

Understanding the Writing With Symbols 2000 Directories

Help Sheet 7

It is necessary to understand the directories used in WWS2000 so that you know where to save and load different files. It is especially important if you intend to move or copy resources, files or environments from one machine to another.

WWS2000 has three main Directory folders, and two subsidiary ones:

WWS2000

This folder contains the main program and essential files for running WWS2000. You are unlikely to need to go into this folder other than to edit the ExtraSpell file (See the Help Sheet on Using the Spell Checker)

WWS2000Work

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This directory contains folders for all of the work files that you will require. It is important that you understand this structure if you are creating your own environments, wish to move files from one machine to another, and if you wish to create shared resources on a network to be used by more than one user.

WidResources

This contains all of the graphic images for the Widgit Rebus and PCS Symbol collections. When you install the program you can choose to install this directory to your hard drive, or access the graphics from the CD.

MyPics1 and My Pics2

These folders are created ready for you to use for your own resources (graphics and sounds) that you might wish to add to WWS2000. These directories are explained in the Help Sheet on using Photographs and scanned Images, and also in the Help Sheet – Managing shared and distributed graphic resources.

The WWS2000 directory:

In the main WWS2000Work directory there are the following main folders:

- **Wizard Environments**

The Wizard Environments are all contained in this folder. Each Environment is contained within a folder, Inside which are all the component files needed.

The example files are located in sub folders, NT2000, Hi-res and Lo-res. There are identical examples made for different resolutions that the computer might operate in. (See the Help Sheet on Modes and Resolutions Explained) However your own Wizard Environments will be in the root of the Wizard Environments folder.

- **Wordlists**

All wordlists must be located in the wordlists folder. There can be sub- folders in the Wordlist directory, to help organise the resources. You can move wordlists from one sub-folder to another in this directory without it affecting your work. It may generally be helpful to keep the lists you frequently used in the main wordlist directory, and put those less frequently used, or which have been updated, into sub-folders.

- **Writing**

The writing directories are very important. As well as the main Writing directory, there is an empty one provided called **Student's_work**. This is created to allow you to separate teacher/manager files such as those needed in environments, from the work of the user/student. All writing files must be saved in one of these in your WWS2000Work directory.

You may create whatever sub-folders you like in these directories.

- **Grids**

All grids are saved in the Grids area. Inside this are folders for Examples, Templates and your own grids.

- **Macros**

This contains four folders with the various macros available to the program. If you define any macros for yourself they should be saved in the My Macros folder.

- **Profiles**

Contains the access profiles for switch users.

- **Settings**

This contains the style settings that you may save for convenience to help when creating different layouts.

For related information see:

Section Help Sheet 21: Moving resources and files from one machine to another.