

## **WINJIG v0.9**

WINJIG is a jigsaw puzzle for Windows v3.x. WINJIG uses bitmaps of any kinds.

### **Index**

[Installation](#)

[How to Play](#)

[Note from the author](#)

## **INSTALLATION**

WINJIG should come as a LHA self-desolving archive and thus the installation is done by running the archived .exe file under DOS. WINJIG is confirmed to be runnable under Windows v3.1 and v3.0.

After self-desolving, you should have WINJIG.EXE, WINJIG.INI, WINJIG.HLP, JIGTITLE.BMP, and two bitmaps. All files except bitmaps must reside in the same directory. In this way you can update or delete easily. All windows applications should not clutter windows directory and should not touch win.ini (I hope other developers listen).

WINJIG will pick any (Windows v3.x formatted) bitmap as a source for its jigsaw in any directory. I have included two bitmaps with this LHA archived file. You can find other bitmaps in Windows directory. You can also create a bitmap using Paintbrush program which comes with Windows.

The file WINJIG.INI is used for customization. It is a simple ASCII file so that you can modify (but never remove). If "sound-card = on" and windows v3.1 is running, then WINJIG will try to use the sound card with MMSYSTEM.DLL in windows\system directory. (If it cannot, WINJIG uses the internal speaker.) (Note that even if you do not have a sound-card installed, you can set "sound-card = on" if you have the driver called SPEAKER.DRV and MMSYSTEM.DLL installed. The speaker driver is available from Microsoft.)

DO NOT delete JIGTITLE.BMP and WINJIG.HLP. Without these, WINJIG will not run.

## **HOW TO PLAY**

Run WINJIG.EXE inside Windows. After the initial title screen shows up, you click the menu bar for PICTURE. Then click on "Pick a bitmap." You find the dialog window to pick a bitmap. Using "PIECES" menu you can choose how many pieces this puzzle is made of. You can change the size of a picture by the usual Windows method. Then click on "START" menu. The picture is now scrambled.

You can use the mouse or the arrow key to move the cursor around. You solve the puzzle by swapping two pieces at a time. By clicking on a piece using the left mouse button (or hit RETURN), that piece will be color-inverted and selected. By clicking another piece, two pieces are swapped. If you click on the same piece twice, you unselect that piece.

After you think that you are done, then try "CHECK" menu. WINJIG will verify the location of all the pieces and will tell you where the wrong pieces are or that you have done a great job.

## **Menu**

PICTURE:

This menu consists of three sub-menus, "Pick a picture", "Restore", "Picture Info" and "Exit." The "Restore" menu will restore the scrambled picture to its original state.

START:

This menu starts scrambling a picture.

PIECES:

You choose how many pieces the puzzle will have.

CHECK:

This will check what you have done. WINJIG will verify the location of pieces.

HELP:

Original Picture option will unscramble the picture and scramble it again after clicking on OK. Other options give you Help Index and About.

## **NOTE FROM THE AUTHOR**

Send me comments to my compuserve account [71320,1430] or the address below. I will try to fix bugs and add more features in future.

You can distribute WINJIG to anybody, but you are not allowed to sell for profit.

Please encourage the author by sending a donation of one dollar.

Thank you.

Y. Tosa  
5643 Melvin Street  
Pittsburgh, PA 15217  
USA

CompuServe [71320.1430]

January 12, 1993

Version History

Version 0.9: January 12, 1993.