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Commands

This commands are available in the Command Line:

Cube - change the Cube
Colors - Change the colors
Quit - Quit the game
Help - Get help

Cube - Commands

Scramble - create a random pattern
Stop scrambling with Mouse- or ESC key

New - Resets the cube pattern

Load - load a saved cube pattern

Save - saves the current pattern and color

A Filedialog-Window will be opened for load and save.

Colors - Command

The Colors Command opens a Colordialog-Window.

More Help for the Color/Side - Frame, the Sidewindow, the Palette - Frame, the Mix - Frame and the Action - Switches.

Quit - Command

The **Quit** - Command ends the game.
In case of any moves, you will be asked for saving.

Help - Command

You can get help at any time with **F1**. In the Command Line, select a command and press F1.

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Keyboard

explains how to play with the keyboard.

Mouse

explains how to play with the mouse.

Description

describes the game

Comment

a short comment on this program

Help - Index

gives an Index of available commands.

Using Help

explains the WINDOWS Help System

Using the Mouse

Move the cursor to a row (horizontal), a column (vertical) or a side, press the left or right button and drag into the desired direction.

Left Mousebutton - Drag a row or a column

Right Mousebutton - Drag the whole Side

Using the Keyboard

The 'active' row and column will be marked with a frame whenever a key is pressed. They may be moved using the **CURSOR**-Keys.

Pressing the **CTRL**-Key additionally will move the whole side.

The additional **SHIFT**-Key will move the mark.

Cursor **left** - row / side to the left

Cursor **right** - row / side to the right

Cursor **up** - column / side upward

Cursor **down** - column / side downward

Description

wCUBE is a flat copy of Professor Ernő Rubik's famous RUBIK'S CUBE(tm), now running under Windows. You see a standard 3-D drawing of a cube surrounded with a kind of 'mirror' of the three invisible sides. Rows and columns of the center sides are moveable, the outer sides will change accordingly.

Aim of the Game:

Once scrambled, move all fields of same color back to one side.

How to play:

You may play in Keyboard - mode as well as in Mouse - mode.

In keyboard-mode, a row and a column will be marked when any key is pressed. These may be removed with the Cursor keys.

As soon as the mouse is moved, a switch to mouse-mode will take place.

Note that you can see the current pattern of the cube in the icon when iconizing.

Enjoy !

Color/Side - Frame (Colordialog)

The seven squares show the current color settings of the six sides and the background. Clicking the numbered switches underneath a square will move the color into the Sidewindow, where you may replace it with a color from the Palette or mix it to your own taste.

Sidewindow (Colordialog)

The Sidewindow shows the color of the side selected in the Color/Side Frame or with the Nextswitch. The number of the selected side will appear underneath the window.

Palette - Frame (Colordialog)

Sixteen squares show colors from the WINDOWS-Palette. Clicking on one of these colors will associate it with the side selected in the Sidewindow .

Mix - Frame (Colordialog)

The three scrollbars will change the Red/Green/Blue values of the color in the Sidewindow .
Chosen values will be shown as numbers and on the bars as well.

Action - Switches (Colordialog)

- Next** - Will step to the next side.
the color of that side will be chosen.
- Cube** - Back to the cube. Colors in the Color/side frame will be set.
- Default** - Back to the cube. Default colors will be set.
- Cancel** - Cancel color selection. Colors in use before the dialog will be set.

Comments (an Author's burden)

This is the windows version of my Rubik's Cube written in 1992 in Turbo C for DOS/VGA. When migrating to Borland C++3.1, I thought it could be a good idea to convert it to WINDOWS, just to gain some experiences in Windows programming. Since then I have undergone all the terrific experiences a newcomer will find when he starts Window programming and has to rely on Borland's documentation. But finally I am pretty satisfied with the results and I really learned a lot about Windows functions. Users may forgive bugs and other uneven things they might discover. Notes or comments are highly appreciated. (100334,530 in CompuServe, or just call me up).

I know, the time of the cube has passed, but I feel it is still a great game, and it seems to be also a big challenge for hobby programmers. So I did see a few more Cubes with different approaches, but I think this one can compete with others. Some features seem to be new (keyboard support, the extensive colordialog, p.e.).

I will first distribute this as Freeware, keeping of course my full copyright. This version should not be used commercially without my agreement.

There are plans to provide an solution approach, a display of saved cubes, an undo-feature etc..

Watch out if you are interested or ask for registration.

Also look for the old DOS/VGA version (I still like it) and for a nice issue of Rubik's Clock for VGA.

March 1994

Fritz Mueller

100334,530

