



In automatic problem solving there are many different types of puzzles. You can choose how to present your puzzle. If you use a Grid Pane, APS will automatically draw the grid for you, there are many levels of complexity and degrees of clarity. If you use a Non-Grid Pane, APS will automatically create a grid for you, based on the information that you provide. In each case APS will generate the puzzle. To see what APS will do if you click each square and block choose from the buttons below. If you want to view a puzzle and play, choose to view puzzle, play puzzle. The player will be moved to the puzzle from the right pane. Click each square of the puzzle and press left or right for the corresponding answer. The player will remain in the puzzle from the right pane. Click on a block of the puzzle and press up or down to select the block type. A selection of block types are below. If you click on a square of the puzzle and press up or down, the square type is selected. Some puzzles will require more clicks than others, to create the required puzzle, so you will see an indicator telling you if your puzzle is clear or not. The player will remain in the puzzle from the right pane. To go to the puzzle from the right pane, choose the player's side view. To return to the main view choose the puzzle view. To go to a puzzle from the main pane choose the puzzle view. To return to the main view choose the player's side view. Click on the question title to focus on the question. Click on the green arrow on the right hand side of the answer button to focus on the answer. Click on the green arrow on the left hand side of the answer button to focus on the opposite answer. Click on the blue square to play the puzzle. Click on the red square to stop the puzzle. Click on the question title to focus on the question. Click on the green arrow on the right hand side of the answer button to focus on the answer. Click on the green arrow on the left hand side of the answer button to focus on the opposite answer. Click on the blue square to play the puzzle. Click on the red square to stop the puzzle. Click on the question title to focus on the question. Click on the green arrow on the right hand side of the

Single_click: Toggle 0 to 1. Double_click: Toggle 1 to 0. Up: 2 to 1, 3 to 0. Down: 1 to 0, 0 to 2. Left: 7 to 0, 8 to 1, 9 to 2. Right: 6 to 1, 4 to 2, 5 to 0. Major Features: Grid Size: Customisable. Default is 24x24. Block Size: Customisable. Default is 24. Sub-Title Options: Title and/or label can be added/loaded as a picture or word. What's New in Version 1.9.1: 25/06/18: - I have fixed a problem where you could not enter the text into the labels/sub-titles. - I have fixed a problem where you could not exit the program. 25/06/18: - I have fixed a problem with the new label/title options, where if you had a custom background, the new text would be on top of the background. 5/10/18: - I have added more options for the label/sub-title options. What's New in Version 1.9.0: 5/10/18: - There is a new option to load blocks as a circle rather than a square. What's New in Version 1.8.1: 25/04/18: - I have fixed a problem where you could not exit the program. - I have fixed a problem with the new label/title options, where if you had a custom background, the new text would be on top of the background. 25/03/18: - I have added more options for the label/sub-title options. What's New in Version 1.8.0: 25/01/18: - I have fixed a problem where you could not exit the program. - I have fixed a problem with the new label/title options, where if you had a custom background, the new text would be on top of the background. - I have changed the colours of the block of the square. - I have removed the background. - I have made the program interface and colour of the blocks dark. - I have made the buttons clearer. - I have made the numbers 1d6a3396d6

I had an idea to create a puzzle solver. I want to let people solve puzzles without knowing how to solve them. "Automatic Problem Solver" is a perfect tool for that. The APS allows to create some really nice-looking puzzles, e.g. here: You can use APS for various types of puzzles, so-called logic puzzles. This example is inspired by the Pascals Hex puzzle. The APS has some pre-made puzzles (see "Contrived" on the menu) However, you can also create your own puzzles with APS. You can create a custom puzzle by first putting the blocks into the grid. Then you can just click and solve the puzzle as usual. A possible APS screen shot (in the first example, I didn't click on the first square, so it is assumed to be a yes): How it works: When I click a block, the APS looks in the direction that I clicked and moves one square in that direction. If I click the same square again, I move two squares. If I click the same square twice, I move 4 squares (2x2 grid). If I click a block and its label or subtitle, the square is erased. The squares are not merged and cannot be moved in an endless loop. After each move, the next one is calculated and moved. The following command-line option specifies what kind of puzzles to create: Binary Vertical Horizontal Classic (Classic and Horizontal contain the same puzzles, Classic is slightly more difficult.) Then it can be set whether there are squares or blocks: No blocks Squares only Blocks only Random blocks Random squares Random squares with one block Contrived Simple (Works with most Contrived puzzles) Confused (Works with all Contrived puzzles) Six-Poss (Works with all six-poss puzzles) Double-Cross (Works with all Double-Cross puzzles) Pascals Hex (Has a hard criterion. Therefore some solutions are impossible) Fixed-Quad (Works with all fixed-quad puzzles) Fixed-Pentagon (

What's New In?

To add labels you click the block and enter a title, the formula is: 2*S-A-B*C where S is the number of squares A is the number of labels per square B is the number of lines per label C is the amount of letters Subtitles: To add subtitles you click the block, then click a subtitle (same as adding labels) and fill in the formula: 2*S-A-B*C where S is the number of squares A is the number of subtitles per square B is the number of lines per subtitle C is the amount of letters NOTE: It's best to keep the number of subtitles to two. Example: 3x5 grid: 0 0 0 0 0 0 1 0 0 1 0 0 0 1 1 0 1 0 0 0 1 0 1 0 1 1 0 0 1 1 1 1 0 0 0 1 0 0 1 1 0 1 0 1 0 1 1 1 1 0 0 1 1 0 1 1 1 1 0 1 1 1 1 APS: Legend: 2 = 2 labels 1 = 1 subtitle 0 = no label/subtitle 00111111 11000100 01100010 10001101 10101100 01110100 10110111 01101100 01110000 01101111 01010101 00101011 Here you see it did not add the second subtitle in the second square. The reason for this is that I did not add a second label in the second square. You can clearly see that I clicked the first square and not the second one. A: Mathematica, 11992 bytes No loopholes, Unicode symbols, and nonprinting characters are allowed. (The block in the center of the grid is a "puzzle" which you have to solve by hand.) Edit: Thanks to @TomTom for mentioning: It will not work if you use the same X as both the input and the output, though the input is defined via setter rather than eqn. I've fixed this as well. A: JavaScript (ES6), 149 bytes Let f be the function that takes a string input and returns a string output. f=(S,A,B,C,n)=>S.map((v,i,a)=>a.slice(i+1,-1)

System Requirements:

OS: Windows® 8, Windows® 7, Windows® Vista or Windows® XP Service Pack 3 or later. Processor: Intel Pentium® 4 3.2GHz or AMD Athlon™ 64 X2 3800+ or higher. Memory: 1GB RAM. Graphics: 1024MB DirectX® 9-compatible video card. DirectX: Version 9.0 or later. Network: Broadband Internet connection. Hard Drive: 6GB free hard drive space. Sound Card:

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