

# OOG, The Object Orientation Game

Version 1.1

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## What is OOG?

**OOG**, The Object Orientation Game, by MCM Productions is the first to present 4 different tiling puzzle games in a single shareware application. **OOG** challenges you to try and solve the tiling puzzles of **Tangrams**, **Pentominoes**, **Hexagons** and **Polyominoes**. Each of these games has the same set of features and is played using the same easy-to-use interface. Learn how to play one and you've learned how to play them all.

All of the puzzles found in **OOG** are solved by arranging a given set of shapes to completely overlay, or cover, a displayed puzzle outline. The solution to a puzzle must not, and will not, contain any overlap between these shapes. The shapes can be moved, rotated or flipped using simple mouse operations. After a shape has been moved, **OOG** automatically *snaps* it to its closest neighbor giving you perfectly aligned and connected shapes every time.

One of **OOG**'s most exciting features is the ability to create your own puzzles. These puzzles can then be saved to disk and exchanged with other users of **OOG**. Also, if you are having trouble solving a puzzle, you can ask for a hint, ask to see the solution, or you can save your progress on the puzzle so you can try again later. And when you finally find a solution to a puzzle, **OOG** recognizes it automatically and rewards you with a fanfare of raining confetti.

**OOG**'s built-in player progress tracking feature can be used to *remember* which puzzles you've solved for each game. **OOG** allows you to set the color of screen items and provides several different puzzle selection methods including Auto-Advance, Select By Number and Select By Picture. **OOG**, The Object Orientation Game, comes complete with a Windows Help file documenting all available features. The registered version includes over 300 puzzles.

Follow this link to [learn how to play OOG](#).

### Key Features

Here is a quick list of some of the major features of **OOG** and links to their descriptions.

- [Tangrams, Pentominoes, Hexagons & Polyominoes](#) all in a single application
- Automatically determines when you've found any [solution to a puzzle](#)
- Automatic [snapping](#), or alignment, of the game pieces to each other and the puzzle outline
- [Create your own puzzles](#) that can be saved to disk and exchanged with others
- [Save your progress](#) on a puzzle so you can [try again later](#)
- All [game play operations](#) are performed using a two or three button mouse
- [Player progress tracking](#) remembers which puzzles you've solved for each game
- Animated [hints](#) and [showing of the solution](#), even for puzzles you create yourself
- Ability to change the color of the [game pieces](#) and the [puzzle outlines](#)
- Puzzle selection methods include [Auto-Advance](#), [By Number](#) and [By Picture](#)
- A complete Windows Help file describing game play and all features (you're reading it!)

[MCM Productions](#) hopes you enjoy playing **OOG**. We enjoyed developing it for you!

## What are polyform puzzles?

The tiling puzzle games found in **OOG** are more commonly referred to as polyform puzzles by puzzle enthusiasts. The **goal of a polyform puzzle** is rather simple to understand. (It is usually the solution that causes all the problems.) Your goal is to arrange a given set of shapes to completely overlay, or cover, a given puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. Note that *many* polyform puzzles have more than one solution.

While the premise behind polyform puzzles may sound rather simple, finding the solutions can be very challenging...and *frustrating*.

The shapes, or game pieces, for a given polyform puzzle usually all have something in common. Each game piece is typically composed of one or more copies of a **base shape or shapes**. For instance, each game piece found in the Pentominoes polyform consists of a different combination of 5 equally sized squares. So the base shape for pentominoes is the square. Can you determine the base shape for the other polyforms found in **OOG**?

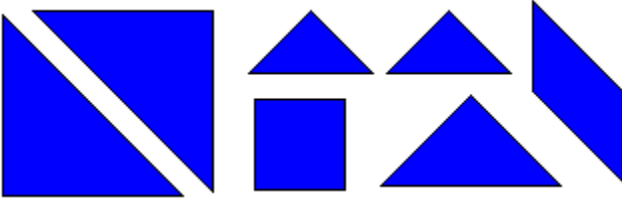
This version of **OOG** contains the following popular polyforms:

Tangrams  
Pentominoes  
Hexagons  
Polyominoes

[Learn How to Play OOG](#)

## The Tangrams Polyform

Tangrams is an ancient Chinese puzzle consisting of the 7 game pieces shown below.

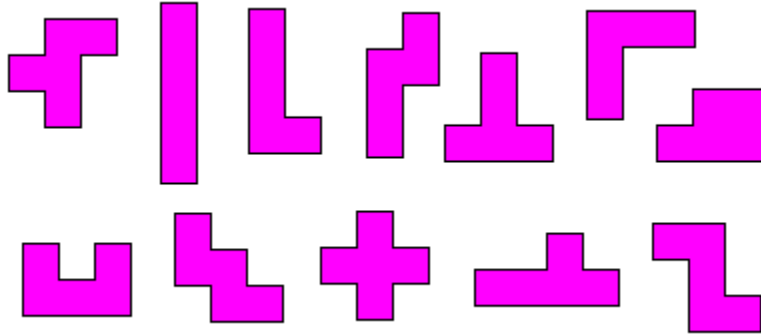


The base shape for Tangrams is an isosceles right triangle. The two smallest triangles are an example of the Tangrams base shape. All of the remaining shapes are formed by combining multiple copies of the base shape. The medium sized triangle, the square and the parallelogram are each composed of two of these small triangles. The large triangle is formed by combining two medium sized triangles or four small triangles.

The Tangrams polyform can be played via a selection on the [Switch Menu](#). Click here for a description of all the [polyform puzzles](#) found in [OOG](#) and follow this link to [learn how to play](#).

## The Pentominoes Polyform

Pentominoes is a very complex polyform consisting of the 12 game pieces shown below.

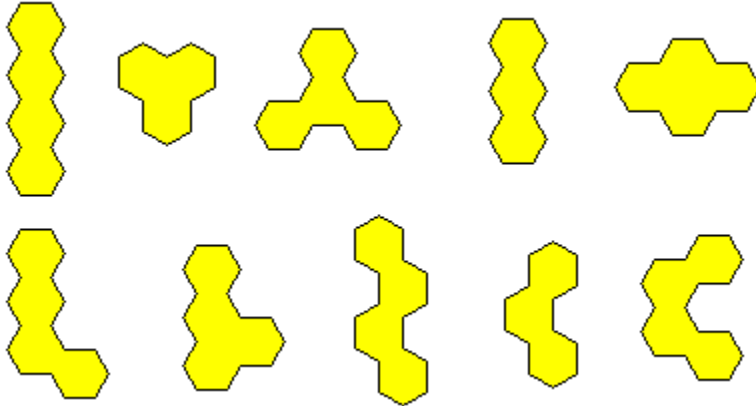


The base shape for Pentominoes is a square and the game pieces represent the 12 unique combinations for arranging a group of 5 equally sized squares edge to edge without duplication.

The Pentominoes polyform can be played via a selection on the [Switch Menu](#). Click here for a description of all the [polyform puzzles](#) found in **OOG** and follow this link to [learn how to play](#).

## The Hexagons Polyform

Hexagons is a very complex polyform consisting of the 10 game pieces shown below.

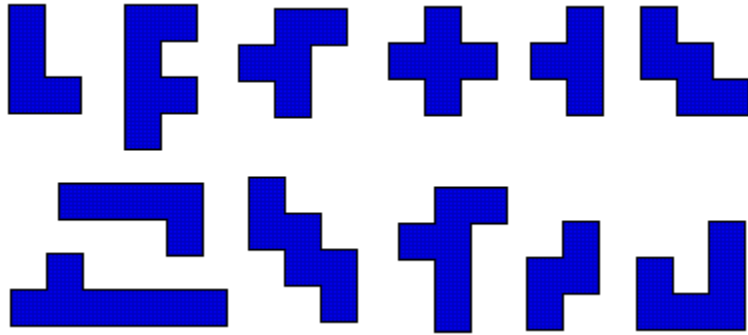


The base shape for Hexagons is, oddly enough, a hexagon. There are 3 game pieces consisting of 3 equally sized hexagons and 7 game pieces consisting of 4 equally sized hexagons.

The Hexagons polyform can be played via a selection on the [Switch Menu](#). Click here for a description of all the [polyform puzzles](#) found in [OOG](#) and follow this link to [learn how to play](#).

## The Polyominoes Polyform

Polyominoes is a very complex polyform consisting of the 12 game pieces shown below.



The base shape for Polyominoes is a square. Each game piece is formed by combining multiple equally sized squares edge to edge. The smallest game pieces consist of 4 equally sized squares while the largest is formed using 7 squares.

The Polyominoes polyform can be played via a selection on the [Switch Menu](#). *Note that this polyform puzzle is only available to [registered users of OOG](#).* Click here for a description of all the [polyform puzzles](#) found in [OOG](#) and follow this link to [learn how to play](#).

## How to play OOG

In order to solve the [polyform puzzles](#) presented by OOG, you must be able to manipulate the given set of shapes, or game pieces. There are only three operations necessary for performing this task and all are performed using either a two or three button mouse. Note that you will be using these exact same operations when you [create your own puzzles](#).

For each of the shape operations listed below, the **cursor must be inside** the shape you wish to manipulate prior to starting the selected operation. A detailed step-by-step explanation of each of these operations is given below.

Shape Operation	Mouse Operation
Move a shape	Left Button Click + Drag
Rotate a shape *	Right Button Click + Drag
Flip (or mirror) a shape **	Left+Right Button Click

\* Rotating can be configured to work using just a single right button click. See below.

\*\*This operation can also be performed using the middle button of a three button mouse.

Upon completion of any of these operations, OOG makes a decision about where you were attempting to place the shape and automatically *snaps* the shape to its closest neighbor. Once snapping is complete, OOG checks to see if the puzzle has been solved. If the puzzle has been solved...well, you'll see.

Follow this link for more information about [solving of puzzles](#).

Follow this link if you're interested in learning more about the [OOG snapping algorithm](#).

### Moving a Shape

Perform the following steps when you wish to move one of the game pieces:

- place the mouse cursor over the shape you wish to move
- press and hold the left mouse button
- *the shape will change to an outline*
- drag the shape outline to the desired location
- release the left mouse button
- *the shape will change back to being filled-in*

### Rotating a Shape

Depending on how you've [configured the rotate operation](#) for the current polyform, rotating a game piece is performed using one of the following two procedures:

#### Procedure #1 - Right Click and Drag

- place the mouse cursor over the shape you wish to rotate
- press and hold the right button
- *the shape will change to an outline*
- *the point of rotation will be highlighted by a small circle on the shape*
- *the cursor will change shape to indicate how the mouse should be moved*
- move the mouse in a circle about the point of rotation on the shape
- *notice how the cursor changes shape as you rotate to help guide you along*
- release the right mouse button
- *the shape will change back to being filled-in*

#### Procedure #2 - Right Click

- place the mouse cursor over the shape you wish to rotate
- press and then release the right mouse button



- the shape will rotate in the clockwise direction by the configured angle
- to rotate in the counter-clockwise direction, hold down the CTRL key while clicking the right mouse button

**Note of Caution:** If you are trying to solve a puzzle and find you are having trouble getting a shape to rotate into the desired position, check your current rotation angle selection. It is possible that with your current selection you will be unable to get the shape to the position you want. To overcome this problem, simply set the rotation angle to 15 degrees. Since this is the smallest allowable value for the rotation angle, any shape rotational position can be achieved using this setting.

### **Flipping a Shape**

Perform the following steps when you wish to flip a game piece on its back:

- place the mouse cursor over the shape you wish to flip
- press and then release both the left and right mouse buttons, or
- press and then release the middle button of a three button mouse

Flipping performs differently depending on which shape is being flipped. There is no easy way to describe how shapes are flipped that would explain all possible cases. We recommend you experiment with each shape in a given polyform. It is important to note that not all shapes can be flipped as the flipping of some shapes in no way changes their orientation on the screen (ie. the square in Tangrams).

## What's New in this Version

The following list highlights the major new features available with this version of **OOG**. The list also details some of the changes or fixes that were incorporated into **OOG** since the last release. A less wordy but more complete list can be found on our [Revision History](#) page. Follow the links in the paragraphs below for even more detailed information about the appropriate topic.

### Association of Shareware Professionals

MCM Productions is now proud to be an Author Member of the [Association of Shareware Professionals](#). As a result of this, the help file and related text documents were updated to reflect our membership status and the official [ASP Ombudsman Statement](#) has become a part of our documentation.

### File Preview Window

A file preview window was added to both the [Load Puzzle](#) and [Restore Layout](#) dialog boxes. These windows, which are located directly below the OK and Cancel buttons, allow you to visually preview the contents of a selected file before the action is performed.

### Puzzle Statistics Dialog Box

The new [Puzzle Statistics](#) dialog box, available from the Options Menu, allows you to see and manipulate the contents of your player progress tracking database for the current puzzle game. You can change the solve status of any of your puzzles as well as see how many total puzzles you have currently solved.

### Delete Player Function

The Delete Player button was added to the [New Player](#) dialog box to allow you to delete a player that was being used to maintain a player progress tracking database. You can now remove player's that you no longer wish to be in the list.

### Setup Options

The Options Menu now has two separate dialog boxes available for configuring game play. The [General Setup](#) dialog box allows you to configure settings that affect the general operations of **OOG**. The new [Game Setup](#) dialog box allows you to configure items that apply only to the specific puzzle game you are currently playing. Features available in this dialog include the ability to prevent the snapping of game pieces to the puzzle outline and a new method for performing shape rotations requiring a single mouse button click.

### More Puzzles

With this release we have added several new puzzles to our already large collection.

### Algorithm Fixes

A couple of the algorithms found in **OOG** had some minor flaws in the previous release that required some fixing. Specifically, we corrected problems in the algorithm used to determine when a puzzle was solved and in the algorithm used to build the puzzle outline from user created puzzles. If you're interested in more information, read our [Algorithm Notes](#) page.

### Other Changes Worth Mentioning

These changes are somewhat minor in nature but are still worth mentioning. After [solving a puzzle](#), you will be required to hit a key on the keyboard or click a button on the mouse before you can continue. This was done to give you time to admire your solution to a puzzle before you were forced to make a decision about what you wanted to do next. Also, the scheme used on the [By Puzzle](#) dialog box to indicate if a given puzzle has been solved was changed slightly.

## Some notes about solving puzzles

The goal of a polyform puzzle is to arrange the given set of shapes to completely overlay, or cover, the displayed puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. The majority of the puzzles found in **OOG** have more than one possible solution. **OOG** automatically detects whenever you solve the current puzzle no matter which solution you happen to find. You are even free to solve the current puzzle anywhere on the playing field. You do not have to align the game pieces with the puzzle outline in order for **OOG** to detect that you have solved the puzzle. Even if you create your own puzzles and give them to a friend, **OOG** will automatically detect their solutions to your puzzle no matter which one they find. Even if it has more than one solution and you didn't even know it.

If you find yourself frustrated while trying to solve a particular puzzle, you can always save your current layout to disk and take a break. Then at a later time, you can restore your work and try again. If you get really frustrated, you can always ask for a hint or ask to see the solution.

Once you have solved a puzzle, **OOG** will perform the "game over" fanfare according to the settings in the General Setup Dialog Box and then update your player progress tracking data. You will then get to review your solution while **OOG** waits for you to click a mouse button or press a key on the keyboard. After that you will be presented with one of the following two message boxes.

### **After Solving a Built-In Puzzle**

After solving one of the puzzles built into **OOG**, you are presented with a dialog box with 3 push buttons. Select the first button to advance to the next puzzle in the sequence. The second button gives you a chance to continue reviewing your solution. Choose the third button if you would like to save your solution to disk using the save layout feature.

### **After Solving a Puzzle Loaded from Disk**

After solving a puzzle that you have loaded from disk, you are presented with a dialog box with 3 push buttons. Select the first button if you want to load another puzzle from disk. The second button gives you a chance to continue reviewing your solution. Choose the third button if you would like to save your solution to disk using the save layout feature.

## What is player progress tracking?

The **player progress tracking** feature gives **OOG** the ability to remember which puzzles a player has solved for a particular polyform. Whenever you play, a database is being maintained that is used to store which puzzles have been solved for the current polyform. When you solve a puzzle, the database is updated to identify that that particular puzzle has been solved. This is something **OOG** does automatically. You can not turn this feature off. However, you can decide whether the player progress database is maintained for just the current game session or whether it is saved to disk where it can then be restored the next time you play. You can configure this option using the New Player Dialog Box.

Note that the player progress tracking feature only stores the "solved status" information about the puzzles built into **OOG**. It does not maintain any information for the puzzles you create and then load in from disk.

The solved puzzle data in the player progress database is also used by the following **OOG** features.

Advance to the Next Puzzle

Select a Puzzle By Number

Select a Puzzle By Picture

# The OOG Snapping Algorithm

*Snapping* is the catch phrase used to describe the operation performed by the **OOG** auto-shape alignment algorithm. The *snapping algorithm* is invoked at the conclusion of every shape maneuver operation (i.e. move, rotate or flip) and its purpose is to "guess" at the intended location of the shape relative to its neighboring shapes and/or the puzzle outline. Once the algorithm has made its decision, it *snaps* the shape to the selected location thereby freeing the player from having to worry about perfectly aligning the game pieces along side each other.

## Why Should I Care About The OOG Snapping Algorithm?

You do not need to understand anything about this algorithm in order to enjoy solving and creating polyform puzzles with **OOG**. It is expected that the majority of users will not need to concern themselves with this topic at all. The only time you might be interested in the operation of the snapping algorithm is when you are creating your own polyform puzzles. When you are creating puzzles, there are menu items available that allow you to change the behavior of this algorithm. (More on this below.)

## How Does Snapping Work?

As you will notice from the examples given below, the *snapping algorithm* deals only with the positional alignment of the game pieces. It will only translate, or move, a game piece in the horizontal and/or vertical direction when performing a snap. *It does not do any rotational alignment of the shapes*. The snapping algorithm is capable of performing any one of the following types of snaps.

Snapping a point to another point	(P2P)
Snapping a point to a line	(P2L)
Snapping a line to a point	(L2P)

The type of snap performed after a shape has been manipulated depends on whether you are solving or creating puzzles. P2P snapping is the only type of snapping performed by the algorithm when you are solving puzzles. You can not change this. This type of snapping occurs between the game pieces and between the game pieces and the puzzle outline. It is possible to configure the current polyform such that when solving a puzzle, P2P snapping only occurs between the game pieces and not between the game pieces and the puzzle outline. For more information, see the Game Setup Dialog Box.

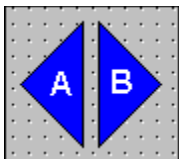
However, when you are creating puzzles the algorithm can be configured, at any time, to perform **any and only one** of the snap types listed: P2P, P2L or L2P. You can select which type of snap is performed by the algorithm using the **OOG Quick-Click Menu**. This menu is accessed by clicking the right mouse button on the window background while creating your own puzzles. Simply select the type of snapping you want and the algorithm continues in that manner until you change your selection.

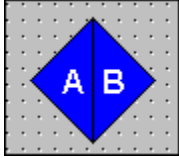
## Snapping Examples

To hopefully give you a better explanation of the different types of snapping, we present the following examples. For all of the examples, shape A is the active shape that has just been moved, flipped or rotated and is about to be snapped by the algorithm to shape B.

### Point to Point - Example #1

Notice how the corners, or points, of triangle A have been snapped to the corners of triangle B.



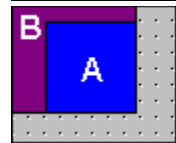
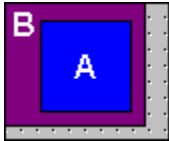


*Before the Snap*

*After the Snap*

**Point to Point - Example #2**

Notice how the corners, or points, of square A have been snapped to puzzle outline B.

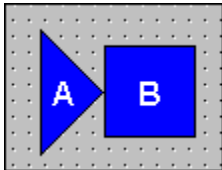
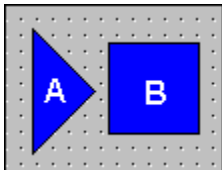


*Before the Snap*

*After the Snap*

**Point to Line Example**

Notice how the point forming the right angle in triangle A has been snapped to the left-most edge, or line segment, of square B. We say the "point has been snapped to the line".

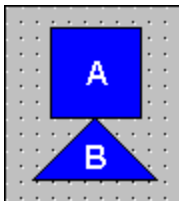
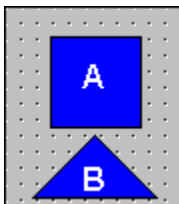


*Before the Snap*

*After the Snap*

**Line to Point Example**

Notice how the bottom-most edge, or line segment, of square A has been snapped to the point forming the right angle in triangle B. We say the "line has been snapped to the point".



*Before the Snap*

*After the Snap*

## The Menu Commands

The following menus are available while playing **OOG**.

<u>The Puzzle Menu</u>	Selecting puzzles, save/restore progress, create/load a puzzle...
<u>The Options Menu</u>	Configure general & game options, change colors, change players...
<u>The Switch Menu</u>	Switch to the polyform puzzle of your choice
<u>The Help Menu</u>	Complete access to the application help system

Following this link to see the [menu commands](#) available while [creating your own puzzles](#).



## The Puzzle Menu

The following commands are available from the Puzzle menu.

<u>N</u> ext	Advance to the next puzzle in the sequence
<u>B</u> y Number...	Choose a puzzle based on its assigned number
<u>B</u> y Picture...	Select a puzzle from a grid of picture buttons
<u>R</u> estart Puzzle	Reset the game pieces to their starting locations
<u>S</u> ave Layout...	Save the current layout of your game pieces
<u>R</u> estore Layout...	Restore a previously saved layout of your game pieces
<u>C</u> reate Puzzle...	Create your own puzzle and save it to disk
<u>L</u> oad Puzzle...	Load a previously created puzzle from disk
<u>E</u> xit	Leave the application

## Advancing to the next puzzle

Selection of this menu item advances you to the next puzzle in the current polyform. If you are currently at the last puzzle in the sequence, you will be wrapped back to the first puzzle. This menu item is also available via the **'F2' function key** during game play.

The following are the two other puzzle selection methods available in **OOG**.

Selecting a puzzle by it's number

Selecting a puzzle by it's picture

## Selecting a puzzle by it's number

Selection of this menu item allows you to choose a puzzle based solely on its assigned puzzle number. Each puzzle in **OOG** is assigned a unique number for its assigned polyform. The puzzle numbering system starts with number #1 and increases up to the maximum number of puzzles for that polyform. The By Number Dialog Box allows you to select a puzzle via its assigned number. The following paragraphs describe the components of the dialog box.

### **Puzzle # Text**

This text string is located directly above the scroll bar and identifies the current puzzle number selected by the scroll bar as well as whether or not that puzzle has been solved. **OOG** determines whether or not the puzzle has been solved by accessing the player progress database that is being maintained by the [player progress tracking](#) feature.

### **Puzzle # Scroll Bar**

The scroll bar is used to select which puzzle number is to be loaded. The text string above the scroll bar identifies the current scroll bar position and the "solved status" of that puzzle.

### **Command Buttons**

Click the **OK** button to have **OOG** load the puzzle corresponding to the number indicated by the scroll bar position and associated text. Click the **Cancel** button if you wish to void your selection and return to the original puzzle you were playing. Clicking the **Help** button will display this help page.

The following are the two other puzzle selection methods available in **OOG**.

[Advancing to the next puzzle](#)

[Selecting a puzzle by it's picture](#)

## Selecting a puzzle by it's picture

Selection of this menu item allows you to choose a puzzle from an array of pictures via the By Picture Dialog Box. The following sections describe the components of this dialog box.

### Button Grid

The majority of the display area of this dialog box is composed of a grid of puzzle buttons. The grid contains 3 rows of 4 buttons each for a total of 12 puzzle buttons. Each button displays a picture of a different polyform puzzle with the assigned number for that puzzle displayed in the top, left corner of the button. You select the puzzle of your choice, by clicking the appropriate button. Any puzzle that has not yet been solved by the current player has a capital 'U' displayed in the top, right corner of the puzzle button. If the puzzle has been solved by the player, nothing additional is added to the button. This allows you to easily determine which puzzles you haven't solved yet. Quickly glance at the grid of buttons and look for the capital 'U's. The solve status of the puzzles is stored in the player progress database which is maintained by [OOG's player progress tracking](#) feature.

### Command Buttons

The **Next** and **Prev** buttons are used to sequence through the pages of puzzle buttons for the current polyform. These buttons allow you to wrap around the sequence at either end. For example if puzzle #1 is currently being displayed as the top, left button in the grid and you select the **Prev** button, the dialog box will sequence to the last page of buttons for the current polyform.

Click the **Cancel** button if you wish to exit the dialog box and return to your previous puzzle. The **Help** button will display this help page.

The following are the two other puzzle selection methods available in [OOG](#).

[Advancing to the next puzzle](#)

[Selecting a puzzle by it's number](#)

## Restarting a puzzle from scratch

Selection of this menu item allows you to restart the current puzzle by resetting all the game pieces back to their original positions. This menu item is also available via the **'F3' function key**.

## Saving your progress on a puzzle

This feature allows you to save the current layout of your game pieces to disk. The layout can then be restored at a later time so you can pick up right where you left off on a puzzle. The save layout feature is available from the menu system both when you are solving and when you are creating polyform puzzles with **OOG**. If you are an unregistered user evaluating the shareware version of **OOG**, this feature will become disabled after your evaluation period has ended.

Upon selection of this menu item you will be presented with the Save Layout Dialog Box. This is just a standard File Save Dialog Box. The dialog box's File Name edit control will contain one of the following suggested file names:

- 1) **XXX\_###.SAV** when solving puzzles
- 2) **XXX\_PUZ.SAV** when creating puzzles

The **.SAV** file extension indicates you are saving a puzzle layout. The **###** will contain the puzzle number for the current puzzle you are solving and will always contain three digits. If the puzzle number requires less than three digits it will have leading zeroes. The **XXX** characters are references to which polyform puzzle you are currently working with as shown below. If you are solving a puzzle that you have loaded from disk, the suggested file name will be the name of the loaded puzzle file with the **.SAV** file extension.

<b>Polyform</b>	<b>File Name Characters</b>
Tangrams	TAN
Pentominoes	PNT
Hexagons	HEX
Polyominoes	PLY

### Command Buttons

Once you've selected the desired destination directory and file name for storing the saved layout, click the **OK** button to write the puzzle layout data to disk. Click the **Cancel** button if you decide you no longer wish to save your current layout. Clicking the **Help** button will display this help page.

Follow this link for information about how to restore your puzzle layouts.

## Restoring your progress on a puzzle

This feature allows you to restore a previously saved layout of your game pieces from disk. The restore layout feature is available from the menu system both when you are solving and when you are creating [polyform puzzles](#) with **OOG**.

Upon selection of this menu item you will be presented with the Restore Layout Dialog Box. This dialog box is just a slightly modified version of the standard File Open Dialog Box. The addition to this dialog box, a File Preview Window, is discussed below.

### File Name Edit Control Contents

When displayed, the dialog box's File Name edit control will contain one of the following suggested file names:

- 1) **XXX\_###.SAV** when solving puzzles
- 2) **XXX\_\*.SAV** when creating puzzles

The **.SAV** file extension indicates you are restoring a previously saved puzzle layout. The **###** will contain the puzzle number for the current puzzle you are solving and will always contain three digits. If the puzzle number requires less than three digits it will have leading zeroes. The **XXX** characters are references to which polyform puzzle you are currently working with as shown below. If you are solving a puzzle that you have [loaded from disk](#), the suggested file name will be the name of the loaded puzzle file with the **.SAV** file extension.

Polyform	File Name Characters
Tangrams	TAN
Pentominoes	PNT
Hexagons	HEX
Polyominoes	PLY

### File Preview Window

Whenever you select a file from the File Name list box control, which is directly under the File Name edit control, a picture of the layout contained within the file gets displayed in the File Preview window. This window is located below the OK & Cancel buttons found in the top right corner of the dialog box. The contents of the file are only displayed if the file is recognized as being an **OOG** layout file that corresponds to the current polyform you are playing (see Potential Pitfalls discussed below).

### Command Buttons

Once you've selected the desired source directory and file name for the layout you wish to restore, click the **OK** button. Click the **Cancel** button if you decide you no longer wish to restore a layout from disk. Clicking the **Help** button will display this help page.

### Potential Pitfalls

This operation will *reject* any file it does not recognize as being an **OOG** layout file. If you attempt to load "any old file" using this command, it will be rejected. You can not load a [created puzzle file](#) using this operation. The file will be rejected. You can only load layout files saved for the current [polyform puzzle](#). For instance if you try to restore a Pentominoes layout while playing Tangrams, it will be rejected. First [switch to Pentominoes](#) and then restore the layout using this operation. *You have been warned.*

Follow this link for information about how to [save your puzzle layouts](#).

## Creating your own puzzles

Selection of this menu item allows you to create your own puzzles. Upon selection you will be presented with a message box asking whether or not you want the game pieces reset to their default positions prior to entering the *create a puzzle* environment. Click the **Yes** button if you would like the pieces reset to their default positions and orientations. However, if during the solving of a puzzle you've come up with an arrangement that you would like to make into your own puzzle, click the **No** button to keep the current layout intact. If you no longer wish to start creating puzzles, then you should click the **Cancel** button.

*Note that in the shareware version of **OOG** created puzzles can not be saved to disk. Shareware users will be able to fully evaluate the operation of creating a puzzle. However when it comes time to actually save the created puzzle to disk, shareware users will be notified that this operation is only available to registered users. To be able to save created puzzles to disk, you must register your copy of OOG.*



## Loading a puzzle from disk

This feature allows you to load, from disk, a puzzle you or someone else previously created with **OOG**. Follow this link to learn [how to create your own puzzles](#). Upon selection of this menu item you will be presented with the Load Puzzle Dialog Box. This dialog box is just a slightly modified version of the standard File Open Dialog Box. The addition to this dialog box, a File Preview Window, is discussed below. The dialog box's File Name list box area will default to showing all files with the following file extensions depending on which [polyform puzzle](#) you are currently playing.

Polyform	File Extension
Tangrams	.TAN
Pentominoes	.PNT
Hexagons	.HEX
Polyominoes	.PLY

### File Preview Window

Whenever you select a file from the File Name list box control, which is directly under the File Name edit control, a picture of the layout contained within the file gets displayed in the File Preview window. This window is located below the OK & Cancel buttons found in the top right corner of the dialog box. The contents of the file are only displayed if the file is recognized as being an **OOG** layout file that corresponds to the current polyform you are playing (see Potential Pitfalls discussed below).

### Command Buttons

Once you've selected the desired source directory and file name for the puzzle you wish to load, click the **OK** button to load that puzzle into **OOG**. Click the **Cancel** button if you decide you no longer wish to load a puzzle from disk. Clicking the **Help** button will display this help page.

### Puzzle Load Times

Whenever **OOG** loads a user created puzzle from disk, an algorithm is invoked to find the outer edges that form the puzzle outline. (The outline is what gets displayed over the background when you are solving the puzzle.) This algorithm is very complex and depending on the complexity of the puzzle and the type of machine **OOG** is running on can be quite time consuming. If **OOG** detects that the algorithm is taking a long time to finish (greater than 1 or 2 seconds), it pops up a status dialog box informing you that the algorithm is still running. This dialog box is a simple *heartbeat* monitor intended to let you know that the program has not crashed or gotten stuck.

### Potential Pitfalls

This operation will *reject* any file it does not recognize as being an **OOG** puzzle file. If you attempt to load "any old file" using this command, it will be rejected. You can not load [saved layout files](#) using this operation. These files will be rejected. You can only load puzzle files created for the current [polyform puzzle](#). For instance if you try to load a Pentominoes puzzle while playing Tangrams, it will be rejected. First [switch to Pentominoes](#) and then load the puzzle using this operation.

*Note that in the [shareware version](#) of **OOG** you can not load created puzzles from disk. To be able to load created puzzles from disk, you must [register your copy of OOG](#).*

## Exiting OOG

Selection of this menu item exits **OOG** and returns you to the Windows operating system.

## The Options Menu

The following commands are available from the Options menu.

<u>General Setup...</u>	Adjust general setup options
<u>Game Setup...</u>	Adjust setup options specific to each polyform game
<u>New Player...</u>	Change players
<u>Puzzle Stats...</u>	Change puzzle statistics (solved or unsolved)
<u>Set Shape Color...</u>	Select the color of the game pieces
<u>Set Puzzle Color...</u>	Select the color of the puzzle outline
<u>Give Hint</u>	Cheat a little (you get to choose the piece)
<u>Show Solution</u>	I give up, cheat big time

## Setting up general options

Selection of this menu item allows you to configure some of the general operations performed by **OOG**. After selecting this item, you will be presented with the General Setup Dialog Box. The interface components of this dialog box are discussed below.

### **Animation - Hints, Solution**

Check this box if you would like **OOG** to animate the movement and rotation of the shapes whenever you ask for a hint or the solution to the current polyform puzzle. If this box is unchecked, **OOG** simply places the shapes at their intended location when giving a hint or showing the solution to a puzzle.

### **Animation - Game Over Fanfare**

Check this box if you would like **OOG** to perform its "game over" fanfare whenever you solve a puzzle. If this box is unchecked, you do not get any of the "game over" fanfare. The fanfare consists of some simple graphics drawing and the playing of the "game over" WAV sound file. The playing of the WAV sound file is also dependent upon the setting of the Enable All Sounds check box discussed next. As a result, it is possible to have the confetti thrown on the screen without having to listen to the WAV sound file. (This is for those of you playing at work.)

### **Sound - Enable All Sounds**

Check this box to enable the playing of all sounds within **OOG**. If this box is unchecked, no sounds will be played. Currently, the "game over" WAV file is the only available sound played by **OOG**. (See the above discussion of the "game over" fanfare.)

### **Command Buttons**

Select the **OK** button to accept your current settings in the dialog box. If after entering this dialog box you change your mind and don't wish to make any changes or would like to restore your original settings, select the **Cancel** button. Selection of the **Help** button displays this help page.

## Setting up game options

Selection of this menu item allows you to configure options specific to each of the [polyform puzzle games](#) included with **OOG**. After selecting this item, you will be presented with the Game Setup Dialog Box. The settings made in this dialog box affect only the puzzles for the game you are currently playing. For instance if you are playing Pentominoes, the changes you make in this dialog box only affect the Pentominoes puzzles. If you want to make similar changes for one of the other puzzle games, you will have to [switch to that game](#) and make the changes again. The interface components of this dialog box are discussed below.

### Rotation Interface - Drag Using Right Mouse Button

This is the default operation for rotating game pieces. When this option is selected, game pieces are rotated using a simple "click and drag" operation. For more detailed information about rotating shapes, read the section on [how to play OOG](#).

### Rotation Interface - Single Click of Right Mouse Button

Selecting this option allows you to rotate the pieces using just a single click of the right mouse button. Simply click the right button to rotate the shape in the clockwise direction. Hold down the CTRL key and click to rotate in the counter-clockwise direction. For more detailed information about rotating shapes, read the section on [how to play OOG](#).

### Rotation Angle

The selection made in this group of options determines how much distance a shape moves during a rotate operation. For those of you unfamiliar with the concept of angles and degrees and how they relate to rotation, we'll try to explain it. Picture a circle and divide it up into pieces as if you were slicing a pie. The amount of space taken up by each piece represents a certain angular chunk of the circle. The size of each angular chunk is equal to a certain number of degrees where the total number of degrees in the full circle is always 360. For example if you divide a circle into 4 equal pieces, each piece represents an angle of 90 degrees. Divide a circle into 24 equal pieces and each piece represents an angle of 15 degrees.

When you rotate a game piece using the mouse, the shape rotates around one of its points as described in the section on [how to play OOG](#). Think of this point of rotation as the center of a circle. The amount of degrees the shape moves around this circle is equal to the selection you make in this group of options. If you're interested in exploring, play around with different selections in this dialog box and then do some shape rotations to see the affect they have.

**Note of Caution:** If you are trying to solve a puzzle and find you are having trouble getting a shape to rotate into the desired position, check your current rotation angle selection. It is possible that with your current selection you will be unable to get the shape to the position you want. To overcome this problem, simply set the rotation angle to 15 degrees. Since this is the smallest allowable value for the rotation angle, any shape rotational position can be achieved using this setting.

### Setting - Snap Game Pieces to Puzzle Outline

By default, the **OOG** [snapping algorithm](#) is configured to automatically *guess* at the intended location of a game piece after it has been moved, rotated or flipped and then snap the game piece to the guessed at location thereby freeing the player from having to worry about perfectly aligning the game pieces along side each other and/or the puzzle outline. When this box is checked, the snapping algorithm works as just described. If you uncheck this box, snapping only occurs between game pieces. No snapping will be done to the puzzle outline. Remember, it is not necessary to [solve the puzzle](#) by perfectly aligning the game pieces with the puzzle outline.

### Command Buttons

Select the **OK** button to accept your current settings in the dialog box. If after entering this dialog box

you change your mind and don't wish to make any changes or would like to restore your original settings, select the **Cancel** button. Selection of the **Help** button displays this help page.

## How to change players

Selection of this menu item brings up the New Player dialog box. The selections made in this dialog box control which player progress database the player progress tracking feature will be maintaining.

### Enter/Select Your Name Combo Box

This combo-box is used to restore/create a player progress database that will be maintained by **OOG** during subsequent gaming sessions. If this is your first time playing and you would like to have your player progress database stored on disk for future sessions, enter your name into this control. If you've played **OOG** before and already have a player progress database setup, find your name in the list box and select it. **OOG** will then load your database from disk.

### Visitor's Check Box

If this box is checked, the current player is identified as a **visitor** and the player progress database will only be maintained during the current gaming session. Once the player quits **OOG** or switches to another polyform, the information currently stored in the database will be lost.

### Restore Last Player at Startup

The New Player Dialog Box is automatically opened by **OOG** whenever the application is started. This gives the user an opportunity to ensure that the correct player progress database is loaded. If you check this box, **OOG** will automatically restore the information for the last player without having to display this dialog box at startup. If you would like to have the dialog box displayed whenever the application is started, make sure this box is unchecked.

### Delete Button

Selection of this button allows you to delete the player currently selected in the *Enter/Select Your Name Combo Box*. When a player is deleted, their name is removed from the internal **OOG** player list. At the same time, the player's progress tracking database for each polyform puzzle they have played is also deleted. Once deleted, there is no way to recover this data. For this reason, this command should be used with caution. After selecting a player from the list and pressing this button, you will be asked to confirm your decision. Simply choose **OK** to delete the selected player or **Cancel** if you've changed your mind. Note that you will not be allowed to delete the player currently *logged in* as the active player. To delete the currently active player, simply use this dialog box to switch to another player or the **visitor** and then return to the dialog box to delete the player. If you try to delete the currently active player, you will be presented with a message box asking you to switch to another player and then try again.

### Invalid New Player Message Box

If the *Visitor's Check Box* is unchecked and the *Enter/Select Your Name Combo Box* is empty and you then select the **OK** button, you will be presented with a message box informing you that you have not identified a player. Click the **OK** button on the message box and make another selection in the dialog box.

## Changing puzzle statistics

Selection of this menu item brings up the Player's Puzzle Statistics dialog box. The controls in this dialog box allow you to see and manipulate the contents of your player progress tracking database for the current polyform. From this dialog box you can change the status of any or all of your puzzles from solved to unsolved or vice versa. You can also see how many puzzles you have solved so far and determine how many more you still have to go.

### Individual Puzzles

This section of the dialog box contains three primary controls. The *Puzzle Selection* scroll bar and the *Mark* and *Clear* buttons. Slide the scroll bar to the puzzle number of interest. The line of text above the scroll bar changes to identify the puzzle by its assigned number and also displays the solve status of the puzzle. The *Mark* button can be used to mark that particular puzzle as solved while the *Clear* button is used to clear the puzzle to unsolved.

### All Puzzles

This section of the dialog box contains two primary controls. The *Mark All* and the *Clear All* buttons. The line of text above the two buttons identifies how many puzzles you have solved so far. By subtracting the first number in the text from the second number, you can determine how many puzzles you still have to solve before you've solved them all. The two buttons can be used to mark all the puzzles as solved or to clear all the puzzles to unsolved.

### When You're Done

After you are done making your desired selections in this dialog box, choose **OK** to save your changes or **Cancel** to throw them away and keep the original settings intact. Clicking the **Help** button, will display this help page.



## Changing the color of the game pieces

Selection of this menu item allows you to change the color of the game pieces, or shapes, of the current polyform puzzle. You can select different color settings for each polyform found in **OOG** and they will be remembered for the next time you play.

After selecting this item, you will be presented with the Choose Color Common Dialog Box. This is a standard, built-in Windows dialog box. Select the rectangle displaying the color of your choice and click the **OK** button. **OOG** will automatically update the associated screen object(s) with that color and memorize the selection for next time. Remember, **OOG** memorizes the colors for each polyform separately. So you can have different color selections for each polyform!

If you change your mind and don't wish to make a new color selection, just click the **Cancel** button and the original colors will be unaffected.

Selection of the **Help** button, displays this help page.

## Changing the color of the puzzle

Selection of this menu item allows you to change the color of the puzzle outlines of the current polyform puzzle. You can select different color settings for each polyform found in **OOG** and they will be remembered for the next time you play.

After selecting this item, you will be presented with the Choose Color Common Dialog Box. This is a standard, built-in Windows dialog box. Select the rectangle displaying the color of your choice and click the **OK** button. **OOG** will automatically update the associated screen object(s) with that color and memorize the selection for next time. Remember, **OOG** memorizes the colors for each polyform separately. So you can have different color selections for each polyform!

If you change your mind and don't wish to make a new color selection, just click the **Cancel** button and the original colors will be unaffected.

Selection of the **Help** button, displays this help page.

## Asking for a hint to a puzzle

Selection of this menu item allows you to receive a hint for the game piece of your choice.

You will be presented with a message box informing you to select the game piece for which you desire a hint. If you decide you no longer want a hint, click the **Cancel** button. Otherwise, click the **OK** button and then place the mouse cursor over the piece for which you want the hint and click the left mouse button. (You can cancel your request for a hint, even after you select the **OK** button by pressing the **Esc** key.) **OOG** will then position the shape you selected to the desired location either directly or using animation according to the settings in the Game Setup dialog box.

It should be noted that many polyform puzzles have more than one solution and even though **OOG** will detect your solution regardless of which one you find, all of the hints are based on a single solution built into **OOG**. In other words, just because the hint mechanism places shape '**X**' at location '**Y**' that doesn't mean the puzzle can't be solved with shape '**X**' in a totally different location.

If by some odd coincidence the intended position/orientation of the hint is identical to the current position/orientation of the selected game piece, a message box is displayed informing you of this condition. (This is so you don't wonder why the selected piece was not moved anywhere.)

Follow this link for more information about [solving polyform puzzles](#).

## Asking for the solution to a puzzle

Selection of this menu item allows you to "give up" and see the solution for the current polyform puzzle. To guard against an accidental selection of this menu item, you will be presented with a message box verifying that you really want to see the solution. If you don't wish to see the solution to the puzzle, click the **No** button. Otherwise click the **Yes** button.

**OOG** will then proceed to position each shape in the polyform to its solution location either directly or using animation according to the settings in the Game Setup dialog box.

It should be noted that many polyform puzzles have more than one solution and even though **OOG** will detect your solution regardless of which one you find, it will always show the same solution for a given polyform puzzle when using this option because only one solution has been "built in" to satisfy this feature and to give out hints (see below).

Follow this link if you just need a little hint.

Follow this link for more information about solving polyform puzzles.

## The Switch Menu

The following commands are available from the Switch menu.

<u>Tangrams</u>	Switch to the Tangrams polyform
<u>Pentominoes</u>	Switch to the Pentominoes polyform
<u>Hexagons</u>	Switch to the Hexagons polyform
<u>Polyominoes</u>	Switch to the Polyominoes polyform

## Switching to Tangrams

Selection of this menu item lets you play puzzles from the [Tangrams](#) polyform.

## Switching to Pentominoes

Selection of this menu item lets you play puzzles from the [Pentominoes](#) polyform.

## Switching to Hexagons

Selection of this menu item lets you play puzzles from the Hexagons polyform.



## Switching to Polyominoes

Selection of this menu item lets you play puzzles from the Polyominoes polyform.

*Note that this polyform puzzle is only available to registered users of **OOG**.*

## The Help Menu

The following commands are available from the Help menu.

<u>Index</u>	Displays the Index of this help file
<u>Commands</u>	Displays the Commands section of this help file
<u>How to Play</u>	Displays the How to Play section of this help file
<u>Using Help</u>	Displays information about how to use help
<u>What is Shareware...</u>	Simple description of the concept of shareware
<u>Why Register...</u>	Describe reasons and incentives for registering
<u>How to Register...</u>	Instructions for how to register
<u>Register OOG...</u>	Registration dialog box
<u>About...</u>	Standard About Box

## Displaying the help index

Selection of this menu item displays the table of contents for the **OOG** Help System.

## Displaying help on the menu commands

Selection of this menu item displays a help page that provides access to descriptions of all the menu commands available while playing **OOG**.

## Displaying help on how to play OOG

Selection of this menu item displays a help page describing [how to play OOG](#).

## **Displaying help on using the help system**

Selection of this menu item displays the standard Microsoft help file describing how to use the Microsoft Windows WinHelp application. This is how you can get help on help.

## Learning about the concept of shareware

Selection of this menu item displays a help page describing the concept of shareware.

## Learning about why you should register

Selection of this menu item displays a help page describing the benefits you receive by registering **OOG** with MCM Productions.



## Learning about how to register

Selection of this menu item displays a help page describing [how to register OOG](#) with [MCM Productions](#).

## Upgrading OOG from Shareware to Registered

Selection of this menu item allows you to upgrade your copy of **OOG** from the shareware version to the registered version. As part of this process, you will be required to specify the user name and serial number sent to you by [MCM Productions](#) after we've processed your registration. After selecting this item, you will be presented with the **OOG** Registration Dialog Box. The interface components of this dialog box are discussed below.

### User Name

Enter the user name you received in response to your registration.

### Serial Number

Enter the serial number you received in response to your registration.

### Command Buttons

Once you are satisfied the user name and serial number you have entered are correct, click the **Register** button. After the information has been validated, you will be presented with a message box congratulating you on the successful registration of **OOG**. (Your user name will now be displayed in the "Registered to:" section of the [OOG About Box](#).) If the entered data can not be successfully validated, you will be asked to recheck the data and try entering it again. Click the **Cancel** button if you wish to leave this dialog box without entering your registration data.

[How do I Register OOG ?](#)

[What are the Benefits of Registering OOG ?](#)

## Displaying the OOG About Box

Selection of this menu item displays the **OOG** About Box. An About Box is used to provide company and program version information to the user. The "Registered to:" window of the About Box will change from "UnRegistered" to your user name after you have registered your copy of **OOG** and entered your registration information in the [OOG Registration Dialog Box](#). If you are evaluating the shareware version of **OOG**, a line of text on the bottom of the About Box will display how much time is remaining in your evaluation period. Read about the [concept of shareware](#) to learn more about our shareware evaluation period.

[How do I register OOG ?](#)  
[About MCM Productions](#)

## How to create your own puzzles

So you want to know how to create your own polyform puzzles. Well, you've come to the right page. Using this feature you can create a seemingly endless number of puzzles that you can then exchange with others by simply giving them a copy of your puzzle files. (Don't forget to ask for a copy of their puzzle files in return.) The format of these puzzles files is identical to the puzzle data stored inside of **OOG**. The only difference is that they are loaded from disk. This means that anything you can do with a built-in puzzle, you can do with a user created puzzle! For example, after loading a user created puzzle from disk you can still:

- ask for a hint if the puzzle is really giving you a hard time
- ask for the solution if you've totally given up
- save your layout so you can try again later

### Some Fine Print

So as not to appear to mislead anyone, we must inform you that the operation of this feature differs between the shareware and registered versions of **OOG**. The shareware version of **OOG** allows you to go through the motions of creating your own puzzles so you can evaluate how it works. However when it comes time to actually store the created puzzle to disk, the shareware version will not let you perform this step. The shareware version will also not let you load puzzles created by other registered users. To have access to these two features, you must register your copy of OOG.

### How can I access this great feature!?

Simply select the Create Puzzle... item from the Puzzle Menu.

### Now what do I do?

You design your puzzle by moving, rotating and flipping the given set of shapes that are available for the current polyform. You do this using the exact same shape maneuver operations you use when trying to solve puzzles. Create your puzzles anywhere on the window you desire. **OOG** automatically centers your puzzle within the window prior to saving it to disk. Once you're happy with your puzzle design, you can save it to disk and give a copy of the puzzle file to a friend so they can load it from disk and give it a try.

### Exchanging Puzzles via the Internet

We have configured our FTP site to allow registered users of **OOG** to exchange the puzzles they have created. You can FTP to our site as an *anonymous* user and upload your puzzle files into the appropriate directory for incoming puzzles. From our FTP site you can also download the puzzle files which have been uploaded by others. See the README files available on our FTP site for more information about where to upload and download puzzle files.

### Things to Remember

1) Polyform puzzles are not allowed to contain any overlapping shapes. **OOG** verifies your puzzle meets this condition before it allows the puzzle to be saved to disk. This means that the edges and corners of a shape are allowed to "touch" the edges or corner of another shape, but they are not allowed to cross into or over those of another shape. You can use the save and restore layout commands if you wish to save the arrangement of your game pieces to disk before they are ready to be saved as a puzzle.

2) Each puzzle you create will always contain all the shapes in the current polyform. For example, suppose you're creating a puzzle for the Pentominoes polyform and the resultant design uses only 10 of the 12 shapes. The other 2 shapes must be a part of the puzzle. We suggest you take the 2 unused shapes and artistically place them about your puzzle design as "free floating freebies" for the puzzle solver.

### Create Menu Commands

What menu commands are available while creating a puzzle? Follow the link.

## The Create Menu Commands

The following menus are available when you are creating a puzzle.

The Create Menu          Save/restore your progress, save your puzzle creation...  
The Help Menu          Complete access to the application help system

The majority of the items available on the Create Menu are also available through the use of the **OOG Quick-Click Menu**. This menu is simply a popup, shortcut menu that is displayed whenever you click and hold down the right mouse button over the main window background when you are creating a puzzle. This shortcut menu also contains items that allow you to configure the way in which the game pieces snap together after a shape maneuver operation.

Following this link to see the menu commands available while playing OOG.

## The Create Menu

The following commands are available from the Create menu while creating a puzzle.

<u>Reset Shapes</u>	Reset the game pieces back to their default positions
<u>Save Layout...</u>	Save the current layout of your game pieces
<u>Restore Layout...</u>	Restore a previously saved layout of your game pieces
<u>Save Puzzle...</u>	Validate and save your created puzzle to disk
<u>Cancel Create</u>	Stop creating without saving your work

## Resetting the game pieces

Selection of this menu item resets each of the game pieces back to their default position. This menu item is also available via the **'F3' function key**.



## Saving the puzzles you create

Selection of this menu item allows you to save the puzzle you've created to disk. Each puzzle that you create and save to disk is stored in a separate file with the name of your choosing. These files can be exchanged with other users of **OOG** and then loaded into the program for even more game play. After you select this menu item, the following steps are performed in the order listed.

### Step 1 - Puzzle Validation

**OOG** verifies the validity of your puzzle by ensuring that none of the game pieces overlap. Remember, this is a general rule for all polyform puzzles. If overlapping pieces are detected, you will be presented with a message box asking that you remove the overlap and try saving again. If **OOG** is able to successfully validate your puzzle, you move on to the next step. You can use the save and restore layout commands if you wish to save the arrangement of your game pieces to disk before they are ready to be saved as a puzzle.

### Step 2 - Name Your Puzzle

This step gives you the ability to customize your puzzle by giving it a name or description. *Note that this is not the name of the file used to store your created puzzle to disk.* This name will appear in the text window directly above the main play area on the **OOG** window. You can name the puzzle anything you like. We suggest something that you think describes what the puzzle looks or maybe you could use your own name followed by a number you assign to the puzzle. (You're going to create more than one puzzle aren't you?) In the displayed dialog box, simply type the name or description you've decided on for the puzzle and click the **OK** button to proceed to the next step. If you click the **Cancel** button in this dialog box, you will abort the entire save process and your puzzle will not be saved to disk.

### Step 3 - Save Your Puzzle to Disk

Finally, you will be presented with the Save Puzzle Dialog Box. This is just a standard File Save Dialog Box. The dialog box's File Name edit control will contain the following suggested file name: "**PUZZLE.XXX**".

The file extension, shown as **XXX** above, will vary depending on which type of polyform puzzle you are currently creating. The table below details the possible values for the file extension. We suggest you change the file name to something a little more descriptive.

Polyform	File Extension
Tangrams	.TAN
Pentominoes	.PNT
Hexagons	.HEX
Polyominoes	.PLY

Once you've selected the desired destination directory and file name for saving your puzzle, click the **OK** button to write the data to disk. Click the **Cancel** button if you decide you no longer wish to save your puzzle. Clicking the **Help** button will display this help page.

### That's It!

Your puzzle is now stored on disk and can be played by loading it into OOG. At this point, **OOG** will ask if you wish to create another puzzle. Answer appropriately and you're on your way.

### Some Fine Print

So as not to appear to mislead anyone, we must inform you that the operation of this feature differs between the shareware and registered versions of **OOG**. The shareware version of **OOG** allows you to go through the motions of creating your own puzzles so you can evaluate how it works. However when it comes time to actually store the created puzzle to disk (step 3 shown above), the shareware version will not let you perform this step. The shareware version will also not let you load puzzles created by other

registered users. To have access to these two features, you must register your copy of OOG.

## When you want to stop creating puzzles

Selection of this menu item allows you to stop creating a puzzle without having to save your work. Upon selection, you will be presented with a message box to verify your desire to stop creating puzzles. Click the **Yes** button if you wish to stop creating and don't want to save your work. If you've changed your mind and want to continue creating a puzzle, click the **No** button.

## The Create Help Menu

The following commands are available from the Help menu while creating a puzzle.

<u>Index</u>	Displays the Index of this help file
<u>Commands</u>	Displays the Create Commands section of this help file
<u>How to Create</u>	Displays the How to Create section of this help file
<u>Using Help</u>	Displays information about how to use help
<u>About...</u>	Standard About Box

## Displaying the help index

Selection of this menu item displays the [table of contents](#) for the **OOG** Help System.

## Displaying help on how to create a puzzle

Selection of this menu item displays a help page describing [how to create your own puzzles](#).

## Displaying help for the create menu commands

Selection of this menu item displays a help page that provides access to descriptions of all the menu commands available while creating a puzzle with **OOG**.

## **Displaying help on using the help system**

Selection of this menu item displays the standard Microsoft help file describing how to use the Microsoft Windows WinHelp application. This is how you can get help on help.



## Displaying the OOG About Box

Selection of this menu item displays the **OOG** About Box. An About Box is used to provide company and program version information to the user. The "Registered to:" window of the About Box will change from "UnRegistered" to your user name after you have registered your copy of **OOG** and entered your registration information in the [OOG Registration Dialog Box](#). If you are evaluating the shareware version of **OOG**, a line of text on the bottom of the About Box will display how much time is remaining in your evaluation period. Read about the [concept of shareware](#) to learn more about our shareware evaluation period.

[How do I register OOG ?](#)  
[About MCM Productions](#)

# The Shareware Concept

## What is Shareware?

When most people hear the word shareware they usually associate it with a particular software application. However the term shareware is not describing the program itself but the manner in which the program is being distributed. Shareware is a distribution concept that allows you, the potential buyer, to evaluate a piece of software before you are required to pay for it. A shareware author, the seller, trusts you to pay for, or register, the program if you continue to use it beyond the stipulated evaluation period. The shareware system makes finding software that suits your needs and pocketbook easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee: If you don't use the product, you don't pay for it.

## Our Terms & Conditions

**OOG** is a complete, full-featured application being distributed as shareware. Using the shareware version of the program, you will be able to fully evaluate each feature available in **OOG**. Our evaluation period allows you to use the shareware version for 30 days AND to run the program 30 times. This is an important point and a little bit different than what most shareware authors offer so read the next few sentences carefully. After installation, the evaluation period does not expire until after both 30 days have elapsed AND you have run the program 30 times. This means that if after the first time you run **OOG** you don't look at it again for 30 or more days, when you do finally come back to use it you will still have 29 more chances to run it before the evaluation period expires. To look at it from the other side of the coin, if you run **OOG** 30 different times on the first day you install it you will still have 29 more days to evaluate it before the evaluation period expires. If you continue to use **OOG** beyond the evaluation period, you must register and pay for your copy.

## More Useful Information

[What are the Benefits you Receive after Registering OOG ?](#)

[How do you Register OOG ?](#)

[Association of Shareware Professionals \(ASP\)](#)

[License Agreement](#)

[Warranty Disclaimer](#)

# The Benefits of Registering

## The Evaluation Period

**OOG** is a complete, full-featured application being distributed as shareware. Using the shareware version of the program, you will be able to fully evaluate each feature available in **OOG**. Our evaluation period allows you to use the shareware version for 30 days AND to run the program 30 times. This is an important point and a little bit different than what most shareware authors offer so read the next few sentences carefully. After installation, the evaluation period does not expire until after both 30 days have elapsed AND you have run the program 30 times. This means that if after the first time you run **OOG** you don't look at it again for 30 or more days, when you do finally come back to use it you will still have 29 more chances to run it before the evaluation period expires. To look at it from the other side of the coin, if you run **OOG** 30 different times on the first day you install it you will still have 29 more days to evaluate it before the evaluation period expires. If you continue to use **OOG** beyond the evaluation period, you must register and pay for your copy.

## Why Should I Register

The purpose of this page is to discuss the differences between the shareware and registered versions of **OOG**. Our intent is to highlight the benefits you will receive after registering. Follow the link to learn how to register OOG.

**OOG** is actually several games in one. Each *game* allows you to play a different polyform puzzle. Each polyform puzzle uses exactly the same interface and has exactly the same set of features as the others. Once you know how to play one polyform puzzle, you know how to play all of them. Any function you can do with one polyform puzzle, you can do with all of them. In the shareware evaluation version we give you a sampling of the available puzzles. The main incentive for registering is gaining access to many more puzzles.

## Free Upgrades for Registered Users

Any future upgrades that are released to add new features or correct problems are available *free* of charge to all registered users. Registered users will be notified of upgrades and new releases via e-mail or the postal service if no e-mail address was supplied during registration. Upgrades will be available for download from the Internet, CompuServe and the MCM Productions Web site. Those users who don't have access to the Internet or CompuServe can contact us to receive an installation disk.

## Differences Between the Shareware & Registered Versions

The following list details the differences between the shareware and registered versions of **OOG**. Please don't be dismayed by the long list of differences. This is an exhaustive list and most of the items below are minor details that don't take away from game play.

- 1) When running the shareware evaluation version, the title area will always display "**OOG - UnRegistered**". After registration the word "**UnRegistered**" will be replaced the name of the current puzzle game you are playing, for example "**Tangrams**".
- 2) The splash screen image that gets displayed during startup is kept on screen for no more than 5 seconds when running the shareware evaluation version. The screen is displayed for no more than 2 seconds for registered users.
- 3) The number of puzzles available in each polyform game is different between the shareware and registered versions. Refer to the feature comparison table at the bottom of this page for complete details.
- 4) When running the shareware evaluation version, created puzzles can not be saved to disk. Shareware users will be able to fully evaluate the operation of creating a puzzle. However when it comes time to actually save the created puzzles to disk, users will be notified that this operation is only

available to registered users.

5) When running the shareware evaluation version, you will not be able to load and play puzzles created by other users of **OOG**.

6) The "Registered to:" section of the About Box displays the text "**UnRegistered**" when running the shareware evaluation version. After registration this text is replaced by your assigned user name.

7) When running the shareware evaluation version, a line of text at the bottom of the About Box displays the current amount of time remaining in your evaluation period. The terms of the evaluation period are discussed at the top this page.

8) The following items detail changes in the way **OOG** operates once the evaluation period has expired:

- You will no longer be able to save your progress on a puzzle.
- Upon closure, a "don't forget to register" nag screen will be displayed.

As you can see the list is exhaustive. We wanted you to fully understand the differences between the two so you can appreciate the benefits you will be receiving after you register. The idea behind the shareware version of **OOG** is to "whet your appetite" for more puzzles. As shown in the table below, more puzzles is exactly what you get after registering.

```
=====
The Shareware vs. Registered Feature Comparison Table
=====
```

Polyform Game:	<b>Tangrams</b>	
# of Puzzles:	<b>30 Shareware,</b>	<b>175 Registered</b>
Load Puzzles from Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>
Save Puzzles to Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>

```
=====
```

Polyform Game:	<b>Pentominoes</b>	
# of Puzzles:	<b>1 Shareware,</b>	<b>75 Registered</b>
Load Puzzles from Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>
Save Puzzles to Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>

```
=====
```

Polyform Game:	<b>Hexagons</b>	
# of Puzzles:	<b>1 Shareware,</b>	<b>50 Registered</b>
Load Puzzles from Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>
Save Puzzles to Disk:	<b>No Shareware,</b>	<b>Yes Registered</b>

```
=====
```

Polyform Game:	<b>Polyominoes</b>	
# of Puzzles:	<b>N/A Shareware,</b>	<b>30 Registered</b>
Load Puzzles from Disk:	<b>N/A Shareware,</b>	<b>Yes Registered</b>
Save Puzzles to Disk:	<b>N/A Shareware,</b>	<b>Yes Registered</b>

```
=====
```

## How to Register

You register your copy of **OOG** by paying MCM Productions the appropriate registration fee using one of the methods discussed below. Upon receipt or notification of your registration, MCM Productions will send you your user name and serial number which when installed using the OOG Registration Dialog Box will give you full access to the registered version of **OOG**.

The cost of **OOG** is \$19.95 (US funds) per copy. All future releases of **OOG**, either to add or enhance features or to correct problems, are free after your one-time registration fee has been paid. If you would like to install **OOG** on multiple computer systems at your site, please contact us for site license pricing information. The more copies of **OOG** you purchase for your site, the better the price (perfect for educational institutions).

### Registration Method #1 - Check or Money Orders

Fill out and send the registration form with a money order or a cheque drawn on a US bank to the address listed on the form. Users outside the United States please send an International Money Order or a cheque from any bank that has a corresponding bank in the US. Your cheques should be made payable to "MCM Productions" in US funds only. If you supply an e-mail address on the registration form, we will send you an e-mail message indicating that we have received and are processing your registration. Your user name and serial number will be mailed to you using the postal service within 24 hours of receiving your order. *Note that you assume all risk if you elect to send US cash through the mail.*

### Registration Method #2 - Electronic Registration via CompuServe

If you have a *CompuServe* account, you can use *CompuServe's* shareware registration service to register your copy of **OOG**. Just "GO SWREG" and follow the prompts. The registration ID # for **OOG** is 11672. *CompuServe* will bill the \$19.95 US registration fee to your account. If you use this service, MCM Productions will send your user name and serial number to your *CompuServe* account via an e-mail message within 24 hours of receiving your order.

### Registration Method #3 - Credit Card Orders

Credit card orders may be placed with the Public (software) Library by contacting them using one of the methods listed below. You can order using either your MC, VISA, Amex, or Discover card. The product ID # for **OOG** is 14735. PsL will notify us the day of your order and we will mail your user name and serial number to you within 24 hours.

*Telephone:* (800)2424-PsL or (713)524-6394  
*FAX Orders:* (713)524-6398  
*CIS Email:* 71355,470  
*Post Office:* P.O. Box 35705, Houston, TX 77235-5705

*THE ABOVE TELEPHONE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.  
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.*

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to MCM Productions at P.O. Box 30404, Alexandria, VA 22310 or via email at 70742.2337@compuserve.com.

### Related Links

[The Concept of Shareware](#)

[What are the Benefits of Registering ?](#)

# Registration Form

(Print this form by selecting "Print Topic" from the "File" menu.)

OOG, The Object Orientation Game  
Order Form  
Version 1.1, July 07, 1996

Company Name: \_\_\_\_\_

Your Name: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip Code: \_\_\_\_\_

Country: \_\_\_\_\_

E-mail Address: \_\_\_\_\_

=====

Register OOG for *each machine* on which the program is to be used. Enclose \$19.95 in US funds for each copy. Educational institutions or anyone ordering more than 5 copies of OOG, please contact MCM Productions for site license pricing information.

OOG, The Object Orientation Game \_\_\_\_\_ copies at \$19.95 each = \_\_\_\_\_

Virginia residents please add 4.5% sales tax + \_\_\_\_\_

Total Payment = \_\_\_\_\_

Payment must be in US dollars drawn on a US bank, or you can send an international postal money orders in US dollars. Send this form along with your payment to:

MCM Productions  
P.O. Box 30404  
Alexandria, VA 22310

=====

Where did you get your copy of OOG ? Which Web or FTP site ? If downloaded from one of the major online services such as AOL or CIS, from which area ?

\_\_\_\_\_

How did you hear about OOG ?

\_\_\_\_\_

What factors lead you to purchase OOG ?

\_\_\_\_\_

## Technical Support Policy

MCM Productions offers **free, unlimited** technical support to all users of **OOG**. If at any time you experience any problem of any kind with your version of **OOG**, please contact us and we will do our best to quickly solve your problem. However, registered users will receive priority support over unregistered, shareware users. Technical support is provided via Internet/CompuServe e-mail or via the US postal service.

### **More Information**

[Ombudsman Statement](#)

[Revision History](#)

[Algorithm Notes](#)

[How to Become a Registered User](#)

## Ombudsman Statement

The ASP Board has set up an office of Ombudsman and appointed an ASP member as Ombudsman. The Ombudsman's sole role is to mediate disputes between ASP members and their customers. The Ombudsman reports to the Board situations where s/he feels Board action or knowledge is appropriate.

All ASP Members and Associate Members are required to cooperate with the Ombudsman when so requested.

"This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536."

### **More Information**

[Technical Support Policy](#)

[Contacting MCM Productions](#)

[Association of Shareware Professionals \(ASP\)](#)



## Revision History

The following list details the revision history of **OOG**. The release information shown below is listed in reverse chronological order and is in no way meant to be a comprehensive listing of all the changes that occur between releases of this product. [MCM Productions](#) makes no claims to the accuracy or completeness of this revision history. Please read the [What's New](#) page for a more detailed description of the changes in the release of **OOG**.

[Technical Support Policy](#)

[Algorithm Notes](#)

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**Version #:** 1.1

**Release Date:** July 07, 1996

**Major Changes, Fixes & Enhancements:**

- To allow users time to admire their solutions, a mouse click is now required after solving a puzzle.
- Added game setup dialog box for maintaining options for each puzzle game separately.
- Added more puzzles to each of the four polyforms.
- Corrected bugs in the solution detection algorithm.
- Corrected bugs in the algorithm used to build puzzle outlines from user created puzzles.
- Corrected bugs in detecting solutions for Tangrams puzzles #48, #137 and #138.
- Implemented a new configurable method for performing shape rotations using a single button click.
- Added real descriptions for over 35 Tangrams puzzles (replacing the old text of "Anonymous").
- Corrected "skewed corner" problem with Tangrams puzzle #78.
- Implemented code to track the shareware evaluation period.
- Added a Puzzle Statistics dialog box available from the Options menu.
- Added a Delete Player button to the New Player dialog box.
- Changed the method used to display the "solve status" of a puzzle in the By Picture dialog box.
- Added statements regarding membership in the Association of Shareware Professionals.
- Updated default game piece positions for Pentominoes such that all are orthogonal.
- Added an option to prevent the snapping of game pieces to the puzzle outline.
- Added file preview window to the load puzzle and restore layout dialog boxes.

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**Version #:** 1.0

**Release Date:** September 18, 1995

**Major Changes, Fixes & Enhancements:**

- Initial public release.

## Algorithm Notes

The following notes discuss certain aspects of some of the more complex algorithms found in **OOG**. Each of these algorithms has been thoroughly tested and to the best of our knowledge work correctly. However due to their complexity, it is possible you may encounter a situation in which an algorithm does not perform as intended. The purpose of this page is to highlight areas where we feel it is possible this might occur. If you are experiencing any strange problems with **OOG**, check this list to see if the issue is discussed. Refer to the [revision history](#) for a description of the changes implemented between releases of this product.

### Building Puzzle Outlines from User Created Puzzles

Whenever **OOG** loads a user created puzzle from disk, an algorithm is invoked to find the outer edges of the puzzle outline. This outline is what gets displayed over the background when you are solving puzzles. This algorithm is fairly complex and every care has been taken to ensure it performs as intended. However it is possible you may encounter a puzzle that the algorithm can not handle properly. If a problem does occur, you will encounter one of the following two cases.

1) The program will report that it could not build the outline for the selected puzzle and will simply display each piece of the puzzle in its original form thereby giving away the solution. We realize giving away the solution to a puzzle is a bummer, but we felt it was much better than crashing or hanging the program or computer.

2) The algorithm will appear to have performed correctly but the displayed puzzle outline will be incorrect. Unless you know what the puzzle outline should look like, you will probably have no idea that anything is wrong. You may eventually realize there is a problem if the puzzle can not be solved or if you've solved the puzzle but **OOG** isn't recognizing your solution.

### Detecting Solutions To Puzzles

The algorithm used to automatically detect when you've found any solution to a puzzle is in our opinion very trustworthy. We don't expect **OOG** to incorrectly report a puzzle as being solved when in fact it is not. Conversely, we don't expect it to ignore and not recognize a puzzle as being solved. However it is possible you may encounter a situation where this algorithm performs unexpectedly.

### What To Do

If you encounter any of these situations, we'd really like to know about it. This is not a challenge for everyone to try and break these algorithms, nor is there a reward if you do. But if you'd [drop us an e-mail](#) and let us know about it, we'd really appreciate it.

## About MCM Productions



**Hello!** Thank you for taking the time to download and try **OOG** ! To answer your first question: The MCM stands for Mr. Confetti Man™, the company mascot pictured above and on the **OOG** startup splash screen.

MCM Productions is dedicated to developing high-quality Windows applications. **OOG** is our first publicly released application and we hope you find it entertaining and easy-to-use. Whether or not you decide to become a registered user of **OOG**, feel free to send us your comments and suggestions. We are as open and responsive to corrective criticism as we are to compliments. Please don't hesitate to contact us or visit our Web site where we have links to other game and puzzle sites on the Internet.



MCM Productions is an Author Member of the Association of Shareware Professionals.

# Contacting MCM Productions

## **E-mail Addresses:**

*CompuServe: 70742,2337*  
*Internet: confetti@crosslink.net*

## **World Wide Web Site:**

*<http://www.mcmprod.com/>*

## **FTP Site:**

*<ftp://www.mcmprod.com/users/c/confetti>*

## **Postal Service:**

*MCM Productions*  
*P.O. Box 30404*  
*Alexandria, VA 22310*

## Association of Shareware Professionals



The Association of Shareware Professionals (ASP) is an association for shareware authors and distributors with the general goals of educating shareware authors and distributors and the public, setting standards and sharing resources and information among members.

If you are interested in becoming a member of the Association of Shareware Professionals, contact their Executive Director at one of the addresses below for a membership kit.

### **Postal Address**

*Executive Director  
Association of Shareware Professionals  
545 Grover Road  
Muskegon, MI 49442-9427  
Phone: (616)788-5131*

**CompuServe PPN:** *72050,1433*

**Visit their CompuServe Forum:** *CIS:ASPFORUM*

**On the Web:** *<http://www.asp-shareware.org/>*

## Acknowledgements

MCM Productions wishes to thank the following people for their support throughout the development of **OOG**. They provided countless hours of beta-testing, aided in the debugging and implementation of some of the more complicated algorithms and supplied a seemingly never-ending list of ideas and suggestions.

John Bauer  
Mike Blau  
Joel Chiralo  
Robin King  
Rick Niles  
Larry Shackelford  
Jon Sipos  
Debra Stansbury  
Miriam Wennersten  
Kaaren Winkler

**OOG**, and the underlying *Object Orientation Game Library*, were written entirely in C++ using Borland C++ 3.1 and OWL 1.0. This help file was developed using **Olson Software's Help Writer's Assistant for Windows** and the installation/setup program was developed using **Kurt Hertzog's Install/Easy**. Both of these tools are shareware programs available on CompuServe Forums and via 'anonymous ftp' from the major Window ftp sites such as CICA.

Thanks to registered user Rodney Grantham for supplying over 35 new titles for a bunch of the Tangrams puzzles that were previously labelled as *Anonymous*.

# License Agreement

THIS PROGRAM IS LICENSED TO YOU ONLY UPON THE TERMS AND CONDITIONS LISTED BELOW. IF YOU DO NOT ACCEPT SUCH TERMS AND CONDITIONS, YOU MUST ERASE ALL COPIES OF THIS PROGRAM AND ALL ASSOCIATED FILES FROM YOUR SYSTEM AND/OR OTHER STORAGE MEDIA.

## **TRIAL USE LICENSE**

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MCM Productions grants you a limited license to use this software for evaluation purposes for a period of 30 days AND 30 executions. After both 30 days AND 30 uses have been exhausted, your evaluation period is over. If you continue using this software after the evaluation period has expired, you MUST make a registration payment to MCM Productions.

In no event may you install OOG, The Object Orientation Game for use on a network. You may not modify, disassemble, decompile or otherwise reverse engineer OOG, The Object Orientation Game. You may not rent or lease OOG, The Object Orientation Game. You may copy OOG, The Object Orientation Game for backup purposes in anticipation that the original copy may become corrupted. In no event shall you remove or alter any copyright, trademark or other notice included with the shareware or registered version of OOG, The Object Orientation Game. Any such unauthorized use shall result in immediate and automatic termination of this license. All rights not expressly granted here are reserved to MCM Productions.

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Distributors recognized by the ASP as adhering to its guidelines for shareware distributors may distribute OOG, The Object Orientation Game, completely unaltered, without further permission. For other cases or to distribute in modified form, you must consult the attached data record, which is hereby incorporated by reference. Any distribution satisfying all the distribution requirements expressed in that data record is hereby authorized. We recommend that anyone distributing OOG, The Object Orientation Game advise MCM Productions so that the distributor can be kept up-to-date with the latest version.

Permission to distribute the OOG, The Object Orientation Game package is not transferable, assignable, saleable, or franchisable. Each vendor wishing to distribute the package must independently satisfy the terms of this limited distribution license.

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## **More Important Information**

[Contacting MCM Productions](#)

[The Shareware Concept](#)

[The Benefits of Registering OOG](#)

[How to Register OOG](#)

[Association of Shareware Professionals \(ASP\)](#)

## Warranty Disclaimer

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SOME STATES DO NOT ALLOW THE EXCLUSION OF THE LIMIT OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

THIS AGREEMENT SHALL BE GOVERNED BY THE LAWS OF THE STATE OF VIRGINIA AND SHALL INURE TO THE BENEFIT OF MCM PRODUCTIONS AND ANY SUCCESSORS, ADMINISTRATORS, HEIRS, AND ASSIGNS. ANY ACTION OR PROCEEDING BROUGHT BY EITHER PARTY AGAINST THE OTHER ARISING OUT OF OR RELATED TO THIS AGREEMENT SHALL BE BROUGHT ONLY IN A STATE OR FEDERAL COURT OF COMPETENT JURISDICTION LOCATED IN FAIRFAX COUNTY, VIRGINIA. THE PARTIES HEREBY CONSENT TO IN PERSONAM JURISDICTION OF SAID COURTS.



## Trademarks

Mr. Confetti Man, the MCM logo and likenesses are all trademarks of MCM Productions. All companies, product names and services identified in this help file and elsewhere are trademarks, service marks, or registered trademarks of their respective companies.

## Operation Not Available

This dialog box is presented whenever you attempt to perform an action that is not available in the shareware version of **OOG**. The title of the displayed message box indicates the operation that failed to be performed. In order to use these functions, you must register your shareware version of **OOG** with [MCM Productions](#).

[What is Shareware ?](#)

[What are the Benefits of Registering ?](#)

[How do I Register OOG ?](#)

## Error Messages

### Warning!!!

The displaying of any message box that causes you to reach this page, after pressing the 'F1' key, indicates that your version of **OOG** is most likely corrupt. These message boxes indicate that **OOG** has detected a fatal error with its internal data. These errors should not occur under normal circumstances.

If you receive one of these message boxes, we *strongly* suggest you contact [MCM Productions](#) to obtain the latest version of **OOG**.

This window allows you to see the definitions of various terms used throughout the **OOG** help system. For more detailed information on an item, refer back to the help system.

[game pieces](#)

[layout file](#)

[player progress tracking](#)

[polyform puzzle](#)

[puzzle outline](#)

[puzzle file](#)

[quick-click menu](#)

[registration](#)

[shapes](#)

[shape maneuver operations](#)

[shareware](#)

[snapping](#)

[title window](#)

The game pieces, or shapes, are the items you must move, rotate, and flip to *completely overlay* the displayed puzzle outline, *without having any overlap* among the pieces, in order to solve the polyform puzzle. We have a bad habit of using the terms game pieces and shapes interchangeably.

A layout file describes the position and orientation of all the game pieces for a given polyform. A layout file is used to save your progress on a puzzle so you can restore it at a later time and give the puzzle another try. It can also be used to save a solution's layout after you've solved a puzzle and for saving your progress on a puzzle you are creating.

The player progress tracking feature gives **OOG** the ability to remember which puzzles a player has solved for a particular polyform. Whenever you play, a database is being maintained that stores which puzzles have been solved for the current polyform. When you solve a puzzle, the database is updated to identify that that particular puzzle has been solved.

The tiling puzzle games found in [OOG](#) are more commonly referred to as polyform puzzles by puzzle enthusiasts. The goal of a polyform puzzle is rather simple to understand. Your goal is to arrange a given set of shapes, or game pieces, to completely overlay, or cover, a given puzzle outline. The resulting solution must not and will not contain any overlap amongst the shapes. Note that many polyform puzzles have more than one solution.



The puzzle outline is the pattern(s) you are trying to duplicate with the given set of game pieces. It is the colored item(s) in the **OOG** window that you can't manipulate with the mouse. When you've duplicated the displayed pattern(s) using the given shapes, you've solved the puzzle!

A puzzle file describes a puzzle outline and contains the necessary information for **OOG** to give hints for and show the solution to the puzzle stored in that file. A puzzle file is created whenever you create your own puzzles with **OOG** and save them to disk. These files can then be loaded into **OOG** and played like the built-in puzzles.

This menu is simply a popup shortcut menu that is displayed whenever you click and hold down the right mouse button over the main window background when you are creating a puzzle.

Registration is the process by which you purchase **OOG**. After your registration is processed, you will be sent a user name and serial number that when entered into the **OOG** Registration dialog box will give you complete access to the registered version of **OOG**.

The shapes, or game pieces, are the items you must move, rotate, and flip to *completely overlay* the displayed puzzle outline, *without having any overlap* among the shapes, in order to solve the puzzle. We have a habit of using the terms shapes and game pieces interchangeably.

These are the operations you perform on the game pieces in order to solve the polyform puzzle. They are *move*, *rotate* and *flip*. All are performed using simple mouse operations. See the How to Play section of the help file for more information.

Shareware is a marketing concept that allows you, the potential buyer, to evaluate a piece of software before you are required to pay for it. A shareware author, the seller, trusts you to pay for, or register, the program if you continue to use it beyond the stipulated evaluation period.

**OOG** is a shareware program. It is a complete, fully functional application. You will be able to fully evaluate every feature available in **OOG** using the shareware version. You may use it for 30 days AND run it 30 times for evaluation purposes. If you find it useful and continue to use it beyond this evaluation period, you are legally bound to register and pay for your copy.

Snapping is the catch-phrase used to describe the operation performed by the auto-shape alignment algorithm in **OOG**. The snapping algorithm is invoked at the conclusion of every shape maneuver operation (i.e. move, rotate or flip) and determines the intended location of the shape relative to any of its neighboring shapes or the puzzle outline. Once the algorithm has determined the intended location of the shape, it *snaps* the shape to that location thereby freeing the player from having to worry about perfectly aligning and connecting the pieces together.



The title window is the rectangular area directly below the menu bar that displays a block of text detailing information about the current puzzle being solved. The text has the following format:

**### - T T T - X**

The "###" is the internal number assigned to the puzzle. The "T T T" is the assigned title or description for the puzzle and the "X" indicates whether or not the puzzle has been solved according to information found in the player progress tracking database. The "X" is replaced with a "U" if the puzzle is unsolved and an "S" if the puzzle is solved. If you are solving a puzzle loaded from disk, the text will only contain the puzzle's assigned title or description. This area is also used by **OOG** for displaying various messages.



