

# Tobor

## Version 1.0

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## Introduction

Tobors is a game which I originally saw on various Unix boxes. I wrote this program as a personal project to become more familiar with C++ and event driven GUI's. You can have as many instances of the program as Windows will allow. This application will only function in Standard or 386 Enhanced Mode (not Real Mode!).

## Registration

Tobor is distributed as "shareware". If you enjoy the game please support my efforts by registering. Registration gives you the right to continue to use this software. You are encouraged to distribute this software, providing it is distributed in its entirety and without charge (except for media and handling, if applicable). I reserve the right to change these restrictions in future versions. To register Tobor, please send \$5.00 to:

Nicholas Lonsky  
P.O. Box 280024  
Lakewood, CO 80228-0024

The idea to supply the source code came from sharing my coding experiences with my friends who were interested in both C++ and Windows 3.0. The code is documented with notes from myself as to the problems I encountered as a new Windows and C++ programmer. This will allow you to learn from my mistakes. The initial C++ class design ideas came from code I had encountered by Davin S. Hills. These classes are not the most elaborate or comprehensive. They are design so that someone who has just started to learn C++ and Windows can easily understand and use them. If you would like a copy of the source code, send \$10.00 to the above address. This is basically the registration fee plus \$5.00 shipping and handling.

## Disclaimer

Tobor is distributed without warranty, either expressed or implied. No responsibility is assumed for any consequential loss or damages arising from its use.

## Installation

Copy tobor.exe to a directory in your path and you are ready to go. This program does create a tobors.ini file under your windows directory.

## Comments

Comments are encouraged. You can send me E-mail to me at the following addresses:

Prodigy: DSDX39A  
Internet: nlonsky@isis.cs.du.edu