

**P-JONGG** (AKA PALMJONGG)

FOR PALM PDA AND COMPATIBLES

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**Version 5.5**

User Guide

# P-Jongg Version 5.5 User Guide

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# Table of Contents

<b>Introduction</b>	<b>2</b>
<b>What's new in Version 5.5</b>	<b>2</b>
<b>Copyright and Trademarks Information</b>	<b>3</b>
<b>Disclaimer</b>	<b>4</b>
<b>Unregistered Version</b>	<b>4</b>
<b>Registration Information</b>	<b>5</b>
<b>Shareware And License Agreement</b>	<b>6</b>
<b>Distribution</b>	<b>7</b>
<b>Contact Information</b>	<b>7</b>
<b>The Game</b>	<b>8</b>
<b>General Features</b>	<b>8</b>
<b>Minimum Requirements</b>	<b>10</b>
<b>Installation</b>	<b>11</b>
<b>How To Play</b>	<b>13</b>
<b>Game Menu</b>	<b>14</b>
<b>Start a New Game</b>	<b>16</b>
<b>Configuring Game Preferences</b>	<b>18</b>
<b>Configuring The Game Appearance</b>	<b>20</b>
<b>Configuring the Background and Tiles Shade/Color</b>	<b>22</b>
<b>Game Statistics / Hall of Fame</b>	<b>23</b>
<b>Additional Tile-sets, Layout-sets, Tile-Base and Graphic Background</b>	<b>24</b>
<b>Tile-sets Database</b>	<b>24</b>
<b>Layout-sets Database</b>	<b>27</b>
<b>Tile-Base Database</b>	<b>31</b>
<b>Background Graphic</b>	<b>33</b>
<b>HandEra 330 Support</b>	<b>35</b>
<b>Sony CLIE Support</b>	<b>35</b>
<b>PalmOS 5.x SUPPORT</b>	<b>35</b>
<b>FREQUENTLY ASK QUESTIONS</b>	<b>36</b>
<b>Game Version History</b>	<b>37</b>

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# Introduction

**All screens in this manual are for illustration only and may differ from what you actually see on your Palm device.**

## WHAT'S NEW IN VERSION 5.5

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P-Jongg (formerly known as PalmJongg) version 5.5 requires PalmOS 3.5 and above. Older version of PalmOS is no longer supported due to the need to use newer features only available in PalmOS 3.5 and above.

### New Features

- Support hi-resolution display on PalmOS 5.x device.
- Support Sony Clie with Soft Silk area. User can minimize the graffiti area to gain more display space.
- Customizable color/shade status text and status text background.
- Tile-set using the in-built PalmOS font set can now be set to either "Thin" or "Bold". This is to address the annoyance of the font changing from standard to bold.
- User can select how tile highlight is done. There are three options: Mark, 2-Blinks and 3-Blinks.
- The Jog and Hard-key can be set to perform different functions. Default for hard-key is DISABLED and Jog is SELECTABLE.
- Support graphics background for Gray-16 and Color display. 3 in-built graphic backgrounds are provided. Additional background can be loaded by installing background database.
- On color device, the tile can be rendered based on tile-base graphic. This is to provide greater realism of the tile looks. 2 in-built graphic tile-bases are provided. Additional tile-base can be loaded by installing tile-base database.

***NOTE: TILE-BASE GRAPHICS IS ONLY FOR COLOR DEVICE.***

- New methods of tile-expansion, "GRADUAL". Gradual expansion tries to reduce the big shift of the tile position and size. The old "AUTO" method is now called "MAXIMUM". In the "MAXIMUM" mode it will always use the available display space to display the largest tile size possible and positions the remaining tiles in the center of the display.

The new "AUTO" setting is different from the previous release. In the new "AUTO" setting, "MAXIMUM" mode will be used initially until a reasonable tile size has been reached where it will then switch to "GRADUAL" mode.

## **Changes**

- Fix Sony Clie with PalmOS 5.0 display problem.
- Fix Jog problem on Sony Clie with PalmOS 5.0.
- Fix the FIND VISIBLE problem.
- Only the visible part of the selected tile is shaded.
- Tweaked tile size dimension, to reduce longish look.
- Fix dynamic layout not generating the same layout on restore.
- Lots of minor fixes and tweaks.

## **COPYRIGHT AND TRADEMARKS INFORMATION**

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**P**-Jongg is a simple game of matching tiles using mahjongg tiles.  
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**Use this program at your own risk !!!**

## UNREGISTERED VERSION

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**T**he unregistered version provides you with a way to evaluate and decide before purchasing. **NO REFUND** will be entertained after the purchase.

The Unregistered Version has the following limitations:

- Unregistered splash screen when starting the game.
- No start-up delay for the first 30 plays. After that, there is a 1 second delay for each start-up.
- Only the first three layouts within a layout-set are selectable.
- Other features are fully functional.

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To register please visit the following websites:

<http://home.pacific.net.sg/~kokmun/register.htm>

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Web Page : <http://home.pacific.net.sg/~kokmun/> or <http://kokmun.freesevers.com>

# The Game

**P**-Jongg is a simple game of matching tiles using mahjongg tiles. You can remove tiles by selecting two similar tiles. The tiles can only be selected if it is not stack directly on top by another tile, and it can be moved horizontally.

You won when all tiles are removed from the board. You lose the game when you no longer can remove any remainder tiles.

## GENERAL FEATURES

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**P**-Jongg has the following features:

- Realistic tiles, which can be changed by installing tile-base graphics. Additional sample tile-base is provided in the package (tilebaseSAMPLE.PDB).
- Dynamic tile resizing and graphics resizing. The tile and graphics are automatically resized based on the available board space.
- Three in-built tile-sets (Palm PDA, Alpha and symbol). User can load up to 5 additional tile-sets. Two sample tile-sets ptilePJONGG.PDB and ptileMAHJONGG.PDB are provided in the package. Tile-set ptilePJONGG.PDB is known as Standard tiles in previous version.
- Two in-built layout-sets. Standard has 4 layouts and Dynamic can generate a total of 1,199,976 different layouts. User can load additional layout-sets, with two sample layout-sets provided within the package. The layout-set playPJONGG#1.PDB contains new layouts and playZODIAC.PDB contains 40 different layouts. You can load up to 5 different layout-sets. **(Unregistered version can only play the first 3 layouts in each layout-sets).**

For more Layout-sets and Tile-sets database, please visit and download it at:

<http://home.pacific.net.sg/~kokmun/palmjongg/palmjongg.htm>

<http://kokmun.freesevers.com/palmjongg/palmjongg.htm>

- Background graphics. Additional sample background is provided in the package (backgroundSAMPLE.PDB).
- User configurable all solvable/maybe solvable puzzle generator. With solvable puzzle, the puzzle can be solved. *Please note that when SHUFFLE is used, the shuffled tiles may not have a solvable solution.*
- Ability to show a sample solution for the current solvable puzzle.
- Selectable game number. You can replay the game again as and when you want to.
- Hint features to show you selectable tiles.

- Find match feature shows you the matching tiles you have selected. All matching tiles will be shown in sequence.
- Find visible and find all.
- User selectable double tap on tile for find match. Simplified the search for matching tiles.
- Full undo ability. You can undo till start of game.
- Undo till tap allows for continuous undo till the screen is tap.
- Shuffle feature. You can shuffle the remainder tiles anytime or when no tiles can be removed. Limited to 10 shuffles per game and shuffled tiles may not have a solution.
- Random Play feature, where the computer will quickly play the game by selecting selectable tiles in a random manner.
- Memorized and recall game state.
- Tile statistics.
- Statistics of game won and lost.
- Pop-up tile info when pen is touching the screen. The duration to detect is user selectable. Pop-up tile can be customized to appear on the right or left of the pen.
- Game Sound. Volume can be set a three different level or can be set to use the PalmPilot Game Sound Level for Palm OS3.x.
- Smart menu. You can just write the MENU character to launch the MENU function.
- Support Color, Gray scale and black-white display. User selectable in PREFERENCES.
- Support board size of 15(W) x9(D) x5(H).
- On HandEra 330, uses QVGA display and JOG capability.
- On SONY CLIE, uses the Hi-Res 320x320 capability and JOG capability when available.
- Support high-resolution display on PalmOS 5.x device.

## MINIMUM REQUIREMENTS

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**P**-Jongg Version 5.5 requires a minimum of PalmOS 3.5 and above. This program should work with any Palm PDA or it's compatible such as from HandSpring, HandEra and Sony with PalmOS 3.5 and above.

On the HandEra 330 and Sony Clie device, this program uses features unique to these devices to increase the enjoyment of playing P-Jongg.

The program requires a minimum of 150K of free memory on your PDA for installation. Additional memory is required for Tile-sets, Layout-sets, Tile-base and Background database installation. Typical memory requirement for each Tile-sets database is around 25K to 35K. Typical memory requirement for each Layout-sets depends on the number of layouts within the set. Layout-set playPJONGG#1.PDB requires 6K and playZODIAC.PDB requires 12K.

## INSTALLATION

In the software package, there is a file called PJONGG.PRC (registered version) or PJONGGUNREG.PRC (unregistered version). If you have not install your Palm Desktop, please install the Palm Desktop software first before proceeding.

With Palm Desktop installed, follow the following steps to install P-Jongg into your Palm PDA:

1. Double click on the PRC file. This will launch the Palm program installer.
2. Select the Hotsync-Id and select OK. You will see a list of program that will be installed into your Palm PDA on your next Hotsync. At this time if you want the previous standard tile-sets, you need to install ptilePJONGG.PDB. For Mahjongg tile-sets install ptileMAHJONGG.PDB. If you want to have ZODIAC layout-sets load playZODIAC.PDB. For PJONGG#1 layout set, load playZODIAC.PDB.

To install the additional tile-sets and layout-sets, select ADD to install ptilePJONGG.PDB, ptileMAHJONGG.PDB, playPJONGG#1.PDB and playZODIAC.PDB.

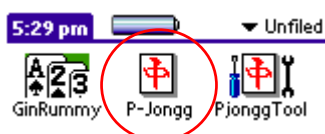
Summary of the additional database to install:

Database to install	When to install
ptilePJONGG.PDB	If you want the previous STANDARD tile-set.
ptileMAHJONGG.PDB	If you want the MAHJONGG tile-set.
playZODIAC.PDB	If you want the previous ZODIAC layouts.
playPJONGG#1.PDB	If you want to install new sample layouts.
tilebaseSAMPLE.PDB	Additional tile-base set. Includes "White Tile", "Scabble", "Play Card", "Blue Block" and "2D-Tile".
backgroundSAMPLE.PDB	Additional background. Includes "Bricks", "Cloud", "Paper", "Card Suit", "Rose" and "Picnic".

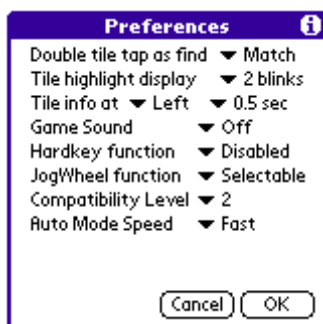
*Note: You can remove any installed tile-sets and layout-sets from PJONGGTOOL.*

You can also select to install the optional PJONGGTOOL.PRC. Please refer to the section LAYOUT-SET DATABASE for more information on PJONGGTOOL.

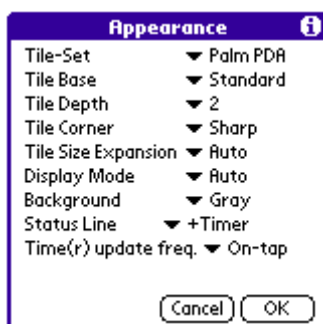
3. Perform the Hotsync to complete the installation of P-JONGG into your Palm PDA.
4. After installation, the P-JONGG and PJONGGTOOL (optional) will appear under the UNFILED category of your program launcher of your Palm PDA.



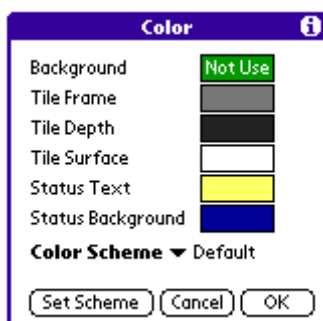
- Click on P-Jongg to launch the program. If this is the first time you run P-Jongg or upgrading from previous version, you will be guided to the PREFERENCES screen.



- Press the "i", on the top-right hand corner of the PREFERENCES screen for a description on each of the options or refer to the section GAME MENU in this manual. Preference allows you to configure the general settings of the game.
- The next screen is to configure the APPEARANCE of the game. Press the "i", on the top-right hand corner of the APPEARANCE screen for a description on each of the options or refer to the section GAME MENU in this manual.

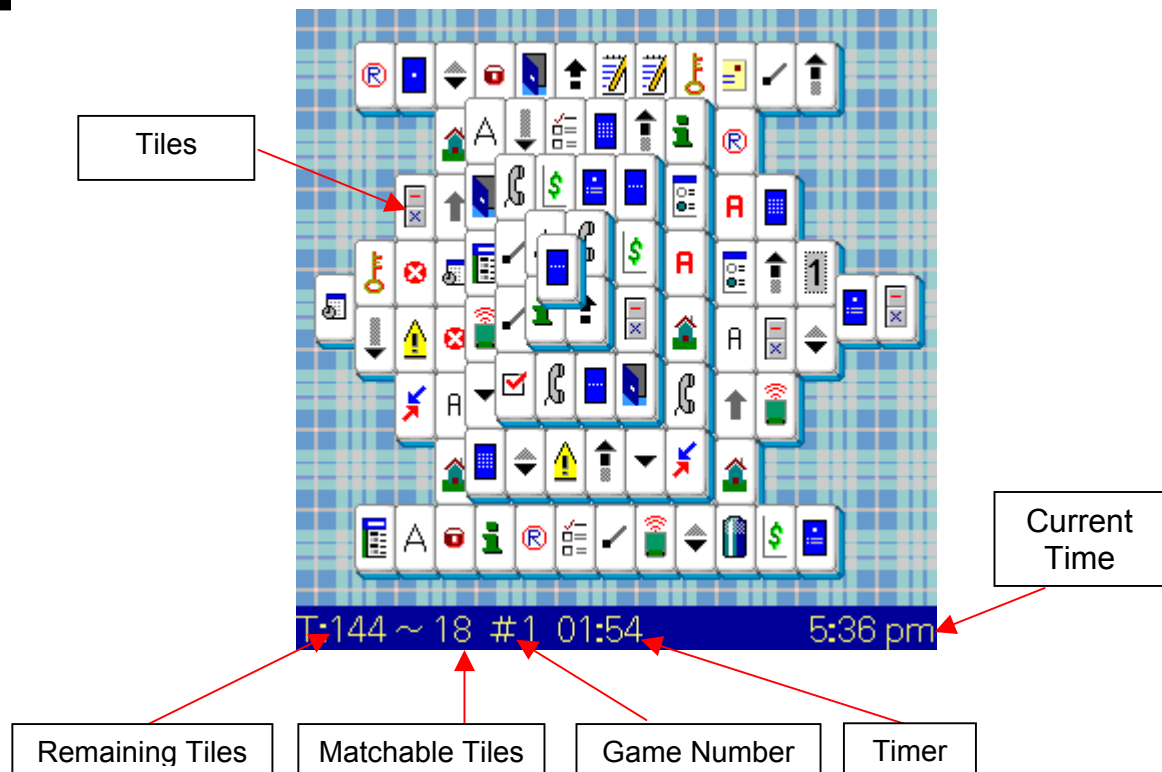


- If you are using a Palm device with Palm OS 3.5 and above, you will see the following screen to configure SHADE/COLOR. Press the "i", on the top-right hand corner of the SHADE/COLOR screen for a description on each of the options or refer to the section GAME MENU in this manual.



## HOW TO PLAY

The following screen shows the objects on the screen and it's meaning.



To select a tile, just tap on the tile. Remember, only tiles that are not block on the top and it can move horizontally can be selected. You will not be able to select any tiles that are not selectable for removal. In this example, the door tile is selected.

To complete the move, press the door tile on the top most pile.

**Tips:** You can find additional tile information by continuously pressing on the tile. In the example below the house tile information is shown. (The 'Tile Info' option in PREFERENCE must be enable for this feature)



**Tips:** To easily find matching, find visible and find all tile, just double tap on the tile itself. (The 'Double Tile Tap as Find' option in PREFERENCE must be enable for this to work)

The game is won when all tiles are removed and no shuffle is used.

## GAME MENU

---

To access the various features of P-Jongg, you need to access the game menu. Press the MENU button to get to the game menu. The MENU button is shown below.



The Game Menu is divided into three main categories. Each category provides a group of functions. Each function of the MENU has a shortcut.

**Tips:** In P-Jongg, you can access the MENU by writing the one letter representation. For example, to perform “NEW GAME” you only need to write the letter “N” in the graffiti area. The shortcut character is shown in bracket.

**Tips:** In P-Jongg, you can access the MENU by pressing anywhere on the screen that is not occupied by the tiles for more than 0.5 seconds. This is the area paint with the background color. In the example above, the background is GREEN.

### Game Menu

New Game [ N ]	Start a new game.
Restart game [ R ]	Restart the current game again. level.
Preferences [ P ]	Setup general game preferences.
Shades/Color [ Y ]	Setup the tiles and background shade/color.
Appearance [ A ]	Setup the game visual options.
Game Stats. [ S ]	Display the game statistics.
Tile Stats. [ I ]	Display the remaining tiles count.
Hall of Fame [ T ]	Display the Hall of Fame.
Rotate Screen (HandEra 330 only) [ Q ]	This menu only appears on the HandEra 330 device. This allows you to manually rotate the screen.

### Tools Menu

Find Match [ F ]	Find a match for the selected tile.
Find Visible [ V ]	Show all visible tile(s) that match the selected tile.
Find All [ A ]	Show all tile(s) that match the selected tile.
Hint [ H ]	Show one pair of matchable-tile. If you use this feature multiple times, all pair of matchable-tile is display.
Undo [ U ]	Undo the last removed tiles. You can perform undo till



	start of the game.
Undo till tap [ B ]	Continuously undo until you tap the screen.
Random Play [ D ]	Randomly select tile-pairs for removal.
Show solution [ W ]	Show solution for the current puzzle. This is only possible for puzzle that is generated with the SOLVABLE option.
Shuffle [ L ]	Shuffle the remainder tiles on board.
Memorized [ M ]	Memorized the current play state.
Recall [ C ]	Restore back to the memorized play state.

#### **Help Menu**

Rules [ E ]	Summary game rules.
About [ A ]	Author information.

## START A NEW GAME

To start a new game, select the NEW GAME menu or select NEW GAME when given an options. You will see a screen similar to the following.



**Game Mode:** Game mode allows you to select two type of game. In timer game, there is a timer running to clock how fast you resolve the puzzle. If you are fast enough, your name will be entered into the Hall of Fame. In leisure mode, there is no timer and you will not be able to enter the Hall of Fame.

In Timer mode, there are time penalties for using features that help you in locating/matching removable tiles.

**Layout-set:** Select the layout-set you want to play. There are two in-built layout-set (Standard and Dynamic). If additional layout-set databases are loaded you can select it from here.

**Layout:** Select the layout within the layout-set you want to play. The available layout changes according to the layout-set you have selected. For Dynamic Layout-set the old "Dynamic Board Tile Size" option, is replaced by layout. D'Larze is for large tiles, D'Midz is for medium tiles and D'Smalz is for small tiles.

**Layout Selection:** Controls the layout to use when starting a new game. If you want to play the layout you have selected in *Layout-set* and *Layout*, choose CURRENT for this option. Other options for this are:

Layout Selection	Layout Selection
CURRENT	Play the current layout selected in LAYOUT.
SEQUENCE	Play the layout in sequence as in the layout list, beginning with the next layout selected in LAYOUT. If you are playing the last layout in the list, the next layout-set will be selected and the first layout in list will be played.
SEQUENCE w/fs	w/fs stands for with Fixed Layout-set. This is similar to SEQUENCE, except the Layout-set will not change when the last layout in list is played.
RANDOM	Select randomly a layout-set and layout to play.
RANDOM w/fs	Select randomly a layout within the current selected layout-set to play.

**Game#:** Controls the game number to play. The current game number is shown on the right of this option. To change the game number, you need to change the option to CURRENT or SEQUENCE.

GAME#	Game Number Selected
CURRENT	Play the current game number shown on right of the option. You can select the game number by pressing on the game number.
SEQUENCE	Play the game number in sequence.
RANDOM	Play a randomly selected game number.

**Solvable Game:** Select 'Maybe' to play puzzle that may be unsolvable. Select 'Yes' to ensure all generated puzzle are solvable.

**Helpless Mode:** For those who want greater challenge, set to 'YES' to disable features that will help in solving the puzzle. The following features are disabled in HELPLESS mode:

- Find tiles (all type)
- Hint
- Undo
- Random Play
- Shuffle

Memory and Recall are available in HELPLESS mode.

Options under '**DYNAMIC LAYOUT OPTIONS**' are only used when the DYNAMIC layout-set is selected.

**MULTI-BLOCK:** Set to 'YES' to have tiles blocking two or more tiles. Set to 'NO' for simpler layout.

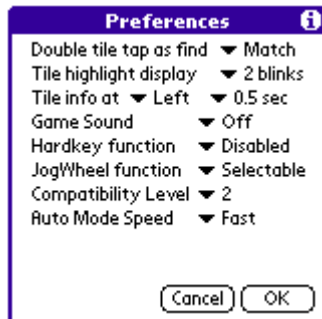
**LAYOUT#:** Each layout number represents a unique dynamic layout. The meaning is similar to GAME# above, except it controls the dynamic layout number. The current layout number is shown on the right. To change the layout number, you need to change the option to CURRENT or SEQUENCE, and press the layout number.

When all options are selected according to your preference, press OK to start a new game.

## CONFIGURING GAME PREFERENCES

---

**Y**ou can customize the general behavior of the game through the GAME PREFERENCES. To customize the game, select the PREFERENCES menu.



**DOUBLE TILE TAP AS FIND:** Controls the double tile tap action. Select NONE to disable this feature. Select MATCH to find a match of the selected tile. Select VISIBLE to show all visible tile(s) that match the selected tile. Select ALL to show all tile(s) that match the selected tile.

**TILE INFO AT...** : Controls display of tile information on the right or left of the pen. Tile information will be shown after the pen is pressed for the set duration. To disable, select NONE.

**GAME SOUND:** Set game sound volume. Set it to 'PREFS.' to use the system game sound preferences setting.

**HARDKEY FUNCTION:** Controls tile selection using the hardkey. Use SELECTABLE to choose selectable tile. Use MATCHABLE to choose matchable tile. When enabled the hard-keys are used as follows:

- Up - Previous selectable/matchable tile
- Down - Next selectable/matchable tile
- Address/To-Do - Select tile. If this is pressed twice this is similar to double tapping on the same tile.

**JOGWHEEL FUNCTION:** Controls tile selection using jogwheel. JogWheel is only available on some of the device from HandEra and Clie. Use SELECTABLE to choose selectable tile. Use MATCHABLE to choose matchable tile. When enabled the jogwheel is used as follows:

- Turn Jog Wheel anti clock-wise - Previous selectable/matchable tile
- Turn Jog Wheel clock-wise - Next selectable/matchable tile
- Press Jog Wheel - Select tile. If this is pressed twice this is similar to double tapping on the same tile.
- HandEra 330 JOG ESC Button and Clie Back Button – Undo.

**COMPATIBILITY LEVEL:** Controls the compatibility operation with various OS version and device.

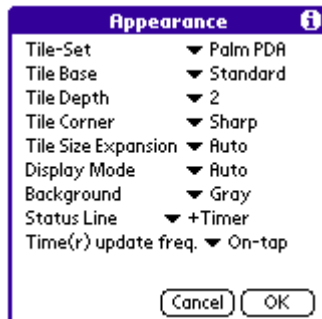
- 1 - Highest compatibility, but display and response may be slower.
- 3 - May cause problem but display and response may be faster.

Default is 2, which provide a compromise in term of compatibility and speed. For PalmOS 3.5, compatibility level 3 is not recommended. With this setting, there are occasion where some of the tile is not displayed correctly. If you do not see any speed difference using the various levels, change the setting to Level 1.

**AUTO MODE SPEED:** Controls the speed during Random Play and Show Solution.

## CONFIGURING THE GAME APPEARANCE

**Y**ou can customize the game visual appearance through the APPEARANCE menu.



**TILE-SET:** Set the tile-set to use. The in-built tile-sets are Palm PDA, Alpha-Thin, Alpha-Bold, Alphanumeric, Symbol-Thin, Symbol-Bold and Symbol. For Alphanumeric and Symbol tile-set, it uses the device font character sets. The selected font size changes according to the tile size. Any additional tile-set loaded will be shown in the list and can be selected.

**TILE BASE:** Set the tile base appearance. STANDARD is line frame tile. Standard is the only setting allowed for non-color display. Other settings are based on rendered graphics file. Although selectable, tile-base graphic is not recommended for low-resolution display. Any additional tile-base loaded will be shown in the list and can be selected. Only one additional tile-base database can be installed. The tile-base database can however contains multiple graphics of different tile-base.

**TILE-DEPTH:** Controls the depth/thickness of each tile. Hi- resolution screen in general requires greater tile depth to differentiate the tile easily at different level.

**TILE-CORNER:** Select the use of rounded tiles. AUTO will use rounded tiles when the tile size is bigger. In general, rounded tile looks better on screen with higher screen resolution available on some HandEra and Sony Clie device. This option is disabled when graphic tile-base is selected.

**TILE SIZE EXPANSION:** Controls how the tile size is expanded.

Tile Expansion Option	Tile Expansion
NONE	No tile size expansion.
AUTO	Uses both Maximum and Gradual mode expansion. It will expand the tile as large as it can initially and then changes to gradual expansion when a comfortable size is reached. This setting is recommended as it reduces tile shifting and tries to reach a comfortable tile size as soon as possible.
WIDTH ONLY	Only the tile width is expanded. There will be no vertical tiles movement. Use this option to reduce the movement of tile placement.
MAXIMUM	Tile will expand in both width and height as large as possible. Remainder tiles will be placed in the center after tiles expansion.
GRADUAL	Tiles are expanded gradually to reduce tile shifting.

**DISPLAY MODE:** Auto will use the highest possible display mode. B&W is black and white. Gray is shades of Gray.

**BACKGROUND:** Select the board background. For 4-Gray and above display mode you can define the background shade/color by selecting USER DEFINED. Use SHADE/COLOR menu to set user background. Graphic background is selectable for 16-Gray scale and color device only. Any additional background loaded will be shown in the list and can be selected. Only one additional background database can be installed. The background database can however contains multiple background.

**STATUS LINE:** Controls the content of the status line.

Status Line Option	Status Line Display
NONE	No status line. Use this option when playing large layout.
STANDARD	Display remainder tiles, matchable tiles and game number.
+TIMER	Standard status line with timer (for Timer Game Mode).
+TIME	Standard status line with current time.
+TIMER & TIME	Standard status line with both timer and current time.

**TIME(r) UPDATE FREQUENCY:** Controls how often to update the status line when Timer and/or Time is selected. This option has an effect on the battery usage. Selecting "1 SEC" consume the most battery as the status is updated every second. Select "ON-TAP" will only update the status line when there is pen tap and it uses the least battery usage.

**FAST DISPLAY (Sony Clie with HiRes screen only):** Set to 'YES' to use fast display mode. This will speed up the graphic display but may cause problem in some device. Use 'NO' to use standard display mode. As the screen on Hi-Resolution Clie is four times the normal screen, using standard mode can be slow but provide the best compatibility.

**ROTATE TO ENLARGE (HandEra 330 only):** When enabled, the screen will be rotated to allow larger tile size. Changes to this setting will only be effective on the next new game.

## CONFIGURING THE BACKGROUND AND TILES SHADE/COLOR

**Y**ou can customize the background, tiles and status line shade/color through the SHADE/COLOR menu.

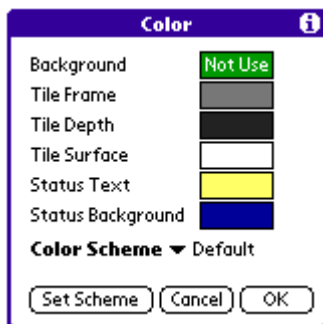
This screen allows you to select the shade/color for the BACKGROUND, TILE FRAME, TILE DEPTH, TILE SURFACE (color only), STATUS TEXT and STATUS BACKGROUND.

Tile Frame is the frame surrounding the top tile surface. Tile Depth is the frame showing the tile depth.

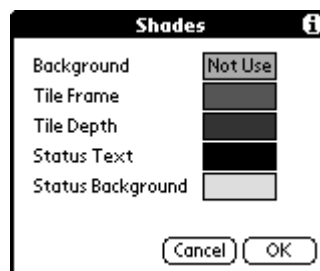
For color device you can select the Color Scheme to use. To set, select the color-scheme and press SET SCHEME. You can then change the initial setup color according to your preference.

Based on setting on the APPEARANCE MENU, some of the color/shade setting will not be used, and this will be marked “Not Use” in the color/shade box. For example, when graphic background is selected, the BACKGROUND setting here is not used anymore.

For the STATUS BACKGROUND, the last index color 255 set it as transparent.



Color-display Device



Gray-display device



## GAME STATISTICS / HALL OF FAME

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**G**ame statistics gives you a summary of all the games won and lost. Each layout-set game statistics are displayed. Game statistics is available from the GAME STATISTICS menu.

Game Statistics			
	WON	LOST	
Standard	0 = 0%	0 = 0%	
Dynamic	0 = 0%	1 = 20%	
PJongg#1	0 = 0%	4 = 80%	
Structure	0 = 0%	0 = 0%	
Pyramids	0 = 0%	0 = 0%	
Collection#	0 = 0%	0 = 0%	
Zodiac	0 = 0%	0 = 0%	
<b>TOTAL</b>	0 = 0%	5 = 100%	
<b>TOTAL GAMES: 5</b>			
<input type="button" value="Reset"/> <input type="button" value="OK"/>			

A game is considered won when you managed to remove all tiles without using the shuffle feature. The game is lost when there are tiles remaining and you can no longer able to remove any tiles.

Different from previous version, each game is either won or lost. If you use the shuffle features multiple times when no more tiles can be removed, the game is considered lost once.

Press, "RESET" to reset the game statistics.

P-Jongg Hall of Fame		
Name/Layout	Time	
1. Tan Kok Mun/Full Vision 3	14:26	
2. Tan Kok Mun/Gayle's	14:37	
3. Tan KM/High & Low	14:37	
4. <b>Tan KM/Joker</b>	<b>14:40</b>	
5. Tan KM/Hurdles	15:12	
<input type="button" value="Reset"/> <input type="button" value="OK"/>		

The HALL of FAME menu, show the current top 10 player with the best time in solving the puzzle. The name, layout and the time taken to resolve the puzzle are displayed in each line. You can only enter the HALL of FAME when playing in TIMER mode. Press, "RESET" to clear the Hall of Fame.

## **ADDITIONAL TILE-SETS, LAYOUT-SETS, TILE-BASE AND GRAPHIC BACKGROUND**

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**O**ther than the in-built tile-sets, layout-sets, tile-base and graphic background, additional expansion can be loaded through it's respective database.

There are many tile-sets, layouts, tile-base and graphic background available in the Internet that you can download. They however need to be converted to P-Jongg format before it can be used. Search with the keyword "Kyodai", "Kyodai Layout", "Mahjongg Solitaire". I will make available new tile-sets, layout-sets, tile-base and graphic background from my website in P-Jongg format. Tile-sets, Layout-sets, Tile-set and graphic background contributions are most welcome, but do respect the original author copyright. Contributor must agree that it will be made generally available to the public.

Do visit P-Jongg dedicated website for new information and to download additional expansion database:

<http://home.pacific.net.sg/~kokmun/palmjongg/palmjongg.htm>

<http://kokmun.freesevers.com/palmjongg/palmjongg.htm>

## **TILE-SETS DATABASE**

---

**T**here is no user tool available to create your own tile-sets. I'm still looking at ways to make this as easy as possible for the user to create their own tile-sets. Tile-sets database has a PDB extension and is installed into your Palm PDA like any Palm application (PRC).

Tile-sets Database has the following internal attributes:

- External Database Name: <tile-set\_name> (You can call it any name)
- Internal Database Name: pjts<tile-set\_name>
- Creator: TKMA
- Type: TILE

For example, the PJONGG tile-set Database has the following attributes:

- External Database Name: ptilePJONGG.pdb
- Internal Database Name: pjtsPJONGG
- Creator: TKMA
- Type: TILE

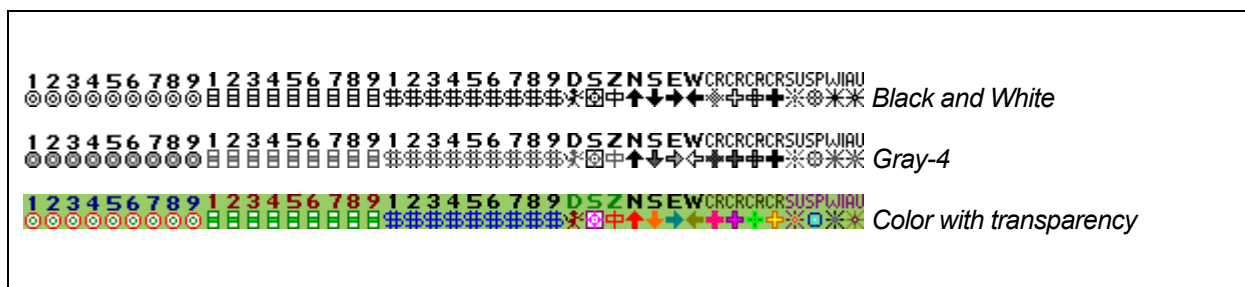
There are four different tiles resolution in each tile-sets to support the various device screen resolution and tile expansion.

*Note: The dimension specified below is in pixels.*

Tile Dimension	Final Graphic File Dimension	Supported Screen Resolution
8x14	336x14	Standard Palm 160x160. HandEra 240x320 when rotated and silk is maximized.
10x17	420x17	Standard Palm 160x160. HandEra 240x320.
12x21	504x21	HandEra 240x320 / Sony Clie 320x320 / PalmOS 5.x 320x320
16x28	671x28	Sony Clie 320x320 / PalmOS 5.x 320x320

For each tile dimension, four graphic files are needed to support the four displays mode (B&W, Gray-4, Gray-16 and Color). Gray-16 file can be left out and can use the Gray-4 file. For the color file, the transparency is set to R=153 G=204 B=102. For a complete set, there are 16 graphic files for a single tile-set.

The sample pictures below show the required graphic for a single tile size of 10x14 from the PJONGG tile-set.



If you have any interesting tile-sets, you can forward it to me via e-mail at [kokmun@pacific.net.sg](mailto:kokmun@pacific.net.sg). I will generate the tile-set and post it on the website for public download. The tile-sets graphic has to meet the following requirements:

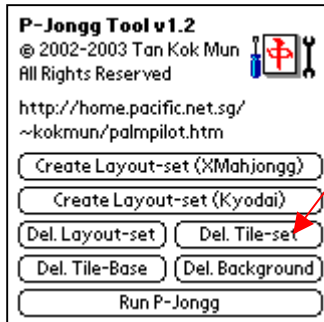
- BMP Format.
- 16 (complete) or 12 (with Gray-16 missing) graphic files supporting the various tile size and display mode.
- If you use a different transparency setting for the color file, please indicate it as such.
- The palette for Gray-4 is (R/G/B) 0/0/0, 85/85/85, 170/170/170 and 255/255/255.
- The palette for Gray-16 is (R/G/B) 0/0/0, 17/17/17, 34/34/34, 51/51/51, 68/68/68, 85/85/85, 102/102/102, 119/119/119, 136/136/136, 153/153/153, 170/170/170, 187/187/187, 204/204/204, 221/221/221, 238/238/238, and 255/255/255.

Please perform all the tile scaling and shade/color conversion before sending the final files to me. The generated tile-set will be make available for public download with credits to the author.

### Delete Tile-set Database



To manage the tile-sets loaded in your game, you can use the PJONGGTOOL utility.



Launch the PJONGGTOOL and select '*Delete Tile-set*'.

This function allows you to delete currently installed tile-set database. Do the following to delete the tile-set database:



Select the Tile-set to delete from the list.

1. Press OK to delete. A message will appear indicating the delete completion.
2. Do note that there is **no delete confirmation**, please verify before pressing OK.
3. To quit DELETE TILE-SETS DATABASE, press CANCEL.

## LAYOUT-SETS DATABASE

---

**L**ayout-sets Database provides an easy way to add new layouts to P-Jongg. The layout-sets database has a PDB extension and is installed into your Palm PDA like any Palm application (PRC).

P-Jongg Layout-sets Database has the following internal attributes:

- External Database Name: <layout-set\_name> (You can call it any name)
- Internal Database Name: pjlo<layout-set\_name>
- Creator: TKMA
- Type: LAYO

For example, the ZODIAC Layout-set Database has the following attributes:

- External Database Name: playZODIAC.pdb
- Internal Database Name: pjloZODIAC
- Creator: TKMA
- Type: LAYO

To simplify the creation and to manage the layout-sets database, you can use the PJONGGTOOL.PRC utility.



Currently the tool can convert two different layout formats (Xmahjongg and Kyodai).

There is a separate function to delete the layout-set currently loaded in your Palm device.

## Create Layout-sets Database

This function will convert your currently defined layouts in memopad to P-Jongg layout-sets database. Two layout formats can be converted, the procedure to convert them is similar.

When importing the Kyodai layout definition to memopad, you will need to remove the first line in the definition. The first line in the memopad will be the layout name.

[illegible]

*Kyodai layout definition (shown truncated)*

[illegible]

*Kyodai layout definition in Palm memopad (after editing and shown truncated)*

Similarly for Xmahjongg layout definition, you will need to include the layout name in the first line of the memopad record.

```

#
#      default layout for Xmahjongg
#
#      row    col    lev
#-----#
#      0       2      0
#      0       4      0
#      0       6      0
#      0       8      0
#      0      10      0
#      0      12      0
#      0      14      0
#      0      16      0
#      0      18      0 .....

```

*XMahjongg layout definition (shown truncated)*

```

Classic
#
#      row   col   lev
#-----#
      0      2      0
      0      4      0
      0      6      0
      0      8      0
      0     10      0
      0     12      0
      0     14      0
      0     16      0
      0     18      0 .....

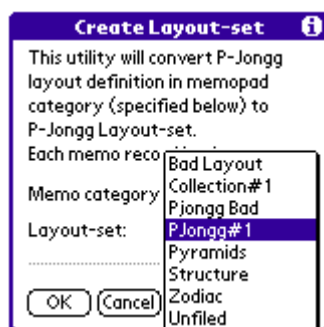
```

*Xmahjongg layout definition in Palm memopad (after editing and shown truncated)*

The character '#' is recognized as comment and the whole line will be ignored. The Xmahjongg format consists of tiles location in each line. The location is specified as row column level.

You cannot mix Xmahjongg and Kyodai layout definitions within the same memopad category.

Do the following to convert a memopad category into layout-sets database:



1. Select CREATE LAYOUT-SET in PJongg Tools. Select Xmahjongg or Kyodai according to the layout format that is currently in the memopad.
2. Select the MEMOPAD CATEGORY to convert. In the example, the PJONGGG#1 category is selected.
3. Provide an optional Layout-set Name. If no name is provided the selected category name will be used as the

Layout-set Name.

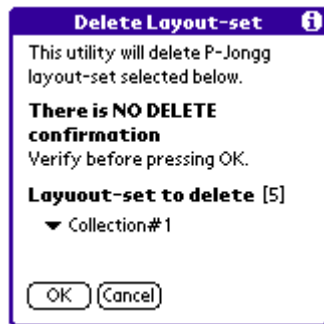
4. Press OK to convert and you will see a successful completion message.
5. To quit Create Layout-set Database, press CANCEL.

In the example, pjloPJONGGG#1 layout-set database will be created. During hotsync, pjloPJONGGG#1.PDB will be backup into your PC. You can pass this file to others to play the layout-set. You can rename this file to any name, for example playPJONGGG#1.PDB can be renamed to EXAMPLE.PDB and the layout-set name will still appear as PJONGGG#1 when installed into P-Jongg.

To get the definition into your Palm PDA, you need to use the Palm Desktop utility. Open a new record in the memo and perform cut and paste of the new layout into your new memo. Perform a hotsync and the new record will be in your Palm PDA. Do know that there is a limit of 4K size per record in the memopad. This is a memopad limitation.

## **Delete Layout-set Database**

This function allows you to delete currently installed layout-set database. Do the following to delete the layout-set database:



1. Select DELETE LAYOUT-SET in PJongg Tools.
2. Select the Layout-set to delete from the list.
3. Press OK to delete. A message will appear indicating the delete completion.
4. Do note that there is **no delete confirmation**, please verify before pressing OK.
5. To quit DELETE LAYOUT-SET, press CANCEL.



## TILE-BASE DATABASE

---

**T**here is no user tool available to create your own tile-base graphics. I'm still looking at ways to make this as easy as possible for the user to create their own tile-base graphics. Tile-base graphics database has a PDB extension and is installed into your Palm PDA like any Palm application (PRC).

Tile-base graphics Database has the following internal attributes:

- External Database Name: <tile-base\_graphics\_name> (You can call it any name)
- Internal Database Name: pjtb<tile-base\_name>
- Creator: TKMA
- Type: TBSE

For example, the sample tile-base graphics Database has the following attributes:

- External Database Name: tilebaseSAMPLE.pdb
- Internal Database Name: pjtbTileBase
- Creator: TKMA
- Type: TBSE

Each tile-base consists of a single color graphic with a dimension of 40x50 pixels in dimension. One tile-base database can contains multiple tile-base. The transparency is set to R=153 G=204 B=102. The tile depth in the graphic must be 5 pixels.

The sample pictures below show the required graphic for a single tile-base.



If you have any interesting tile-base, you can forward it to me via e-mail at [kokmun@pacific.net.sg](mailto:kokmun@pacific.net.sg). I will generate the tile-base and post it on the website for public download. The tile-base graphic has to meet the following requirements:

- BMP Format.
- If you use a different transparency setting for the color file, please indicate it as such.

## Delete Tile-base Database



To manage the tile-base loaded in your game, you can use the PJONGGTOOL utility.



Launch the PJONGGTOOL and select '*Delete Tile-Base*'.

This function allows you to delete currently installed tile-base database. Do the following to delete the tile-base database:



Select the Tile-set to delete from the list.

1. Press OK to delete. A message will appear indicating the delete completion.
2. Do note that there is **no delete confirmation**, please verify before pressing OK.
3. To quit DELETE TILE-BASE DATABASE, press CANCEL.

## BACKGROUND GRAPHIC

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**T**here is no user tool available to create your own background graphics database. I'm still looking at ways to make this as easy as possible for the user to create their own background graphics database. Background graphics database has a PDB extension and is installed into your Palm PDA like any Palm application (PRC).

Background graphics Database has the following internal attributes:

- External Database Name: <background\_graphics\_name> (You can call it any name)
- Internal Database Name: pjbk<background\_db\_name>
- Creator: TKMA
- Type: BACK

For example, the sample background graphics Database has the following attributes:

- External Database Name: backgroundSAMPLE.pdb
- Internal Database Name: pjbkBackGround
- Creator: TKMA
- Type: BACK

Each background consists of a single color graphic with any dimension. If the background graphic is smaller than the device display dimension it will automatically be tiled when display. One background database can contains multiple backgrounds.

If you have any interesting background, you can forward it to me via e-mail at [kokmun@pacific.net.sg](mailto:kokmun@pacific.net.sg). I will generate the background and post it on the website for public download. The background graphic has to meet the following requirements:

- BMP Format.
- If you use a different transparency setting for the color file, please indicate it as such.

## Delete Background Database



To manage the tile-base loaded in your game, you can use the PJONGGTOOL utility.



Launch the PJONGGTOOL and select '*Delete Background*'.

This function allows you to delete currently installed background database. Do the following to delete the background database:



Select the Background database to delete from the list.

1. Press OK to delete. A message will appear indicating the delete completion.
2. Do note that there is **no delete confirmation**, please verify before pressing OK.
3. To quit DELETE BACKGROUND DATABASE, press CANCEL.

## HANDERA 330 SUPPORT

---

**O**n the HandEra 330, P-Jongg will exploit features unique to this device.

**HIGHER SCREEN RESOLUTION:** The game utilized the higher screen resolution available on the HandEra 330 device. P-Jongg will dynamically resize the tiles to use the maximum resolution of your device.

**SILKSCREEN:** On running, the silkscreen will be minimized to gain extra displayable area. You can set it to automatically rotate the screen to display a larger board size when possible. This setting is available in ROTATE TO ENLARGE in PREFERENCE menu. The default is AUTO-270, which will rotate the screen 270 degrees for larger tile size display. The silkscreen can be minimized/maximized manually and the tiles will be resized accordingly.

**SCREEN ROTATION:** There is an extra ROTATE SCREEN in the MENU. This allows you to rotate the screen manually.

**JOG WHEEL:** The Jog Wheel can be use for selecting tiles. Rotate the JOG to select tiles. Press The JOG to select. The ESC button performs UNDO.

## SONY CLIE SUPPORT

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**O**n the Sony Clie, P-Jongg will exploit features unique to this device.

**HIGHER SCREEN RESOLUTION:** On Sony Clie that has a higher screen resolution (320x320), the game will use the hi-res mode of the device. P-Jongg will dynamically resize the tiles to use the available resolution and displayable area.

**JOG WHEEL:** The Jog Wheel can be use for selecting tiles. Rotate the JOG to select tiles. Press The JOG to select. The BACK button performs UNDO.

*Note: The program is JOG ASSIST aware. Hack that changes the JOG feature may interfere with the JOG capability built into this program.*

## PALMOS 5.X SUPPORT

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**P**-Jongg Version 5.5 is fully compatible with PalmOS 5.0. It has only been tested on PalmOS 5.0 simulator. No formal testing on the actual device has been done.

For PalmOS 5.0 device with 320x320 display, P-Jongg will utilized the higher resolution of the device.

## FREQUENTLY ASK QUESTIONS

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1. *Why is gray-scale not supported on my PalmPilot or compatible, where I have other software that does gray-scale support ?*

**Answer:** Gray-scale support is officially supported under PalmOS 3.5. For gray-scale mode you need a minimum of PalmOS 3.5.

Other developers implemented gray-scale support for PalmOS 3.0 and PalmOS 3.3 by programming directly the display hardware. The program will failed when new hardware is used. The program may conflict with future version of PalmOS and will not run properly.

To provide greater compatibility and reduce potential problems, I have decided not to use any features that is not officially supported by PalmOS.

2. *How do I change the display mode ?*

**Answer:** You can change the display mode under the item DISPLAY MODE in the APPPEARANCE menu.

The default setting of AUTO will choose the highest display mode possible for your current hardware/software. You can change it to B&W, GRAY-4, GRAY-16 or COLOR.

If you select a higher display mode than what your hardware/software can support, it will not cause any problem. An error message will be displayed and the highest display mode for your hardware/software will be selected.

3. *There are lines/streak on my display, what can I do about it ?*

**Answer:** This problem is common when the GRAY scale display mode is enabled. This is a hardware limitation and not a software problem (typical of software guy to blame it on the hardware... :- ) ... but in this case it is a true fact).

You can try reducing the problem by:

- a. Lower the contrast OR
- b. Change to GRAY-4 or B&W instead of GRAY-16 OR
- c. Change the background display to WHITE or very light gray.

4. *I can't see the tiles clearly, or the tiles are very faint. What can I do ?*

**Answer:** In version 3.1 or earlier the graphic for GRAY-16 display is rendered wrongly. This is fixed in later version.

If you still have problem when using newer version, try the following:

- a. Try adjusting the contrast, increase it to darken the display. OR
- b. Change to GRAY-4 or B&W instead of GRAY-16

5. *When in Timer mode, why is the timer jump more than 1 seconds at a time ?*

**Answer:** If you use Find All, Find Match, Find All, Hint or any features that help you in the game, you will be penalized 12 seconds for each usage.

# Game Version History

**Version 5.5 – 8<sup>th</sup> May, 2003.**

**Version 5.4 – Unreleased.**

**Version 5.2 – Unreleased.**

**Version 5.0 – 17<sup>th</sup> April 2002**

## New Features

- Support up to five user loadable TILE-SET database.
- Support up to five user loadable LAYOUT-SET database.
- HandEra 330 and Sony Clie with 320x320 Screen. Utilized hi-resolution display on these devices.
- Tiles graphics will expand where possible when tile size expands.
- Support jog feature on Sony Clie and HandEra 330 device.
- Press anywhere outside the tiles area to launch the MENU.
- P-Jongg Tools to create/delete Layout-set.
- Helpless mode to disable features that will help in solving the puzzle.
- User selectable shade/color for board background, tile's frame, tile's depth, and tile's surface (color device only).
- Four predefined Color scheme (color device only).
- User selectable tile's corner (sharp or rounded).
- Two additional layout selection option, Sequence with fixed layout-set and Random with fixed layout-set.
- Additional status line option of Time, to display current time.
- User configurable status line update frequency, to reduce battery usage.

## Changes

- Reduce screen flickering when updating status line with timer/time.
- Updated graphics engine.
- In-built tile-sets are now reduce to Palm PDA, Alphanumeric and Symbols. The Standard, Standard Large and Mahjongg are available as user loadable tile-sets.
- The user configurable options available in PREFERENCES are now divided into PREFERENCES (General options), SHADE/COLOR (Shading and Color options) and APPEARANCE (Visual options).
- Game won/lost is per game basis. Once the game is lost, and you solve it eventually with shuffle is still considered a lost game. If you use the shuffle feature multiple times, only one game is considered lost.

- Updated puzzle generator.

### **Version 4.0a – 18<sup>th</sup> July 2001**

- Rename program name from PalmJongg to P-Jongg. 8-(

### **Version 4.0 – 1<sup>st</sup> July 2001**

#### Changes (All Device)

- Toggle View 2-D and 3-D view has been removed. If you used it often, please let me know. You can view partially blocked tiles by continuing pressing the tiles.
- Minimum PalmOS required is PalmOS 2.0 and above.
- Dynamic board generation algorithm has changed significantly. It now generates nicer looking and more challenging board. You can now select the dynamic board number to play. You can play the same dynamic board layout again with different puzzle. ***[Do try it out and let me know]***
- Bug Fixed. Random play problem and End of Game problem.
- Gray-4 and Gray-16 tiles have better visibility.
- "New Game" and "Next Game" options at end of game.
- Default option for "Board Style Selection", "Dynamic Tile Size", "Dynamic Multi-Block" and "Show Tile Info After" have changed.

#### New Features (All Device)

- Two game modes, 'Leisure' and 'Timer'. For Timer mode, there is a penalty of 12 seconds for each use of Find Match/Find Visible/Find All, Hint, Random Play and Matchable Hardkey/JogWheel. Anything that helps you in finding matchable tiles and doing automatic selection has a penalty.
- Solvable game option. You can now set it to generate MAYBE solvable puzzle.
- Hall of Fame for Timer Mode.
- Addition of Mahjongg and Palm tile set. MahJongg is now the default tile set.
- Hardware key can now be used for tile selection.
- Tap screen to provide user game options when there is no longer any move available. This is to address users who are not aware of the MENU button.

#### New Feature (HandEra 330 device Only)

This version support the new hardware features available on the HandEra 330.



- **HIGHER SCREEN RESOLUTION:** The games utilized the higher screen resolution available on the HandEra 330 device.
- **SILKSCREEN:** On running, the silkscreen will be minimized to gain extra displayable area.
- **SCREEN ROTATION:** There is an extra ROTATE SCREEN in the MENU. This allows you to rotate the screen manually.
- **JOG WHEEL:** The Jog wheel controls the tile selection position.

#### **Version 3.5 – 10<sup>th</sup> June 2001 (Unreleased)**

#### **Version 3.4 – 29<sup>th</sup> May 2001 (Unreleased)**

#### **Version 3.3 – 16<sup>th</sup> March 2000 (Unreleased)**

#### **Version 3.2 – 10<sup>th</sup> April 2000**

- Fix PalmOS 3.5 default program launcher category problem.
- Added support for 16 Gray shades. i.e. Support 4 different display mode, Color, 16 Gray shade, 4 Gray shade and B&W. Color and Gray shade requires PalmOS 3.5 and above and the supported hardware.

#### New Feature

- User selectable background shade/color.

#### **Version 3.1 – 5<sup>th</sup> April 2000**

- Bug fixed for FIND VISIBLE.
- Bug fixed for tile selection for CUBE LAYOUT.

#### New Feature

- Smart menu. You can now write the MENU character without specifying the MENU SHORTCUT. e.g. Write "U" or "u" to Undo.
- Support 3 different display mode, Color, Gray shade and B&W. Color and Gray Shade requires PalmOS 3.5 and above and the supported hardware.

## **Version 3.0 – 11<sup>th</sup> June 1999**

### New Features

- New 12-board layout based on Chinese Zodiac sign.
- New board style sequence when playing new game.
- Pop-up tile info when pen is touching the screen. The duration to detect is user selectable. Pop-up tile can be customized to appear on the right or left of the pen.
- Game Sound. Volume can be set a three different level or can be set to use the PalmPilot Game Sound Level for Palm OS3.x.
- Additional of two new Tile Patterns. Selectable in PREFERENCE MENU.
- UNDO TILL TAP will continue to undo till you tap the screen.

### Changes

- Remove Random Game Order from PREFERENCE MENU. Game numbering can be set when a NEW GAME is selected.
- Remove toggling of 2-D and 3-D view when tapping on blank space and removed from the PREFERENCE MENU. Toggling of 2D and 3D view is now done via the VIEW MENU.
- Simplified game statistics.
- When requesting multiple hints, the hints will not be duplicated when possible.
- Enhance the FIND... request. You can now select the next tile without waiting for all the hints to complete.
- New update game engine to support more complex tiles layout.

### Bug Fix

- Fix value overflow problem in the GAME STATISTICS which can cause a soft reset.
- Bug fix for shuffling when tile is selected.

## **Version 2.0 – 12<sup>th</sup> November 1998**

- Program size is now 26K, a saving of 12K.
- Two new pattern layout, CUBE and DYNAMIC. For DYNAMIC board the system will generate a unique solvable puzzle. You can also control the DYNAMIC board generation.
- New shuffle features. If you are stuck or anytime you feel like it you can reshuffle the left over tiles. However you are only allowed to shuffle 10 times per game only and there is NO guarantee that the shuffled tiles are solvable.

- Bug fixed on UNDO beyond memorized location.
- Game generator is now much faster.
- When doing FIND...MATCH, VISIBLE, ALL, you can now tap anywhere on the screen to stop the FIND.
- 2D and 3D view, allows you to see tiles that are partially block by other tiles. Just tap anywhere on the screen where there are no tiles and the view will toggle between 2D and 3D.
- Palm III List Icon.
- Resolve compatibility with EZ Dragonball.

### **Version 1.9 – 20<sup>th</sup> February 1998**

- Has three different tiles layout. User selectable or let PalmPilot select one for you for each new game.
- Game engine is now more generic and uses less memory stack area. This is to enable support for different tiles layout.
- It now handles low stack memory better, especially for PalmPilot OS 1.x. This also resulted in a slightly slower game generator.
- Revised Game statistics. It now keeps tracks only of game won and lost for each of the board style and a total for all.

### **Version 1.8 – 2<sup>nd</sup> January 1998**

- Game generator is now 50% faster.
- Find visible.
- Find all.
- Memorized and recall game state. Uses only 4 additional bytes to save the current tile status.
- Tile statistics.
- Menu has been rearranged and some of the shortcut changed.
- Demo mode has been removed to save memory.
- Help-tile has been merged with tile statistics.
- Fixed screen update problem for Palm OS 1.x.

### **Version 1.6 – 26<sup>th</sup> December 1997 (Unreleased)**

### **Version 1.5 – 19<sup>th</sup> December 1997**

- All solvable puzzle generator. All puzzle has at least a solution.
- Rename of Quick Play to Random Play to reduce confusion.
- Ability to show a sample solution for the current puzzle.
- User selectable tile font size.
- User selectable slow auto mode. This will slowdown the animation to enable you to see easily the move during Random Play, Show Solution and Demo.
- User preferences are effective immediately.
- Demo mode.
- Valid moves indicator.

### **Version 1.0 – 29<sup>th</sup> November 1997**

- Very first version that starts it all.