FOUNDATION MOVER

This is a very simple utility that, hopefully, you will never have a need for. In a sentence, it allows you to shift entire houses left or right—a thing you may have a need for if you find yourself running out of room to continue building to the left or right.

FIGURE 6: GLIDER'S WORLD

Here's an illustration of a nightmare scenario: Imagine you've spent months on a house—and it now contains over 400 rooms.
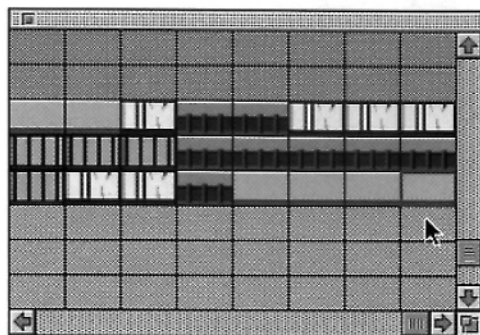
But as you continue adding rooms to the "east wing" of your house, you run up against the edge of **Glider**'s "world". You can build no further to the right! If you notice the lower scroll bar in Figure 6, we've built our house right up against the right edge of the world. **Glider PRO**'s "world" is 128 rooms wide, but when you hit the edge, you've hit the edge!

Now, more often, the problem isn't that your house is 128 rooms wide, but that you started your house in the center of the world and then just progressively built toward the right. What **Foundation Mover** allows you to do is slide the entire house either left or right.

Quit **Glider PRO** before trying to run **Foundation Mover**. When you launch **Foundation Mover**, you'll see a dialog similar to the one in Figure 7.
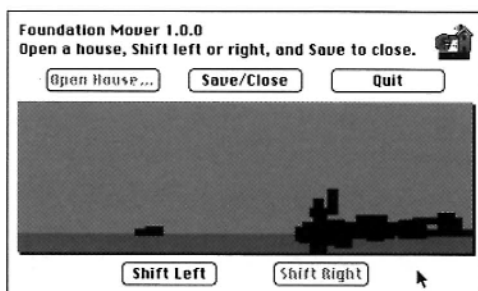

FIGURE 7: FOUNDATION MOVER DIALOG

In this example, the [Open House...] button has already been clicked and a house selected. Figure 7 shows the house (in black) and **Glider PRO**'s entire world (the two shades of gray).

In this example (Figure 7), there is plenty of room to the left to continue building, but we've run up against the edge of the world on the right side.

The solution is to click on the [Shift Left] button until the house is more centered. Now, as you can see (Figure 8), the house has been moved to the left and there is room to continue building to the right. Problem solved.
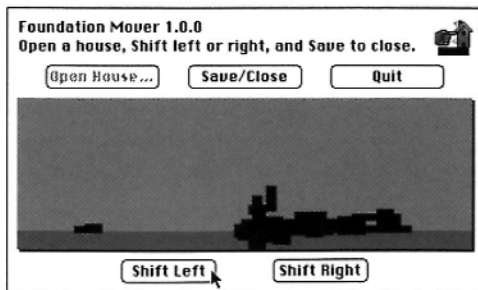

FIGURE 8: SHIFTING HOUSE LEFT

CD-ROM Addendum

The CD version of Glider Pro has different System Requirements and Installation instructions.

SYSTEM REQUIREMENTS

Glider PRO requires System 7 or greater, a CD-ROM drive, and 256 colors (or 16 shades of gray).

Moving Van is a utility to help you in creating your own houses. If all you wish to do is play the houses with **Glider PRO**™, then **Moving Van** is of little use to you.

If you enjoy creating your own houses, you'll find one of the more novel features in **Glider PRO** is that you can import custom artwork and sounds into your houses.

Custom art for backgrounds can make your "house" look more like a castle, for example, with large gray stone block walls containing arrow slots, etc.

Using custom art for objects allows you to easily place a quilt hanging on the wall, or an old wood burning stove in a room. Custom sounds will allow you to make a painting "speak" or a bird to chirp in your house.

Before **Moving Van**, however, you needed ResEdit (a programmer's tool provided by Apple) and a fair amount of knowledge about using ResEdit (it can be a very "dangerous" program—allowing you to do irreparable damage to a file if you're not careful). **Moving Van** takes ResEdit out of the process and gives you a simple and elegant way to move sounds and artwork in and out of houses.

For starters, **Moving Van** will only allow you to open two types of files—**Glider PRO** houses and **Glider PRO** custom libraries. Provided on this CD are a number of libraries chock full of graphics and sounds you are free to use in your houses.
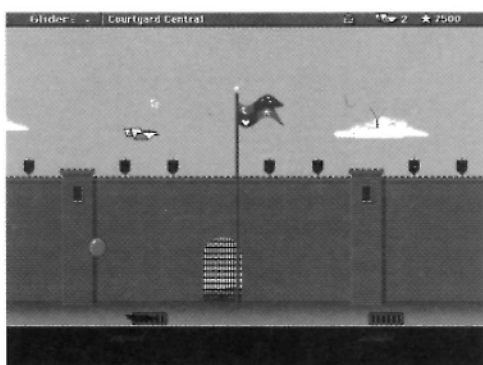

FIGURE 1: ART MUSEUM
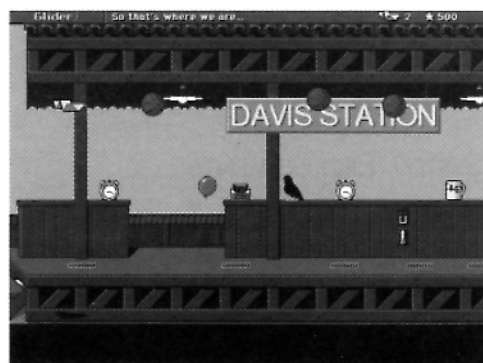

FIGURE 2: CASTLE O' THE AIR

FIGURE 3: DAVIS STATION

To import a sound or graphic into a house, launch **Moving Van**. You should see a window like Figure 4.

Click on the open button on the left—a dialog box comes up allowing you to open either a **Glider PRO** house or a custom library. **Moving Van** will display in the two lists all the graphics and sounds contained in the library/house you have opened.

FIGURE 4: MOVING VAN DIALOG

To examine a particular graphic or sound in one of the lists, click on it.

It will be highlighted in the list and either a thumbnail of the graphic will be drawn in the center of the screen (if you have clicked on a graphic) or a sound will play (if you clicked on a sound). The screen shot in Figure 5 shows a bottle tipped on its side.

FIGURE 5: OBJECTS LIBRARY OPEN

To move graphics and sounds back and forth between two open files, merely select the graphic or sound you wish to copy and then click on the `>>Copy>>` button.

The lists will then be redrawn (updated) and you should see that a copy of the graphic or sound has moved to the other list. When you are through moving sounds and graphics, it would be handy at this point to make a note of the ID's of the new graphics or sounds you copied over.

The ID numbers show up on the left of the object names in the lists. If you squint, you can probably see that the tipped bottle in Figure 5 has an ID number of 10001. In **Glider PRO**, when you want to use a custom graphic or sound, you will need to enter the ID of that object into a dialog box.

If you want to move graphics from or into additional files, click on the `Close` button corresponding to the file you want to close (the `Open` buttons are renamed `Close` when a file is opened). If you are completely finished, y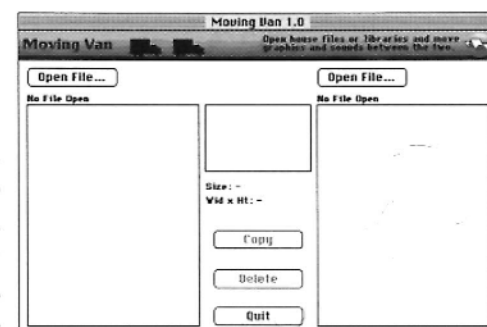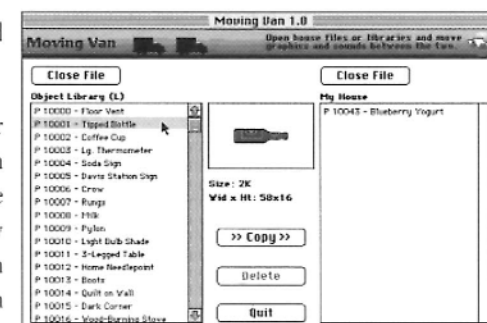ou can click on the `Quit` button to exit **Moving Van**.