



# Glider Pro™



*by john calboun*

**MACINTOSH VERSION  
USER'S GUIDE**



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## SYSTEM REQUIRMENTS

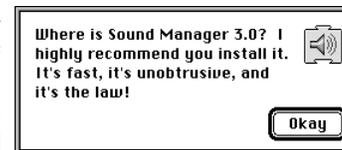
**Glider Pro** requires System 7 or greater, and 256 colors or 16 shades of gray.

## SOUND MANAGER 3.0

**Glider Pro** runs better if **Sound Manager 3.0** is present (some Macintoshes have the program permanently installed). If it is not running when you launch **Glider Pro**, a dialog box will appear recommending you install it. You do not need **Sound Manager 3.0** to play **Glider Pro** but installing it will give you better sounds.

To install **Sound Manager 3.0**, insert **Glider Pro** Disk 1, double click on the file, **Sound Manager 3.0 Installer**, choose the appropriate drive, and click on the **Install** button.

Once the installation is complete, restart your Macintosh and you are ready to play **Glider Pro**.



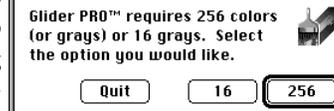
## GETTING STARTED

To begin playing **Glider Pro**, double-click on the **Glider Pro™** icon.

The first time you run **Glider Pro** you will be asked to insert **Glider Pro** Disk #1 into your Macintosh computer disk drive. You will not be asked for the disk again unless you change hard drives, or erase your preferences.



**Glider Pro** requires 256 colors or 16 shades of gray to play. If your monitor is set to another setting, a dialog will come up allowing you to immediately switch to either 256 colors or 16 shades of gray. After playing **Glider Pro**, your previous monitor setting will be restored.



## GLIDER PRO MENUS

### GAME MENU

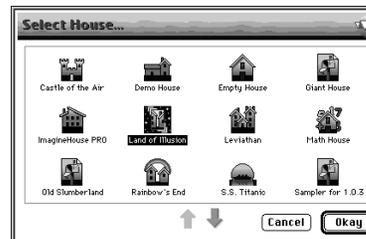
Game	
Begin Game	⌘N
Two Player Game	⌘2
Open House	⌘O
Quit	⌘Q

**BEGIN GAME** — Starts a new game.

**TWO PLAYER GAME** — Starts a two player game.

**OPEN HOUSE...** — **Glider Pro** searches for all houses located within the **Glider Pro** folder and displays them in this dialog. The maximum number of houses that can be displayed here is determined by Maximum houses chosen in the **Brains Preferences** dialog.

**QUIT** — Quits **Glider Pro**.



## OPTIONS MENU

Options	
Room Editor	⌘E
High Scores	⌘H
Preferences...	⌘P
Demo...	⌘D

**ROOM EDITOR** — Toggles between playing **Glider Pro** and using the **Room Editor** to edit a house.

**HIGH SCORES...** — Displays the high scores screen.

**PREFERENCES...** — Brings up the preference dialog where you can adjust many aspects of **Glider Pro**. Click on the desired preference icon or use the keyboard shortcuts described on page 26.



### DISPLAY PREFERENCES...

- **Number of Rooms to Display:**

Determines how many rooms to display while playing **Glider Pro**.

← → — Rotates through modes

1 — Selects **Display 1 room** mode

3 — Selects **Display 3 rooms** mode

9 — Selects **Display 9 rooms** mode



- **Color/bitdepth selection area:**

This section determines if **Glider Pro** should try to use the existing color depth or always automatically switch to either 256 colors or 16 shades of gray.

↑ ↓ — Rotates through color modes

- **Last section:**

This section enables/disables the opening fade effect and enables/disables QuickDraw™. **Glider Pro** normally uses a very fast screen drawing routine. If **Glider Pro** does not run properly on your Macintosh, then try enabling **Use QuickDraw**.

U — Toggles **Use QuickDraw** on/off

D — Toggles **Do color fade** on/off

R — Toggles **Run on second monitor** on/off

### SOUND PREFERENCES...

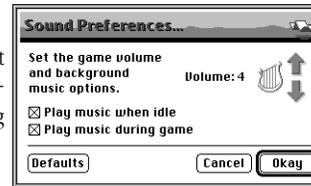
Use the up/down arrows on the right to adjust the sound volume. The check boxes at the bottom determine whether music is played during the game and/or when the game is idle.

  —Raises/lowers volume

 —Selects a specific volume

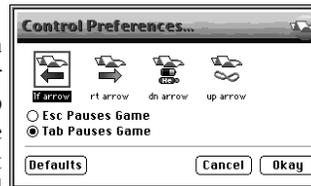
 —Toggles **Play music when idle** on/off

 —Toggles **Play music during game** on/off



### CONTROL PREFERENCES...

This is where you assign keys to apply direction to your glider, implement battery/helium power boosters, and access defensive rubber bands. To alter an action key from the defaults, click on the appropriate action, then press the key you want to use to control that action.\* The newly assigned key will appear beneath the action icon. Use the radio buttons at the bottom to determine whether the **tab** key or the **esc** key on your keyboard will pause the game.

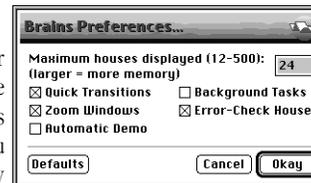


\* The following keys—**control**, **alt**, **option** and **shift**—are reserved control keys assigned to the second Glider in a Two Player Game and cannot be selected for any other purpose.

### BRAINS PREFERENCES...

- **Maximum houses displayed:**

**Glider Pro** searches your **Glider Pro** folder and keeps track of all the houses it finds. Use this dialog to determine how many houses **Glider Pro** should keep track of. If you increase this number a great deal, you may need to give **Glider Pro** more memory.



- **Quicker Transitions:**

You may find the room transitions a little slow. If you check **Quicker Transitions**, the room transitions speed up (using larger, chunkier tiles).

 —Toggles **Quicker Transitions** on/off

- **Zoom Out Windows:**

When a window is opened, a zoom effect occurs. Some people like this effect, but if you want responsiveness over flair, disable this effect.

 —Toggles **Zoom Out Windows** on/off

- **Automatic Demo:**

When this option is enabled, the demo automatically comes up if **Glider Pro** is idle for a few minutes. Disable this if you never want the demo to come up on its own.

**A**—Toggles **Automatic Demo** on/off

- **Background Tasks:**

Enabling this allows your Macintosh to perform background tasks while you are playing **Glider Pro**. It can cause the game to slow at times or stutter, so if you want speed, don't check this. This is handy though if you want to play **Glider Pro** while downloading a file or something else at the same time.

**B**—Toggles **Background Tasks** on/off

- **Error Check House:**

This applies only when in the Editor. If you have this enabled, every time the house is saved, it is checked for errors. You can turn this off if you don't want the delay.

**E**—Toggles on/off **Error Check House**

**D**—Selects the Defaults button.

**DEMO...** — Runs the automatic Demo. The house that the Demo uses is called *Demo House*. You can play this house if you like.

## INTRODUCTION TO GLIDER PRO



**Glider Pro** is best described as an entertainment product that pits the pilot of a gliding paper airplane against the challenges of navigating through an obstacle-filled house (and often outdoors as well). By riding the thermals, avoiding enemies, and collecting useful items, the flyer explores rooms and experiments with objects, seeking to collect all the magic stars in the house.

**Glider Pro** includes animated, real-time, arcade game features without the weighty responsibility of saving the hostages, destroying the death star, or trying to figure out what planet the hedgehog is *really* from.

## LEARNING TO FLY



As with all new pilots, one of the first things that you need to learn is how to control your craft. Keep in mind that a glider gets all of its lift from thermals, so as you traverse the house seeking the magic stars, a primary thought is to keep the plane in the air. Air can come from floor vents, candles, ceiling vents, and other places as well.

Use your  and  keys for control and to change direction. Your Glider will move in the requested direction when the corresponding key is held down (free falling when it is not).

## DEMO HOUSE



Demo House

Included with **Glider Pro** is a small house called *Demo House* that serves a two-fold purpose—as a self-running demo explaining the objectives of **Glider Pro** and as a learning tool for understanding the principles of playing the game.

If you select **Demo...** from the **Options** menu, you can watch a self-running sample of the game that visually explains the basic objectives of the game, how to fly, what objects you want to collect, and what objects you want to avoid.

Once you feel fairly confident that you understand the game and would like to test your wings, but aren't really sure you want to tackle *Slumberland*, you can go to **Open House...** under the **Game** menu and select **Demo House**. This time you are actually in control of the Glider and can discover whether or not you really have the hang of the game yet.

When *Demo House* appears to be too easy, it's time to enter *Slumberland*!

## BONUSES

For all the following bonuses, a small token icon will appear in the scoreboard when you have that bonus. These icons will flash when low or nearly depleted.



If you've had the luck to find and pick up a battery, you can hurtle your Glider, forwards or backwards, at high speed, helping you out of tricky situations. To engage this turbo boost, press the key. Keep in mind that turbo energy is limited and should be used sparingly.



As you explore your surroundings, make sure to pick up any rubber bands that you spot. This will enable you to protect yourself from paper planes and twirling copters, clearing your path and earning you some points to boot! To take a shot, make sure that you are roughly in line with your target and press the key. Try to get 'em on the first shot, as your rubber band supply is limited.



If you see a box of foil lying around—grab it! The foil will sheath your Glider like a thin skin of steel and protect it from getting burnt by a candle, crumpled by a shelf or table, or crushed by a basketball.



Lastly you may be so lucky as to find a canister of helium. Helium uses the same key used for the battery so you can not have both the battery and helium at the same time. Unlike the battery though, the helium lifts your Glider straight up—as though you had your own private thermal.

## THE BAD NEWS



As you will soon find out, your path is full of obstacles to your progress. Some of these are benign household objects; however, they become a challenge to the pilot of a paper airplane! Shelves, tables, the floor or ground, even personal computers can cause your craft's untimely demise.

Don't despair...you start your quest with three (3) planes, and can pick up more planes along the way. Look for a single sheet of paper folded in half and fly into it. You will emerge with a spare Glider. Your status bar keeps track of how many Gliders you've got left.

There are also a number of active threats to your safety. Some rooms are host to one or more flying opponents that you must avoid to stay aloft. These threats may seem impossible to overcome, but don't forget your rubber bands, batteries, and helium!

## THE GOOD NEWS



Fortunately, not all of the objects in your path are dangerous. Without spoiling the fun by giving you all of the details, keep in mind that you can slip through tricky situations by “greasing the rails,” and that you can occasionally disable a tough obstacle with the flick of a switch.

Unlike some objects that can do real damage, flying into a clock, any clock, will result in extra bonus points. There are other sources of points as well, some you can see and some that you can't. When in doubt about an object, try running into it once to see what happens.

## TWO PLAYER GAME

**Glider Pro's *Two Player Game*** is not the typical player against player type of competition. Instead, the two players cooperate as members of a team as they progress side-by-side through *Slumberland*.

The unique features of ***Two Player Game*** include:

- There is a one-second delay between the appearance of the first and second gliders at the start of a game.
- Both gliders travel through a room simultaneously. If players want to take turns, one glider should be left hovering over an air vent while the other glider is moved.
- The two players must agree on which room they want to explore next. One glider cannot go upstairs while the other glider goes downstairs.
- There is one scoreboard and no matter who actually gets the points, the scoreboard reflects the combined total of all points.
- All bonuses—batteries, rubber bands, extra gliders, foil—can be used by either player, at any time. In addition, bonus values are automatically doubled during a ***Two Player Game***.

For example: When one player picks up a folded piece of paper, the team is awarded two extra gliders instead of one. Either player can use the extra gliders.

- The default control keys place Player 1 on the right side and Player 2 on the left side of one keyboard. NOTE: Player 1 can change his/her control keys but Player 2 cannot. (See chart at right).
- **Gravis Game Pads™** can be used in place of the keyboard for either or both players. For those who already own one or more Game Pads, **Glider Pro** settings have been included on the **Glider Pro** disks. For those who plan to purchase **Gravis Game Pads**, **Glider Pro** settings are included with the Game Pad.

	PLAYER ONE	PLAYER TWO
		
		
		
		

- If a player gets stuck—unable to follow the other—you may sacrifice that Glider by hitting the Esc key. Your Glider is destroyed, but you will begin a new one in the next room with your partner.

To start a **Two Player Game**, simply choose **Two Player Game** from the **Game** menu, or use the keyboard shortcut  .

## A NOTE ABOUT SAVED GAMES

When you are playing a house like *Slumberland* and you quit in the middle of the game ( ) you are asked if you want to save the game. If you choose to save the game, any previous saved game in *Slumberland* is written over. **Glider Pro Saves Only One Game Per House At Any Time!**

When you begin another game in *Slumberland*, a dialog will come up asking you if you would like to continue your saved game or begin a new one. Remember though, if you begin a new game and save it at some point, you have lost your original saved game.

Apart from quitting a game, you can save the state of the game (remember—you will be overwriting your previous saved game) by hitting  .

## HELPFUL HINTS

Some techniques that might prove useful in your flight..

- First, as you move from one room to another, try to get to the top of the room that you're leaving on the last available thermal before you actually enter the next one. This can help give you time to react to your new surroundings.
- Another hint is to avoid overuse of the batteries or helium. Though some situations can't be solved without it, others can be made easy by using that most valuable tool...your head. The obvious solution may be a trap, so give each situation some thought before diving right in.

Finally, cut loose and enjoy!

## GLIDER PRO ROOM EDITOR

**STOP!** *If you like surprises, skip this section until you've mastered Glider Pro. There is information in this section you may not want to know until you've discovered it on your own.*

### GAME MENU

Game		
Begin Game	⌘N	<b>OPEN HOUSE...</b> — Selects a house for editing
Two Player Game	⌘2	
Open House	⌘O	
Quit	⌘Q	<b>QUIT</b> — Quits <b>Glider Pro</b>

### OPTIONS MENU

Options		
<input checked="" type="checkbox"/> Room Editor	⌘E	<b>ROOM EDITOR</b> — Toggles between playing <b>Glider Pro</b> and using the Room Editor to edit a house
High Scores	⌘H	
Preferences...	⌘P	<b>PREFERENCES...</b> — Allows you to adjust aspects of <b>Glider Pro</b>
Demo...	⌘D	

### HOUSE MENU

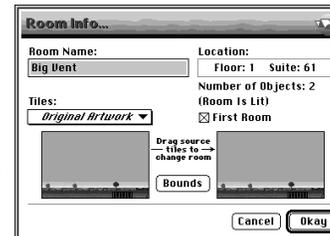
House		
New House...	⌘N	<b>NEW HOUSE</b> — Allows you to create a new house
Save House	⌘S	
House Info		
Room Info...	⌘R	<b>SAVE HOUSE</b> — Saves changes made to the house you are editing
Object Info	⌘I	
Cut Room	⌘H	
Copy Room	⌘C	
Nothing to Paste	⌘U	
Clear Room		
Bring to Front	⌘	
Send to Back	⌘-	
<input checked="" type="checkbox"/> Map Window	⌘M	
<input checked="" type="checkbox"/> Tools Window	⌘T	
Coordinate Window	⌘K	

**HOUSE INFO...** — Brings up a dialog with info specific to the house you are editing. Here you can change the opening and closing messages, erase the high scores, etc. It also gives you information on how many rooms you've created, etc.



**ROOM INFO...** — Brings up a dialog with information specific to the room you are viewing/editing. You cannot bring up this dialog if there are no rooms in your house.

Here you can change the room's background, edit the ordering of the background tiles, rename the room, etc. It also gives you information about where the room is located, etc.

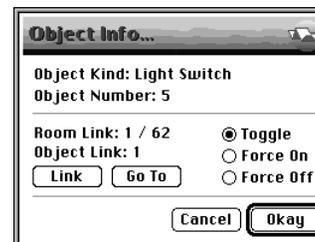


**Bounds** is used for customized backgrounds. See pages 23–24.

A shortcut to this dialog is to double-click in the window showing the room you are editing.

**OBJECT INFO...** — Brings up a dialog box with information specific to the object currently selected. You cannot bring up this dialog box if no object is selected. The dialog box displays the name of the object and its object number.

Different objects will give you additional information and may allow you to edit some of their properties. A switch for example will allow you link it to another object.



A shortcut to this dialog is to double-click on the object you wish info about.

**CUT OBJECT (ROOM)** — Copies the object selected (or current room if no other object is selected) to the clipboard and deletes the object (or room).

**COPY OBJECT (ROOM)** — Copies the object selected (or current room if no other object is selected) to the clipboard.

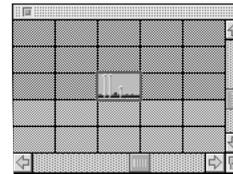
**PASTE OBJECT (ROOM)** — Pastes the object in the clipboard into the current room (or, if a room is in the clipboard, replaces the current room with this one).

**CLEAR OBJECT (ROOM)** — Deletes the selected object (or current room if no object is selected). You can also hit the Delete key.

**BRING TO FRONT** — Moves the selected object to the very front—it will overlap all other objects in the room.

**SEND TO BACK** — Moves the selected object to the very rear of the room—all other objects in the room will overlap it.

**MAP WINDOW** — Opens/closes the Map Window which gives you a profile view of the rooms in your house. Click in a blank square on the Map Window to you create a new room. Clicking on an existing room selects the room for editing.



**TOOLS WINDOW** — Opens/closes the Tools Window which is where you select the various types of objects you want to add to a room. There are nine categories of objects in the Pop-up Tools menu. These objects can be used in any combination in a room.



**COORDINATE WINDOW** — Opens/closes the Coordinate Window which displays the location of the currently selected object (the position of its upper/left corner). For some objects, this window will display distance (for air vents, as an example, the distance is the length of the column of air).

## INTRODUCTION TO GLIDER PRO HOUSES

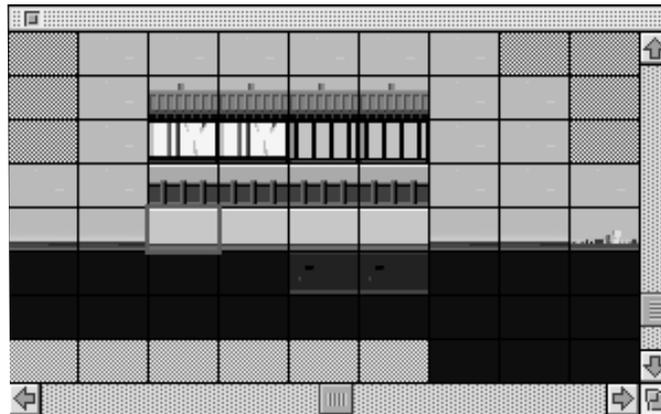
Using the *Editor* to create houses is very simple, but creating "great" houses is both an art and a science. The best way to think of a house is to think of it as a collection of rooms which, in turn, contain a collection of objects.

A single house can contain no more than 8,192 rooms with a maximum of 24 objects per room. Besides rooms, a house file contains information about the high scores for that house and the saved game (if any). In this way, high scores for your own house will have nothing to do with the high scores for the **Glider Pro** house *Slumberland*.

Rooms contain objects. There are over 100 objects to choose from and each one has its own properties and some have limitations (more on the individual objects later). Besides the objects, you also specify what background to use for each room, and the name of the room.

If this is the first time you have attempted to create a house, you might find the prospect a little overwhelming. In that case, go to the **Game** menu, choose **Open House...** and select *Empty House*. Feel free to edit this house and make it your first house. This house was specially designed with all the air vents and blowers positioned to propel your Glider across each room.

By eliminating the need to figure out the aerodynamics of flying, you are free to concentrate on selecting which objects—obstacles, enemies, and prizes—you want to include in each of the rooms.

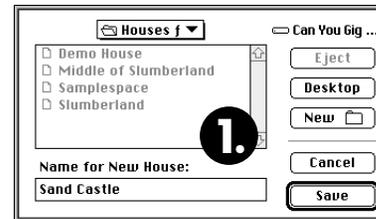


## BEGINNING A HOUSE

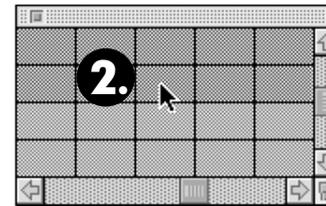
If you have chosen to use **Empty House**, you can skip to page 20 for information on how to place objects in each of your rooms.

Choose **Room Editor** from the **Options** menu. The currently selected house will appear. If the house is locked, a blank screen will appear with the message, **Nothing to Show**. If necessary, go to **Select House...** from the **Game** menu and select the desired house to edit.

Your house can have any number of rooms (up to 8,192). In **Glider Pro**, a room can be indoors, outdoors, above ground, below ground, as well as the sky and beyond. The type of environment you create is limited only by your imagination.



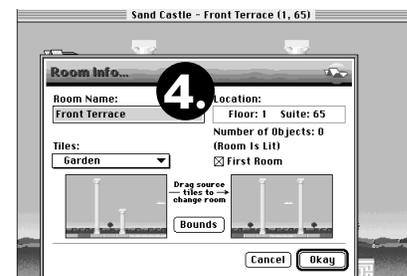
1. To create a new house, select **New House...** from the **House** menu and decide where you want to store your house. Then give your house a name and click on **Save**.



2. To begin building your house, make sure that the **Map Window** is visible. If it is not, select **Map Window** from the **House** menu. Select any one of the blue or green squares in the **Map Window**. Blue squares are above ground, while green squares are below ground.



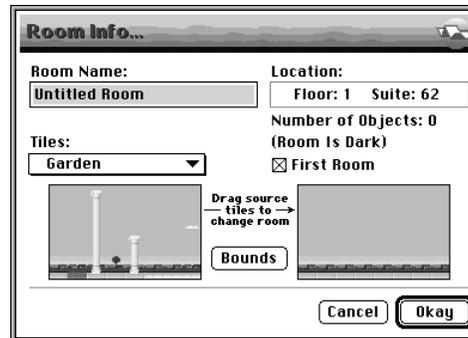
3. A dialog box will appear asking you if you want to create a room at this location. Click on **Create**.



4. The **Room Info...** dialog box will then appear and you can begin designing your first room (see next page).

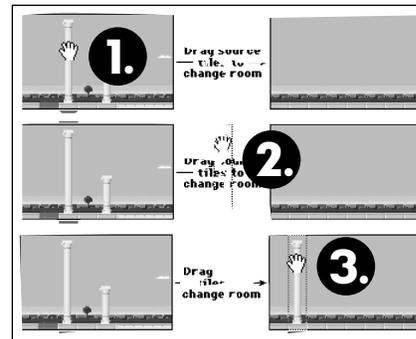
## ROOM INFO...

The **Room Info...** dialog box is where you name and design the background for each room. In the drop-down Tiles menu, you'll see 18 background names representing the different types of backgrounds you can select. When you select a background, it will appear in the two boxes in the lower half of the dialog box. The box on the left (source box) contains various decorative embellishments while the box on the right is simply the basic background which awaits your design.



Although there are only 18 backgrounds, each one is actually composed of 8 vertical strips (like rectangular puzzle pieces). One strip might contain a crack in the wall, another strip might feature a marble column.

You can rearrange the order of these strips by dragging the strips from the box on the left (source box) to the box on the right (how your room will actually appear). In this diagram, a section of the background on the left is selected [1.] and dragged over to the background on the right [2.]. Thus, a portion of the background on the right (an open meadow) has been replaced with a new section [3.].



You can move the same strip from the left box more than once to the right. In other words, you can have eight marble columns across the room if you like. Usually, the left-most strip in the source box (tile 1) is a plain piece. For many of the background types, the **Room Info...** dialog box will start you out with this strip for all eight of your strips. This gives you a plain, generic background onto which you can drag over a crack or a marble column or such.

Close the **Room Info...** dialog when you are satisfied and want to add objects to the room.

## THE TOOLS WINDOW

Once you've designed a room, you'll want to add some objects. To select your objects, you need to have the **Tools Window** visible. If it is not already visible, choose it from the **House** menu.

The **Tools Window** is broken down into various groups of objects. Use the Pop-up menu to choose the type of object you want to add to your room.

Each **Tools Window** group of objects has a maximum of 16 objects of that particular type. A room may have any combination of objects (up to 24). Once you place an object in the room, you may always come back to it and drag the object around to a new location, or delete it.

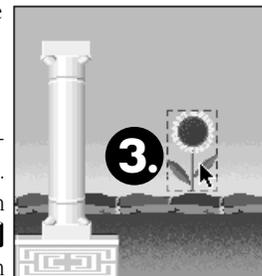
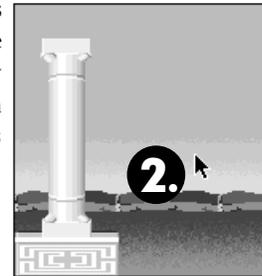
You may drag the **Tools Window** around by its top edge or get rid of it by clicking in the little square in the upper left corner. When the window is gone you cannot add new objects, but you can bring the window back by re-selecting **Tools Window** from the **House** menu.

To place an object in a room:

1. Click on the type of object you want.
2. Click on the location in your room where you want the object to appear.
3. Your object will appear where you clicked.

When you place an object, you will notice a *marquee* around it indicating that it has been selected. If an object in the room is not selected, you can click on it to select it. You can also press the **tab** key to sequentially select all the objects in the room or the **shift** **tab** keys to select the objects in reverse order.

There is a rather important point to keep in mind when placing objects into a room. Too many *dynamic* objects in one room (like bouncing balls for example) can bring slower Macintoshes down to a crawl. Static objects like shelves and tables do not slow down a Macintosh much, so feel free to go nuts with these.

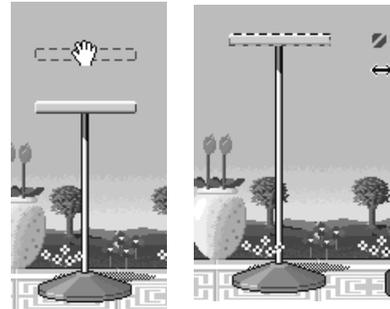


## CUSTOMIZING OBJECTS

Some objects like tables and shelves will display a small diagonally striped square (in their lower right-hand corner, or upper right-hand corner, etc.—it depends on the object) when they are selected. This is a handle you can use to resize the object. In addition, many objects can be moved around when they are selected. Some can be moved anywhere, others can only be moved in certain directions, or sections of the room. Be prepared to experiment with each object's resizing and relocating capabilities.

Tables may have both their height and width changed; shelves may be stretched width-wise; windows, cabinets, etc., can be stretched or shrunk lengthwise or widthwise.

The vents, fans, candles, etc. have lines with handles on the end that indicate how far the air (heat, fish, whatever) blows (or jumps, bounces, etc)—you can stretch or shrink these.



If you select an enemy (or enemies) you should also set the idle delay (in tenths of a second) from the **Object Info...** dialog box. To bring up the **Object Info...** dialog box, select an object, go to the **House** menu and select **Object Info...** (or double-click on the object).

The idle delay relates to the time it takes for an enemy to appear in the room. When a balloon is popped or floats out of the room, **Glider Pro** will wait the user-defined number of seconds before sending in a replacement.

Here are a couple of thoughts to keep in mind when placing and customizing various kinds of objects in a room:

1. Your Glider will appear in a room at the same height it left a previous room. You may need to put a floor vent at the end of one room to allow your Glider a chance to gain some altitude for the next room. Or you could put a floor vent very early on in the next room so that if your Glider is close to the ground, you will have a chance to rise.
2. Various enemies have certain specific characteristics, such as: balloons appear from the bottom of the room and rise; paper plane darts either appear from the right and fly left or appear from the left and fly right; and 'copters appear from the top and twirl diagonally down either to the left or to the right.

## SETTING THE STATUS OF OBJECTS

Some objects can be turned on and off and or linked to other objects. For instance, a light can initially be off and have a switch linked to it in order to turn it on. If you select a lighting fixture to be *Initially Off*, the player will need to hit a light switch to turn on the lights in the room.



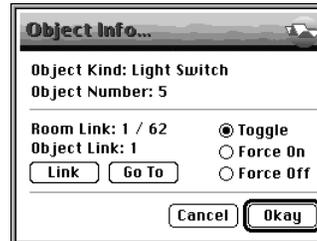
To set the initial state of an object, select the object by clicking on it. Then choose **Object Info...** in the **House** menu (or double click on the object).

In this case, disabling **Initially On** sets the Deco Lamp to be *Initially Off*.

## LINKING OBJECTS

Some objects can be linked to others. To link objects together, first highlight an object (a Light Switch in this case) and select **Object Info...** from the **House** menu (you may also simply double-click on the object).

Use the **Link** button to link the Light Switch to something. A floating window will appear with **Link** initially grayed out.



Now locate the object you want to link the light switch to and select that object. Remember, linked objects do not have to be in the same room, or adjoining rooms. Once the object to be linked is selected, the **Link** button will no longer be grayed out and it can be used to complete the link.



In the case of suction vents, mailboxes, and other transport objects, you should connect them to other transport objects (other vents, ducts, etc.). How about linking a tower room to a dungeon, or the next- to-last room to the first room?

Keep in mind that not all objects can be directly linked to other objects. For instance, a switch cannot be linked to a mirror (what would you turn on and off?).

## INVISIBLE OBJECTS

Nearly every class of object has an invisible counterpart which has the same functions as its visible counterpart. You have probably already encountered some of these invisible objects, such as bonus points you didn't know were there, or suddenly finding yourself in a different room from where you thought you were.

Invisible objects are available from the **Tools Window** and show up in various object categories as an [i] in some sort of rectangle or circle. Invisible objects can't be seen when you are playing **Glider Pro**—but you will know when you have come in contact with one. They are displayed by an outline shape in the **Room Editor** so you can drag them around, re-size them, etc.

There are also invisible transporters [t] for you to place anywhere in a room. Invisible objects and transporters can be linked to other objects in the same or different rooms, just like their visible counterparts and add a little extra excitement and challenge to your house.

## CUSTOM BACKGROUNDS

**Glider Pro** supports custom room backgrounds, *but this is not an easy thing to do!* Custom Backgrounds requires that you have some experience using **ResEdit** or **Resorcerer** that you have a paint program available, and that you have some artistic ability. Here are some things to keep in mind:

1. Use the default Apple 256-color System palette for your artwork—**Glider Pro** assumes this.
2. Make your graphics *exactly* 512 pixels wide by 322 pixels tall.
3. If you want your indoor scenes to mesh seamlessly with the other room backgrounds, make note of the height of the floor, floorboard, ceiling, the thickness of walls, etc. (Taking a screen dump in the **Room Editor** is a nice way to get a sort of template).

Place your 512 x 322 graphic in the Scrapbook, open the target house file with **ResEdit** or **Resorcerer**. Paste your graphic in.

*IMPORTANT! The graphic must have an ID in the range of 3000 to 3499!*

Save the house and quit **ResEdit** or **Resorcerer**.

At this point, launch **Glider Pro**. Bring up the **Room Info...** dialog. Select the **Original Artwork** background. This brings up the dialog seen at right.

Here you enter the ID number of the PICT you pasted in. Use the bounded rectangle to tell **Glider Pro** whether there are walls or ceilings in the room. Clicking on a side of the rectangle turns it from black (signifying a solid surface) to gray and vice versa.

At this point, you also want to check whether or not a floor support is drawn beneath your room (visible in 9-room mode).

In the above example, there is a wall along the right side of the room and a floor—there is no ceiling or left wall. As an additional note, PICT ID's greater than or equal to 3300 will not display a floor support below them (the sky background is an example of a room with no floor support).

## THE ART OF HOUSE BUILDING

Now that you have the basic idea regarding how to use the various aspects of the **Room Editor**, it's time to talk about the art of house building. This is where the science of house building differs dramatically from the art of house building.

It's fun to just go nuts and drop objects all over a bunch of rooms and call it a house. It's easy to make a hard room. It's even easier to make an impossible room.

Here are some things to aspire to:

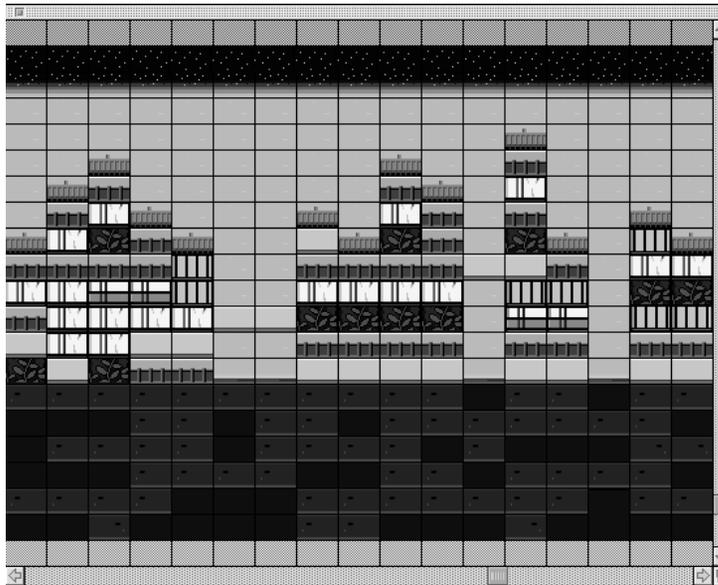
- A challenging room that has few, or no, dynamic objects (such as balls, 'copters, toasters, fish bowls, etc.)
- A difficult room that has very few objects
- A room that has two or more possible ways through it
- A house that starts out easy but gets progressively harder
- A house with more than one path through it
- A house that looks ordered and not too chaotic

## THE ULTIMATE ROOM

Consider the ultimate room. This room might only have one dynamic object, is maze-like with tables, shelves, and the like, but there are three possible ways to cross it:

- One way is fairly obvious and simple, but there are no prizes to be had going this route.
- The second way is a bit tougher, but there is a clock you could get going that route.
- The third way is almost inconceivable, but you have placed an invisible 5000 point down there and an Extra Glider to boot.

The Ultimate Room may not exist, or you may never stumble upon it. Nonetheless, with something to strive for, you're likely to get some pretty nice rooms that contain many elements of the Ultimate Room.



## A FINAL WORD

Be creative! How about a "bonus" room every 10 rooms or so with lots of goodies in it. What? You didn't find the bonus rooms in *Slumberland*? They're there! Now go back and find them!

And lastly, please don't give your friends free copies of **Glider Pro**. We have spent many, many hours making **Glider Pro** fun to play and easy to find—please help us to continue developing new products by not giving our work away. Thank you!

## KEYBOARD SHORTCUTS

### WHEN PREFERENCES IS OPEN:

- Brings up **Display Preferences**
- Brings up **Sound Preferences**
- Brings up **Control Preferences**
- Brings up **Brains Preferences**

### WHEN DISPLAY PREFERENCES IS OPEN:

- Goes through display modes
- Goes through color modes
- Selects **1 room** mode
- Selects **3 room** mode
- Selects **9 room** mode
- Toggles on/off **Do the beautiful opening color fade**
- Toggles on/off **Use QuickDraw**

### WHEN SOUND PREFERENCES IS OPEN:

- Raises/lowers volume
- —Selects a specific volume
- Toggles on/off **Play music when idle**
- Toggles on/off **Play music during game**

### WHEN BRAINS PREFERENCES IS OPEN:

- Toggles on/off **Quicker Transitions**
- Toggles on/off **Zoom Out Windows**
- Toggles on/off **Automatic Demo**
- Toggles on/off **Background Tasks**
- Toggles on/off **Error Check House**
- Selects the Defaults button

### WHEN USING THE ROOM EDITOR:

- Goes through the groups of objects in the **Tools Window**
- Selects the **Appliances** object group
- Selects the **Blowers** object group
- Selects the **Clutter** object group
- Selects the **Enemies** object group
- Selects the **Furniture** object group
- Selects the **Lights** object group
- Selects the **Prizes** object group
- Selects the **Switches** object group
- Selects the **Transport** object group
- Displays all objects
- Selects the next object in a room
- Selects previous object
- Deselects any selected object in a room

### IF AN OBJECT IS SELECTED:

- Moves object up/down
- Moves object left/right

(NOTE: Holding the key down moves objects 10 pixels)

### IF NO OBJECT SELECTED:

- Goes to room above/below current room
- Goes to room left/right of current room



```

switch (who->action)
{
    case kLiftIt:
        thisGlider->vDesiredVel = kFloorVentLift;
        break;

    case kDropIt:
        thisGlider->vDesiredVel = kCeilingVentDrop;
        break;

    case kPushItLeft:
        thisGlider->hDesiredVel += -kFanStrength;
        break;

    case kPushItRight:
        thisGlider->hDesiredVel += kFanStrength;
        break;

    case kDissolveIt:
        if (thisGlider->mode != kGliderFadingOut)
        {
            if ((foilTotal > 0) || (thisGlider->mode == kGliderLosingFoil))
            {
                if (GliderHitTop(thisGlider, &(who->bounds)))
                    StartGliderFadingOut(thisGlider);
                else
                {
                    if (foilTotal > 0)
                    {
                        foilTotal--;
                        if (foilTotal <= 0)
                            StartGliderFoilLosing(thisGlider);
                    }
                }
            }
            else
                StartGliderFadingOut(thisGlider);
        }
        break;

    case kRewardIt:
        HandleRewards(thisGlider, who, index);
        break;

    case kMoveItUp:
        if (!thisGlider->heldRight && GliderInRect(thisGlider, &who->bounds))
        {
            if (thisGlider->mode == kGliderBurning)
            {
                thisGlider->wasMode = 0;
                StartGliderFadingOut(thisGlider);
            }
            else if ((twoPlayerGame) && (!onePlayerLeft))
            {
                if (otherPlayerEscaped == kNoOneEscaped)
                {
                    if ((thisGlider->mode != kGliderGoingUp) &&
                        (thisGlider->mode != kGliderInLimbo))
                    {
                        otherPlayerEscaped = kPlayerEscapingUpStairs;
                        StartGliderGoingUpStairs(thisGlider);
                    }
                }
            }
            else if (otherPlayerEscaped == kPlayerEscapedUpStairs)

```