

JIGSAW 2.10 for Windows

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2. About JIGSAW 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 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 in version 2:

- Runs under Microsoft Windows 3.1
- 256 Color Graphics (with SVGA Displays)
- Larger Pieces
- Scrolling Views
- *.BMP & *.GIF 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 US\$9.00 to the address below. 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, which allows you to read in *.bmp Bitmap files and save them as *.jig Jigsaw puzzle files.

If you would like to have the latest version of Jigsaw for Windows mailed to you on a floppy disk, add \$5.00.

FOREIGN ORDERS

If you are registering from outside the USA, please send either

- 1) an international money order from your post office or bank, or
- 2) US currency

In **JAPAN**, you can register through:

P&A Shareware Distribution
302 Bellwinds, 1367-23, Nakagami, Akishima, Tokyo 196
Tel: (0425) 46-9141
Fax: (0425) 46-9142
NIFTY-Serve: PAF02461

In **FRANCE**, you can register through:

WindowShare SARL	Fax:(+33)87 32 37 75
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Mail Order Price List

Jigsaw 2 for Windows Registration	\$9.00
Jigsaw 2 for Windows Registration w/Latest Disk	\$14.00
<i>18 puzzles - 16 & 256 colors - 3.5" high density floppy disk</i>	

Puzzle Disks for Use With Jigsaw 2

Flora and Fauna	\$7.00
<i>Animals and plant life from around the world</i>	
<i>10 puzzles - 256 colors - 3.5" high density disk</i>	
Sights and Scenes	\$7.00
<i>Landscapes, sunsets, views from around the world</i>	
<i>10 puzzles - 256 colors - 3.5" high density disk</i>	
Under the Sea	\$7.00
<i>Colorful tropical fish and coral reefs</i>	
<i>10 puzzles - 256 colors - 3.5" high density disk</i>	
Any 2 Puzzle Disks	\$12.00
All 3 Puzzle Disks	\$15.00

By the same Author

Shuffleboard 3D for Windows Registration	\$6.00
Shuffleboard 3D for Windows Registration w/Disk	\$11.00
<i>The classic game - true perspective view - 3.5" floppy disk</i>	

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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 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

- 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

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.

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

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 Re-Scramble the Puzzle

If, at any time while working on a puzzle, you would like to start the puzzle over, select "Scramble" from the "Puzzle" menu. The puzzle will be put back into its original, unsolved state.

If the puzzle is too big or too small for your screen, or if there are too many or too few pieces, you can select "Resize..." from the "Puzzle" menu. This option allows you to choose a different size and number of pieces. When you click on the "OK" button, the puzzle is resized and scrambled.

The black outline that borders each piece can be toggled on and off. To do this, select "Toggle Outlines" from the "Puzzle" menu. Try this after you have completed a puzzle, to see the final image without the black piece outlines superimposed on the picture.

The background color upon which the puzzle pieces are displayed can also be set. Use the "Background" selection on the "Puzzle" menu.

10. 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 is an open puzzle which has not been saved, JIGSAW will ask you whether or not to save it.

11. How to Generate New Puzzles

Registered owners of JIGSAW can convert Windows Bitmap files (with a .BMP filename extension) and Compuserve Graphics Interchange Format (.GIF) files 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" and ".GIF" extension. These are Microsoft Windows (tm) bitmap image files and Compuserve Graphics Interchange Format (sm) files. These files are available for downloading from many online services, or you can create your own using the Windows program Paintbrush or by using a scanner.
- Choose the file you would like to convert to a jigsaw puzzle and highlight it using the mouse. The file should conform to the Windows 3.0 device-independent bitmap specification, or the Compuserve GIF89a specification.
- Click the "OK" button. The *.BMP or *.GIF file is read into memory and the "Create a New Puzzle" 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).
- Choose how big the puzzle should be (Small, Medium, or Large) and how many pieces it should have (Few, Medium, or Many).
- You can customize the puzzle size and number of pieces to your own preference by clicking the "Setup" button. The setup dialog allows you to define the meaning of Small, Medium, and Large.
- Click the "OK" button. The .BMP or .GIF file is converted to a jigsaw puzzle. Then the puzzle is displayed on the screen.
- Select "Save As..." 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.

12. How to Cheat

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.

13. If You Experience Problems

If you have technical problems, here are some solutions:

- **NO SOUND.** If you don't get sound with Jigsaw, it's 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.
- **PIECES WON'T ROTATE.** Some mouse manufacturers (e.g., Logitech) allow you to assign functions to the middle and right mouse buttons. If your right mouse button doesn't work right, make sure you have not assigned some other function to it.
- **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, or try adding "-g" to the command line.
- **SOME *.JIG FILES WON'T LOAD.** Puzzle files designed for Jigsaw 1 for DOS will not work with Jigsaw 2 for Windows.
- **CAN'T LOAD A WINDOWS *.BMP FILE.** The registered version of Jigsaw will load *.BMP and *.GIF files and convert them to jigsaw puzzles. However, the file must contain an image large enough to be cut up into several puzzle pieces. The image should be at least about 100x100 pixels, although smaller ones can be used. Jigsaw will not load an image smaller than about 40x40 pixels. Many of the *.BMP wallpaper files supplied with Windows are too small to convert to jigsaw puzzles.
- **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).

14. Registering in France

Bon de Commande Francais

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