Text

Select Edit->Locked... from the Edit menu. Type the locked text into the edit field.



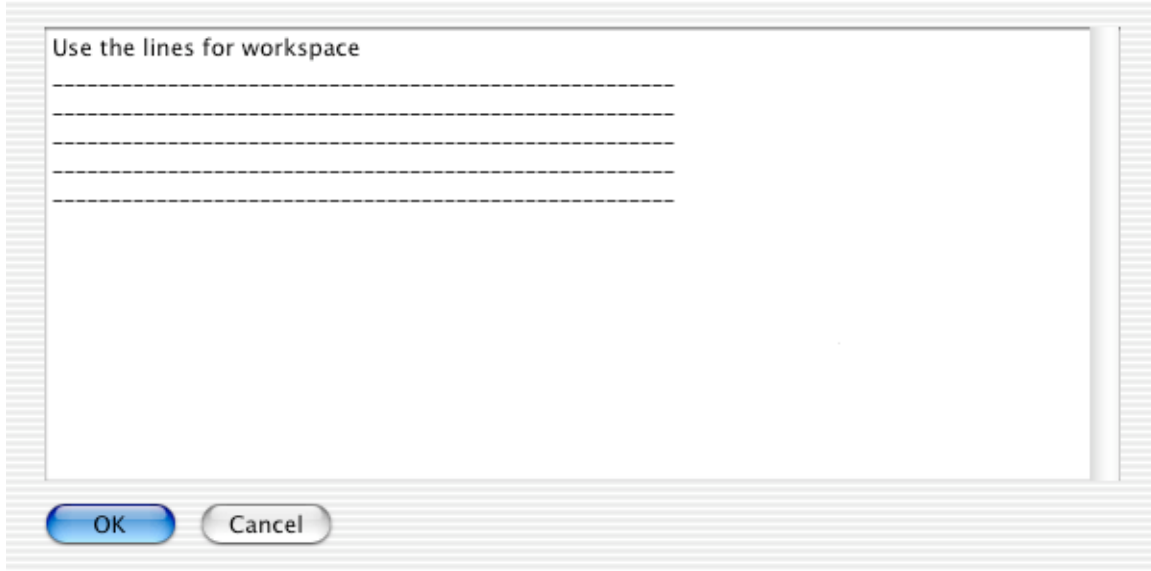
The 'Right to Left' and 'Bottom to Top' checkboxes control how the text flows in the grid. If both are unchecked the text flows normally from left to right and top to bottom.

Below is an example with both locked text ('© Scattersoft 2000 - 2002') and phrase text ('the quick brown fox...'). Both flow from left to right, but the locked text flows from bottom to top so that it appears on the bottom line.

g a t h e s q u i c k b r o w n f o x b j u m p s
r o p o v e t r t a h e l a z a y d o g k a w e d e
h b o p c o r r n n o l e m p o o y r w a o n a c e
u h o s l y e g a y v e t r t n a r r u c k c a l b
b a t y e e o e b w h n i y g a d n h u r y r e n m
a t a g e b r b h h b c o d a c o v a c r p a c o a
r i m r a n e a a c o e o y n g g p r r e c h a g e
b a o a a r c r a t y s r r e e a b e e m b o r a c
a e t p b k r c r r u l e r a o p h a c g c r y p c
t p o e e g a y a y c t g m y n c r l l b a p c b b
© S c a t t e r s o f t - 2 0 0 0 - 2 0 0 2 .

Setting the Instruction Text

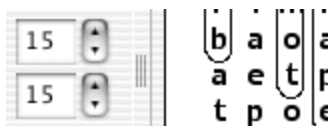
Select Edit->Instructions... from the Edit menu. Type the instruction text into the edit field.



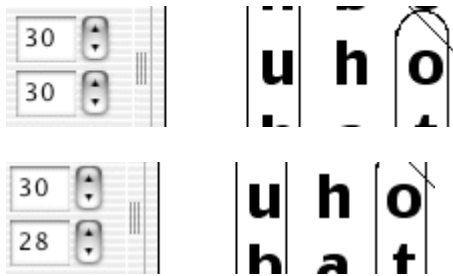
Use the lines for workspace

OK Cancel

Adjusting the size and spacing of the letters

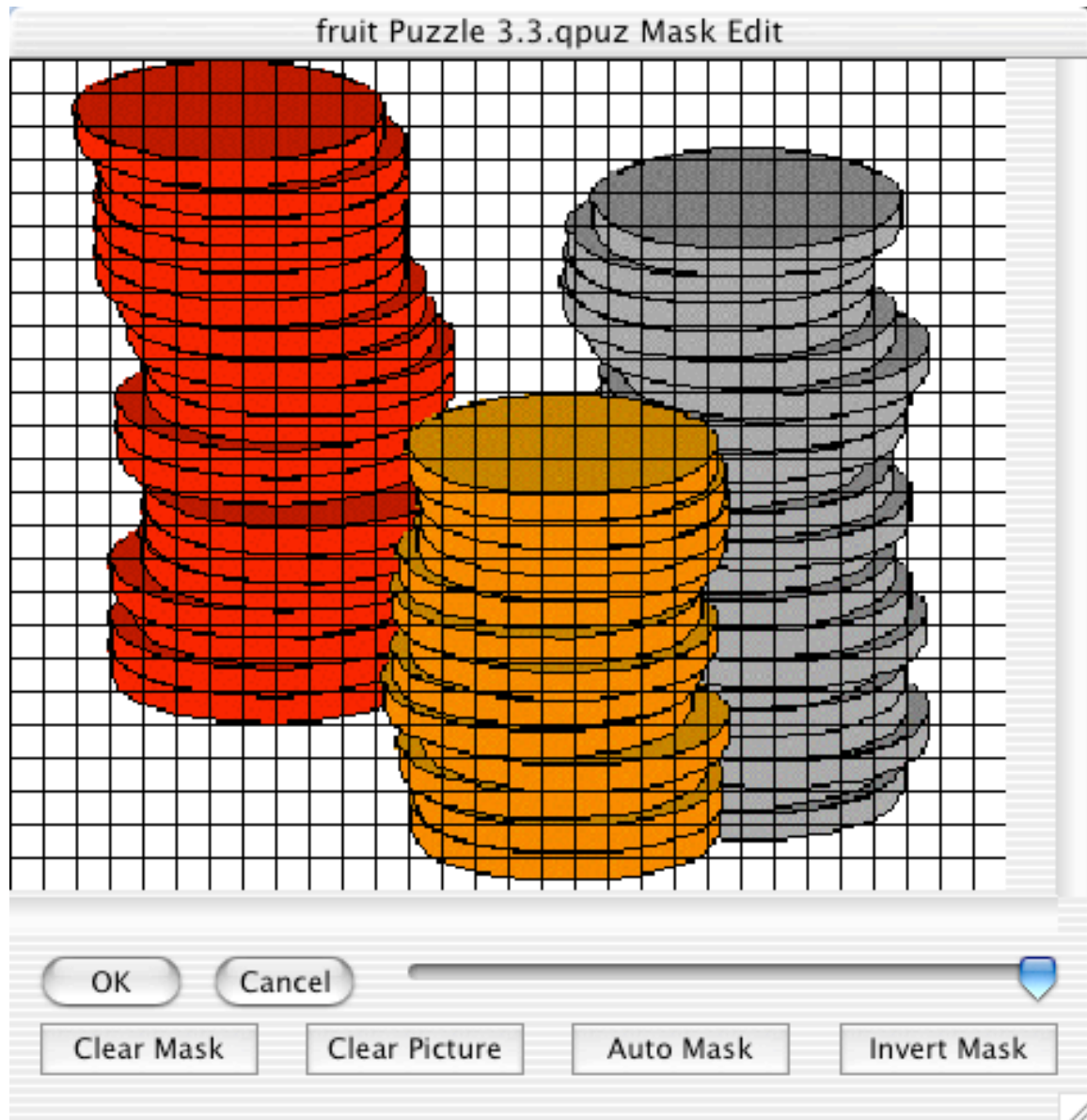


The upper control adjusts the size of the letters and the lower control adjusts the spacing. The lower control is 'tied' to the upper control so that the spacing adjusts to suit the letter size.

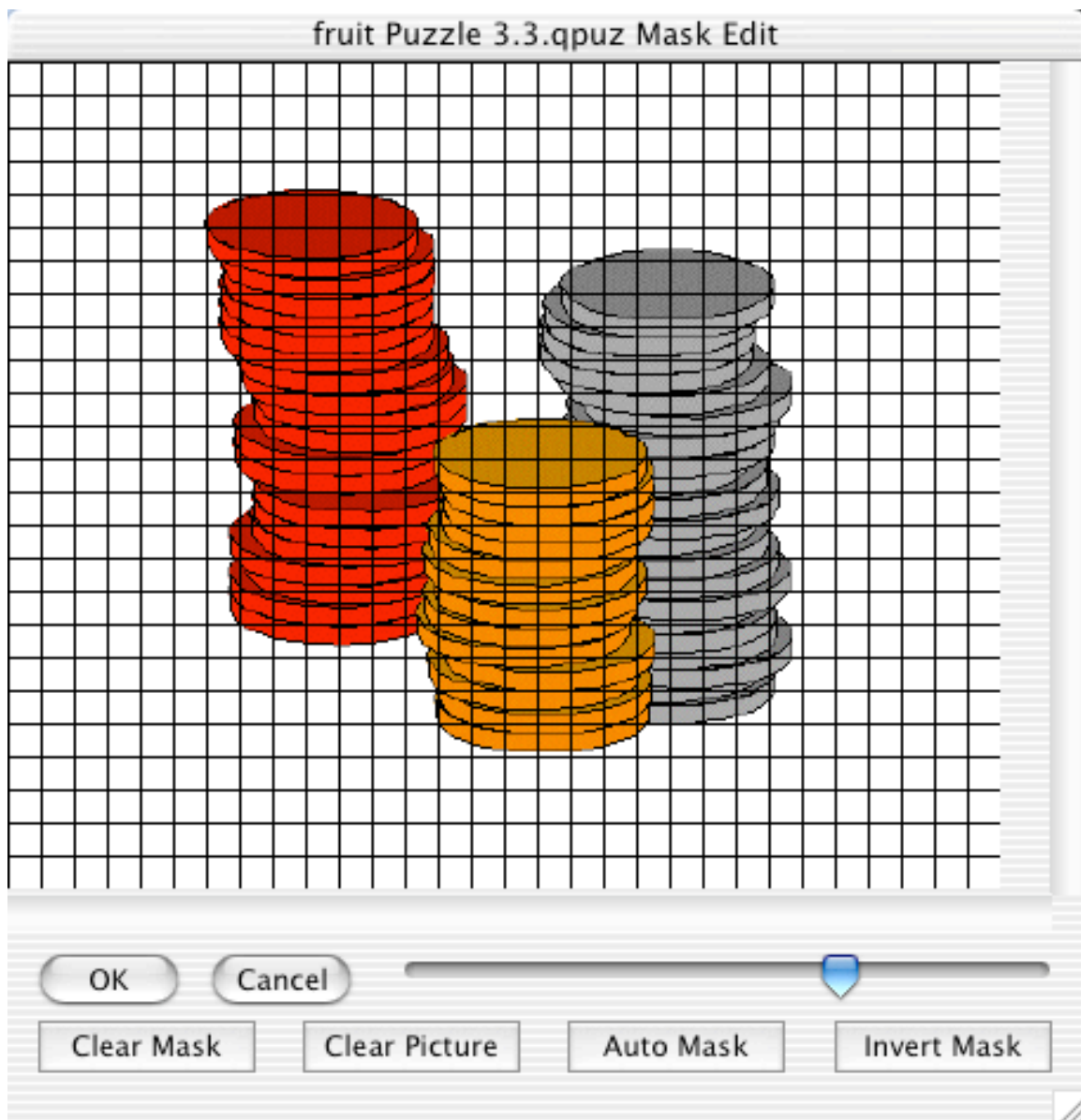


Flowing a puzzle round a picture.

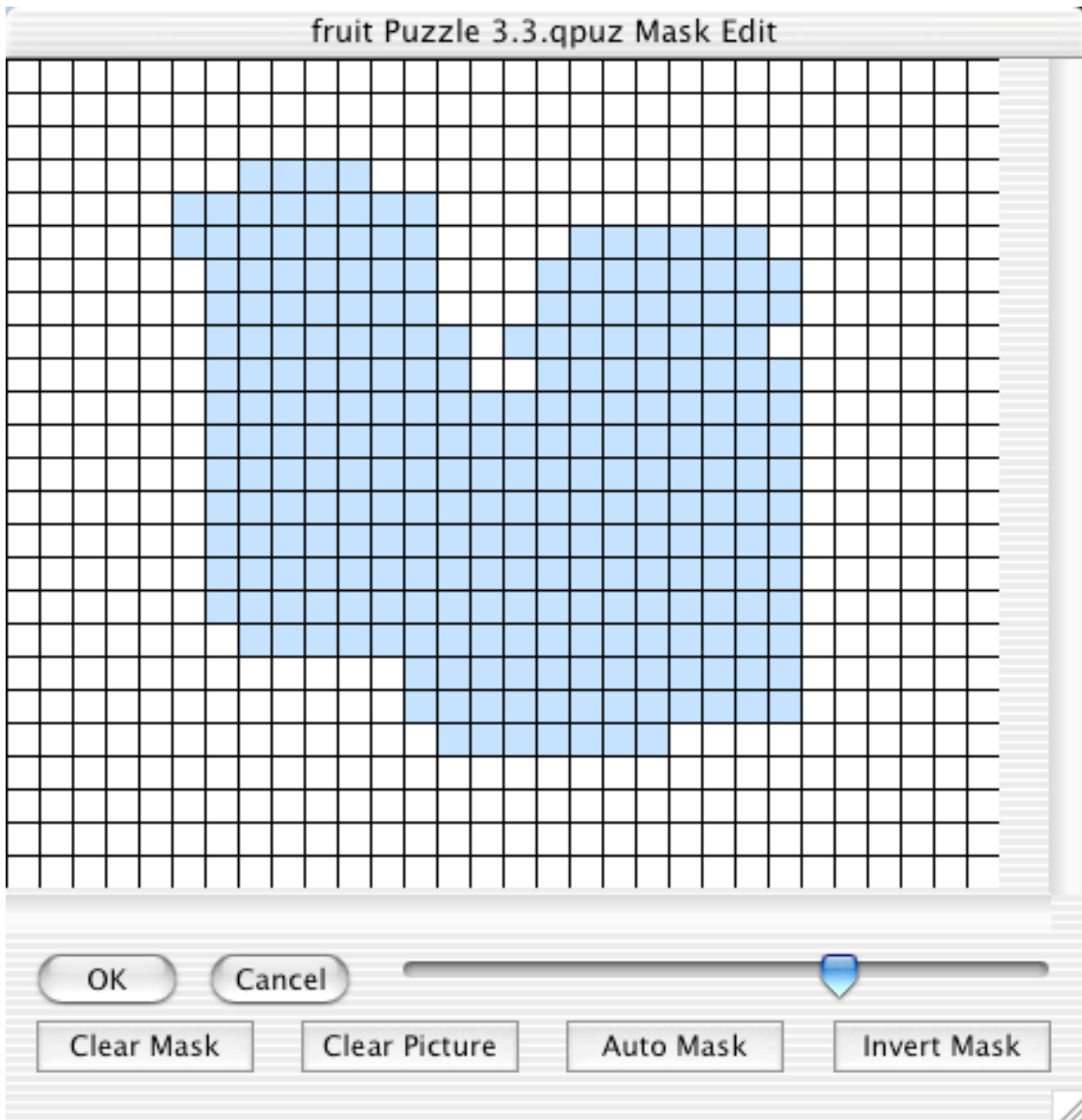
Open the Mask window and drag and drop a picture to it or use File->Import Picture.



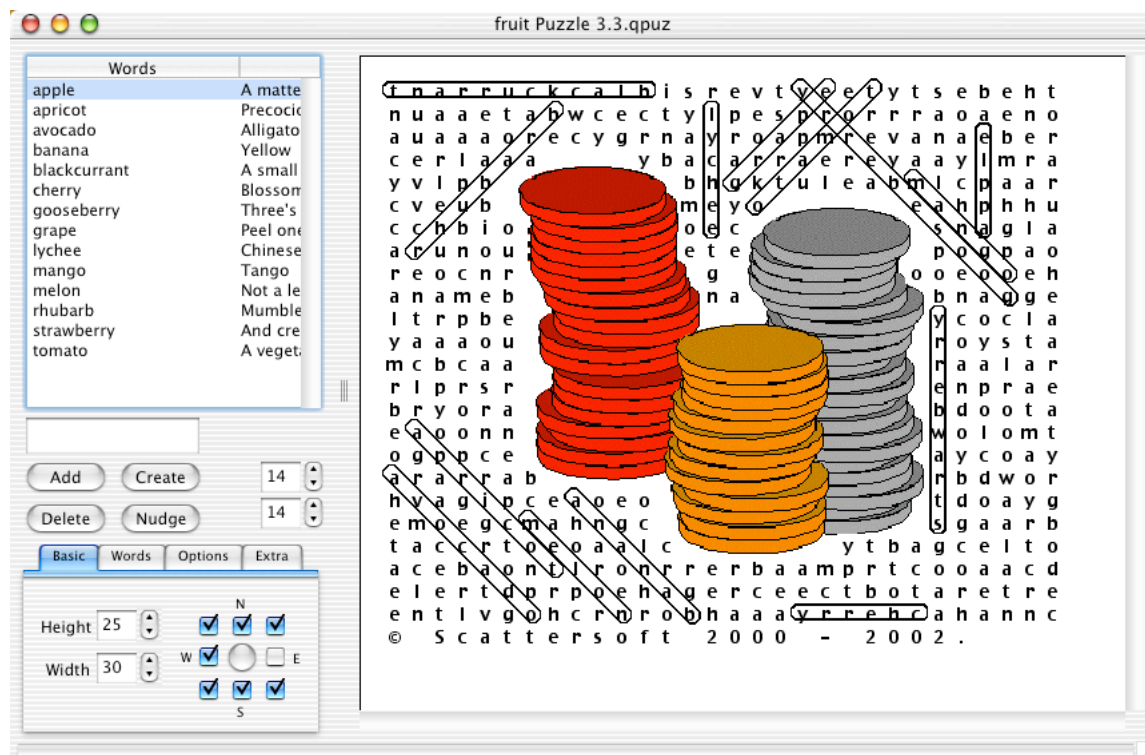
Resize the picture using the slider.



Click the Auto Mask button to mask off the picture, and tidy up manually by clicking on the squares in the grid.

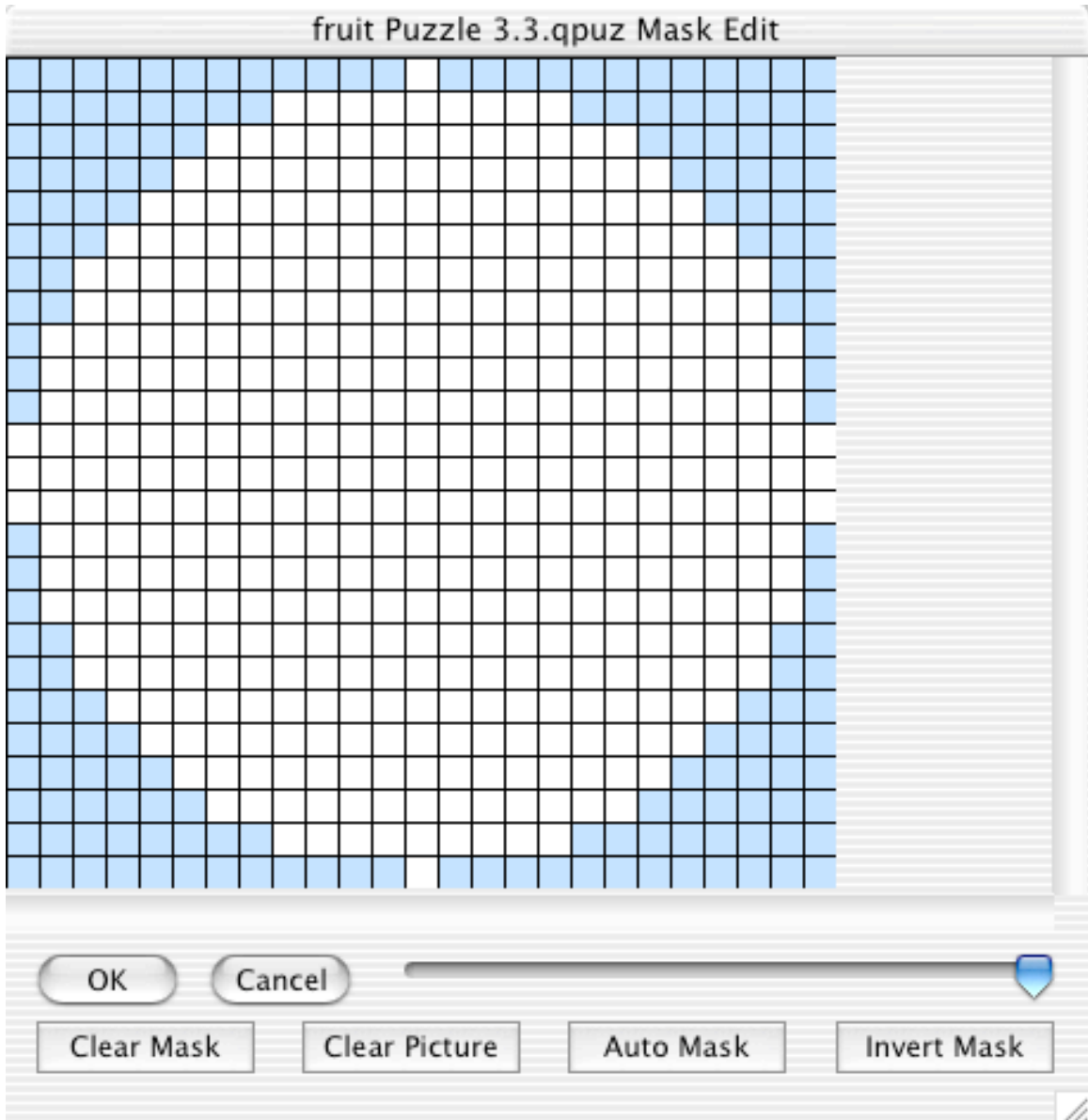


Click OK to accept the mask and picture and dismiss the Mask edit window. The next puzzle you build will use the picture and mask.

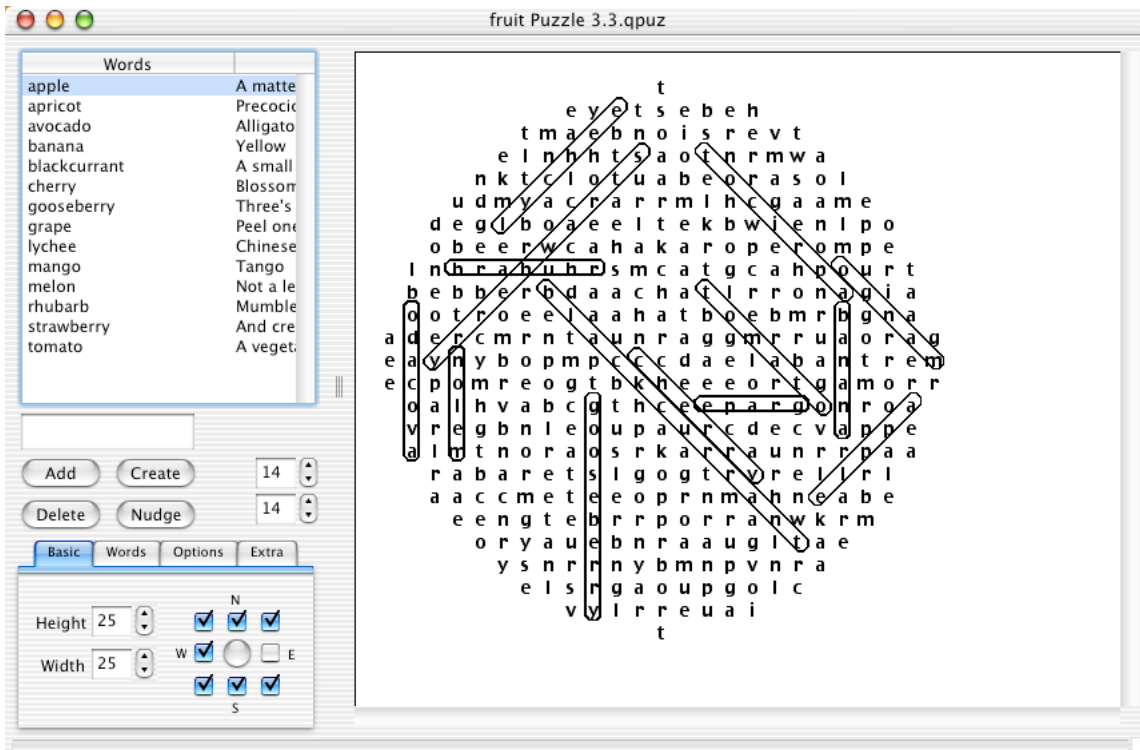


Making a puzzle have a shape.

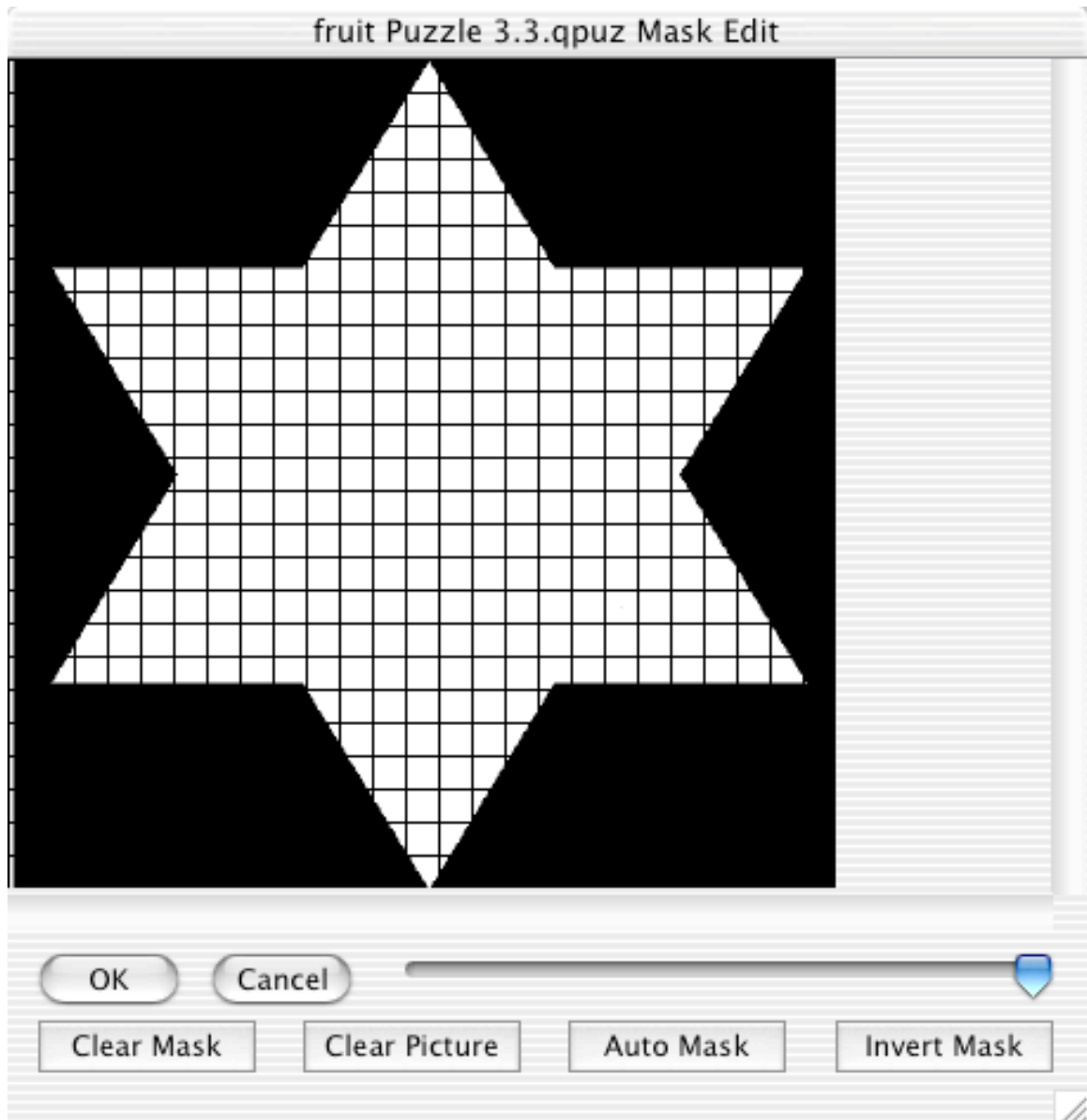
Using the Mask edit window draw a mask leaving clear the area of the shape.



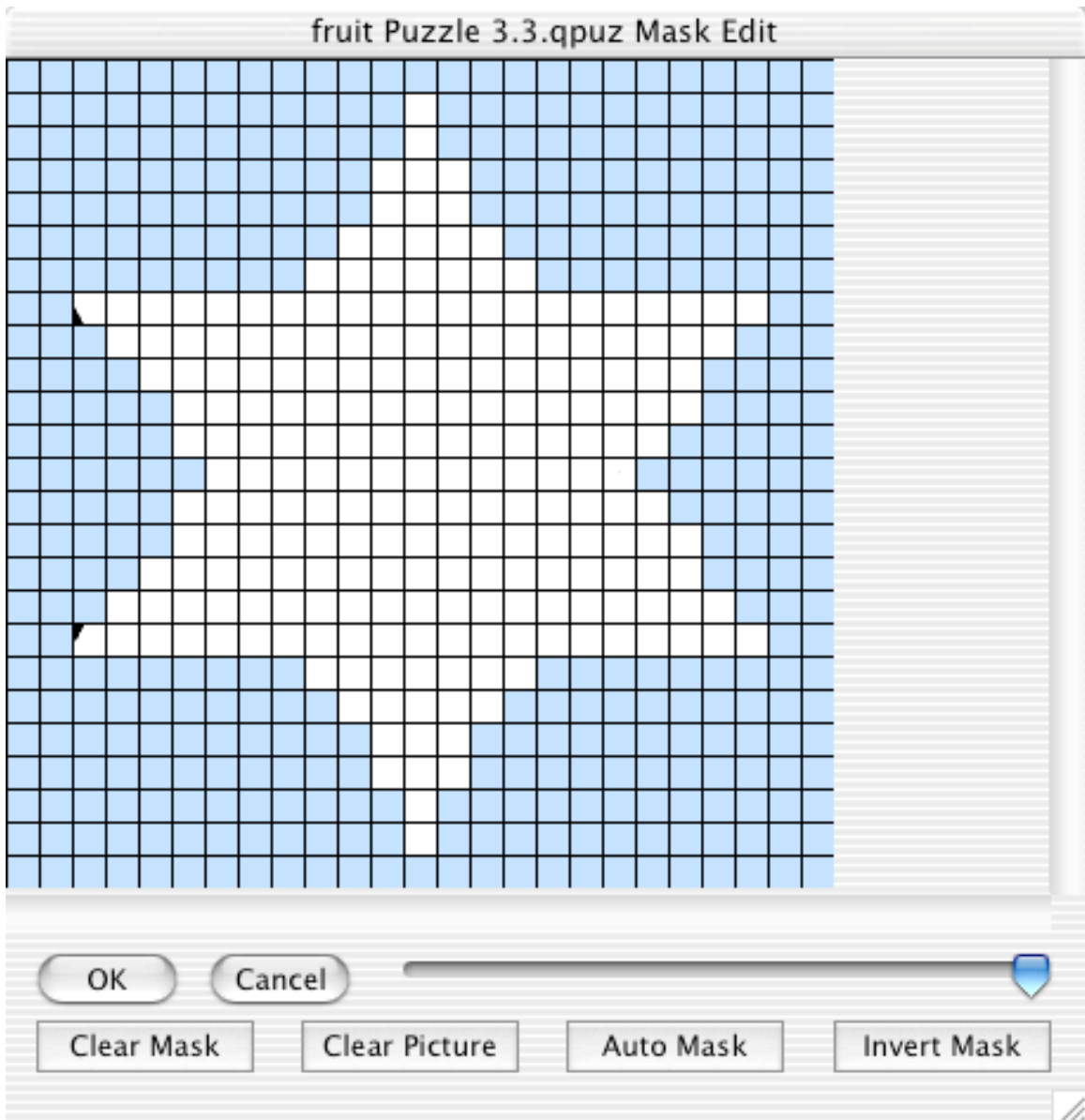
Then build the puzzle.



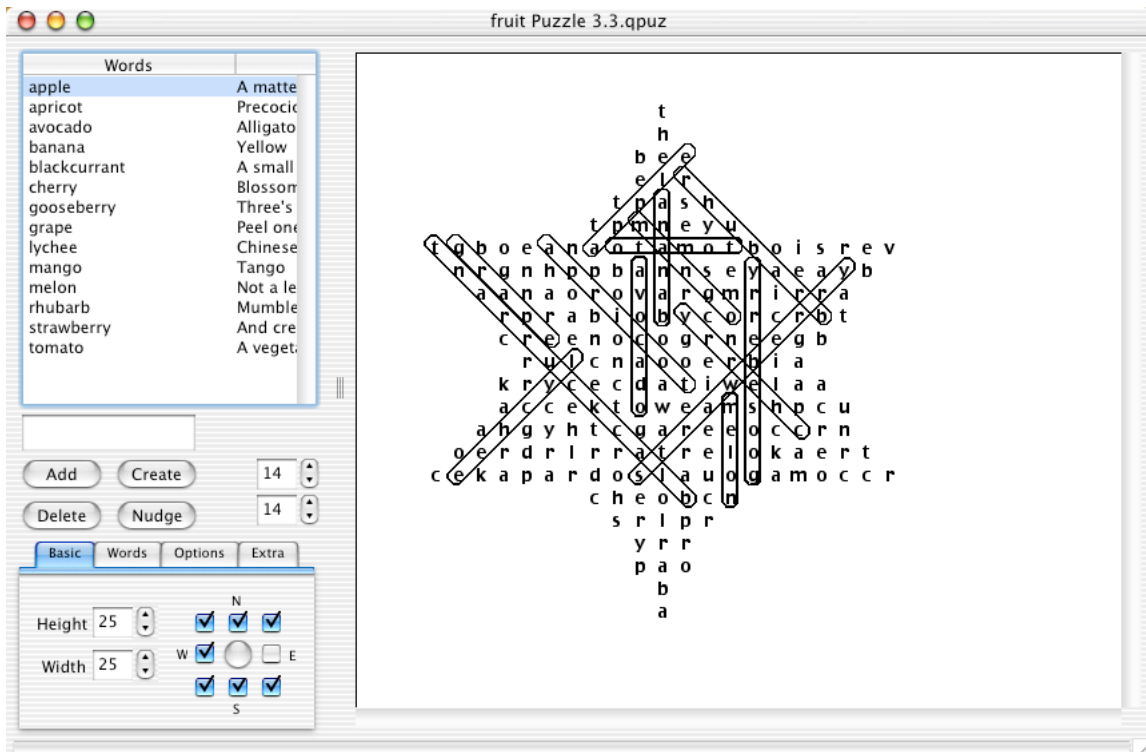
Alternatively import or drag and drop a Mask picture from the Masks folder into the Mask Edit grid.



Then click the Auto Mask button to make a mask in the grid, tidying manually as required. The Invert Mask button sets masked to unmasked and vice-versa.



Then click the Clear Picture button to remove the picture from behind the mask, Click OK and then create the puzzle.



Saving

The File->Save option saves the puzzle in Word Square Builder format and includes everything used to build the puzzle, including any pictures which are stored compressed. Pictures are stored using lossless compression so if the picture you used was compressed with lossy compression (such as a jpeg) the file size might be very large. Use an external graphics program to edit and save the pictures you are using if this is a problem.

The File->Export List option allows you to save the list of words as a SimpleText plain text file.

The File->Export Puzzle->As Text option allows you to save the puzzle grid as a SimpleText plain text file, or as a styled text file.

The File->Export Puzzle->As Picture option allows you to export the grid as a graphics file, including any pictures wrapped around (This option requires QuickTime 4 and is not present in the (L) version of the program). Alternatively just drag and drop from the grid to create a clipping file on the desktop.

The File->Print option allows you to print the puzzle only, the solution only, or both. The dialog that appears also allows you to preview the printed output on screen and to save the document in Adobe Acrobat format as a .pdf file.

