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SOLO 1.03
The Solitaire Graphical Game Maker and Player
by Dan Reed
Copyright 1994-1996   Bad Elf Software

STOP: If you don't want to edit or create any games then don't read beyond this.

Introduction

Well what is SOLO? Yes it's another solitaire game. Just not any one specific game but a number of games. In fact hopefully it'll play all your favorite solitaire games. Since I don't know what your favorite solitaire game is you'll have to tell SOLO how to play it. SOLO allows game creation by visual programming. You drop objects that are chosen from a menu and toggle a few buttons and 'Frank Viola' instant game.

Why SOLO? Well if your like me you have 4 or 5 different solitaire games. Some are very good and some you have just because it's a good card game. I'm not promising that SOLO's version of Spider(a game) is better than the program you have that only plays Spider. Hopefully one day it'll be BUT I am saying I like variety and SOLO gives variety and choice. Ever played a game and thought to yourself, "That's not the way I used to play this.". Well now you can change the game and play it the way you like it. Ever said I used to play the game "such-and-such" but now I can't find my deck of cards so I don't. Well add it to SOLO's game lists.

Some features:
> create games graphically. No programming involved.
> tourney play
> standard mouse use

This game is FREEWARE. No guilt in using this game. Distribute freely but use the original .ZIP file you received.

This was made for Windows 95. I used the 'SuperVGA 800x640' graphics mode so I don't know how some games will look on smaller resolutions. You can scale the cards to fit smaller screens.

FEEDBACK

If you have any requests, comments, gripes, or whatever just send me E-mail. If you've come up with a game you'd like to share and want it included with future versions of SOLO send it to me. If you can't make your favorite game because of features lacking in SOLO then make a request. All I ask is that messages be polite.
Send mail or UUENCODEd files to either:
                          KenGuru@aol.com

Don't assume I know about a bug or missing feature. Unfortunately the worst person to playtest a program is the programmer. Also I don't mind if you point out spelling errors, some people apparently do.

THANKS

Thanks to the people who have given feedback(positive or negative). Actually most has been positive except for those nasty bug reports. Keep writing or things will never be fixed, added, and such. I do plan to support this program since I actually play it myself. I keep all suggestions in a text file. Just because its not in this version doesn't mean I'll not get around to it. Feel free to suggest again(sometimes things get lost).

I have a backlog of user requests that I am going to implement but haven't gotten around to. Most or all of the user requests will be implemented so don't feel left out.

Dan

Installing/Uninstalling

Everything you need is in the SOLOx-xx.ZIP file. You can decompress into any directory. SOLO will not create any files out of the directory you run it from. No extra files in your cluttered C:\WINDOWS directory. No more junk added to your .INI files. What you should get is

    SOLO.EXE the executable

    *.SOL   individual game files. You only need the files for the games you are going to play

    CARDBACK.DLL   contains the pictures. Replace with your own VBCARDS.DLL if you like. Details later

    CARDFACE.DLL   contains the pictures. Replace with your own VBCARDS.DLL if you prefer

    FIVESUIT.DLL   the pictures used for 5 suit decks(Will accept new artwork for the Moons)

    SOLO.HLP   this file

    RULES.HLP   Some rules for various games supplied

    GAMELIST.DAT   Keeps track of what games are available and high scores

SOLO will make

    SOLO.INI   Saves screen info and options

To uninstall in case you don't like this game(or hopefully because you got a newer version) just delete the directory you decompressed the .ZIP into. Since everything is in 1 directory its all gone(Yes this is a pet peeve of mine with other programs that add stuff everywhere and don't tell you about it). You will have to add and remove the icon from whatever group you've added the program to manually.

If you are updating then you should save the .SOL files you created and the GAMELIST.DAT file. After you install the new SOLO run it and then in the GAME - CHOOSE dialog press 'Add all Games from DIR' button to add new games to your choose list.

Playing A Single Game

1.) From menu select GAME-CHOOSE
2.) A dialog appears. Highlight the game you want to play. Press 'Choose' button. You may also just type the first letter of a game name. This moves the list to games starting with that letter.
3.) From menu select PLAY-DEAL

To replay same game just select PLAY-DEAL again.

Playing A Tourney

A tourney is a group of games played in succession to obtain a high score or just to avoid GAME - CHOOSE when you want to switch games.
1.) From menu select GAME-START TOURNEY. The first game appears and is dealt.
2.) When game is stuck or won select from menu GAME-NEXT GAME.
After all games are played a dialog appears to ask for your name and shows you where you stand in the high score rankings.

To add/remove games from tournament you select from menu GAME-EDIT TOURNEY. A dialog appears with 2 lists of games, the games in a tourney and those not in the tourney. Double click games to move them from one list to another. This way you can make the tourney up with only the games you like. Changing the tourney in anyway will reset the high scores, so if 2 or more people use the same computer a compromise on game choice is necessary.

Note that no editing is allowed while in a Tourney.

Play Mode Keys And Buttons

Left Mouse Button	Drag cards from 1 pile to another Click on stock to turn cards over or refill stock when stock is empty
Right Mouse Button	Click on object to automatically move cards. SOLO will look for foundations first and then any object that will take them.
ALT-V	View cards in a pile. Useful when the pile is crowded.
CTRL-A	Same as PLAY - AUTOMOVE
CTRL-Z	Same as PLAY - UNDO

Edit Mode

To get into edit mode select from menu MODE-EDIT. You can now create games or change existing games.
To make a new game:
1.) select EDIT-NEW from menu. Screen should clear.
2.) select EDIT-NAME. Fill in description and file name to save game in. I used *.SOL for these files but the choice is yours.
1.) select EDIT-DECK if your game uses anything other than 1 Standard deck of cards.
1.) select EDIT-WIN if game ends other then removing all cards from play
5.) drag and drop objects from menu choice OBJECT to create game. More on this later.
6.) choose EDIT-SAVE to save your creation.

To edit an old game:
1.) select EDIT-LOAD from menu if game isn't on screen already.
2.) drag and drop objects from menu choice OBJECT to change game. More on this later.
3.) choose EDIT-SAVE to save your creation.
You can now play the game by selecting MODE-PLAY and PLAY-DEAL. Go back to editing by MODE-EDIT. Go back and forth until game is the way you want it. Remember to EDIT-SAVE when its done.

Edit Mode Buttons And Keys

Left Mouse Button   positions/repositions objects on screen by dragging
Right Mouse Button   when positioned over an object and clicked a dialog that
customizes(edits) that object
Control-Insert   Copies object the cursor is over into paste buffer
Shift-Insert   Cursor changes to Paste a copy of the object wherever you click Left
Mouse Button next.
Delete   Removes object that cursor is over.
Control-O   Changes the order number of the objects.

Solitaire Objects

Think of every place you place your cards in a game as one object. These objects have traditional names that you may be unaware of but will learn. When making a game you will get an object from the menu selection OBJECT-* and drop it on the screen somewhere. Objects that are used less frequently in games are found in the menu selection OBJECT-OTHER-*. The objects can be customized by opening its 'Edit' dialog. This is done by right-clicking the object you want to edit. The Edit dialog will allow you to change what cards can be placed here and what cards can be removed from the object. Each object has default settings that while are close usually aren't exactly what you want for your game.

Hint: If placing more than one object of the same type try this. Place one object and edit it the way you want. Use Control-Insert to copy and multiple Shift-Inserts to duplicate the object with your settings already there.

Each object type will be described below in more detail. To get a better understanding of the object names 'CHOOSE' the game Klondike. This game is the standard game everyone learns when they think of solitaire. Choose MODE-EDIT and look at the object names. Open them up and look at their settings.

When in Play mode the object is a rectangle slightly larger than a card and is empty except for the name of the object. In Edit mode the object also is enlarged to show how much space a full object takes on the screen. Along with the name of the object is a number. This is the ordering number. This determines which object will get dealt to first and what objects are looked at first when you want to automove a card. Solo will still try to play cards first to Foundations before Tableaus.

Most objects refer to 'builds'. A build is how the cards are allowed to overlap each other. You usually build by rank and suit. The following describe the choices presented for building.

Rank
UP -   build Ace,2,3,4,5,6,7,8,9,10,Jack,Queen,King
DOWN - build King,Queen,Jack,10,9,8,7,6,5,4,3,2,Ace
ANY RANK - ignore rank for building. Usually use suit only to determine building
ADJACENT - build on a card if UP or DOWN from card. Example a 9 could receive 8 or 10

By
The difference in rank of one card to the next. In the Rank UP and DOWN above the interval is 1. If interval was 2 then you would build up Ace,3,5,7,...

Circular
Usually used when 'By' is not 1 but doesn't have to. If this is checked then the build wraps around. If UP By 1 was set along with this then a build could look like:
10,Jack,Queen,King,Ace,2,3,...

Suit
ANY SUIT - ignore suits for building
SAME SUIT - only if of the same suit
ALTERNATING COLOR - red,black,red,black,...
SAME COLOR - black on black, red on red
OTHER SUIT - any suit as long as not the same. No Spade on Spade

Edit object menu:
 Display

Flags - Accept From STOCK
    Choices are: Yes, No, and 'Only when empty'.
    This flag determines if an object will receive cards from the Stock when a card is turned over from the Stock. You can limit the number of objects that receive cards.

Deal

Deal

The deal dialog allows you to control what cards are dealt to the object at start of a game. SOLO starts with the object with order value of 1. The number in the object in Edit mode is the order value. It deals to each object in sequence based on those numbers. This is important because if in a game an object needs a specific card you should deal to it before you deal to objects that take any cards. If you don't the card may already be dealt previously.

The dialog is a little convoluted but allows for flexibility in deals.

Example: Let us say the object needs to be dealt face 6 cards down which are topped off by 1 card face up.

      Change the 'N' value to 6.
      Change the drop down list from 'N cards up' to 'N cards down'
      Press the button 'Insert After'. The list should now contain the highlighted text '6 cards down'.
      Now change 'N' back to 1 and selection to 'N cards up'.
      Press the button 'Insert After'. The list should now have a second entry '1 cards up'

The choices in the selection are:
      N cards up
      N cards down
      N specific card

The box with N in it also contains a Rank and Suit selection. These are used with 'N specific card'. For example if you want to deal any Ace to an object then you set Rank to Ace and leave suit at Any. Set selection to 'N specific card'. Press 'Insert After' button and the entry '1 of Ace of Any suit' is added to list.

Move Kings To Bottom - If this is checked then any Kings that are dealt are moved to bottom of pile.

Display

Some object 'Edit' dialogs will have a menu item DISPLAY. Selecting DISPLAY will open a dialog that controls how the object will look with cards on it. The following is a description of the Edit Display dialog box.

Only Top Card Visible - if checked then you will only be able to see the top card. The cards below will remain hidden.

Grow - controls direction that cards overlap each other. Your choices are: none, down, right, pyramid(point down), and pyramid(point up).

 # cards visible/pyramid largest row - The number of whole cards that can be displayed at once. Making this too large will result in drawing over other objects. When the number of cards in a pile exceeds this setting the bottom cards are squished together. When playing use the ALT-V command to see whole pile. If a pyramid shape is used this determines the largest row so many more cards will actually be visible.

Deck

Not really an object but important. You can change the deck by selecting from the menu EDIT- DECK. You choose how many decks are used in a game in the '# decks' box.

The 'Standard 52' is checked to use a standard deck of 4 suits with 13 cards each. If unchecked a deck with 5 suits will be used. I haven't determined if this adds anything to SOLO yet(other than novelty). Five suit decks was really meant for a poker program I was going to write(ETA 2001 at this rate).

Foundation

This is where you want all the cards to go to end the game. You only add cards to the foundations and never remove. Usually you only see the top card so that is the default 'Display'.

The following describe the 'Edit Foundation' dialog controls.

Build - the items describe the cards that can be accepted. See above for description of 'build' settings.

Whole Pile - check if only a complete build (13 cards) can be placed here

First Card Sets Rank - Sometimes you have foundations and you don't care what the first card played to the first foundation is BUT you want all the rest of the foundations to start with the same card. For example lets say you have 4 foundations and they are all empty. The first card played to a foundation is an 8. The rest of the foundations will now only accept 8s as the first card if they have this setting also.

Limit Size If checked then this foundation can only collect the amount of cards listed.

Must Play This Card First - The card in the box is the only card accepted when object is empty.

Stock

The stock is all the cards that weren't played down during the deal. These cards are face down and are turned over to be played on other objects. During play the stock is clicked on by the left mouse button. This tells the stock to turn over some cards or if the stock is empty to gather back cards. Cards gathered back from Tableaus are reshuffled. Cards gathered from Waste piles are not reshuffled.

The Following describes the 'Edit Stock' dialog controls.

Turn To - Where the cards go from stock. You have three choices: Waste, Foundation, or Tableau objects

 # cards to turn - the number of cards to turn over with one click of the mouse

unlimited redeals - If this is checked then you can gather the cards on the Waste again and again

 # redeals - the number of times allowed in a game to gather from Waste/Tableau. Overridden by 'unlimited redeals'.

Top Card Available For Play - If checked then the top card of stock is visible and can be moved.

Shuffle During Redeal - if checked then the cards returned to Stock are shuffled.

Waste

The usual place that cards go when they are turned over. The waste cards are usually available for play.

'Edit Waste' dialog controls:

Top card available for play - if checked then you may move top card to another pile

Note that the Waste objects can only accept cards from Stocks.

Tableau

This is where you build piles in order to get them in a sequence to make play to foundations. Usually they are dealt a number of cards at start of the game.
'Edit Tableau' dialog controls:

Empty Space - what cards may be played here when this object is empty during the game
      ANY CARD - anything can be put here
      ANY - only card of the rank selected in the adjacent list box
      NO CARD - once empty this tableau stays empty

Empty Space Fill From - from what objects the empty space must be filled from
      ANY - anywhere
      RESERVE THAN ANY - must fill from Reserve until Reserve is empty
      RESERVE ONLY - only from Reserve
      RESERVE THAN WASTE - only from Reserve until Reserve is empty. After that only
      from Waste pile.

Build - the items describe the cards that can be added to tableau. See above for description of build settings.

Move - the items that can be removed from the tableau. It is legal for some combination of the following settings.
      Top Card - Only the top card can be moved off
      Whole Pile - must move entire pile of cards at once
      Build Sequence - any amount of cards as long as they are in sequence

Move Same As Build - Checked if the sequence cards you can remove from tableau is the same as the sequence you can add to the tableau. If it isn't then the second 'Build' display controls what can be removed.

Check Bottom Card Only - If checked then when a pile is moved onto the tableau only the bottom card of the pile is checked to see if it is in sequence with the top card of the Tableau pile. The rest of the card in the moving pile can be in any sequence.

Reserve

A reserve is used to hold cards that are received during deal. The top card is available for play and is the only card visible.

'Edit Reserve' dialog controls:

Can Play To - If checked then allows cards to be played here.

Size Limit - If checked then only can play the number of cards specified.

Hold

A hold is a place that gets cards in no particular sequential order. The top card is available for play to foundations or tableaus. I consider the HOLD object to be duplicitous. You should probably use the RESERVE object as it has a similar functionality now.

'**Max Number Cards**' is maximum number of cards that can be in pile if 'Limit Number Cards' is checked.

'**Limit Number Cards**' enables 'Max Number Cards'

Draw Card

When you drag the left mouse button from an object to the 'Draw Card' object the list of cards in the original object is displayed. If you select a card that card is removed from the original object's card pile and placed on the 'Draw Card' object. This card is now available for play. 'Edit Draw Card'' dialog controls:

Only After Redeals Complete - if checked then no draws are allowed until after last redeal.

 # draw - the number of draws allowed during the game

Collector

A special kind of Foundation used to collect cards without regard to sequence. The number of cards previously collected is what determines if a card can be dropped. A good example of its use is the game 'Osmosis'.

Collect Suit - If checked then will collect the suit listed in the drop down list. If the 'Any' box is checked then first card placed in the Collector will determine the suit.

Collect Rank - If checked then will collect the rank listed in the drop down list. If the 'Any' box is checked then first card placed in the Collector will determine the rank

Can Drop When - The drop down list helps determine when a card is allowed to be played.
- ANY - any time
- 'N' of rank in all collectors - There must be 'N' cards in all the Collectors with the same rank as the card placed.
- 'N' of suit in all collectors - There must be 'N' cards in all the Collectors with the same suit as the card placed.
- 'N' of suit and rank in all collectors - There must be 'N' cards in all the Collectors with the same suit and rank as the card being placed.

N - the number 'N' referred to in 'Can Drop When' drop list

Note: Usually you check 'Collect Suit' and choose 'N of rank' OR vice versa.

Popper

An object that has a list of face down cards and when a card is dragged to it then the top face down card is turned up while the card dragged to it is placed face down. A good example of its use is the game 'Clock'.

Accept - The rank to accept.

Number To Accept - Maximum number of rank to accept.

Done When Full - Check this if the game should be over when this Popper is full.

Pyramid

An object that is triangular shaped. The Pyramid can be pointed side up or down. It is used much like the Discarder object. Examples of use are the games Pyramid and Pyro. I also realize that when a large Pyramid is used the redraw is not very nice. I will fix this with a future release.

Discard - What cards can be removed as defined by the following settings.

    Suit -
- **Any Suit**
- **Same Suit**
- **Alternating Color**
- **Same Color**
- **Other Suit**

    Rank -
- **Any Rank**
- **Same Rank**
- **Smaller Rank**
- **Larger Rank**
- **Adds To 'N'** - Note: A single card that has a value of 'N' can always be removed.

    N - Total in rank selection. Ace is 1,...,King is 13.

Discard Both Cards - Will remove both cards if the above discard condition is true.

Holds Discards/Scores - One and only one Pyramid object in a game must this checked for proper scoring and play.

Place to hide Old   'Revision History'

Version 0.01   - Jan 1994
        The original.

Version 0.02 - Jan 1994
        Menu only allows legal selections.

        The GAME-CHOOSE probably couldn't find any files for you until you 'Delete' then 'Add' files
        back in. Sorry but the data files used to refer to a specific directory.

        Add OPTIONS-CARD BACK to select the back of cards.

        Made game and tourney scores visible.

Version 0.03 - Apr 1994
        bug: VBCARDS.DLL wasn't unloaded after use

        bug: copying objects didn't always copy all of the settings

        bug: TABLEAU - 'Must Move Whole Pile' flag didn't work

        TABLEAU - add 'Empty Space From' option list

        RESERVE - allow DISPLAY menu options

        FOUNDATION - added 'No Size Limit' check box

        STOCK - allow to turn to FOUNDATION

        new objects - COLLECTOR, POPPER

        more example games added - Osmosis, Duke, Thirteen Up, Golf

        the RULES.WRI is now a Help file RULES.HLP

Version 0.04 - Aug 1994
        POPPER object fixed

        bug: duplicating an object that had cards in its pile was bad

        SOLO.WRI is now SOLO.HLP

        new menu items: HELP, REDRAW

        more example games: Eight Off, Scorpion, Scorpion 2, Fanny, Windmill, Alhambra

        HOLD - added 'Limit Number Cards', 'Max Number Cards'

        FOUNDATION - removed 'No Size Limit'. Added 'Limit Size To'

        STOCK - added 'Top Card Available For Play'

        WASTE - accepts moves from STOCK

new - GAME CHOOSE list is ordered alphabetically now

SOLPLR.EXE is now SOLO.EXE(a good name for SOLO!)

RESERVE - added 'Size Limit', 'Can Play To'

TABLEAU - added 'Check Bottom Card Only'

bug: EDIT - CLEAR cleared display

FOUNDATION - improved 'Deal Card' selection

new: Control-Z   is hot key for PLAY - UNDO

Version 0.05 - Jan 1995

new: ordering of objects in Edit Mode

bug: Reserve left empty crashed SOLO at deal

bug: Control-Z didn't work for undo

bug: left cursor became unusable sometimes

new - GAME CHOOSE: add 'Remove Game from DIR', double click in list enabled

separated VBCARDS.DLL into 2 files. CARDBACK.DLL and CARDFACE.DLL

new: STOCK: added 'Shuffle During Redeal' flag

new: ROW/COLUMN objects

Version 0.06 - May 1995

bug: TABLEAU sometimes didn't work correctly after a change until game SAVEs and reLOADed

new: Options - Background Color

UNDO has been changed to go beyond turning over of a card. I'll let user decide the ethics of how much UNDOing he wants to do.

new: 'Add All Games from DIR' to 'Game - Choose' dialog

new: add Edit object menu 'Flags - Accept From STOCK'

new: FOUNDATION: added 'Must Play This Card First' flag

new: Options - Left Button
Makes left button select certain cards instead of letting SOLO decide how big a pile. to move

new: Options - Objects Drawn With Name

new: 'Accept From Stock' flag in edit object dialog menus

Edit - Deck : allows use of 5 suit deck

Revision History

Version 0.07 - September 1995
new: Discarder object

Draw Object now UNODes properly

new: Options - CHOP to scale

new: Options - Object Draw Styles

Version 1.03 - November 1996
now Win 95 only(sorry don't have time to support multiple platforms)

Deal information has been moved to its own dialog box. Now every object has improved deal selections.

'Accept From Stock' changed from True/False to Yes/No/OnlyWhenEmpty

new: Edit - Win dialog

Preferences Property Sheet

Add automove. And make CTRL-A a shortcut for automove

Make a note in Choose dialog that typing a letter moves you in list

Upon loading of a game SOLO should check that all of game is on screen.

Collector:: added option "'N' of suit and rank in all collectors"

deal option: Move Kings to bottom

new object: Pyramid

Upcoming:
Small deck.

Use any decks available to you

Matrix objects

any user suggestions?

Known Bugs And Omittances

The 'EDIT-DECK'   only allows full decks. Future will allow stripped decks if enough interest is shown.

'EDIT-STUCK' doesn't do a thing yet.

Editing with scaled cards doesn't work correctly yet.

Pyramid object doesn't look good.

Game Info

Selecting EDIT - NAME while in Edit Mode allows you to change
Filename that game is stored to.

Description text. This appears in CHOOSE game dialog box and in title when game is loaded.

Allows you to point to a HELP file that has instructions in it. The filename is the name of the .HLP file. The .HLP file entry is the Help location to jump to. This is only good if you make your own Help file. If left blank it will go to the Contents of the .HLP file. I don't blame you if you don't make a Help file(lots of effort).

Options

Preferences
Opens up a dialog that allows you to change colors , displays, and card pictures.

> **Card Backs** - Use the arrow buttons to change the picture selection. The 'DLL' button lets you use someone else's (or your own) designs. See File Formats.

> **Card Size** -
>> **Scale %** - Allows you to enter a percent of scale for cards and objects. 100 is normal size. You can fit more stuff on the screen for those who want to try those 4 deck games.

>> **Chop To Scale** - Instead of shrinking the card when it is drawn smaller you can just chop it to scale. This leaves the picture the same but makes card smaller by removing bottom and right part of card.

>> For now to see the results of your changes you need to press the arrow buttons.

> **Background And Object Display**
>> **Show Name, Show Box, Object Color** - These change the way an object is drawn while playing a game.

>> **Background Color** - Press this to change the background color.

Screen Size
> Allows you to set the screen to standard sizes. Keep in mind when making a game for others that not everyone has a good monitor. Also I've noticed not everyone knows they can setup for more pixels and colors in Windows(a flaw in Windows).

Left Button
> **Selects Pile** - Will selects whole pile and SOLO tries to move the largest chunk. You don't have to press Left Mouse Button on any specific card.

> **Selects Card** - The SOLO default.   Some games don't play correctly if you can't select specific cards. Will select pile from the card selected. If you selected from crunched cards area(bottom of pile) then SOLO tries to move the largest moveable chunk of cards.

File Formats

CARDBACK.DLL
The card back pictures. The bitmaps are 71x96 and are named starting from '1'. If you use a
VBCARD.DLL you will usually have the names starting at 60 and going to 66.

CARDFACE.DLL
The card front pictures. The bitmaps are 71x96. They follow standard VBCARD.DLL naming.
1 -> 13 : Ace to King Spades
14 -> 26 : Ace to King Hearts
27 -> 39 : Ace to King Clubs
40-> 52 : Ace to King Diamonds
JOKER : Joker

FIVESUIT.DLL
The card front pictures. The bitmaps are 71x96.
1 -> 13 : Ace to King Spades
101 -> 113 : Ace to King Hearts
201 -> 213 : Ace to King Clubs
301 -> 313 : Ace to King Diamonds
401 -> 413 : Ace to King Moons
JOKER : Joker
Note: The Moons have the same faces(Jack, Queen, King) as one of the other suits. I'm looking
for original artwork for this suit. Pay is low but credit will be full.

SOLO.INI
Here are the entries described of my .INI file. Most are changed invisibly by SOLO from the menu
selections under OPTIONS. Others are described so you can use your own .DLL for pictures and
what not.

[OPTIONS]
BACKGROUND.RED= <#>
BACKGROUND.GREEN= <#>
BACKGROUND.BLUE= <#>
; The background color selected from menu OPTIONS - BACKGROUND COLOR

CARDBACK.FILENAME=<file.DLL>
CARDBACK.BITMAP=<#>
; The card back design you chose from menu OPTIONS - CARD BACK
; You may also use your own file by adding/changing the lines in SOLO.INI

OBJECT.DRAWSTYLE= <#>
; 0 = Object drawn with name.   1 = Object not drawn with name.

[SCREEN]
XPOS=<#>
YPOS=<#>
HEIGHT=<#>
WIDTH=<#>
MAXIMIZE=<#>
MINIMIZE=<#>
; Refers to last screen position when SOLO was exited

SCALE=<#>

; The scaling of card/object display and size selected from

ROW/COLUMN

This object lays out a row of cards. Unlike other objects the cards are not overlapped so all are available for play. Also there may be empty spaces in the row. An example game that uses Rows is Gaps.

Build - the items describe the cards that can be added to tableau. See above for description of build settings.

Any Card To Empty Space - Allows any card to be played to an empty space otherwise it must follow the Build sequence.

Deal - Choose what side to deal to. Choices are 'Left/Top' and 'Right/Bottom'

Space Left - This is the number of spaces that are left between the dealt cards and the cards in order. For example you have 3 cards in order in a row of 7. If you redeal to this row and have Spaces Left=1 then you will have 3 cards that were in order followed by   1 space   3 cards redealt here

Menu

About

Game
>Choose<u></u>

>Start Tourney
>Next Game
>High Score
>End Tourney

>Edit Tourney

Mode
>Play
>Edit

Object
>These menu entries are described in Contents screen

Edit
>Name<u></u>
>Deck
>Stuck   (not implemented)
>Win

>New
>Clear

>Load
>Save

Play
>Undo
>Automove

>Deal

Options<u></u>
>Preferences
>Screen Size
>>600 x 480
>>800 x 640
>Left Button
>>Selects Pile
>>Selects Card
Redraw

Help
>Instructions
>Rules This Game
>Rules - Contents

Game Choose

The dialog box that pops has a list of games by game description and some buttons. Double clicking in the list box will select that game for play. You may also select a game for play by highlighting(single clicking) a game in the list and pressing 'OK'

Add Game To List - Looks for a .SOL file and adds it to the list. You will only use this button if you create a new file or receive a new file someone has created.

Add All Games From DIR - Looks in the directory that SOLO is in for all the games not in the list already and adds them to the list.

Remove Game From List - Removes highlighted game from the list.

Remove Game From DIR - Not only removes game from list but removes .SOL file from your directory. This is a permanent delete to save disk space. Make sure you really don't want to play this game ever.

Discarder

This object is used to compare 2 cards and throw 1 or the other away. It can be used to throw away by rank or by the sum of the cards. Example games that use the Discarder object are King's Up and Fourteen Out.

The following describe the 'Edit Discarder' dialog controls.

DISCARD
Suit: How the suits should match. See Solitaire Objects for a description of the choices.

Rank: How to match the ranks of the 2 cards.
ANY RANK - Rank is unimportant.
SAME RANK - Only cards with same rank will discard.
SMALLER RANK - If a card is dropped on a card that is higher than it then smaller card is removed.
Example: A pile with a 5 on top has a 3 card dropped on it. The 3 card is discarded.
LARGER RANK - If a card is dropped on a card that is lower than it then larger card is removed.
Example: A pile with a 7 on top has a 8 card dropped on it. The 8 card is discarded.
ADDS TO 'N' - If the rank of the 2 cards add to the 'N' box number the card dragged is removed.

N =   The value used in rank setting 'Adds To N'

Discard Both Cards
If checked and the rank and suit rules are met then both cards are discarded. If unchecked then only the card dragged is discarded.

Can Play To Empty Space
If checked then any card can be played here when the pile is empty.

Holds Discards/Scores
Very important. One and only one Discarder object must have this box checked. If 0 or 2 or more objects have this box checked then your game won't properly work.