- base {Text = "  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method SetAGroupSum called...  
Row: (unsolved)(2,3) {possibilities left:9} (3,3) {possibilities left:9} (4,3) {possibilities left:9} Row, (solved)  
 MinimumSum!  
 (Least) Sum: 6  
 (Greatest) Sum: 24  
 updating sum now!Updating row to 6  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:9 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:9 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:9 end:3)  
 New poss. values: 1 2 3   
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
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Number of cell groups without sums left:7  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(4,3) {possibilities left:3} (4,4) {possibilities left:9} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 12  
 (Least) Sum: 3  
 updating sum now!Updating column to 12  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:3 end:1)  
 New poss. values: 3   
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
Starting to UpdateValueList cellToTry (4,4)...  
 Validate(start:8 end:1)  
 New poss. values: 9   
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
\_\_\_\_\_\_\_Moved Closer To Solution? True  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:6  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(2,1) {possibilities left:9} (2,2) {possibilities left:9} (2,3) {possibilities left:2} Column, (solved)  
 MinimumSum!  
 (Least) Sum: 6  
 (Greatest) Sum: 19  
 updating sum now!Updating column to 6  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:9 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:9 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:5  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(1,1) {possibilities left:9} (1,2) {possibilities left:9} Column, (solved)  
 MinimumSum!  
 (Least) Sum: 3  
 (Greatest) Sum: 17  
 updating sum now!Updating column to 3  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:9 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:9 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:4  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(3,4) {possibilities left:8} Row, (solved)(4,4) {possibilities left:1}   
Only one cellToTry. Solving that cellToTry...  
 FinalizeCell (3,4) {possibilities left:1}...Moving cellToTry (3,4) {possibilities left:1} to solved list.  
 FinalizeCell (3,4) {possibilities left:1}...Moving cellToTry (3,4) {possibilities left:1} to solved list.  
 updating sum now!Row: (unsolved)Row, (solved)(4,4) {possibilities left:1} (3,4) {possibilities left:1}   
Updating row to 13  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:3  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(3,2) {possibilities left:8} (3,3) {possibilities left:2} Column, (solved)(3,4) {possibilities left:1}   
 MinimumSum!  
 (Least) Sum: 3  
 (Greatest) Sum: 11  
 updating sum now!Updating column to 7  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:8 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:3)  
 New poss. values: 1 2 3   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
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Number of cell groups without sums left:2  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,2) {possibilities left:2} (2,2) {possibilities left:3} (3,2) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
 updating sum now!Updating row to 6  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:1)  
 New poss. values: 3   
 FinalizeCell (2,2) {possibilities left:1}...Moving cellToTry (2,2) {possibilities left:1} to solved list.  
 FinalizeCell (2,2) {possibilities left:1}...Moving cellToTry (2,2) {possibilities left:1} to solved list.  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
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Number of cell groups without sums left:1  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,1) {possibilities left:2} (2,1) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
 updating sum now!Updating row to 3  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:0  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
=================>SolvePuzzle returned success:unchanged  
caught exception: Cross\_Sums.types.UnsolvableGroupException: found a group with more than one solution.\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 311\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Row: (unsolved)(1,1) {possibilities left:2} (2,1) {possibilities left:2} Row, (solved)  
Updating row to 0  
Restoring penultimate group...  
Need to restore (1,2) {possibilities left:2}  
Need to restore (2,2) {possibilities left:1}  
Need to restore (3,2) {possibilities left:2}  
  
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Number of cell groups without sums left:2  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,2) {possibilities left:2} (2,2) {possibilities left:3} (3,2) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382\r  
 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Column: (unsolved)(3,2) {possibilities left:2} (3,3) {possibilities left:2} Column, (solved)(3,4) {possibilities left:1}   
Updating column to 0  
Restoring penultimate group...  
Need to restore (3,4) {possibilities left:1}  
  
--------  
Number of cell groups without sums left:4  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(3,4) {possibilities left:8} Row, (solved)(4,4) {possibilities left:1}   
Only one cellToTry. Solving that cellToTry...  
 FinalizeCell (3,4) {possibilities left:1}...Moving cellToTry (3,4) {possibilities left:1} to solved list.  
 FinalizeCell (3,4) {possibilities left:1}...Moving cellToTry (3,4) {possibilities left:1} to solved list.  
 updating sum now!Row: (unsolved)Row, (solved)(4,4) {possibilities left:1} (3,4) {possibilities left:1}   
Updating row to 17  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:3  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,1) {possibilities left:2} (2,1) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
 updating sum now!Updating row to 3  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:2  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(3,2) {possibilities left:2} (3,3) {possibilities left:2} Column, (solved)(3,4) {possibilities left:1}   
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
 updating sum now!Updating column to 11  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (3,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (1,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (1,2)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:1  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,2) {possibilities left:2} (2,2) {possibilities left:3} (3,2) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382\r  
 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Column: (unsolved)(3,2) {possibilities left:2} (3,3) {possibilities left:2} Column, (solved)(3,4) {possibilities left:1}   
Updating column to 0  
Restoring penultimate group...  
Need to restore (1,1) {possibilities left:2}  
Need to restore (2,1) {possibilities left:2}  
  
--------  
Number of cell groups without sums left:3  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,1) {possibilities left:2} (2,1) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382\r  
 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Row: (unsolved)Row, (solved)(4,4) {possibilities left:1} (3,4) {possibilities left:1}   
Updating row to 0  
Restoring penultimate group...  
Need to restore (1,1) {possibilities left:2}  
Need to restore (1,2) {possibilities left:2}  
  
--------  
Number of cell groups without sums left:5  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(1,1) {possibilities left:2} (1,2) {possibilities left:2} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382\r  
 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Column: (unsolved)(2,1) {possibilities left:2} (2,3) {possibilities left:2} Column, (solved)(2,2) {possibilities left:3}   
Updating column to 0  
Restoring penultimate group...  
Need to restore (4,3) {possibilities left:1}  
Need to restore (4,4) {possibilities left:1}  
  
--------  
Number of cell groups without sums left:7  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(4,3) {possibilities left:3} (4,4) {possibilities left:9} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 12  
 (Least) Sum: 3  
 updating sum now!Updating column to 11  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:2 end:1)  
 New poss. values: 2   
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
ERROR: FinalizeCell had a problem moving the cellToTry to the solved list.  
Starting to UpdateValueList cellToTry (4,4)...  
 Validate(start:8 end:1)  
 New poss. values: 9   
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
\_\_\_\_\_\_\_Moved Closer To Solution? True  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:6  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(1,2) {possibilities left:2} (2,2) {possibilities left:3} (3,2) {possibilities left:2} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum. at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Column: (unsolved)Column, (solved)(4,3) {possibilities left:1} (4,4) {possibilities left:1}   
Updating column to 0  
Restoring penultimate group...  
Need to restore (2,3) {possibilities left:2}  
Need to restore (3,3) {possibilities left:2}  
Need to restore (4,3) {possibilities left:1}  
  
--------  
Number of cell groups without sums left:8  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Row: (unsolved)(2,3) {possibilities left:2} (3,3) {possibilities left:2} (4,3) {possibilities left:3} Row, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
 updating sum now!Updating row to 6  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (4,3)...  
 Validate(start:3 end:1)  
 New poss. values: 3   
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
 FinalizeCell (4,3) {possibilities left:1}...Moving cellToTry (4,3) {possibilities left:1} to solved list.  
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:7  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(2,1) {possibilities left:2} (2,3) {possibilities left:2} (2,2) {possibilities left:3} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
 updating sum now!Updating column to 6  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,2)...  
 Validate(start:3 end:1)  
 New poss. values: 3   
 FinalizeCell (2,2) {possibilities left:1}...Moving cellToTry (2,2) {possibilities left:1} to solved list.  
 FinalizeCell (2,2) {possibilities left:1}...Moving cellToTry (2,2) {possibilities left:1} to solved list.  
\_\_\_\_\_\_\_Moved Closer To Solution? True  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:6  
--------  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
  
Empty availableDigits!  
  
Column: (unsolved)(4,4) {possibilities left:0} Column, (solved)(4,3) {possibilities left:1}   
Only one cellToTry. Solving that cellToTry...  
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
 FinalizeCell (4,4) {possibilities left:1}...Moving cellToTry (4,4) {possibilities left:1} to solved list.  
ERROR: FinalizeCell had a problem moving the cellToTry to the solved list.  
 updating sum now!Column: (unsolved)Column, (solved)(4,3) {possibilities left:1} (4,4) {possibilities left:1}   
Updating column to 3  
=================>SetAGroupSum returned success:changed  
SolvePuzzle()  
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,1)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
Starting to UpdateValueList cellToTry (2,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
Starting to UpdateValueList cellToTry (3,3)...  
 Validate(start:2 end:2)  
 New poss. values: 1 2   
\_\_\_\_\_\_\_Moved Closer To Solution? False  
  
--------  
Number of cell groups without sums left:5  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(1,1) {possibilities left:2} (1,2) {possibilities left:2} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 3  
 (Least) Sum: 3  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Column: (unsolved)Column, (solved)(4,3) {possibilities left:1} (4,4) {possibilities left:1}   
Updating column to 0  
Restoring penultimate group...  
Need to restore (2,1) {possibilities left:2}  
Need to restore (2,3) {possibilities left:2}  
Need to restore (2,2) {possibilities left:1}  
  
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Number of cell groups without sums left:7  
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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Method SetAGroupSum called...  
Column: (unsolved)(2,1) {possibilities left:2} (2,3) {possibilities left:2} (2,2) {possibilities left:3} Column, (solved)  
 MaximumSum!  
 (Greatest) Sum: 6  
 (Least) Sum: 6  
caught exception: Cross\_Sums.types.UnsolvableGroupException: Failed trying to find a minimum sum.\r  
 at Cross\_Sums.CellGroup.MaximumSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 382\r  
 at Cross\_Sums.CellGroup.SetAGroupSum() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CellGroup.cs:line 83\r  
 at Cross\_Sums.CrossSumsMatrix.FindSolutionsForCells() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 266\r  
 at Cross\_Sums.CrossSumsMatrix.CreateThePuzzle() in C:\\Users\\USWU38050\\Documents\\Visual Studio 2008\\Projects\\Cross Sums\\Cross Sums\\CrossSumsMatrix.cs:line 225  
Reverting last group...  
Row: (unsolved)(2,3) {possibilities left:2} (3,3) {possibilities left:2} Row, (solved)(4,3) {possibilities left:1}   
Updating row to 0  
Restoring penultimate group...