The Fastest Mouse

Objective
The objective of the game is to shoot the objects on the screen in the fastest time and/or with the best shot ratio.

How to Play
To display the objects press the 'S' key or the right mouse button.
To shoot the objects press the left mouse button.
Moving objects can be stopped by pressing the 'K' key or the middle mouse button on three button mice.

See these topics for additional information:

Configuring Objects
Using Previous Points
Changing the Background
Viewing Best Time and Ratio

Configuring Objects

In the *Object Configuration* Dialog Box select the type of objects you want to play with in the *Objects:* list box.
Selecting the first four items will generate random objects of the types indicated.

Movement
Select *Continuous* to have objects follow a continuous path.   *Random* causes objects to move randomly and *None* causes objects not to move.

Number of Objects
Type in a number between 1 and 50 objects, inclusive.

Object Speed
Type in a number between 1 and 25, inclusive.   Speed is in pixels per timer interval.

Timer Interval
Type in a number between 15 and 9,999, inclusive.   1,000 milliseconds = 1 second.

How to Play
Using Previous Points
Changing the Background
Viewing Best Time and Ratio

Using Previous Points

Select this option to have objects placed where they began in the previous round.   Use this option when players are competing so that each player starts with the same locations.

Note: This option is disabled until program has been registered.

How to Play
Configuring Objects
Changing the Background
Viewing Best Time and Ratio

Changing the Background

**In the *Select Background* Dialog Box select the *Type* of background you want to use.
Press *Change>>* to select a desktop pattern, pattern brush, solid brush, or bitmap image.
When done press the *Close* button.**

**Notes: Using 256-color bitmaps will slow down the movement of objects.   If a bitmap image does
not display and no error messages are displayed, try opening the image in the PaintBrush
program and saving it.**

How to Play
Configuring Objects
Using Previous Points
Viewing Best Time and Ratio

Viewing Best Time and Ratio

This window shows the fastest time and best shot ratio using the current configuration.   Any changes to the objects, background, or window dimensions will reset the fastest time and best shot ratio.

If you kill the timer by pressing the 'K' or middle mouse button you will not qualify for fastest time or best shot ratio.

Note: This option is disabled until program has been registered.

How to Play
Configuring Objects
Using Previous Points
Changing the Background