Acknowledgements

Spell-Mell could not have been completed in anything like its present form without the skilful and extremely gracious help of our volunteer translators from many countries around the world, whose names you will find listed in the **Spell-Mell** Program Credits. Their generosity and diligence has made it possible for this game to be more truly international than I had dared hope, and their patience with my rather haphazard attempts at organizing the project has made working with them a consistent pleasure.

I don't know of any other game - indeed, any other software - that has been the beneficiary of quite this kind of concentrated, co-operative effort. At the outset I was not at all sure that it would really work. That it did work is due to these many friends in distant places, of whom I have physically met just one. Thanks to you all.

I would also like to thank Michael Paoli, of Memphis, Tennessee, for the suggestion that provided the initial creative spark for **Spell-Mell**. Although one would now be hard put to recognize the suggestion in the finished product, the fact is that if it had never been made the game would not exist.

Finally, I would like to mention those who have tested **Spell-Mell** throughout its development, some of whom have also contributed all or part of some of the Word-lists that appear in the release version. These include Corwin, Graham and Tristan Sullivan; Chris, Kathy, Mitch and Amy Zamara; Lawrence and Sean Maynard; and above all my wife, Susan Scott, who made innumerable contributions both direct and indirect.

Nick Sullivan
AHA! Software Inc.

SLED - The Spell-Mell List Editor

Getting Started

Using SLED

The Menus

Other Topics

Edit Game Levels

This dialog allows the Word-list creator to set:

- The number of game levels players will face when using the Word-list in **Spell-Mell**
- The names of the levels
- The order in which the levels will be presented
- The Word Groups from which each level will be created

When you have completed the operations described in this section, click the *Approve* button to make the changes permanent. You can also use the *Cancel* button to return to **SLED** without making any changes.

Setting the number of levels

The default number of levels in a Word-list is 10. For a short, simple quiz, this is probably too many. For some other types of game, it might be too few. (The program's internal limit is 100 levels, but that is far too many for a reasonable game.) You can add or delete levels using the graphical buttons below the list of level names on the left side of the dialog.

The *Add Level* button creates a new, unnamed level below the current level. Although **Spell-Mell** will use a default name for levels you don't name yourself, an assigned name is both more useful and more interesting   for the player.

The *Delete Level* button removes the current level from the game. A game may have as few as two levels.

Naming levels

To name levels individually, select a level in the list then enter/edit its name in the *Level Name* text box (just above the list on the left side of the dialog).

If you want to give the same name to a number of levels, use the *Name Lock* button (just above the *Level Name* text box). To use the button, first name one level in the usual way. While that level is still selected, click the *Name Lock* button, which then will stay down until you click it again. While it is down, click each of the levels in turn to which you want to assign the locked name. Finally, click the *Name Lock* button to release it.

Changing the order of levels

Use the *Move Level Up* and *Move Level Down* buttons to re-order the list.

Click this button to move the currently-selected level up one position in the list of level names.

Click this button to move the currently-selected level down one position in the list of level names.

Assign Word Groups to levels

Each **Spell-Mell** level draws its questions and answers from one or more Word Groups (into which you categorized your words in Step 6 of the Word-list authoring process. By default, all levels use the words in Group 1 only.

To specify that a game level should take its words from a particular set of Groups, just select those

Groups (using the list on the right-hand side of the dialog) while the level name is selected. You can also deselect any Group by clicking it again.

The *Groups* menu in this dialog provides *Select All* and *Select None* commands that cause all or none of the Word Groups to be selected. There is also an *Extended Select* command. While this is checked, the Groups list supports Windows' "extended selection", in which the Ctrl and Shift keys have special roles in list selection. Consult your Window documentation if you aren't sure how Extended Selection works.

If you want several levels to use the same combination of Groups, use the *Group Lock* button (just above the Groups list). To use the button, first set up the selection of Groups for one level in the usual way. While that level is still selected, click the *Group Lock* button, which then will stay down until you click it again. While it is down, click each of the levels in turn to which you want to assign the locked combination of Groups. Finally, click the *Group Lock* button to release it.

Edit Group Names

The *Edit Group Names* dialog lets you assign meaningful names to Word Groups, which by default have only numbers (from 1 - 100).

Group names are not seen by the **Spell-Mell** player. The only function of Groups is to make it possible for the Word-list creator to assign certain categories of words or phrases to the "levels" the player will encounter in the game. How that works is described in the section of this help file dealing with the Game Level Editor.

It is unlikely that you will need to use more than a small number of Groups - perhaps twenty at most - in any ordinary Word-list.

To name a Group, simply select it in the Group list on the left side of the dialog, then enter or edit the name of the group in the edit box on the right.

When you have finished naming Groups, click the *Approve* button to return to **SLED**. Click the *Cancel* button if you want to return to **SLED** without making any changes to Groups.

Information for Unregistered Users

Important Note: SLED will let you create and edit word-lists, and will let you save your work, even if you have not yet registered your copy of the **Spell-Mell** game. However, **Spell-Mell** will let you play only the first level of a word-list created from an unregistered copy. After you have registered, just load the word-list into **SLED** and save it again. From then on, any registered copy of **Spell-Mell** will be able to use your word-list.

Overview

Welcome to **SLED**, the **Spell-Mell List Editor**.

The purpose of **SLED** is to help you create or edit game modules called Word-lists, which can then be played by yourself and others within the **Spell-Mell** game.

You can work through the creation of a Word-list by following the six steps listed in the Table of Contents, each of which corresponds to a "page" in the **SLED** window. At any time during both your first and subsequent sessions, you can revisit any of the steps using the *Next* and *Previous* buttons to expand or refine your work.

A word-list can be very simple. It can even be a literal list of words, which **Spell-Mell** will use as the basis for an Anagram Quiz. Or it can be more elaborate, for example:

A **trivia quiz** with a number of subtopics, organized into levels;

A **study quiz**, that will help the player master a particular set of words, names or facts;

A full-blown **foreign vocabulary** quiz, with parallel vocabularies of words in as many languages as you like.

Whether your word-list is simple or elaborate, whether it has an educational purpose, or is purely for fun, **SLED** helps make the job easy and painless, even if you want to use advanced features like:

Using a **password** to prevent others from editing the word-list (good for teachers!)

Providing **translations** of titles and other text for International users

Inserting your **web-page URL** so players can actually link to your page from within **Spell-Mell** itself.

For help in using **SLED**, use the *Help / Help with this page* menu command (or press F1) while using the program, or simply browse this short help file using the *browse buttons* in the tool-bar.

Sharing your Word-lists

When you have a completed quiz, or other Word-list, and have tested it thoroughly, you might like to share it with others. One way to do that is to email a copy of your Word-List to us at Family Games. We'll look it over, and if we feel it's appropriate, we'll post it on our web-site for other **Spell-Mell** users around the world to download.

Special characters

To meet the needs of the various languages used for the supplied foreign vocabularies, **Spell-Mell** supports most of the characters in the Windows standard set, plus some from the Central European set. The latter must be entered into **SLED** using special key sequences detailed below.

The standard Windows characters supported by **SLED** are:

The Central European characters, and the key sequences used to obtain them, are:

To get this:	Use ">" + this:	To get this:	Use ">" + this:	To get this:	Use ">" + this:	To get this:	Use ">" + this:
Ą	A	ą	a	Ă	Ä Alt+0196	ă	ä Alt+0228
Ć	C	ć	c	Č	Ç Alt+0199	č	ç Alt+0231
Ď	D	ď	d	Ő	O	ő	o
Ę	E	ę	e	Ě	Ë Alt+0203	ě	ë Alt+0235
Ł	L	ł	l	Ĺ	£ Alt+0163	í	i
Ń	N	ń	n	Ň	Ñ Alt+0209	ň	ñ Alt+0241
Ŕ	R	ŕ	r	Ř	?	ř	/
Ş	S	ş	s	Ś	Š Alt+0138	ś	š Alt+0154
Ţ	T	ţ	t	Ť	Ý Alt+0221	ť	ý Alt+0253
Ů	U	ů	u	Ű	Ü Alt+0220	ű	ü Alt+0252
Ź	Z	ź	z	Ž	{	ž	[

Ż } ż]

Step 1: Welcome

The opening "page" of **SLED** contains a "Welcome" message and a panel of buttons that let you choose your <u>working language</u> for both **SLED** and the **Spell-Mell** game.

The next step is to choose a command from the *File* menu. Choose *New* to create a new word-list; choose *Open* to load an existing word-list for editing. Either command will advance you to <u>Step 2: Word-list Type and Title</u>.

Step 2: Word-list Type and Title

Your first concern when creating a new Word-list is to select its *type* from the three available choices:

The *Quiz* type is the most usual choice, and the most versatile type of Word-list. Use this to make ordinary *trivia quizzes* with questions and short answers, *vocabulary and spelling games* where the player must find the word or phrase to match the definition you have provided; and *puzzle games* where the question is a clue - perhaps a rather indirect one - to the answer. Examples of all three types will be found among the Word-lists in the release version of **Spell-Mell**.

The *Anagram* type of Word-list is the easiest to create. You simply enter a list of words into **SLED**. You can add clues, if you want, or set up your list so that particular words will appear at particular levels in the game, but these steps are optional. **Spell-Mell** will randomly scramble the words for the player, who must then try to restore them.
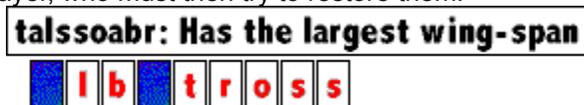
A *Foreign Vocabulary* Word-list is more specialized. In this case you supply a vocabulary of words in two or more languages. The **Spell-Mell** player selects which language is to be used for the clues, and which for the answers, and the game configures itself accordingly. The vocabulary Word-list in the release version of **Spell-Mell** includes nearly 300 words in over a dozen languages.
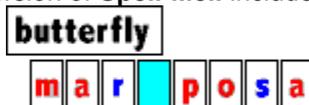
Changing the type of a Word-List

Important: You can freely use the Word-List Type buttons to convert a *Quiz* Word-list to an *Anagram* one and vice versa. However, if try to change a *Foreign Vocabulary* Word-list to one of the other types, or vice versa, all the clues and answers in the list will be lost in the conversion.

Naming your Word-list

The Title you enter for your Word-list should be carefully chosen, as this is what players will see in **Spell-Mell**'s Game Menu. To differentiate your Word-list from all others, be as specific as your topic allows. If your topic is a very general one, distinguish your title in some way (e.g. *Mary's Football Quiz*) to make it stand out from the crowd.

For the benefit of players in other countries, you may also wish to provide translations of your title. If the player's working language matches one of the translations, that text will be used instead of the main title. Use the *Game/Translate...* menu command if you want to work on translations.

The Next Step

When you have finished with the Word-list type and title controls, click the *Next* button to advance to Step 3: Author Information, Password and Version.

Step 3: Author Information, Password and Version

What is your name or nickname?

The Game Menu in **Spell-Mell** lists the available Word-lists by Title (see Step 2) and Creator. Enter your name (use a nickname or pseudonym, if you prefer) as the creator of the Word-list.

Enter any additional information about yourself:

This box is used for contact and copyright information. Players can review what you enter here by clicking the *Information* button on the **Spell-Mell** *Start* screen.

TIP: If you have web-site you would like to promote, put the URL in this box, making sure to start it with "http://". This will display in **Spell-Mell** as a live URL that players can click on to launch their browser and visit your web-site from within the game itself. You can include an email link in the same manner. Just include "mailto:" plus your full email address somewhere in the text, e.g.:

> Contact us by clicking here: mailto:njs@familygames.com

Password

If you want to prevent other people from loading your Word-list into **SLED**, you may protect it by entering a password in this box. This feature might be particularly appropriate in group situations, such as schools, where one person may need to maintain exclusive control over the contents of the Word-lists used by the group.

WARNING: Make sure the password is one that others will not guess, but that you will be sure to remember. Otherwise, you may find yourself in the awkward position of being unable to load your own Word-list!

Version

Enter your version information in the space provided. The version number comes in two parts, separated by a period (e.g. 2.3). The *major* version, which defaults to one in a new Word-list, should be incremented each time you release a version of the Word-list with important changes, such as additional clues and answers, or after a major revision. The *minor* version, which defaults to zero in a new Word-list, and should be reset to zero when the major version changes, is incremented when you make small changes such as correcting a typographical error.

At present, **Spell-Mell** does not use or display the version information - it is for the Word-list creator's benefit only - but this may change in future releases.

The Next Step

When you have finished with the controls on this page, click the *Next* button to advance to Step 4: Word-list Description and Notes.

Step 4: Word-list Description and Notes

Describe your Word-list

In this space you can enter up to four lines of description of your Word-list. Players will see this description when they are browsing through the menu of available Word-lists in **Spell-Mell**, so you should try to provide as accurate an impression as possible of what they can expect.

For the benefit of players in other countries, you may also wish to provide translations of your description. If the player's <u>working language</u> matches one of the translations, that text will be used instead of the description you enter in this step. Use the <u>*Game/Translate...*</u> menu command if you want to work on translations.

Additional notes

The optional notes you enter in this space can be viewed from within **Spell-Mell** by clicking the *Information* button after your Word-list has been opened. It's a good place for background information, references, and general commentary that may be of interest either to players or other Word-list authors.

As with the Author information in <u>Step 3</u>, you can include live web site URLs and email addresses in this text. One use of this is to provide references to web sites you may have used in researching a Word-list.

The Next Step

When you have finished with the controls on this page, click the *Next* button to advance to <u>Step 5a: Select Word-list Language</u>.

Step 5a: Select Word-list Language

What language are you using?

From the list at left, select the language for the current Word-list. The languages in this list are those for which the language names are known to **SLED**, and so will be listed in your <u>Working Language</u>.

For a Quiz or Anagram Word-list, this should be the language you will be using for the clues and answers.

For a Foreign Vocabulary Word-list, this is your primary language - generally the one in which you yourself are most comfortable. If you change your choice of primary language later on, your original choice becomes a secondary language (<u>Step 5b</u>), and your new choice is either promoted from secondary to primary, or created as a new, empty vocabulary as applicable.

More languages

If your preferred language is not among those known to **SLED**, select it from the list at right, using the *Add* button if needed to add the language name to the list. You can also use the *Modify* (rename) and *Delete* buttons to further edit this list as required.

The only difference between the languages listed on the right and those on the left, is that the names of those on the right will not be translated when you change Working Languages.

The Next Step

When you have finished with the controls on this page, click the *Next* button to advance to the next step. If you are working on a Quiz or Anagram Word-list, the next step is <u>Step 6a: Enter Clues and Answers</u>. If you are working on a Foreign Vocabulary Word-list, the next step is <u>Step 5b: Select Secondary Languages</u>.

Step 5b: Select Secondary Languages

The controls on this page are only available when editing a Foreign Vocabulary Word-list. The only difference between these controls and those in Step 5a is that the lists here allow you to select multiple languages.

Each language you select causes a new empty vocabulary to be created for that language. For a **Spell-Mell** player to actually use your Word-list, you will need to add vocabulary in at least one secondary language.

Warning: If you deselect a language on which you have already worked, any vocabulary you have entered will be lost upon leaving this page. **SLED** will ask for confirmation before carrying out the deletion for each selected language.

The Next Step

You are now ready for the last of the six steps in creating a Foreign Vocabulary Word-list: Step 6b: Enter Vocabulary.

Step 6a: Enter Clues and Answers

Let's assume you have just created a new Quiz Word-list, and that the topic of your Quiz will be "Canada". Now you have come to the step where you will actually enter the questions and answers that the player will see when your Word-list is opened in **Spell-Mell**.

On the right-hand side of the **SLED** page you will see an empty list. This is the Answer List, where your quiz answers will go. Let's begin by adding the following question and answer:

Question: In which Canadian city is AHA! Software based?
Answer: Victoria

Click in the space labeled "Answer:", and type "Victoria". Now click the space inside the "Clue" box (or press the Tab key a few times until you see your cursor there) and type "In which Canadian city is AHA! Software based?". Finally, press Enter, or click the *Add* button.

You should see the answer appear in the Answer List, and your cursor should jump back to the "Answer:" space ready for you to enter another one. Here are a few more questions and answers you can add:

Question: Which province is Alberta's neighbor to the west?
Answer: Saskatchewan

Question: What is the capital city of Canada?
Answer: Ottawa

Question: Which province joined Canada most recently?
Answer: Nova Scotia

Question: Which is Canada's tallest mountain?
Answer: Mount Logan

To review your work, click on each of the answers in the Answer List in succession. You will see that the both the answer and the corresponding clue appear in their spaces on the left of the page for further editing.

Simple editing

You might observe at this point that we have made a couple of careless errors. Let's fix these before continuing.

First, Saskatchewan lies to the east of Alberta, not the west. To correct the erroneous clue, just click "Saskatchewan" in the Answer List, then edit the question in the Clue box. You don't have to do anything else to complete this operation, because any change you make in the Clue box is "hot": it instantly changes the actual clue for the answer currently displayed in the "Answer:" box. To verify that your change was made successfully, click another answer, then click "Saskatchewan" again. You will see that the change you made to the clue has been preserved.

Our second error is the answer to the question about which province joined Canada most recently. The correct answer is actually "Newfoundland". To make the needed change, first click "Nova Scotia" in the Answer List, then edit the "Answer:" box to read "Newfoundland". This is where the *Change* button - the small one with the rightward-pointing hand - comes into play. It must be used when you want to change an existing answer rather than adding a new one. Click it now, and you will see "Nova Scotia" change to "Newfoundland" in the Answer List.

The *Delete* button, as you have probably guessed, removes the current answer from the Answer List.

Groups

The remaining control on this page is the *Group* drop-down list. It is often a good idea to assign the answers in a Word-list to different groups. Later on, you can specify (using the *Game/Edit Levels...* menu command) that the answers used by individual levels of a **Spell-Mell** game should be drawn from one or more particular word groups.

You can assign any word to one of up to 100 groups (though normally you will use far fewer). At first the groups are identified simply by a number from 1 to 100, but you can given them any names you like using the *Options/Edit Group Names...* menu command.

As a last step with our Canada Word-List, let's assign the Answers to groups. So far our quiz has two questions relating to cities, two relating to provinces, and a fifth question about Mount Logan. Currently, all the answers are in the default group, Group 1.

Let's make Group 1 the "Cities" group, Group 2 the "Provinces" group, and Group 3 the "Geographical Features" group. We may decide to add more groups in future as the quiz grows, but these three are enough for now.

We don't need to assign the first or third answers ("Victoria", "Ottawa") to a different group - they are already where they belong - so let's start with the provinces. Click on "Saskatchewan" in the Answer List, then select "02" in the *Group* drop-down list. As with clues, the assignment of a group is "hot" - you don't need to do anything else to complete the operation. Click on "Newfoundland", and again select "02" in the *Group* list; and finally click on "Mount Logan" and select "03".

Anagram Lists

Though we have focused in this section on authoring a quiz, the process of creating an Anagram List is virtually identical. The only important difference from the quiz creator's point of view is that in an Anagram List the clues are optional. Check out our two **Jumbled Words** quizzes to get a feel for way clues can be used in an Anagram List.

What's Next?

If you have been following along with the process of creating the Canada quiz, this would be a good time to save your work using the *File/Save As...* menu command. A good name for the file would be "Canada.smw". As soon as it's saved, you should be able to load the quiz into **Spell-Mell** to verify that it's working so far.

If you were to work on the Canada quiz further, the next step might be to edit the group names, as noted above, so that you don't have to keep track of the groups by number. You might like to start mapping out the levels of your quiz, also mentioned above. You will certainly need more questions - at least five for each level of your quiz, since **Spell-Mell** displays five questions at a time (if you have less, **Spell-Mell** will re-use questions it has asked already).

Finally, you might like to go back and do some more work on the Author Information, Description, and other areas discussed in the previous steps.

Step 6b: Enter Vocabulary

The only important difference in the steps for adding to a Foreign Vocabulary Word-list, rather than one of the other types, is that each answer can have multiple "clues" - one for each additional language for which you have decided to provide a parallel vocabulary. These are added using a Grid that lists each secondary language name along with a space for each corresponding vocabulary entry.

You should become familiar with the process of adding questions and answers to a Quiz Word-list, by working through the mini-tutorial in Step 6a, before embarking on a Foreign Vocabulary Word-list. Once you have mastered the various controls - the *Add*, *Change* and *Delete* buttons, and the *Group* drop-down list - you will find it a simple matter to adapt what you have learned to this new context.

Untranslated words

Sometimes you may want to leave a "hole" in one of the vocabularies, usually because a particular term defies translation. This is perfectly all right. Simply leave the space blank where that word would have been entered in the language's vocabulary, and **Spell-Mell** will not use it in games where that language is involved.

Words with two meanings (homonyms)

Sometimes, as with the English word "orange", the same word may have two quite different senses. In some contexts, this isn't a problem at all. For instance, you may be using the word on a **Spell-Mell** level that contains only the names of fruits, or only the names of colors.

In other cases, you must use additional text to clarify the meaning. This text should be placed inside braces ("curly brackets") after the word, as follows:

> orange {color}
> orange {fruit}

When **Spell-Mell** displays the word to the player as a clue, the text in braces will be shown in ordinary parentheses. When the word is used as an answer, however, the text in the braces is not needed, and so is omitted altogether.

The File Menu

The items on this menu should be quite familiar to users of standard Windows applications. Here is a brief summary, noting points of interest to **SLED** users:

File / New

Creates a new Word-list. Follow the 6 Steps outlined in this help file to set the type of the Word-list, set a title and other auxiliary information, and add questions and answers. Finally, use *File/Save As...* to store the newly-created Word-list to your hard drive.

File / Open...

Displays a standard Open dialog, displaying the **Spell-Mell** Word-lists in the directory (folder) you most recently used in an Open or Save operation. Word-list files have the file extension ".smw".

Normally you should store all your Word-lists in the default location (the "lists" subdirectory within your **Spell-Mell** installation), since it is only here that **Spell-Mell** itself will be able to find them. Occasionally, however, you may want to store a Word-list in another location, either for back-up or for transport (via a removable disk) to another computer.

If you attempt to open a password-protected file, you will be asked to provide the password before the operation completes.

To preserve any changes you make to an opened Word-list, you must save it back to disk before performing a New, another Open, or closing **SLED**. (You will be warned if there are unsaved changes at those times.)

File / Save

Saves the currently open Word-list under its current name and to its original location.

File / Save As...

Displays a standard Save dialog to let you save the currently-open Word-list under a new name or to a new location. (This is the only Save option available for newly-created Word-lists.) Normally you should store all your Word-lists to the default location, as noted above under *File/Open*.

Exit

Closes **SLED**. You are warned if there are unsaved changes to your current Word-list.

The Game Menu

This menu lets you work on some of the auxiliary text seen by the **Spell-Mell** player who is using your Word-list. It has just two commands:

Game / Edit Levels...

This invokes the _Edit Game Levels_ dialog, which lets you specify how many levels a **Spell-Mell** game using your Word-list should be allowed to run, what the level names should be, and which word groups should be employed on each level.

Game / Translate...

This invokes the _Translate Game Text_ dialog, which lets you reach a wider international audience for your Word-lists by providing translations of the Word-list title, description and level names.

The Help Menu

This menu lets you access **SLED**'s on-line help, and the *About* dialog. The commands are:

Help / Topics

This command opens **SLED**'s on-line help and displays the Contents page.

Help / Help with this page

This command opens **SLED**'s on-line help and displays the section pertaining to the current page or "step". It is equivalent to pressing the F1 key while using **SLED**.

Help / About...

The **SLED** *About* dialog is displayed. Click the *Close* button when you are ready to return to **SLED**.

The Options Menu

The commands on this menu let you set various options while working with a Word-list.

Options / Working Language

This menu command opens up a sub-menu from which you can select your <u>Working Language</u> at any time while using **SLED**. The languages offered are the same as those on the Welcome page (<u>Step 1</u>).

Options / Sort

This menu command is available only while editing the questions and answers (or vocabularies) used by your Word-list. It opens a sub-menu offering two choices:

Alphabetically: The Answer List is sorted alphabetically.

By Groups: The Answer List sorted by word groups.

The sorting operations affect only the answers currently displayed. If you add more answers, they will be simply added to the end of the list as usual. Nor is the sorting permanent. If you go to a different **SLED** page, then return to the Answer List, you will find that it has reverted to its original chronological order.

Edit Group Names

This menu command is available only while editing the questions and answers (or vocabularies) used by your Word-list. It invokes the *<u>Edit Group Names</u>* dialog, which lets you assign meaningful names to the list of numerical Word Groups used for categorizing the answers in your Word-list.

Translate Game Text

You can take advantage of the international nature of **Spell-Mell** to provide translations of your game text for the benefit of players in other countries. If you are able to provide translations, this dialog centralizes the task for all three kinds of text for which translation is supported. When a player's selected Working Language matches one of the languages for which you have provided a translation, **Spell-Mell** displays the translated text rather than the main text.

The first step is to decide which languages you want to provide translations in. Select these from the *Languages available* list at the top left of the dialog.

After selecting a language, click the *Use Language* button. The selected language jumps over to the *Languages selected* list at the top right of the dialog.

If you change your mind about a given language, click its name in the *Languages selected* list, then click the *Delete Language* button. After confirming that this is really what you want to do, **SLED** moves the selected language back to the *Languages available* list. Any translation you have done in the deleted language is lost.

After highlighting a language name in the *Languages selected* list, choose one of the three tabs on the dialog (*Title*, *Description*, or *Level names*) according to the kind of text you want to edit.

Editing the Title

The Word-list title you have entered in your default language is displayed below an edit box in which you can enter the translated title in the selected additional language.

Editing the Description

Here again the original text appears below the area in which you provide the translation. Like the original text, the translation should have at most four lines, since the description would otherwise be cut off when displayed by **Spell-Mell**.

Editing the Level Names

The current set of level names is displayed as the left column of a grid. Use the grid's right-hand column to enter the translation of names in the currently selected language.

Changing the Default Language

If you wish to change your default language, for some reason, open the *Options/Default Language* submenu of language names. The new selection then becomes the default language for your game text - the one that is used when none of the languages you provide matches the player's Working Language. The former default language is demoted to a secondary language, but its translations are not lost.

Closing the Dialog

The *Translate Game Text* dialog does not provide a *Cancel* button. The changes you make here take effect immediately. Click the *Close* button when you are ready to return to **SLED**.

Word-lists with Icons

For technical reasons, the ability to use icons in a user-created Word-list is not currently included in **SLED**. Such a Word-list can be created "at the factory", as you can see from the vocabulary Word-list supplied with the release version of the **Spell-Mell**.

If you have a good idea for a Foreign Vocabulary or Quiz Word-list that requires icons, and can supply the icons themselves, get in touch with us by email and we will try to help you out.

The *Working Language* is the one used for the program text, messages and documentation. Within **Spell-Mell**, the working language is also used for some other text such as Word-list descriptions and level names, if the necessary translations were supplied by the word-list creator.