

# Strip Bandit

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## What is it and how do I use it?

Strip Bandit is a Control Strip Module which places a slot machine game in the Control Strip. The rules are straightforward, to play simply click on Strip Bandit's tile, you will be charged 1 point per play, and your winnings depend upon the outcome of the play (standard slot machine procedure). To install Strip Bandit place it in the Control Strip Modules folder inside the System Folder and restart your Mac.

To change various preferences that Strip Bandit uses, hold down the command key while clicking on Strip Bandit's tile and a menu will popup.

### Menu Items:

**Minimize/Maximize Display:** Shrinks/Expands Strip Bandit's tile so that it takes up less screen space when it is not needed.

**Reset game:** Resets the point value to 100 points.

**Save game:** Saves the current point value (in case of a crash...)

**Sound On/Off:** Turns sound on or off.

**Count Off Score:** If selected the score display counts off each digit as it's added to the score.

**Show point values...:** Displays a diagram of all the winning combinations and what they are worth.

## Who created it and how do I contact them?

Strip Bandit was created over four days (when I should have been doing something more meaningful...) by Eric Hustvedt. My addresses are:

### Snail Mail:

Eric Hustvedt  
247 Pope Rd.  
Concord, MA 01742-5203

### E-mail:

hustvedt@mail.ultranet.com.

## How much does it cost?

In short, that is sort of up in the air. My standard shareware fee is \$1, but since this piece of software has no real use, except to suck up screen space, free time and not-so-free time, that is sort of like how a politician operates; charge so much for so little. Send whatever you feel you want to give me (that includes job offers, computers, anything that won't directly harm me or you).

## Warranty?

There is none. This software is provided as is. I, as the author, am not liable for any damage this may cause to you or your computer, either directly or indirectly.

## Distribution?

Please feel free to distribute Strip Bandit, provided you include this file with the distribution. For distribution on CD-ROMs, books, and such I would appreciate a complementary copy of the final product. Finally, for-profit distributors of shareware (e.g. Educorp) and the Microsoft Network are explicitly prohibited from distributing Strip Bandit.

## Version History:

**Version 1.0** (August 28, 1995)

- Initial release.

**Version 1.0.1** (September 2, 1995)

### New Features:

- Added the ability to choose whether or not the score display counts off each digit when the score changes. It defaults to counting off the score, to change the preference select the "Count off score" item from the popup menu.

### Bug Fixes:

- Fixed the Point Values dialog to (hopefully) look the way I intended it to.  
- Fixed a bug where the jackpot sound would play even with the sound off.

- Properly disposed of resources that were taking up a large chunk of memory.
- Fixed some graphical errors with the score display.

#### **Miscellaneous:**

- Saves current state when the module closes (such as at shutdown).
- Rearranged the order of the items in the popup menu to be more logical.

#### **Version 1.0.2 (September 7, 1995)**

##### **Bug Fixes:**

- Fixed a bug with the popup menu where the status of the "Count off score" item would not be properly shown.

##### **Miscellaneous:**

- Tweaked some code internally for speed, but the random algorithm may be unacceptably non-random. If you think so please let me know, or better yet send me some source code for a better algorithm.

#### **Version 1.1 (December 24, 1995)**

##### **New Features:**

- Added the ability to reduce the amount of space Strip Bandit takes up on the Control Strip. To access this feature use the Maximize/Minimize menu item. When the display is minimized you can still access the popup menu, but you cannot play the game.

##### **Bug Fixes:**

- Made sure that the jackpot sound was not purged from memory.