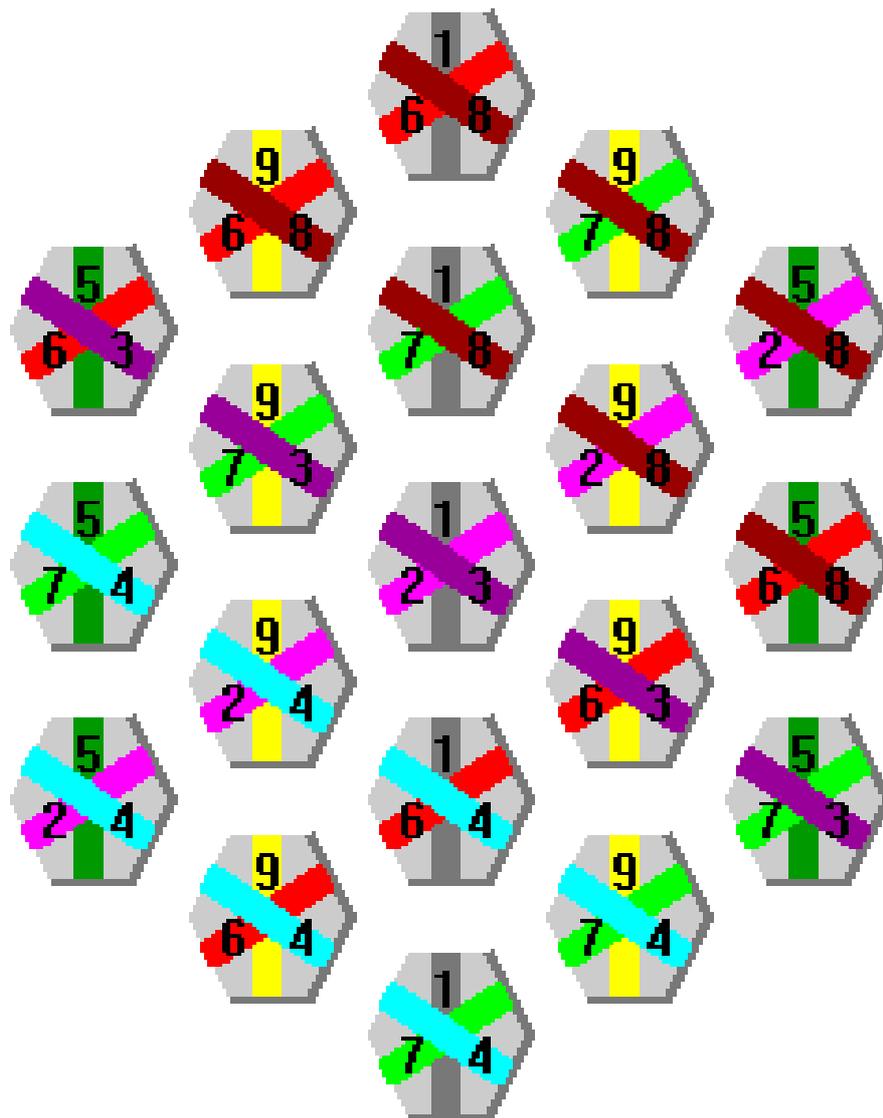


# Hextension



Program version June 15<sup>th</sup> 2004

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## Why does this program exist?

I came to know the game in a box named „Take it easy“. It was awkward to calculate the scores and the winner on ending the game. Therefore I brought the sense of the game to the computer screen and step by step I improved the handling.

## Required to the computer

The program is able to run on Windows 95 or later and needs a PC with colour graphics in simple resolution at least 640 \* 480 dots by 16 colours and a mouse.

## Installation

After you downloaded `te_win.exe`, please move it to a folder, which should contain the program and the settings, e.g. „C:\Program files\Take it easy“. There you execute `te_win.exe`. Now in a console window `TakeEasy.exe` is extracted. After this you may delete `te_win.exe`. Then you execute `TakeEasy.exe`. Now you can create shortcuts.



After this you can immediately play the game. If you want to change the shortcuts, call the menu Settings - Shortcuts.

## German Version

You can switch over the program to German output. For doing so please set the language to German in the regional settings of the Windows system control.

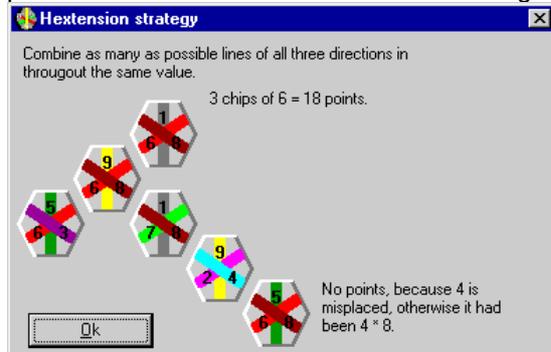
## Suitability



You get this Information Window from the menu Info - Suitability or from the button .

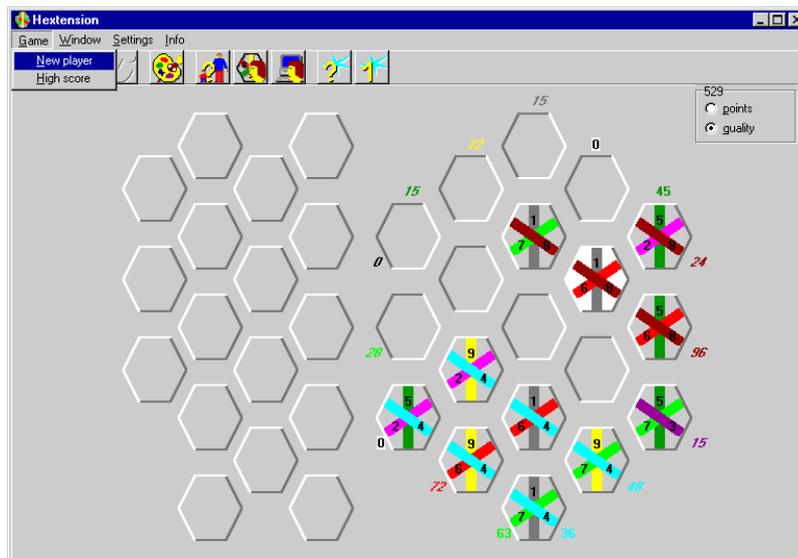
## The game's goal

You should reach an optimal score. However the maximum score of 307 is practically out of reach, because no player knows, which out of the available chips will remain unusable. Also it does not make sense to copy the placements from the previous player, because then you forfeit your chance of finding a better placement from the history of dealt chips. In order to win you should combine as many as possible lines of all three directions in throughout the same value, which you can see from the colour.

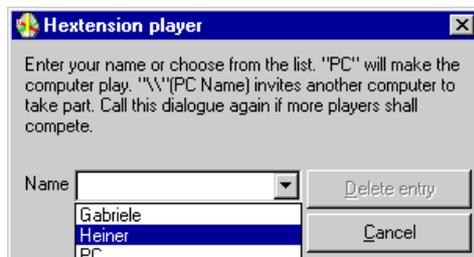


You get this Information window from the menu Inf - Strategy or from the button .

## Let's start



Choose Game - New player from the menu or click the button .

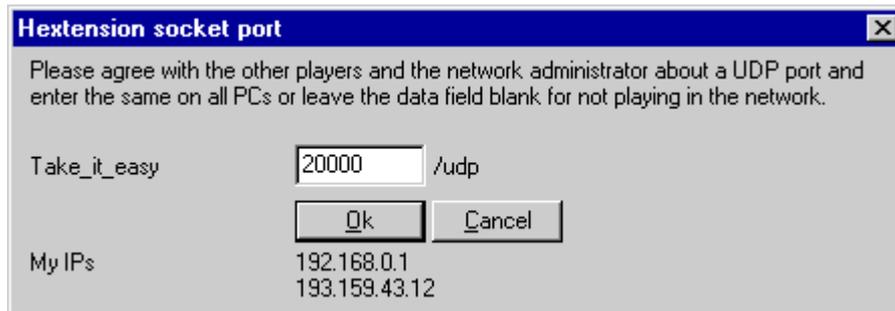


Enter the player's name or choose from the history list of players. As long as the first chip is played, more players can join the game. If the PC shall take part then choose the name PC in capital letters from the list. For inviting a player at a remote PC to take part, enter \\(PC name) or \\(IP), e.g. \\192.168.0.1. The players will be called one by one by these names to place one chip. These

names will be inserted into the high score table if applied. By Del~~e~~te entry you can delete the selected entry from the history list.

## Playing in a network or the internet

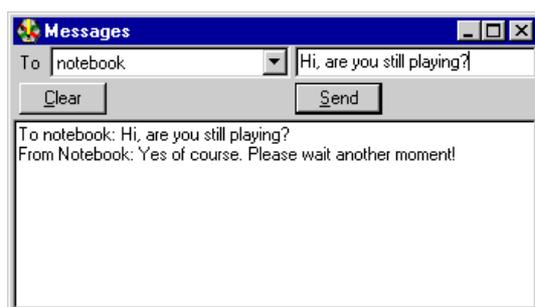
If you want to play Hextension in a network, call the menu Setting - Network in order to set up the port number. As soon as the port is defined, Hextension takes all chances of participating the games on remote PCs of the same network segment. After you opened an own game, you can clear unwanted connections to remote PCs. If you no more want to play in the network, clear the port number from the edit field.



All PCs, which shall take part, must use the same port number. You should negotiate with the network administrator on any doubts. Hextension assures your input to be unique and enters it to the Services file. For playing on a dial up connection, at least one of the players needs to have another telephone line. This one dials up to the internet, opens his game, but does not yet place a chip, reads his IP from the Menu Setting - Network and tells his IP to each other player by telephone. The other players then dial up to the internet, invite him by typing the player e.g. \\193.159.43.12 and not before they are shown his game, they open their own game. Not before all players have found each other, they are allowed to place chips, otherwise no more player can join.

## Messages to one another

When the players are connected in the network, maybe their only one telephone line is busy. Therefore Hextension opens the following messages window.



Thus the players can send to one another arbitrary text messages. If you closed this window, you can reopen it by the menu Window - Messages.

## Network details

Hextension needs the protocol TCP/IP. Within that it uses the UDP socket port named Take\_it\_easy for broadcast and messages directed to some particular PC. Players at PCs within the same network segment will find each other automatically by broadcast.

# Hextension

# Program for PC

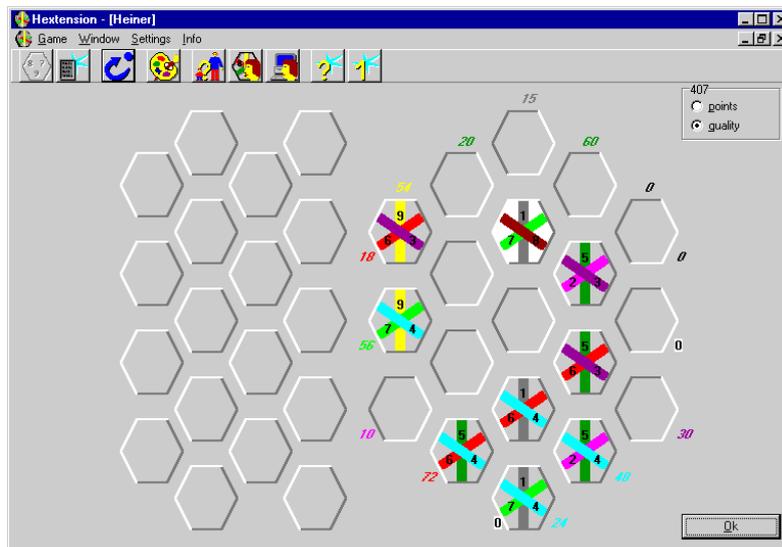
For playing in the internet you must announce that IP which is assigned to your dial up line. Normally it changes on each dial up.

The Services file is readable text and contains the names and numbers of all known ports. For adding its port Hextension looks for this file in the windows folder, the system folder and in their subfolders drivers\etc and system32\drivers\etc .

```
# Copyright (c) 1993-1995 Microsoft Corp.
#
# In this file the port numbers of well known services
# according to 1060 (Assigned Numbers) are listed.
#
# Format:
#
# <Service name>      <Port number>/<Protocol>  [Alias name...]  [#<Comment>]
#
echo                  7/tcp
echo                  7/udp
discard               9/tcp      sink null
discard               9/udp      sink null
...
Take_it_easy         20000/udp
```

## How to handle?

Every player on every connected PC in the network, one after another, will get the same chip to place it.



In the title line of each game board the attached name of the player is shown. If this player is sitting at a remote PC, then „\\(Name of the PC)\(Name of the player)” is shown. On dragging, the mouse pointer is in the shape of an arrow with a rectangle . The left mouse button will lay down the chip for testing. The right mouse button will confirm. You also can drop a chip very fast on an empty place without testing the quality by clicking the right mouse button. Alternatively you confirm the place by the Ok button.



Closing your window by the system button  will terminate your game. The other players may continue. You cannot alter placements of the PC's game. You must acknowledge its choice, may cancel its game by the system button or toggle between points and quality. In the games of remote PCs you only can watch, toggle between points and quality and wait until the chip is placed or close the connection by the system button. In a jammed network, the communication of Hextension among the

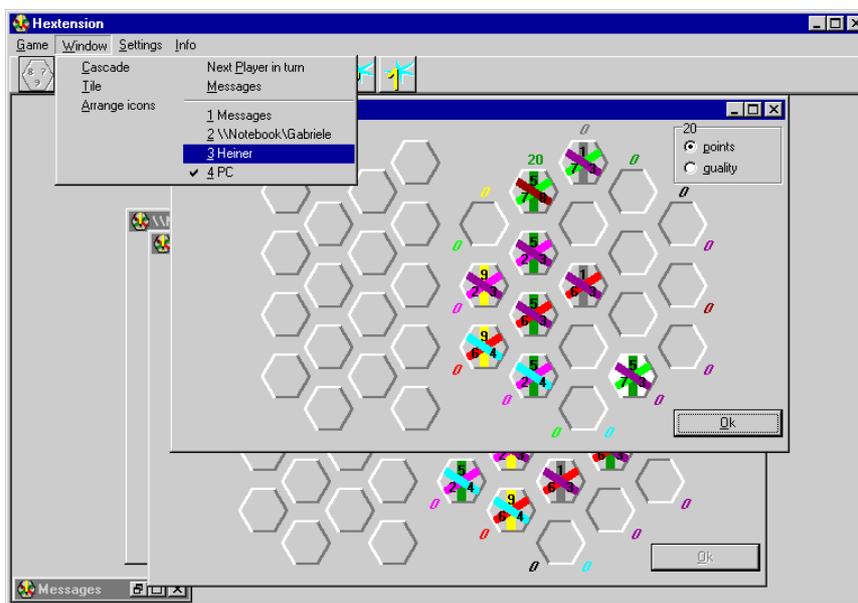
# Hextension

# Program for PC

connected PCs can break. Then your game is in a deadlock, because you are no more informed about chips placed on a remote PC. For releasing this deadlock, just close the connection to the non-responding PC by clicking the system button.

On activated points display, the points as resulting in the score are displayed. You may switch over to quality at any time, if you need a hint, where placing seems best. Surrounding the board the temporary points of each line are displayed. The quality will prefer two chips of the same colour in one line against them lying in different lines. The PC will check this quality for placing its chips. The quality is calculated depending on the total number of placed chips from value \* (corresponding chips)<sup>2</sup> up to 4 chips total or from value \* (corresponding chips) \* line length for 5 chips total or more. Upright numbers can no more be changed after confirmed. Italic numbers may be lost by misplacing chips. Then they will turn into a zero with highlighted background. However the result of the game cannot be calculated, because nobody knows the best way of placing the first chips. And in the end of the game the random influence from getting one of the remaining chips, that does not fit, will increase.

After confirming, another player, who has not yet placed his chip, will be called.



By the menu Window you can change to any player at any time, even if he has already placed his chip.

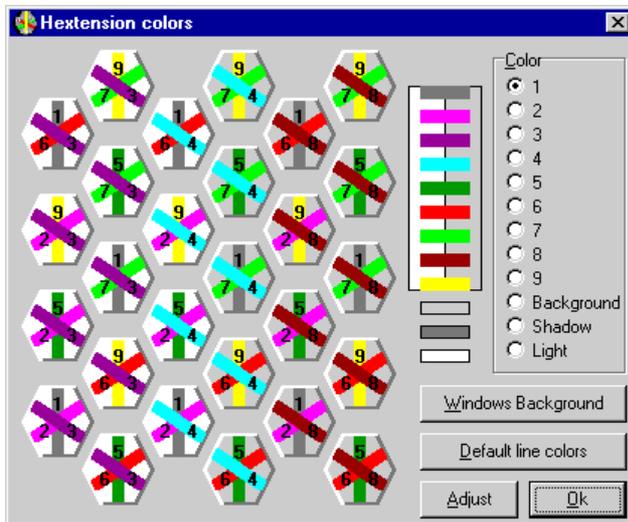
The menu Window - Next Player in turn or the button  will find a player, who still has to place his chip.

On placing the last chip, you are shown the chips remaining unused.



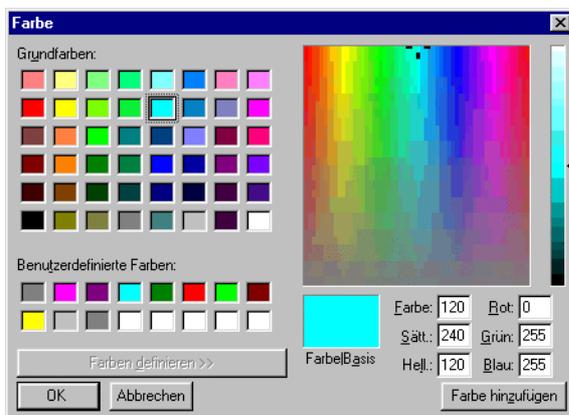
## Settings

The Program will save the high score table in the file `TakeEasy.ini`. You can change the colours by the menu `Settings - Colours` or by the button . This will also be saved in the initialising file. The program uses default values, if this initialising file does not exist.

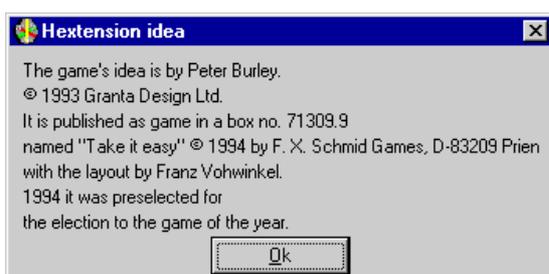


The button `Windows Background` will keep the settings from the windows system control. A change in the windows settings will then automatically be copied.

Select a color by clicking a color bar or an entry in the `Color` list and then click the `Adjust` button. Now you will get a standard dialogue for modifying the color. If you click the right mouse button on a color bar, then you will get the dialogue for modifying the color immediately without needing to click the `Adjust` Button.



## The game's sense was invented by



# Hextension

# Program for PC

You get this Information from the menu Info - Idea or from the button .

## Developing the program

I started with a DOS application on the Borland compiler Turbo Pascal 5.5 for DOS. You find this program also on my web site. The Windows version described in this document is built with the pascal language Borland Delphi 5.

## Program's author



You get this window from the menu Info - Program or by the button . The internet- and eMail-addresses process mouse clicks. By these you can send me an eMail or check for an upgrade and visit my website.