NAME

maze – an automated maze program

SYNTAX

maze [**-S**] [**-r**] [**-g** *geometry*] [**-d** *display*]

DESCRIPTION

The **maze** program creates a "random" maze and then solves it with graphical feedback.

OPTIONS

-S Full screen window option...

-r Reverse video option...

-g *geometry* Specifies the window geometry to be used...

-d *display* Specifies the display to be used...

The following lists the current functionality of various mouse button clicks:

LeftButton Clears the window and restarts maze...

MiddleButton Toggles the maze program, first click -> *stop*, second click -> *continue*...

RightButton Kills maze...

LIMITATIONS

No color support...
Expose events force a restart of maze...
Currently, mouse actions are based on "raw" values [Button1, Button2 and Button3] from the ButtonPress event...
[doesn't use pointer mapping]

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