

Thank you for trying Slam! I started writing this game back when Windows 3.0 was still in beta test, and worked on it for a few days, shelved it for many months, worked on it another few days, etc. Despite my busy work schedule (and my unexpected attainment of a social life and subsequent marriage), I have finally FINISHED the program!

My goal was to make the interaction between the puck and the paddles quite realistic. Therefore the program is constantly doing a lot of 32-bit and some 64-bit computations. For this reason, I don't recommend running this game on anything less than a 33MHz 386DX system. Despite my best efforts, there is still some inaccurate behavior, such as the puck sometimes bouncing off the paddle faster than would seem reasonable. Attempts to fix this have made the movements worse instead of better, so I have decided that enough is enough for now -- the game is still quite playable and fun! I have pretty much forgotten my high school physics, and have had to build my transfer-of-momentum equations from trial and error. Hopefully in future versions I will be able to "tweak" the math to where the behavior is totally accurate.

Another area that needs work is when you or the computer tries to "smash" the puck against the wall with the paddle. This is very difficult to deal with at the mathematical level, so for the time being I have taken the cheap approach and allowed the puck to travel through the wall, which is immediately detected and the puck put back on the table on the other side of the paddle. Only very occasionally you will see the puck make a brief appearance outside the table boundaries.

The program runs fine under Windows NT, with the exception that the cursor will not be hidden when you "grab" your paddle. This seems to be a restriction that Windows NT imposes on Windows 3.1 programs, presumably to prevent a crashing program from taking the cursor with it. Depending on your mouse settings, this may restrict your paddle's movement and make the game unplayable. I will be porting the game to NT pretty soon, and hopefully that version will be able to hide the cursor! (It will also be the first version to support network play.)

I have not tested the program under OS/2 2.1; it may also prevent the program from hiding the cursor.