SOLITAIRE

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The SOLITAIRE package ia a simple graphics demonstration program that plays and animates the solitaire card game (known as ~Patience~ in English speaking countries). Solitaire is a game for one, so there is no way to play ~against~ the machine. SOLITAIRE is most effective as a background activity when the machine is doing nothing else, so it is frequently used as an IDLE hack.

TO USE

To play once

(SOLITAIRE *SOLOW REPLAY*)   [Function]

Plays one hand of solitaire, which it will animate in the window *SOLOW* (which should be at least 700 by 700, although the program will do its best to adapt). If *REPLAY* is T, SOLITAIRE will use the deck from the previous shuffle, else it will deal a new hand.

To play repeatedly

(SOLO *SOLOW*)   [Function]

Calls (SOLITAIRE *SOLOW*) repeatedly.

The results

SOLO keeps a record of the frequency of each of its results in the array SOLORESULTS [0..52] which it plots at the end of each hand.

As an IDLE hack

Loading SOLITAIRE automatically adds SOLITAIRE as an option to the IDLE menu. If chosen, it will be given the ~whole screen~ covering window of IDLE and will use a black background, rather than its usual shaded one, to preserve the screen phosphor. Otherwise, its operation is completely normal.