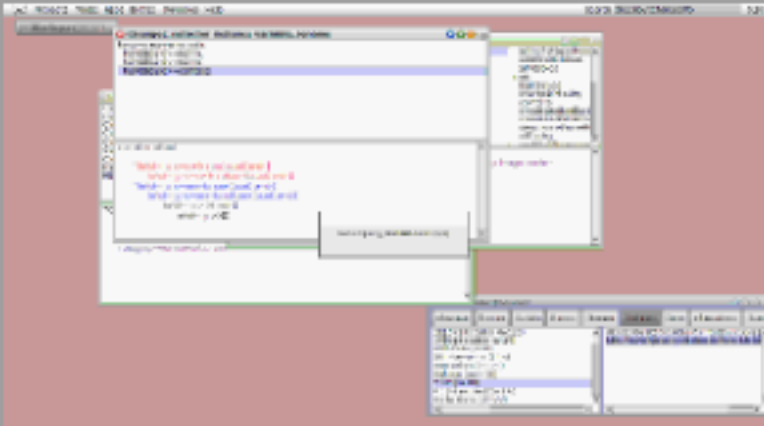


Continuous Versions Browser

CheckBox

	Class	Method	Branch Desc	Test Res.	Test Chg
initial version					
▼ MarbleMania-Game					
Modified	MaMaBoard				
Modified	MaMaBoard	matrix:			
Modified	MaMaBoard	matrix			
Modified	MaMaBoard	contains:			
Modified	MaMaBoard				
▶ refactor method, rename					
▶ refactor method, rename					
▶ MarbleMania-Test					
▶ MarbleMania-Game			32		
▶ MarbleMania-Game			30/2->31		
▶ MarbleMania-Game			30/2->31/2->32		



matrix: anObject  
"Set the value of matrix"

cells := anObject.  
matrix := anObject.

MaMaBoard (changed)  
MaMaBoard>>activatePauseMode (changed)  
MaMaBoard>>allMarbles (changed)

BorderedMorph subclass: #MaMaBoard  
instanceVariableNames: 'matrix'  
previouslyClickedMarble difficulty  
imageLoader cells gravity'  
classVariableNames: "  
poolDictionaries: "

Removed MaMaMarble >> #translateBoardLoactionToMo