





## Rhombi Puzzles User Guide

*Please note:* after a tool is selected, the status line at the bottom of the window shows the hint on the use of this tool.




**Straight Line**  . Click this tool on two points through which the line is to be drawn. If you click on the intersection of two lines, having ensured that they are highlighted, then the intersection point will be created automatically. But if there are more than two lines passing through this point, you will have to construct first the meet of any two of them in advance by the *Line Intersection* tool  .

**Polygon**  . It is this tool that you must use for the construction of the rhombi: click with it on all the vertices one-by-one and press Enter (or double-click on the last vertex). The tool creates the interior of the polygon and draws its sides. It is not necessary to draw lines along the sides of the rhombus if you are not going to use them in your subsequent constructions.

The sides of the rhombus thus constructed as well as the lines and nodes of the grid are not counted as new lines.

The *Line* and *Polygon* tools remain active after they have been used. To deactivate them, select the *Arrow* tool  or simply *right-click the mouse* or press the ESC key.

The *Check your answer* and *Submit your answer* buttons can be pressed only with the *Arrow* tool selected.

Finally, the tools  and  undo the last performed action and redo it, respectively, and  deletes the selected object.