IS IT
INC
Hangman V5.X

DFS 40T

LSAIT Hangman

Contents

Credits

Note:

THIS TYPEFACE is used to indicate a key on the computer keyboard.

LSAIT Hangman V5.x for the BBC Master Series Microcomputer is an educational program to help students studying a foreign language learn and revise lists of vocabulary. It also allows the user to enter his or her own words for a friend. This package is designed to cover English, French and German; the program's on-screen text is in English only.

THE CONCEPT OF THE GAME

Hangman is a classic word game in which a word is presented as a row of dashes, a dash representing each letter. The player or players have to guess the word, letter by letter. If they get a letter correct, all the occurrences of that letter in the word are placed above the respective dashes. However, if a wrong guess is made, an extra component is added to a drawing of a person being hanged. The drawing follows this sequence:
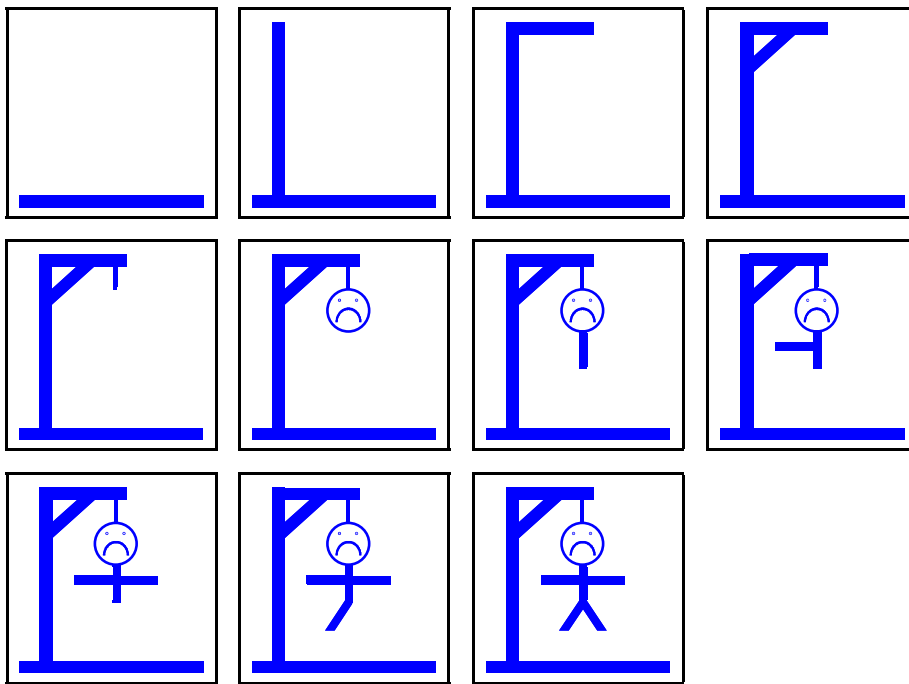
As soon as the final addition is made to the drawing, i.e. after 11 wrong guesses, then the player guessing loses. Notes are kept of the wrong letters as the game progresses, so that the player cannot get the same letter wrong twice.

THE LSAIT VERSION

The LSAIT version of Hangman has the same basic concept as the classic game, however the words are stored in list files either created beforehand or entered and stored for the duration of one game. The words from the list are given to the user in a random order, to make it more challenging.

Hangman V5.x consists of a number of programs which are all loaded from a main *menu* – a list of available options to choose from. These programs are:

- The Hangman game
- The User Wordlist program, with which you can enter in your own temporary user-defined wordlists
- The Administrator, for managing the files on the disc and to invoke:
- The Editor, which creates and edits wordlists.

The screen layouts of all the programs are similar, and all the programs provide you with on-line prompts to ensure that you are always aware of what is happening, and at any stage of the program what you can or must do next. However, this chapter is here to familiarize you with the basics of the package. After this, you can read on to further chapters which explain in full detail what all of the programs do and how to use them.

LOADING HANGMAN, AND THE MENU

To load Hangman, you have to 'boot up' the program from the disc (jargon for the specific method to load the program). If you are unfamiliar with how to 'boot up' a disc, do as follows:

Place the disc in the disc drive.
Hold down the **BREAK** key.
Press and release the **SHIFT** key.
Release the **BREAK** key.

The drive light will come on, and after a few seconds, a title page and then a menu will appear. This is the main menu of the package, and you can return to it by leaving any program selected from it. The Menu is a list of all the different parts of the Hangman package, and you can use the ↑ and ↓ keys to select the different programs. The area at the bottom of the screen, the *status bar* (see the next section for details) tells you what each of the programs does. When you have chosen the program to load, press **RETURN**.

To exit back to BASIC, press **ESCAPE** or **BREAK** at this Menu. Similarly, pressing **ESCAPE** from the main screen of any program, except Hangman when you are using a user-defined wordlist, will either prompt you whether you wish to return to this Menu, or simply exit when there is no need to warn you first.

HANGMAN BASICS

The screen layout and controls of all the programs in the package share similar features. While each program has a different screen layout, and a different title in the top left hand corner of the screen, all programs have a status bar at the bottom of the screen. Some programs use dialogue boxes, and also input data from the status bar.

THE STATUS BAR

The status bar has several purposes: to display the current status of the program, such as loading or saving a file, to display the current *options* you have available, and what keys you have to press to select them. When loading and saving, a *progress bar* in the status bar shows the amount of the file loaded or saved. Some options in the Administrator and Editor require *confirmation* to carry them out. Also, when anything goes wrong, the *error message* is also displayed in the status bar.

Options: During most programs, the status bar at some point will show a list of options, and what keys to press to choose them. For example this set of options from the Editor:


```
↑↓  select word. RTN edit. ESC options.
```
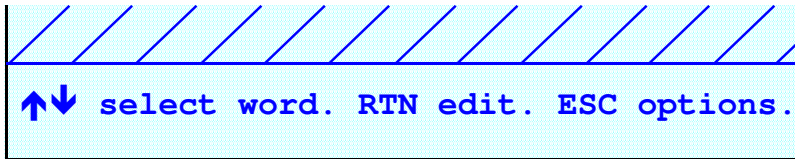
would give you the choice to select a word from the word list, edit a word, or call up the options menu. To select a word, you would press one of the arrow keys, to edit a word you would press R E T U R N, and so on.

Progress Bar: This is a small bar showing the percentage of a file loaded or saved so far, as shown below.


```
Loading  ▮▮▮▮▮▯▯    V5.7 file BOISSON
```
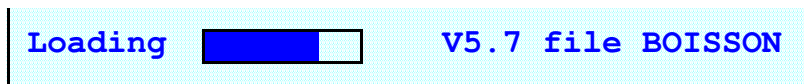
Confirmation: Sometimes you will need to carry out an action that you might regret had you accidentally chosen the option by mistake. For example you may have pressed escape during the Hangman game, which signals Hangman to abandon the game. Or you may have chosen clear list in the Editor, which would erase all the words that you had typed in so far. When you choose such options, you are prompted to confirm them by pressing either Y or N, followed by R E T U R N, to either confirm or abort the option.

PLEASE NOTE: To save screen space, on some status bar displays the word RETURN has been shortened to 'RTN'' and ESCAPE is normally shortened to 'ESC.'

DIALOGUE BOXES
A 'dialogue box' is a method of communication with the computer, most commonly found in windowed environments such as Microsoft Windows™ and on the Apple Macintosh. In the case of Hangman, they take the form of a list of options that you can choose from, or a list of files to select one from. The dialogue box shown below is the file selection dialogue box. While this is only one dialogue box out of several, they all have the same appearance. At the top is the title, and below there are two areas. The one on the left shows either the entire list or a portion of it if there are more options than spaces in the list area. On the right, there is a second recessed box; this shows which way, if at all, there are extra items in the list. Using the arrow keys to move to either end showing a triangle, and pressing them again to move further in that direction, will shift or *scroll* the list up or down, to see the other items, until the arrow disappears. This means that you have reached the top or bottom of the list. Pressing the E S C A P E key cancels the dialogue box, and pressing R E T U R N confirms your choice.
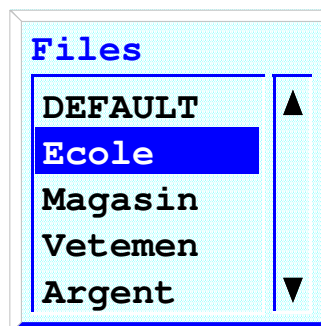
INTRODUCTION TO THE GAME

The Hangman game (the first program from the Menu) is a single-user game of Hangman; the words for which are defined in list files on the disc. The following diagram gives a basic outline of the Hangman screen layout:

Program name and version number.

Displays all *wrongly guessed letters*

The Town Square: the gallows appear here.

This is where the *dashes* appear when guessing the word.

This shows the game's *statistics*.

This is the *status bar* (see chapter 2 for details)
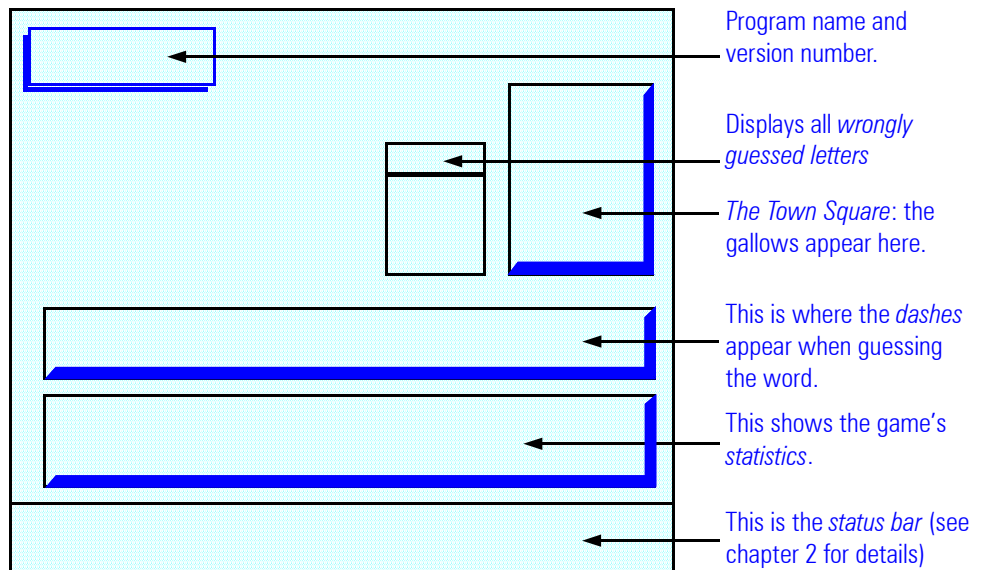
PROGRAM NAME AND VERSION NUMBER
This displays the name of the program, Hangman, and the version number of the program.

WRONGLY GUESSED LETTERS
All the letters that you guessed wrongly are shown here, so that you will know what letters you have already tried. When you have chosen eleven wrong letters before you have completed the word, you lose the game and your man gets hanged.

THE TOWN SQUARE
For every wrong guess, an extra part of the gallows or your man is drawn. The Town Square is where the gallows are constructed.

THE DASHES
When you first start the game, the word is represented as a row of blue dashes; these appear here, and they change to black letters when you make a correct guess. This box also shows the extra symbols in the word. It is possible for you to put spaces, apostrophes and hyphens in words when creating wordlists, which is necessary in French, and is helpful in German for phrases such as "Wie geht's?". You do not have to guess these symbols, and therefore they appear not in blue, but in black to indicate this. Please note that if the television or monitor that you are using with your computer is is monochrome or not very clear, then it may be a little difficult to distinguish between the black hyphens and the blue dashes.

THE STATISTICS
In this box you are told which word you are guessing at (taking into account that they are in a random order), out of the total number of words in the wordlist, and of those already guessed, what percentage of them were guessed correctly. It also shows what percentage of the current word has been correctly guessed.

PLAYING HANGMAN

LOADING THE GAME AND A WORDLIST

To begin, select 'Hangman game' (the default option) from the Menu. After the first part of the program has loaded, you will be presented with a dialogue box containing all the wordlists on the disc. (If there are no wordlists present, then you will be so informed and you will have to create at least one wordlist first in order to play the game.) After choosing a word list with the up/down arrow keys and R E T U R N (at this point E S C A P E returns you to the Menu) the main program will load and you will presented with a screen laid out as on the previous page. You can now commence playing.

PLAYING THE GAME

It's quite simple. Guess a letter, and press the corresponding key. (Instructions for play are given in chapter 1). The computer will tell you if the letter is correct, wrong, or one you have already guessed. You do not have to worry about accents; if for example you were playing a word from a French wordlist and you pressed E, the computer would reveal all the e's, whether they had accents or not. When you have either won or lost a word, you are automatically given the next word at random, until you have completed the wordlist. You can of course terminate the game early, by pressing the E S C A P E key. You are subsequently given the choice of whether to abort the game or not, and you respond as always by Y or N followed by R E T U R N. However you end the game, either by guessing at all the words or aborting the game, you are always prompted whether you wish to play another wordlist. Choosing Y R E T U R N takes you back to the wordlist selection dialogue box and N R E T U R N returns you to the Menu.

IF THERE ARE NO WORDLISTS

If there are no files on the disc for you to load and play, then you are prompted to create new files using the Administrator. Obviously, though, only the staff can do this as the Administrator is protected by a password (given in this manual) against students who are likely to tamper with the set-up of the package. However, you can still play Hangman by entering in your own words via the User Wordlist option, the second program down on the Menu. These lists will not be saved however. See the next chapter for more details on creating wordlists.

THIS SECTION IS MOST LIKELY FOR STUDENTS

Rather than choosing a wordlist from those available on the disc, you can enter in your own words instead, and then play those. The are two main reasons for specifying your own words. One of these is if you want to challenge a friend, and the other is if you want to create new word lists for students. The beginning of this chapter deals with creating user-defined temporary lists. To do this, you first have to boot up the Hangman package (See chapter 2 for details), or press E S C A P E within another program to return to the Menu. Then, choose the second option down in the Menu – 'User wordlist.' When the program has loaded, you will prompted to tell the computer how many words, from 1 to 240 , you wish to enter in. Please be aware that Hangman does take quite some time to play, even with short word lists, so if you are challenging a friend, about 5 or 6 is a good number. 240 is the maximum that the program can handle, but is not recommended, as you will spend a great many hours playing it, even if you can think of enough words to enter in the first place! If you enter in an invalid number, the computer will ignore it. Please note that if you attempt to start a number with a zero, or try to enter zero words, no zero will appear!

ENTERING IN THE WORDS

As you enter in the words, a counter at the bottom right corner of the screen above the status bar shows you which word you are on, out of the total number of words that you are going to enter in. As you enter in words, accented characters can be entered in by pressing the red function keys. The following table shows the different accented characters that can be created by the function keys.

Key:	*f0*	*f1*	*f2*	*f3*	*f4*	*f5*	*f6*	*f7*	*f8*	*f9*
French:	à	â	é	è	ê	î	ô	ù	û	ç
German:	Ä	ä	Ö	ö	Ü	ü	ß			

There is also an on-screen hint to remind you that you can use the function keys to produce the accented characters. For classroom reference, the back page includes two printed function key strips each with both the French and the German characters on. To use them, photocopy them as many times as you want onto cardboard, and cut them out. They should be slotted under the clear plastic strip above the function keys on the computer. It should be noted that the program will not allow you to begin any line with an apostrophe, a hyphen or a space.

As the words are entered in and stored sequentially, you cannot correct any words that have already been typed in, so it is wise to check each word before pressing R E T U R N. Again, you are told about this at the beginning of the program. At any point, you can abandon the process and return to the menu. Press E S C A P E at the beginning to exit straight away, or while entering words to bring up a "Continue?" prompt. Pressing Y R E T U R N will allow you to continue working, but N R E T U R N will go back to the Menu.

A special audio alert will inform you when the list is complete, and you will be prompted to "Press any key to play..." As soon as you have responded, Hangman is loaded and you, or your friend, can immediately play the game with the words that you have just entered in. When you have completed playing all the words in the list, or if you abandon the game by pressing E S C A P E, you have the option to enter in another wordlist. You do this by answering Y R E T U R N to the prompt. If instead you type N R E T U R N then you will be returned to the Menu.

FOR THE STAFF

If instead you wish to create a permanent wordlist file on the disc, you can do this by running the Administrator (See chapter 5), and then telling it to create a new file by choosing 'New' from the options dialogue box and pressing R E T U R N. Then, you will be prompted to, as aforementioned, specify how many words you wish to enter. After entering this information, you will also be prompted for a filename, so it is wise to prepare the list beforehand, so that the list has a relevant filename. A filename is reference name for the wordlist, and can contain only letters, numbers and the symbols ''' and '-', for up to seven characters (letters, numbers and symbols). If you wish to quit at any time, oress the E S C A P E key.

After the disc has been checked to see whether another file exists of the same name, you can begin to enter words. (You cannot overwrite files. If you wish to do this, create a file of a different name, erase the old one afterwards in the Administrator, and then rename the new wordlist with the old name.) You enter the words following the procedure given on the previous page for temporary word lists under the heading 'Entering in the words,' and after you have completed the list, you are prompted whether you want to go ahead and save the list file. Pressing **Y RETURN** will then save it, else **N RETURN** will not. If the disc is full then you will be prompted to enter another disc to save the file on. This disc will need to be a Hangman disc if you wish to use the file again, unless you want to manually copy the file from the spare disc onto another Hangman disc afterwards. If you saved the file on another disc, you must make sure that when you want to exit the user wordlist generator you replace the disc in the drive with a Hangman disc. Whether you saved it or not, you will be prompted whether you want to create another list file. If you do, then you type **Y RETURN** and repeat the processes described above. If not then type **N RETURN** and you will be returned to the Administrator, where the new filename(s) will appear on the list of files if you choose the 'Open' option. The maximum number of wordlists that you can have on the disc at any one time is 22, or until all the space on the disc is filled.

If an error occurs while attempting to save the file, you will be prompted repeatedly to save the file again until the file is saved or you choose to abandon the option. The penalty for this security is that either way, to create another file you will have re-load the program from the Administrator.

As well as creating files, you will need to manage files. The next section informs you of how to use the Administrator, which fulfils this need.

The Administrator is actually quite a simple program to use. Its purpose is to manage the files on the disc and the disc's configuration, and has the following features:

- Open wordlists to view, rename, print and delete them.
- Play wordlists.
- Load them into the Editor for modification.
- Configure the disc's set-up.

LOADING THE ADMINISTRATOR

Boot up the Hangman disc as normal, and then choose Administrator, which is the third option down on the Menu. After the Administrator has loaded, you will be prompted for a password. The reason for this is to prevent students from tampering with the set-up of the package (which has happened). The password cannot be changed, but is given below. If you cannot remember the password, then **please keep this manual in a safe place** or else you will not be able to gain access to the Administrator. It might help to write it down somewhere handy, for example in your staff diary.

Password: **MODLANG**

If the password was entered in correctly, (the program is not case sensitive i.e. you can type it in upper or lower case) then the Administrator will run. You will not be prompted again for the password until you next start the Administrator from the Menu. If it is incorrect (you are only allowed one try) you are returned to the Menu.

When you first start the Administrator, you are presented with the Administrator menu. You can create a new file, open an existing file, load the Editor, configure the disc, or exit. Each option is explained in detail below.

USING THE ADMINISTRATOR

To choose an option from the menu, use the arrow keys and then press **RETURN**.

CREATING A NEW FILE — NEW

This option is covered in complete detail in chapter 4. You will need to read that entire chapter for a complete explanation of how to use this feature.

OPENING A FILE — OPEN

When you choose Open, you will be given a list of filenames to choose from; these are all the wordlists on the disc. Use the arrow keys and **RETURN** to select a file. After this, you will be shown a list of options, and the filename will appear in the smaller box on the right-hand side of the screen. This is to remind you which file you have opened.

On the other hand, if there are no wordlists available, you will be informed of this and will be given the option to create new wordlists.

PLEASE NOTE that filenames can be confusing. All wordlist files are stored in the L directory of the disc. If you call up a catalogue of the files on the disc by typing `*CAT` **RETURN** in BASIC (with the Hangman disc in the drive) you will see all the wordlist files separate from the main program files, and each one's name will begin with 'L.'. If you then change to the L directory with the command `*DIR L` **RETURN** and then `*CAT` **RETURN** you will see all the list files at the top with no letter Ls, and all the program files at the bottom with '$.' added to the beginning of each of their names. This is because L is now the current directory, all the other files are shown in their own directory, $. $ is the default directory, even if you are not normally shown it. The computer adds the '$.' for you. All you need to know now is that a directory is a way of grouping files, and that normally the L. is omitted for

convenience in Hangman. **Never** type in `L.` anywhere in Hangman, as it is done for you! However, the `L.` is shown in the filename box for reference—you may wish to manually manage the files in BASIC, and then you need the full filename including the L. For more information consult the Disc Filing System or Master user guide. If you are confused, then please don't worry — it isn't important.

Once you have opened a wordlist, you can do a number of things with it. These options are given in the second menu.

View

The view option lets you view all the words in the file. They appear in a *window*, which is a large dialogue box shaped area of the screen, that contains the words. If the file contains more words than will fit on one screen, then you are prompted to use the **R E T U R N** key to move to the next page. The **E S C A P E** key returns to the menu of file options from which View was chosen.

Edit

This option loads the file into the Editor. The Editor is a full screen editor which handles wordlists of up to 240 words, as 12 pages of 20 words. It can edit, load and save wordlists. When you exit the Editor, you are returned to the Administrator. For more details, please see the next chapter which deals with the Editor.

Play

You can play a file by choosing play, which transfers the file to Hangman. After you have finished playing the file, you are returned to the Administrator. This option plays all the words in the file, at random, as you would normally expect.

Rename

This option lets you give the wordlist that you opened a new name. It is very self-explanatory. There is one note, though. You cannot rename a file with the name of another file, and you will be alerted if you try and do this, and prompted for a new name. If you want to abort the Rename function, press **E S C A P E**.

Print

Print gives you a hard copy of the entire wordlist on paper. It is set for an 80-column printer, and will print only to the default printer set up before the program was run. There are a couple of warnings with this function. The program can detect when the printer is off-line, and will tell you won't attempt to print. If that is the case then you will need to re-select Print when you have turned the printer on-line. If the printer is somehow incorrectly set-up, for example with a multiple computer-to-printer switch set to a different computer, and the program fails to detect this and tries to print, then the program will stop responding and will need to be restarted by pressing **B R E A K** and rebooting. **Please** make sure that you have the printer correctly set-up before printing.

The printout includes the filename, with L. in parentheses, the total word count and the list of words in four columns. Selecting the printer as condensed will not provide more columns, so it is best to leave it in 80-column mode.
If the accented characters print as italic letters or bizarre symbols this is because the printer is not configured correctly for this program. If the printer is capable of printing a *graphics character set* then it must be set to this mode, normally by configuring the DIP-switches on the printer. This is a relatively simple process and should be covered in the printer's manual.

There is a known problem with printing. With some BBC Masters, correctly set-up printers will nevertheless ignore all accented letters and will add spurious new lines to the printout. You may get rows of gibberish on the printout too. The problem is that we never found out why this happens, but all we can surmise is that the problem is due to the actual computer, not the printer, and probably a dry joint due a design flaw with the printer connection on the motherboard. There is nothing that can be done about this problem except write down the words on a piece of paper instead!

The computer's internal settings determine what type of printer the computer will try to print to, and the speed of data if it is a serial printer. If the printer is on-line, and connected up, and the program freezes when you try to print, check these settings. Refer to the BBC Master manual for more details on how to configure your computer for different printers.

Delete

Delete simply deletes the selected file, after first asking you to confirm the delete by pressing **Y RETURN**. Pressing **N RETURN** will abort the option. Unlike on more modern computers you cannot un-delete the file afterwards, so please be careful.

With all the options apart from Delete, Play and Edit, the file you opened remains open. After picking Play or Edit and finishing using the other programs, you have to re-open the file in the Administrator if you wish to use it again. After deleting a file, it is automatically closed by the Administrator. If you choose Open again, the Administrator will have to reload in all the filenames. Otherwise, it does not have to do this when opening files as the Administrator retains the filename list for that session. If you temporarily leave the program with the Edit and Play options, it will also reload the list.

Back

This option closes the file that you had opened and returns you to the main menu. If you want to directly change files without having to first choose Open from the menu, press **ESCAPE**. You are then given the filename dialogue box straightaway, and from there you can choose a new file to open.

LOADING THE EDITOR — EDITOR

Selecting this option loads the wordlist editor and starts a blank wordlist. See the next chapter for a guide to using the Editor.

CONFIGURING THE DISC — CONFIG

There are three options on the disc that can be set, and these are:

- The disc title
- The accented character set
- The sound status

When you choose Config, a dialogue box opens and gives you all three options together. Using the arrow keys and **RETURN** you can choose options to change. However, each option is set in a different way.

Disc title

Press **RETURN** to change the disc title. A cursor will appear, indicating that you can edit the title. Press **RETURN** to confirm, or press **ESCAPE** to abandon the changes.

Accented character set — Language

This option chooses which language (if at all) the accented characters should be installed for (the characters that are produced when the function keys are pressed). See chapter 4 for details and a table of all the characters. You can choose from French, German and English. The English option, the default on the master disc, does not actually provide any accented characters. It would be sensible here to end any misconceptions that the language actually changes the wordlists or the on-screen text of the program itself, to the given language. It does not.

Sound

Finally, the sound option defines whether you will hear any sound in the program or not. The options are quiet, or no sound at all. As sound could be distracting to other people in the class, it cannot be set to a loud level.

All these options are reflected in the main Menu of the package, at the top right of the screen, including a + symbol which appears if sound has been enabled.

When you have finished editing the changes, or simply want to quit the configuration dialogue box for any reason, press the **ESCAPE** key. If you have made any changes, then you will be prompted whether you wish to save them or not. Type **Y RETURN** to save them or **N RETURN** to forget them. You will be returned to the main menu of the Administrator after leaving the configuration dialogue box.

QUITTING THE ADMINISTRATOR — EXIT

This option is simple; it exits from the Administrator back to the Menu. Pressing **E S C A P E** at the main Administrator menu has the same effect.
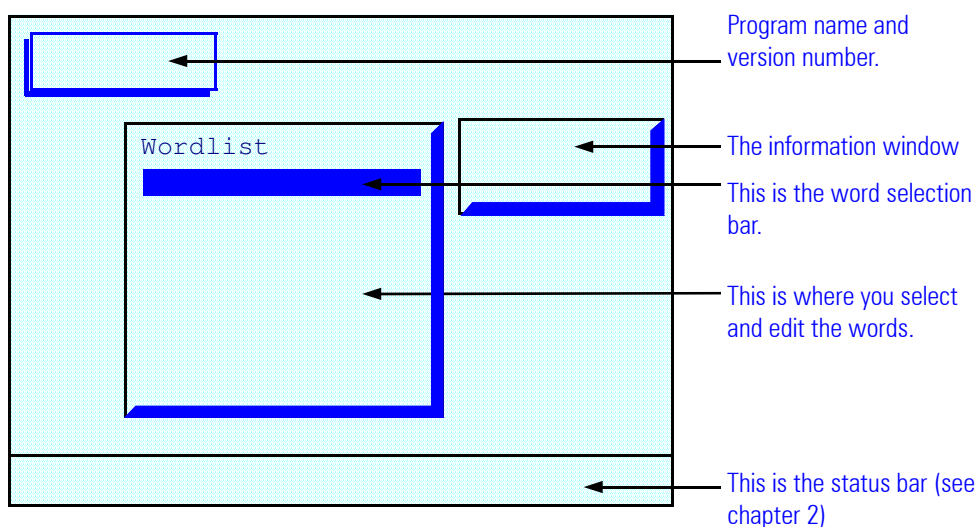
INTRODUCTION TO THE EDITOR

The fact that the words are stored in lists has already been covered in this manual. It has also been mentioned that this Editor is available to modify the wordlists. This chapter covers all the functions of the Editor, which are

- Editing wordlists (if wished, chosen from the Administrator)
- Creating new wordlists from scratch
- Loading and saving wordlists

USING THE EDITOR

You begin the Editor by choosing a file that you want to edit from the Administrator, or by selecting Editor from the main Administrator menu. If you chose to edit a file, then the Administrator first loads the file, and then loads the Editor. Otherwise, you begin with an unnamed, blank wordlist. When it has finished loading, you are presented with an information window (which looks like a dialogue box), a status bar, and a window on the screen to hold the words, containing (if you chose a file to edit) up to the first twenty words of the list. Your position within the wordlist is shown with a familiar-looking blue bar.

Program name and version number.

Wordlist

The information window

This is the word selection bar.

This is where you select and edit the words.

This is the status bar (see chapter 2)

EDITING WORDLISTS

The process of editing a wordlist is really quite simple. The arrow keys are used to move around the wordlist, and the RETURN key is used to select words to edit them. However, it is not quite as straightforward as that, so it is necessary to explain how wordlists are navigated. The program only shows twenty words on the screen at any one time. As files can be up to 240 words long, the wordlist is arranged in pages. Each page holds up to twenty words and appears separately. The information box at the top right hand corner of the screen indicates how many pages of words there are in the wordlist, and which page you are on. When you load a file, you always begin on page 1.

The information window tells you how many words there are in the file, which page you are on and the amount of pages in the file, the language of the disc and the filename (preceded by L. as explained in the previous chapter).

Navigating the wordlist

You select words by using the ↑ and ↓ keys, which move the blue bar up and down the page. If you are at the end of a wordlist, then the *cursor bar* (the blue bar) will move down to one position below the last word, to enable you to add a new word to the file. If you are at the top of at least page two, then pressing ↑ will go to the bottom of the previous page. Likewise, pressing ↓ at the bottom of a page will take you to top of the next page. If you are on the end page, and all of the twenty word 'slots' have been taken up, then the program will create a new page so that you can add more words. However, there is one exception to all this. The main Hangman game cannot process any more than 253 words, so this has been limited in all the programs to 240, which is exactly 12 pages. Therefore, when you have reached a 12-page limit, you cannot add any more words, or even see a thirteenth page.

To make life a little easier, the the ← and → keys change pages. If you imagine the wordlist as a book. You look up and down the lines, but you flip the pages sideways. The sideways arrow keys let you view all the pages more quickly. You still cannot view beyond the end page, though, or one extra page if the previous page is full.

Editing words

To change a word, you simply press the **RETURN** key. The word turns cyan and a yellow editing cursor appears to indicate that the word can be changed. Like the User Wordlist program, you can type in accented characters using the red function keys, in the language that the disc was configured for. (See chapter 4 for details). The program prevents you from beginning a word with a symbol or space to ensure that you have at least one letter in the word. The Hangman game requires this to be so. To confirm the edited word, press **RETURN** again. Pressing **ESCAPE** aborts the changes and restores the word to the way that it was before you edited it.

If instead you want to delete a word, make sure that you are in word select mode (rather than the word editing mode invoked by pressing **RETURN**) and press **DELETE**. This is because in the word editing mode **DELETE** simply deletes letters of the word. After pressing **DELETE** a prompt comes up to confirm whether or not you want to delete the word (it cannot be undone). You to press **RETURN** to delete the word. As it tells you, all other keys cancel the delete. As the Hangman game cannot deal with blank words, the list closes up around the deleted word, and no blank gap is left.

THE OPTIONS MENU

The program's options are accessed via an options menu on the status bar. To access this menu, press **ESCAPE** while in the word selecting mode (else **ESCAPE** simply undoes the word editing). You are presented with four options:

- Clear
- Load
- Save
- Finish

The first option, Clear, allows you to start a new wordlist, and clears the Wordlist window. Press **C** to clear the file, and a prompt appears. You must acknowledge this prompt with **Y RETURN** or else abort it with **N RETURN**. Clearing is quite a drastic action and means a lot of re-typing if you accidentally clear an unsaved file, so please make sure that your work is saved before starting a new wordlist. If you accidentally clear the file, then it cannot be un-done.

LOADING AND SAVING WORDLISTS

The load and save options are selected by pressing **ESCAPE** to call up the menu, then **L** or **S**, and do not really need much explanation. There are a few points to note, though. When choosing Load, you are of course reminded if you haven't saved your work, and can abort loading as normal. When you continue with loading, you are then prompted to specify a filename to load. Unlike in the Administrator, you are not given a list of files to choose from, so you have to know the filename beforehand, which you could check in the Administrator beforehand. If successful, then the wordlist will be loaded. Saving is a similar process. You are prompted for a filename, and then the program checks to see whether another wordlist of the same name exists. If it does then you are given the option whether or not to overwrite the old file. Otherwise you can save it under a new name. If successful, then the wordlist will be saved. There are a number of problems that could occur though. The disc could be full, or damaged. The program will announce any errors that occur. If the disc is full, them you will need to insert a new disc and then re-select save. If you save the wordlist file to another spare disc, you can manually copy it onto a Hangman disc at a later date. See the next chapter for more details on disc management. If you do this, make sure that you replace a Hangman disc into the disc drive before trying to access any other part of the Hangman package! At any time when you are entering in a filename, the filename can consist of any letter of the alphabet, any number, and the symbols '-' and '''. It has a maximum of 7 characters (letters, numbers, symbols or spaces) in length. It cannot include a space, though.

To abandon entering a filename, press **E S C A P E**. To confirm, press **R E T U R N**.

As this program is fairly simple, this is really all there is to it. Except for one final option:

FINISH
This exits the Editor. If you have not saved the changes that you are working on, then you are reminded of this, and you can abort exiting the program to save the file, then re-select Finish.

DISC MANAGEMENT

There are a number of things that cannot be done within the Hangman package itself, but rather in BASIC. These revolve around disc management. The following sections describe how to carry them out. They involve the usage of simple disc commands with which some people will already be familiar. They will be found in the BBC Master User Guide also, under the section of DFS commands. Since Hangman reads the wordlist filenames from the disc, you can also manage (rename, delete, copy etc.) files from BASIC. Details of the relevant commands (*WIPE, *RENAME and *COPY, along with the *FORMAT command to format a disc) and usage can be found in the User Guide.

COPYING A PROGRAM DISC

You will need to have a blank disc formatted to the same number of tracks as the disc that you want to copy from ready beforehand for each new program disc you wish to create. Insert the disc that you wish to make a copy of - either the master disc or an existing disc. If you have a double disc drive then insert the new disc into the second drive. Then issue the following commands:

      *ENABLE **RETURN**

      *BACKUP *source_drive destination_drive* **RETURN**

After copying, put the new copy disc into the drive and type in:

      *OPT 4,3 **RETURN** (This allows **SHIFT+BREAK** to be used on the new disc)

Replace *source_drive* with the number of the drive you wish to copy from, and *destination_drive* with the drive that contains or will contain the disc to copy onto. If you have a single drive unit, both the source and destination drives will have the number 0. You will be prompted to switch discs during the copying process. If you have a double drive unit, then the default drive is numbered 0 and the other is numbered 1. You will not need to switch discs in this case.

If you want to make an 80 track classroom disc from the 40 track master disc, use the command

      *COPY *source_drive destination_drive* *.* **RETURN**

      *OPT 4,3 **RETURN**

Here the same applies for the source and destination drives.

COPYING INDIVIDUAL FILES

This is if you need to copy a wordlist file from one disc to another. Following the same instructions as given above for drive numbers, use the command

      *COPY *source_drive destination_drive wordlist_name* **RETURN**

Replace *wordlist_name* with the name of the file you want to copy, for example L.Ecole. Note that you must include the 'L.' at the beginning of the filename when accessing files directly in BASIC. Within the program you ignore the 'L.' Note also that you don't have to bother about getting upper and lower case letters correct in filenames (*wordlist_name*) as the computer does not worry about this.

If you have several discs containing the same file and you want to make the same alteration to each, or you have created a file to put onto several discs, simply edit or create the file in the Editor and repeatedly save the file, putting in the next disc each time. (See the last chapter for how to use the Editor) This method is much easier than manually copying the file over!

NOTES:

If you are copying to and from discs of different numbers of tracks, remember to set up the drives for the correct number of tracks (40 or 80), and to keep changing the track switch of a single drive. Simple but easily forgotten.

Also, the program cannot deal with double sided discs. Hangman has never been tested on an ADFS disc or Winchester drive. We are certain however that Hangman will only run from 40 or 80 track single sided DFS-formatted discs.

DEALING WITH THE 'INVALID DISC.ID FILE' ERROR MESSAGE

The DISC.ID file holds the disc's title, accented character set choice and sound status. If, when you boot up the package, you obtain the message 'Invalid DISC.ID file' then you have to delete it to allow the package to run again. Do as follows

     Press **CTRL+BREAK**

     Type *WIPE DISC.ID **RETURN**

     Press **Y** to confirm the delete. If no prompt (filename and a colon) appears, then the file is locked.

      First unlock it by typing *ACCESS DISC.ID **RETURN**, then use *WIPE …

You can now re-boot Hangman and use the Administrator to restore the disc title, accented character set and sound settings.

PROTECTING THE DISC SETTINGS

If you wish to prevent the disc title, accented character set and sound status from being changed, issue the command

     *ACCESS DISC.ID L **RETURN**

in BASIC.

DEALING WITH FULL DISCS

There are two reasons why a disc can be full. The Disc Filing System imposes a limit of 31 files per disc, and if the amount of files on the disc has reached this limit, then you cannot do anything about it. The other reason is that Hangman cannot find a large enough space on the disc to put a file on. When files are erased from the disc, they leave free spaces in between other files, which can often be too small to put your file in. The problem arises when all the free space on the disc is in little holes.

To find out why the disc is full, in BASIC type *FREE **RETURN**. The computer will provide some information, including 'xx Files … … … Free'. If the number of free spaces for files, xx, is 0, then you cannot add any more files unless you delete ones already present. If the number of files is greater then 0, then type *MAP **RETURN**. If you see more than one line of figures following the line 'Address : Length' then you will need to compact all the files on the disc together to join up all the pieces of free space. To do this type *COMPACT **RETURN**. If, after compacting the disc, you still get the disc full error, then the disc is well and truly full. If *MAP only returned one line of figures, then again the disc is completely full, and to get more files on, you will have to take other files off.

It is wise to check *MAP and compact the disc every so often to avoid disc full errors. However, it must be noted that if you are aware that your disc drive is somewhat faulty then *COMPACT should be avoided as it re-writes the disc and a faulty disc drive could corrupt the programs as well as the wordlists on the disc.

ERRORS

In the running of Hangman, things will inevitably go wrong. When Hangman encounters an error, it displays an error message and normally sounds an alert. The majority of the errors are self-explanatory, for example 'Cannot access faulty disc' or 'Cannot find wordlist L.----'. However, the error messages that require further explanation are detailed below.

DISC FULL (USER WORDLIST OR EDITOR)

See the section with regards to dealing with full discs on the previous page for details of this error.

FILE IN DIFFERENT LANGUAGE (HANGMAN, ADMINISTRATOR OR EDITOR)

Hangman can only use one set of accented characters at a time. If you create a wordlist, change the language of the program and then re-open the the file, this message will appear. The problem is not fatal, but all the accented characters in the wordlist will be replaced by incorrect ones or weird Greek symbols. It is advisable to never alter the accented character set of a disc which contains wordlists that are used as this problem makes playing wordlists difficult.

FILE IS WRITE PROTECTED (ADMINISTRATOR OR EDITOR)

This error is self-explanatory, but it must be noted that you cannot get around it except by using the *ACCESS command in BASIC. (For more detail on locking and unlocking files, please consult the BBC Master User Guide.)

INVALID DISC.ID FILE (ON BOOT-UP)

The previous chapter explains what to do if you get this error.

MISSING PROGRAM FILE (ALL PARTS)

This occurs if one of the programs on the disc is missing. You may have put in a different disc into the drive to save to, and forgotten to replace the Hangman disc. Note that you should not keep discs just to put wordlists on. Every disc that you intend to use to play wordlists from must contain the package and be used as a proper Hangman disc, else you will receive this error. If you need more room on the discs, copy the package onto an 80 track disc (if you have an 80 track disc drive). Details of this process are given on page 18.

NAMED FILE EXISTS (ADMINISTRATOR)

If you attempt to rename a wordlist with the name of an existing wordlist, then you will receive this error message.

WORDLIST IS INVALID/CORRUPT (ADMINISTRATOR OR EDITOR)

If a wordlist is corrupt then there is nothing that you can do to fix it. It will have to be deleted.

ERRORS WITH NO EXPLANATIONS

If for some reason an error occurs that the program does not understand, for example a rare disc error or an error in Hangman itself (we hope not), it returns a two-figure error code in parentheses — (- - : - - - -). If such an error occurs, it is dealt with in different ways. In the Administrator a 'Fatal error occurred' message appears with the error code, and you are prompted to press a key and then the Administrator restarts. In the Editor the message appears in the status bar, but the program continues to run as normal. In all other programs, the screen clears, the error message appears, and the program ends. If you receive an error of this kind, note down the error code, the program in which it occurred (for example the Editor) and what you were doing when it happened. Then contact LSAIT on Sunday-Friday evenings on 01••• ••••••, and ask for Daniel Beardsmore. Explain the error, and we will do our best to investigate, and try to solve, the problem.

Accented keys for

Hangman

on the BBC Master

Deutsch →
Français →

f₀	f₁	f₂	f₃	f₄	f₅	f₆	f₇	f₈	f₉
â / Ä	â / ä	é / Ö	ê / ö	ê / Ü	î / ü	ô / ß	û	û	ç