TesselManiac! by Kevin Lee and Sandpiper Software Inc.
www.TesselManiac.com

TesselManiac! is copyrighted by Sandpiper Software Inc., all rights reserved.
Please make sure to read the license agreement before using the software.

Installing or running TesselManiac from the CD:
Windows: The windows version is inside the folder called Tesselmaniac_app, you
can run it simply by double clicking on the **TesselManiac.exe** file. To install on your
computer use windows explorer and drag the Tesselmaniac_app to the C drive. To
run the program open the Tesselmaniac_app folder and double click on the
TesselManiac.exe file.

Macintosh: To run the Macintosh version double-click on the TesselManiac app
inside the Macintosh Version folder. To install the Macintosh version simply drag
the *TesselManic* app from the CD to the applications folder on your hard drive.

Installing or running TesselManiac from a download:
Windows: The windows version download is a compressed folder, right click and
select extract all, this should extract it to a folder called. To run the program open
the Tesselmaniac_app folder and double click on the **TesselManiac.exe** file.

TesselManiac! stores your tile files in a cross platform text format using the *.txt*
extension. To open a *TesselManiac!* file you must do it from inside of the program.
This will probably be changed in a future update.

Quick Start And Other Notes

Special Note: I am quite proud of the line and pencil tools in the edit art screen but
they need some explanation and I am afraid you may not read this entire document.
They are really poly-line tools that can be edited and shaped. Points on the line
shown with diamonds are sharp points and circles are curved points. Here are the
rules:
- Click on an existing point to drag it.
- Click on a line segment to add another sharp point.
- Shift-click on a line segment to add a curved point.
- Control-click on an existing point to delete it (you can not delete the end
  points).

Opening Screen
The opening screen is also the main menu. You can watch examples, or click buttons
to create new tile, open an existing tile, run the slide show or play the *Flipping Tile
Game*.

Create You Own Tile
If you press this button you will be taken through a series of screens (steps) to
create your own.

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Step 1. Choose a base shape screen. Pick the whether you want to start with a triangle, a quadrilateral, a pentagon, or a hexagon. There is also a special set of tile types (8 choices) with internal mirror symmetry.

Step 2. Choose the geometry of your tile. On this screen you pick the geometry of how the sides of your tile are related to each other. The number of choices you have here depends on the base shape. Click on the tiles to observe how the tile tessellates the plane.

Step 3. Shape the key tile. The tile in the middle with thick border is the key tile; all the other tiles are copies. Start by dragging the initial vertices of the key tile to the shape you desire. The movement of vertices may be restricted by the geometry of the tile, e.g. the key tile may have to form a parallelogram.

Use the sharp point and curved point tools to introduce and drag points on the edge of the key tile. A curved edge point will force the tile to curve through the point using a cubic spline curve (you can't avoid math!). Use the scissors tool to get rid of an unwanted edge point. You can use the arrow tool to drag the tile or existing points on the tile.

Make sure to set the fill color (default is yellow) of the key tile. Use the **Adj. Colors...** option button to change the hue, value, and saturation shifts for the contrasting tiles. Simply drag the sliders and observe the changes in the colors of the contrasting tiles. Depending on the tile type you may have several choice for the number of colors. Click on the options button to explore the snap to grid option and others.

If you have made a nice shape save it! For fun click the animate button,

Step 4. Edit Art Screen: Add art to the interior of the key tile. You must start the mouse click for a new tool inside the key tile.

  The line tool and pencil tool are really poly-lines and can be edited.
   Click to drag an existing point
   Click on a line segment to add a sharp point.
   Shift-click on a line segment to add a curved point
   Ctrl-click on a point to delete it
  If you hold the shift key down when starting a new pencil line it will be a curvy line.
  The paint bucket tool is a bitmap tool and works on the current bits. It cannot be reshaped once it flows onto the art. If you have made a nice design save it!

Step 5. Animate Your Tessellation
Use the buttons to animate your tessellation. Note that you can use the space bar to pause an animation at any time.

The camera button will let you take a picture of your tessellation. On the Windows version it will save it as a bitmap. The Macintosh version will save it as a JPEG file.