

slider

Joseph J. Carlson

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COLLABORATORS

	<i>TITLE :</i> slider		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	slider	1
1.1	Slider: Table of Contents	1
1.2	System Requirements	2
1.3	Program Description	2
1.4	Archive Contents	3
1.5	Program Usage	3
1.6	Score Display	4
1.7	Gadgets	4
1.8	Options Window	5
1.9	Keyboard	6
1.10	The Brain	7
1.11	Picture Restriction	7
1.12	ToolType	8
1.13	Hints	9
1.14	Bug Reports :(.	9
1.15	History	10
1.16	To Do	12
1.17	Also From the Author	12
1.18	The Author	13
1.19	Greets	14
1.20	Index	14

Chapter 1

slider

1.1 Slider: Table of Contents

SLIDER - Version 2.0 11-January-96

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, All Rights Reserved

This software IS freely redistributable as long as no files~in~the~archive are modified or deleted.~This program is SHAREWARE (sort of), if~you~use it and like it, you MUST send me an email
. That's~all,~that's~it... No money, just gratitude! :)

TABLE OF CONTENTS:

~SYSTEM~REQUIREMENTS~
~PROGRAM~DESCRIPTION~
~
~~~~~USAGE~~~~~  
~~~~~HINTS~~~~~  
~~~~~BUG~REPORTS~~~~~  
~~~~~HISTORY~~~~~  
~~~~~TO~DO~~~~~  
~~ABOUT~THE~AUTHOR~~~  
~~ GREETINGS ~~~

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## 1.2 System Requirements

### SYSTEM REQUIREMENTS

Requires Kickstart 2.0 or higher.

Any Amiga from A500 to A4000.

- If your machine has WB3.0+, the program asks the system for the video mode that most closely matches 640x480, 64 colors (VGA Productivity). This results multiscan if available, or Euro72, DblPAL, PAL hires-lace, etc... On ECS machines, this may even use your graphics card if made available to Intuition.
- With WB2.x, or if 64 color hires mode is not available, a 16 color hires-lace screen is opened in the default mode that the computer was booted in (NTSC or PAL).

For full speed and visual effect, I highly recommend use~on~AGA machines.

## 1.3 Program Description

### PROGRAM DESCRIPTION

Slider is a puzzle similar to those~little~number~slide~puzzles~we~have~all played with at one time~or~another.~This~version~features a~nice~high~res marble background with~embossed~wood~pieces.~The~size of~the~puzzle is~adjustable in width and~height.

The object is to move the pieces as quickly~as~possible~until~they~are in~numerical order. You move~pieces by pointing~to~the piece~you~want~to~move,~and pressing the left mouse button. If there~is~a~blank~space in~the~row or~column of the piece you click on.

Click here to see the  
archive contents.  
FEATURES

- Width and height are individually adjustable from 2 to 8 pieces.
  - Different graphics may be loaded in place of the default puzzle pieces. Standard IFF pictures may be used.
  - Sounds are in standard 8SVX format.
  - Best 5 times for the puzzle are shown.
  - The computer can solve the puzzle for you.
  - Sound allocation is system friendly. You can play tunes with your favorite mod-player while playing Slider.
  - Enhanced graphics for AGA users or WB3.1 users with graphics cards.
-

- Preferences are saved as icon tooltypes.

## 1.4 Archive Contents

THIS ARCHIVE INCLUDES:

```

README                - Aminet/BBS description file
Slider.info           - The drawer icon.

Slider/
  Slider              - The game and its icon
  Slider.info
  Slider.guide        - This text and its icon.
  Slider.guide.info

Slider/graphics/     - Drawer for graphics files
  Display_AGA.ilbm    - Graphics for game (32 color)
  NumberedTiles_32.iff - Default Tile graphics (32 color)
  Display_ECS.ilbm    - Graphics for game (8 color)
  NumberedTiles_8.iff - Default ECS tile graphics (8-color)

  Summer_8.iff        - 8 color picture (*)
  Teddies_32.iff      - 32 color picture (*)

Slider/sounds/       - Drawer for sound effects
  Beep.8svx
  click1.8svx
  click2.8svx
  crump.8svx
  Win.8svx

```

(\*)The original 256 color "royalty free" digitized pictures can be found on the VISIONS (July 94) CD from Walnut Creek CDROM.

Additional graphic images are available separately to keep this archive at a reasonable size.

## 1.5 Program Usage

### INSTALLATION

This archive decompresses into its own drawer. Just~copy~or~move~the~drawer and its icon into~whatever directory you want to~keep~it~in~(simple).

### PROGRAM USAGE

To run, just double-click its icon. Slider will display a~scoreboard

,~

---

the puzzle, and some gadgets  
 . ~Clicking on the SHUFFLE gadget~  
 will reset the clock to 0 and shuffle the puzzle pieces. Just select~  
 with the mouse which piece you want to slide and that piece will move  
 (if it can). The clock starts when the first piece is moved. The clock  
 will stop when the puzzle is back in numerical order. Your time and  
 number of moves will be recorded in the high scores display.

All gadgets on the main screen have  
 keyboard shortcuts  
 .

When a puzzle is solved, the blank space is filled in with the last piece~  
 to show you the completed picture.

Slider may also be run from a shell. Just type its path if its not in your  
 current directory and name. Slider does not take any arguments from the  
 command line.

#### Main Screen Gadgets

Score Display

Keyboard

Options Window

ToolTypes

## 1.6 Score Display

### THE SCORE DISPLAY

The large green display is the time elapsed (accurate to 1/10th  
 of a second) with the smaller green numbers being the size of the  
 puzzle and the number of moves made.

The red displays underneath the green ones indicate the  
 last 5 quickest scores for solving the current puzzle. This table  
 is cleared whenever a new size puzzle or different picture is  
 selected.

A character is displayed to the left of the moves count  
 to indicate what mode the game is in. A "C" indicates the computer is  
 solving or has solved the puzzle. A "P" indicates the game is paused.

## 1.7 Gadgets

### MAIN SCREEN GADGETS



There are 6 gadgets above the score~display.~Keyboard~shortcuts~are~also~shown. They are:

- QUIT: Q - Quits the game. (Imagine that... :)  
or <Esc>
- OPTIONS: O - Opens the options window for adjusting  
game parameters. (See  
THE~OPTIONS~WINDOW  
page.)
- PAUSE: P - Stops the clock until another piece is  
moved or PAUSE is clicked again.
- SOLVE: S - Signals the computer to solve the puzzle  
for you! (Clicking it again will put the  
game in PAUSE mode so you can finish it.)  
Note that if the computer does not attempt  
to solve an incomplete puzzle, then the  
puzzle is unsolvable.
- HELP: H - Display what the finished puzzle looks like~for  
or <Help> 2 seconds. This is very helpful with~pictures  
that don't have numbers.
- SHUFFLE: - Shuffles the pieces around and resets the clock  
<spacebar> to 0. The clock starts when you move your first  
piece. The larger the puzzle, the longer the  
shuffling takes.

## 1.8 Options Window

### THE OPTIONS WINDOW

This~allows~you~to~customize~the~puzzle.~The~gadget~descriptions~and  
keyboard~short~cuts~are:

PUZZLE SIZE: <W>,<H> - You can select any combination of width  
and height (from 2 to 8) for the number of puzzle pieces.

VISIBLE SHUFFLE: <V> - When checked, you get to~watch~the~pieces  
get shuffled on the screen. If not checked, the~new new puzzle will  
appear instantly when SHUFFLE is is pressed.

ALWAYS SOLVABLE: <A> - This determines what method is used to  
shuffle the pieces. If checked, the computer will start with a solved  
puzzle and then randomly move the pieces around. The number of moves  
depends on the size of the puzzle.

When this is~not~checked,~the~computer~will~start with an empty puzzle  
and~drop~pieces~in~random places in the puzzle. This~is~very~quick,~  
but the resulting puzzle may not always be solvable.

QUICK SOLVE: <Q> - This selects what speed the

---

computer  
will solve a puzzle. When checked, it solves it as fast as it can ←  
(up to  
60 moves/sec.) If left unchecked, the computer will solve the puzzle  
no faster than 10 moves/second.

NUMBERS: <N> - When this is checked, the program will add a  
number to each piece indicating the order of the puzzle. This makes  
solving pictures much more simple.

GRID LINES: <G> - Selecting this will cause slider to add shine  
and shadow lines to the puzzle pieces to make each piece stand out  
more.

FILENAME: <F> - The text gadget allows for entering the name of  
an IFF picture to load for the puzzle pieces. The File requester  
gadget is there to pop up an ASL file requester from which the file  
can be chosen. (See  
Picture~Restrictions  
.)

TILETYPE: <T> - This MX gadget let's you specify what order the  
pieces should be shown in. If the picture file chosen has numbered  
pieces such as the default 'NumberedTiles\_xx.iff' file, then 'Numbers'  
should be selected. If the file is just a picture, then choose  
'Picture'.

\* When a new file is entered, this gadget will set itself to  
'Numbered' if the filename starts with the letters 'num'. Otherwise  
'Picture' will be selected.

SAVE: <S> - This saves your options to Slider's icon as  
ToolTypes

If the Slider icon is missing, one will be created using the image of  
your default tool icon.~~These~saved~settings~will~still~be~there next  
time you run Slider.

USE: <U> --This~uses~your~current~settings~without~saving~them!

CANCEL: <C> - This returns you to the puzzle, ignoring any new settings.

## 1.9 Keyboard

### THE KEYBOARD

You can also move the puzzle pieces by using the cursor  
keys~or~numeric~keypad keys. This will move~the piece that is on the  
side of~the~blank~space that you point to. (?) For example, if you  
press~UP, the~piece~up~above the blank space will move. A little  
confusing, but it really~hurts~to~play~this way. Just use the mouse, I  
am not responsible for~any~hand~injuries caused by anyone playing~this  
game with the keyboard.

Cursor key directions are reversible using the "KEYREVERSE=TRUE"~

```

tooltipe
in~the Slider icon.

```

All the gadgets on the main screen and in the Options window have keyboard~shortcuts. These are usually the first letter in ← the name of the gadget.

## 1.10 The Brain

### THE BRAIN

If you select SOLVE, the computer will solve each piece~in~order~until~it~reaches the bottom two~rows. It will then solve~the~last~two~rows~simultaneously from left to right. If the~puzzle~is~unsolvable,~then~the~computer will not even try to solve one~piece. The~fastest~that~computer is allowed to move normally is~once~every~Intuitick~(0.1~seconds).~Because the window doesn't get~every~intuitick~message, and~the~computer pauses in between move~sequences,~it's~time will~be slower than~10~moves a second. It's still faster than~I've~seen~anyone~play this, so I~had~no desire to speed it up until I was~curious at~just how fast it would~go.~Selecting the Quick Solve gadget in~the Options~window will allow~the~computer to solve the puzzle at full speed~(limited to~about~30~moves/second.)

## 1.11 Picture Restriction

### PICTURE RESTRICTIONS

The pictures you load as puzzle pieces must have no more than~32~colors~(8~colors ECS) and be at least~384x384 in size. They must also be~in~a~standard IFF ILBM form (which is what most Amiga programs~use).

I know it sounds like very few colors, but the scheme I am using to~keep~2~separate palettes on one~screen requires each palette be the~same~size.~There is no remapping done to the picture file being~loaded.~Still, a~lot~can be done with these few colors. And besides, Slider was~never meant~to~be a~picture viewer.

Any attempt to load a file that does not meet the requirements~will~result~in a requester telling you~the size and depth of the file~you~attempted to~load, and the size and depth you are allowed.

For those who feel too restricted by this, see the SCRDEPTH  
 tooltype.  
 .

## 1.12 ToolType

### TOOL TYPES

For those who need to know everything, here are descriptions of the  
 ToolTypes in the Slider icon:

|               |                                                                                                                                                                                                                                                                                                                             |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TILESWIDE=n   | n = width of puzzle in number of pieces (4)                                                                                                                                                                                                                                                                                 |
| TILESHIGH=n   | n = height of puzzle in number of pieces (4)                                                                                                                                                                                                                                                                                |
| VIEWSHUFFLE=x | x = TRUE: Shuffle is visible (default)<br>FALSE: Shuffle is hidden                                                                                                                                                                                                                                                          |
| SOLVABLE=x    | x = TRUE: Puzzles are always solvable (default)<br>FALSE: Puzzles may or may not be solvable                                                                                                                                                                                                                                |
| QUICKSOLVE=x  | x = TRUE: Computer solves puzzle as fast as possible<br>FALSE: Computer does <10 moves/sec (default)                                                                                                                                                                                                                        |
| KEYREVERSE=x  | x = TRUE: Reverse direction of cursor keys/joystick<br>FALSE: Use default directions (default)                                                                                                                                                                                                                              |
| GRID=x        | x = TRUE: Add shine/shadow lines to puzzle pieces.<br>FALSE: (default)                                                                                                                                                                                                                                                      |
| NUMBERS=x     | x = TRUE: Add text numbers to puzzle pieces.<br>FALSE (default)                                                                                                                                                                                                                                                             |
| TILETYPE=x    | x = NUMBERS Place pieces in numerical order. (default)<br>PICTURE Order pieces as a graphic window.                                                                                                                                                                                                                         |
| TILENAME=x    | x = full path and filename to the picture to be loaded<br>for the puzzle pieces. Do not use quotes, spaces are<br>ok. Partial path names will be considered as being<br>relative to the directory that Slider is located in.<br>(default is graphics_aga/NumberedTiles_32.iff or<br>graphics_ecs/NumberedTiles_8.iff)       |
| SCRMODE=x     | x = a hexadecimal ModeID describing what screen mode to<br>open Slider in. To force Slider to a 15kHz mode,<br>use 19004 for NTSC hires-lace (29004 PAL).<br>The screen must be at least 640x400 in size.<br>Default is 0 which instructs Slider to use the<br>mode that most closely matches a VGA productivity<br>screen. |
| SCRDEPTH=x    | x = depth of game screen (4-8). This will allow you<br>to load pictures with more colors. Note that the                                                                                                                                                                                                                     |

maximum number of colors in a loaded picture will be half the number of colors on the screen. The default is 6 for AGA (4 for ECS) which gives a fair number of colors on standard machines while retaining fast speed.

Below this, if a tooltip reads "\*\*\*DON'T~EDIT~THE~FOLLOWING~LINES!!\*\*\*" then all the remaining tooltips that follow are a description of an icon image for use under Nicola Salmoria's NewIcons system.

\* If any of the Tooltypes are set to unreasonable values (ie. bad screen mode), Slider will fall back to the default value for that option.

## 1.13 Hints

### HINTS

Just hold the mouse button down when moving pieces. Your mouse button probably won't last long if you click it once every move. It's about 1000 moves to solve an 8x8 puzzle (I had to replace my left mouse button before I realized I should put this feature in.)

If you get stuck on one piece, press SOLVE to see how the computer puts it in, then press SOLVE again to stop the computer and finish the puzzle yourself. Read "

THE~BRAIN

" section to see

what order the computer solves the puzzle in.

If you activate another window to check on something else running on your Amiga, Slider will pause the clock and wait for you to you reactivate the Slider window.

Should Slider come up on a garbled screen, it's probably opening it in a mode that you have a "monitors" file for that your monitor does not support. Either remove the offending monitor file from your "devs:monitors/" directory or use the SCRMODE

tooltip

to force Slider to a specific

mode that your monitor does support.

## 1.14 Bug Reports :(

### BUG REPORTS:

I try my hardest to make sure all my programs are completely bug-free. I use an A4000 and nothing irritates me more than downloading a game that doesn't run on this machine. I test all my software on the A4000 as well as on an Amiga 500, trying every combination of

options~possible,~running~other~programs at the same time, and using up LOTS of run~time. I~can now~solve these puzzles almost as~fast as the computer (err...~with~Quick Solve~turned off that is.) If you find a bug, PLEASE let~

me

~know!!!~If I don't~know about it, I can't

fix it. Quality is very~important to me.

If you have any problems running Slider, please send information about~your system (model/memory/cards/WB version) and what led to the problem.~Also state what error messages Slider gave. I will try to fix the problem~and get a patch to you ASAP.

I would like to thank

all~those

who reported bugs and/or emailed

comments to me regarding~previous versions of Slider.

## 1.15 History

### HISTORY

VERSION 2.0 11-Jan-96

- Made TileType selection automatic based on filename. If the first 3 letters of the filename are "Num" then 'Numbers' will be selected, otherwise 'Picture' will be selected. The automatic setting can be manually overridden.
- Added SCRMODE and SCRDEPTH tooltypes for those who want more.
- When using 'Picture' tile type on a puzzle with a size smaller than 8x8, the pieces closest to center of the picture are used.
- Slight modification to display graphics.

VERSION 2.0 Beta 19-Dec-95

- Updated docs and translated them to AmigaGuide format.
- Slider now sets its process name (used to~be~'Background\_Process').
- Audio routines rewritten from scratch to be more~system~friendly.~Runs with as many channels it can get. Behaves nicely with other audio device friendly programs like DeliTracker. Will run without audio if all channels stolen or not available.
- Sound file separated into individual 8SVX files.
- Palette fade routine is now done with an interrupt for a real smooth fade.
- Added to config window:
  - Filename & requester for loading custom tile graphics.
  - Tile graphics type - Tiles may be numbered, or a picture.
- Due to requesters eating up graphics where title bar should~be,~a~real title bar was added.
- Computer Solve no longer attempts to solve unsolvable puzzles.
- Removed HighPriority option, added Quick Solve Option.
- Added Config loader/saver (uses icon tooltypes)
- Separated Display & Tile graphic files. The AGA pictures are now 32 colors each, and completely independant of each other. ECS pictures are only 8 though... (8+8 = 16).
- Added Images to gadgets on main screen.

- Score Table now indicates best times for that puzzle.
- Added 'Lines' option to add shine and shadow lines to tiles.
- Added 'Numbers' option to add numbers to tiles (nice for pictures).
- The 'Blank' tile is now contained in display graphics to make its colors independent of the tiles picture.

Version 1.09 18-May-95 (not released)

- The palette of the mouse pointer is now read from the workbench screen on AGA machines instead of being fixed to my colors. (non-AGA machines didn't have this problem to begin with...). If you make your own Slider graphics, don't use colors 17, 18, or 19 because the palette for these 3 colors are now defined by the user's pointer prefs.
- Changed fade routines to take advantage of AGA palette resolution.
- Optimized loading routines to not use OpenFromLock() which failed if XFH was used.

Version 1.08 29-Apr-95 (not released)

- Bug report indicated that when Slider was opened on a screen with overscan width settings > 640, Slider would PAUSE when selecting pieces on the far right (8x8 puzzle). Yep, I didn't intend for Slider to open to the text overscan settings. Although the rest of the code supports this, the backdrop window was opening to a fixed width (640). Now the window opens to the same width as the screen.

Version 1.07 06-Apr-95 (final public release before 2.00)

- V1.06 proved not to work with ECS and WB3.1... Screen setup routine is now completely rewritten. It checks GfxBase directly for chip set and default display mode. With AGA chipset, Slider asks system for best mode available (64 colors). With non-AGA chipset, Slider opens a hi-res lace screen in the mode the computer was booted in (NTSC or PAL). Should work with all Amigas 500-4000, WB 2.0-3.1, OCS/ECS/AGA Chips.

Version 1.06 31-Mar-95

- This time I really fixed the A3000 problem (at least with WB2.1).... Thanks go to Mike Nelson for testing and quick bug reporting!

Version 1.05 26-Mar-95 (wish it was not released)

- Thought I fixed problem when running on an A3000, but I made it worse. Seems OpenScreen() would open a Productivity screen in 4 colors even though I specified 64!

Version 1.04 13-Jan-95

- Added Pause/Computer indicator (the P or C on the LED display).
- Added ability to move more than one piece at a time. Now if you click on any piece that is in the same row or column as the empty spot, all the tiles in between will move.
- Touched up AGA graphics to give more depth to LED display and to smooth marble background.
- Rewrote shuffle routine to be more thorough and efficient.
- Added version number into config window titlebar.
- Error messages now appear in requesters.

Version 1.03 29-Oct-94 (not released)

---

- Added internal loading routines for IFF files~eliminating~the~requirement for "iff.library". This also eliminated any need for~access~to~iff files after gamescreen is loaded.
- Computer now stops trying when it cannot solve a puzzle.

Version 1.02 27-Oct-94 (not released)

- Added busy pointer/ghosted gadgets for when window was busy shuffling tiles or during Config mode so that multiple gadget hits (like on SHUFFLE) would have no effect.
- Now recognizes earlier Kickstarts and alerts you if your not using at least WB 2.0

Version 1.01 30-Sep-94 (not released)

- It is possible to flip screens, activating another window without releasing the mouse button (ala QMouse). Slider would therefore not receive the mouse SELECTUP message and let you move pieces even though you were no longer holding the button down.

Version 1.00 9/9/94

- First public release.

## 1.16 To Do

TO DO~

- Remap pictures to use as many colors as possible.
- Joystick control.
- Major graphics makeover. (I'm never happy ;)
- Selectable Screen Mode/Depth requester. (Tooltypes for now.)
- Selectable font for Options window and tile numbers.
- Get a job, a wife, and a life...
- New icon (for MagicWB & NewIcons) for Slider (it~would~make~life much easier if someone would to send me some nice ones ;^)
- Make the docs nicer.

If anyone out there would like to~show~off~their~icon~handy work for Slider,~please send them to me. I~will~gladly~consider~using~your MagicWB or NewIcons icon for use in~Slider!~(Of~course~I'll give~you~credit for it too!)

I would also appreciate any suggestions for sounds or graphics for the game as well...

## 1.17 Also From the Author

ALSO FROM THE AUTHOR

SliderAGAPics\_n.lha - Quality images modified for use with Slider in AGA mode.



SliderECSpics\_n.lha - Images prepared for Slider in ECS mode.

QMousePrefs - This program gives you a preferences window for adjusting any options for QMouse by Dan Babcock. Also includes icon for your WBStartup drawer so you don't have to modify s:User-Startup to use QMouse.

CARNAGE - An addictive two player game in which you must seek out and kill your opponent with the nastiest weapon you can find. This 2d split screen overhead scroller features high-res graphics, well thought out stereo sound, mazes, teleports, all kinds of weapons ranging from rifles to bazookas, and terrifying killer robots that seem to know your every move. Also features serial/modem link support for playing against a friend (or foe) who is only a phone call away. And you can type messages to each other in real time so you can express your true feelings about having a grenade tossed at you. Carnage is written by Randall Richards and Joseph Carlson.

----- Under development:

#### CP-3 CONTROL PAD ADAPTER:

We have a working prototype of a device which allows TWO Sega Genesis controllers to be plugged into ONE Amiga game port. Yes, that's two controllers in one port! This leaves your mouse free for use while playing 2-player games. This adapter also detects all the buttons on a "6-button" controlpad. Not only can you read directions, but also A, B, C, Start, X, Y, Z, and Mode buttons (and from both controllers plugged into one port! Our prototype has been tested and works on an Amiga 4000 and Amiga 500. (Hardware and software by Randall Richards and myself).

Any interested developers and programmers that think there could be a market for this, please contact us at my  
email  
or  
postal address.

## 1.18 The Author

### THE AUTHOR

Please send any comments to:

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                  or jcarlson@ecs.fullerton.edu  
      GENIE      -> J.CARLSON10

I appreciate any feedback you might have, such as suggestions or bug

reports.

Check out my other releases in  
Also From the Author.

## 1.19 Greetings

Thanks and greetings go to:

Randy Richards  
Dave Esposito  
Eric Elliot  
Mike Nelson  
Richard Hartmann  
Jon Peterson  
hresto  
Torge  
Henry Sopko  
Henrik Tikanvaara  
Peter Vsterlund (thanks for the 'sovable' test code)  
Paul Shandi  
Miles Dumble  
Peter Coates  
Matt Korsen  
Dene Brimmicombe-Wood

and to everyone else that contacted me with their thoughts about Slider.

## 1.20 Index

Index of slider.guide

Also~From~the~Author

Archive~Contents

Author

Brain

Bug~Reports~:(

Features

~

Gadgets~(Main~Screen)

Gadgets~(Options~Window)

Greetings

---

Hints

History

~

Installation

Keyboard

Options~Window

Picture~Restriction

Program~Description

~

Program~Usage

Score~Display

Slider::~Table~of~Contents

System~Requirements

~

To~Do

ToolTypes

---