GizmoRing Help Version 1.07

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Figure 1: GizmoRing Version 1.07

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2 The interface of the program has as a background image of Neuschwanstein Castle. As soon as the mouse moves, a magic ring around the pointer appears and magnifying glass shows the image around the pointer. 3

3 On the left, the pointer is not over a hidden picture. On the right, the pointer is over a hidden picture. 4

4 Depending on the difficulty level of the game the hidden image is revealed by a simple mouseover **(level 0)** or by clicking the left mouse button when the cursor has taken the shape of a ring (see figure[3]) (**level 1**). 4

5 The preferences allow you to choose the language of the interface and documentation, the level of difficulty of the game and to display or not the results. You can also choose to check for update at every program start. . . 4
6 Display results. This panel shows how many images are still undiscovered and how many images were found. 5
7 This dialog allows you to crop the image (**button 1 to start/stop cropping**) by dragging the ends of the marquee (**marker 2**). This dialog also allows you to choose the color of the edges of the image, or by choosing a color in the image (**3 marker pointing to the pipette**), or by selecting an arbitrary color (**marker 3 pointing to the square**). 6
8 With this dialog you can control the visibility of images. It is also possible to delete the images you add. It is not possible to delete the images build in the program, but you can play with their visibility. 7

1 What is the use of GizmoRing ?

GizmoRing is a game for young children that can help them learn to use the mouse or trackpad.

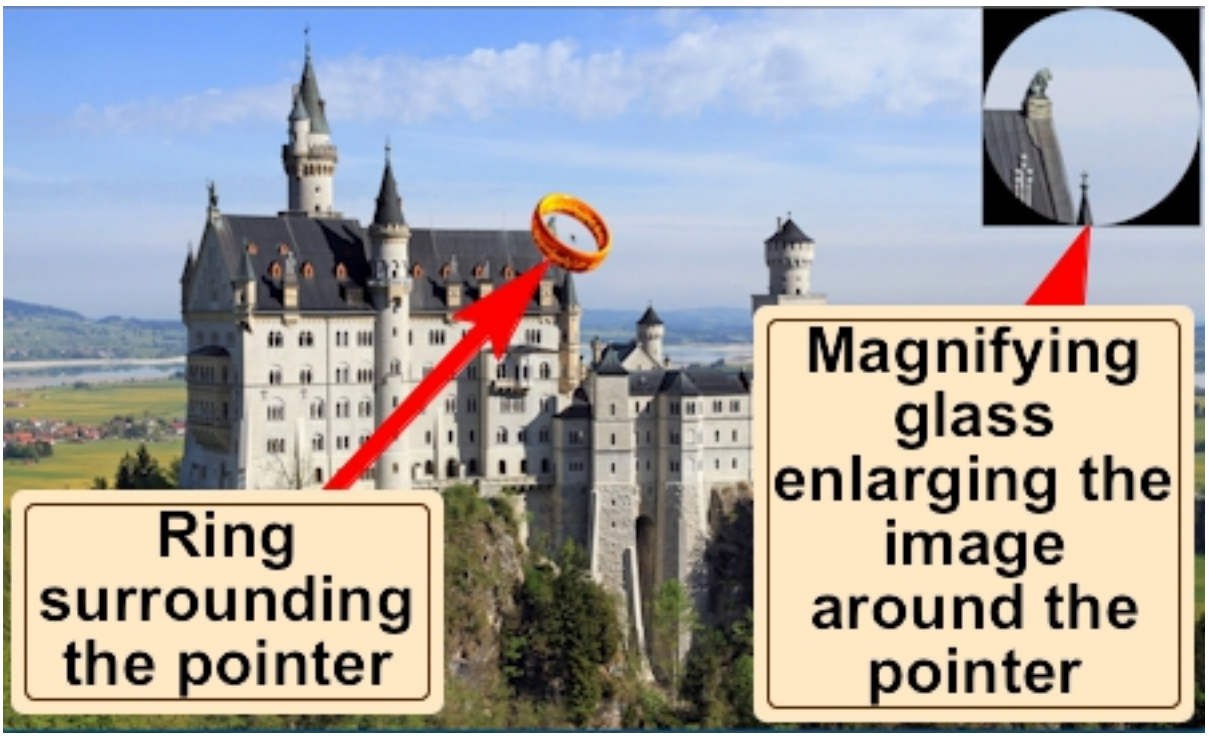

Figure 2: The interface of the program has as a background image of Neuschwanstein Castle. As soon as the mouse moves, a magic ring around the pointer appears and magnifying glass shows the image around the pointer.

The game is to walk a magic ring on the screen image and discover the hidden images therein. In addition, parents can customize the game by adding images of their choice.

2 Using the program.

The game consists first of moving the ring around the cursor on the screen. This presents two problems for a young child:

- Drag the mouse, without looking. This mouse is often much larger than his hand.
- Looking, during movement of the mouse on the screen 2 places of interest: the ring and the image of the lens.

When the cursor enters a hidden image, the mouse pointer turns into a crown as shown in the left image of Figure[3]. You then need to left click the mouse to see the hidden image appear. The hidden image appears in the lens as shown in the right image of Figure [3].

Figure 3: On the left, the pointer is not over a hidden picture. On the right, the pointer is over a hidden picture.

Figure 4: Depending on the difficulty level of the game the hidden image is revealed by a simple mouseover **(level 0)** or by clicking the left mouse button when the cursor has taken the shape of a ring (see figure[3]) (**level 1**).

2.1 Set preferences.

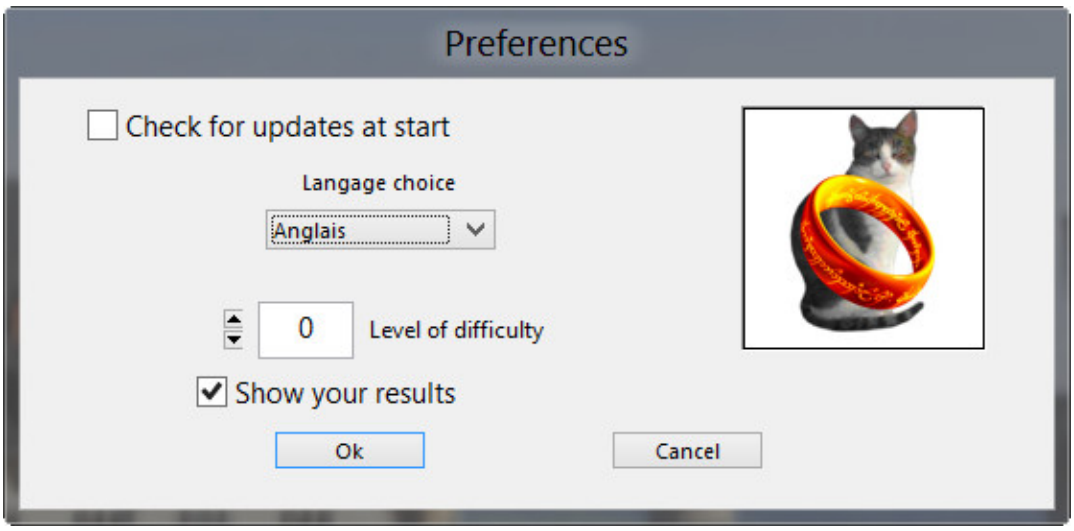

Figure 5: The preferences allow you to choose the language of the interface and documentation, the level of difficulty of the game and to display or not the results. You can also choose to check for update at every program start.

If you leave the box unchecked **Check for updates at start**, you can still check the available updates with the keyboard shortcut Ctrl+; or by the menu item **Help→Check for update**.

The choice of language allows you to set the language interface and documentation:

- Automatic: choose the language of the system.
- English: choose English whatever language system.
- French: choose French whatever language system
- German: chose German whatever language system.

Finally, you can specify the environment of the game:

- Level of difficulty: **0** just fly above the hidden image with the pointer to discover it. **1** one must click on the picture to fdiscover it.
- Show your results: a message stating the number of images discovered and the and the total number of images to be discovered is displayed (see Figure [6]).

Figure 6: Display results. This panel shows how many images are still undiscovered and how many images were found.

2.2 Restart the game.

Use the menu item **File→New game** or use the keyboard shortcut **Ctrl+N**.

3 Customizing the program.

You can customize the program by adding images, making certain pictures invisible or deleting some images. In addition you can change the position of the images.

3.1 Changing the position of the images.

With the menu item **Tools→Show all images** or by the keyboard shortcut **Ctrl+S**, you can view all images. You can change their position *drag-and-drop*. Once these changes made with the menu **Tools→Hide All images** or by the keyboard shortcut **Ctrl+S**, you can return to the game mode and the new positions are then automatically saved.

3.2 Adding Images.

With the menu item **Tools→Add a picture...** or by the keyboard shortcut **Ctrl+P**, you can add a new image. First, the program asks you to choose an image, then when it is selected, it offers you to change it to fit the square format images of the game (see Figure [7]).

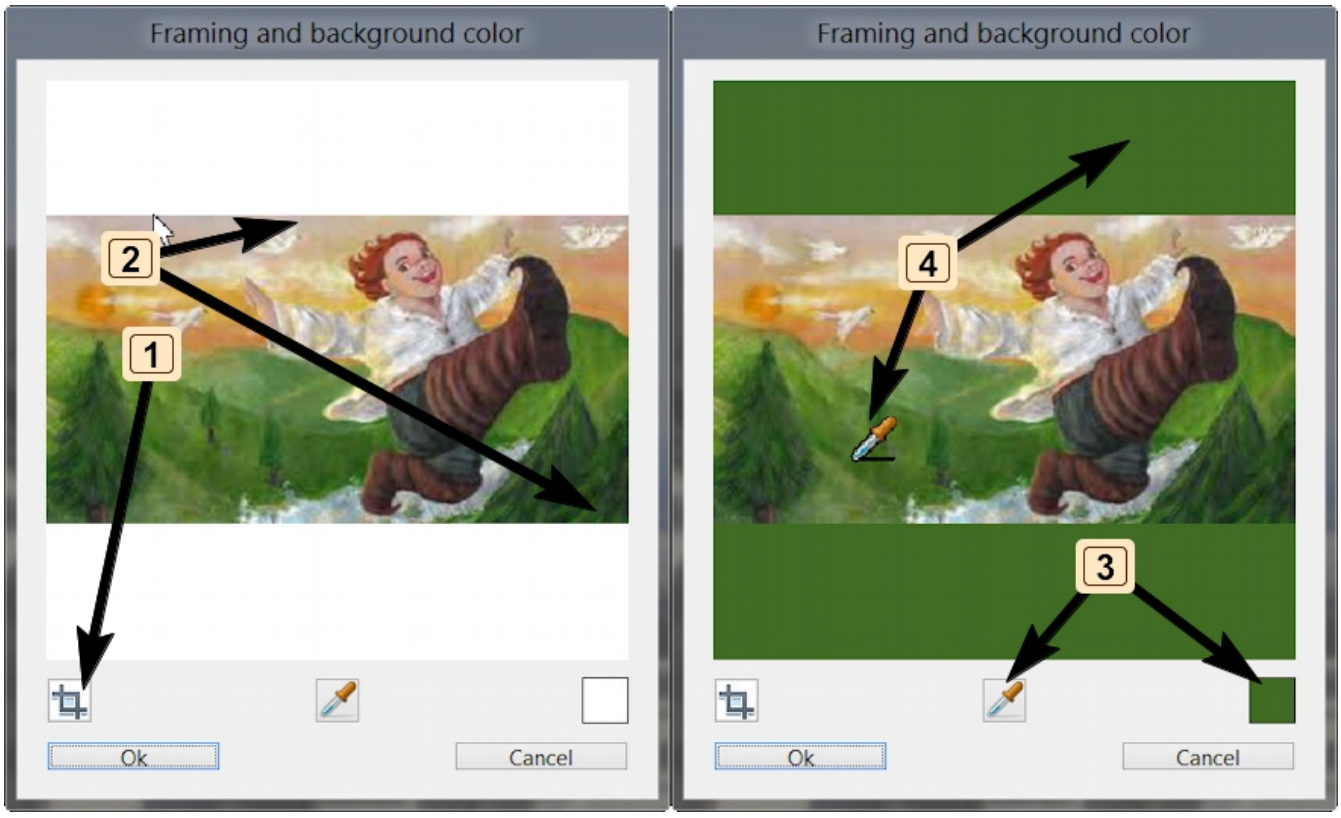

Figure 7: This dialog allows you to crop the image (**button 1 to start/stop croping**) by dragging the ends of the marquee (**marker 2**). This dialog also allows you to choose the color of the edges of the image, or by choosing a color in the image (**3 marker pointing to the pipette**), or by selecting an arbitrary color (**marker 3 pointing to the square**).

When the dialog is complete, you can change the position of your image that will be presented at the center of the screen by dragging and dropping. Type **Ctrl + S** to save your new image.

3.3 Changing the visibility or deleting images.

With the menu item **Tools→List of images** or by the keyboard shortcut**Ctrl+L**, you can control the display of your images (see Figure[8]).

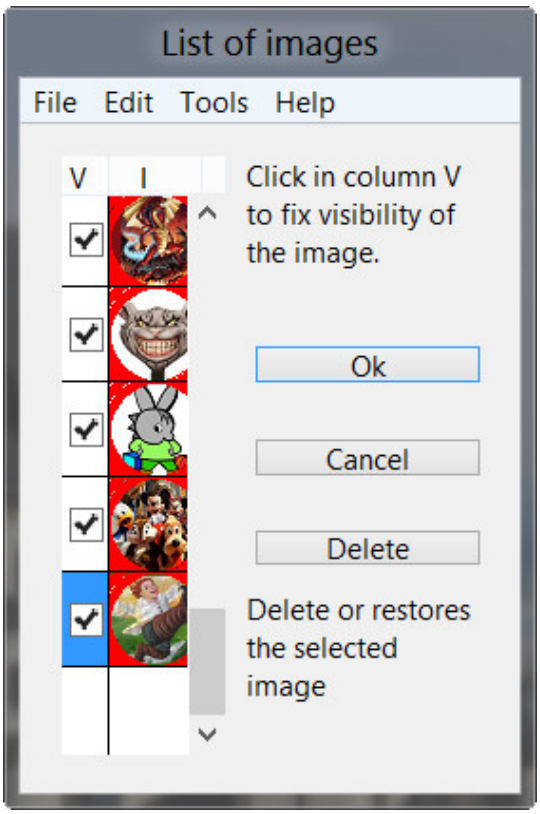

Figure 8: With this dialog you can control the visibility of images. It is also possible to delete the images you add. It is not possible to delete the images build in the program, but you can play with their visibility.

3.4 Technical Details.

The preferences file **MacPrefsGizmoRing.txt** is located in the folder:

`C:\Users\YouuserName\AppData\Roaming\Gizmotique\`

There is also in this folder a binary file **NotBuildInData** that contains your pictures added.