

# **MOSAIX**

Version 1.0

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## **REGISTRATION**

MOSAIX is distributed under the Shareware concept. If you continue to use MOSAIX, you are expected to register. Registration is only \$35. For an additional \$10 you will receive an update and the ARGUS graphics utility. As an added bonus for your registration, you will receive one FREE color scan of any color print or 35mm slide that you enclose with your registration.

Your slide or print will be returned along with a diskette of your photo saved as a PCX graphics file. You will then be able to load your picture with MOSAIX and use it as a jigsaw puzzle!

## **YOUR PICTURES AS MOSAIX PUZZLES**

For best results your print should be 8" x 10" or smaller, but no smaller than wallet size. Data Assist can also scan 35mm slides, but we prefer to get standard size prints. The prints developed by Fotomat, K-mart or your local drug store will scan very well.

When selecting a picture to send, try to select a clear, colorful picture. Complex pictures with large amounts of detail generally do not make good MOSAIX puzzles. For best results, the photograph should be in landscape mode; wider than it is high. Otherwise, we will need to crop the image in order to create a full screen VGA or EGA puzzle.

Note: All slides and prints will be returned after processing. However, Data Assist ASSUMES NO LIABILITY for any loss or damage to your property during shipping or processing.

Please allow 2-4 weeks for processing.

## **INTRODUCTION**

MOSAIX is a computerized jigsaw puzzle program. Unlike other PC based jigsaw puzzle programs, MOSAIX is designed for use with photographic quality color images, rather than cartoon pictures. The puzzles presented by MOSAIX may be created using a video image capture board, a black and white scanner or a color scanner. Since MOSAIX can import standard PCX graphics files, puzzles may also be created using almost any PC paint program.

For our customers who do not have access to a color scanner or digitizing equipment, Data Assist provides a color image scanning service.

## **REQUIREMENTS**

Since MOSAIX displays actual color pictures for its puzzles, a VGA, MCGA or EGA graphics system is highly recommended. The program may also be used on CGA graphics system; however, a CGA Graphics Library is not currently distributed with the shareware MOSAIX package.

MOSAIX supports the use of a Microsoft, Logitech or Mouse Systems compatible mouse. The use of a mouse is optional.

MOSAIX requires 384K bytes of memory. A Hard disk is not required. If a hard disk is not available, the computer system must have one 720K or 1.2M floppy disk drive, or two 360K floppy disk drives available.

## **INSTALLATION**

MOSAIX is distributed on two 360K 5.25" diskettes, or one 720K 3.5" diskette. The first diskette contains the MOSAIX program, the VGA Graphics Library, documentation and registration information.

The second diskette contains the EGA graphics library. If your system is an IBM PS/2 system, or any other system with a VGA compatible graphics card, you do not need to install the EGA graphics library.

### **Hard Disk Installation**

1. Create a subdirectory called MOSAIX on your hard disk.
2. Change Directory to the MOSAIX directory.
3. Copy the files from disk #1 to your hard disk.
4. For EGA users, delete VGA.MGL and copy EGA.MGL from Disk #2.
5. Type MOSAIX to start the program.

### **Single Floppy Disk Installation**

1. Create a bootable DOS system diskette. (720K or larger)
2. Copy the file MOSAIX.EXE to this diskette.
3. For VGA users, copy the file VGA.MGL (Disk #1)
4. For EGA users, copy the file EGA.MGL (Disk #2)
5. Type MOSAIX to start the program.

### **Dual Floppy Disk Installation**

1. Create a bootable DOS system diskette in drive A:
2. Copy the file MOSAIX.EXE to the diskette in drive A:
3. Format a data disk in drive B:
4. For VGA users, copy the file VGA.MGL (Disk #1) to your B: disk.
5. For EGA users, copy the file EGA.MGL (Disk #2) to your B: disk.
6. Type MOSAIX B:VGA or MOSAIX B:EGA to start the program.

## **OPERATING INSTRUCTIONS**

MOSAIX is run by typing the command MOSAIX from the DOS '>' prompt. If you have installed MOSAIX correctly, the program will display the title screen. After a few seconds, the screen will dissolve and the main menu will appear.

Dual Floppy disk users will need to specify the path to their graphics diskette on the command line. For example:

MOSAIX B:VGA    -or-    MOSAIX B:EGA

If you have purchased additional MOSAIX graphics libraries from Data Assist, you can invoke MOSAIX and specify the name of an alternate graphics

library from the DOS command line. For example:

MOSAIX VGA2 -or- MOSAIX EGA

Registered users will be informed when additional MOSAIX graphics libraries become available.

## **THE MAIN MENU**

### **Pictures**

The Pictures option displays a list of pictures in the MOSAIX Graphics Library that you are currently using. The default libraries, VGA.MGL and EGA.MGL, contain three sample pictures provided by Data Assist. These pictures were produced by our Color Scanning Service. Your pictures will be scanned using the same professional equipment.

Use the arrow keys and the Enter key to select a picture from the list. You may select a picture from this list or load another picture using the Load option.

### **Load: PCX File**

The Load option is used to load a PCX graphics file. Most PC based paint programs, scanners and video capture boards are capable of creating PCX graphics files. Please read the section on PCX File Compatibility later in this document.

When you register your copy of MOSAIX and send a photograph to Data Assist, you will be sent a PCX file of your photo. To load your photo into MOSAIX, use the load option and enter the name of your PCX file.

### **Options: Keyboard**

MOSAIX can be configured to use the keyboard arrow keys or a mouse. The default setting is for MOSAIX to use the keyboard. You do not need to select this option unless you have switched to using the mouse and want to switch back to using the keyboard.

**Options: Mouse**

Use the Mouse option if you prefer to use your mouse to select and move the puzzle tiles. In order for MOSAIX to properly use your mouse you must install a mouse software driver during your system start up. Please refer to your mouse documentation for specific information regarding installation of your mouse software.

Note: The mouse is only functional while in graphics mode. The keyboard must be used to select items from the main menu.

**Options: Sound-On**

Whenever you move a puzzle tile to its correct screen location, MOSAIX will produce a sound. This feature makes the puzzle easier to solve since MOSAIX will inform you when you have moved a tile to its correct screen location.

**Options: Sound-Off**

This option disables MOSAIX from producing a sound whenever you move a puzzle tile to its correct screen location. Selecting this option will make the puzzle more difficult to solve.

**Start: Level-1**

Level 1 is the easiest of the three levels of play. The puzzle is divided into 25 tiles. The picture will display for a few seconds and will then be scrambled. This level is recommended for small children.

**Start: Level-2**

Level 2 is the medium level of play. The puzzle is divided into 50 tiles.

**Start: Level-3**

Level 3 is the most difficult level of play. The puzzle is divided into 100 tiles.

**Start: View-It**

This option will display a picture, but will not scramble it. When you are finished looking at the picture, press the ESC key to return to the main menu.

**Help**

The help menu provides a quick introduction to MOSAIX as well as some additional information about the services offered by Data Assist.

**USING THE KEYBOARD**

While the puzzle is displayed on the screen, you must use the arrow keys to select and move tiles.

Press the Enter key to pick up a tile. You may then move the tile around the screen using the arrow keys. Press the Enter key once more and the original tile and the current tile will swap places.

If you have picked up a tile and then decide that you do not want to move it, you may press the ESC key to cancel the move. However, once you have swapped two tiles, you can not cancel the move.

There are several function keys that may be used, either in keyboard mode or in mouse mode. They are:

Alt-L ... Move the puzzle Left one tile.

Alt-R ... Move the puzzle Right one tile.

Alt-U ... Move the puzzle Up one tile.

Alt-D ... Move the puzzle Down one tile.

Alt-K ... Switch to using the Keyboard.

Alt-M ... Switch to using the Mouse.

Alt-V ... View the completed picture.

Press the ESC key to return to the puzzle.

Alt-Q ... Quit this puzzle.

Note: Alt-V can not be used if you are in the process of moving a tile. This function may only be used while you are selecting a tile.

## **USING THE MOUSE**

If you selected the mouse option, either through the main menu or via the Alt-M function keys, you may use the mouse to select and swap tiles.

Move the outline box to the tile that you wish to move. Click any mouse button to select the tile. Move the tile around the screen by again moving the mouse. Press any mouse key again and the original tile and the current tile will swap places.

Note: The Alt-Keys and the ESC key may be used while the mouse is active. The arrow keys should not be used in conjunction with the mouse!

## **ERROR MESSAGES**

Unable to find a MOSAIX Graphics Library. - MOSAIX was unable to locate a VGA.MGL, EGA.MGL or CGA.MGL file on your system. Install one of these files. If you have installed MOSAIX on a dual floppy drive system, you must specify the path and filename of the Graphics Library on the MOSAIX command line.

Unable to open Graphics Library: xxxxx - MOSAIX was not able to open the specified Graphics Library.

Please select or load a picture first. - You must select a picture from the Picture menu or load a picture using the Load option.

Unable to load picture xxxxxx from library. - MOSAIX was not able to read the graphics library file. This error may indicate that your MGL file has been damaged. Install a new MGL file on your system.

Unable to load picture xxxxxx from disk. - MOSAIX was not able to read the PCX file specified. This error may indicate that your PCX file has been damaged. Specify a valid PCX file.

Picture xxxxxx can not be used with version 1.0 of MOSAIX. - The PCX file that you specified is valid, but will not work with this version of MOSAIX.

Contact Data Assist to purchase a MOSAIX program upgrade.

Not enough memory to load picture. - MOSAIX does not have enough free memory to load the selected picture. Remove all memory resident programs from your system, then run MOSAIX again.

Load failure for xxxxxx from library. - Please send a copy of the xxxxxx.MGL file to Data Assist.

Load failure for xxxxxx from disk. - Please send a copy of the xxxxxx.PCX file to Data Assist.

Program-crash: xxxxxx, status=yyyyy. - Please report this error to Data Assist.

## **PCX FILE COMPATIBILITY**

Version 1.0 of MOSAIX is compatible with three PCX file types:

- 320 x 200 x 4 color, CGA graphics.
- 640 x 350 x 16 color, EGA graphics.
- 320 x 200 x 256 color, MCGA and VGA graphics.

The next release of MOSAIX will provide PCX file support for:

- All Standard CGA graphic modes,
- All Standard EGA graphic modes,
- All Standard VGA and MCGA graphic modes,
- 640 X 480 x 256 color, Super VGA graphics \*\*\*
- 800 x 600 x 256 color, Super VGA graphics \*\*\*

\*\*\* Supported on Super VGA cards manufactured by Orchid, Video Seven, Paradise and compatible Tseng based products. Customers who register for the full (\$45) MOSAIX package will receive this upgrade automatically.

### **Incompatible PCX Files**

Until recently, the 256 color PCX format was not well standardized. As such, several vendors sell products that produce non-standard 256 color PCX



files. MOSAIX conforms to the latest standard for 256 color PCX files!

We have seen several products that create incompatible PCX files. If you wish to use an image created by these products with MOSAIX, you must capture the image using the ARGUS program available from Data Assist.

## **APPLICATION NOTES**

This section provides tips on converting images from other products to a format compatible with MOSAIX. Please send us your tips!

### **Converting GIF Files**

GIF is CompuServe's Graphics Interchange Format. There are several hundred high quality, color pictures available in the CompuServe Picture Forum. Many of these pictures are also available on various BBS systems and through many Shareware vendors.

Use any GIF display program to display the picture. Then use ARGUS to convert the picture into a PCX file. This procedure is an easy way to create hundreds of MOSAIX puzzles!

### **PC Paintbrush, Paintbrush+, PC Paintbrush IV**

The PCX files created by these ZSoft products are compatible with MOSAIX. Some video modes are not currently supported but will be in the next release of MOSAIX.

### **PC Paint Plus**

Create a picture using PC Paint Plus. Use the Tools Option: Show Screen to view the picture. Capture the picture using ARGUS.

### **Pictor / Grasp**

Pictor is the paint program that comes with GRASP from Paul Mace Software. The CGA and EGA mode PCX files created by Pictor are compatible with MOSAIX. However, Pictor does not create compatible 256 color PCX files.

To create a 256 color MOSAIX puzzle, first use Pictor and create a .PIC file. Exit Pictor and use SHOWPIC to display the picture. Use ARGUS to convert the picture into a useable PCX file.

### **Splash!**

Create a picture using Splash! Save the picture as a .SS file. Use the SHOWSS program to display the picture and capture it using ARGUS.

### **ColoRIX**

Create a picture using ColoRIX. Save the picture as a .SCI file. Use the RIXLATE program to display the picture and capture it using ARGUS.

### **Deluxe Paint II**

For EGA pictures: Create a picture using Deluxe Paint II. Save the picture as a .LBM file. Use the CONVERT utility to convert the .LBM file to a .PCX file.

Example: `convert -d puzzle.lbm -p3 puzzle.pcx`

This procedure does not work for 256 color VGA pictures.

### **Dr. Halo III**

Create a .PIC file using DRHALO. Use the PRESENTS program to display the picture and capture using ARGUS.

### **GEM Draw Plus**

Create a picture using GEM Draw Plus. Select the 'To Output' menu option. Output the picture to the screen and capture using ARGUS.

### **VGACAD**

VGACAD is a Shareware paint program created by Lawrence Gozum and Marvin Gozum, MD. Create a picture using VGACAD. Save the picture as a .BLD file. Use the MVGAVU program to display the picture and capture it using ARGUS.

### **VGA Paint**

You may use ARGUS to capture a picture directly from the VGA Paint screen. Hint: If you press Alt-Ctrl-G just after pressing the left mouse button, the mouse cursor will be invisible in the captured image.

### **PC-Key-Draw**

Create and save the picture using PC-Key-Draw. Press F8 O (the capital letter O) to invoke the picture view option. Press the space bar until the desired picture is shown. Press Alt-Ctrl-G to capture the picture with ARGUS.

### **Logitech PaintShow-Plus / ScanMan Scanner**

Scan an image using the Logitech ScanMan Scanner. Use the Logitech PS-Plus paint program to display the image and capture using ARGUS. Do not use the TIF2PCX conversion utility provided by Logitech. This utility will not create a MOSAIX compatible PCX file.

### **Computer Eyes**

Computer Eyes is a video capture board available from Digital Vision. Create a .CE file using the EYES program. Use the Digital Vision VIEW program to view the .CE file and capture with ARGUS. This procedure works for both VGA and EGA pictures.

### **Jovian Logic VIA & SYLVIA**

Jovian's 256 color PCX file format is not compatible with MOSAIX. Use VU.COM to grab a video image. Store the image in .VI format. Exit VU.COM, then use SHOW to display the .VI file. Capture the image using ARGUS.

### **Kidwriter Gold**

Kidwriter Gold is a storybook program for children. The package contains over 200 images of people, monsters, animals, flowers, dolls, vehicles and furniture that can be placed anywhere the screen. ARGUS will save a

Kidwriter Gold screen as a PCX file that may be used with MOSAIX. Ideal for kids!

### **Other Paint Programs**

Most paint programs have an option that enables you to view a picture without showing all the icons and tools. Use this capability to display a picture and capture using ARGUS. ARGUS will save the image as a MOSAIX compatible PCX file.

### **TRADEMARKS**

MOSAIX is a trademark of Data Assist.

ColoRIX is a trademark of RIX Soft Works, Inc.

ComputerEyes is a trademark of Digital Vision, Inc.

Dr. Halo III is a trademark of Media Cybernetics.

GEM Draw Plus is a trademark of Digital Research.

GIF is a trademark of CompuServe.

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