



KON-MEIOperation Guide

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Operation

Object

Remove pairs of 144 tiles from the playing board until it is empty.

Load Arrangement

Arrangement of KON-MEI are *.kon files.

Select any one you like.

Unregistered user can play only a sample arrangement.

Remove tiles

Remove a pair of tiles from a board.

Removable tiles are need to clear two conditions as below

- Tiles has the left or the right edges
- No other tiles on the tiles.

Select a pair of tiles by mouse left-click.

Then decision is one more mouse left-click.

Cancel is mouse right-click.

When you can't remove tiles in a game, you may select one from 3 ways as below.

- Start over again
- Select other arrangement
- Go back tiles as you like

Right-click any tile you like, so tile pair are back to the board.

Menu

Show menu operation.

Hint

Show tiles that you can remove by yellow color or a red oblique line.

Mixing

Tiles are mixing random enough, when loading arrangement.

Tile pattern

Select tile pattern as your display resolution.

Default is the Chinese tiles. Faces and Japanese "HANAFUDA(flower card)" are provided as other tiles for SVGA.

Background color

Adjust red , green , blue color bar and change background color.

Tile moving speed

Large numerical number is fast. Adjust speed as your PC power.

Sound

Select Sound on-off and play wave file or not.

Making arrangement

Select when you make arrangement.

How to Play

Show help that you see now.

ID Entry

If you registered, you receive ID of KON-MEI.you need no upgrade fee.

Making Arrangements

Making Arrangements has two steps

Step 1 : Set position

Set tile position by white tiles. Click left button on the white tile , and drag any place you like , then mouse-button up , so tile position is fixed.

Move mouse to tile you need to remove, then click right button , then tile is removed.

All tiles are fixed, save file recorded tiles position. Write position name , designer , rank , if you need.

Step 2 : Make arrangement

Load position file made by step 1. Select tile in Tile pattern window by mouse click-left, then select a pair of removable tiles yellow colored by mouse click-left, and one more left-click for decision. Cancel is mouse right-click.

Repeat same operations until no tile on the board. When tiles is over ,save arrangement as file. Write your name and rank as attribute, if you need.

If you play the arrangement, you feel to change rank, select change attribute, then change it.

Design tiles

Tiles are made Bitmap file, so you can make it easily.

1. 48x66 size tile for SVGA, 28x38 size tile for VGA is recommended. Set tiles 9(horizontal)x4(vertical). So bitmap size is 432x264 or 252x152.
2. Under 256 color is supported.
3. Error message by using user made tiles as follows.
ERR01:Not Bitmap File = Not bitmap file is read.
ERR02:Out of Memory = Size is too large or not enough memory.
ERR03:Type mismatch = Load paintbrush and save it as bmpfile.
ERR04:Not support 24bit color now = change 256 color or below.
ERR05:Bitmap couldn't made = System error.
ERR06:Bitmap size error = Can't read bitmap file.
ERR07:Can't find Localheap = System error.

KON-MEI is the place name in CHINA