Matchem Help Index

Welcome to Matchem Version 2.0!

Matchem is a matching board game designed to be played by both young children and adults alike.   Matchem features colorful game pieces (this version contains over 200 different game piece images), stereo sound,   and a completely user customizable game environment.

Children will love the colorful game pieces and lively sounds.   Audio capabilities on number and letter games will actually pronounce the number or letter making Matchem and excellent learning tool.   Also, you have the choice of the type of background music (if any) you wish to play during the course of the game - choose from a simple melodic drum beat, a classical piano rendition, or a more lively composition which will surely get your toes to tapping.

For adults, Matchem features a game timer that allows the player to set a game time limit and then play against the clock either with the gauge in view or, for those who like suspense, with the gauge indicator hidden.

And don't forget - Matchem has complete **context sensitive help**.   To quickly find help on a menu item, button, gauge, etc., click on the button containing the arrow/question mark (located on the **toolbar**) in order to put Matchem in the Help mode.   Then simply click on the particular control you need more help on.

Oh, and by the way, if you have not Registered Matchem - choose the **Help-About** menu option and click on the Help button located there.

For more detailed information on the Matchem game environment, click on the topic below:

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General Game Play Instructions

The first time Matchem starts, default settings will be implemented.   These are geared more towards a first time player and may seem much to 'easy' as you progress through the Matchem game.   When you desire more competitive game settings, simply click on the **Game-Options** menu choice and customize the game environment to your liking.

The object of the game is to match all of the pieces on the game board.   To do this, click on a set of two game pieces.   If they match they will be removed from the game board (either automatically if you have the **Auto Turnover** option set or when you click the next game piece).   If they do not match, they will simply turn back over allowing them to be chosen again.

Upon game completion, Matchem will check to see if you have set a new high score.   If so, you will be presented with the **Game Complete Screen** where you may enter your name.

If the **timer** feature is being used, the game can end in two different ways.   First, it may end when you have matched all of the game pieces.   The second way is when the **game time limit** has been reached.   If a timed game ends before matching all of the game pieces, you will hear the 'time out' buzzer and the game pieces will begin turning themselves over, showing you where the remaining matches were.

To start a **new game**, click on the New Game button (left-most button on the **toolbar**). This will reset the timer and create a new set of game pieces.

If during the course of the game, you wish to alter some of the game settings, simply click on Game-Options on the menu bar.   If you are playing a timed game, the game timer will be paused while you make your desired changes.

File menu commands

Menu items on the File menu will allow you to start a new game or exit the current game. The File menu offers the following commands:

New Game   Start a new Matchem game!

Exit   Exits Matchem.

Game Menu Commands

The Game Menu is where you will find all the options needed to configure Matchem to you liking.   The Game Menu offers the following commands:

Game Options   Changes Matchem Game Play Settings

Sound On   Turn on/off Matchem sound effects.

Music On   Turn on/off Matchem background music.

Picture Game Pieces   Play game using pictures of objects.

Number Game Pieces   Play game using numbers

Letter Game Pieces   Play game using letters

Pause Game   Temporarily pause the Matchem game timer.

Game Options (Game Menu)

The Game Options screen allows you to configure Matchem to your own personal preferences.   For more information on the options for each of the individual dialog tabs, click on a topic below:

<u>Board Layout Options</u>   Modify layout of the game board.

<u>Game Environment Options</u>   Modify settings that affect the overall game environment.

<u>Game Graphics Options</u>   Modify game graphics options

<u>Game Sound Options</u>   Modify game sound options.

Board Layout (Game Options Menu)

The Board Layout dialog allows you to configure the Matchem game board to your own personal preferences.   You may set the number of rows and columns as well as the 'card backing' to use on the game pieces.

Note that the total number of game pieces used in the game will be the result of 'Rows X Columns'.   If you exceed the number of game pieces allowed for a particular game type - you will receive a warning message and the game layout will be corrected automatically.

For example, a game based on upper case letters will have a total of 26 different game pieces available (one for each letter of the alphabet).   Therefore, you may not initiate a game using 60 game pieces (6 Rows by 10 Columns) since only 52 pieces would be available (26 times 2).

For further information on setting the Board Layout options, see **Board Layout Options**.

Board Layout Options

The Board Layout Options dialog allows you to set the following parameters:

Game Board Size:

Game Rows   Set the number of horizontal game pieces.

Game Columns   Set the number of vertical game pieces.

Card Backs:

Card Backs   Set the card backing graphic.

Game Rows (Board Layout Options)

This setting dictates the number of vertical (down) pieces place on the game board.   You may select either 4 or 6 rows for the Matchem game.   If your new selection causes some of the game pieces to be located out of your viewing area, simply resize the Matchem window (by dragging one of its side bars).   Your new window size will be saved and used the next time you start Matchem.

Note: If running in a lower resolution video mode (i.e., 640 X 480), you may need to disable viewing of either the **Toolbar**, **Timer Gauge**, or **Status Bar** if you choose to play using 6 rows.

Game Columns (Board Layout Options)

This setting dictates the number of horizontal (across) pieces placed on the game board. You may select either 4, 6, 8, or 10 columns for the Matchem game.   If your new selection causes some of the game pieces to be located out of your viewing area, simply resize the Matchem window (by dragging one of its side bars).   Your new window size will be saved and used the next time you start Matchem.

Note: If running in a lower resolution video mode (i.e., 640 X 480), you may need to **hide the Matching Gauge** if you choose to play using 10 columns.

Card Backs (Board Layout Options)

This option allows you to set the 'card backings that will be displayed when a game piece is not turned over.   Click on the card back desired and view the description located in the text box below.

The card backing indicated by a question mark (?) is a random card back feature.   Using this type of card back will cause Matchem to randomly choose a card back with each subsequent new game.

Card Back Buttons (Board Layout Options)

These buttons represent the card backing you may utilize in the Matchem game.   To select a backing, simply click on the desired button and then click OK to save you choice.

Random Card Back Button (Board Layout Options)

Selecting this backing will cause Matchem to generate a randomly selected card backing with each new game.

Card Back Text (Board Layout Options)

This text represents the name of the selected card backing.   It is for informational purposes only and cannot be edited.

OK Button (Board Layout Options)

Clicking this button will save all of the changes made and close the current dialog screen.

Cancel Button (Board Layout Options)

Clicking this button will close the current dialog screen without saving any changes made.

Help Button (Board Layout Options)

Clicking this button will bring up details on the Board Layout options that you may select in this dialog box.

Game Environment (Game Options Menu)

Game Environment options allow you to specify settings that affect the overall Matchem environment.   Settings such as game timer settings and game piece actions may be adjusted here.

For more information on setting the Environment options, see **Game Environment Options**.

Game Environment Options

This dialog allows you to specify settings related to the overall Matchem environment.

For more information on the dialog's fields, highlight the field in the dialog box and press F1 or click on the topic below.

Game Timer:

Timer On	Set Matchem to use a timed game.
Time Limit	Set the time limit to use in the game.

Game Piece Display:

Animation On	Enable all Matchem animation capabilities.
Auto Turn Over	Automatically turn pieces back over when 2 pieces have been clicked.
Rate	Rate that Exploding Turn Over animates.

Game Over Dialogs:

Show High Time Scores	Upon game completion, display the high scores
Show Best 'Hit' Scores	Upon game completion, display the high 'Hit' scores.

Animation On (Game Environment Options)

Setting this option on will enable all <u>Matchem animation capabilities</u>.   When starting a new Matchem game, the game pieces will be set up in an animated manner.   This type of animation may appeal to smaller children but may be turned of for adults who are playing a timed game.

Auto Turn Over Pieces (Game Environment Options)

Setting this option will cause Matchem to automatically turn over the game pieces when two (2) pieces have been selected.   You can adjust the turnover **rate** to make the pieces turn over slower or faster.

If you do not select this option, the two selected pieces will be turned over when you either click on another game piece, click on one of the selected pieces again, or click on an empty game piece position.

Rate (Game Environment Options)

This setting adjusts the duration that the game pieces will remain showing when the **Auto Turn Over Pieces** option is being used.

Game Timer On (Game Environment Options)

Setting this option on will cause Matchem to 'time' the current game.   When the specified **Time Limit** is reached, a buzzer will sound and Matchem will flip up the remaining game pieces to indicate where the remaining matches are.

The Timer Gauge does not have to be displayed in order for the timed game function to work.

Time Limit (Game Environment Options)

You may choose a game time limit from the pre-programmed limits specified in this drop down list.   The **Game Timer On** setting must be checked for this game time limit to actually take affect.

Show High Time Scores (Environment Options)

Upon completion of a game, you may elect to review the list of high scores in the **Game Complete Screen**.   Checking this option will cause Matchem to display a High Scores screen at the completion of a game.

Note that if you have set a new High Score, the High Score screen will automatically appear regardless of this setting.

Show Best 'Hit' Scores (Environment Options)

Upon completion of a game, you may elect to review the list of the Best Hit ratios in the **Game Complete Screen**.   Checking this option will cause Matchem to display a Best Hit Scores screen at the completion of a game.

Note that if you have set a new Best Hit Score, the Best Hit Score screen will automatically appear regardless of this setting.

Game Environment Help Button (Game Environment Options)

Clicking this button will open up help on the options you may select in this dialog.

OK Button (Game Environment Options)

Clicking this button will save all changes made and close the Game Environment dialog box.

Cancel Button (Game Environment Options)

Clicking this button will discard any changes made and close the Game Environment dialog box.

Defaults Button (Game Environment Options)

Clicking this button will reset all options to pre-defined (internally in the Matchem program) settings.   These settings will not take affect until you click the OK button.

Game Graphics Options (Game Options Menu)

Game Graphics options allow you to customize settings related to the graphic display of the game pieces.   Customizations related to the <u>Letter game pieces</u> and <u>Number game pieces</u> may be set here.

For further information on setting the Graphics options, see **<u>Game Graphics Options</u>**.

Game Graphics Options

This dialog allows you to specify settings related to the Matchem graphical environment. The following parameters may be selected:

Letter Game Pieces:

Upper Case Letters   Use only upper case letters on game pieces.

Lower Case Letters   Use only lower case letters on game pieces.

Both Upper and Lower Case   Use both upper and lower case letters on game pieces.

Number Game Pieces:

Use Numbers 1 thru 10 Only   Use only numbers 1 through 10 on game pieces.

Use Numbers 1 thru 20 Only   Use only numbers 1 through 20 on game pieces.

Use Numbers 1 thru 30   Use numbers 1 through 30 on game pieces.

Upper Case Letters (Game Graphics Options)

Setting this option will cause Matchem to use only UPPER CASE letters in a Letter Type game.

Note that when only upper case letters are used, there will be a total of 26 game pieces available (1 for each letter of the alphabet).   This means that the total game pieces in the game cannot exceed 52 (as set by the rows and columns settings).   If you exceed this number, Matchem will issue you a warning message and automatically set the Letters options to use both upper and lower case letters.

Lower Case Letters (Game Graphics Options)

Setting this option will cause Matchem to use only lower case letters in a Letter Type game.

Note that when only lower case letters are used, there will be a total of 26 game pieces available (1 for each letter of the alphabet).   This means that the total game pieces in the game cannot exceed 52 (as set by the rows and columns settings).   If you exceed this number,   Matchem will issue you a warning message and automatically set the Letters options to use both upper and lower case letters.

Both Upper and Lower Case (Game Graphics Options)

Setting this option will cause Matchem to use both UPPER and lower case letters in a Letter Type game.

When playing in this mode, an upper case letter will not be a valid match for a lower case letters (i.e.   a 'B' will not produce a match with a 'b').

Use Numbers 1 through 10 Only (Game Graphics Options)

Setting this option will cause Matchem to use only the numbers 1 through 10 in a Number Type game.

Note that when only numbers 1 through 10 are used, there will be a total of 10 game pieces available.   This means that the total game pieces in the game cannot exceed 20 (as set by the rows and columns settings).   If you exceed this number, Matchem will issue you a warning message and automatically set the Numbers options to use all available numbers (up to 30 numbers are available internally to the program).

Use Numbers 1 through 20 Only (Game Graphics Options)

Setting this option will cause Matchem to use only the numbers 1 through 20 in a Number Type game.

Note that when only numbers 1 through 20 are used, there will be a total of 20 game pieces available.   This means that the total game pieces in the game cannot exceed 40 (as set by the rows and columns settings).   If you exceed this number, Matchem will issue you a warning message and automatically set the Numbers options to use all available numbers (up to 30 numbers are available internally to the program).

Use Numbers 1 through 30 (Game Graphics Options)

Setting this option will cause Matchem to use all available Number Type game pieces available.

Game Environment Help Button (Game Graphics Options)

Clicking this button will open up help on the options you may select in this dialog.

OK Button (Game Graphics Options)

Clicking this button will save all changes made and close the Game Environment dialog box.

Cancel Button (Game Graphics Options)

Clicking this button will discard any changes made and close the Game Environment dialog box.

Defaults Button (Game Graphics Options)

Clicking this button will reset all options to pre-defined (internally in the Matchem program) settings.   These settings will not take affect until you click the OK button.

Game Sound Options (Game Options Menu)

Game Sound options allow you to customize the audio capabilities of Matchem.   Settings such as the type of background music and enabling of human voice sound effects may be set in this dialog.

For further information on setting the Sound options, see **Game Sound Options**.

Game Sound Options

This dialog allows you to specify settings related to the Matchem audio environment. The following parameters may be selected:

Sound Effects:

Enable Voice (Human) Sound Where Applicable   Enable human voice sound effects where applicable.

Background Music:

Type of Music   Set the type/style of background music.

Display MIDI Error Messages When Needed   Display MIDI error messages when they occur

Enable Voice (Human) Sound Where Applicable

Letter and Number type game pieces can use one of 2 sound effect styles.   Enabling this check box will cause Matchem to use a human voice (to vocally pronounce the letter/number) when a letter or number is clicked.   Unchecking this box will allow the normal sound effect to be used.

Note that use of this type of sound effect will slow down internal processing of the Matchem software.   This may not be desirable if you are playing Matchem in a 'timed game' mode (i.e., trying to beat the clock).

Type of Music

Matchem can be configured to play background music during the course of a game (see **Music On**).   If the background music option has been enabled (via the Options Menu) then you may select the style of background music to play.

Note that some styles of background music go well with the other Matchem sound effects and others do not.   If the background music/sound effect combination does not sound quite right, you may wish to disable the normal Matchem sound effects (see **Sound On**) or switch to another background song.

Display MIDI Error Messages When Needed

Checking this option will cause Matchem to issue you warning messages whenever a <u>MIDI</u> error occurs.   MIDI error messages may be issued whenever the sound card cannot be found, if the sound card is not functioning properly, or if the Matchem MIDI sound files cannot be found.

Why did we include this option?   Nothing is more irritating than having Windows tell you it cannot find your sound card when you know good and well that it is there and working properly.   If you have a sound card that appears to be functioning properly and you keep receiving MIDI warning messages, you may uncheck this option to disable the messages.

Note that if this option is unchecked, Matchem will not warn you of any MIDI errors that may occur.   If you choose to ignore these warning, pay particular attention to the Matchem environment.   If the game appears to hang often, crashes (particularly when you close the Matchem program), or if the background sound is distorted or stutters, you should try turning off the **<u>Music On</u>** and/or   **<u>Sound On</u>** option.

Help Button (Game Sound Options)

Clicking this button will open up help on the options you may select in this dialog.

OK Button (Game Sound Options)

Clicking this button will save all changes made and close the Game Sound Options dialog box.

Cancel Button (Game Sound Options)

Clicking this button will discard any changes made and close the Game Sound Options dialog box.

Defaults Button (Game Sound Options)

Clicking this button will reset all options to pre-defined (internally in the Matchem program) settings.   These settings will not take affect until you click the OK button.

Game Complete Screen

This dialog is displayed when a Matchem game is completed (as long as you have enabled the **Show High Scores** and/or **Show Best 'Hit' Scores** on the Game Environment screen).   The scores will be separated by the number of game pieces used in that game.

This dialog comes in 2 flavors - one displaying the lowest times recorded and the other displaying the highest hit percentage recorded.   If the completed game resulted in a new high **score**, the appropriate line will be highlighted and the dialog will display the new high score and **date** and await the entry of your **name**.   If you do not wish to record this new high score, simply click on the Cancel button.

Note that you may clear the High Scores by editing the MATCHEM.INI file (in your \ WINDOWS directory) and removing all of the lines in the High Scores section (make sure you don't mistakenly modify any of the other settings - doing so may cause Matchem to not function properly).

Score (Game Complete Screen)

Indicates the highest score to date.   In the 'lowest times' dialog, the score will represent the lowest (quickest) completion time to date.   In the 'best hit percentage' dialog, the score will represent the highest (most accurate) hit percentage to date.

This field is not editable - Matchem will automatically determine and fill in your score for you.

Note: The 'hit percentage' score is calculated by dividing the number of mouse clicks that produced a match by the total number of mouse clicks made during the game.   This calculation represents an indication of how accurate your guesses were.   In other words, the better you remember where the matching pieces are, the higher this score will be.

Date (Game Complete Screen)

Indicates the day and date score was set.   This field is not editable and will be filled in automatically by Matchem.

Name (Game Complete Screen)

Indicates the name of the person that set the high score.

OK Button (Game Complete Screen)

Clicking this button will save all changes made and close the Game Complete screen.

Cancel Button (Game Complete Screen)

Clicking this button will close the Game Complete screen without saving any of the changes made.

Help Button (Game Complete Screen)

Press help button to read further details on the Game Complete screen.
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Wait/OK Button (Splash Screen and About Dialog)

Unregistered copies of Matchem will display an opening 'Splash screen' while Matchem is loading.   This screen features a delay function.   During the delay, the button will be disabled and its text will be 'Wait...'.   After the delay, the button will be enabled and will change into an 'OK' button.

Registering Matchem will remove this delay function.

For more information on Matchem registration, please see **Registering Matchem Software**.

Print Registration Button (Splash Screen and About Dialog)

Matchem is distributed under a concept called 'Shareware'. This method of distribution allows the user (you) to try out the software before making a purchase. The Matchem license agreement states that you have up to 30 days to make an evaluation of the software. If you decide that you do not wish to purchase Matchem, you must remove it from your system.

Clicking this button will allow you to print the Matchem Registration form. After filling out this form, mail it to the address specified on the form. You will receive a user name, serial number, and registration key that you can enter at the **Help-About** screen in order to register your copy of Matchem.

If you are unable to print the Matchem registration form, simply mail us your name, mailing address, and EMail address along with your payment.

For more information on Matchem registration, please see **Registering Matchem Software**. If you have any questions concerning Matchem registration, please see **Contacting SparTech Software**.

Register Button (Splash Screen and About Dialog)

Clicking this button will bring up the Matchem Registration screen where you may enter your User Name, Serial Number, and Registration Key (as supplied by SparTech Software). You must make sure that you enter these criteria exactly as they appear on the form you received from SparTech Software.

For more information on Matchem registration, please see **Registering Matchem Software**.   If you have any questions concerning Matchem registration, please see **Contacting SparTech Software**.

Registering Matchem Software

Matchem is distributed under a concept called 'Shareware'.   This method of distribution allows the user (you) to try out the software before making a purchase.   The Matchem license agreement states that you have up to 30 days to make an evaluation of the software.

Registering Matchem will disable the display of the opening Splash Screen and accompanying 'wait' feature.   In addition, you will be entitled to a 50% discount on all subsequent Matchem upgrades as well as a 20% discount on all other SparTech Software packages.

The registration fees are as follows (check/money order payable to **Brian F. Haddock**):

Matchem Registration Fee:	$8.95
Postage/Handling (US Mail only)	$1.00

Note that the $1.00 Postage and Handling fee is only required if you wish your registration packet returned to you via US Mail.   There is no additional charge if you receive your registration packet through you EMail account (and the turn-around time will be significantly shorter).

To register Matchem, simply go to the **Help-About** screen (or the opening Splash Screen) and click on the **Print Registeration** button (if you are unable to print the registration form, simply send us your name, mailing address, and EMail address along with your payment). Please make checks payable to 'Brian F. Haddock'.

Once you have completed the form, mail it, along with your registration payment, to the following address:

SparTech Software
1309 Windy Meadows Dr.
Burleson, TX 76028

You will promptly receive a **User Name**, **Serial Number**, and **Registration Key**.   Once you have received these, go back to the Help-About screen (or the opening Splash Screen) and click on the **Register** button.   Fill in the appropriate fields and click on the OK button. Matchem will now be registered and you will no longer see the opening splash screen (and wait feature).

If you have any questions concerning Matchem registration, please see **Contacting SparTech Software**.

User Name (Registration Screen)

Enter your User Name exactly as it appears on the Registration form you received from SparTech Software.   It is imperative that the name be correctly entered order for Matchem to be successfully registered.

Serial Number (Registration Screen)

Enter your Serial Number exactly as it appears on the Registration form you received from SparTech Software.   It is imperative that the serial number be correctly entered order for Matchem to be successfully registered.

Registration Key (Registration Screen)

Enter your Registration Key exactly as it appears on the Registration form you received from SparTech Software.   It is imperative that the key be correctly entered order for Matchem to be successfully registered.

OK Button (Registration Screen)

Clicking on this button will accept the registration information entered and attempt to register the Matchem software.

Cancel Button (Registration Screen)

Clicking this button will discard any registration information entered and close the Registration Screen.

Sound On (Game Menu)

Setting this option on will cause Matchem to produce audible sound effects for events such as game pieces turning over, matches made, game timer prompts, etc.

If you do not have a sound card, disable this option.   You may also remove the sound files (*.WAV) from your hard drive to conserve space (although it is recommended that you keep a copy of them off-line).

Shortcuts

Toolbar:

Music On (Game Menu)

Setting this option on will cause Matchem to play background music during the game and during certain events.

If you do not have a sound card then disable this option.   You may also remove the MIDI sound files (*.MID) from your hard drive if your sound card does not support <u>MIDI</u> or to conserve hard drive space (although it is recommended that you keep copies off-line).

Shortcuts

Toolbar:

Picture Game Pieces (Game Menu)

Setting this option on will cause Matchem to use 'picture' type game pieces (i.e., graphical representations of common objects).

If a current game is in progress, it will be reset (new game started).

Shortcuts

Toolbar:

Number Game Pieces (Game Menu)

Setting this option on will cause Matchem to use 'Number' type game pieces.   To set specific number ranges to use, adjust the settings in the **Game Environment** dialog.

If a current game is in progress, it will be reset (new game started).

Shortcuts

Toolbar:

Letter Game Pieces (Game Menu)

Setting this option on will cause Matchem to use 'Letter' type game pieces.   To set the specific types of letters to use (i.e., upper case, lower case, or both), adjust the settings in the **Game Environment** dialog.

If a current game is in progress, it will be reset (new game started).

Shortcuts

Toolbar:

Pause Game (Game Menu)

Setting this option on will pause the game in progress.   This action really only has meaning if a 'timed' game is in progress.   While the game is paused, all keyboard and mouse activity will be restricted.

Shortcuts

Toolbar:

View menu commands

View commands allow you to show or hide various components on the Matchem screen. This allows you to remove items in order to provide more room for the Matchem game board.

The View menu offers the following commands:

<u>Toolbar</u>   Shows or hides the toolbar.

<u>Status Bar</u>   Shows or hides the status bar.

<u>Timer Gauge</u>   Shows or hides the timer gauge.

<u>Matching Gauge</u>   Shows or hides the matching gauge.

Timer Gauge (View Menu)

Setting this option off will remove the timer gauge from the Matchem screen.   This may be done for personal preferences or to allow more vertical room for game pieces.   A check mark will appear next to the menu item when the Timer Gauge is displayed.

Note that the Timer function will still work properly even if the Timer Gauge is not being displayed.   Further note that this menu option will be disabled if the **Game Timer On** option is not enabled.

Matching Gauge (View Menu)

Setting this option off will remove the **Match Gauge** and **Percent Matching Gauge** from the Matchem display.   This may be done for personal preferences or to allow more horizontal room for game pieces.   A check   mark will appear next to the menu item when the Matching Gauge is displayed.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Index   Offers you an index to topics on which you can get help.

Using Help   Provides general instructions on using help.

About   Displays the version number and registration info of Matchem.

New Game (File menu)

Use this command to start a new game in Matchem.   A new game can be started at any time.   The timer will be reset, music restarted, and the game board set up with new randomly placed game pieces.

Shortcuts

Toolbar:
Keys: CTRL+N

Exit command (File menu)

Use this command to end your Matchem session.   You can also use the Close command on the application Control menu.

Shortcuts

Mouse: Double-click the application's Control menu button.

Keys: ALT+F4

Toolbar command (View menu)

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Matchem, such as New Game.   A check mark appears next to the menu item when the Toolbar is displayed.

See **Toolbar** for help on using the toolbar.

Toolbar

The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Matchem,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click	**To**
	Start a new Matchem game.
	Turn on game sound effects.
	Turn on game background music.
	Use picture game pieces.
	Use number game pieces.
	Use letter game pieces.
	Pause the current game.
	Display copyright/version info.
	Invoke Matchem's help mode.

Timer Gauge (Main Game Board)

The Timer Gauge (located above the game board) will graphically display the elapsed time during the current game.

The colored elapsed time indicator will be displayed in 3 colors - green, yellow, and red. Before the gauge reaches the halfway mark, it will be displayed in the color green.   After that it will be displayed in the color yellow.   When you are getting close to running out of time the gauge display will turn red.   Each time the color changes, you will hear a brief 'popping' noise (if you have the sound options turned on).

Match Detail Gauges (Main Game Board)

This set of gauges displays information related to the number of matches you have currently made and the degree of accuracy you have demonstrated in making those matches.

The left gauge is the **Match Gauge**.   This gauge graphically indicates how close you are to matching all of the pieces on the game board.   The right gauge is the **Percent Matching Gauge**.   This gauge graphically indicates how accurate your guesses have been.

Match Gauge (Main Game Board)

This gauge, located in the **Match Detail Gauges** area, indicates how may game pieces you have matched relative to the total number of pieces on the game board.   When all game pieces have been matched. this gauge will reach the top.

Percent Matching Gauge (Main Game Board)

This gauge, located in the **Match Detail Gauges** area, indicates the percentage of guesses you have made that have been correct.   This is an indicator of the accuracy of your guesses.

For example, if you have clicked two (2) game pieces (counting from the beginning of the game) and they made a match (how lucky!), this gauge will be colored to the top of the gauge area (indicating a 100% accuracy).   The gauge will be colored to the middle of the gauge area if half (50%) of your guesses have made a match.

Game Board Area (Main Game Board)

This is the main game board area.   Click on the game pieces to turn them over.   When a match has been made, the matching game pieces will be removed from the game board.

For further instuctions on playing Matchem, click on **Game Instructions**.

Guess Percentage (Status Bar)

This indicator displays the total number of guesses made and the percentage of those guesses that were correct.   A higher number indicates more accuracy in remembering where the pieces are located (or that youre very lucky).

See **<u>Status Bar</u>** for help on using the status bar.

Matches (Status Bar)

This indicator displays the total number of matches made and the total number of game pieces.

See **Status Bar** for help on using the status bar.

Timer (Status Bar)

This indicator displays the elapsed game timer.   This timer has nothing to do with the Time Limit function in Matchem.

See **<u>Status Bar</u>** for help on using the status bar.

Status Bar command (View menu)

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button and certain Matchem statistics. A check mark appears next to the menu item when the Status Bar is displayed.

See **Status Bar** for help on using the status bar.

Status Bar

The status bar is displayed at the bottom of the Matchem window.   To display or hide the status bar, use the **Status Bar command** in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus.   This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them.   If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right areas of the status bar indicate the current state of the game:

Indicator	Description
xx of xx	Indicates how many game pieces have been matches and total pieces on board.
xx at xx%	Indicates the number of guesses and percentage of guesses that were correct.
xx:xx	Indicates the current game time elapsed.

Contacting SparTech Software

SparTech software welcomes any questions, comments, or suggestions you may have concerning the Matchem game (or any other SparTech Software products).   If you have a question/comment, no matter how minor it may seem to you, we'd love to answer it! Feedback from our customers only helps us better our line of software products.

If you experience any 'bugs' or have any suggestions concerning ways we could improve our product, don't hesitate to contact us.   We support unregistered users in the same timely and consistent manner as we do our registered customers.

When contacting SparTech Software regarding software problems, please provide us with as much information as possible about the problem.   Be sure to include the version number of the software and details about your machine (CPU make and speed, video capabilities, sound capabilities, etc.).

The easiest way to contact SparTech Software is via our Web site at **http://www.flash.net/~spartech**.   Our Web site features an on-line bug reporting form, access to other SparTech Software products, user upgrade information, plus lots of freebies.   Stop by and visit us.

To contact SparTech Software, use either of the following addresses.

Email

SparTech@flash.net

Web

http://www.flash.net/~spartech

Snail Mail

SparTech Software
1309 Windy Meadows Dr.
Burleson, TX 76028 USA

Note that responses to correspondence sent via EMail will be answered much more quickly that those sent via US Mail.

Note that SparTech Software cannot compromise software security by answering questions concerning internal program security and or 'time-out' problems.   Although you will always receive a response to these types of questions, please understand that we cannot always resolve these types of problems.

Common Questions

Why does the first game piece automatically disappear when I click on the second game piece?

Why does the game not start up when I click OK on the opening Splash Screen?

Why is the 'Timer Gauge' option on the View menu disabled?

Why does the game animation and/or sound sometimes 'stutter'?

When I click on the toolbar or choose an option from the menu, the game refuses to respond?

What is the meaning of Life?

Disappearing Game Pieces

Why does the first game piece automatically disappear when I click on the second game piece?

This is probably due to the options you have set in the **Game Environment Options** screen.   Check to see if you have the **Auto Turn Over Pieces** option set.   If so then you may want to increase (make slower), the **Auto Turn Over Rate** setting.

Matchem Does Not Start Properly

Why does the game not start up when I click OK on the opening Splash Screen?

The Matchem game has a built in 'time out' feature (at least we consider it a feature - you probably consider it a nuisance <g>).   When the evaluation period has expired, the game will no longer function.   You will still see the opening Splash Screen - which will allow you to register the software in order to reinstate the software's functionality.

Note that this problem may also occur if you have attempted to hack the program or it's internal security procedures.   If this is the case, **contact SparTech Software** for further instructions (no this is not a trap - everyone's done it and we would much rather 'bring the wayward back into the fold' rather than give you a hard time).

Disabled Timer Gauge Menu Option

Why is the 'Timer Gauge' option on the View menu disabled?

This is probably due to the **Timer Gauge** option not being set.   The timer gauge must be running in order for you to enable viewing of the gauge.

Stuttering Game Animation And/Or Sound

Why does the game animation and/or sound sometimes 'stutter'?

The Matchem game can at times place quite a strain on some systems.   This is due to the combination of animation, graphics, timers, and sound functions.   Some lower end machines may exhibit stuttering animation and/or audio under these conditions.

If your game exhibits these types of problems, you should experiment with the various settings until you have resolved the problem.   Start by turning off the **Music On** option.   If this still does not work, try turning off the **Animation On** option or the **Game Timer On** option.   If this still does not correct the problem, then please **contact SparTech Software** for further instructions.

Game Not Responding

When I click on the toolbar or choose an option from the menu, the game refuses to respond?

Check to assure that the game is not paused (the **toolbar** button with the picture of a 'hand' on it will be depressed).   Release the game pause by clicking on the pause button or by choosing Pause Game from the Game menu.

Philisophy

What is the meaning of Life?

This is a fairly common question put to the SparTech Software development team.   We're sorry but we are currently unable to answer this question.   Our software development team is frantically searching for a solution but to date it has allusively evaded us.   Do note that we have not given up on our quest and hope to answer this question in the next version of Matchem.

Thank you for your patience.

Index command (Help menu)

Use this command to display the opening screen of Help.   From the opening screen, you can jump to step-by-step instructions for using Matchem and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

Using Help command (Help menu)

Use this command for instructions about using Help.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Matchem.

If Matchem is not currently registered, you will also see the **Print Registration Button** and the **Register Button**.

Context Help command

Use the Context Help command to obtain help on some portion of Matchem.   When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark.   Then click somewhere in the Matchem window, such as another Toolbar button.   The Help topic will be shown for the item you clicked.

Shortcut
Keys: SHIFT+F1

Title Bar

The title bar is located along the top of a window.   It contains the name of the application and document.

To move the window, drag the title bar.   Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:
- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button
- Name of the application
- Name of the document
- Restore button

Size command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.

After the pointer changes to the four-headed arrow:
1.   Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2.   Press a DIRECTION key to move the border.
3.   Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

Shortcut
Mouse: Drag the size bars at the corners or edges of the window.

Move command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog screen with the arrow keys.

Note: This command is unavailable if you maximize the window.

Shortcut
Keys: CTRL+F7

Minimize command (application Control menu)

Use this command to reduce the Matchem window to an icon.

Shortcut

Mouse: Click the minimize icon ▾ on the title bar.

Keys: ALT+F9

Maximize command (System menu)

Use this command to enlarge the active window to fill the available space.

Shortcut

Mouse: Click the maximize icon ▲ on the title bar; or double-click the title bar.

Keys: CTRL+F10 enlarges a document window.

Next Window command (document Control menu)

Use this command to switch to the next open document window.   Matchem determines which window is next according to the order in which you opened the windows.

Shortcut
Keys: CTRL+F6

Previous Window command (document Control menu)

Use this command to switch to the previous open document window.   Matchem determines which window is previous according to the order in which you opened the windows.

Shortcut
Keys: SHIFT+CTRL+F6

Close command (Control menus)

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

Note: If you have multiple windows open for a single document, the Close command on the document Control menu closes only one window at a time.   You can close all windows at once with the Close command on the File menu.

Shortcuts
Keys: CTRL+F4 closes a document window
       ALT+F4 closes the program window or dialog box

Restore command (Control menu)

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

Switch to command (application Control menu)

Use this command to display a list of all open applications.   Use this "Task List" to switch to or close an application on the list.

Shortcut
Keys: CTRL+ESC

Dialog Box Options
When you choose the Switch To command, you will be presented with a dialog box with the following options:
Task List
Select the application you want to switch to or close.
Switch To
Makes the selected application active.
End Task
Closes the selected application.
Cancel
Closes the Task List box.
Cascade
Arranges open applications so they overlap and you can see each title bar.   This option does not affect applications reduced to icons.
Tile
Arranges open applications into windows that do not overlap.   This option does not affect applications reduced to icons.
Arrange Icons
Arranges the icons of all minimized applications across the bottom of the screen.

No Help Available

No help is available for this area of the window.

No Help Available

No help is available for this message box.

<< If you wish to author help specific to each message box prompt, then remove the AFX_HIDP_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX_HIDP_xxx value.   For example, AFX_HIDP_INVALID_FILENAME is the help topic for the Invalid Filename message box. >>

Not Enough Game Pieces Message

This message indicates that you have a game board layout that will not accommodate the game type specified.   In other words, the number of game pieces you have specified is not enough to accommodate the graphic type of game pieces.

For example,   if you have chosen upper case letters as the game type, there will need to be at least 52 (26 times 2) game pieces in order to create a game based on this game type.

To remedy this situation, go to the **Board Layout Options** screen and choose a smaller number of rows or columns.

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No MIDI Capabilities Message

This message indicates that Matchem was unable to determine if your machine has <u>MIDI</u> capabilities.   MIDI is a sound standard that must be supported by your sound card in order for the background music to play properly.

If Matchem believes you do not have MIDI support, this message is displayed.   You may choose to ignore this message (see **Game Sound Options**).   If you do, Matchem will assume that your PC supports MIDI and will internally generate all the MIDI sound functions.   If your machine does not support MIDI, this could adversely affect the games performance and/or cause abnormal program terminations.

MIDI Lock-ups, crashes Message

This message is issued when you choose to ignore the **No MIDI Capabilities Message** warning.   If you do experience program abnormalities, try disabling the **Music On** option to see if the problems clear up.

Evaluation Period Ended Message

This message indicates that the 30-day evaluation of Matchem has ended.   In order to continue using Matchem you must register the software (see **Registering Matchem Software** for further details).

Welcome To Matchem!

Welcome!   Thank you for evaluating Matchem.   We're sure you and your children will enjoy playing our game.

Remember, Matchem is distributed under the shareware concept.   For details on registering Matchem, please see **Registering Matchem Software**.

For specific instructions on playing Matchem, see **Game Play Instructions**.

Temporary Evaluation Mode Message

If you have received this message, then Matchem is operating in a special **temporary evaluation** mode.   This mode differs from the normal operating mode in 2 ways - first your evaluation period is significantly shorter, and second, the opening Splash Screen 'wait' period is much longer.   This is done to discourage the repeated use of the Temporary Evaluation Mode in order to avoid program registration.

This operating mode is intended to be used only in emergency situations and should not be used to bypass the normal registration procedures.   For more information on registering Matchem, please see **Registering Matchem Software**.

Secret Mode Message

This mode is <u>soooooooooo secret</u>, we won't even discuss it ...

Tampered With Message

If you have received this message then Matchem has detected that you have tampered with the internal or external registration parameters.   At this point, the program has been flagged as 'tampered'.   There are only 2 courses you may take at this point.

First, you may of course **register** Matchem and all tampering parameters will be removed.

Secondly, you may **contact SparTech Software** for further instructions on bypassing the 'tampered with' program state.   Note that the procedures for bypassing this mode do inflict severe penalties on program performance and impose specific restrictions on program playability.

Program Evaluation Expired Message

This message indicates that the 30-day evaluation of Matchem has ended.   In order to continue using Matchem you must register the software (see **Registering Matchem Software** for further details).

Registration Complete Message

Matchem has been successfully registered.   Upon receiving this message, you may want to restart Matchem to assure that all registration functions have been implemented properly.   The first and most noticeable change you will see is the disabling of the opening Splash Screen and its accompanying 'wait' feature.   If you have experienced any problems in the registration process, please **contact SparTech Software** for further instructions.

Once again, thank you for supporting the shareware concept.

Card Backing refers to the graphic image that shows on the back of the card (i.e. the way the card looks when it has not yet been turned over).

As of Release 2.0, Matchem animation capabilities include a animated setup of the game playing area only.   This differs from version 1.1, where there were several other animation sequences programmed.

The 'hit percentage' score is calculated by dividing the number of mouse clicks that produced a match by the total number of mouse clicks made during the game.   This calculation represents an indication of how accurate your guesses were.   In other words, the better you remember where the matching pieces are, the higher this score will be.

The letter game pieces are simply graphical images of all the letters of the alphabet.   Matchem can be customized to display upper and/or lower case letters as well as produce an audible pronunciation of each letter.

The number game pieces are simply graphical images of the numbers 1 through 30.   Matchem can be customized to display numbers ranges of 1 through 10, 1 through 20, or 1 through 30 as well as produce an audible pronunciation of each number.

Matchem's audio capabilities include full stereo sound effects (when a game pieces is clicked, when the game has ended, when the timer reaches 50% and 75%, etc.) as well as stereo background music.

MIDI (Musical Instrument Digital Interface) is a musical standard supported by Windows and most sound cards.   MIDI allows your computer and sound card to communicate (via MIDI messages) in order to generate advanced musical compositions.

The **Splash screen** is the opening screen seen in unregistered copies of Matchem.   This screen displays registration status as well as copyright information.   Registering Matchem will remove this splash screen and its accompanying delay feature.

Nope, no more info here on the 'secret'.....