



# SH-WINColorStar 2000



Copyright © 1994-1995 [Lars Schenk](#) & [Frank Horn](#)

## Everything about shareware, licenceagreement and registratrimonkeys

[Introduction](#)

[Featurelist](#)

[Difference: shareware and licensed version](#)

[Development history](#)

[Feedback form](#)

[Problems and solutions](#)

[Requirements](#)

[Hints for deinstalling](#)

[Controlling the game](#)

[Joystick-driver](#)

[How to play](#)

[Variations of the game](#)

[The network-game](#)



Use the buttons of the toolbar to control this software. For informations about the functions click the buttons now. If you don't know what's behind a button while using the software move your mousecursor to the button and wait for a second. A tooltip will appear.

## INTRODUCTION

First we thank you for your interest on SH-WINColorStar 2000!

Possibly you think *just another Tetris?*. But it's more than just another clone... You will see while playing!

As a special feature you will find a **network-game mode**. You can play against a competitor.

- Lars Schenk & Frank Horn - Timmendorfer Strand, Germany January 1995

## DEVELOPMENT HISTORY

### What will futuer versions offer?

Take direct influence to the future developement of this program and fill out the [feedback form](#).

We plan to implement microsoft's **WinG**, which offers more speed for grafik output. Also we plan to support music from CD while playing.

### 01.02.95 Version 3.00

Runs now also on **Windows NT 3.5**. The Netmode uses some 32 bit routines so that SH-WinColorstar 3.0 becomes a hybrid (=16- and 32 bit in one program).

A **variable framerate** (pictures/sec.) was implemented to get a high ergonomics (a **very smooth scrolling** of the downfalling stones).

This version ist now available in two languages: German (F9) and English (F8). Although a problem with display drivers unsing the large fonts has been solved.

### 15.11.94 Version 2.00

This version offers a new **network-mode**. Now you can play against each other to find out who the better player is. New features and some bugfixes.

### 01.11.94 Version 1.00

First release version

### 01.07.94 Start of development.

## FEATURELIST

- 1. Many variations of your favourite puzzle games are included in this new game named SH-WINColorStar 2000. This game offers you over 200 exiting levels. Each one is different to another.** (In shareware you can play the first 20 levels only).
- 2. Level editor** to design your own arcade levels (licensed version only).
- 3.** SH-WINColorStar 2000 ist easy to use so you can start using it without reading this help file.
- 4.** If you have a question you can use our detailed help.
- 5 Digitized sound effects** stored in **WAV-Files** (free configurable with the Control Panel).
- 6.** SH-WINColorStar 2000 will save all your program setting, so you don't have to configure it twice.
- 7. Program settings** for sound and the **joystick**.
- 8.** Modern design: **toolbar** with **tooltips**, **3D-look** and **registerdialogs**.
- 9. Variable framerate** (pictures/sek.) guarantee high ergonomics and a very smooth scrolling.
- 10.** The game comes in two languages: F9=German, F8=Englisch.
- 11.** Last but not least: Network-support. **Two competitors can play againt each other.**

## DIFFERENCE: SHAREWARE AND LICENSED VERSION

1. In **shareware** there will appear shareware messages. The licensed version doesn't contain them.
2. In shareware you can play the first 20 levels only. The licensed version offers you additional 180 levels for a **total of 200 levels**.
3. The exiting **arcade-levels** are only available in the licensed version.
4. The fantastic **level-editor** for editing you own levels is also available in the licensed version only.
5. In shareware you can play the classic game only until the 25th stone. Then the game will stop. In licensed version you can play as long as you can.
6. In shareware you can test the network-mode only with the classic game. In shareware you can't win. You will need the licensed version to get out who of the two competitors is better. In the licensed version you can play all of the levels as a network-game against a competitor.

## REQUIREMENTS

MS-DOS: Version 3.3 (recommended MS-DOS Version 5.0 or higher)  
WINDOWS: Windows 3.1 or higher. For the network-game you need WfW 3.11+  
This program and it's network-gamemode runs also on Windows NT 3.5!  
It may also run under Win95 but we could'nt test it. If there are Problems we would fix them in a new Version.  
CPU: 386 or higher  
RAM: You need 1 MB of free memory.  
DISPLAY: VGA, 640x480, 16 color or higher. We recommend 800x600 with 256 colors or higher

We also recommend: Soundcard for effects and a local network for the fantastic network-mode.

## PROBLEMS AND SOLUTIONS

If you are using the **PC-Tools for Windows** desktop it is possible that there is not sound available even if you switched the sound on in the programsetting. In this case you have to change the line *SHELL=C:\CPS\WNDT.EXE* to *SHELL=C:\CPS\WNDTX.EXE* in the SYSTEM.INI (contained in the Windows-directory) in the [BOOT] section.

There is **no sound** even if you switched the sound on in the programsetting: perhaps you have no soundcard or your soundcard is not configured correct. If you only have the pc-speaker use a driver which supports sounds (WAV-files) with the internal pc-speaker. This driver is available in our [mailbox](#) +49 4503 31717.

Display problems with large fonts should be fixed since V3.00. But if you have problems please contact us and write which configuration (installed display device and drivers) you use.

Printing the order form with HP520, driver V4.1 can cause irregular black rectangles. Please order via voice or e-mail.

You want to connect to a netopponent but the serverbrowserlist doesn't show your opponnent. Make an access to a drive of the opponnent and the problem which has only be occured sometimes on Win NT 3.5 will be fixed.

## HINTS FOR DE-INSTALLING

If you want to deinstall SH-WINColorstar read this:

1. First delete all files in the SH-WINColorStar 2000 directory. Then you remove the directory from your harddisk. Be sure that you haven't saved any other files in this directory before deleting files.

2. SH-WINColorStar has added the following lines in the [sounds] section of your WIN.INI File:

```
ColorStarUnten=C:\COLORSTA\cs_untten.wav,ColorStar Aufsetzen
ColorStarBombe=C:\COLORSTA\cs_bombe.wav,ColorStar Bombe
ColorStarBonus=C:\COLORSTA\cs_bonus.wav,ColorStar Bonus Levelende
ColorStarBonus01=C:\COLORSTA\cs_bon01.wav,ColorStar Bonus (klein)
ColorStarBonus02=C:\COLORSTA\cs_bon02.wav,ColorStar Bonus (normal)
ColorStarBonus03=C:\COLORSTA\cs_bon03.wav,ColorStar Bonus (gut)
ColorStarBonus04=C:\COLORSTA\cs_bon04.wav,ColorStar Bonus (super)
ColorStarDrehen=C:\COLORSTA\cs_dreh.wav,ColorStar Drehen
ColorStarLoesen=C:\COLORSTA\cs_loese.wav,ColorStar Loesen
ColorStarEnde=C:\COLORSTA\cs_ende.wav,ColorStar Spielende
ColorStarNetLine=C:\COLORSTA\cs_line.wav,ColorStar Zeile dazu
```

The path may vary if you selected another directory at installation.

If you like a clear WIN.INI file you should delete this lines out of the WIN.INI file. Alternative you can add a semicolon in front of every of these lines.

3. SH-WINColorStar has added the following lines in the [DDEShares] section of your SYSTEM.INI File:

```
COLORSTAR$=COLORSTA,NetGame,,31,,0,,0,0,0
```

You can delete this line now.

On WinNT this information is stored in the system database and can only be deleted by the system administrator using DDESHARE.EXE.

4. The following files have been installed in your Windows/System-Verzeichnis directory. You should not delete them because other software might need them.

CTL3DV2.DLL	3D-Look DLL
GRBTN.DLL	Registerdialogs DLL
SHSHAREW.DLL	SH-tools DLL for german language and needed by shareware and licensed version

## CONTROLLING THE GAME

You can control the game with the keyboard or a joystick. If you don't know how to use your joystick under Windows please read the section [Joystick-driver](#).

Use the following key to control the game:



**Cursor left** (Joystick: move lever to the left)

The falling figure moves to the left



**Cursor right** (Joystick: move lever to the right)

The falling figure moves to the right



**Cursor up** (Joystick: press button 1)

The falling figure respectively the colors of the figure will rotate. (You can also use the **Spacebar**)



**Cursor down** (Joystick: press button 2)

The figure will speed up in falling while you press the key or button. Release the key to return to normal speed.

The following keys can be used instead of the buttons in the toolbar.

<b>E</b>	<u>Setup</u>
<b>T</b>	Switch Sound on or off
<b>J</b>	Switch Joystick on or off
<b>P</b>	Pause
<b>B</b>	<u>Order</u>
<b>F</b>	<u>Enter your registrationkey</u>
<b>H</b>	<u>Highscore</u>
<b>I</b>	<u>About</u>
<b>L</b>	<u>Product infos</u>
<b>A</b>	<u>Disconnect from competitor</u>
<b>Plus</b>	<u>More frames per second</u>
<b>Minus</b>	<u>Less frames per second</u>
<b>Alt+F4</b>	<u>Exit</u>
<b>F1</b>	<u>Help-index</u>
<b>F8</b>	English language
<b>F9</b>	German language

The following key are accessible while the demo mode is shown:

<b>Spacebar</b>	<u>New Game</u>
<b>S</b>	<u>Continue game</u>
<b>V</b>	<u>Connect to competitor</u>
<b>K</b>	<u>Start the classic game</u>

## JOYSTICK-DRIVER

To use a joystick under windows the driver `ibmjoy.drv` must be installed. You'll find the driver inside the archive `X-WINJOY.EXE`. To decompress simply execute this file.

By using the following Windows 3.1 Driver Library (the Software), you are hereby agreeing to the included license agreement. Please review the file `LICENSE.TXT`.

### Installing the Joystick Driver

Follow the instructions given in *Installing a Driver Not Supplied with Windows* in Chapter 5, *Control Panel* in the *Microsoft Windows User's Guide*. When you are requested to insert the disk containing the setup information, insert the disk you made during the downloading procedure, or type the path of the directory where you downloaded the driver.

### Installation note

When the IBM Joystick Driver is installed or removed via the Control Panel Drivers applet, Windows needs to be restarted before the driver installation/removal is recognized by the Control Panel.

If Windows is not restarted whenever the Joystick driver is installed, an information panel indicating *No Joystick Driver is Installed* shows up when the Joystick applet is invoked.

### Joystick Applet

The joystick applet is a utility for calibrating the joystick. Copy the the joystick applet (`joystick.cpl`) to the Windows system subdirectory. This will cause Windows to create a corresponding joystick icon in Control Panel.

### Joystick Performance

The Joystick driver may not produce precise results on all computer systems. The performance of the joystick driver is largely dependent upon the device itself. Microsoft does not guarantee that the joystick driver will work with all computer systems and/or joystick devices.

## EXIT

Use this button to exit.  
Hotkey: **Alt-F4**.

## HELP-INDEX

Use this button to get the index page of the help.  
Hotkey: **F1**.

## ORDER

Use this button to order a product by mail from Schenk & Horn. More details are available by using the *Help* button at the orderdialog.

For outside europe we recommend to order by CompuServe SWREG. **You'll find SH-WinColorStar 2000 as program #4031 in SWREG for only US\$20.00.**

Hotkey: **B**.

## **PRODUCT INFORMATION**

Use this button to get more information about our software products.  
Hotkey: **L**.

## ABOUT

Use this button to get information about this game. The version and the copyright message will be shown.  
Hotkey: I.

## PAUSE

Use this button to pause the game. The game will be continued if you press this button again.

The pause will be activated automatically when you leave the program (e.g. you click over to another program).

### **Network-Gamemode:**

If you are playing a Network-game and you press the pause button the other player will also get a pause. The game will continue on both computers if you press this button again. In the case the other player cannot continue (e.g. he symbolized his game) you have to wait until he is ready again.

Hotkey: **P**.

## **START LEVEL AGAIN**

Use this button to start a new game beginning at the last played level.

Hotkey: **S**.

## **CLASSIC GAME**

Use this button to start the classic game.

Hotkey: **K**

See also: [The Network-game](#)

## CONNECT TO COMPETITOR

Use this button to build up a network connection to another SH-WINColorStar player. If you are working in a network environment you will get a list of available network computers. Select a competitor and if he is also running SH-WINColorStar a connection will be build up.

To get a connection it's sufficient that SH-WINColorStar 2000 is installed on the computer and there is a path set to the directory containing the SH-WINColorStar 2000 software. The called computer will start the program automatically.

After you are connected you will see the name of the competitor in the bottom line on the right side. If you are not connected *Not connected* will be displayed.

Hotkey: **V** .

See also: [The network game](#)

## DISCONNECT FROM COMPETITOR

Use this button to disconnect a network connection. *Not connected* will be displayed in the bottom line on the right side. This function is only available if a connection is active.

Hotkey: **A**

See also: [The network game](#)

## NEW GAME

Use this button to start a new game. You will prompt to choose your starting level.

The upper list presents you about 200 levels. You can only choose an accessible level. Levels with the N/A flag are not available for you.

If you cleared a level a few more levels will be switched to accessible. So you can get forward. You don't need to solve all the levels to enter the next one.

In shareware you can only play the first 20 levels.

The licensed version also offers 180 more levels and the exiting arcade levels along with the level editor. The arcade levels are selectable in the lower list.

The button **Add** can be used to create a new arcade level. You will prompt to input you arcade level definition. The created level will be inserted in the list of the arcade levels.

The button **Edit** can be used to edit the current arcade level.

The button **Delete** can be used to delete the current arcade level.

Hotkey for starting the game is the **Space** key

## ARCADE-LEVEL-EDITOR

Arcade levels do not have a job for you except to get as many as possible points. Just play for the highscore!

The arcade level editor makes it possible to create your own levels. Only playable definitions will be accepted. You can not design an unplayable level.

First you will enter a name for your new level. This name will be shown in the list of the arcade levels. Then you can choose out of 12 different stone sets (e.g. ColorStar Standard, SquareTris, ...).

Now you should decide whether you want to play like ColorStar or like the classic game. When using the ColorStar version a line will be removed if you set 3 or more blocks of the same color side by side. By using this game version you also can choose a game level and specify bombs. When using the classic game mode a line will be removed if you fill a complete horizontal line.

With *general settings* you can define the frametype and the number of lines at level startup to add another handicap.

## HIGHSCORES

Use this button to display the 10 best scores. This list will also appear if you did a good job and will get into it.

Look also for the individual highscores for each level. This individual highscores will be found in the level selection box.

Hotkey: **H**.

## **MORE FRAMES PER SECOND**

Use this function to increase the framerate (pictures per second).

The number of frames per second will be displayed. The display range is from 18 up to 108 frames/sec. The game is started with at least 18 frames/sec. because this value should be reached from each pc. Some computers may have a surplus of performance so that you can use it to display more frames per second resulting a smoother scrolling and an ergonomically display. If the led flickers red often your computer is overtaxed with the actual framerate and you should decrease the framerate. The higher the framerate the smoother the scrolling but if your computer works at the edge of efficiency the resone to your input will come slower.

The speed of the game is not effected by this adjustment.

Hotkey is + (**Plus**).

## LESS FRAMES PER SECOND

Use this function to decrease the framerate (pictures per second).

The number of frames per second will be displayed. The display range is from 18 up to 108 frames/sec. The game is started with at least 18 frames/sec. because this value should be reached from each pc. Some computers may have a surplus of performance so that you can use it to display more frames per second resulting a smoother scrolling and an ergonomically display. If the led flickers red often your computer is overtaxed with the actual framerate and you should decrease the framerate. The higher the framerate the smoother the scrolling but if your computer works at the edge of efficiency the resone to your input will come slower.

The speed of the game is not effected by this adjustment.

Hotkey is - **(Minus)**,

## **SOUND ON/OFF**

Use this button to activate or deactivate sound effects while playing. Some WAV-files are enclosed and predefined to use.

Hotkey is **T**.

## LANGUAGE SETTING

Use this function to select the language of your windows-system with the control panel. Normaly your Windows is installed korrekt and the right language has already selected so that the program uses the right language.

*Hint:* In Windows 3.x the field *Language* (Sprache) seems to be responsible and in Windows NT 3.5 the field *Country* (Land) has an effect on the used language in the program.

The language can also be selected manual with **F8** for englisch and with **F9** for german.

Hotkey is **F12**.

## SETTINGS

The dialog *SH-WINColorstar-Settings* offers program adjustments.

With the *sound* checkbox you can activate sound effects while playing. Some WAV-files are enclosed and predefined. The buttons **WAV setup** allows to define WAV-files for the play events. For example you can define your own sounds or no sound for the event *Colorstar Drehen* if you think this event comes to often.

You can adjust the joystick to your requirements.

The first scrollbar adjusts the speed of the play figure (in this game the falling block). The second scrollbar can be set to *lazy* or *sensitive*. Both scrollbars are only available if you turn on the joystick checkbox.

Hotkey for program settings is **E**.

With **T** you can turn on or off the sound.

With **J** you can turn on or off the joystick.

## FEEDBACK FORM

... or what is interesting for the developers to optimize the program. Simply print it - fill it out and send to Schenk & Horn - **perhaps you can find your idea in the next programversion!** Make use of the great advantage of the shareware concept: **take part on developing the software you use.**

This is our first game with network mode. Are you interested in Network games? Do you wish more games like this?

- 1 = very important
- 2 = important
- 3 = not bad
- 4 = really not important

How important are sounds?

Is the help ok (yes/no)

What is very important in your opinion?

What should we make better or what have we forgotten?

Have you a special wish or idea for the next version?

Do you use Win32s, Win95 or WindowsNT (or have you planned to use it)?

Do you use CompuServe, FidoNet or other?

How did you get SH-WinColorStar 2000?

Do you wish to pay per credit card?

What can we make better especially for our customers in the USA?

## HOW TO PLAY

The game is simple. There is an empty or pre-filled frame. A single colored figure will fall into the frame. You can control this figure. Move it to the right or to the left. You also can rotate it's colors (except special stones). Now you have to place the figure as good as you can. Watch the forthcoming.

A single figure could look like this:



This figure can be move with the cursorkeys. With cursor up you can rotate it's colors. Use the cursor down to speed up falling.

### An example for removing a line



It's your job to place a falling stone in a way to get a horizontal, vertical or diagonal row of 3 or more blocks in the same color.



This combination will be removed...  
the result is a hole...



the blocks above will break into this hole.



Try to position the block to get a chain reaction!

If you're not good enough and you miss to remove lines the frame will be filled up to the top and the game is over.

## VARIATIONS OF THE GAME

There are two different basic game modes. They differ in the way you have to remove the lines:

### I) ColorStar

Blocks will be removed if there are 3 or more blocks of the same color side by side. You can position the blocks horizontal, vertical or diagonal. The removed line(s) will leave a hole. The blocks above will fall into this hole and fill it.

### II) The classic game mode

You will know this mode from the classic Tetris(TM) game. A line will be removed if it's totally filled out from left to right. The color of the block is unimportant.

Additional to these game modes there are some different stone sets:

#### ColorStar standard



These are the standard stones we used in our DOS version of this game. Also the original Columns(TM) has used this sort of stones. The colors can be rotated.

#### Double width



These stones are the same as the "ColorStar standard" ones except they are double width. This causes a new effect: if a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The rotation of the colors is circular.

#### SquareTris



The stones of SquareTris correspond to the "Double width" stones except they are only 2 blocks high.

#### BlockTris



This is another variation of the "Double width" and the "SquareTris" stone. The BlockTris stone is very big and it is very difficult to play with it. The rotation of the colors is circular while the center is standing still.

#### FlatTris



These stones are a mixture of the "ColorStar standard" and the "Double width" stones. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The rotation of the colors is from right to left.

#### Extended stones



This is a set of stones. You'll find the stonesColorStar standard", Double width", SquareTris", and FlatTris" in the set. Also there a some new variations of stones. The different figures will appear randomly.

### DiagonalTris



This is the first stone which ist not using a rotation of colors. The stone will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore.

### The classic stone set



These are the stones of the all-time-classic game Tetris(TM). You'll know them. There is no color rotation. The stones will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The different figures will appear randomly.

This stone set can also be used in both game types (ColorStar and classic).

### BigTris



This set of stones is an extension of the classic set. There is no color rotation. The stones will rotate. If a stone hits the ground with only one part of himself the stone will break. The rest of the stone will now continue in falling but you can't control him anymore. The different figures will appear randomly.

This stone set can also be used in both game types (ColorStar and classic).

This set is very difficult to play.

### Bombs



Sometimes a bomb will appear. It's very useful. If a bomb hits the ground it will explode. The explosion will destroy all the blocks of the same color. Always look for the best combination to destroy.

**Speed-up**

In some levels there will be a speed-up. After a few stones the game will be faster and faster. Watch out...

## NETWORK-GAME

If your computer is connected to a network you can play against an opponent. To do this you have to build up a connection to the computer of the competitor by pressing the *connect to competitor* button. After the connection is established every game will be played as a network-game until you release the connection.

The strategy for network-game is a little bit different from the normal game. Normally you try to play as long as you can. Now it's profitable to build up a strategy to remove as much lines at one time as you can because this will move some blocks over to your competitor! That's funny...

The bar on the right side of the window will now show you the height of your competitor. So you can see if you can send him a death-line.

In the bottom line will appear a short information if you or your competitor has removed more lines at the moment.

Between two games the current standing of won and lost games will be displayed.

# **EVERYTHING ABOUT SHAREWARE, LICENCEAGREEMENT AND REGISTRATIONKEYS:**

What is shareware?

Which advantages offers the sharewareconception to you?

Which advantges and disadvantages has the sharewareconception for the author?

Shareware is fairware

## **How to enter your key**

The purchase has many advantages

How can I order?

How works the order form?

Calculation of the forwarding expenses

How you can reach us

Lars Schenk

Frank Horn

The mailbox of Schenk & Horn

## **Licenceagreement**

Something doesn't work

Trademarks

## LARS SCHENK

**1968** born in Lübeck on 15th of June.

**1980** the computer (Atari 400) and programming became a hobby.

**1982** by the support of my parents I'm able to develop myself with an Apple IIe.

**1983** my first practical experience in a concern. The fascination got me.

**1985** my first mailboxsystem starts.

**1987** in March I'm building my first PC/XT - now I'm going forward to MS-DOS.

**1987** in June I ended the school successful.

**1987** in October I started the education to EDV-businessman. There I meet my partner Frank Horn.

**1988** we became self-employed and the **Schenk & Horn team was born**. Our first project in shareware was very successful and so we decided to use the sharewareconception for our further projects.

**1989** I ended successful the education and I'm now able to concentrate on software development.

**1990** *Schenk & Horn* developed many good applications and games for DOS and became well-known in shareware.

**1991** our first program for Windows appears.

**1992** a good year for Schenk & Horn. Following applications are published: EtikettenStar, CardStar Plus and the SH-series.

**1993** the development of the DOS-applications defers our windows projects, nevertheless in November our second game for Windows - WinBlocker - is published. In this year our mailbox opened. After a few weeks we registrated about 500 calls.

**1994** we are working fullspeed on our Windows-projects - but the registering-rate and the sales are getting worse. Nevertheless sharewaredistributors, sysops, good press and our customers say that the programs are in great request.

The users surfeit by CD-ROM makes it difficulty to see the good programs. Most of only-shareware-distributors are already gone. The market for most authors is no more interesting because they won't get payment for their work.

We try to work against this negative developement with our very low-prices and easy to register Windows-programs SH-CopyStar, SH-Strichcode und SH-WinColorStar 2000 - and we hope to succeed.

**1995** Schenk & Horn goes CompuServe and our programs SH-CopyStar and SH-WinColorStar 2000 are the first coming with english language trying to conquer foreign markets...

See also:

Shareware is fairware

## FRANK HORN

**1969** born in Lübeck on 05th of June.

**1981** the computer (Sinclair ZX-81) und programming became a hobby.

**1982** by the support of my parents I'm able to develop myself with a TI-99/4A.

**1985** programming with a MSX and

**1986** first programmes are published in some magazines as sourcecode. Later I changed to MSX-II standard and I developed a very special video-working-software.

**1987** in June I ended school successful.

**1987** in October I started the education to EDV-businessman. There I meet my partner Lars Schenk.

**1988** we became self-employed and the **Schenk & Horn team was born**. Our first project in shareware was very successful and so we decided to use the sharewareconception for our further projects.

**1989** I ended successful the education and I'm now able to concentrate on software development

**1990** *Schenk & Horn* developed many good applications and games for DOS and became well-known in shareware.

**1991** our first program for Windows appears.

**1992** a good year for Schenk & Horn. Following applications are published: EtikettenStar, CardStar Plus and the SH-series.

**1993** the development of the DOS-applications defers our windows projects, nevertheless in November our second game for Windows - WinBlocker - is published. In this year our mailbox opened. After a few weeks we registrated about 500 calls.

**1994** we are working fullspeed for our Windows-projects - but the registering-rate and the sales are getting worse. Nevertheless shareware-distributors, sysops, good press and our customers say that the programs are in great request.

The users surfeit by CD-ROM makes it difficulty to see the good programs. Most of only-shareware-distributors are already gone. The market for most authors is no more interesting because they won't get payment for their work.

We try to work against this negative developement with our very low-prices and easy to register Windows-programs SH-CopyStar, SH-Strichcode und SH-WinColorStar 2000 - and we hope to succeed.

**1995** Schenk & Horn goes CompuServe and our programs SH-CopyStar and SH-WinColorStar 2000 are the first coming with english language trying to conquer foreign markets...

See also:

Shareware is fairware

## WHAT IS SHAREWARE?

Shareware is software sold in a special way. The author gives a sharewareversion to the shareware distributors who are selling this version to the interested users for a low price.

The sharewareversion is like a software-taste but it includes all functions. Only some register-instructions remain you that you are using a unregistered version.

You are allowed to use the sharewareversion for a testperiod of 30 days. After these 30 days you have to decide if you want to use the software further or not. You can give your order directly to the author. There you will get the licensed version and support and updateservice.

If you don't want to use the program you have to delete the software from your computer or you can give the sharewareversion somebody else. If you don't do this you break our rights and this can be followed by law.

Related themes:

Which advantage offers the sharewareconception to you?

Which advantages und disadvantages has the sharewareconception for the authors?

Shareware is fairware

Licenceagreement

## WHICH ADVANTAGES OFFERS THE SHAREWARECONCEPTION TO YOU?

The greatest advantage of the sharewareconception is that you only pay if you need and use the software.

The sharewareconception has further advantages: the authors are not forced to use any expensive advertisements because the sharewareversions ad for themselves. There is no one between user and author. This makes it very low-priced and the near contact to the customer saves much time for customer and author. If you got a modem you can copy our software in many mailboxes free. You can reach our own mailbox by calling +49 4503 31717.

Related themes:

What is shareware?

Which advantages und disadvantages has the sharewareconception for the author?

Shareware is fairware

Licenceagreement

## **WHICH ADVANTAGES AND DISADVANTGES HAS THE SHAREWARECONCEPTION FOR THE AUTHOR?**

Why does a author use this conception? There are nearly no cost for advertising. His costs are only for the publishing of new sharewareversions to about 500 sharewareistributors. A sharewareauthor is able to react directly to the customers request. This makes the program better and the customer happy.

## **ARE THERE ANY DISADVANTAGES FOR THE AUTHOR IN THE SHAREWARECONCEPTION?**

A sharewareauthor gets no money for the sold sharewareversion from the sharewareistributors. He has to pay his costs with the earning made by the licensed version. Here is the problem: Many user like to use the sharewareversion longer as allowed and so the author won't get his payment.

Please pay attention to the licenceagreement and pay if you want to use the program after the testperiod.

Related themes:

What is shareware?

Which advantage offers the sharewareconception to you?

Which advantages und disadvantages has the sharewareconception for the author?

Shareware is fairware

Licenceagreement

## SHAREWARE IS FAIRWARE

Shareware authors are always fighting against the low registering-quote. We've searched the errors in our concept - it means you don't like or need our programs. But we found out that the registering-quote is very bad. Even our best programs don't reach the 3%-mark. It means the shareware distributor sold 100 pieces of one of our programs and only 3 users register.

Please pay attention to our [licence agreement](#) and don't use the [shareware version](#) longer as 30 days.

**Please see the much work, time and love to the detail in this program. We won't get our payment for this investment out of an illegal copy. But if you register we will work out the software for the year 2000.**

Related themes:

[What is shareware?](#)

[Which advantage offers the shareware conception to you?](#)

[Which advantages and disadvantages has the shareware conception for the author?](#)

[Licence agreement](#)

# LICENCE AGREEMENT

## ***For the sharewareversion:***

This program is no freeware and no public-domain! This program is shareware - it means software which you are allowed to **test** for a time and which you can **buy** after that. You got the time of 30 days to test the sharewareversion. **After this period you have to register if you want to use the product further - it means you must buy the licenced version.**

A further use of the sharewareversion after the testperiod is illegal and a criminal act which we can follow by law.

It is allowed to give the **unregistered sharewareversion** of this program to **other PC-users**. But it is necessary that the program and the documentation is not edited and be left original.

## ***For the registered version:***

The discribed software becomes a licenced version with your registrationkey. This key works only for your person and you are not allowed to give the key or the licenced version to any other persons. The key allows you to use the licenced version on one computer. **If you want to use it on other computers too you must buy an own key for every computer.**

The customer is allowed to make backups of the registered version. But it is not allowed to give copys or keys to other persons.

Any illegal copy of a registered version or illegal distribution of the key will be followed by law. All rights on this discription, software and any included components reserved by Schenk & Horn.

## ***Generally:***

All informations in this discription are without guarantee and may be changed without notice. There is no guarantee for the correctness of this documentation. We don't guarantee that this program works in a very special use. We are not responsible for any damages arising by the use of this program or the incompetence to use it. This includes the loss of profit, the loss of data and any immaterial losses and their consequential damages even if we are informed about the possibility of those damages. If there are any faults we try to fix them as soon as possible.

**Any changes in files of this program are absolutely prohibit!**

**Any disassembling or patching of this program or of its helpfiles is not allowed. Any modifications or changes of program-modules or dynamic link libraries (DLLs) are also not allowed.**

**By the possession and use of this software you declare your agreement with this licence and the exclusion of guarantee and liability.**

## **SOMETHING DOESN`T WORK**

The program was tested and is in use by many costumers. In view of several functions it is nearly impossible to lock out all bugs. If you may find any bugs please contact us and give us an exactly discription of the fault. Please inform us about your DOS and Windows-version and your configuration.

A **licenced version** includes a permanent right for the use - in contrast to the sharewareversion it is allowed to use it for an unlimited time. A **licenced version** includes also **no disturbing register references**.

By the way there are **many advantages**:

- you get a personal registerkey to make the program to a **licence version** immediately
- Updates may be used by your key and you **don`t have to pay extra**
- **no more references, no more waiting**
- **direct support** by the authors
- informations about new products
- you get **attractive privileges** for new products
- direct contact to the developer - you may help to **design updates**

*Attention:* A licence version is registered and you are not allowed to give it away like sharewareversion , this would be an illegal act.

This software is shareware. This means you have got the right to give this **sharewareversion and it's documentation** to other users - without any modifications. This counts for the software and it's documentation. Any commercial use of this product is not allowed - for this you need an explicit written permission by us.

You've got the right to test and use this program free for **30 days** (only the days you use the program count). Within these 30 days you have to decide if you want to use the program further. If you want to use the software you **have to register**.

The sharewareversion includes all functions but there are some register-references to remind you to register.

Related themes:

[How can I order?](#)

[What is shareware?](#)

[Which advantage offers the sharewareconception to you?](#)

[Which advantages und disadvantages has the sharewareconception for the author?](#)

[Shareware is fairware](#)

[How to enter your key](#)

[Licenceagreement](#)

## **TRADEMARKS**

Not named trademarks are registered to their owners.

Microsoft, MS-DOS und MS are registered trademarks to Microsoft Corp.

Windows, Windows 3.1, WfW 3.11 and Window NT are registered trademarks to Microsoft Corp.

IBM, PS/2, PC-AT and PC-DOS are registered trademarks to Int. Business Machines.

HP, LaserJet, DeskJet und PCL are registered trademarks to Hewlett Packard.

DR-DOS and NetWare are registered trademarks to Novell.

SoundBlaster and SoundBlaster Pro are registered trademarks to Creative Labs.

## THE PURCHASE OF THE LICENCED VERSION HAS MANY ADVANTAGES AND IT IS NECESSARY FOR PERMANENT USE

1. When your order reached us you will get your personal key directly to register your sharewareversion. If you order a program by phone +49 451 891580 or by mailbox +49 4503 31717 you will get a temporary key for 14 days until your personal key arrives.
2. With your personal key you get a durable using-right. Without this key you would break the right and use the program illegal.
3. As a registered users you will always get **information on new programs and updates**. You will get special conditions and you may be beta-tester for new programs.
4. With your order you **support the development of updates** and you may help to design the programs with your suggestions.
5. All **updates** of the program can be used by your **personal key**. You must not pay extra for them - you just get the new sharewareversion and you can use your key. You can get the newest versions free in our mailbox or on disk for about 5,- DM plus p&p.

Related themes:

[How to enter your key](#)

[Licenceagreement](#)

If you use the sharewareversion within 30 days you won't see the register-reminder often. They won't disturb your test - they only increase your motivation to order. **If you want to use the program permanent you - as a fair user - will register anyway** - and then you'll get a version without reminder.

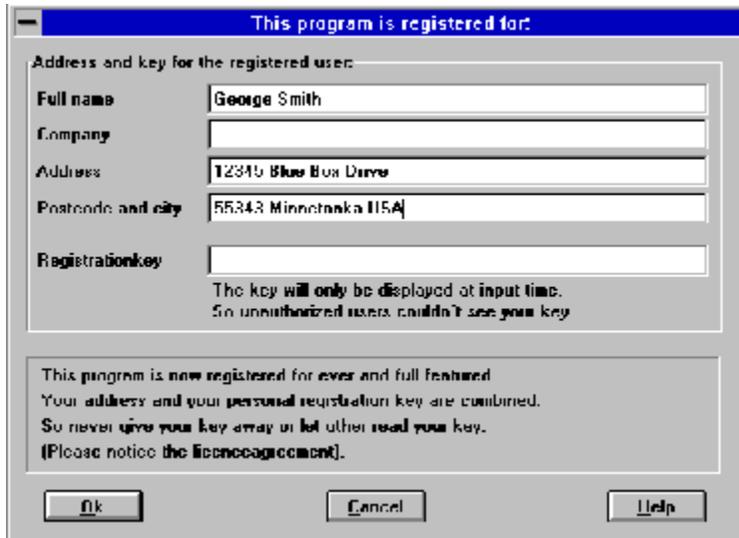
If you enter your key and your address the sharewareversion will be changed to a licenced version and you'll get all advantages of the registered user.Using a key you don't have to wait for a new disk and you don't have to install a new version on your computer.

This conception **lowers the price of the program** and you can use your key for all updates.

See: [How to enter your key](#)

## HOW TO ENTER YOUR KEY

After purchasing the licenced version you got your key and now you are able to enter your key and your address (here is a sample). For further information please **select the appropriate dialog-element**:



The screenshot shows a Windows-style dialog box with a blue title bar that reads "This program is registered for:". The main area is titled "Address and key for the registered user:" and contains several input fields: "Full name" (George Smith), "Company" (empty), "Address" (12345 Blue Blue Drive), "Postcode and city" (55343 Minnesota 115A), and "Registrationkey" (empty). Below the "Registrationkey" field, there is a warning: "The key will only be displayed at input time. So unauthorized users couldn't see your key". At the bottom of the dialog, there is a text box with the message: "This program is now registered for ever and full featured. Your address and your personal registration key are combined. So never give your key away or let other read your key. (Please notice the licenceagreement)." and three buttons: "Ok", "Cancel", and "Help".

If you purchase by phone you'll get a temporary key. After a few days you'll get your permanent key by mail. There are no temporary keys for games.

With your personal key and your address you are able to switch the sharewareversion to a registered version. You are not allowed to give the registered version to another person. Please give your key never to anybody else.

Related themes:

[The purchase has many advantages](#)

[How you can reach us...](#)

[How you can order](#)

[How works the order-form?](#)

Here you enter your address. Your registration key works only for this address. Your address and your key switch the program to a registered version. Don't give the registered version to anybody else.

**Reference:** The key-address and the delivery address must be the same!

Here you enter you personal key. You can see the key only during the input to prevent a later misuse by other persons.

The key works only together with your correct address and makes the program to a licenced version. Don't give the registered version or the key to anybody else.

Here you`ll get a short instruction.

For example you`ll get instruction how to enter the temporary and the permanent key

## HOW WORKS THE ORDER FORM

### TABBED DIALOG ADDRESS

Here you'll enter your address, your disk-size and your preferred payment. This is only a screenshot! For further information please **select the appropriate dialog-element**:

The screenshot shows a Windows-style dialog box titled "Order form (last update: 01.02.1995)". It features a tabbed interface with five tabs: "Address" (selected), "Windows", "SH-Serie", "Star-Serie", and "DOS-Games". The "Address" tab contains the following fields and options:

- Your address: (we recommend to order via CompuServe's SWREG)**
- Name:** George Smith
- Company:** (empty field)
- Address:** 12345 Blue Box Drive
- Postcode and city:** 55343 Minnetonka USA
- This is a order from germany
- This is a order from the rest of the world (i.e. USA)
- Payment and preferred disksize:**
- Cash on delivery for german residents only
- Prepay by cheque or cash
- 3.5"
- 5.25"
- Informationen about:**
- Order via mail, fax, phone, mailbox, FidoNet, CompuServe, SWREG, EMail
- Schenk & Horn Mailbox
- p&p

At the bottom of the dialog, there are buttons for "Print", "Cancel", "Info", and "Help". On the right side, a summary shows "p&p Total: 1 DM" and "20 DM".

### THE OTHER TABBED DIALOGS

The tabbed dialogs *Windows*, *SH-series*, *Star-series* and *DOS-games* include other programs in our supply:

**Order form (last update: 01.02.1995)**

Windows SH-Serie Star-Serie

**Star-Serie**

<input type="checkbox"/> CardStar Plus	1	50 DM
<input type="checkbox"/> EtikettenStar	1	50 DM
<input type="checkbox"/> VokabelStar	1	50 DM
<input type="checkbox"/> Vokabel-Mega-Pack	1	15 DM
<input type="checkbox"/> AudioStar	1	79 DM
<input type="checkbox"/> <input type="text"/>	1	<input type="text"/> DM

Only click a title you want to order. You can change the quantity and the the program will change the price automatically.

For further information please **select the appropriate dialog-element**:

With the button *info* you are able to view a list of all Schenk & Horn-programs. It's worth to see...

Here you see the amount of your order. the price includes all costs.

Here you see the costs for shipment. The shipment costs for orders in our home country (Germany) are 8 DM -for foreign countries 12 DM. Orders of registration keys without disks and prepayment cost only 1 DM shipment.

In this vacant field you can enter the price of a program which is not included in the order form. You can get the price in our product list- just use the button [product info](#). You can enter figures only. The price will change automatically if you modify your order.

With this vacant field you are able to order a program which is not included in the order form. With the button product info you can see all Schenk & Horn-programs and you can call a short discription. If the program is checked the program is selected and ordered. The price will change automatically if you modify your order.

In this column the complete price is shown (Complete price = price for one x quantity).  
The price will change automatically if you modify your order.

In this column the price for one program is shown. You can't modify this price :-)  
Please take care about the date of the order form. If you've got a very old one the prices may have changed. Please ask for the new price.

In this column you see the quantity of the ordered programs. If you want to order more than one piece of a program you can change the figure.  
The price will change automatically if you modify the figure.

Here you select the program you want to order. If the program is checked the program is selected and ordered. The price will change automatically if you modify your order.

Here you enter your address. This address will be used for delivery and payment. Please enter if you are a german resident or from a foreign country. If you are from a foreign country please use the special button.

The shipment costs for germany are 8,-- DM.

The shipment costs for foreign countries are 12,-- DM.

Orders without disks cost only 1 DM.

The price will change automatically if you modify your order.

## CHOOSE BETWEEN CASH ON DELIVERY OR PREPAY:

The cash on delivery is only possible for customers in Germany.

For customers from foreign countries it is only possible to use the prepay. You can send cash or you can send a cheque. If you've got a **Eurocheque please make it out in DM** (otherwise there are very high dues). And please don't forget the shipment-costs!

See: Calculation of the forwarding expenses

**Anyway we will deliver as soon as possible.**

Here you choose the disk-size.  
Any faulty disk we will replace.

If you use this button you can see the tabbed dialog to choose the programs you need.

This button shows further informations.

This button will print the order form.

The OK-button closes the dialogbox by enter or mouseclick and it will save the informations.

With the cancel-button you close the dialog without saving.  
Use the mouse-click or the esc-key.

The help-button shows you informations to the dialogbox. Use it if you don`t know what to do or if you are bored.

