Helpindex of Yet Another Tetris

This chapter gives you an overview of available help topics. The entries are sorted in alphabetical order within each chapter. Use the scrollbars to scroll to entries which are not shown.

To learn how you use **Help**, press **F1** or choose **Help On Help** in the **Help Menu**.

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Used Short Cuts

Key(s)	Function
F2	Starts a game with current settings.
Shift-F2	Stops a game.
Ctrl-F2	Pauses a game.
F3	Toggles between traditional and level orientated game.
Alt-F3	Toggles figure shadow below playground on and off.
Shift-F3	Enter field metrics in level orientated game.
Ctrl-F3	Enter starting <u>level</u> in level orientated game.
Alt-F8	Shows About window of Yet Another Tetris.

Game Keyboard

Key(s)	Function
Cursorkeys	Left and Right will move the falling figure one block to the left or right, respectively.
	The Up key turns the figure 90 degrees counterclockwise, the Down key 90 degrees clockwise.
Space	Is the figure well placed, it can be dropped by pressing Space.
Esc	Aborts the current game.

Commands of Yet Another Tetris

To receive help to a special command, please choose the corresponding menu.

Commands of Game Menu

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        Stop
        Pause
        Change Figures ...
        Quit

Commands of View Menu

        Highscore
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Commands of Edit Menu

        Figures

Commands of Options Menu

        Traditional
        Shadowing
        Fieldmetrics ...
        Levels ...

Commands of Game Menu

Start

Starts a game with current settings.

Stop

Stops a game.

Pause

Pauses a game.

Change Figures ...

This command lets you enter a new <u>figure script</u>, which will re-define the figures.

Quit

Exits Yet Another Tetris.

Commands of View Menu

Highscore

Shows you the highscore table.

Figures

Shows you the current figures in the Figure Viewer.

Commands of Edit Menu

Figures

Starts the Figure Editor.

Commands of Options Menu

Traditional

Toggles between <u>traditional</u> and <u>level orientated</u> Yet Another Tetris.

Shadowing

Toggles shadow of figure below the playground on and off.

Fieldmetrics ...

Lets you change the <u>playground's size</u>.

Levels ...

Let you change the starting level.

Figure Viewer

The Figure Viewer lets you have a look to figures of a <u>figure script</u>.

Figure

> The current figure is shown here.

Next Figure

> This will show you the next figure. Pressing this button on the last figure will show the first one.

Previous Figure

> This will show you the previous figure. Pressing this button on the first figure will show the last one.

Turn

> This will turn the figure 90 degrees counterclockwise. Other shown figures will be shown with this turn state.

Others

> This field shows additional information of the figure.

> **Bitmap:**

> Name of block which is used by this figure.

> **First occurency in level:**

> This number specifies the level in which the figure firstly is shown. In traditional game style, where no levels exist, all figures with a first occurency in level 1 will be used.

> **Points:**

> These are the points the figure give in the game.

What's all about?

The goal of the game is to make as many points as you can by building full lines with falling figures. Each completed line is deleted and all blocks above will drop down that line.

The falling figures can be moved to the left and right, or they can be turned 90 degrees counterclockwise or clockwise, respectively, to make them fit. Each figure and each completed line give a lot of points.

Copyright

Copyright (c) 1991 by Peter Mueller

Yet Another Tetris is public domain, i. e., feel free to give copies to your friends, mommies, daddies, neighbours, and enemies. **But**:

> I don't give any warranty of correctness nor do I accept responsibility to anyone for the consequences of using it.

Tetris was originally designed and programmed by Alexey Pazhitnov and Vadim Gerasimov.

Scrollbar

A bar at the right edge or at the bottom of a window, in which the whole content cannot be shown. Each bar consists of two scroll arrows and a scroll field which you can use to show you the missing content.

Figure Script

A file with usually an extension of .FIG. In such a script all figure shapes are defined.

Traditional Yet Another Tetris

The speed of the falling figures gets faster and faster. The only goal is to play a long long time.

Level orientated Yet Another Tetris

In each level you have to puzzle a well defined number of lines to get to the next upper level. Well, some levels put obstacles in your path to the highest level.

Fieldmetrics

A dialog box opens in which you can enter the width and height of the playground. The width must be in a range from 6 through 29, the height must be in a range from 6 through 22.

Highscore Table

This table shows you the best players. Each entry consists of name, reached score, reached level, date of play and a player's motto.

Helpindex of Figure Editor

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General

Editor's Layout

Commands

Commands of File Menu

Commands of Figure Editor

To receive help to a special command, please choose the corresponding menu.

Commands of File Menu

      New
      Open ...
      Save
      Save As ...
      View
      Quit Editor

Figure Editor

This editor allows you to change and to create new figure scripts. You can add, delete, and modify a figure, or you can change its block colors, its points, and first occurency level. For more information on how you edit a figure script, move to Figure Editor's Index.

Available Bitmaps

Yet Another Tetris comes to you with the following block bitmaps:

Name

redblock
blueblock
yellowblock
greenblock
grayblock
lgrayblock
magentablock

Figure Editor's Layout

Bitmap Enter the <u>name of the bitmap</u> for the current edited figure.

Level Enter the level at which the figure should first occur.

In the middle of the editor screen are four edit fields. One for the figure not turned, one for the figure turned once, one for the figure turned twice, and one for the figure turned triple times. Each field consists of three parts:

Edit fields A 4x4 matrix in which each field represents one block. Clicking on one field will toggle the state from blocked to unblocked, or vice versa.

View field The current shape is shown below the edit fields. If no valid bitmap is mentioned (or could the bitmap not be found) the figure blocks are simply black squares.

Points Here you have to enter the amount of points which this shape is given in the case of placing it in the game.

On the right there are three edit and two move buttons:

Add Adding a new figure to the <u>figure script</u>. This figure will be the last one. After pressing this button, the last (i. e. the new figure) will become the current one.

Delete Deletes the current figure. **Caution**: I have no undo function, yet!

Wipe This deletes only the content of each figure description field.

Next This brings you to the next figure. Pressing this button on the last figure will bring you to the first one.

Previous This brings you to the previous figure. Pressing this button on the first figure will bring you to the last one.

Commands of File Menu

New

Starts creation of a new figure script.

Open ...

Opens a figure script for modifying.

Save

The current figure script is saved.

Save As ...

Before saving, rename the current figure script.

View

Starts the Figure Viewer.

Quit Editor

Exits the editor. If the figure script has been modified but not saved, you will be asked for a confirmation.

Bitmap

A little definition of a picture. In Yet Another Tetris a figure consists of one or more blocks. By changing the name of a figure's bitmap you can change the representation of its blocks.