

## **ROCKS Help Index**

The index lists the Help topics available for the Rocks MicroApp. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

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## Using Rocks Keyboard Commands

Use the following keyboard commands with Rocks. For more information about the Windows keyboard, see Windows Help.

### Menu Keys

ALT+letter	Chooses the item on the <u>menu</u> bar that has the corresponding underlined letter. For example, in Windows Express ALT+F chooses the File menu.
Letter	Chooses the command on the drop down <u>menu</u> that has the corresponding underlined letter.
DIR KEYS	Moves between menu items.
ENTER	Chooses the selected menu item.
ESC	Cancels the selected menu. The drop down menu disappears.

### Dialog Box Keys

TAB	Moves to the right or down one option at a time.
SHIFT+TAB	Moves to the left or up one option at a time.
ALT+letter	Moves to the option which corresponds to the underlined letter in its name.
DIR KEY	Moves between selections within a group of options or moves up and down through the items in a <u>list box</u> or <u>text box</u> .
ALT+DOWN	Opens a drop-down list box
SPACEBAR	Selects an item in a list box, checks or unchecks a <u>checkbox</u> , or chooses the current selection in a group of options.
SHIFT+DIR KEY	Extends the selection in a list box.
ENTER	Executes all the currently selected options and list items in the dialog box.
ESC	Closes the dialog box without completing the command.

### Help Keys

F1	Displays the Help window, with the Help index for the <u>application</u> . If the Help window is already open, F1 takes you to the Windows Help Index.
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### Window Keys

ALT+SPACEBAR	Opens the Control menu for the <u>active</u> window.
ALT+F4	Closes the active window.
ALT+ESC	Switches to the next <u>application</u> window or icon.

## **"Scoring..." Command**

When you choose the "Scoring..." command, the Scoring box appears to tell you how points are scored in Rocks.

## **"Hall of Fame..." Command**

The "Hall of Fame..." command shows you the names and scores of the best Rocks players.

## **"Options..." Command**

Choose the "Options..." command to turn the Rocks sound effects on or off, and to save your score in the Hall of Fame.

Related Topics:

[Options Dialog Box](#)

## Options Dialog Box

Use the Sound Effects check box to indicate whether you want to hear Rocks sound effects. Use the Hall of Fame option if you want to record your best scores in the Hall of Fame. Press OK to confirm your choices or Cancel to cancel the "Options..." command.

Related Topics:

Options Command

## **"About..." Command**

The "About..." command window describes Rocks and lets you choose Help, if you need it.

## **Playing ROCKS**

You are a starfighter flying through an asteroid field. Your mission: to shoot as many rocks and enemy ships as you can without getting your own ship hit by an object. In each game, you have five ships and an unlimited number of missiles.

Better have a mouse or you're a goner!



## Rules

For each enemy ship you shoot, you get 100 points.

For each rock you shoot, you get 25 points.

You get 10 points for every parsec traveled.

Lose 100 points if you shoot a friendly ship.

Go through a Hypergate to add 100 parsecs (that is, 1000 points.)

## To start Rocks

Double click its icon, or choose Rocks from the MicroApp Manager menu.

## **Rocks Maneuvers**

**To launch a missile**

**To pause the game**

**To steer the ship**

**To increase speed**

Click the left mouse button.

Click the right mouse button.

Use the DIRECTION keys.

Press the 5 key on the numeric keypad.

## To enter your score

1. If you are among the top five Rocks players (and if you have set the "Hall of Fame for High Score" option), you will see a message box that asks you to enter your name when the game is over.
2. Type your name in the text box to add your score to the Hall of Fame and choose OK.
3. The Hall of Fame displays the names and scores of the top five players--and now you're among them!
4. When the next dialog box appears, choose YES to play Rocks again, or NO to close Rocks.

## **To view scores in the Hall of Fame**

1. Click the MicroApp Manager or Control menu to display the Rocks Menu.
2. Click Hall of Fame to display a list of players and scores OR click "Scoring..." to see how to score playing Rocks.
3. Click OK to return to the game.

## **Tips to increase your score**

When you see an approaching Hypergate, pass through its center.

Increase your parsecs by steering successfully through asteroid fields

When rocks appear in the center of the screen, avoid or shoot them.

Aim into an object's path when firing, instead of shooting right at it.

Be prepared for a short delay between the missiles you fire.

## **hypergate**

Astronomers have yet to unravel the mysteries of the hypergate. For a mere mortal like you, suffice it to say that each time you pass through one, you travel 100 extra parsecs and score an additional 1000 points.

**parsec**

An astronomical unit of measure equivalent to 19,200,000,000,000 or 3.26 light years. Each time you travel this incomprehensible distance, you get 10 points.



**active**

The window that will be affected by the next keystroke or command. If a window is active, its title bar changes color to differentiate it from other Windows.

**application**

A program used to accomplish a specific task, such as a word processor or spreadsheet.

**checkbox**

A small square in a dialog box that you can use to select an option. If the option is selected, the check box will appear filled in.

**click**

To press and release the mouse button to execute an action.

**clipboard**

A special Windows facility for transferring information from one application to another. When you cut or copy information from an application it goes into the clipboard. When you paste information, it is copied from the clipboard to the active window.

**desktop pattern**

A geometric pattern that appears on the desktop. Pattern filenames have the extension (.PAT).

**dialog box**

A special window that appears on the screen when a MicroApp or any other Windows application needs more information before it can carry out a command.

**direction keys**

The four arrow keys on the keyboard, used to move up, down, left, and right.



**directory**

A collection of files and/or subdirectories, that are stored in the same location on a disk.

**document**

A file created with a Windows or non-Windows application.

## **DOS search path**

A list of the directories where DOS and Windows will look for an application if it is not located in the current directory. The path can be set with the DOS path command, which can be placed in the AUTOEXEC.BAT file.

**double click**

To quickly press and release the mouse button twice in succession to execute an action.

**drop-down menu**

A menu displayed on the menu bar. When you select it, it drops down on the application window with a list of commands.

**executable file**

A DOS or Windows program file with the filename extension .EXE that contains the information necessary to run an application.

**filename**

The name of a document. A filename can have up to eight alphanumeric characters, plus an extension. An extension begins with a period and can have up to three additional characters. Normally, the extension indicates the type of file. For example, files with the extension .BAT are batch files.

**keyword**

An underlined word or phrase appearing in a Help description for which you can display a definition. Press and hold down SHIFT and ENTER to display its definition.



**list box**

A box within a dialog box from which you choose an item such as a file or directory name. Use mouse or DIRECTION keys to highlight items. If there are more items than can fit in the box at once, you can use the scroll bar to view the rest of the list.

**maximize**

To enlarge the active window or icon to fill the screen.

**menu bar**

The horizontal bar at the top of a window, which contains the names of the application menus. Use the mouse or ALT+the underlined letter key to drop down command menus.

**minimize**

To shrink the active window to an icon in the icon area of the desktop.

**non-Windows application**

An application that does not require Microsoft Windows in order to run.

**option button**

A small area in a dialog box that specifies whether or not the option is to be selected. The option is selected if the option button is filled in. To choose an option, click the button with the mouse or use the TAB key to move to the option and use the SPACEBAR to select it.

**overlap**

A way to arrange windows on the desktop, so that they partially cover each other.

**pathname**

The name and location of a file, including the filename, directory, and drive locations. A full pathname includes a drive letter followed by a colon (:), one or more directory names separated by a backslash (\), and a filename.



**PIF (Program Information File)**

A program information file. This is a special file created for non-Windows applications so that they can be run from Windows.

**scroll bar**

A bar which appears at the right side or bottom of the current window when the contents are not completely visible. You can use the scroll bar to move the contents of the window.

**text box**

A box within a dialog box where you type text, such as a filename.

**tile**

A way to arrange open windows on the desktop, so that they do not overlap.

**Windows application**

An application that requires Microsoft Windows in order to run and which takes advantage of the Windows graphical user interface.

