

Edit Features

Speed

"Curling for Windows" was written on a 20 megahertz 386 machine, with no coprocessor. On this machine, the default speed setting appears realistic. However, on other machines it may appear too fast or too slow. Or, you may not care about realism, and may just want the game to proceed more quickly. For these reasons, the game has a speed control.

Actually, there are two speed controls, one called "Step Size", and one called "Display Rate". These two controls have slightly different effects on the game, although they have the same ultimate purpose. The "Step Size" of a rock is the distance a rock will travel before "Curling for Windows" recalculates the rock's position. The larger the step size, the faster the rock will travel. The smallest step size available is 1/16 foot, and the largest is 1/2 foot. The default is 1/4 foot. A smaller step size is recommended for a more realistic game.

The "Display Rate" is the number of steps that "Curling for Windows" will calculate before a rock is repositioned on the screen. A display rate of 1 will redisplay the rock every step. A display rate of 16 is the fastest rate available, and will redisplay the rock every 16 steps. Since updating the screen is a very slow process in Windows, A large display rate will speed the game significantly, but will make the rock move in a very choppy manner. Collisions between rocks are always displayed.

Colour Settings

The default colours for the rocks and rings are red and blue. To change the defaults, select the "Colours" option. Eight colour options will be displayed for each team. Colours can be selected with the mouse or the keyboard. For eight additional colour choices, click the right mouse button.

Manual Setting

For various reasons, you may want to reposition the rocks, or manually set the scoreboard. You may want to pick up an old game where you left off, or show someone a situation from a previous game. You may want to discuss strategy, or set up a trick shot, or practice a shot. Whatever your reason, the "Manual" setting is available.

With the manual setting on, any rock can be moved by setting the end of the broom over it, and clicking the left mouse button. As long as the button is held down, the rock will move with the broom. Releasing the button sets the rock in place. Even the next rock to be thrown can be moved. It can be found at the far right of the ice.

The scoreboard can also be edited. To erase the scoreboard, hit the space bar. To erase the previous end only, hit the backspace key. To set the score for team 1 to any number from 1 to 8, hit the appropriate number key from 1 to 8. Team 2's score will automatically be set to zero. To set the score for team 2, hit the zero key (team 1's score), followed by the appropriate number key from 1 to 8. To blank the end, hit zero twice.

To replace rocks where they were, select "Undo Rocks". To set the scoreboard back to its original values, select "Undo Score". To continue with the game, select "Manual" again. Once you choose manual again, you can no longer undo either the rocks or the score.

Play Area

This feature is one of the "Help" options. When "Play Area" is selected, a list of terms is presented. Each term identifies an area on the play surface. By selecting one of the terms, the corresponding area on the play surface is identified.

Types of Shots

This is another of the "Help" options. When "Types of Shots" is selected, a list of terms is presented. Each term identifies an expression used to describe a shot in Curling. By selecting one of the terms, a sample shot is displayed.