

JigSoft - Release 1.2

Help File

- ▣ JigSoft Overview
- ▣ Loading a New Puzzle Picture
- ▣ The File Menu
- ▣ The Puzzle Menu
- ▣ The Skill Menu
- ▣ The View Menu
- ▣ The Organize Menu
- ▣ The Options Menu
- ▣ The Tool Palette
- ▣ The Work Areas
- ▣ Glossary

JigSoft Overview

JigSoft is an innovative game that lets you put jigsaw puzzles together on your computer. JigSoft provides you with many different skill levels and literally millions of different ways to carve up a puzzle picture. JigSoft is perfect entertainment for both adults and children. The Quick-Start Guide will help you put together your first puzzle.

Quick-Start Guide

When you start JigSoft, you will see an initial puzzle picture (the Eclectek logo). Overlaying this picture is the default puzzle cut for Novice level. The Skill Menu allows you to choose from Novice, Intermediate, and Expert skill levels.



To start your first puzzle, simply click the green light on the tool palette. JigSoft will scatter the pieces and start the clock.

If the skill level is set to Intermediate or Expert, some of the pieces may be flipped (mirror image). Click the right mouse button on a piece to flip it. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

Position the mouse over the piece you want to move. Hold down the left mouse button, drag the piece where you want it, then release the mouse button. If you happen to position the piece in its correct location (in the Main Area or connecting to another piece), you will hear a "beep" and the piece will snap into place.

Both the tool palette and the help bar will disappear while you're dragging a puzzle piece and will reappear when you release the mouse button. This is done to optimize performance of dragging as much as possible.

Continue moving pieces into position until you've completed the puzzle. Most pieces will initially be scattered within the visible area of the screen; use the Quick Scroll icon or the scroll bars to scroll the puzzle desktop to find more pieces, if necessary. You may also want to use the extra area of the puzzle desktop to temporarily get pieces out of the way so that you can work more easily within the Main Area. Use the Scatter icon or one of the Organize Modes.

Puzzle pieces can overlap, sometimes completely obscuring each other. This often happens within the Main Area itself. If you get close to finishing the puzzle and can't find any more pieces, it's possible that you have covered one up in putting the puzzle together. Don't worry--all you have to do is click the Scatter icon, or choose Scatter (under the View menu). If a non-connected piece is lying underneath the puzzle, it will be scattered outside the frame.

You can also find a hidden puzzle piece by clicking within the puzzle frame until you hit the hidden piece. It will then be brought on top of the other pieces and you may drag it to another location.

When you have completed the puzzle, the clock will stop and the green light will come back on.

Loading a New Puzzle Picture

You should never run out of Puzzle Pictures with JigSoft. Besides allowing you to paste any bitmap from the clipboard, JigSoft can also import bitmaps in a variety of other formats. These include:

Windows Bitmap (BMP)	Truevision Targa (TGA)
Tag Image File Format (TIFF)	PC Paintbrush (PCX)
Joint Photo Experts Group (JPEG)	Quickdraw PICT (PCT)
WordPerfect Graphics (WPG)	Graphic Interchange Format (GIF)

To import a picture from a file, select Import Picture from File (under the Puzzle menu). This will bring up the Open Bitmap dialog box. You can choose from a variety of bitmap types shown in the "Type" list box.

JigSoft automatically sets up two subdirectories under the "Pictures" directory. These subdirectories are "16COLOR" and "256COLOR."

If your current video driver is in 16 color mode, choose a picture out of the "16COLOR" subdirectory. Although you can choose a picture from one of the other subdirectories, it is likely that the colors will be distorted when you load a picture.

If possible, we recommend running JigSoft in 256 color or better mode. This will provide you with the best quality images to work with. If your current video driver is in 256 color mode, you can choose a picture from either the "256COLOR" subdirectory or "16COLOR" subdirectory.

If your current video driver is in 32K color, 16 million color or another "true color" mode, you can choose a picture from either subdirectory. In general, the higher number of colors, the more realistic the image.

Note: To determine the mode of your current video driver, go to the Program Manager in Windows. Double click on the Main program group icon, then double click on the "Windows Setup" in the "Main" window. The first item in the "Windows Setup" window is the display mode. In most cases, a VGA display is an indicator of a 16 color video driver. Most 256 color display or higher drivers will indicate the number of colors available.

Caution: Do not attempt to change your video driver. You can only use a video driver which is compatible with your computer's video card. See your computer dealer regarding this.

Once you have selected the file you want to import, click OK and the picture will appear inside the puzzle frame.

You can also import a picture from the clipboard by using the Paste Picture from Clipboard option (under the Puzzle menu). This option works only if you have a valid bitmap image in the clipboard.

Note: You can also change your puzzle picture in the middle of a session.

The File Menu

- ▢ Open Existing Session...
- ▢ Load Cut...
- ▢ Save Session...
- ▢ Save Cut...
- ▢ Exit

Open Existing Session...

Shortcut keys: Ctrl+O

Command location: File menu; Open Existing Session

Keyboard equivalent: Alt, then F, then O

This option allows you to load in an existing puzzle session from disk so that you can continue to work on a puzzle that was saved earlier. To save a partially completed puzzle, see Save Session...

Load Cut...

Shortcut keys: Ctrl+L

Command location: File menu; Load Cut

Keyboard equivalent: Alt, then F, then C

This option allows you to load a stored puzzle cut from disk. This cut can be one that was originally supplied with JigSoft, or one that you created yourself through the User Carved... option (under the Skill menu).

One of the unique features of JigSoft is its ability to provide an endless supply of piece shapes. Through the User Carved option, you can create and save as many different puzzle cuts as you like. This is a great way to make unique puzzles that both beginners and experts can enjoy.

See also:

User Carved...

Save Session...

Shortcut keys: Ctrl+S

Command location: File menu; Save Session

Keyboard equivalent: Alt, then F, then S

This option allows you to save the current puzzle session. This lets you store a partially-completed puzzle to finish at a later time.

See also:

[Open Existing Session...](#)

Save Cut...

Shortcut keys: Ctrl+C

Command location: File menu; Save Cut

Keyboard equivalent: Alt, then F, then A

This option allows you to save a cut that you have just made using the User Carved... option (under the Skill Menu). The standard file extension for custom puzzle cuts is ".CUT."

See also:

User Carved...

Exit

Shortcut keys: Alt+F4

Command location: File menu; Exit

Keyboard equivalent: Alt, then F, then X

This option closes JigSoft. You will be given the option of saving the current puzzle session if you haven't already.

See also:

Save Session...

The Puzzle Menu

- ▢ Import Picture from File...
- ▢ Paste Picture from Clipboard
- ▢ Show Clipboard
- ▢ Start Puzzle Session
- ▢ Pause Puzzle Session
- ▢ Stop Puzzle Session
- ▢ Auto Solve

Import Picture from File...

Command location: Puzzle menu; Import Picture from File

Keyboard equivalent: Alt, then P, then F

This option brings up the Open Bitmap dialog box for you to select a bitmap to import. You can choose from a variety of bitmap types in the "Type" list box. Once you have selected the file you want to import, click OK and the picture will appear inside the puzzle frame.

Note: You can also change your puzzle picture in the middle of a session.

Paste Picture from Clipboard

Command location: Puzzle menu; Paste Picture from Clipboard

Keyboard equivalent: Alt, then P, then P

This option allows you to paste any valid bitmap or Device Independent Bitmap (DIB) stored in the clipboard into your puzzle frame for use by JigSoft. If there is no valid image in the clipboard, this menu option will be grayed (unavailable).

Show Clipboard

Command location: Puzzle menu; Show Clipboard

Keyboard equivalent: Alt, then P, then C

This option displays the current contents of the clipboard.

Start Puzzle Session

Command location: Puzzle menu; Start Puzzle Session

Keyboard equivalent: Alt, then P, then S

Go icon 

This option starts a puzzle session. JigSoft will cut the puzzle, spread out the pieces, and start the clock. This option is equivalent to clicking the green light icon on the tool palette. This option will also resume a paused puzzle session.

Select this option after you have chosen the puzzle picture you want to use (see Import Picture from File or Paste Picture from Clipboard) and the skill level (see the Skill menu).


See also:

Pause Puzzle Session

Pause Puzzle Session

Command location: Puzzle menu; Pause Puzzle Session

Keyboard equivalent: Alt, then P, then U


Pause icon 

This option pauses a puzzle session. JigSoft will stop the clock and will not allow you to drag any more pieces until you start the puzzle again by either clicking the green light icon on the tool palette or choosing Start Puzzle Session (under the Puzzle menu). This option is equivalent to clicking the pause icon on the tool palette.

Stop Puzzle Session

Command location: Puzzle menu; Stop Puzzle Session

Keyboard equivalent: Alt, then P, then T

Stop icon 

This option will stop the current puzzle session. You should choose this option only if you want to end a session permanently. You will be given the option of saving the current puzzle session if you haven't already. This option is equivalent to clicking the red light icon on the tool palette.

See also:

Save Session...

Auto Solve

Command location: Puzzle menu; Auto Solve

Keyboard equivalent: Alt, then P, then A

This option tells JigSoft to automatically solve the entire puzzle for you. This is different from using the solve mode icon on the tool palette, which allows you to have JigSoft solve for only specific pieces that you click.

The Skill Menu

- ▣ Novice
- ▣ Intermediate
- ▣ Expert
- ▣ User Carved...

Novice

Shortcut keys: Ctrl+N

Command location: Skill menu; Novice

Keyboard equivalent: Alt, then S, then N

This option sets the skill level to Novice. The Novice skill level is originally set by JigSoft to be a 12-piece puzzle, with a pixel snap of 8 and none of the pieces flipped. You can change this definition of Novice through the Customize Skill Levels... option (under the Options menu).

Note: You can flip a puzzle piece upside down (mirror image) by clicking the right mouse button on the piece. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

Intermediate

Shortcut keys: Ctrl+I

Command location: Skill menu; Intermediate

Keyboard equivalent: Alt, then S, then I

This option sets the skill level to Intermediate. The Intermediate skill level is originally set by JigSoft to be a 48-piece puzzle, with a pixel snap of 6 and the puzzle pieces randomly flipped upside down (mirror image). You can change this definition of Intermediate through the Customize Skill Levels... option (under the Options menu).

Note: You can flip a piece upside down (mirror image) by clicking the right mouse button. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

Expert

Shortcut keys: Ctrl+E

Command location: Skill menu; Expert

Keyboard equivalent: Alt, then S, then E

This option sets the puzzle to the Expert Skill Level. The Expert skill level is originally set by JigSoft to be a 192-piece puzzle, with a pixel snap of 4 and the puzzle pieces randomly flipped upside down (mirror image). You can change this definition of Expert through the Customize Skill Levels... option (under the Options menu).

Note: You can flip a piece upside down (mirror image) by clicking the right mouse button. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

User Carved...

Shortcut keys: Ctrl+U

Command location: Skill menu; User Carved

Keyboard equivalent: Alt, then S, then U

This option allows you to create your own puzzle cut. This is an advanced feature which requires you to understand a little bit about how JigSoft creates puzzles. Please read the following carefully to get the best results from creating your own puzzle cuts.

A puzzle is made up of columns of pieces and rows of pieces. Each column has the same number (the number of rows) of pieces. Each row has the same number (the number of columns) of pieces. For example, the Novice puzzle has 4 columns and 3 rows. Each column has 3 pieces, each row 4 pieces, for a total of 12 pieces.

When you choose the User Carved option, the User Carved dialog will appear. This dialog allows you to change the the number of rows and columns you want in your puzzle. The minimum value you can set for either is 2. The maximum you can set for rows is 12, the maximum for columns is 14. The number of pieces you end up creating can be calculated by multiplying the two numbers. For example, if you select 3 rows and 5 columns, this will create a 15 piece puzzle (3 x 5).

Click OK when you're done setting the options. A rectangle representing the puzzle area will appear on the screen.

Small squares will appear above the top border and along the left border of the puzzle area. These squares indicate the number of lines to be drawn. The leftmost top rectangle will be green, the rest will be white. The column lines are drawn starting with the leftmost column line, indicated by the green rectangle. After the column lines are finished, the row lines are drawn starting at the topmost row line.

Cut the puzzle by dragging the mouse to draw column and row lines. (Your cursor will change to a knife.) The number of column lines that need to be drawn is one less than the number of columns. The number of row lines that need to be drawn is one less than the number of rows.

Here are the rules to be followed when drawing lines:

RULE 1: Each column line starts at the upper border and ends at the lower border. Each row line starts at the left border and ends at the right border.

RULE 2: A column line should not cross itself or any other column line.

RULE 3: A row line should not cross itself or any other row line.

RULE 4: A row line should cross each column line once and only once.

RULE 5: A line should not retrace itself or duplicate segments of other lines. That is, a line should not have duplicate points and should not duplicate points of another line, except for the points where a row line crosses a column line. These crossings should have only one point in common.

All the rules above should be followed to make exact pieces. However, except for rule 1, they need not be followed to make usable puzzle pieces. Some unusual pieces can be drawn by ignoring the rules. If the rules are not followed, pieces may have extraneous lines or parts, but can be moved and placed in the puzzle. If a puzzle cannot be made from the lines you draw, an error message will appear. Click OK to try again.

When you start drawing a line, the appropriate rectangle will be green. When the line is finished, the rectangle will turn red. To draw a line, move the cursor a little above the top border (for a column) or a little to the left of the left border (for a row), then hold down the left mouse button and drag to draw the line. Notice that the cursor changes to a knife while you're drawing. When the cursor reaches or goes beyond the opposite border, release the mouse button. If the line you drew is valid, the rectangle will turn red. Draw the next line.

If you make a mistake or don't like the lines you drew, you can erase them and try again. Erase a line by positioning the cursor in the square for that line and clicking the right mouse button. All lines that were drawn after the line you erase will also be erased.

When you have finished drawing the lines for a puzzle, the Save Cut... dialog box will appear. If you want to save the cut you've just made, type in a filename, or click the filename of a cut you want to overwrite, then click OK. If you don't want to save the cut, click Cancel. You can now start the puzzle by clicking the green light on the tool palette or choosing Start Puzzle Session (under the Puzzle menu).

The View Menu

- ☐ Show Picture
- ☐ Show Cut
- ☐ Show Both
- ☐ Tool Bar
- ☐ Overview Window
- ☐ Help Bar
- ☐ Scatter
- ☐ Zoom
- ☐ Main Puzzle Area
- ☐ Work Area 1
- ☐ Work Area 2
- ☐ Puzzle Overview

Show Picture

Shortcut keys: Ctrl+G

Command location: View menu; Show Picture

Keyboard equivalent: Alt, then V, then G

This option changes the view of the puzzle frame to show only the current puzzle picture.

Show Cut

Shortcut keys: Ctrl+H

Command location: View menu; Show Cut

Keyboard equivalent: Alt, then V, then H

This option changes the view of the puzzle frame to show only the current puzzle cut with no picture.

Show Both

Shortcut keys: Ctrl+B

Command location: View menu; Show Both

Keyboard equivalent: Alt, then V, then B

This option changes the view of the puzzle frame to show both the current puzzle picture and the current puzzle cut.

Tool Bar

Command location: View menu; Tool Bar

Keyboard equivalent: Alt, then V, then T

This menu option toggles the tool palette on and off. By default, the tool palette is visible.

Note: Both the tool palette and the help bar will disappear while dragging a puzzle piece and reappear when you let up on the mouse button. This is done to optimize performance of dragging as much as possible.

Overview Window

Command location: View menu; Overview Window

Keyboard equivalent: Alt, then V, then O

This option toggles the Overview window on and off. By default, the Overview window is enabled.

This Overview window will show an overview of what the completed puzzle should look like. This is similar to looking at the box top of an ordinary jigsaw puzzle.

The Overview window is initially located in the bottom right portion of the puzzle desktop. This position is called Standard Placement and can be changed in the Preferences... dialog (under the Options menu). You can get to this portion of the desktop quickly by using the Quick Scroll icon on the tool palette or the scroll bars. The Overview window area will be blank if this option is disabled.

In Standard Placement mode, the Overview window's size defaults to the same size as the Main Area. You can change this in the Overview Size dialog (under the Options menu). If you want to reposition the Overview window, you can do so only while a puzzle session is "paused."

If you are in the middle of a puzzle session, you can turn the window off but you cannot turn it back on again during the current session. This is due to the fact that the Overview window is a separately maintained bitmap and is deleted to conserve memory when the Overview window is disabled. The Overview window can be generated only before you start a puzzle session.

If you don't need the Overview window and would rather use this space for assembling pieces, you will want to disable this option.

You can also specify a custom mode for the Overview window in the Preferences dialog. In this mode, the Overview window will appear near the Main Area of the puzzle desktop in a sizeable, moveable window.

Note: You must size the window before you start a puzzle session. You should position the window before you start a puzzle session. Once a puzzle session has started, you can move the Overview window only while a puzzle session is "paused."

See also:

Pause Puzzle Session

Help Bar

Command location: View menu; Help Bar


Keyboard equivalent: Alt, then V, then H

This option toggles the context sensitive help bar (along the bottom of the screen) on and off. If you are new to JigSoft, it is a good idea to leave this on until you become familiar with the program. Once you know your way around JigSoft, you can disable this option.

Scatter

Command location: View menu; Scatter

Keyboard equivalent: Alt, then V, then S

Scatter icon 

This option will scatter any unsolved puzzle pieces away from the inside of the puzzle frame in the Main Area (where your puzzle is completed).

This option is especially helpful at the beginning of a puzzle session to clear out the inside of the frame so you can place pieces in it without getting distracted. It is also handy to uncover pieces that may have been covered up by other pieces.

There are two settings for the scatter option which can be changed in the Preferences... dialog (under the Options menu): normal scatter and wide scatter.


Normal Scatter: Scatters pieces to the areas closely surrounding the Main Area. Pieces will tend to pile up on one another and overlap.

Wide Scatter: Scatters pieces throughout the entire puzzle desktop. This option is helpful if you don't want as many pieces to pile up on top of each other during a scatter. However, this mode will require you to scroll around the screen more often in search of pieces.

This option is equivalent to clicking the scatter icon on the tool palette.

Zoom

Command location: View menu; Zoom
Keyboard equivalent: Alt, then V, then Z

Zoom icon 

This option will put JigSoft into Zoom mode. The cursor will change to a magnifying glass. Position the cursor (the center of the plus sign (+) is the hot spot) over the spot you want to magnify, and click the left mouse button. The spot you clicked will be positioned in the middle of the screen. You can continue to zoom in by repeatedly clicking the left mouse button, or zoom out by clicking the right mouse button.

When you're done looking at a piece in detail, choose this option again or click the zoom icon to return to normal view. Your cursor will revert to an arrow. You cannot assemble or finish the puzzle in zoom mode.


This option is equivalent to clicking the zoom icon on the tool palette.

Note: When zooming in, it is possible that the colors on the pieces you're magnifying will change. This is an effect of zooming in too far on a bitmap.

Main Puzzle Area

Command location: View menu; Main Puzzle Area

Keyboard equivalent: Alt, then V, then M

Quick Scroll icon 

This option positions the puzzle desktop view to the Main Area. The Main Puzzle Area is the upper left portion of the puzzle desktop, where the final assembly of the puzzle must be done.

You can also use the Quick Scroll icon on the tool palette to switch between the different areas.

Note: If the "Hide Work Areas" option of the Preferences... dialog has been enabled, Work Areas 1 and 2 will not appear on the puzzle desktop.

See also:

[Work Area 1](#)


[Work Area 2](#)

[Puzzle Overview](#)

Work Area 1

Command location: View menu; Work Area 1

Keyboard equivalent: Alt, then V, then 1

Quick Scroll icon 

This option positions the puzzle desktop view to Work Area 1. Work Area 1 is the upper right portion of the puzzle desktop. This area is the first of two work areas provided to assemble parts of the puzzle away from the Main Area.

You can also use the Quick Scroll icon on the tool palette to switch between the different areas.

Note: If the "Hide Work Areas" option of the Preferences... dialog (under the Options menu) has been enabled, Work Areas 1 and 2 will not appear on the puzzle desktop.

See also:

Main Area


Work Area 2

Puzzle Overview

Work Area 2

Command location: View menu; Work Area 2

Keyboard equivalent: Alt, then V, then 2

Quick Scroll icon 

This option positions the puzzle desktop view to Work Area 2. Work Area 2 is the lower left portion of the puzzle desktop. This area is the second of two work areas provided to assemble parts of the puzzle away from the [Main Area](#).

You can also use the Quick Scroll icon on the tool palette to switch between the different areas.

Note: If the "Hide Work Areas" option of the Preferences dialog has been enabled, Work Areas 1 and 2 will not appear on the puzzle desktop.

See also:

[Main Area](#)


[Work Area 1](#)

[Puzzle Overview](#)

Puzzle Overview

Command location: View menu; Puzzle Overview

Keyboard equivalent: Alt, then V, then V

Quick Scroll icon 

This option positions the puzzle desktop view to the Overview window. This area displays an overview of the puzzle, if the Overview Window option (under the View menu) is enabled.

The Overview window is initially set at the lower right portion of the puzzle desktop. If this option is disabled, then the Overview area will be blank. If you have positioned the Overview window in an area other than the lower right portion of the desktop, this option will not display the Overview window.

You can also use the Quick Scroll icon on the tool palette to switch between the different areas.

See also:

Main Area

Work Area 1

Work Area 2

The Organize Menu

- ▣ Regular Mode
- ▣ Organize to Work Area 1
- ▣ Organize to Work Area 2
- ▣ Organize back to Main Work Area

Regular Mode

Command location: Organize menu; Regular Mode

Keyboard equivalent: Alt, then G, then R

Regular Mode icon



This option sets the organize mode to Regular Mode. This mode lets you drag pieces anywhere on the desktop. This is the mode you must be in to actually connect pieces together and complete the puzzle. When you choose this option, the cursor will change to an arrow.

This option is equivalent to clicking the arrow in the upper left portion of the organize icon on the tool palette.

Organize to Work Area 1

Command location: Organize menu; Organize to Work Area 1

Keyboard equivalent: Alt, then G, then 1

Organize to Work Area 1 icon



This option sets the organize mode to Organize to Work Area 1. This mode lets you send pieces to Work Area 1, the first of two special work areas available to you. When you choose this option, the cursor will change to a "1." When you click a piece in this mode, it will automatically be moved into Work Area 1.

This option is equivalent to clicking the "1" in the upper right portion of the organize icon on the tool palette.

Organize to Work Area 2

Command location: Organize menu; Organize to Work Area 2

Keyboard equivalent: Alt, then G, then 2

Organize to Work Area 2 icon 

Sets the organize mode to "Organize back to Main Area." This mode lets you send pieces from anywhere on the screen—including any pieces in the two work areas—back into the Main Area. When you click this portion of the organize icon, the cursor will change to an "M." Puzzle pieces moved from one of the work areas will appear in the same relative position in the Main Area.

This option is equivalent to clicking the "2" in the lower right portion of the organize icon on the tool palette.

Organize back to Main Area

Command location: Organize menu; Organize back to Main Area

Keyboard equivalent: Alt, then G, then M

Organize back to Main Area icon



Sets the organize mode to "Organize back to Main Area." This mode lets you send pieces from anywhere on the screen - including any pieces in the two work areas - back into the Main Area. When you click this portion of the organize icon, the cursor will change to an "M." Puzzle pieces moved from one of the work areas will appear in the same relative position in the Main Area.

This option is equivalent to clicking the "M" in the lower right portion of the organize icon on the tool palette.

The Options Menu

- ▣ Customize Skill Levels...
- ▣ Preferences...
- ▣ Colors...
- ▣ Overview Size...
- ▣ Save Settings

Customize Skill Levels...

Shortcut keys: Ctrl+X

Command location: Options menu; Customize Skill Levels

Keyboard equivalent: Alt, then O, then C

This option will bring up a dialog that allows you to specify settings for each skill level. You can change the pixel snap (automatically snaps a puzzle piece into place if you drag it within a specified number of pixels of its correct location), whether or not the pieces are randomly flipped upside down (mirror image), and the number of pieces that define each skill level. The User Carved option within this dialog does not allow you to specify the number of pieces because this is defined when you actually create the cut.

See also:

[User Carved...](#)

Preferences...

Shortcut keys: Ctrl+Y

Command location: Options menu; Preferences

Keyboard equivalent: Alt, then O, then Y

The Preferences dialog allows you to change the behavior of many of JigSoft's features. These features include:

- ☐ Random Seed Value Option
- ☐ Multi-piece Drag Option
- ☐ Scatter Option
- ☐ Overview Option
- ☐ Disable Fast Scroll Bars Option
- ☐ Disable Sound Option
- ☐ Hide Work Areas Option

Colors...

Command location: Options menu; Colors

Keyboard equivalent: Alt, then O, then L

This option allows you to select colors for the puzzle desktop. To change colors, click the diamond next to the color you want.

Exterior: This refers to any area outside the Main Area and work areas.

Interior: This refers to the areas inside the Main Area and work areas.

Note: You can also change colors by using your mouse. To change the exterior color hold down the Shift Key and click the left button. To change the interior color hold down the Shift Key and use the right button. Each time you click it will change the color as you cycle through the color palette.

Overview Size...

Command location: Options menu; Overview Size

Keyboard equivalent: Alt, then O, then O

This option will bring up a special dialog box that will allow you to customize the height of the Overview window. The default is 300 pixels (the maximum height available). The minimum height is 100 pixels. The width dimension will be adjusted for you automatically. You may specify a height by entering a number in the Overview Size box which will adjust the size of the rectangle in the dialog. The rectangle will appear in the same color as the work areas.

Save Settings

Command location: Options menu; Save Settings

Keyboard equivalent: Alt, then O, then S

This option saves the values you have set in the Customize Skill Levels and Preferences dialogs.

See also:

[Customize Skill Levels...](#)

[Preferences...](#)

[Colors...](#)

The Tool Palette

In the upper right corner of the screen, you will see the JigSoft tool palette. The tools in this palette offer shortcuts for several options which will make puzzle-solving easier.

☐ The icon in the top left corner is a green light, signalling "GO." Clicking this icon will start a puzzle session: JigSoft will cut the puzzle, spread out the pieces, and start the clock. Clicking this icon will also resume a paused puzzle session.

Clicking this icon is equivalent to choosing Start Puzzle Session (under the Puzzle menu).



The icon in the top right corner is a red light, signalling "STOP." Clicking this icon will stop the current puzzle session. You should use this icon only if you want to end a puzzle session permanently. You will be given the option of saving the puzzle session if you haven't already.

Clicking this icon is equivalent to choosing Stop Puzzle Session (under the Puzzle menu).

☐ The left-hand icon in the second row is a hand, signalling "PAUSE." Clicking this icon will stop the clock, and you will not be able to drag any more pieces until you click the green light to resume the puzzle session.

Clicking this icon is equivalent to choosing Pause Puzzle Session (under the Puzzle menu).



The right-hand icon in the second row is the solve mode icon. This mode will solve the puzzle one piece at a time. Clicking this icon will change the cursor to a question mark. Position the cursor (the starting point--the top left tip--of the question mark (?)) is the hot spot) over the piece you want solved and click the left mouse button. The piece you clicked will move to its correct location in the Main Area. You may solve as many pieces as you like simply by clicking them. To return to regular mode, click the solve mode icon again and your cursor will revert to an arrow.

☐ The left-hand icon in the third row is the zoom mode icon. Clicking this icon will change the cursor to a magnifying glass. Position the cursor (the center of the plus sign (+)) is the hot spot) over the spot you want to magnify, and click the left mouse button. The spot you clicked will be positioned in the middle of the screen.

You can continue to zoom in by repeatedly clicking the left mouse button, or zoom out by clicking the right mouse button.

When you're done looking at a piece in detail, click the zoom icon again to return to normal view. Your cursor will revert to an arrow. You cannot assemble or finish the puzzle in zoom mode.

Clicking this icon is equivalent to choosing Zoom (under the View menu).

▣ The right-hand icon in the third row is the scatter button. Clicking this icon will scatter any unsolved puzzle pieces away from the inside of the puzzle frame in the Main Area (where your puzzle is completed).

The scatter button is especially helpful at the beginning of a puzzle session to clear out the inside of the frame so you can place pieces in it without getting distracted. It is also handy to uncover pieces that may have been covered up by other pieces.

There are two settings for the scatter button which can be changed in the Preferences dialog (under the Options menu): normal scatter and wide scatter.

Normal Scatter: Scatters pieces to the areas closely surrounding the Main Area. Pieces will tend to pile up on one another and overlap.

Wide Scatter: Scatters pieces throughout the entire puzzle desktop. This option is helpful if you don't want as many pieces to pile up on top of each other during a scatter. However, this setting will require you to scroll around the screen more often in search of pieces.

Clicking this icon is equivalent to choosing Scatter (under the View menu).



The icon in the lower left corner is the organize icon. This icon allows you to quickly switch between JigSoft's four organizational modes, which are designed to help you move and manage pieces between the three separate work areas available on the JigSoft desktop.

The work area feature can help you organize different types of pieces quickly into different areas, much like you would if you were putting a jigsaw puzzle together on a tabletop.

The different modes are: regular mode, Organize to Work Area 1, Organize to Work Area 2, and Organize Back to Main Work Area. To switch modes, just click a different part of the organize icon. You must be in regular mode to finish a puzzle.

Regular mode, represented by the upper left arrow icon, lets you drag pieces anywhere on the desktop. This is the mode you must be in to actually connect pieces together and complete the puzzle. When you click this portion of the organize icon, the cursor will change to an arrow.

The second mode, represented by the "1" in the upper right corner of the icon, lets you send pieces to Work Area 1, the first of two special work areas available to you. When you click this portion of the organize icon, the cursor will change to a "1." When you click a piece in this mode, it will automatically be moved into Work Area 1.

The third mode, represented by the "2" in the lower left corner of the icon, lets you send pieces to Work Area 2, the second of two special work areas available to you. When you click this portion of the organize icon, the cursor will change to a "2."

The fourth mode, represented by the "M" in the lower right corner of the icon, lets you send pieces from anywhere on the screen-including any pieces in the two work areas-back into the

Main Area. When you click this portion of the organize icon, the cursor will change to an "M."

▣ The icon in the lower right corner is the Quick Scroll icon. It allows you to quickly flip between the four main areas on the puzzle screen. These areas can also be seen by using the scroll bars at the right and bottom of the screen. These four areas are:

1. The main puzzle frame (also referred to as Main Area). This is where you complete the puzzle.
2. Work Area 1. Located to the right of the Main Area, this space can be used to organize specific portions of the puzzle before moving them back to the main area.
3. Work Area 2. Located below the Main Area, this space has the same purpose as Work Area 1.
4. Overview Area. Located below Work Area 1, and to the right of Work Area 2, this area will show an overview of what the completed puzzle should look like. This is similar to looking at the box top of an ordinary jigsaw puzzle. This area will be blank if the Overview Window option (under the View menu) is disabled.

Random Seed Value Option

A random seed value of zero (0) tells JigSoft to create a new puzzle cut for each different puzzle session. This means that you will very rarely, if ever, get an identical puzzle to put together. JigSoft can generate 32000 different puzzle cuts. You can also generate custom puzzle cuts by using the User Carved... option (under the Skill menu).

A value between 2 and 32000 tells JigSoft you want it to generate a particular puzzle cut for each puzzle session. Each puzzle cut has a number associated with it. For example, set this option to any number between 2 and 32000. If you like the puzzle cut generated, make a note of that number. You can then set this option to that number each time you want to repeat that particular puzzle cut. Set this option to 2 or more if you are having a timed competition with other people and want to make sure each person gets the same puzzle cut to work on.

Note: Do not set this option to 1 - unpredictable results may occur.

Multi-piece Drag Option

This option tells JigSoft how you want it to drag pieces that have been connected together outside the puzzle frame. In general, the greater the number of connected pieces, the slower it will be to drag them. Therefore, when you've connected many pieces together, dragging those connected pieces can get very slow, especially on slower computers. To make moving connected pieces faster, JigSoft provides the option of moving connected pieces by dragging in "Complete Bitmap" mode or by pointing and clicking in "Cursor Only" mode. In "Cursor Only" mode, you move a connected piece by clicking it once with the left mouse button, moving the cursor to the location to which you want the piece to be moved, and clicking the left mouse button again.

Before using this option, we suggest that you use the Organize back to Main Work Area icon on the tool palette or the Organize back to Main Work Area option (under the Organize menu) to move connected pieces back to the Main Area.

Scatter Option

The right-hand icon in the third row of the tool palette is the scatter button. Clicking this icon will scatter any unsolved puzzle pieces away from the inside of the puzzle frame in the Main Area (where your puzzle is completed).

There are two settings for the scatter button: normal scatter and wide scatter.

Normal Scatter: Scatters pieces to the areas closely surrounding the Main Area. Pieces will tend to pile up on one another and overlap.

Wide Scatter: Scatters pieces throughout the entire puzzle desktop. This option is helpful if you don't want as many pieces to pile up on top of each other during a scatter. However, this setting will require you to scroll around the screen more often in search of pieces.

Overview Option

The Overview window shows an overview of what the completed puzzle should look like. This is similar to looking at the box top of an ordinary jigsaw puzzle. This area will be blank if the Overview Window option (under the View menu) is disabled. There are two modes for the Overview window: standard placement and custom placement.

Standard Placement: The Overview window is initially located in the bottom right portion of the puzzle desktop. This position is called Standard Placement. You can get to this portion of the desktop quickly by using the Quick Scroll icon on the tool palette or the scroll bars.

Custom Placement: In this mode, the Overview window will appear near the Main Area of the puzzle desktop in a sizeable, moveable window.

Note: You **must** size the window **before** you start a puzzle session. You **should** position the window before you start a puzzle session. Once a puzzle session has started, you can move the Overview window only while a puzzle session is "paused."

Disable Fast Scroll Bars Option

This option will turn off JigSoft's fast scroll bar feature. This feature allows you to click anywhere in the scroll bar to quickly reposition the puzzle desktop view, instead of having to use the scroll bar arrows or drag the scroll thumb.

You'll probably want to disable this feature if you find that you are accidentally clicking in the scroll bar region and inadvertently repositioning yourself within the puzzle desktop.

Disable Sound Option

This option will turn the sound features of JigSoft off. This means that you will not here a beep when pieces are connected or fit into the puzzle frame.

Hide Work Areas Option

This option allows you to disable the work areas and their associated functions. Instead of having work areas in the upper right and lower left portions of the puzzle desktop, you will have blank space which you can use to scatter pieces around.

Note: If you hide the work areas, the Quick Scroll icon on the tool palette will not take you to Work Areas 1 and 2. The organize modes will be also disabled since there are no work areas to organize.

The Work Areas

When putting together a complicated jigsaw puzzle on a tabletop, most people like to organize the puzzle pieces to make puzzle solving easier. JigSoft includes a work areas feature that allows you to organize your pieces on the computer screen.

To understand how work areas can help you, load in a puzzle image you want to work with. Start your puzzle session by clicking the green light icon on the tool palette or by choosing Start Puzzle Session (under the Puzzle menu). Next, click the scatter icon on the tool palette or choose Scatter (under the View menu). This will clear the puzzle pieces away from the Main Area.

Now you need to decide how you want to organize your puzzle pieces. Three work areas are provided: Main, 1, and 2. Most people like to start putting a puzzle together by assembling the border pieces. Use your cursor to drag pieces with straight edges into the Main Area. (Since the normal scatter option stacks some pieces on top of others, you will probably not be able to find all of the border pieces at first. Be sure to use both the horizontal and vertical scroll bars to find all of the pieces.)

There are two additional work areas into which you can move pieces. Decide which pieces you want to group together (by color or subject matter). Click the "1" in the upper right corner of the organize icon on the tool palette or choose Organize to Work Area 1 (under the Organize menu). Your cursor will change to a "1" and each piece you click will be sent to Work Area 1. Move a different category of pieces to Work Area 2. Click the "2" in the lower left corner of the organize icon or choose Organize to Work Area 2 (under the Organize menu). Your cursor will change to a "2" and each piece you click will be sent to Work Area 2.

Assemble the border pieces in the Main Area. When the border is complete, move to Work Area 1 and assemble another portion of the puzzle, or click the "M" in the lower right corner of the organize icon and send each of the pieces in Work Area 1 back to the Main Area.

Assemble the pieces you sent to Work Area 2 as described above. If there are additional pieces to be organized to complete the puzzle, move those pieces to Work Area 1 or 2 and continue until the puzzle is completely solved.

Note: Puzzles can be completed (finished) only in the Main Area. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

JigSoft Readme File

Welcome to JigSoft. JigSoft is an innovative game that allows you to enjoy putting together jigsaw puzzles on your computer. JigSoft provides you with many different skill levels and literally millions of different ways to carve up a puzzle picture. JigSoft is perfect entertainment for both adults and children.

MANUAL CORRECTIONS:

The Eclectek internet address is incorrect in the manual. Please turn to page 4 and change the internet address to eclectek@ortel.org.

The Serial number for JigSoft is located in the top right corner of the Registration card and on the top right corner of the first page of the manual.

IMPORTANT NOTES:

1. ORGANIZE TO WORK AREAS

Please read the manual or program help file to learn about JigSoft's many features. The Organize to Work Areas feature is JigSoft's most important effort saving feature. When you click on the 1, 2, or M portion of the icon your cursor will change to a corresponding 1,2, or M. When you click on puzzle pieces with these cursors those pieces will automatically be moved to the corresponding work area on the JigSoft desktop. This is a better alternative to dragging pieces with the mouse.

2. IMPORTING PUZZLE IMAGES

JigSoft works with bitmap images. Some graphic formats include both bitmap and vector images. An example of this is the .WPG (WordPerfect Graphics files). JigSoft only reads .WPG files that are bitmaps. Many .WPG files are not bitmaps, so don't be surprised to get the "Unsupported File Type" message when trying to import .WPG files.

MANUAL ADDITIONS:

1. PUZZLE IMAGES

Your JigSoft program contains a selection of puzzle images. Additional free images are provided when you register your program.

To create puzzles using these images:

Using a mouse:

1. From the menu bar single-click on the "Puzzle" item.

2. Single-click on "Import Picture from File"

3. A standard dialog box will appear which will allow you to choose the image file on the disk you wish to use. The left side of this window shows your Jigsoft disk drive directories. The right side of this window shows the available image files to choose from.

4. If you wish to load a 256 color image double-click on the folder labeled "256color" If you wish to load a 16 color image double-click on the folder labeled "16color"

5. A list of image files will be shown on the left side of the window. Double-click on one of the files and it will be loaded into JigSoft. You may also single-click on an image file and then single-click on the "OK" button.

Using keyboard commands:

1. Hold down the "Alt" key and hit the "P" key. This will open the "Puzzle" Menu item.

2. Hit the "F" key, this will initiate the "Import Picture from File"

Follow step 3-5 as shown above.

2. PASTING BITMAPS FROM THE CLIPBOARD

When pasting bitmaps from the clipboard, the image that is pasted will automatically be saved into a file called "clipbrd.bmp" in the JigSoft directory. If you later decide to save a puzzle session that is using a pasted image, the "clipbrd.bmp" file will be copied into a filename that corresponds to the session name you chose, with the ".bmp" extension added. This .bmp file will be located in the "games" sub-directory off of the JigSoft directory. For example, if you chose to save the session as "mygame1.gam", then JigSoft will automatically copy the "clipbrd.bmp" file to the name "mygame1.bmp". This allows the bitmap and session to be correctly restored at a later time.

DEFINITION: Work Area 1

Work Area 1 is the upper right portion of the puzzle desktop. This area is the first of two work areas provided to assemble parts of the puzzle away from the Main Area.

DEFINITION: Work Area 2

Work Area 2 is the lower left portion of the puzzle desktop. This area is the second of two work areas provided to assemble parts of the puzzle away from the Main Area.

JigSoft Glossary

[Flipped](#)

[Overview Window](#)

[Pixel Snap](#)

[Puzzle Frame](#)

[Tool Palette](#)

[Puzzle Desktop](#)

DEFINITION: Puzzle Frame

The Puzzle Frame refers to the rectangle on your screen where you complete puzzles, create user-defined cuts, and initially view puzzle pictures. Also referred to as Main Area.

DEFINITION: Tool Palette

The Tool Palette refers to the group of icons located in the floating palette with "Tools" in the title bar. The tool palette can be positioned anywhere by dragging its title bar. You can show or hide the tool palette by choosing Tool Bar (under the View menu).

For a detailed explanation of the items in the Tool Palette, see:

[The Tool Palette](#)

DEFINITION: Pixel Snap

The Pixel Snap value can make assembling pieces easier or harder depending on how it is adjusted in the Customize Skill Levels dialog (under the Options menu). Pixel snap automatically snaps a puzzle piece into place if you drag it within a specified number of pixels of its correct location. You can specify even numbered values ranging from 2 to 10. The higher the setting, the easier it is to put the puzzle together.

If you're working in the Main Area, pixel snap will "snap" pieces to their correct location. If you're working with two or more pieces, a higher pixel snap setting will make it easier to put them together.

DEFINITION: Overview Window

The Overview Window refers to a special window that contains a complete picture of the puzzle you're working on. Depending on the type of Overview you have selected, this window may be sizeable as well as moveable. The Overview Window can be repositioned only before you start a puzzle session or while a puzzle session is in "Pause" mode.

DEFINITION: Flipped

The term Flipped refers to the state of a puzzle piece that is a mirror image of itself. This is not the same as rotating 180 degrees. This option was created to enhance the difficulty of solving a puzzle and is not meant to be an exact representation of turning an actual puzzle piece. You can flip a puzzle piece by clicking the right mouse button. Puzzle pieces must be flipped to their correct orientation before they can be connected to other pieces or placed in the Main Area.

DEFINITION: Puzzle Desktop

The Puzzle Desktop refers to the entire space available to you to assemble the puzzle. This includes the Main Area, work areas, and the overview area.

