Rods

```
\Pi = 3.14159

G = 1.61803

Sin(\lambda x) = \lambda \cdot Sin(x) \cdot Cos(\lambda x)

Sin(x) = x - \frac{x^3}{5!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots \quad (Taylor series)
```

```
Fast square root algorithm with Babylonian steps

Float Sqrt (float num) {
    union {
        int i;
        float x;
        3 u;

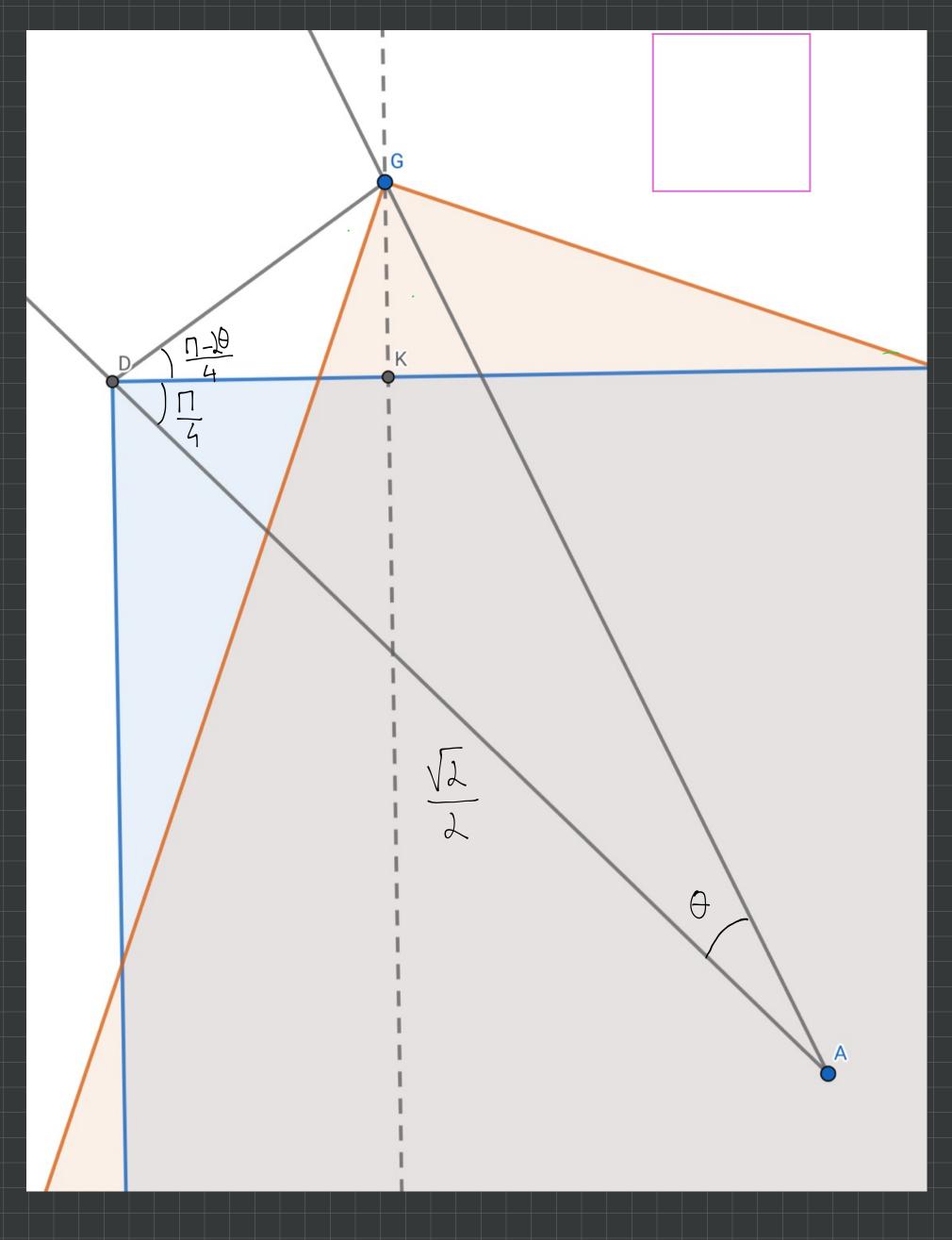
    U.x = num;
    U.1 = (1 << 29) + (u i >> 1) - (1 << 24);

// Two babylonian steps, simplified from:
    // U.x = 0.5f(U.x + num/u.x)
    // U.x = 0.5f(U.x + num/u.x)
    U.x = u.x + num/u.x;
    u.x = u.x + num/u.x;
    v.x = u.x + u
```

```
COL_3G
                                 0x23 0x23
COL_ROD
                         Ox2E
                                 Ox AO Ox5D
COL_ELECTRIC_I
                         OxFB
                                 OxA5 Ox4A OxFF
COL_ELECTRIC_2
                         OxFB
                                 0x60 0x7F 0xFF
COL_SELBOX
                                 0x33 0x33 0xFF
                         OxBB
                                                    11 Selection box
COL_FRECT
                                 0x55 0x55 0xFF
                         0x55
                                                    11 Flying rectangles
COL_UI_FG_PRIMARY
                         12 x0
                                 0x77 0x41 0xFF
                                                    11 Text in buttons
COL_UI_FG_SECONDARY
                         OxB6
                                 0xB6 0xB6 0xFF
                                                    11 Text in text box, Timer
COL_UI_FG_EMPH
                                       0×5A 0×FF
                         0×F4
                                 0xEI
                                                   11 Text in buttons, when selected
COL_UI_FG_DISABLED
                         0×64
                                 0×64
                                       0x64 0xFF
                                                   11 Text in buttons, when disabled
COL_UI_BG_PRIMARY
                                0x3C 0x8C 0xFF 11 Button background
                         0×3(
COLLUI_BG_SECONDARY
                                OXIA OXIA OXFF 11 Scrollbar background
                         OxlA
COL_UI_BG_TERTIARY
                                0x58 0x58 0xDD
                         0×58
                                                  // Toolbar
COL_UI_BG_QUATENARY
                                0x08 0x08 0xFF / Background in textbox
                         OxOB
                         0x00 0x44 0x30 0xFF 11 Active background in switch
COL_UI_BG_ACTIVE
COL_PLAY_BTN
                     Test
          Test
                     Test
          Test
           35
                       05:43
          05:43
```

RODS_2

Rod Mode



$$A\widehat{DG} = \underline{\Pi} - \underline{\theta} \qquad A\widehat{DK} = \underline{\Pi}$$

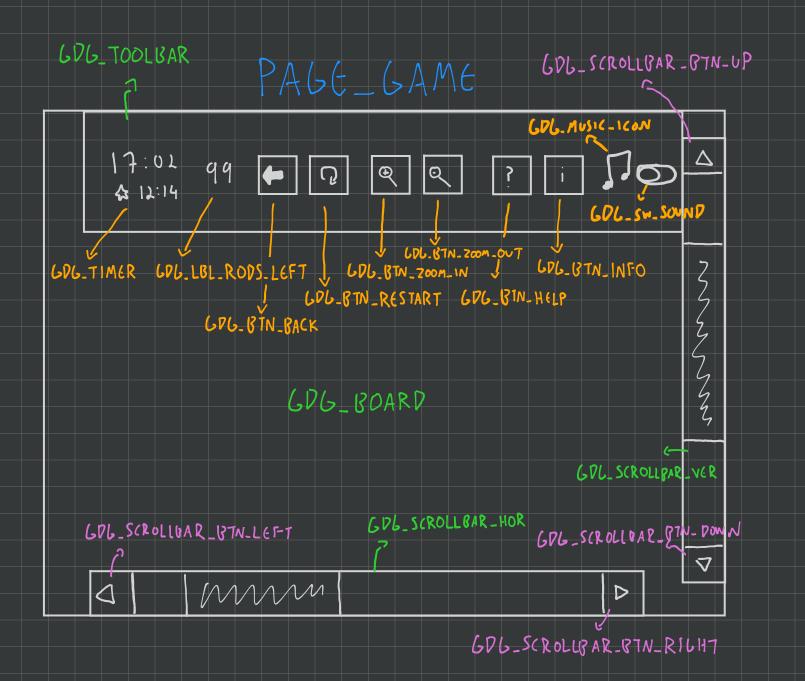
$$K\widehat{DG} = A\widehat{DG} - A\widehat{DK} = \underline{\Pi} - \underline{\lambda} - \underline{\eta} - \underline{\lambda} - \underline{\eta}$$

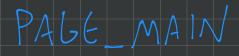
$$= \lambda \widehat{DG} = \underline{\Pi} - \underline{\lambda} \underline{\theta}$$

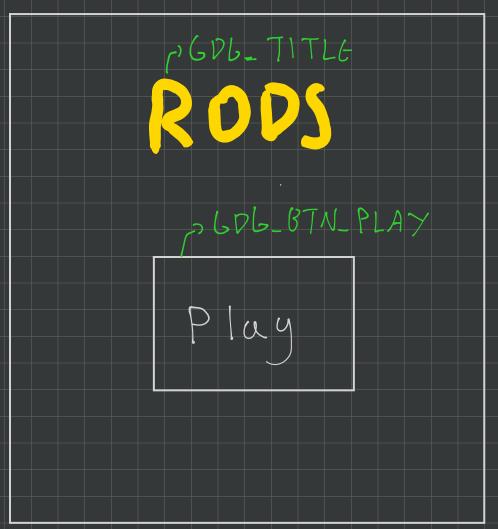
$$AD = \underline{\Lambda}$$

$$AD =$$

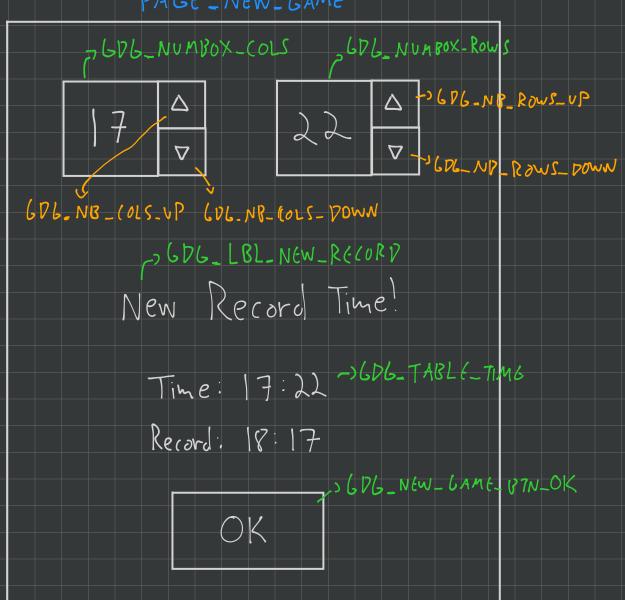
USER INTERFACE







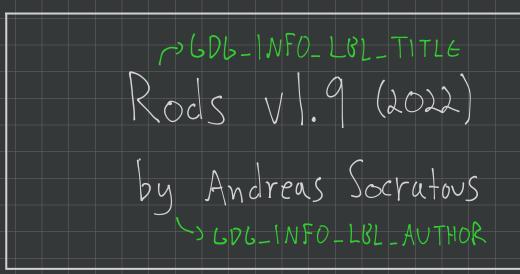
PAGE_NEW_GAME



PALELHELP

Arron Keys	Pan the board
W, A, S, D	More the selection box
+ / -	Zoom in /out
Space	Set default view
Enter	Press / Rotate
Tab	Select next.
T	Toggle toolbar
M	Sound on 10ff
JOB_TABLE_HELP	

PAGE INFO



Arrow Right Medal Arrow Down Music Restart Restart Rank Down Left Zoom In Restart Rank Down Dut Rank Down Out Rank

DEPTH FIRST-SEARCH ALGORITHM

- 1) Choose a random rod in the grid, electrify it and make it the source.
- 2) Choose a random adjacent rod, connect to it and electrify it, but only if it's not already electrified. This becomes the new current rod.
- 3) If there is no adjacent unelectrified rod, backtrack to the last rod that has unelectrified neighbours.
- 4) The algorithm terminates when the process has backtracked from the source.

