

v1.0 \_\_\_\_\_  
November 16, 1993

First release to beta testers.

Features included:

- Three number systems: Octal, Hexadecimal, Decimal
- Ability to enter in your name
- Percentage bars to roughly show your progress
- Changing number systems in mid-game
- Properly formatted names.

v1.1 \_\_\_\_\_  
November 20, 1993

### **\*\*\* Minor Revision**

Second beta release

- Changed the name entry dialogue box
- Changed spacing, and the location of buttons in the "Select Options..."
- Improved error handling to filter out negative numbers and non-numerical characters
- Included a very obvious beta "cheat" routine
- Minor adjustments to the code
- Removed the "Decimal" so as not to confuse anyone who hasn't played the game before
- Included a FILE\_ID.DIZ not included in v1.0
- (Registered PKZIP, so I can have an "-AV" and more options with PKZIP)
- Improved handling of the other number system
- Thought* of including Binary in the official public version
- If there are no more "bugs" then I'll start on my Help System

v1.2 \_\_\_\_\_  
December 7, 1993

### **\*\*\* Major Revision**

Third Beta Release

- Changed the way the blinking cursor moved on screen. It is now possible to click on a button with the mouse, while the cursor (or the focus) still be in the edit field
- Rearranged the Options... dialogue box to *exclude* all difficulty levels. (I couldn't think of a way I could make it harder or easier than it actually was ☺)
- Tried to intercept keystrokes to the Name... dialogue box, to no avail. It still accepts invalid characters as they are input, but will reject them when it evaluates the name
- Made inputting your name easier. If you get an error, it will select the offending text
- Shifted code so my not-so-obvious cheat feature was removed ☹
- Hid the obvious cheat feature so it is harder to find ☹
- Made some humorous dialogue boxes. There are only a couple of them, but they're good ☺
- Help File will not come until I get Word 6.0 for Windows, or until I learn to use Microsoft Works to compile a help file. Compiling a help file is a whole language in itself.
- Added Command Line Options. The following is the syntax for such an operation:  
`[drive:\][path\]GUESS[.EXE] [_]NAME=quoted string`
- Fixed a small bug which would result in an error message if a command line option was not given.
- Fixed another small bug which would produce the same error as before if the name was the first command given.

- If there is an error in the command line options, an error message will occur, and the default name will be set to "Chris".
- You can now enter **QUIT** or **END** in the main input box to end the game.
- Guess will now look for the Calculator, and if it finds it resident in memory, it will tell the user that they cheat and will close Calculator. (Tee hee.)
- Changed the source code around so it would be easier to read by the public.
- Added support of the ESC button to cancel entering your name.
- If extra spaces were used in the command line, it would ignore them rather than giving an error message. You can try it by giving the command line of 'NAME=" MyName "'
- Received PKZIP registration, so now I have an -AV string. It is, and always be **11Z285**. If you don't see this number, or see a different number, it maybe virus infested or a hack.

v1.3 \_\_\_\_\_  
December 16, 1993

**Ho, Ho, Ho.**

**\* \* \* Standard Revision**

Fourth Release

**1.3.01**

- Added an efficiency bar. This is based on the amount of numbers away you are from the optimum number you can guess. The formula is not important, but is available on request.
- Added a new command switch. The arguments are as follows:  

```
[drive:\][path\]GUESS[.EXE] [/d] [/h] [/o] [/b]
```
- If any of the optional parameters are given, the corresponding number system is *removed* from the "Options" dialogue box. Guess will give an error if all four number system are specified. Still, the default number system when the game starts up will be decimal, even if it is optioned out. (I'll work on this.)
- Added a way you can specify your own number for someone else. It is under the options | number menu. These can only be used (accessed) while you have not started a new game. When you make your first guess, these will become greyed.
- Three raised to the power of something, whatever that means.
- Added a ton of intro dialogue boxes.
- Guess will no longer keep nagging you about command line errors in the second and subsequent games. This also provides a moderate performance increase.
- Ok. The Binary system is working, however, there is a trick to it. If you put in an invalid number like 1001012, it will treat the "2" as a zero. It will only look for ones. If you do enter an invalid number, it will display that number as if it was good. Don't be confused. If there are any more quirks with the Binary system, give me a shout.
- Even though it looks like I did a lot to this revision, I actually didn't. A lot of theory was used when creating the Binary system, but there was no substantial rewrites for the implimentation of the Binary system.

**1.3.03**

- Oops. The program crashed with a "Type Mismatch" if an alphanumeric value was entered. Fixed.
- Fixed the efficiency bar to reset when a new game has been started.