

Jigsaw Overview

Welcome to Jigsaw

This program allows you to play electronic jigsaw puzzles. It can create games with a variety of shapes and can rotate and turn over those pieces. It can also create simpler games with pieces that are always upright and face up.

Here's how the game works: first you select a picture and a puzzle shape and Jigsaw will then open the picture (rendering into the most appropriate form for playing) and "divide" the picture into the shape you selected.

When this is done, it will display a window showing the pieces scattered all over it. You, of course, have to put it all back together again. It's as easy (or as hard) as "drag-and-drop"! Click and drag a piece to where you think it should be. If it is close enough, it will "drop" into place behind the other loose pieces. If not, it will be placed "on top" of them. If the piece is rotated or turned over, you'll have to right the piece before you can drop it into place.

When you have finished, you can start again with the same or a different picture.

Jigsaw is shareware and you are allowed to try it out for 4 (four) weeks. If you like it and you decide to keep it, please register this software. See the Registration Information section for details on how to register this software.

The registered version has these extra features:

- you can save the game so that later on you can "pick up" (heh heh) where you left off,
- you can select any of the 10 shapes that Jigsaw comes with - they are illustrated in the Read Me file,
- you can change shape options such as the size (anywhere from 24 pixels to 150 pixels in width and height), the number of pieces (either by total or by the number across and down), the amount of randomness for the pieces, and how far apart the pieces must be to make them "snap" together and to "snap" into place,
- you can change the sound played when you finish a game,
- you can join an unlimited number of pieces together and then drag them as if they were one piece - the unregistered version limits you to 20 joins per

game,

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you are entitled to free upgrades to the latest minor version. Major version upgrades may have a higher fee - if so, they will contain information for registered users about the upgrade path for them.

Options available to help you play a game:

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you can see a "sneak preview" of the picture as it is being rendered. This will occur when you start a new game or open a saved game.

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you can see a miniature of the complete image (to be specific, it is drawn at one third of the playing image's size).

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you can get Jigsaw to show you where the pieces actually go to the exact pixel. I call this the "too easy" mode. :-)

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when you select a loose piece, you can hide all the other loose pieces, thus making it easier to find where the selected piece belongs.

Features of Jigsaw:

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PowerPC native.

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supports some System 7 features such as Balloon Help, Stationary Pads, QuickTime, and Apple Guide.

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able to read several picture formats including Apple Pictures (PICT), CompuServe GIF® (GIFf) pictures, the IJG's JPEG (or JFIF) files, the Tag Image File Format (TIFF)*, MacPaint and startup screen (SCRN) pictures. You need to install QuickTime for JPEGs and JFIFs to be displayed.

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(*) igsaw has limited TIFF support. Jigsaw only opens uncompressed TIFFs that contain 8-bit or 24-bit data, ie, it only supports uncompressed 8-bit greyscale, uncompressed 8-bit palette and uncompressed 24-bit RGB TIFF files.

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able to render pictures with "thousands" (16-bit) and "millions" (24 or 32-bit) of colours on 8-bit or less displays, as well as scale them to conveniently fit on your screen.

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easy to use interface with a handy Tool Bar that features common commands.

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can use the full screen for gameplay.

- has a plug-in architecture to support more picture decoders and shape types.

What you need (minimal requirements):

- a colour capable Macintosh computer running System 7.0 or later.
- as much memory as you can spare: moving images around quickly takes quite a lot of memory. The more you have, the better Jigsaw will play. The minimum size is 600kb but a 14" colour screens running in 8-bit (256 colour) mode will need about 1 Mb spare RAM to work well. 16" colour screens running in 8-bit mode will need about 2 Mb or more to work well.

What you should have (preferred requirements):

- a Mac that can display 8-bit colour or better. If you can display in 16 or 32-bit colour ("thousands" and "millions" of colours respectively), then you will see your pictures at their best, but it also means you will need a lot of regular memory (DRAM) as well - perhaps 6 Mb or more (depending on your monitor's size and depth capability).
- a fast 68040 or PowerPC Mac - this game comes as a "fat binary" and it will run "native" on PowerMacs. Rendering pictures such as JPEGs at 8-bit depth requires processing power - the more the better.

Installation:

- you can install Jigsaw anywhere but the Jigsaw program, Jigsaw Guide, and the Jigsaw Help file should be in the same folder. You can move them wherever you like. If you like, create an alias of the Jigsaw program, move it somewhere convenient, and then drag-and-drop any pictures or saved games to it. If you want to save disk space, you can delete the Jigsaw Help and Jigsaw Guide files but you will then not be able to get help or to see Help Balloons.
- when you first save your preferences, Jigsaw will create its preferences file in the same folder that Jigsaw is in. If you like, you can drag the preferences file to your System Folder icon and it will then be placed in the Preferences Folder inside the System Folder. The next time you run Jigsaw, it will be found and used.

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to use a sound for the "end of game" sound: 1) put it into your

System (drag the sound icon to your System Folder), or 2) put a System 7 sound file into the same folder that the Jigsaw program is in, or 3) put an alias to a System 7 sound file into the same folder that the Jigsaw program is in.

Known Problems:

- Due to a limitation of the Mac drawing routines, the Show Loose Pieces command may not draw an outline around all the loose pieces.
- Jigsaw has limited TIFF support (see Features of Jigsaw above).