



Hypervisual Blockworks

The award-winning virtual building toy

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1. Description

Hypervisual Blockworks 1.20, the award-winning virtual building toy, scores high among kids and adults alike. Hundreds of carefully drawn blocks can be grouped in infinite ways, allowing endless model building possibilities in several scales. Many example models are included, ready to be loaded and modified, ranging from simple trucks suitable for small children to complex and highly detailed machines.

- Extremely simple to use and intuitive -- made with children in mind
- Use as many blocks you want from a set of 119 carefully drawn ones
- Runs on Windows 3.1, Windows 95, Windows 98 and Windows NT
- Absolutely free — no strings attached

See file WHATSNEW.TXT for details and more information regarding this release.

2. Instructions

Startup

When entering Hypervisual Blockworks, we recommend you to hide the window caption and menu bars by pressing the space bar or F10. Pressing the space bar or F10 again restores the caption and menu bar.

Model files

The included model files begin with a number to show the minimum required resolution, so 6 means 640 x 480, 8 means 800 x 600 and 1 means 1024 x 768 pixels. You can open models on a lower resolution; However, you won't be able to see the whole model. Please note that if you open a higher-resolution model and subsequently save the file you lose the remaining blocks forever. This means that if you open this newly saved model at a higher-resolution mode you will notice that some of the lowest and rightmost blocks are gone.

Building models

Building models is very simple: the most basic thing to know is that you can pick any block by clicking the block box and then click the workplace to leave it in the position desired.

Block layers

There are up to two block layers, so you can stack one block in front of another. The very first block in the block box is blank so you can use it as an "eraser" block for the front layer.

Text dialog

You can type some text to be displayed. The text position is specified in blocks, starting at the upper left corner.

Preferences dialog

You can opt to display a blank screen or to load a specific model on startup. The default is to load model WELCOME.BLW, but you can change this with the Browse button. When the "Warn when model is truncated" option is checked (the default), you'll be warned every time you attempt to load or save a model which was generated in a lower resolution. Uncheck this box if you don't want to display these messages.

3. Commands

<i>To:</i>	<i>Mouse/menu</i>	<i>Keyboard</i>
Select a block	Click the block box	
Paint with a block	Click or drag workplace	
Erase a block	Right-click or drag workplace	
Swap front/back block	Shift-click or drag workplace	
Erase background block	Shift-right-click or drag workplace	
Begin a new model	File, New	Ctrl+N
Open an existing model	File, Open	Ctrl+O
Save model	File, Save	Ctrl+S
Save using different name	File, Save As	Ctrl+Shift+S
Revert to last saved version	File, Revert	
Exit	File, Exit	Alt+F4
Edit text & text position	Edit, Text	Ctrl+T
Scroll model right	Edit, Scroll, Right	Right arrow
Scroll model left	Edit, Scroll, Left	Left arrow
Scroll model up	Edit, Scroll, Up	Up arrow
Scroll model down	Edit, Scroll, Down	Down arrow
Show/hide block box	Options, Show Bldng Block Box	Ctrl+B
Show/hide grid display	Options, Show Grid	Ctrl+G
Show/hide menus & captions	Options, Show Caption & Menu	Spacebar or F10
Call the Preferences dialog	Options, Preferences	Ctrl+J
Get help (open this file)	Help, Contents	F1
Get program information	Help, About	

4. Awards

- Finalist in the Strategy, Puzzles, Logic Games category in the ZDNet Shareware Awards 1998 (<http://www.hotfiles.com>)
- Editor's Pick Award in SoftSeek (<http://www.softseek.com>)
- Five stars (maximum) in ZDNet (<http://www.hotfiles.com>)
- Four stars (maximum) in Freeware32 (<http://www.freeware32.com>)
- Five stars (maximum) in Softseek (<http://www.softseek.com>)
- Reviewer's pick in ZDNet, jan 1998 (<http://www.hotfiles.com>)

5. How to contact us

Your suggestions, comments or questions are welcome. You can reach us at:

<http://hypervisual.com/blockworks>

Be sure to visit our web site and download the latest version. Have fun with Hypervisual Blockworks!

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