Content from the zip file `None`:

## File: IceBreakerPortable/App/AppInfo/appicon_128.png

## File: IceBreakerPortable/App/AppInfo/appicon_16.png

## File: IceBreakerPortable/App/AppInfo/appicon_32.png

## File: IceBreakerPortable/App/AppInfo/appinfo.ini

[Format]
Type=PortableApps.comFormat
Version=2.0

[Details]
Name=Ice Breaker Portable
AppID=IceBreakerPortable
Publisher=Ice Breakers Developers & PortableApps.com (vf2nsr)
Homepage=PortableApps.com
Category=Games
Description=Fast-paced wall-building arcade game
Language=English
[License]
Shareable=true
OpenSource=true
Freeware=true
CommercialUse=true

[Version]
PackageVersion=1.9.6.0
DisplayVersion=1.9.6

[Control]
Icons=1
Start=IceBreakerPortable.exe

## File: IceBreakerPortable/App/AppInfo/Launcher/IceBreakerPortable.ini

[Launch]
ProgramExecutable=IceBreaker\icebreaker.exe
WorkingDirectory=%PAL:AppDir%\IceBreaker

[FilesMove]
settings\icebreaker.cfg=%PAL:AppDir%\IceBreaker
settings\icebreaker.scores=%PAL:AppDir%\IceBreaker

## File: IceBreakerPortable/App/AppInfo/Launcher/splash.jpg

## File: IceBreakerPortable/App/IceBreaker/ChangeLog.txt

May 31, 2002: released 1.9.6
  - decreased score factor in Easy mode. Don't be a wimp.
  - changed sounds to 22050Hz -- this will allow better high-pitched effects
  - changed default chunksize from 256 to 1024 -- this'll put alway the bad
    sound-echo bug on some systems.
  - minor memory leak cleanup in theme switching
  - menu handler and dialog code cleanup
  - right-clicking in options menu now cycles backwards, and right-clicking
    on non-options menu items does nothing. scroll wheel cycles options
  - arrow keys move around playing field
  - keyboard now works in menu; other keyboard cleanup
  - added a few new sounds
  - beep (ouch, actually) on errors in high-score-name entry dialog

May 27, 2002: released 1.9.5 (public beta)
  - little bits of code cleanup
  - slightly increase bonus for clearing more than 80 on higher levels to
    help counteract the fact that having more penguins make that more and
    more impossible

May 26, 2002: released v1.9.4
  - mouse cursor code cleanup
  - made it so broken line sound doesn't play if that sound was last
    started playing less than 30ms ago -- that way if two lines are broken
    at once, the sound isn't double loud (but this still needs work --
    proper behavior would be to play the sound with a slight delay)
  - fixed race condition in readhiscore()/checkhiscore()/addhiscore() --
    added file locking (thanks Enrico!)
  - fixed memory leak in theme-sound-switching
  - fixed draw bug in autopause mode
  - no gameover if game is terminated/restarted before you've done anything
  - added confirm dialog for changing difficulty level
  - cleanup in dialog.c -- theme switching code now not quite so ugly
    (redraw bug when both theme and difficulty were changed)
  - added NSIS install script to generate Win32 installer. See:
    <http://www.nullsoft.com/free/nsis/>. It's open source software, but as
    far as I can tell there's no native Linux version yet. Luckily, runs
    under Wine. If anyone knows of a port, let me know.
  - mucking with some makefile stuff to make it easier to build on OS X or
    BeOS. More to come on that front.

May 23, 2002: released v1.9.3
  - -b option for benchmark mode (will be disabled in stable releases).
  - added command line options for themes
  - added README.themes
  - moved some of the stuff from the event loop in the main level function to
    helper functions. It's still pretty ugly, but this tiny bit of cleanup
    made it much easier to do the next thing on this list:
  - added basic keyboard support:
     * ESC to exit full-screen mode and to cancel menus.
     * SPACE or X or . for toggle direction
     * ENTER or Z or , for start lines
  - made srandom use pid in addition to current time -- wouldn't want to
    have the exact same game twice at once
  - tweaked makefile for better cross-compiling and dist. package generation
  - fixed fullscreen command-line option for case when config file doesn't
    exist (and made the code better in the process)
  - special "random" theme that actually causes theme to be chosen at random
  - you can now define a "mirror" sprite to provide different images
    depending on left/right direction
  - BeOS compatibility stuff -- should be mostly un-broken now

May 19, 2002: released v1.9.2
  - added command-line options for sound, fullscreen mode, help, and version
  - more themes!
  - made 'gridhighlight' for themes, allowing pseudo-3d (button-style)
    blocks
  - full-screen mode now actually 640x480. This should make it work on
    more platforms, and gives us a place to put a titlebar showing the
    current level
  - added erasepenguin routine -- fix some leaking surfaces
  - improved text-handling routines -- scores in the transitions between
    levels and at the end of the game are now centered properly, and the
    highscore scroller at the beginning is done much more nicely

May 16, 2002: released v1.9.1
  - first cut at themes
  - lack of object-oriented design forced me to create more global
    variables. someday in the far future, this will become a C++ project.
  - now can coexist with Winamp on win32 -- not sure if this is because
    of fixes in SDL 1.2.4, or in the Winamp 2.80. It wasn't anything I did,
    but hey, now you can listen to music while you play.
  - linked against much smaller version of SDL_mixer DLL for win32 --
    should cut the distribution archive in half or better.
  - cleanup in the transition screen routines
  - kludge around broken _snprintf in mingw32 -- cures potential overflow
  - minor cleanup in the text routines

August 30, 2001: released v1.9.0
  - no significant changes; just starting new devel branch

July 30, 2001: released v1.2.1
  - fixed minor bug where highest-score line cut off letters that dip below
    the baseline (gjpqy...). Thanks to Jonathan DePrizio for catching this.
  - tiny little bugfixes, makefile cleanup
  - switched to much more sensible linux-kernel-style numbering scheme.
    (n.oddnumber.n for development releases, and n.evenumber.n for
    stable "production" releases -- for example, 1.2.1 is a stable release,
    so any excitement/surprises should come from the game, not from
    bugs. 1.9.0 will be a devel release, and some features may not work
    completely, or at all.)

July 28, 2001: released v1.2
  - added "score decay" timer, to discourage obsessive-compulsive types from
    taking hours on one level. Sure, I want you to be obsessed with the
    game, but have fun playing, not tediously waiting. :)
  - added easy and hard difficulty settings
  - added options for sound
  - added option for auto pause (which makes the game stop when the window
    loses focus -- note that it always pauses when minimized regardless of
    this setting).
  - now, when a line is stuck (against another line) for a long time,
    the line completes instead of exploding. ("A long time" == approximately
    5 seconds)
  - merged in Enrico Tassi's win32 compatibility stuff -- win32 version
    is now completely functional, except:
  - added fullscreen option! (Unfortunately, still has problems in Win32,
    so you'll have to edit the icebreaker.cfg manually if you want to enable
    this feature on a MS Windows system. I'll get the problem figured out
    for a future release.)
  - fixed busy waits in dialog.c (thanks again to Enrico)
  - code cleanup

July 23, 2001: released v1.1
  - added man page
  - tiny change to error message when high score file can't be read

July 18, 2001: released v1.09
  - Gameplay change: changed behavior when a line hits another
    partially-completed line -- now, instead of the line completing
    successfully, it waits until the other completes or is destroyed.  In
    the event that neither of those happens after a little while, new line
    dies. (I've considered making it complete successfully in this case;
    opinions, anyone?) This change makes the game much harder, in a good way.
  - moved center of vertical cursor to proper location (oops)
  - modified high score code to reread from disk, so that multiple players
    on the same system don't cause confusion. A race condition still exists,
    but it's much narrower. :) A future version will have proper locking.
  - include fix for cmpscore bug thanks to Enrico Tassi

October 5, 2000: released v1.0
  - one-point-oh!

October 3, 2000: released v0.995
  - minor cosmetic fixes
  - made 'make install' work; made it easier to redefine file locations
  - made it so three-decimal-place version numbers work :)
  - made level 100 loop forever instead of just ending the game there.
    not that level 100 is any fun, really -- too many penguins!

October 2, 2000: released v0.98
  - first public release

## File: IceBreakerPortable/App/IceBreaker/LICENSE.txt

		    GNU GENERAL PUBLIC LICENSE
		       Version 2, June 1991

 Copyright (C) 1989, 1991 Free Software Foundation, Inc.
                       59 Temple Place, Suite 330, Boston, MA  02111-1307  USA
 Everyone is permitted to copy and distribute verbatim copies
 of this license document, but changing it is not allowed.

			    Preamble

  The licenses for most software are designed to take away your
freedom to share and change it.  By contrast, the GNU General Public
License is intended to guarantee your freedom to share and change free
software--to make sure the software is free for all its users.  This
General Public License applies to most of the Free Software
Foundation's software and to any other program whose authors commit to
using it.  (Some other Free Software Foundation software is covered by
the GNU Library General Public License instead.)  You can apply it to
your programs, too.

  When we speak of free software, we are referring to freedom, not
price.  Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
this service if you wish), that you receive source code or can get it
if you want it, that you can change the software or use pieces of it
in new free programs; and that you know you can do these things.

  To protect your rights, we need to make restrictions that forbid
anyone to deny you these rights or to ask you to surrender the rights.
These restrictions translate to certain responsibilities for you if you
distribute copies of the software, or if you modify it.

  For example, if you distribute copies of such a program, whether
gratis or for a fee, you must give the recipients all the rights that
you have.  You must make sure that they, too, receive or can get the
source code.  And you must show them these terms so they know their
rights.

  We protect your rights with two steps: (1) copyright the software, and
(2) offer you this license which gives you legal permission to copy,
distribute and/or modify the software.

  Also, for each author's protection and ours, we want to make certain
that everyone understands that there is no warranty for this free
software.  If the software is modified by someone else and passed on, we
want its recipients to know that what they have is not the original, so
that any problems introduced by others will not reflect on the original
authors' reputations.

  Finally, any free program is threatened constantly by software
patents.  We wish to avoid the danger that redistributors of a free
program will individually obtain patent licenses, in effect making the
program proprietary.  To prevent this, we have made it clear that any
patent must be licensed for everyone's free use or not licensed at all.

  The precise terms and conditions for copying, distribution and
modification follow.

		    GNU GENERAL PUBLIC LICENSE
   TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

  0. This License applies to any program or other work which contains
a notice placed by the copyright holder saying it may be distributed
under the terms of this General Public License.  The "Program", below,
refers to any such program or work, and a "work based on the Program"
means either the Program or any derivative work under copyright law:
that is to say, a work containing the Program or a portion of it,
either verbatim or with modifications and/or translated into another
language.  (Hereinafter, translation is included without limitation in
the term "modification".)  Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope.  The act of
running the Program is not restricted, and the output from the Program
is covered only if its contents constitute a work based on the
Program (independent of having been made by running the Program).
Whether that is true depends on what the Program does.

  1. You may copy and distribute verbatim copies of the Program's
source code as you receive it, in any medium, provided that you
conspicuously and appropriately publish on each copy an appropriate
copyright notice and disclaimer of warranty; keep intact all the
notices that refer to this License and to the absence of any warranty;
and give any other recipients of the Program a copy of this License
along with the Program.

You may charge a fee for the physical act of transferring a copy, and
you may at your option offer warranty protection in exchange for a fee.

  2. You may modify your copy or copies of the Program or any portion
of it, thus forming a work based on the Program, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

    a) You must cause the modified files to carry prominent notices
    stating that you changed the files and the date of any change.

    b) You must cause any work that you distribute or publish, that in
    whole or in part contains or is derived from the Program or any
    part thereof, to be licensed as a whole at no charge to all third
    parties under the terms of this License.

    c) If the modified program normally reads commands interactively
    when run, you must cause it, when started running for such
    interactive use in the most ordinary way, to print or display an
    announcement including an appropriate copyright notice and a
    notice that there is no warranty (or else, saying that you provide
    a warranty) and that users may redistribute the program under
    these conditions, and telling the user how to view a copy of this
    License.  (Exception: if the Program itself is interactive but
    does not normally print such an announcement, your work based on
    the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole.  If
identifiable sections of that work are not derived from the Program,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works.  But when you
distribute the same sections as part of a whole which is a work based
on the Program, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Program.

In addition, mere aggregation of another work not based on the Program
with the Program (or with a work based on the Program) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.

  3. You may copy and distribute the Program (or a work based on it,
under Section 2) in object code or executable form under the terms of
Sections 1 and 2 above provided that you also do one of the following:

    a) Accompany it with the complete corresponding machine-readable
    source code, which must be distributed under the terms of Sections
    1 and 2 above on a medium customarily used for software interchange; or,

    b) Accompany it with a written offer, valid for at least three
    years, to give any third party, for a charge no more than your
    cost of physically performing source distribution, a complete
    machine-readable copy of the corresponding source code, to be
    distributed under the terms of Sections 1 and 2 above on a medium
    customarily used for software interchange; or,

    c) Accompany it with the information you received as to the offer
    to distribute corresponding source code.  (This alternative is
    allowed only for noncommercial distribution and only if you
    received the program in object code or executable form with such
    an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for
making modifications to it.  For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable.  However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
access to copy from a designated place, then offering equivalent
access to copy the source code from the same place counts as
distribution of the source code, even though third parties are not
compelled to copy the source along with the object code.

  4. You may not copy, modify, sublicense, or distribute the Program
except as expressly provided under this License.  Any attempt
otherwise to copy, modify, sublicense or distribute the Program is
void, and will automatically terminate your rights under this License.
However, parties who have received copies, or rights, from you under
this License will not have their licenses terminated so long as such
parties remain in full compliance.

  5. You are not required to accept this License, since you have not
signed it.  However, nothing else grants you permission to modify or
distribute the Program or its derivative works.  These actions are
prohibited by law if you do not accept this License.  Therefore, by
modifying or distributing the Program (or any work based on the
Program), you indicate your acceptance of this License to do so, and
all its terms and conditions for copying, distributing or modifying
the Program or works based on it.

  6. Each time you redistribute the Program (or any work based on the
Program), the recipient automatically receives a license from the
original licensor to copy, distribute or modify the Program subject to
these terms and conditions.  You may not impose any further
restrictions on the recipients' exercise of the rights granted herein.
You are not responsible for enforcing compliance by third parties to
this License.

  7. If, as a consequence of a court judgment or allegation of patent
infringement or for any other reason (not limited to patent issues),
conditions are imposed on you (whether by court order, agreement or
otherwise) that contradict the conditions of this License, they do not
excuse you from the conditions of this License.  If you cannot
distribute so as to satisfy simultaneously your obligations under this
License and any other pertinent obligations, then as a consequence you
may not distribute the Program at all.  For example, if a patent
license would not permit royalty-free redistribution of the Program by
all those who receive copies directly or indirectly through you, then
the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under
any particular circumstance, the balance of the section is intended to
apply and the section as a whole is intended to apply in other
circumstances.

It is not the purpose of this section to induce you to infringe any
patents or other property right claims or to contest validity of any
such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system, which is
implemented by public license practices.  Many people have made
generous contributions to the wide range of software distributed
through that system in reliance on consistent application of that
system; it is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

This section is intended to make thoroughly clear what is believed to
be a consequence of the rest of this License.

  8. If the distribution and/or use of the Program is restricted in
certain countries either by patents or by copyrighted interfaces, the
original copyright holder who places the Program under this License
may add an explicit geographical distribution limitation excluding
those countries, so that distribution is permitted only in or among
countries not thus excluded.  In such case, this License incorporates
the limitation as if written in the body of this License.

  9. The Free Software Foundation may publish revised and/or new versions
of the General Public License from time to time.  Such new versions will
be similar in spirit to the present version, but may differ in detail to
address new problems or concerns.

Each version is given a distinguishing version number.  If the Program
specifies a version number of this License which applies to it and "any
later version", you have the option of following the terms and conditions
either of that version or of any later version published by the Free
Software Foundation.  If the Program does not specify a version number of
this License, you may choose any version ever published by the Free Software
Foundation.

  10. If you wish to incorporate parts of the Program into other free
programs whose distribution conditions are different, write to the author
to ask for permission.  For software which is copyrighted by the Free
Software Foundation, write to the Free Software Foundation; we sometimes
make exceptions for this.  Our decision will be guided by the two goals
of preserving the free status of all derivatives of our free software and
of promoting the sharing and reuse of software generally.

			    NO WARRANTY

  11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY
FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW.  EXCEPT WHEN
OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES
PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED
OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.  THE ENTIRE RISK AS
TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU.  SHOULD THE
PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING,
REPAIR OR CORRECTION.

  12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING
WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR
REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES,
INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING
OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED
TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY
YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER
PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE
POSSIBILITY OF SUCH DAMAGES.

		     END OF TERMS AND CONDITIONS

	    How to Apply These Terms to Your New Programs

  If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

  To do so, attach the following notices to the program.  It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the "copyright" line and a pointer to where the full notice is found.

    <one line to give the program's name and a brief idea of what it does.>
    Copyright (C) <year>  <name of author>

    This program is free software; you can redistribute it and/or modify
    it under the terms of the GNU General Public License as published by
    the Free Software Foundation; either version 2 of the License, or
    (at your option) any later version.

    This program is distributed in the hope that it will be useful,
    but WITHOUT ANY WARRANTY; without even the implied warranty of
    MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
    GNU General Public License for more details.

    You should have received a copy of the GNU General Public License
    along with this program; if not, write to the Free Software
    Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA  02111-1307  USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

    Gnomovision version 69, Copyright (C) year name of author
    Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
    This is free software, and you are welcome to redistribute it
    under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License.  Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary.  Here is a sample; alter the names:

  Yoyodyne, Inc., hereby disclaims all copyright interest in the program
  `Gnomovision' (which makes passes at compilers) written by James Hacker.

  <signature of Ty Coon>, 1 April 1989
  Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs.  If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with the
library.  If this is what you want to do, use the GNU Library General
Public License instead of this License.

## File: IceBreakerPortable/App/IceBreaker/README-SDL.txt

The Simple DirectMedia Layer (SDL for short) is a cross-platfrom library
designed to make it easy to write multi-media software, such as games and
emulators.

The Simple DirectMedia Layer library source code is available from:
http://www.libsdl.org/

This library is distributed under the terms of the GNU LGPL license:
http://www.gnu.org/copyleft/lesser.html

## File: IceBreakerPortable/App/IceBreaker/README-themes.txt

IceBreaker themes are simple to create. They're are definined in text files
with the extension .ibt (that's _I_ce_B_reaker _T_heme) in the IceBreaker
data directory. The filename is the name of the theme itself, which must be
seven characters or less -- not because of the DOS 8.3 limit but because
more than seven requires the options menubox to be really big and ugly and
we don't want that.

The file consists mostly of color definitions, and also gives the location
of the two sound files and the one sprite bitmap. Color definitions begin
with a keyword ("Background", "NormalText", etc.) and then give decimal
values from 0-255 for red, green, and blue, respectively.

The sound and image defintions are just the keyword followed by a filename.
More info on file formats in a bit.

The keywords aren't case sensitive, and you can use any amount of whitespace
you want. If you leave out a particular keyword, IceBreaker will use the
default but spit out a complaint on stderr -- so don't do that. (There's
currently one exception -- SpriteMirrorBitmap, which I'll get to in a bit.)

The default theme is "linux", and the file linux.ibt looks approximately
like this:

  Background              0   64  128
  NormalText            255  255  255
  BoardFillMin          224  224  224
  BoardFillMax          255  255  255
  Gridline              192  192  192
  GridHighlight         192  192  192
  Line1                   0    0    0
  Line2                 192    0   64
  MenuHighlight         255  255  255
  GameoverText          192    0   64
  ScorescrollText         0    0    0
  BonusscrollText       192    0   64
  TextentryBox            0    0    0
  TextentryText         255  255  255
  CopyrightText         192  192  192
  SpriteTransparent     255    0    0
  SpriteBitmap          penguin.bmp
  SoundOuch             ouch.wav
  SoundCrash            crash.wav

The names should mostly be self-explanatory. If something is unclear, let me
know, and I'll either change the name in a future version or write better
documentation here. A few things bear mentioning:

BoardFillMin and BoardFillMax define the colors of the game play area. The
values will be randomly selected from the range given, but there's a twist
-- if two (or three) of the red, green, or blue values have identical Min
*and* identical Max values, those two will be "locked" together. This way,
you can produce grey or monotone backgrounds instead of having every theme
look like the mutant love child of Rainbow Brite and the Swamp Thing.

SpriteTransparent is the color value which will be treated as clear when
drawing the bitmap. In the above example, the penguin.bmp has a bright red
background, and since SpriteTransparent is set to the matching value, the
background isn't shown.

The bitmap file should be a 24-bit MS-Windows-style .bmp format. I know that
this is Lame(tm) but the SDL library which IceBreaker uses understands this
format natively, and so using it allows us to avoid having a whole extra
library just to load some really tiny bitmaps. They should be 14x14, by the
way. If you want, you can make them as small as 12x12, but that's basically
treated as the top-left of 14x14, and support for that may vanish in a
future version. (If you want smaller, just mask out most of the image.)

In addition to SpriteBitmap, you may also set SpriteMirrorBitmap. If this
tag exists, the given image will be used when the sprite is moving to the
right, and the main SpriteBitmap when it's moving to the left. If you leave
out this tag, there will be no warning -- the main bitmap will be used for
both. In fact, leaving it out is the best thing to do if you don't want your
image to flip, because it saves, like, 500 bytes of RAM over defining the
same image twice. And we all know how important those few bytes of RAM are
these days, right?

The sound files are 8 bit mono PCM at 22050. They should also be really
short -- under a second. This'll mean the total size will be easily less
than 30k -- if it's not, something's not right.

If you do produce a good theme, let me know -- send it to
<mattdm@mattdm.org>, and I'll consider including it with the main
distribution. All themes must be licensed under the GPL.

## File: IceBreakerPortable/App/IceBreaker/README.txt

WHAT:

  So, uh, there's a bunch of penguins on an iceberg in Antarctica. You have
  been selected to catch them so they can be shipped to Finland, where they
  are essential to a secret plot for world domination.

  In order to trap the penguins, you'll need to break the iceberg into small
  chunks. (They're afraid of water, for no apparent reason. Ah well. "The
  Matrix" had more plot holes than this, and it still was a hit.) You do
  this by melting lines in the ice with Special High-Tech GNU Tools.

  If a penguin hits a line in progress, however, it vanishes with a loud
  noise, and you lose a life. (Yes, a life. This story is really breaking
  down, isn't it? But never fear -- I'll keep going until it's completely
  dead.)

  Once 80% or more of the iceberg is gone, the remaining chunks are small
  enough for shipping. Of course, if you manage to get rid of more than
  that, you'll save on postage, thus earning you exponential amounts of Geek
  Cred (a.k.a. "score").

  After you ship off one batch of penguins, it's time to move on to the
  next. Each subsequent 'berg will have one more penguin, and you'll have
  one more life. This will continue until you lose, or until you exceed
  level one hundred or so, which Ain't Gonna Happen.

  Of course, this is an urgent mission, so you'll be penalized if you're
  slow -- every second or so, your score drops down by one. But don't worry,
  I'm not completely cruel, so any points you earn on one level are yours to
  keep forever, no matter how long you take on subsequent icebergs.

  As far as I can tell, this makes no narrative sense whatsoever, so at this
  point, I declare the backstory / game metaphor completely collapsed. Just
  go play.

HOW:

  The left mouse button starts drawing lines; the right (and/or middle)
  button toggles between making vertical and horizontal lines.  Note that
  left clicking actually starts *two* lines: either up and down or left and
  right. (This will make plenty of sense when you're actually playing.) If
  one of these lines is hit before it reaches the edge of the iceberg,
  you'll lose a life. If both are hit, you'll lose two lives.

  As a tiny bit of grace, if you click directly on a penguin, it'll say
  "Ouch" and nothing else will happen.

  Once a line is completed, any area containing no penguins is cleared.
  Falls into the ocean, so to speak. Once 80% has been cleared, the level is
  complete. However, you get an exponential bonus for every percentage point
  above that, so you want to try to make your last line suddenly clear a
  huge chunk of ice. (Again, this will make sense once you've played for a
  while.) Oh, and you also get a (much smaller) bonus for having lives left
  over at the end of a level.

  Taking a long time on a level doesn't affect these bonuses, but it can
  chip away at your score, so you have to balance the time it takes to set
  up a situation where you can clear 99% of the iceberg against the bonus
  you'll get for doing so.

  Having trouble? A hint: it's useful to make traps by intentionally letting
  some of your lines get broken. That way, you can create smaller areas in
  which you can catch the pesky little things easily.

WHY:

  There's a game for MS Windows called "Jezzball". You may notice that this
  one is extremely similar. There's a reason for that. See, our main
  computer at home runs Linux most of the time, but it has Win95 set up to
  dual-boot if need be. (Unfortunately, it's too slow to run VMware or Wine
  well.) Ideally, of course, the machine stays in Linux, but my wife, Karen,
  really likes puzzle sorts of games and became highly addicted to this
  Jezzball thing. Well, we simply couldn't have the system wasting its life
  in Windows all that time, so I took it upon myself to create a
  sort-of-clone. (It's not a pure clone, because I like to think that I've
  done many things in a far superior way.) So this game can be thought of,
  in a simultaneously dangerously geeky and dangerously mushy way, as sort
  of a dual love-letter, to both Karen and Linux. :)

  It's therefore somewhat ironic that IceBreaker now exists in a MS
  Windows version. Ah well. I know not all of you have been converted yet,
  and you might as well enjoy the game too.

  Oh, and to answer another "Why" question, especially for my friend Lars:
  why is this program written in C and yet uses C++ style comments? Because
  I like C++ style comments, that's why.

WHO:

  This game was written by Matthew Miller <mattdm@mattdm.org>.

  Recent versions have benefited immensely from the help of Enrico Tassi
  <gareuselesinge@infinito.it>. He's responsible for getting the Win32 port
  to work so nicely, and for a lot of fancy new features. Enrico doesn't
  live here in Boston, but he's a huge fan of Boston band Letters To Cleo,
  so that counts for something.

  Much thanks to Karen for everything. In fact, if you really love this
  game, check out Ten Thousand Villages <http://www.tenthousandvillages.org>,
  the non-profit organization for which she works. And if you live near
  Boston, MA, stop in to the store in Coolidge Corner (Brookline) and say
  "Hi" and perhaps buy something -- they have cool stuff and it's a really
  great organization.

  Thanks also to Tae-Jin, for helping me squash a nasty bug, and to Paul for
  testing and suggestions and proofreading this document. And to the folks
  at the helpdesk downstairs for playing this game instead of working.

  The sounds were either originally created or borrowed from freely-licensed
  sources and modified heavily. Thanks to Wesley Crossman for his
  contributions. I'd still like lots more cool good ones -- either
  improvements of the existing sounds or for new themes.

  The penguin image is mostly my own work, but is based on a graphic
  from Pingus <http://dark.x.dtu.dk/~grumbel/pingus/>.

  Actually, I'm quite open to accepting any help anyone wants to give.

WHEN:

  A week or two in September 2000, and then some more time in July 2001,
  and then in May 2002, so on.

WHERE:

  Get it from: <http://www.mattdm.org/icebreaker/>

  Report bugs: <mattdm@mattdm.org>

WHICH:

  (As in, "On which libraries does icebreaker depend?")

  libSDL and libSDL_mixer. <http://www.libsdl.org/>

WHITHER:

  I'm now actively working on IceBreaker, and a few other people have been
  too (most notably, Enrico Tassi). If you want to help, or are just
  interested in what's going on, check out the development section of the
  IceBreaker website at <http://www.mattdm.org/icebreaker/development.html>.

------------------------------------------------------------------------------
Copyright (C) 2000-2002 Matthew Miller and others and released under the
terms of the GNU General Public License.

This project uses the Simple DirectMedia Layer and SDL Mixer libraries which
are available under the GNU LGPL license. SDL and SDL_mixer source code
should be available from wherever you got IceBreaker; if you can't find it,
it is available at <http://www.mattdm.org/icebreaker/> or at the main SDL
site <http://www.libsdl.org/>.

## File: IceBreakerPortable/App/IceBreaker/TODO.txt

Some of this is work in progress, and some it is just stuff I'd like to see.
Check out <http://www.mattdm.org/icebreaker/development.html> for details.

* many (65 at last count) sections of the code are marked with "FIX", in
  places where I know I did something messy, foolish, or inefficient.
* there are likely other bits of messiness, foolishness, and inefficiency
  which I haven't realized are there
* this is part of the above, but bears mentioning separately: some of the
  code is the product of late-night hacking and, while it works fine,
  desperately needs cleaning up

For 2.0:
- make MacOS X port
- find and use user's home dir on WinNT/2k/XP
- do something sensible if selected theme is invalid
- have a dozen themes or more (currently at nine)

Post 2.0 (but sooner if we're lucky):
- make it so when both lines get broken exactly at once, the second sound
  is played with a very slight delay so that the user gets audio
  feedback that two lives were lost
- make spaces-in-username work -- convert to/from _ in high score file
- make ctrl-q quit (or perhaps just q, with a confirm dialog)
- check for high scores on 'quit' when in the midst of a game
- option to turn off scrolling level-end text ("transitions = normal/fast")
- more code cleanup in the event loops -- such big hairy functions....
- "help" command line options redirected to files on win32 -- what to do
  about that?
- clean up intro -- remove stupid 'w' thing (either add ability to tell a
  line to kill itself after a certain length, or add code to the intro to
  know when to kill which lines.)
- make the program not crash if data files can't be found. (Of course, on
  Win32, we're SOL without the SDL DLLs anyway.)
- make help key (F1) work in intro
- look for themes in an os-specific directory -- ~/.icebreaker on Linux
  (which means migrating the current ~/.icebreaker to either ~/.icebreakerrc
  or ~/.icebreaker/icebreakerrc) -- in addition to the standard directory.
  on BeOS, this might mean looking in the same dir in which the executable
  resides... need to check about that.
- make man page version of themes help?
- move themes to a subdir
  a) in the source tree
  b) in the datadir?
- unbreak BeOS port (looking to be a pain, and let's face it, this is an
  increasingly marginal platform. even the person who did the initial port
  doesn't actually seem to run the OS very often....)

For 2.2:
- ability to use bitmaps for backgrounds
- ability to use png instead of bmp -- use SDL_image.

For 3.0:
- add music courtesy of my brother Joel at Red Reactor Sound Studio
  <http://www.redreactor.com/> and intelligent (context-sensitive) music
  system
- that annoying "entire iceshelf collapses" bug is *still* there. happens
  very very very very rarely, though, so I can't figure out what exactly
  the problem is. probably something wrong with squarefill() or some other
  part of checkempty() in grid.c. I tried changing a few things, but it's
  hard to prove that the problem is solved when you can't recreate it....
- there is a little bug where in certain situations you can start an
  opposing line directly in the path of an oncoming line, causing lines
  which are essentially on top of each other. Not a terribly fatal flaw,
  but still.
- faster better smarter collision detection (not a change to be taken
  lightly since that's basically rewriting the core of the engine). this
  will solve the two bugs above once and for all, and should
  be a significant speed increase if done right. My goal is to make this
  play on acceptably on my Toshiba Libretto CT50 (pentium 75).
- make option parsing a bit more flexible -- gnu getopt style
- animated sprites
- replace randomized "demo" with a real demo that at least follows the
  rules -- and ideally plays a decent game. random semi-AI play would be
  great; a recording mechanism of some sort is second-best
- make playing area able to be a bitmap instead of just a colored grid
  (maybe lines also)

Possibly:
- convert to C++ -- reduce global variables
- have bonus Things which get you points (or change game mechanics) for
  trapping with a single penguin. (in a small enough space?)
- user-definable keys
- internationalization - translations and fonts

Probably never:
- make GNOME/KDE versions?
- Mac OS 9 port?
- the animation is really jerky with some refresh rates. what to do about
  this? last time I wrote a game was under DOS, and you could easily
  sync to the vertical refresh.....

## File: IceBreakerPortable/App/IceBreaker/billg.ibt

Background		  0    0    0
NormalText		250  207   32
BoardFillMin		 94  126  252
BoardFillMax		 94  126  252
Gridline		 62   94  220
GridHighlight           126  158  252
Line1			254  122   33
Line2			119  184    4
MenuHighlight		119  184    4
GameoverText		242  243  237
ScorescrollText		255  204   51
BonusscrollText		254  122   33
TextentryBox		242  243  237
TextentryText		  0    0    0
CopyrightText		192  192  192
SpriteTransparent	 94  126  252
SpriteBitmap		billg.bmp
SoundOuch		pop.wav
SoundCrash		ewww.wav

## File: IceBreakerPortable/App/IceBreaker/blocks.ibt

Background		120    0  140
NormalText		255  255  255
BoardFillMin		  0    0    0
BoardFillMax		  0    0    0
Gridline		 32   32   32
GridHighlight            64   64   64
Line1			161   81   36
Line2			226  123   40
MenuHighlight		255  255  255
GameoverText		192  192  192
ScorescrollText		226  123   40
BonusscrollText		192  192  192
TextentryBox		  0    0    0
TextentryText		226  123   40
CopyrightText		192  192  192
SpriteTransparent	255    0    0
SpriteBitmap		woodblock.bmp
SoundOuch		scrunch.wav
SoundCrash		tap.wav

## File: IceBreakerPortable/App/IceBreaker/bwop.wav

## File: IceBreakerPortable/App/IceBreaker/cheese.ibt

Background		 80    0    0
NormalText		255  255  255
BoardFillMin		192  192  108
BoardFillMax		255  255  128
Gridline		255  255  128
GridHighlight           255  255  192
Line1			  0    0   96
Line2			 64   64   64
MenuHighlight		255  255  128
GameoverText		  0    0  160
ScorescrollText		  0    0    0
BonusscrollText		  0    0  160
TextentryBox		  0    0    0
TextentryText		255  255  255
CopyrightText		192  192  192
SpriteTransparent	255  255  160
SpriteBitmap		mouse.bmp
SpriteMirrorBitmap	mouse-r.bmp
SoundOuch		squeak.wav
SoundCrash		scrunch.wav

## File: IceBreakerPortable/App/IceBreaker/cows.ibt

Background		  0   64    0
NormalText		255  255  255
BoardFillMin		 20  148   20
BoardFillMax		 52  180   52
Gridline		192  192  192
GridHighlight           192  192  192
Line1			192  192    0
Line2			 96   32    0
MenuHighlight		255  255  255
GameoverText		192   64    0
ScorescrollText		255  255    0
BonusscrollText		255   85    0
TextentryBox		  0    0    0
TextentryText		 52  180   52
SpriteTransparent	255    0    0
CopyrightText		192  192  192
SpriteBitmap		cow.bmp
SoundOuch		moo.wav
SoundCrash		splat.wav

## File: IceBreakerPortable/App/IceBreaker/crash.wav

## File: IceBreakerPortable/App/IceBreaker/drum.wav

## File: IceBreakerPortable/App/IceBreaker/ewww.wav

## File: IceBreakerPortable/App/IceBreaker/icebreaker.cfg

# Icebreaker config file 1.0
#
# Separate keywords from values by whitespace. Not case sensitive.
#
# ./icebreaker.cfg will be overwritten automatically.
#

# Change this if the crashing noise annoys your neighbors.
Sound On

# AutoPause makes the game pause when the window is out of focus.
AutoPause Off

# Set FullScreen to Always if you want it that way every time.
# On will use full screen mode once, but then change back to Off.
FullScreen Off

# Normal is the best way to play. Easy is okay to get started,
# but you won't get very high scores. Hard is for those who really
# want a challenge, but scores only slightly higher than normal.
Difficulty Normal

# Themes provide an easy way to select (or tweak!) the appearance
# and sound of the game. Select from .ibt files in the game data
# directory. Check the docs for info on creating your own themes, too.
Theme linux

## File: IceBreakerPortable/App/IceBreaker/icon_readme.txt

The IceBreaker icon is a based on icons by Crystal by Everaldo and created by John T. Haller of PortableApps.com.  It is released under the GPL as included in LICENSE.TXT in this directory.

## File: IceBreakerPortable/App/IceBreaker/jz-like.ibt

Background		 32   32   32
NormalText		255  255  255
BoardFillMin		192  192  192
BoardFillMax		192  192  192
Gridline		128  128  128
GridHighlight           255  255  255
Line1			192    0    0
Line2			  0    0  192
MenuHighlight		192  192  192
GameoverText		192    0   64
ScorescrollText		  0    0  192
BonusscrollText		192    0   64
TextentryBox		192  192  192
TextentryText		  0    0    0
CopyrightText		192  192  192
SpriteTransparent	  0    0  255
SpriteBitmap		atom.bmp
SoundOuch		pop.wav
SoundCrash		drum.wav

## File: IceBreakerPortable/App/IceBreaker/kitty.ibt

Background		255  102  153
NormalText		255  255  255
BoardFillMin		224  224  224
BoardFillMax		255  255  255
Gridline		192  192  192
GridHighlight           255  255  255
Line1			164  196  225
Line2			255  168  255
MenuHighlight		255  255  255
GameoverText		255  204   51
ScorescrollText		 96   96  255
BonusscrollText		255  204   51
TextentryBox		 96   96  255
TextentryText		255  204   51
CopyrightText		255  204   51
SpriteTransparent	  0  255    0
SpriteBitmap		kitty.bmp
SoundOuch		pop.wav
SoundCrash		ewww.wav

## File: IceBreakerPortable/App/IceBreaker/linux.ibt

Background		  0   64  128
NormalText		255  255  255
BoardFillMin		224  224  224
BoardFillMax		255  255  255
Gridline		192  192  192
GridHighlight           192  192  192
Line1			  0    0    0
Line2			192    0   64
MenuHighlight		255  255  255
GameoverText		192    0   64
ScorescrollText		  0    0    0
BonusscrollText		192    0   64
TextentryBox		  0    0    0
TextentryText		255  255  255
CopyrightText		192  192  192
SpriteTransparent	255    0    0
SpriteBitmap		penguin.bmp
SoundOuch		ouch.wav
SoundCrash		crash.wav

## File: IceBreakerPortable/App/IceBreaker/moo.wav

## File: IceBreakerPortable/App/IceBreaker/nbwoanp.wav

## File: IceBreakerPortable/App/IceBreaker/ouch.wav

## File: IceBreakerPortable/App/IceBreaker/phase.wav

## File: IceBreakerPortable/App/IceBreaker/pop.wav

## File: IceBreakerPortable/App/IceBreaker/scrunch.wav

## File: IceBreakerPortable/App/IceBreaker/splat.wav

## File: IceBreakerPortable/App/IceBreaker/squeak.wav

## File: IceBreakerPortable/App/IceBreaker/stars.ibt

Background		 0     0   64
NormalText		255  255  255
BoardFillMin		  0    0    0
BoardFillMax		 32   32   32
Gridline		  0    0   32
GridHighlight            96   96   96
Line1			 96   96  128
Line2			224  192    0
MenuHighlight		255  255  255
GameoverText		160  160  192
ScorescrollText		224  192    0
BonusscrollText		160  160  192
TextentryBox		  0    0    0
TextentryText		255  255  255
CopyrightText		160  160  192
SpriteTransparent	  0  0    0
SpriteBitmap		star.bmp
SoundOuch		pop.wav
SoundCrash		scrunch.wav

## File: IceBreakerPortable/App/IceBreaker/tap.wav

## File: IceBreakerPortable/App/IceBreaker/turtles.ibt

Background		  0  128   64
NormalText		255  255  255
BoardFillMin		  0    0  128
BoardFillMax		  0   32  192
Gridline		  0    0  160
GridHighlight             0    0   96
Line1			128   32    0
Line2			192  192    0
MenuHighlight		255  255  255
GameoverText		128   32    0
ScorescrollText		192  192    0
BonusscrollText		128   32    0
TextentryBox		  0    0    0
TextentryText		255  255  255
CopyrightText		192  192  192
SpriteTransparent	  0    0  128
SpriteBitmap		turtle.bmp
SoundOuch		ouch.wav
SoundCrash		crash.wav

## File: SudokuPortable/App/AppInfo/appicon_128.png

## File: SudokuPortable/App/AppInfo/appicon_32.png

## File: SudokuPortable/App/AppInfo/appinfo.ini

[Format]
Type=PortableApps.comFormat
Version=3.0

[Details]
Name=Sudoku Portable
AppID=SudokuPortable
Publisher=Michael Sweet & PortableApps.com
Homepage=PortableApps.com/SudokuPortable
Category=Games
Description=Sudoku Portable is the entertaining and addictive Sudoku puzzle game packaged as a portable app, so you can play on the go.
Language=English

[License]
Shareable=true
OpenSource=true
Freeware=true
CommercialUse=true

[Version]
PackageVersion=1.1.7.4
DisplayVersion=1.1.7.4

[Control]
Icons=1
Start=SudokuPortable.exe

## File: SudokuPortable/App/sudoku/License.txt

		    GNU GENERAL PUBLIC LICENSE
		       Version 2, June 1991

 Copyright (C) 1989, 1991 Free Software Foundation, Inc.
     59 Temple Place, Suite 330, Boston, MA  02111-1307  USA
 Everyone is permitted to copy and distribute verbatim copies
 of this license document, but changing it is not allowed.

			    Preamble

  The licenses for most software are designed to take away your
freedom to share and change it.  By contrast, the GNU General Public
License is intended to guarantee your freedom to share and change free
software--to make sure the software is free for all its users.  This
General Public License applies to most of the Free Software
Foundation's software and to any other program whose authors commit to
using it.  (Some other Free Software Foundation software is covered by
the GNU Library General Public License instead.)  You can apply it to
your programs, too.

  When we speak of free software, we are referring to freedom, not
price.  Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
this service if you wish), that you receive source code or can get it
if you want it, that you can change the software or use pieces of it
in new free programs; and that you know you can do these things.

  To protect your rights, we need to make restrictions that forbid
anyone to deny you these rights or to ask you to surrender the rights.
These restrictions translate to certain responsibilities for you if you
distribute copies of the software, or if you modify it.

  For example, if you distribute copies of such a program, whether
gratis or for a fee, you must give the recipients all the rights that
you have.  You must make sure that they, too, receive or can get the
source code.  And you must show them these terms so they know their
rights.

  We protect your rights with two steps: (1) copyright the software, and
(2) offer you this license which gives you legal permission to copy,
distribute and/or modify the software.

  Also, for each author's protection and ours, we want to make certain
that everyone understands that there is no warranty for this free
software.  If the software is modified by someone else and passed on, we
want its recipients to know that what they have is not the original, so
that any problems introduced by others will not reflect on the original
authors' reputations.

  Finally, any free program is threatened constantly by software
patents.  We wish to avoid the danger that redistributors of a free
program will individually obtain patent licenses, in effect making the
program proprietary.  To prevent this, we have made it clear that any
patent must be licensed for everyone's free use or not licensed at all.

  The precise terms and conditions for copying, distribution and
modification follow.

		    GNU GENERAL PUBLIC LICENSE
   TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

  0. This License applies to any program or other work which contains
a notice placed by the copyright holder saying it may be distributed
under the terms of this General Public License.  The "Program", below,
refers to any such program or work, and a "work based on the Program"
means either the Program or any derivative work under copyright law:
that is to say, a work containing the Program or a portion of it,
either verbatim or with modifications and/or translated into another
language.  (Hereinafter, translation is included without limitation in
the term "modification".)  Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope.  The act of
running the Program is not restricted, and the output from the Program
is covered only if its contents constitute a work based on the
Program (independent of having been made by running the Program).
Whether that is true depends on what the Program does.

  1. You may copy and distribute verbatim copies of the Program's
source code as you receive it, in any medium, provided that you
conspicuously and appropriately publish on each copy an appropriate
copyright notice and disclaimer of warranty; keep intact all the
notices that refer to this License and to the absence of any warranty;
and give any other recipients of the Program a copy of this License
along with the Program.

You may charge a fee for the physical act of transferring a copy, and
you may at your option offer warranty protection in exchange for a fee.

  2. You may modify your copy or copies of the Program or any portion
of it, thus forming a work based on the Program, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

    a) You must cause the modified files to carry prominent notices
    stating that you changed the files and the date of any change.

    b) You must cause any work that you distribute or publish, that in
    whole or in part contains or is derived from the Program or any
    part thereof, to be licensed as a whole at no charge to all third
    parties under the terms of this License.

    c) If the modified program normally reads commands interactively
    when run, you must cause it, when started running for such
    interactive use in the most ordinary way, to print or display an
    announcement including an appropriate copyright notice and a
    notice that there is no warranty (or else, saying that you provide
    a warranty) and that users may redistribute the program under
    these conditions, and telling the user how to view a copy of this
    License.  (Exception: if the Program itself is interactive but
    does not normally print such an announcement, your work based on
    the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole.  If
identifiable sections of that work are not derived from the Program,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works.  But when you
distribute the same sections as part of a whole which is a work based
on the Program, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Program.

In addition, mere aggregation of another work not based on the Program
with the Program (or with a work based on the Program) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.

  3. You may copy and distribute the Program (or a work based on it,
under Section 2) in object code or executable form under the terms of
Sections 1 and 2 above provided that you also do one of the following:

    a) Accompany it with the complete corresponding machine-readable
    source code, which must be distributed under the terms of Sections
    1 and 2 above on a medium customarily used for software interchange; or,

    b) Accompany it with a written offer, valid for at least three
    years, to give any third party, for a charge no more than your
    cost of physically performing source distribution, a complete
    machine-readable copy of the corresponding source code, to be
    distributed under the terms of Sections 1 and 2 above on a medium
    customarily used for software interchange; or,

    c) Accompany it with the information you received as to the offer
    to distribute corresponding source code.  (This alternative is
    allowed only for noncommercial distribution and only if you
    received the program in object code or executable form with such
    an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for
making modifications to it.  For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable.  However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
access to copy from a designated place, then offering equivalent
access to copy the source code from the same place counts as
distribution of the source code, even though third parties are not
compelled to copy the source along with the object code.

  4. You may not copy, modify, sublicense, or distribute the Program
except as expressly provided under this License.  Any attempt
otherwise to copy, modify, sublicense or distribute the Program is
void, and will automatically terminate your rights under this License.
However, parties who have received copies, or rights, from you under
this License will not have their licenses terminated so long as such
parties remain in full compliance.

  5. You are not required to accept this License, since you have not
signed it.  However, nothing else grants you permission to modify or
distribute the Program or its derivative works.  These actions are
prohibited by law if you do not accept this License.  Therefore, by
modifying or distributing the Program (or any work based on the
Program), you indicate your acceptance of this License to do so, and
all its terms and conditions for copying, distributing or modifying
the Program or works based on it.

  6. Each time you redistribute the Program (or any work based on the
Program), the recipient automatically receives a license from the
original licensor to copy, distribute or modify the Program subject to
these terms and conditions.  You may not impose any further
restrictions on the recipients' exercise of the rights granted herein.
You are not responsible for enforcing compliance by third parties to
this License.

  7. If, as a consequence of a court judgment or allegation of patent
infringement or for any other reason (not limited to patent issues),
conditions are imposed on you (whether by court order, agreement or
otherwise) that contradict the conditions of this License, they do not
excuse you from the conditions of this License.  If you cannot
distribute so as to satisfy simultaneously your obligations under this
License and any other pertinent obligations, then as a consequence you
may not distribute the Program at all.  For example, if a patent
license would not permit royalty-free redistribution of the Program by
all those who receive copies directly or indirectly through you, then
the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under
any particular circumstance, the balance of the section is intended to
apply and the section as a whole is intended to apply in other
circumstances.

It is not the purpose of this section to induce you to infringe any
patents or other property right claims or to contest validity of any
such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system, which is
implemented by public license practices.  Many people have made
generous contributions to the wide range of software distributed
through that system in reliance on consistent application of that
system; it is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

This section is intended to make thoroughly clear what is believed to
be a consequence of the rest of this License.

  8. If the distribution and/or use of the Program is restricted in
certain countries either by patents or by copyrighted interfaces, the
original copyright holder who places the Program under this License
may add an explicit geographical distribution limitation excluding
those countries, so that distribution is permitted only in or among
countries not thus excluded.  In such case, this License incorporates
the limitation as if written in the body of this License.

  9. The Free Software Foundation may publish revised and/or new versions
of the General Public License from time to time.  Such new versions will
be similar in spirit to the present version, but may differ in detail to
address new problems or concerns.

Each version is given a distinguishing version number.  If the Program
specifies a version number of this License which applies to it and "any
later version", you have the option of following the terms and conditions
either of that version or of any later version published by the Free
Software Foundation.  If the Program does not specify a version number of
this License, you may choose any version ever published by the Free Software
Foundation.

  10. If you wish to incorporate parts of the Program into other free
programs whose distribution conditions are different, write to the author
to ask for permission.  For software which is copyrighted by the Free
Software Foundation, write to the Free Software Foundation; we sometimes
make exceptions for this.  Our decision will be guided by the two goals
of preserving the free status of all derivatives of our free software and
of promoting the sharing and reuse of software generally.

		  NO WARRANTY

  11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE,
THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT
PERMITTED BY APPLICABLE LAW.  EXCEPT WHEN OTHERWISE STATED
IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES
PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND,
EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO,
THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE.  THE ENTIRE RISK AS TO THE QUALITY
AND PERFORMANCE OF THE PROGRAM IS WITH YOU.  SHOULD THE
PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL
NECESSARY SERVICING, REPAIR OR CORRECTION.

  12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR
AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY
OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM
AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING
ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES
ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM
(INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING
RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD
PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY
OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS
BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

	     END OF TERMS AND CONDITIONS

	    How to Apply These Terms to Your New Programs

  If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

  To do so, attach the following notices to the program.  It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the "copyright" line and a pointer to where the full notice is found.

    <one line to give the program's name and a brief idea of what it does.>
    Copyright (C) 19yy  <name of author>

    This program is free software; you can redistribute it and/or modify
    it under the terms of the GNU General Public License as published by
    the Free Software Foundation; either version 2 of the License, or
    (at your option) any later version.

    This program is distributed in the hope that it will be useful,
    but WITHOUT ANY WARRANTY; without even the implied warranty of
    MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
    GNU General Public License for more details.

    You should have received a copy of the GNU General Public License
    along with this program; if not, write to the Free Software
    Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA  02111-1307  USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

    Gnomovision version 69, Copyright (C) 19yy name of author
    Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
    This is free software, and you are welcome to redistribute it
    under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License.  Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary.  Here is a sample; alter the names:

  Yoyodyne, Inc., hereby disclaims all copyright interest in the program
  `Gnomovision' (which makes passes at compilers) written by James Hacker.

  <signature of Ty Coon>, 1 April 1989
  Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs.  If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with the
library.  If this is what you want to do, use the GNU Library General
Public License instead of this License.

## File: USBSudokuPortable/App/AppInfo/appicon_128.png

## File: USBSudokuPortable/App/AppInfo/appicon_32.png

## File: USBSudokuPortable/App/AppInfo/appinfo.ini

[Format]
Type=PortableApps.comFormat
Version=3.0

[Details]
Name=USB Sudoku Portable
AppID=USBSudokuPortable
Publisher=portable_dev & PortableApps.com
Homepage=PortableApps.com/go/USBSudokuPortable
Category=Games
Description=Very small and quick sudoku game with built-in solver
Language=English

[License]
Shareable=true
OpenSource=true
Freeware=true
CommercialUse=true

[Version]
PackageVersion=2.0.0.0
DisplayVersion=2.0

[Control]
Icons=1
Start=USBSudokuPortable.exe

## File: USBSudokuPortable/App/AppInfo/Launcher/USBSudokuPortable.ini

[Launch]
ProgramExecutable=USBSudoku\USBSudokuUC.exe
WorkingDirectory=%PAL:AppDir%\USBSudoku
DirectoryMoveOK=yes

[FilesMove]
settings\USBSudoku.ini=%PAL:AppDir%\USBSudoku

## File: USBSudokuPortable/App/DefaultData/settings/USBSudoku.ini

[Game]
Difficulty=2
Seed=1
Level=10
Minimum=2
Beginner=9
Easy=18
Medium=27
Hard=45
Extreme=100
User=000071896409000700100900030008090052300000009690050100010008003003000208824560000
Grid=235471896489635721176982435748196352351824679692357184917248563563719248824563917
Give=000011111101000100100100010001010011100000001110010100010001001001000101111110000
Pos1=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos2=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos3=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos4=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos5=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos6=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos7=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos8=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos9=000000000000000000000000000000000000000000000000000000000000000000000000000000000

## File: USBSudokuPortable/App/USBSudoku/USBSudoku_example.ini

[Window]
X=65535
Y=65535
W=65535
H=65535
C=0

;
; Example font usage sections.
; For now, these must be manually enabled in this ini by creating a [Font1]
; section for the main game numbers font, and a [Font2] section for the possible
; values numbers font.
;
; The Font= value should be copied from one of the examples given below, and
; then modified by changing the font name as desired. You may also change the
; 5th number, which represents the font weight. 700 is for a bold font and 100
; is for a thin font.
;
; The MapN= values are optional, and if entered, should be the character code
; number for the associated Nth number, in decimal. They default to the ANSI
; character codes for 1-9, i.e., 49-57.
;
; The Red, Green, and Blue values are optional and each defaults to 0. These
; represent the font color channels and may be from 0 to 255, inclusive, with
; 0 being completely unsaturated and 255 being completely saturated.
;
; Make sure to run the USBSudokuUC executable, the Unicode version of the app,
; when using Unicode fonts.
;

[xFont1] ; hangzhou glyphs
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 MingLiU
Map1=12321
Map2=12322
Map3=12323
Map4=12324
Map5=12325
Map6=12326
Map7=12327
Map8=12328
Map9=12329
Red=32
Green=128
Blue=255

[xFont2] ; hangzhou glyphs
Font=0 0 0 0 100 0 0 0 0 0 0 0 0 MingLiU
Map1=12321
Map2=12322
Map3=12323
Map4=12324
Map5=12325
Map6=12326
Map7=12327
Map8=12328
Map9=12329
Red=0
Green=0
Blue=0

[xFont1] ; circled numbers
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Batang
Map1=9312
Map2=9313
Map3=9314
Map4=9315
Map5=9316
Map6=9317
Map7=9318
Map8=9319
Map9=9320
Red=0
Green=0
Blue=0

[xFont1] ; roman numerals
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Batang
Map1=8544
Map2=8545
Map3=8546
Map4=8547
Map5=8548
Map6=8549
Map7=8550
Map8=8551
Map9=8552
Red=0
Green=0
Blue=0

[xFont1] ; analog clock hands
Font=0 0 0 0 700 0 0 0 2 0 0 0 0 Wingdings
Map1=183
Map2=184
Map3=185
Map4=186
Map5=187
Map6=188
Map7=189
Map8=190
Map9=191
Red=0
Green=0
Blue=0

[xFont1]
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Eras Demi ITC
Map1=49
Map2=50
Map3=51
Map4=52
Map5=53
Map6=54
Map7=55
Map8=56
Map9=57
Red=0
Green=0
Blue=0

[xFont1]
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Arial

[xFont1]
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Impact

[xFont1]
Font=0 0 0 0 700 0 0 0 0 0 0 0 0 Tempus Sans ITC

[xFont2]
Font=0 0 0 0 100 0 0 0 0 0 0 0 0 Eras Light ITC
Map1=49
Map2=50
Map3=51
Map4=52
Map5=53
Map6=54
Map7=55
Map8=56
Map9=57
Red=0
Green=0
Blue=0

[xFont2]
Font=0 0 0 0 100 0 0 0 0 0 0 0 0 Arial Narrow

[xFont2]
Font=0 0 0 0 100 0 0 0 0 0 0 0 0 Tempus Sans ITC

[Game]
Difficulty=1
Check=0
Possibles=0
Timer=0
Seed=1
Level=2
Minimum=2
Beginner=9
Easy=18
Medium=27
Hard=45
Extreme=100
User=030471896489005720176982430748190052350804079690057184017248563063700248824563010
Grid=235471896489635721176982435748196352351824679692357184917248563563719248824563917
Give=010111111111001110111111110111110011110101011110011111011111111011100111111111010
Pos1=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos2=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos3=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos4=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos5=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos6=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos7=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos8=000000000000000000000000000000000000000000000000000000000000000000000000000000000
Pos9=000000000000000000000000000000000000000000000000000000000000000000000000000000000

## File: USBSudokuPortable/App/USBSudoku/license.txt

		    GNU GENERAL PUBLIC LICENSE
		       Version 2, June 1991

 Copyright (C) 1989, 1991 Free Software Foundation, Inc.
                       51 Franklin St, Fifth Floor, Boston, MA  02110-1301  USA
 Everyone is permitted to copy and distribute verbatim copies
 of this license document, but changing it is not allowed.

			    Preamble

  The licenses for most software are designed to take away your
freedom to share and change it.  By contrast, the GNU General Public
License is intended to guarantee your freedom to share and change free
software--to make sure the software is free for all its users.  This
General Public License applies to most of the Free Software
Foundation's software and to any other program whose authors commit to
using it.  (Some other Free Software Foundation software is covered by
the GNU Library General Public License instead.)  You can apply it to
your programs, too.

  When we speak of free software, we are referring to freedom, not
price.  Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
this service if you wish), that you receive source code or can get it
if you want it, that you can change the software or use pieces of it
in new free programs; and that you know you can do these things.

  To protect your rights, we need to make restrictions that forbid
anyone to deny you these rights or to ask you to surrender the rights.
These restrictions translate to certain responsibilities for you if you
distribute copies of the software, or if you modify it.

  For example, if you distribute copies of such a program, whether
gratis or for a fee, you must give the recipients all the rights that
you have.  You must make sure that they, too, receive or can get the
source code.  And you must show them these terms so they know their
rights.

  We protect your rights with two steps: (1) copyright the software, and
(2) offer you this license which gives you legal permission to copy,
distribute and/or modify the software.

  Also, for each author's protection and ours, we want to make certain
that everyone understands that there is no warranty for this free
software.  If the software is modified by someone else and passed on, we
want its recipients to know that what they have is not the original, so
that any problems introduced by others will not reflect on the original
authors' reputations.

  Finally, any free program is threatened constantly by software
patents.  We wish to avoid the danger that redistributors of a free
program will individually obtain patent licenses, in effect making the
program proprietary.  To prevent this, we have made it clear that any
patent must be licensed for everyone's free use or not licensed at all.

  The precise terms and conditions for copying, distribution and
modification follow.

		    GNU GENERAL PUBLIC LICENSE
   TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

  0. This License applies to any program or other work which contains
a notice placed by the copyright holder saying it may be distributed
under the terms of this General Public License.  The "Program", below,
refers to any such program or work, and a "work based on the Program"
means either the Program or any derivative work under copyright law:
that is to say, a work containing the Program or a portion of it,
either verbatim or with modifications and/or translated into another
language.  (Hereinafter, translation is included without limitation in
the term "modification".)  Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope.  The act of
running the Program is not restricted, and the output from the Program
is covered only if its contents constitute a work based on the
Program (independent of having been made by running the Program).
Whether that is true depends on what the Program does.

  1. You may copy and distribute verbatim copies of the Program's
source code as you receive it, in any medium, provided that you
conspicuously and appropriately publish on each copy an appropriate
copyright notice and disclaimer of warranty; keep intact all the
notices that refer to this License and to the absence of any warranty;
and give any other recipients of the Program a copy of this License
along with the Program.

You may charge a fee for the physical act of transferring a copy, and
you may at your option offer warranty protection in exchange for a fee.

  2. You may modify your copy or copies of the Program or any portion
of it, thus forming a work based on the Program, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

    a) You must cause the modified files to carry prominent notices
    stating that you changed the files and the date of any change.

    b) You must cause any work that you distribute or publish, that in
    whole or in part contains or is derived from the Program or any
    part thereof, to be licensed as a whole at no charge to all third
    parties under the terms of this License.

    c) If the modified program normally reads commands interactively
    when run, you must cause it, when started running for such
    interactive use in the most ordinary way, to print or display an
    announcement including an appropriate copyright notice and a
    notice that there is no warranty (or else, saying that you provide
    a warranty) and that users may redistribute the program under
    these conditions, and telling the user how to view a copy of this
    License.  (Exception: if the Program itself is interactive but
    does not normally print such an announcement, your work based on
    the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole.  If
identifiable sections of that work are not derived from the Program,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works.  But when you
distribute the same sections as part of a whole which is a work based
on the Program, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Program.

In addition, mere aggregation of another work not based on the Program
with the Program (or with a work based on the Program) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.

  3. You may copy and distribute the Program (or a work based on it,
under Section 2) in object code or executable form under the terms of
Sections 1 and 2 above provided that you also do one of the following:

    a) Accompany it with the complete corresponding machine-readable
    source code, which must be distributed under the terms of Sections
    1 and 2 above on a medium customarily used for software interchange; or,

    b) Accompany it with a written offer, valid for at least three
    years, to give any third party, for a charge no more than your
    cost of physically performing source distribution, a complete
    machine-readable copy of the corresponding source code, to be
    distributed under the terms of Sections 1 and 2 above on a medium
    customarily used for software interchange; or,

    c) Accompany it with the information you received as to the offer
    to distribute corresponding source code.  (This alternative is
    allowed only for noncommercial distribution and only if you
    received the program in object code or executable form with such
    an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for
making modifications to it.  For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable.  However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
access to copy from a designated place, then offering equivalent
access to copy the source code from the same place counts as
distribution of the source code, even though third parties are not
compelled to copy the source along with the object code.

  4. You may not copy, modify, sublicense, or distribute the Program
except as expressly provided under this License.  Any attempt
otherwise to copy, modify, sublicense or distribute the Program is
void, and will automatically terminate your rights under this License.
However, parties who have received copies, or rights, from you under
this License will not have their licenses terminated so long as such
parties remain in full compliance.

  5. You are not required to accept this License, since you have not
signed it.  However, nothing else grants you permission to modify or
distribute the Program or its derivative works.  These actions are
prohibited by law if you do not accept this License.  Therefore, by
modifying or distributing the Program (or any work based on the
Program), you indicate your acceptance of this License to do so, and
all its terms and conditions for copying, distributing or modifying
the Program or works based on it.

  6. Each time you redistribute the Program (or any work based on the
Program), the recipient automatically receives a license from the
original licensor to copy, distribute or modify the Program subject to
these terms and conditions.  You may not impose any further
restrictions on the recipients' exercise of the rights granted herein.
You are not responsible for enforcing compliance by third parties to
this License.

  7. If, as a consequence of a court judgment or allegation of patent
infringement or for any other reason (not limited to patent issues),
conditions are imposed on you (whether by court order, agreement or
otherwise) that contradict the conditions of this License, they do not
excuse you from the conditions of this License.  If you cannot
distribute so as to satisfy simultaneously your obligations under this
License and any other pertinent obligations, then as a consequence you
may not distribute the Program at all.  For example, if a patent
license would not permit royalty-free redistribution of the Program by
all those who receive copies directly or indirectly through you, then
the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under
any particular circumstance, the balance of the section is intended to
apply and the section as a whole is intended to apply in other
circumstances.

It is not the purpose of this section to induce you to infringe any
patents or other property right claims or to contest validity of any
such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system, which is
implemented by public license practices.  Many people have made
generous contributions to the wide range of software distributed
through that system in reliance on consistent application of that
system; it is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

This section is intended to make thoroughly clear what is believed to
be a consequence of the rest of this License.

  8. If the distribution and/or use of the Program is restricted in
certain countries either by patents or by copyrighted interfaces, the
original copyright holder who places the Program under this License
may add an explicit geographical distribution limitation excluding
those countries, so that distribution is permitted only in or among
countries not thus excluded.  In such case, this License incorporates
the limitation as if written in the body of this License.

  9. The Free Software Foundation may publish revised and/or new versions
of the General Public License from time to time.  Such new versions will
be similar in spirit to the present version, but may differ in detail to
address new problems or concerns.

Each version is given a distinguishing version number.  If the Program
specifies a version number of this License which applies to it and "any
later version", you have the option of following the terms and conditions
either of that version or of any later version published by the Free
Software Foundation.  If the Program does not specify a version number of
this License, you may choose any version ever published by the Free Software
Foundation.

  10. If you wish to incorporate parts of the Program into other free
programs whose distribution conditions are different, write to the author
to ask for permission.  For software which is copyrighted by the Free
Software Foundation, write to the Free Software Foundation; we sometimes
make exceptions for this.  Our decision will be guided by the two goals
of preserving the free status of all derivatives of our free software and
of promoting the sharing and reuse of software generally.

			    NO WARRANTY

  11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY
FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW.  EXCEPT WHEN
OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES
PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED
OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.  THE ENTIRE RISK AS
TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU.  SHOULD THE
PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING,
REPAIR OR CORRECTION.

  12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING
WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR
REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES,
INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING
OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED
TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY
YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER
PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE
POSSIBILITY OF SUCH DAMAGES.

		     END OF TERMS AND CONDITIONS

	    How to Apply These Terms to Your New Programs

  If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

  To do so, attach the following notices to the program.  It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the "copyright" line and a pointer to where the full notice is found.

    <one line to give the program's name and a brief idea of what it does.>
    Copyright (C) <year>  <name of author>

    This program is free software; you can redistribute it and/or modify
    it under the terms of the GNU General Public License as published by
    the Free Software Foundation; either version 2 of the License, or
    (at your option) any later version.

    This program is distributed in the hope that it will be useful,
    but WITHOUT ANY WARRANTY; without even the implied warranty of
    MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
    GNU General Public License for more details.

    You should have received a copy of the GNU General Public License
    along with this program; if not, write to the Free Software
    Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA  02110-1301  USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

    Gnomovision version 69, Copyright (C) year name of author
    Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
    This is free software, and you are welcome to redistribute it
    under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License.  Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary.  Here is a sample; alter the names:

  Yoyodyne, Inc., hereby disclaims all copyright interest in the program
  `Gnomovision' (which makes passes at compilers) written by James Hacker.

  <signature of Ty Coon>, 1 April 1989
  Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs.  If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with the
library.  If this is what you want to do, use the GNU Library General
Public License instead of this License.

## File: USBSudokuPortable/App/USBSudoku/locale_example.ini

;
; Example locale file that converts all of the strings to their uppercase
; equivalent. If you want to make your own, copy this file to locale.ini and
; then edit it with the text editor of your choice.
;
; To make your own, replace each string to the right of an equal sign with
; the text that you want to appear in place of the string to the left of the
; equal sign.
;
; & may be used to optionally mark a menu string's access key.
;
; \t, followed by a string, may be used to optionally denote a menu string's
; short cut key. These are fixed right now so the only thing you can choose
; to do is either display them or not.
;

[&Game]
&Game=&GAME
&Load=&LOAD\tL
&Save=&SAVE\tS
&Previous=&PREVIOUS\tP
&Next=&NEXT\tN
Ran&dom=RAN&DOM\tD
N&umber...=N&UMBER...\tU
&Restart=&RESTART\tR
Sol&ve=SOL&VE
E&xit=E&XIT

[&Difficulty]
&Difficulty=&DIFFICULTY
&Beginner=&BEGINNER\tB
&Easy=&EASY\tE
&Medium=&MEDIUM\tM
&Hard=&HARD\tH
E&xtreme=E&XTREME\tX
&Adjust...=&ADJUST...\tA

[&View]
&View=&VIEW
&Check for Errors=&CHECK FOR ERRORS\tC
Possible &Values=POSSIBLE &VALUES\tV
&Fonts...=&FONTS...\tF

[&Help]
&Help=&HELP
Play &Help=PLAY &HELP\tF1
&About USB Sudoku=&ABOUT USB SUDOKU

[Statusbar]
Beginner=BEGINNER
Easy=EASY
Medium=MEDIUM
Hard=HARD
Extreme=EXTREME
%s (%d%% max) puzzle %d=%s (%d%% MAX) PUZZLE %d
Generating (%d solutions analyzed)...=GENERATING (%d SOLUTIONS ANALYZED)...
%s (%d%% max) puzzle %d (rated at %d%%)=%s (%d%% MAX) PUZZLE %d (RATED AT %d%%)
%d cells done (%.1f%%) %d to go=%d CELLS DONE (%.1f%%) %d TO GO
%s puzzle %d (rated at %d%%)=%s PUZZLE %d (RATED AT %d%%)
%s puzzle %d=%s PUZZLE %d

[AboutDialog]
About USB Sudoku=ABOUT USB SUDOKU
USB Sudoku Version 2=USB SUDOKU VERSION 2
All versions of MS Windows supported=ALL VERSIONS OF MS WINDOWS SUPPORTED
A very small executable for playing the original game of Sudoku. Created specifically for use from a USB stick drive. But usable from any file system device.=A VERY SMALL EXECUTABLE FOR PLAYING THE ORIGINAL GAME OF SUDOKU. CREATED SPECIFICALLY FOR USE FROM A USB STICK DRIVE. BUT USABLE FROM ANY FILE SYSTEM DEVICE.
USB Sudoku is "green." The registry is not used. No file system writes are made except when USB Sudoku is exited.=USB SUDOKU IS "GREEN." THE REGISTRY IS NOT USED. NO FILE SYSTEM WRITES ARE MADE EXCEPT WHEN USB SUDOKU IS EXITED.
GPL'd solver and rater by Bill Dupree. A "heuristic" approach is used to rate the difficulty of each game. All generated games are guaranteed to have only one solution.=GPL'D SOLVER AND RATER BY BILL DUPREE. A "HEURISTIC" APPROACH IS USED TO RATE THE DIFFICULTY OF EACH GAME. ALL GENERATED GAMES ARE GUARANTEED TO HAVE ONLY ONE SOLUTION.
Free (GPL'd) and available at sourceforge.net.=FREE (GPL'D) AND AVAILABLE AT SOURCEFORGE.NET.
Packed with UPX.=PACKED WITH UPX.

[DifficultyDialog]
&Beginner Min:=&BEGINNER MIN:
&Beginner Max:=&BEGINNER MAX:
&Easy Max:=&EASY MAX:
&Medium Max:=&MEDIUM MAX:
&Hard Max:=&HARD MAX:
E&xtreme Max:=E&XTREME MAX:
&Reset to defaults=&RESET TO DEFAULTS

[GameNumberDialog]
Game Number=GAME NUMBER
&Number:=&NUMBER:
Enter a value between 1 and 9,999,999 inclusive, to play a specific game number.=ENTER A VALUE BETWEEN 1 AND 9,999,999 INCLUSIVE, TO PLAY A SPECIFIC GAME NUMBER.
Enter 0 to play a randomly selected game.=ENTER 0 TO PLAY A RANDOMLY SELECTED GAME.
OK=OK
Cancel=CANCEL

[HelpDialog]
USB Sudoku Help=USB SUDOKU HELP
Under Construction.=UNDER CONSTRUCTION.
Please see the included readme.txt file for keyboard and mouse usage and how to customize the look.=PLEASE SEE THE INCLUDED README.TXT FILE FOR KEYBOARD AND MOUSE USAGE AND HOW TO CUSTOMIZE THE LOOK.

[SelectNumberDialog]
&1=&ONE
&2=&TWO
&3=&THREE
&4=&FOUR
&5=&FIVE
&6=&SIX
&7=&SEVEN
&8=&EIGHT
&9=&NINE
&0 (clear)=&ZERO (CLEAR)
&Show as possible=&SHOW AS POSSIBLE
&Remove as possible=&REMOVE AS POSSIBLE

## File: USBSudokuPortable/App/USBSudoku/readme.txt

USB Sudoku Pre-Alpha Release # 2 - Changes

o Fixed a game time formatting bug.
o Fixed a 2k minimum window width bug.
o Unicode support has been added with the addition of the USBSudokuUC.exe file.
o Locale support has been added. An example file has been provided. Please see
  it for details on how to make your own locale.ini file for use with your
  language of choice.
o Manual game font selection has been added. Please see the example USBSudoku
  ini file for the steps necessary to get your game fonts changed to those of
  your choosing.
o Usage of a "backfixed.bmp" file has been added, so that, as the puzzle is
  solved, this bitmap is revealed in the "fixed" and "solved" cells. This should
  be a square bitmap and will be stretched to the size of the game window as
  needed.

USB Sudoku Pre-Alpha Release # 2 - Usage

Following is a list of the keyboard and mousing actions available in-game:

o Navigating around the grid (highlighting a specific cell) (keyboard):
  o Left, right, up, and down arrow keys will move the cell "cursor" by single
    cell increments, wrapping as necessary (up/down do not wrap, left/right will
    wrap unless the cell cursor is within the top-left or bottom-right cell)
  o Tab will move the cell cursor "forward" by a sub-grid, wrapping as
    necessary)
  o Shift tab will move the cell cursor "backward" by a sub-grid (wrapping as
    necessary)
  o Home will move the cell cursor to the top-left     cell
  o End  will move the cell cursor to the bottom-right cell

o Navigating around the grid (highlighting a specific cell) (mouse):
  o Left single-click on a cell will highlight it
  o You may also left double-click or right single-click as noted below

o Setting a highlighted cell to a specific number (keyboard):
  o Use the 0-9 keys (0 clears a cell)
  o The space bar will run a cell through the lowest available value within its
    sub-grid, up to the highest available, wrapping as necessary
  o Enter will bring up a context menu from which you can choose from various
    cell settings (0-9, mark as possible emphasized/de-emphasized, unmark as
    possible, etc.)
  o The "context menu" button will mimic the Enter key action

o Setting a highlighted cell to a specific number (mouse):
  o Left double-click will run a cell through the lowest available value
    within its sub-grid, up to the highest available, wrapping as necessary
  o Right single-click will bring up a context menu from which you can select
    a number to be entered, or select 0 (clear) to "blank out" the cell
  o Left single-click followed by a delayed left single-click will mimic the
    right single-click action (the delay must be longer than the system's
    double-click time)

o Marking/unmarking a cell "possible" number (keyboard):
  o Shift   1-9 will toggle a cell's possible number mark (emphasized)
  o Control 1-9 will toggle a cell's possible number mark (de-emphasized)
  o + followed by a number will mimic the "shift   + 1-9" action
  o - followed by a number will mimic the "control + 1-9" action
  o For the +N and -N actions, the key sequences =N and _N are equivalent to
    the +N and -N actions, respectively

o Marking/unmarking a cell "possible" number (mouse):
  o Right single-click will bring up a context menu from which you can choose
    to mark or unmark a number (check mark or unmark as appropriate and then
    select the possible number for the action)
  o Left single-click followed by a delayed left single-click will mimic the
    right single-click action (the delay must be longer than the system's
    double-click time)

Following is a list of the keyboard shortcut keys available for specific
actions:

o L   - Load     game (re-loads the last saved game's settings and grid)
o S   - Save     game (this also automatically occurs when quitting)
o P   - Previous game
o N   - Next     game
o D   - Random   game
o U   - Enter    game #
o R   - Restart  game
o ESC - Quit USB Sudoku
o B   - Restart  game using beginner difficulty level
o E   - Restart  game using easy     difficulty level
o M   - Restart  game using medium   difficulty level
o H   - Restart  game using hard     difficulty level
o X   - Restart  game using extreme  difficulty level
o A   - Adjust   game difficulty levels
o C   - Check    game for errors
o V   - Show     game's blank cell's possible values
o F1  - Help  box
o A   - About box

Left single-click on the status bar's time pane will toggle it between the
current local time and the current game's elapsed time.

You may replace the toolbar icons by placing the appropriate icon file in the
USB Sudoku startup directory (these are given in the same order that they
appear on the toolbar, from left to right):

o exit.ico       - Quit USB Sudoku
o prev.ico       - Previous game
o next.ico       - Next     game
o restart.ico    - Restart  game
o solve.ico      - Solve    game
o difficulty.ico - Changing and selecting difficulty level settings
o check.ico      - Check    game for errors
o possibles.ico  - Show     game's blank cell's possible values

You may replace the puzzle grid bitmaps by placing the appropriate bitmap file
in the USB Sudoku startup directory:

o cellempty.bmp - non-highlighted cell with no number assigned to it yet
o cellfixed.bmp - non-highlighted cell that was uncovered prior to game start
o cellhlite.bmp - highlighted cell (the cell that is currently "active")
o cellsolve.bmp - the background for all cells when the game is won
o cellcheck.bmp - a cell marked as empty    when the "Check game" toggle is on
o cellerror.bmp - a cell marked as in error when the "Check game" toggle is on

## File: bourrage-de-bits_bit-stuffing.txt

FICHIERS DE TEST DE DÉBIT, CONSTITUÉS D'APPLICATIONS OPEN SOURCE

## File: LauncherLicense.txt

                    GNU GENERAL PUBLIC LICENSE
                       Version 2, June 1991

 Copyright (C) 1989, 1991 Free Software Foundation, Inc.,
 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
 Everyone is permitted to copy and distribute verbatim copies
 of this license document, but changing it is not allowed.

                            Preamble

  The licenses for most software are designed to take away your
freedom to share and change it.  By contrast, the GNU General Public
License is intended to guarantee your freedom to share and change free
software--to make sure the software is free for all its users.  This
General Public License applies to most of the Free Software
Foundation's software and to any other program whose authors commit to
using it.  (Some other Free Software Foundation software is covered by
the GNU Lesser General Public License instead.)  You can apply it to
your programs, too.

  When we speak of free software, we are referring to freedom, not
price.  Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
this service if you wish), that you receive source code or can get it
if you want it, that you can change the software or use pieces of it
in new free programs; and that you know you can do these things.

  To protect your rights, we need to make restrictions that forbid
anyone to deny you these rights or to ask you to surrender the rights.
These restrictions translate to certain responsibilities for you if you
distribute copies of the software, or if you modify it.

  For example, if you distribute copies of such a program, whether
gratis or for a fee, you must give the recipients all the rights that
you have.  You must make sure that they, too, receive or can get the
source code.  And you must show them these terms so they know their
rights.

  We protect your rights with two steps: (1) copyright the software, and
(2) offer you this license which gives you legal permission to copy,
distribute and/or modify the software.

  Also, for each author's protection and ours, we want to make certain
that everyone understands that there is no warranty for this free
software.  If the software is modified by someone else and passed on, we
want its recipients to know that what they have is not the original, so
that any problems introduced by others will not reflect on the original
authors' reputations.

  Finally, any free program is threatened constantly by software
patents.  We wish to avoid the danger that redistributors of a free
program will individually obtain patent licenses, in effect making the
program proprietary.  To prevent this, we have made it clear that any
patent must be licensed for everyone's free use or not licensed at all.

  The precise terms and conditions for copying, distribution and
modification follow.

                    GNU GENERAL PUBLIC LICENSE
   TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

  0. This License applies to any program or other work which contains
a notice placed by the copyright holder saying it may be distributed
under the terms of this General Public License.  The "Program", below,
refers to any such program or work, and a "work based on the Program"
means either the Program or any derivative work under copyright law:
that is to say, a work containing the Program or a portion of it,
either verbatim or with modifications and/or translated into another
language.  (Hereinafter, translation is included without limitation in
the term "modification".)  Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope.  The act of
running the Program is not restricted, and the output from the Program
is covered only if its contents constitute a work based on the
Program (independent of having been made by running the Program).
Whether that is true depends on what the Program does.

  1. You may copy and distribute verbatim copies of the Program's
source code as you receive it, in any medium, provided that you
conspicuously and appropriately publish on each copy an appropriate
copyright notice and disclaimer of warranty; keep intact all the
notices that refer to this License and to the absence of any warranty;
and give any other recipients of the Program a copy of this License
along with the Program.

You may charge a fee for the physical act of transferring a copy, and
you may at your option offer warranty protection in exchange for a fee.

  2. You may modify your copy or copies of the Program or any portion
of it, thus forming a work based on the Program, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

    a) You must cause the modified files to carry prominent notices
    stating that you changed the files and the date of any change.

    b) You must cause any work that you distribute or publish, that in
    whole or in part contains or is derived from the Program or any
    part thereof, to be licensed as a whole at no charge to all third
    parties under the terms of this License.

    c) If the modified program normally reads commands interactively
    when run, you must cause it, when started running for such
    interactive use in the most ordinary way, to print or display an
    announcement including an appropriate copyright notice and a
    notice that there is no warranty (or else, saying that you provide
    a warranty) and that users may redistribute the program under
    these conditions, and telling the user how to view a copy of this
    License.  (Exception: if the Program itself is interactive but
    does not normally print such an announcement, your work based on
    the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole.  If
identifiable sections of that work are not derived from the Program,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works.  But when you
distribute the same sections as part of a whole which is a work based
on the Program, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Program.

In addition, mere aggregation of another work not based on the Program
with the Program (or with a work based on the Program) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.

  3. You may copy and distribute the Program (or a work based on it,
under Section 2) in object code or executable form under the terms of
Sections 1 and 2 above provided that you also do one of the following:

    a) Accompany it with the complete corresponding machine-readable
    source code, which must be distributed under the terms of Sections
    1 and 2 above on a medium customarily used for software interchange; or,

    b) Accompany it with a written offer, valid for at least three
    years, to give any third party, for a charge no more than your
    cost of physically performing source distribution, a complete
    machine-readable copy of the corresponding source code, to be
    distributed under the terms of Sections 1 and 2 above on a medium
    customarily used for software interchange; or,

    c) Accompany it with the information you received as to the offer
    to distribute corresponding source code.  (This alternative is
    allowed only for noncommercial distribution and only if you
    received the program in object code or executable form with such
    an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for
making modifications to it.  For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable.  However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
access to copy from a designated place, then offering equivalent
access to copy the source code from the same place counts as
distribution of the source code, even though third parties are not
compelled to copy the source along with the object code.

  4. You may not copy, modify, sublicense, or distribute the Program
except as expressly provided under this License.  Any attempt
otherwise to copy, modify, sublicense or distribute the Program is
void, and will automatically terminate your rights under this License.
However, parties who have received copies, or rights, from you under
this License will not have their licenses terminated so long as such
parties remain in full compliance.

  5. You are not required to accept this License, since you have not
signed it.  However, nothing else grants you permission to modify or
distribute the Program or its derivative works.  These actions are
prohibited by law if you do not accept this License.  Therefore, by
modifying or distributing the Program (or any work based on the
Program), you indicate your acceptance of this License to do so, and
all its terms and conditions for copying, distributing or modifying
the Program or works based on it.

  6. Each time you redistribute the Program (or any work based on the
Program), the recipient automatically receives a license from the
original licensor to copy, distribute or modify the Program subject to
these terms and conditions.  You may not impose any further
restrictions on the recipients' exercise of the rights granted herein.
You are not responsible for enforcing compliance by third parties to
this License.

  7. If, as a consequence of a court judgment or allegation of patent
infringement or for any other reason (not limited to patent issues),
conditions are imposed on you (whether by court order, agreement or
otherwise) that contradict the conditions of this License, they do not
excuse you from the conditions of this License.  If you cannot
distribute so as to satisfy simultaneously your obligations under this
License and any other pertinent obligations, then as a consequence you
may not distribute the Program at all.  For example, if a patent
license would not permit royalty-free redistribution of the Program by
all those who receive copies directly or indirectly through you, then
the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under
any particular circumstance, the balance of the section is intended to
apply and the section as a whole is intended to apply in other
circumstances.

It is not the purpose of this section to induce you to infringe any
patents or other property right claims or to contest validity of any
such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system, which is
implemented by public license practices.  Many people have made
generous contributions to the wide range of software distributed
through that system in reliance on consistent application of that
system; it is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

This section is intended to make thoroughly clear what is believed to
be a consequence of the rest of this License.

  8. If the distribution and/or use of the Program is restricted in
certain countries either by patents or by copyrighted interfaces, the
original copyright holder who places the Program under this License
may add an explicit geographical distribution limitation excluding
those countries, so that distribution is permitted only in or among
countries not thus excluded.  In such case, this License incorporates
the limitation as if written in the body of this License.

  9. The Free Software Foundation may publish revised and/or new versions
of the General Public License from time to time.  Such new versions will
be similar in spirit to the present version, but may differ in detail to
address new problems or concerns.

Each version is given a distinguishing version number.  If the Program
specifies a version number of this License which applies to it and "any
later version", you have the option of following the terms and conditions
either of that version or of any later version published by the Free
Software Foundation.  If the Program does not specify a version number of
this License, you may choose any version ever published by the Free Software
Foundation.

  10. If you wish to incorporate parts of the Program into other free
programs whose distribution conditions are different, write to the author
to ask for permission.  For software which is copyrighted by the Free
Software Foundation, write to the Free Software Foundation; we sometimes
make exceptions for this.  Our decision will be guided by the two goals
of preserving the free status of all derivatives of our free software and
of promoting the sharing and reuse of software generally.

                            NO WARRANTY

  11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY
FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW.  EXCEPT WHEN
OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES
PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED
OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.  THE ENTIRE RISK AS
TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU.  SHOULD THE
PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING,
REPAIR OR CORRECTION.

  12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING
WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR
REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES,
INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING
OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED
TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY
YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER
PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE
POSSIBILITY OF SUCH DAMAGES.

                     END OF TERMS AND CONDITIONS

            How to Apply These Terms to Your New Programs

  If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

  To do so, attach the following notices to the program.  It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the "copyright" line and a pointer to where the full notice is found.

    <one line to give the program's name and a brief idea of what it does.>
    Copyright (C) <year>  <name of author>

    This program is free software; you can redistribute it and/or modify
    it under the terms of the GNU General Public License as published by
    the Free Software Foundation; either version 2 of the License, or
    (at your option) any later version.

    This program is distributed in the hope that it will be useful,
    but WITHOUT ANY WARRANTY; without even the implied warranty of
    MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
    GNU General Public License for more details.

    You should have received a copy of the GNU General Public License along
    with this program; if not, write to the Free Software Foundation, Inc.,
    51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

    Gnomovision version 69, Copyright (C) year name of author
    Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
    This is free software, and you are welcome to redistribute it
    under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License.  Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary.  Here is a sample; alter the names:

  Yoyodyne, Inc., hereby disclaims all copyright interest in the program
  `Gnomovision' (which makes passes at compilers) written by James Hacker.

  <signature of Ty Coon>, 1 April 1989
  Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs.  If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with the
library.  If this is what you want to do, use the GNU Lesser General
Public License instead of this License.