

JIGSAW 2 for Windows

Contents

Click on the topic you'd like to read:

1. [How to register this copy of JIGSAW for Windows](#)
2. [About JIGSAW \(Version 2\) for Windows](#)
3. [How to Start a New Puzzle Session](#)
4. [How to Move, Rotate, and Connect Pieces](#)
5. [How to View Puzzle Solution](#)
6. [How to Sort Pieces by Shape or Color](#)
7. [How to Turn Sound On or Off](#)
8. [How to Save and Restore a Puzzle Session](#)
9. [How to Quit](#)
10. [How to Generate New Puzzles](#)
11. [How to Cheat](#)

2. About JIGSAW (Version 2) for Windows

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 snap 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

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 \$9.00 to:

Walter A. Kuhn
4225 Halfmoon Circle
Liverpool, NY 13090

Please specify that you wish to register JIGSAW 2 for Windows. If you are a user of America Online, you may wish to enclose your screen name 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 and density (3.5 or 5.25 inch, high or low density).

3. How to Start a New Puzzle Session

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

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 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 snap 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

- 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 enlarging the height of the puzzle-solution window.
- 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

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

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

To turn the sound off, select "Off" from the "Audio" menu, or press the sound-off button on the toolbar.

To turn sound back on, select "On" from the "Audio" menu, or press the sound-on button on the toolbar.

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 when the puzzle is completed. To obtain this audio output you must have a sound driver installed on your system, and system sounds must be enabled under the Windows control panel.

If desired, you can customize the *.WAV sounds Jigsaw uses. By placing files named "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

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

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

- Select "Exit" from the "File" menu.
- If there are any open puzzles which have not been saved, JIGSAW will ask you whether or not to save them.

10. How to Generate New Puzzles

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

Can't find that one piece and its driving you crazy? Then its time to cheat. Here's what to do:

- Get into the cheat mode by (a) selecting "Cheat" from the "Help" menu or (b) pressing the magic wand button on the toolbar. The cursor changes to a crosshair shape.
- Point to a piece and click on it near one of the four sides with the left mouse button. The computer searches for the piece which belongs there and moves it into position.

