Errata 401-1 Weller (corrected in the 2nd printing)

Page	Original Sentence	Corrected Sentence
7	LinGrBrush = New Drawing2D.LinearGradientBrush(_ New Point(10, 20), 'Start Gradient Point New Point(23, 27), ' End Gradient Point Color.FromArgb(255, 255, 0, 0), ' Red Color.FromArgb(255, 0, 0, 255)) ' Blue Graph.FillRectangle(LinGrBrush, 10, 20, 13, 7)	LinGrBrush = New Drawing2D.LinearGradientBrush(_ New Point(10, 20), _ 'Start Gradient Point New Point(23, 27), _ ' End Gradient Point Color.FromArgb(255, 255, 0, 0), _ ' Red Color.FromArgb(255, 0, 0, 255)) _ ' Blue Graph.FillRectangle(LinGrBrush, 10, 20, 13, 7)

10	if (Dx > (R1.ExtentX+R2.ExtentX) And (Dy >
	(R1.ExtentY+R2.ExtentY)) Then
	' The boxes do not overlap.
	Else
	' The boxes overlap.
	End If
		if (Dx < (R1.ExtentX+R2.ExtentX) And (Dy <
		(R1.ExtentY+R2.ExtentY)) Then
		//overlapElse//no overlapEnd If

17	Dim Dist As Single = 0
	' Check X axis. If Circle is outside box limits, add to distance.
	If CircleCenterX < Me.MinX Then
	Dist += Math.Sqr(CircleCenterX - Me.MinX)
	Else
	If CircleCenterX > Me.MaxX Then
	Dist += Math.Sqr(CircleCenterX - Me.MaxX)
	End If ' Check Y axis. If Circle is outside box limits, add to distance.
	End If
	If CircleCenterY < Me.MinY Then
	Dist += Math.Sqr(CircleCenterY - Me.MinY)
	Else
	If CircleCenterY > Me.MaxY Then
	Dist += Math.Sqr(CircleCenterY - Me.MaxY)
	End If ' Now that distances are added, check if the square
	End If ' of the Circle's radius is longer and return the Boolean result.
	Return Radius * Radius < Dist
	End Function 'CircleIntersect
		Dim Dist As Single = 0
		' Check X axis. If Circle is outside box limits, add to distance.
		If CircleCenterX < Me.MinX Then
		Dist += Math.Pow(CircleCenterX - Me.MinX)
		Else
		If CircleCenterX > Me.MaxX Then
		Dist += Math.Pow(CircleCenterX - Me.MaxX)
		End If ' Check Y axis. If Circle is outside box limits, add to distance.
		End If
		If CircleCenterY < Me.MinY Then
		Dist += Math.Pow(CircleCenterY - Me.MinY)
		Else
		If CircleCenterY > Me.MaxY Then
		Dist += Math.Pow(CircleCenterY - Me.MaxY)
		End If ' Now that distances are added, check if the square
		End If ' of the Circle's radius is longer and return the Boolean result.
		return Dist < Radius * Radius
		End Function 'CircleIntersect

34	Square.Draw(PicBackground.Handle)	Square.Show(PicBackground.Handle)
50	CurrentBlock = New Block(New Point(GameField.SquareSize * 6, 50),	CurrentBlock = New Block(New Point(GameField.SquareSize * 6, 50), _

297	TempMesh = Mesh.Clean(SystemMemoryMesh, AdjacencyBuffer, _
	AdjacencyBuffer, ErrorString)
	SystemMemoryMesh.Dispose()
	SystemMemoryMesh = TempMesh
		TempMesh = Mesh.Clean(CleanType.Optimization, SystemMemoryMesh, AdjacencyBuffer, _
		AdjacencyBuffer, ErrorString)
		If Not TempMesh.Equals(SystemMemoryMesh) Then
		SystemMemoryMesh.Dispose()
		SystemMemoryMesh = TempMesh
		End If