Welcome to Filler Help

What is this game about?

This is a main Filler game window.

Play field consists of small colored six corner cells. Players start playing from different start points. At the beginning of the game players own one or more cells of the same color. This colored cells have different colored neighbor cells. Players are to change colors of cells they own by clicking on colored buttons right under the play field. Colored buttons have numbers and you may choose colors pressing numbers on keyboard (note: it is not possible to choose color of your opponent). Changing color of the cells you already own, you are adding neighbor cells to yours, if they are of the color you choose. This way you occupy more and more cells. The main idea of the game is to occupy as more cells as possible. When you own more then 688 cells you win the game.

Game Controls

This is a main control bar of the game window.

Click on any part of control bar you want to get help on.

Game Options

Click this button to change game settings.

See Also: <u>How to use game options dialog.</u>

Colors of cells

Click this button to change colors of cells.
You may need to do so if it is hard to recognize colors of cells on your display.

See Also: <u>How to use change colors dialog.</u>

Information

<u>About me</u>

This is a Left Player score window.

It displays number of cells currently owned by him.
To win the game it is necessary to own more then 688 cells.

This is a Right Player score window.

It displays number of cells currently owned by him.
To win the game it is necessary to own more then 688 cells.

This is a START NEW GAME button.

Click this button to start new game with current game options.
To change game options click on GAME OPTIONS button.

See Also: How to use game options dialog.

This is a GAME OPTIONS button.

Click this button to change game options.

See Also: How to use game options dialog.

This is a CHANGE COLORS button.

Click this button to change colors of play field cells.
You may need to do so if it is hard to recognize
colors of cells on your display.

See Also: How to use change colors dialog.

This is a SOUND MODE button.

Click this button to change sound mode.

 In this mode sound is on.

 In this mode sound is off.

This is an EXIT GAME button.

Click this button to exit the game.

This is a HELP ABOUT button.

Click this button to get information about game and me.

This is a TITLE BAR.

You may use title bar to move window to new location on the screen.
Click title bar, hold left mouse button and drag window to new location.

This is a HELP button.

Click this button to get help on how to use & play the game.

This is a MINIMIZE button.

Click this button to minimize game window.
Double click game icon at bottom of the
screen to maximize game window.

Welcome to Filler Help

Filler for Windows v 2.01 by Alexandr Vikulin.

This game is **FREEWARE.**

I designed and programmed it in Borland C++ 4.5 to promote myself to those who would like to employ me. Id like to work in some Internet related project as Web Site designer & developer; C/C++, Java, Perl programmer, graphic designer or possibly Borland Delphi programmer... Western employers are very welcome!

If you want to know more about me, read my resume

My Resume

Alexander   Vikulin

Russia, 129626, Moscow, Novoalekseevskaya St. 13-I-48
Tel./Fax: 7 - 095 - 287 38 60
My primary E-mail: **vikulin@openradio.ru**, but
just in case send a copy to **2x2radio@rinet.ru** too.
I am writing this on May 22, 1996

OBJECTIVE:

I would like to work in some Internet related project as Web Site designer & developer; Java, Perl, C/C++ programmer, graphic designer or possibly Borland Delphi programmer...

FUNCTIONAL SUMMARY:

Have deep knowledge of Windows, Windows 95 and Windows NT 3.51: architecture, installation, configuring, performance optimizing, networking and security.

Internet access and WWW Site administration on Windows NT 3.51.

Experienced in Borland C++ 4.5 & OWL, Borland Delphi and MS FoxPro 2.5 programming.

Have experience in programming on Java, Perl, Basic & Visual Basic, Assembler for IBM PC, IBM 360 (EC 1033 mainframe), multimedia development with Macromedia Director 4.0 and Microsoft SQL Server 6.0 administration.

Excellent knowledge of PC hardware.

Graphics design with CorelDRAW,   Adobe Photoshop, Autodesk 3D Studio, PageMaker, Microsoft Word, Excel.

Fluent English: reading, writing, speaking, technical terms.

My best qualities include responsibility, purposefulness, excellent memory, ability to master the newest technology, software and hardware in the shortest terms.

EMPLOYMENT

Open Radio 2x2 - FM 102.5 MHz   *November 1995 - present   time*
Moscow, Russia

Working as networks administrator, Web Site developer (http://www.openradio.ru/), graphic designer, database developer, technical support person, Internet News radioprogram author and more…

As a network administrator and Web Site developer I was setting up and maintaining three networks. Have experience with LANtastic, Windows for Workgroups 3.11, Windows 95 and Windows NT Server 3.51 networks installation. Installed Internet server based on Windows NT 3.51 and connected two networks to the Internet. Im running DNS and SMTP mail servers from Software.com and Microsofts Internet Information Server. Deeply studied JavaApplets development. Using Borland Delphi developed program for Web Site log files statistic analysis.

As a graphic designer Im developing companys logos, posters, letter heads, business cards, Web Site graphic design and so on.

As database developer I designed two programs. One for advertising registration. It included

several tables with relations, SQL queries and automatic printing of adverts transmission schedule. Another program is for music database managment   automatic creation of daily play lists, and quarterly reports on songs transmission generation. In addition I developed several secondary applications. All this was developed in Borland Delphi.

As technical support person I am responsible for common users problems solving and teaching.

To pay for the Internet access I am authoring weekly radioprogram about Internet. Main perpose of the program is to promote Internet in Russia and make our computer users familiar with it.

Worldex Network Ltd.   *August 1994 - September 1995*
Moscow, Russia

Working as Office&Sales Administration System programmer and technical support person was in charge of design, program and support of the system. System was completed and seriously increased office management efficiency, and was additionally installed in three other companies. I was also in charge of graphic design of companys printing materials.

Moscow Botkinskaya Hospital   *August 1993 - August 1994*
Moscow, Russia

Designed and programmed information system - Referencing Consulting System Pharmacology using MS FoxPro 2.5 for DOS.

EDUCATION

Moscow Institute of Electronic Engineering - Technical University   *1991 - 1996*
Moscow, Russia

Faculty of Applied Mathematics

Specialty: Engineer-Mathematician, mathematical modeling of systems and processes.

My educational level corresponds to Bachelor of Engineering degree.

PERSONAL INFORMATION

Nationality: Russian citizen
Date of Birth: 01 March 1974
Marital status: Divorced

Filler Help - How to use options dialog

Options Dialog lets you to change game options.

Players

Left Player & Right Player

Choose Computer or Human for left and right player. Any situations are allowed.

Computer skill

Choose easy or average. When average computer may think rather long. Hard computer skill is not completed yet, but will be almost unbeatable. Watch for future Filler updates.

Start from

Defines starting point cell of the left and right player. Any situations are allowed. "Choose location" option will bring up dialog window with a map of cells on the play field. Click left mouse button at desied starting cell for left player. Click right mouse button at desied starting cell for right player.

General

Number of Colors

Defines number of colors on the play field. As more colors you have, as harder and more interesting the game is. If you are playing against computer on average skill with less colors it may be harder to win.

Visibility

If Blind Game check box is checked you will see only owned by you and your opponent cells on play field. It looks pretty when two computers are playing.

Timing

You may limit thinking time for humans. Type number of seconds. When you are playing and didn't make your turn in the time limit, the game will choose random color for you.

Save & Start new game

Click this button to save game settings and start new game.

Save & Continue playing

Click this button to save game setting and continue playing current game.
To use this feature you must:
      - be playing the game
      - change only Left Player & Right Player, Computer Skill or Timed Game options
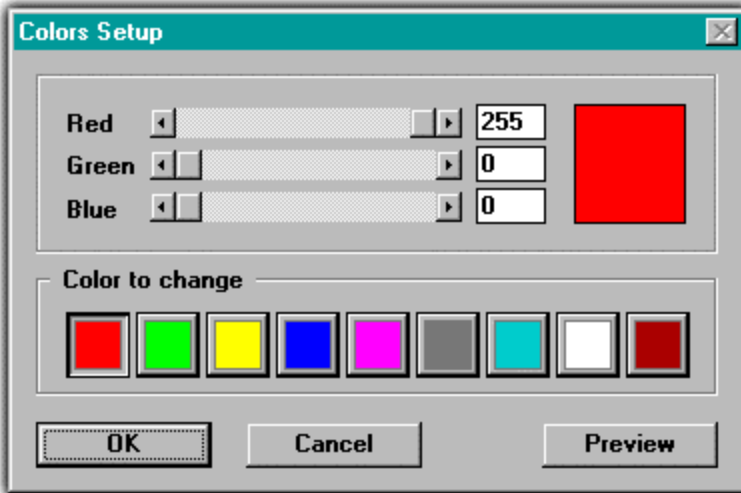
Cancel

Click this button if you don't want to save changes.

Filler Help - How to use change colors dialog

Color Setup Dialog lets you to setup colors of cells on the play field. On different display types colors of cells may cause eyestrain. To help solving this sort of problems I made this Color Setup.

To change color click on desired color button in Color to change group. Then using scroll bars change the color. Change this way any color you need. Click Preview button to see how your changes will look like (note: you will not see any changes if you are not currently playing). Click OK if you like results. Click Cancel if you don't.