

SUDOXU - version 2.0

Main screen

These buttons are for creation of new grids, loading and saving to files.

You can create a PDF output of your grids: add a grid to a page and output the PDF file.

When manually solving a grid, you may use layers.

The solver may give you the solution, look for any other solution, solve just one step, or check if there is a solution.

Here you set the difficulty of new grids and the page layout of the PDF output.

Addiction is a risk: press this button.

New	6	3		8	9	4					
Load	1		4	7	3	2					
Save	9	2		5				3	4		
PDF add	4			9		3	1	8			
Output PDF	3		1	4							
Delete layer	2		9	1	5		3	4			
Add layer	5	4	2	6			9		3		
Solution	7	1	3	2	4	9	5	6	8		
Next solution	8	9	6	3		5	4				
Solver step									B23_551319.sk3	50/81	[2]
Check											
Settings											
Quit											

Grid name

Number of defined cells

Current layer

Functions keys

- F1** to display this help document (`sudoxu_help.pdf`)
- F5** to reload the grid from disk
- F9** to register the program
- F11** to create a new grid
- F12** to save the grid to the current folder and add it to the PDF page

Creation, loading and saving grids

The **Load** and **Save** buttons allow you to load/save grids from/to a storage place on your computer. The program remembers the previous disk and folder for the next load/save operations.

The **New** button creates a grid you can immediately try to solve by entering values. Created grids have one and only one solution. The difficulty level can be adjusted (cf. Settings).

PDF output

If a grid looks good, you can put it in a PDF document by just clicking on the **PDF add** button. This button will then show you how many grids are in the PDF document.

When you click on the **Output PDF** button, this document is closed and saved in a temporary place; it is displayed in your current PDF viewer software. You can print it or save it in another place.

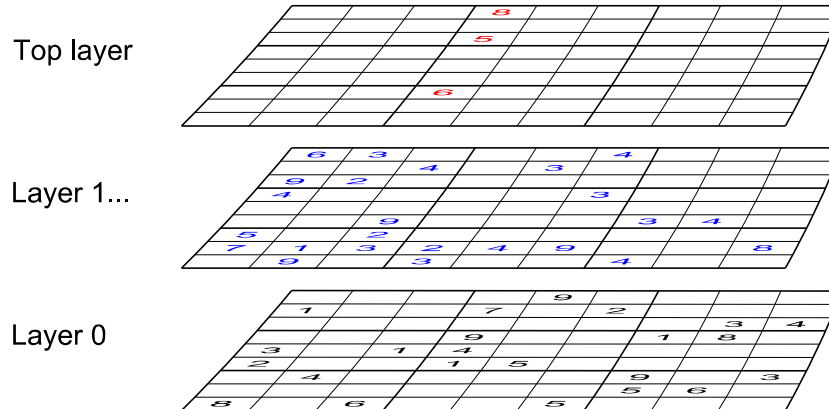
The number of grids per page can be adjusted (cf. Settings).

Manual solving

When you generate a new grid with the **New** button, the numbers are written to the layer 0 which is always black, and the grid is now ready for you to enter values on the layer 1.

Entered values are red; you can only change the free cells on the top layer.

To add a layer, just click on the **Add Layer** button. By clicking on the **Delete Layer** button, you first empty the top layer, and then delete it. Adding a layer is usefull to save a situation. If for instance your hypothesis was wrong, just delete the layer and try another one.



The cells of intermediate layers are blue, and the layer's number is displayed at the bottom right.

Automatic solver

The automatic solver allows you to simply solve the grid: click on the **Solution** button. Some grids may have more than one solutions: click on the **Next solution** button to see the other ones.

The solver may give you a slight help when clicking on the **Solver step**. If the solver makes an hypothesis, the trial value appears on a new layer.

If you just want to know if the grid has a solution, click on the **Check** button. When finished, its color will be:

- green: the grid has one solution,
- yellow: the grid has more than one solution,
- red: the grid has no solution.

The internal solver is not very clever, but it is pretty fast (that is important to generate grids).

In some cases, it may be long to solve, check or create a grid. This happens mainly with grids having not enough defined cells. Just click again or press the **[Esc]** key to abort the operation.

Settings

With the settings button, you can adjust :

- the difficulty of the created grids : easy, medium or hard
- the number of grids per page of the PDF output: 1, 2, 6 or 12.