

PentaBlox Help

Shareware version



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Introduction

PentaBlox is a puzzle based on a series of shapes described by Solomon Golomb, in his book Polyominoes, as pentominoes. Each piece or pentomino of the puzzle consists of an arrangement of five connected squares giving twelve unique pieces. With a total area of 60 squares these pieces can be arranged in a multitude of ways and can form rectangles of 6 x 10, 5 x 12, 4 x 12 and 3 x 20 squares as well as many other arrangements. The challenge of PentaBlox is to find as many solutions as possible for these rectangular arrangements. For instance the 6 x 10 puzzle has 2339 unique solutions!

Pentablox gives you the ability to save all your solutions to file and the program will also check each solution to see if it is unique.

Saving a solution
Identical solutions

Polyominoes by Solomon W. Golomb, Allen & Unwin, 1966

Moving the pieces

Below is a table of the keyboard and mouse commands that will rotate a selected piece. The selected piece is shown by a heavier outline. Users with a mouse can also quickly rotate a piece by using the speedbar.

Rotation	Keyboard	Mouse
90° to the right	Ctrl + R	Left button double click
90° to the left	Ctrl + L	Shift + left button double click
Flip	Ctrl + F	-
Mirror	Ctrl + M	Ctrl + left button double click

Key Commands

Key(s)	Function
Enter / Spacebar	Releases or picks up piece
Home	Moves the cursor to the lefthand side of the window
End	Moves the cursor to the righthand side of the window
PgUp	Moves the cursor to the top of the window
PgDn	Moves the cursor to the bottom of the window
Direction keys	Move the cursor
Ctrl + F	Flips the selected piece
Ctrl + M	Mirrors the selected piece
Ctrl + R	Rotates the selected piece 90° to the right
Ctrl + L	Rotates the selected piece 90° to the left
F1	Calls PentaBlox Help

Menu Commands

Solution Menu

Open:	Loads a previous solution. Open
Reset:	Resets the pieces to their default positions around the board.
Print:	Prints any solution obtained to the currently selected printer.
Printer Setup:	Chooses the printer options and page orientation required when printing your solutions.
Exit:	Closes PentaBlox.

Rotation Menu

Flip:	Flips the selected piece
Mirror:	Mirrors the selected piece
Rotate Left:	Rotates the selected piece 90° to the left
Rotate Right	Rotates the selected piece 90° to the right

Options Menu

6 x 10:	Select the 6 x 10 puzzle
Speedbar:	Show/ Hide the speedbar
Grid:	Show/ Hide the grid

Help Menu

Index:	Go to the main index
Using Help:	Find out how to use the help system
Registration:	Register your copy of PentaBlox

Open (Solution Menu)

Loads a previous solution.

Dialog Box Options

Solution No: Enter the number of the solution to be loaded. This value can be any number between one and the total number of solutions displayed by the dialog box.

Using the mouse

Action	Function
Depress the left button	Selects and picks up piece
Drag the mouse	Moves the selected piece around the window
Release the left button	Releases the piece
Left button double click	Rotates the selected piece 90° to the right
Shift + left button double click	Rotates the selected piece 90° to the left
Ctrl + left button double click	Mirrors the selected piece

Using the speedbar

The speedbar provides a quick way of rotating the pieces using the mouse. To rotate the selected piece just press the required button. If a rotation has no effect on the piece then the corresponding button is inactivated. The speedbar can be moved anywhere in the main window and can be shown or hidden.

System Menu

- Move: Enables the speedbar to be moved.
- Hide: Hides the speedbar. The speedbar can be made visible again by using the Speedbar command in the Options menu.
- Help: Produces this help information

Buttons



Flips the selected piece



Mirrors the selected piece



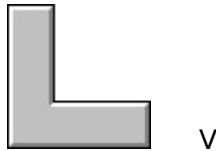
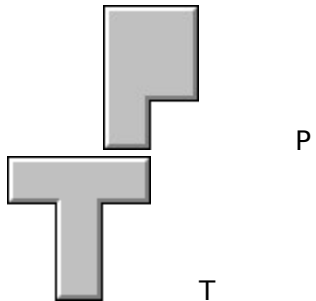
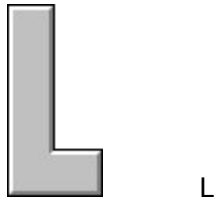
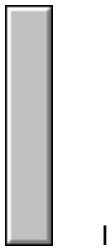
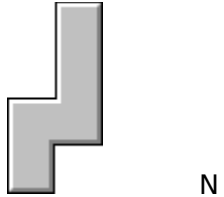
Rotates the selected piece 90° to the left

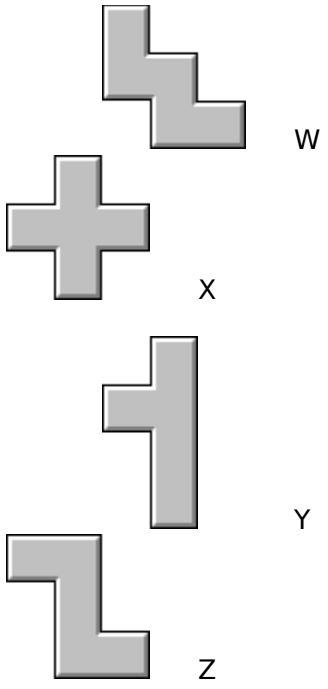


Rotates the selected piece 90° to the right

Pieces

There are twelve pieces used in PentaBlox and each piece can be compared with a letter of the alphabet.

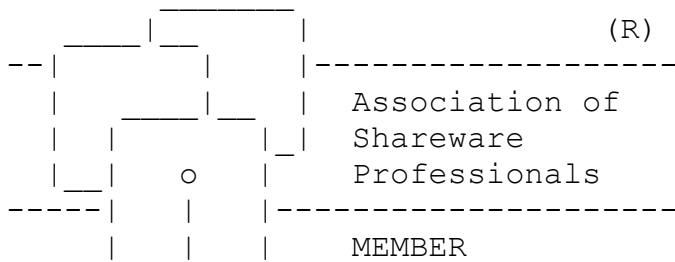




Registration

This program is shareware and is **not** free. After an evaluation period of 30 days you must register this program or discontinue using it. To register this program either print out and fill in the [Registration Form](#) and send it along with your registration fee or for users in the U. S. follow the instructions in [U. S. registrations](#). You will then receive the registered version of the program including the 5 x 12, 4 x 15 and 3 x 20 puzzles. You will also receive notification of upgrades and be entitled to mail and telephone support.

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.



Registration Form

PentaBlox v1.01, Copyright © Aquila Software, 1992 - 94

This form can be sent to your printer using the File | Print Topic command. Users in the U. S. should ignore this form and follow the instructions in [U. S. registrations.](#)

_____ copies of **PentaBlox** at **£12** (12 pounds sterling) each _____

Shipping and handling charge of **£2** for orders outside Europe _____

Total _____

Send your cheque/ Eurocheque/ money order for the above total, made payable to "Aquila Software", to:

Aquila Software,
P O Box 137,
Tunbridge Wells,
Kent,
TN4 0YN,
United Kingdom.

Name: _____

Address: _____

Town/City: _____

County/State: _____

Country: _____

Postal/Zip Code: _____

Telephone: _____

Disk Size: 3.5" 5.25"

Where did you obtain PentaBlox?

Comments: _____

Identical Solutions

A solution is considered identical if it is a rotation or mirror image of an existing solution. For example the four following solutions to a 3 x 5 problem would be all be considered the same solution to the problem.



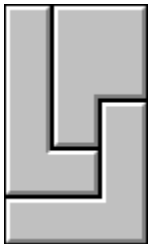
Solution



Rotation



Mirror Image



Mirror Image

Saving a solution

Once a solution has been obtained you have the option to save the solution to file. If you decide to save to file then the solution is checked to see if any identical solutions have been previously saved. For the 6 x 10 puzzle the solutions are saved to the file PENTABLX.610 in the programs working directory.

U. S. Registrations

To register PentaBlox in the U. S. please do the following:

- 1) At your local Post Office ask for an authorization to issue an International Money Order for **\$20**.
- 2) Put your own name and full address on the front of the form.
- 3) On the back of the form put the following in the Payee's box

Trevor Poile,
Aquila Software,
(PENTABLOX 3) **or** (PENTABLOX 5)
PO Box 137,
Tunbridge Wells,
Kent TN4 0YN,
United Kingdom.

The part in brackets is important as it lets me know what program you are registering and your preferred disk size. Alternatively the part in brackets can be entered as the 'purpose' on the money order.

- 4) Mail the completed form to

International Money Orders,
Box 14964,
St. Louis,
MO 63182 - 9421

The money will be converted to U. K. pounds and sent to me. On receipt of your money I will immediately send you your registered version of PentaBlox.

Write PENTABLOX 5 if you want to be sent your registered version on a 5.25" disk.

Write PENTABLOX 3 if you want to be sent your registered version on a 3.5" disk.

