

# JIGSAW 2.06 for Windows

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## 2. About JIGSAW (Version 2) for Windows

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JIGSAW for Windows is a jigsaw puzzle simulation. You solve the puzzle by dragging and dropping the puzzle pieces with a mouse. The puzzle pieces have the traditional interlocking shapes, and they pieces lock together when properly arranged. A color picture is formed when the puzzle is fully assembled.

The computer takes care of the mundane tasks, like finding all the edge pieces and sorting pieces by color. You can save your work in progress and return to it later, so this jigsaw puzzle won't tie up your kitchen table. And unlike traditional jigsaw puzzles, there's never a missing piece!

Several jigsaw puzzles are included, and there is a facility for generating new puzzles from Windows Bitmap files (.BMP), so your favorite images of loved ones or whatever can be made into jigsaw puzzles. (The puzzle generation feature is only available to registered owners of JIGSAW).

System requirements for running JIGSAW: IBM-compatible computer (80286 or higher) with a Microsoft-compatible mouse, VGA (or higher) display, and Windows 3.1.

New Features:

- Runs under Microsoft Windows 3.1
- 256 Color Graphics (with SVGA Displays)
- Larger Pieces
- Scrolling Views
- \*.BMP Images Scaled Up/Down Before Converting to Puzzles

# 1. How to Register this Copy of JIGSAW

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Support cheap software through the shareware concept! If you decide to use this software after a 10 day trial period, please become a registered owner by sending your name, address, and a check or money order for US\$9.00 to:

Walter A. Kuhn  
4225 Halfmoon Circle  
Liverpool, NY 13090

Please specify that you wish to register JIGSAW 2 for Windows. You may enclose your internet address to get news of new revisions or puzzle files.

You'll get a registration number by return mail. To enter the number, select "Register" from the JIGSAW menu, then type your name and the number in the dialog box.

Only registered owners of JIGSAW have access to the puzzle generation feature.

For registered owners of JIGSAW for DOS 1.0, the registration fee is \$5.00.

If you need to have Jigsaw for Windows mailed to you on a floppy disk, add \$5.00 and specify disk size (3.5 or 5.25 inch, high density only).

## **FOREIGN ORDERS**

For checks drawn on banks outside the USA, please add US\$10.00 to cover the bank transfer fee.

### **3. How to Start a New Puzzle Session**

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Several puzzles have been prepared for use with JIGSAW. Here's how to get one started:

- Select "Open..." from the "File" menu, or press the file-open button on the toolbar. The file-open dialog box will pop up.
- Use the dialog box to display files with the ".JIG" extension. These are unsolved jigsaw puzzles. (Note: JIGSAW 1.0 puzzle files are not compatible with JIGSAW 2).
- Choose the puzzle you would like to solve and highlight it using the mouse.
- Click the "OK" button. The puzzle is then put up on the display screen for you to solve.

## 4. How to Move, Rotate, and Connect Pieces

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You work the jigsaw puzzle using a mouse to drag and drop the pieces into place. Here's how:

- To rotate a puzzle piece, point to it with the mouse cursor and press the right button. The piece rotates counterclockwise by one quarter turn. Keep pressing the right button to orient the piece the way you want. To rotate clockwise, hold down the control key while clicking the right mouse button.
- To move a piece, first point to it with the mouse cursor. Then press and hold the left mouse button and drag the mouse. The puzzle piece follows the mouse motion. Release the mouse button when the piece is in the desired position.
- To connect two pieces together, first rotate them if necessary so they have the proper orientation. Then drag one next to the other so they are approximately aligned. If the pieces fit, they will lock together.
- To move or rotate a group of pieces which are connected together, just move or rotate one of the pieces. The rest will follow.

## 5. How to View Puzzle Solution

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- The puzzle solution is automatically displayed in a window when you start a puzzle.
- You can view a description of the puzzle and the creator's name by selecting "About This Puzzle..." from the "Help" menu, or by clicking the About Puzzle button on the toolbar.
- You can minimize and maximize the solution window using the control buttons in the upper right corner of the solution window.
- You can dismiss the solution view by double-clicking the window control button in its upper left corner. To get it back, select "New Window" from the "Window" menu.

## **6. How to Sort Pieces by Shape or Color**

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The computer will pick out pieces of a particular shape or color for you.

- To sort the pieces by shape, select "By Shape" from the "Sort" menu, or press the sort-by-shape button on the toolbar. The pieces will be lined up starting with the four corners, then the outer edge pieces, and finally the inside pieces. Only individual pieces (not connected to any other piece) will be put into the lineup.
- To sort pieces by color, select "By Color" from the "Sort" menu, or press the sort-by-color button on the toolbar. The pieces will be lined up in groups of similar color. Only individual pieces (not connected to any other piece) will be put into the lineup.
- You can control the number of columns in the sort lineup by selecting "Columns..." from the "Sort" menu.

## 7. How to Turn Sound On or Off

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JIGSAW will use sound to indicate success or failure when you try to connect pieces together.

Use the "Audio" menu to turn all sounds on or off, or use the speaker buttons on the toolbar. You can also enable or disable any one of the four individual sounds using the menu.

If you don't have a Windows sound driver, then Jigsaw will use a standard Beep to indicate a successful connection. No sound indicates that the pieces did not fit.

If there is a sound driver installed, Jigsaw will play \*.WAV files to indicate success or failure. By default, the Windows file "CHIMES.WAV" is used to indicate a successful connection. "CHORD.WAV" indicates the pieces did not fit, and "TADA.WAV" is played at startup and when the puzzle is completed. To obtain this audio output you must have a sound driver installed on your system, and these \*.WAV files must be in the default path.

If desired, you can customize the \*.WAV sounds Jigsaw uses. By placing files named "JIGSTART.WAV", "JIG\_LOCK.WAV", "JIG\_NOGO.WAV", and "JIG\_DONE.WAV" in the Jigsaw directory, these sounds will be used in place of the default sounds.



## 8. How to Save and Restore a Puzzle Session

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You can save your work in progress and return to finish it later. Here's how to save a puzzle:

- While working on a puzzle, select "Save As..." from the "File" menu. The file-save dialog box appears.
- Choose a filename with a ".SAV" extension. This extension is used for jigsaw puzzles which are in progress.
- Click the "OK" button.

Alternately, use the "Save" entry on the "File" menu or press the file-save button on the toolbar. Jigsaw will choose the proper filename extension and save the file in the current directory.

Here's how to return to your saved position:

- Select "Open..." from the "File" menu, or press the file-open button on the toolbar. The file-open dialog box will pop up.
- Use the dialog box to display files with the ".SAV" extension. These are jigsaw puzzles in progress. (Note: JIGSAW 1.0 puzzle files are not compatible with JIGSAW 2).
- Choose the puzzle you would like to continue solving and highlight it using the mouse.
- Click the "OK" button. The puzzle is then put up on the display screen for you to solve.

## 9. How to Quit

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When you've finished working on a puzzle, follow these steps to exit from JIGSAW:

- Select "Exit" from the "File" menu.
- If there is an open puzzle which has not been saved, JIGSAW will ask you whether or not to save it.

## 10. How to Generate New Puzzles

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Registered owners of JIGSAW can convert Windows Bitmap files (with a .BMP filename extension) to jigsaw puzzle files (with a .JIG extension). You get to choose how big the finished puzzle will be and how many pieces it has. Here's how to do it:

- Select "Open..." from the "File" menu, or press the file-open button on the toolbar. The file-open dialog box will pop up.
- Use the dialog box to display files with the ".BMP" extension. These are Microsoft Windows bitmap image files.
- Choose the file you would like to convert to a jigsaw puzzle and highlight it using the mouse. The file should be either a 16- or 256-color image. It should conform to the Windows 3.0 device-independent bitmap specification.
- Click the "OK" button. The \*.BMP file is read into memory and the puzzle properties dialog box appears.
- Enter your name and a description of the puzzle, if you wish. (This information will be displayed in the "About This Puzzle" dialog box).
- Adjust the scale factors for the puzzle and the solution, to control the size of the completed puzzle. You can scale the image up or down by entering a scale factor greater than or less than 100%.
- Set the size of the individual pieces, to control the number of pieces in the puzzle. Smaller pieces mean more pieces in the puzzle.
- Click the "OK" button. The .BMP file is converted to a jigsaw puzzle. Then the puzzle is displayed on the screen.
- Select "Save..." from the "File" menu. The file-save dialog box appears.
- Choose a filename with a ".JIG" extension. This extension is used for unsolved jigsaw puzzles.
- Click the "OK" button. The file is saved to disk.

## **11. How to Cheat**

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Puzzled? Can't "get it together?" Can't find that one piece and it's driving you crazy? Then it's time to cheat. Here's what to do:

Point to a piece and, while holding down the Control key, click on the piece with the left mouse button near one of the four sides. The computer searches for the piece which belongs there and moves it into position.

## 12. If You Experience Problems

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If you have technical problems, here are some solutions:

- **NO SOUND.** If you don't get sound with Jigsaw, its probably because (a) you don't have a Windows compatible audio driver, or (b) Jigsaw can't find the Windows files "CHIMES.WAV", "CHORD.WAV", and "TADA.WAV" in the default path. Use the "Sounds" program in the Control Panel to test for a sound driver, and put the specified files in the C:\Windows directory.
- **BAD COLOR.** Puzzles for use with Jigsaw contain 16 or 256 colors. If you attempt to use a 256 color puzzle with a 16-color display, the image will show only 3 or 4 colors. Use Windows setup to select a 256-color display driver.
- **ERROR OPENING FILES.** If you have trouble loading \*.jig files and you are using a 32K- or 64K-color display driver, try switching to a 256-color display driver using Windows setup.
- **SOME \*.JIG FILES WON'T LOAD.** Puzzle files designed for Jigsaw 1 for DOS will not work with Jigsaw 2 for Windows.
- **MISCELLANEOUS DISPLAY PROBLEMS.** Try adding "-g" to the command line to force Jigsaw to use the Windows GDI (Graphical Display Interface) instead of directly manipulating the bitmap bits. (This slows Jigsaw down, so don't use it if you don't need it).



