SmartMaze 1.0/1.1

Maze Generating Utility for Windows

User's Manual

SmartMaze 1.0/1.1 by Mike Purdy

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1.0   Introduction to SmartMaze

SmartMaze is a useful, easy to use maze generating utility program. It is designed to create high-quality mazes which are challenging and fun. Among the useful features found in SmartMaze, an initialization command allows the user to specify the dimensions of the maze to be built, thus enabling the user to determine the difficulty of the maze.   The user can also decide to have SmartMaze find the solution of the maze it has built. Then, after the maze is complete to your liking, SmartMaze will print it to whatever printer is set up as your default printer under Windows. It will even print the solution to the printer if you want it to.

On the technical side, SmartMaze is designed to create random style mazes which offer a challenge to any skill level. It creates path options which lure you from the final solution. It also randomly chooses to create multiple solutions. This allows for somebody to find possible shortcuts to the final solution. Even when SmartMaze shows you the solution, it may or may not be the shortest possible solution. Use it only as a guide if you get stuck. SmartMaze has been written with Microsoft Visual Basic and therefore requires the user to have the file VBRUN300.DLL in their windows directory. If you do not have this file and it was not distributed with the SmartMaze program, you can probably find it from wherever you downloaded this program from.

Please realize that SmartMaze is not meant to be free of charge to the user. It is distributed as shareware and requires the user to register its use. Please register this program using the registration information found in section 5.0. Also, please feel free to distribute/upload the shareware version (currently version 1.0) to bulletin boards, friends, or other places where shareware products can be found.

2.0   Installation

To install SmartMaze 1.0 on your system, go to your program manager window. From the File option, select Run. Type the drive and path where the SmartMaze files have been decompressed and then "Setup." Click OK.

Examples:

If you have decompressed the files to drive a or b, type

a:setup <enter> or b:setup <enter>

If you have decompressed the files to your c drive, give c: and the name of the directory to which you decompressed them. If your directory was called "SMtemp", type

c:/SMtemp/setup <enter>

The SmartMaze setup program will copy the necessary files into the directory "SMaze1_0" and will create a program group and program item for SmartMaze in your program manager.

Then, to start SmartMaze, just double-click the SmartMaze icon.

3.0   Commands and Features

3.1   Buttons

SmartMaze has several buttons in its main window which the user can utilize to build mazes. These buttons and a description of their use follows:

Make Maze - This is the button to click after you have initialized your maze and you are ready for SmartMaze to begin building it. Please note that you must initialize the maze using the initialize button, explained below, before you can ask SmartMaze to build the maze.

After the maze is complete, notice that the start is on the left side of the screen/paper and the finish is on the right side.

Initialize - This button allows the user to enter the dimensions of the maze to be built. It must be used before the maze can be built. The minimum dimensions for a maze are 4 "blocks" by 4 "blocks",   while the maximum dimensions are 118 by 118. Any combination of these dimensions can be used. For example, you can initialize a maze to be 23 "blocks" by 111 "blocks" if you wish. After you have decided on the dimensions, click the "Done" button and SmartMaze will take a few seconds to set up to build the maze you have chosen.

Although the maximum dimensions allowed by SmartMaze 1.0 is 118 x 118, the maximum dimensions allowed by your system will depend greatly on your systems available memory. If you find that you cannot build a "large" maze, try freeing up some memory by closing other windows which are not necessary at the moment.

Print - This button allows you to obtain a high-quality printout of the maze. When you click this button, SmartMaze present you with another window to ask whether you want the maze printed with or

without the solution. Then, regardless of your choice, SmartMaze will print your maze on the default printer set up for Windows. Note that you do **not** need to have the solution displayed on the screen in order to print it to the printer.

Solution - This feature displays a solution to the maze on the screen. It may not necessarily be the shortest solution (sometimes SmartMaze wants you to still try to find a shorter solution). The clarity of the solution for mazes with large dimensions depends on the graphics capabilities of your display and how it is setup under Windows. Note that you can still print the maze to the printer without the solution even if the solution is displayed on the screen.

Registration (Version 1.0 only) - Click this button to display information about registering SmartMaze or use the registration form in section 5.0 or this manual.

Help - Allows the user to get a quick description of the features of SmartMaze while using the program. Refer to this manual for a more detailed description of the features.

Exit - Click this button when you are done using SmartMaze.

3.2   Quick Keys
The quick keys found are found on the top of the SmartMaze main window. The offer the user a graphical means to access features of SmartMaze. They are very similar to the buttons mentioned above in that they complete the same tasks. But, they are just a little quicker to use. I recommend the user to experiment with these keys as it is pretty much self explanatory what they do.
The only quick key that does not have a button equivalent is the trash can which can be used to "trash" the current maze, thus clearing the maze screen.

4.0 Making A Maze
To begin making a maze, click the "continue" button from the opening window. You should now be in the SmartMaze main window. Click the initialize button. Use the arrows to determine the   dimensions of your

maze. When you are satisfied with the   dimensions, click done.
SmartMaze is now setting up to build the maze.

　　　　Next, after you are returned to the main window, click the "make
maze" button. SmartMaze now begins to build your maze. A   graphical
window will pop up showing you the amount completed.   Please
realize that the greater the dimensions of the maze, the longer it will take to
build.

　　　　After it is complete, inspect it. If you like it you may print it with or
without the solution. Have fun.

5.0   Registration

　　　　SmartMaze is a useful maze generation program. It is distributed as a
shareware program and is in no way intended to be free of charge to the user.
As with all shareware programs, you are given a trial period in which to test
out the program and determine its usefulness to you. Afterwhich, if you use
the program, you must send in a registration fee (explained below) to
become a registered user of the program. The trial period for SmartMaze is
fifteen (15) days.

　　　　To become a registered user of this program, you have two options:
1.　　　For a registration fee of $9.00, you will be registered and you can
keep the current copy/version of the program that you have.

　　　　This is a convenient way to register if you don't mind seeing this
window each time you use the program or if you don't want to mess with
erasing this version and installing the new version (as described below).
2.　　　For a registration fee of $12.00, you can be registered and receive
SmartMaze 1.1. A version of SmartMaze, which runs exactly as version
1.0, but does not display this screen or the "exit reminder" each time you use
it and does not have the registration control in the main window.

All registered programs will be sent on 3 1/2 disks unless otherwise
requested.

　　　　By registering, you agree to the following:
　　　　1. You will not attempt to reverse compile, modify, translate, or
disassemble SmartMaze in any way.
　　　　2. Mike Purdy disclaims all other warranties with respect to
SmartMaze, either implied or expressed.
　　　　3. Mike Purdy is in no way liable for damages, loss of profits, or any
related incidences due to the performance or use of SmartMaze. In no way

will Mike Purdy's liability claim exceed the registration fee paid by the user.

     4. I may upload SmartMaze version 1.0 to bulletin board systems, friends, etc., but I may not distribute version 1.1.

     5. Should you have any questions regarding this agreement, please send correspondence to me via mail.

PRODUCT SUPPORT:
     Only registered users can receive product support from me. To do so, please send a letter explaining the problem and any information you may be able to provide which may give a hint into the problem. Nonregistered users cannot receive product support.

     NOTE: Registered users using either of the two plans mentioned above will receive information about program updates, ordering information, and information on other programs written by me.

     TO REGISTER: Use the registration form found you printing the users manual or print a registration form from within SmartMaze by clicking the registration control button.

     PLEASE SUPPORT THE SHAREWARE CONCEPT. By rewarding the efforts of shareware programmers, you encourage us to continue developing high-quality programs at a fraction of the cost you would pay in software stores.

     ENJOY: I hope you find SmartMaze to be a useful, fun application program. Enjoy it!

SmartMaze Registration Form

Name _____

Phone # (optional) _____

Address:_____

_____

_____

Check the registration plan you have chosen (please refer to the users manual or the "About SmartMaze" window for a description of each)

( ) Plan #1 - I agree to pay a $9.00 fee to register the use of Smart maze and I will keep the current copy/version that I have.

( ) Plan #2 - I agree to pay a $12.00 fee to register the use of SmartMaze and I will receive version 1.1, which is similar to version 1.0, but does not have any registration reminders.

Your computer (brand, model, speed, etc.)_____

Your occupation _____

From where did you get SmartMaze? If from a BBS, please give the name and #.

_____

Comments/ideas for upgrades:

Agreement:

By signing, I agree to the terms of this registration form and the registration section of the user's manual. I understand that Mike Purdy is not responsible or liable for any loss of data or damage to my computer system either caused by SmartMaze or by the user. I also understand that I may distribute version 1.0 to BBS's and the like, as mentioned in section 1.0 of the user's manual, but I may not distribute version 1.1 to these places.

Signature_____ Date:_____

please mail to: Mike Purdy, PO Box 211, Endicott, NY 13761-0211