

xpuz 2.6.4

To build and install

1. Start terminal and cd to the xpuz-source folder
2. Type **xmkmf** (<enter>)
3. Type **make depend** (<enter>)
4. Type **make** (<enter>)
5. Type **sudo make install** (<enter>)

Playing

Tiles snap together very easy if they are dropped somewhere close to another matching tile, when turned in the correct direction.

The usual way to move the pieces on the screen should be to drag the piece with the left mouse button to their destination by pulling them at on edge.

If the 'Fix rotation' is on, pieces will not rotate if dragged, and pieces will always snap to angles of 90 deg.

If the 'Fix rotation angle' is turned off, then pieces will rotate freely. (*Pieces will not rotate if dragged with the right mouse button.*)

Mouse click left: rotate 90 degrees left (note: This is disabled on blocks of 8 pieces or more)

Mouse click right: rotate 90 degrees right (This always works)

In addition, the following actions are possible from keys during play:-

F: Fix/unFix the rotation angle. All pieces snap to 90 deg angles with no free rotation. (*Resets on the next puzzle load.*)

S: Swap mouse buttons. (*Resets on the next puzzle load.*)

Mouse Controls:-

drag left: rotator drag (*as mentioned above*)

click left: rotate 90 degrees left

Note: click left is disable on sections containing more than 8 pieces.

This helps to prevent accidental rotation. (*click right remains active*)

click right: rotate 90 degrees right (*This always works and will rotate large chunks of puzzle*)

click middle: flip tile to other side (*if two sided puzzle*)

CTRL+click left: flip tile to other side (*if two sided puzzle*)

ZOOMING & PANNING

For not losing tiles at the window border and for getting more workspace, the game has

some zooming and panning features to control the view on your desk.

They are controlled via the keyboard with the following functionality:

Cursor Keys: Pan the view

Page-Up or Add: Zoom in

Page-Down or Sub: Zoom out

Home: Reset to original size

End: Set maximum zooming to view all tiles

License

xpuz is GPL3 and the source is available on request. Email: les@webmayo.com

usage:-

There are several ways to create a puzzle.

1. xpuz <filepath>

You can use just a filepath with no options to create a default puzzle from the image in <filepath>. The filepath should always be in quotes.

The puzzle will have approx 40 to 48 pieces.

example: xpuz "/path/to/myimage.jpg"

2. xpuz -play# <filepath>

= set a skill level 0 to 9.

example: xpuz play3 "/path/to/myimage.jpg"

3. xpuz <options>

example: xpuz -se -w 15 -p_style 3 -file "myimage.jpg"

Available Options

Options	Result
-play# <filepath>	Combines -file and -skill to create a puzzle from the image in <filepath>. # = skill level 0 to 9. Example xpuz play3 "/path/to/myimage.jpg" This is intended as a quick launch when using xpuz from a terminal. <filepath> should always be in quotes.
-file <filepath>	Use image in <filepath> for the puzzle
-loadgame	load last saved game. This is not available yet.
-skill <n>	level of skill 0 to 9. Example- xpuz -skill 3 -file "myimage.jpg"
-pw <n> -w <n>	number of pieces wide
-ph <n> -h <n>	number of pieces high
-ps <n> -piece_size <n>	Set average piece size.
-width <n> -ww <n>	Width of image
-height <n> -wh <n>	Height of image
-side <n>	Single sided puzzle (0 or 1). side 0 is top side.
-single	Single sided puzzle.
-double	Double sided puzzle.

Options	Result
-sb	Use solid color for back of pieces
-bgcol	Set the puzzleboard background colour. 18 digit hex Example -bgcol CCCCCC999999FAFAFA This is 3 sets of 6 digit hex values, as follows... Grid base (<i>background</i>) CCCCCC Grid high (<i>light</i>) 999999 Grid low (<i>dark</i>) FAFAFA
-sb_col <n>	Color number for back of pieces, as a hex value (0x2b8475)
-p_style	Set style of pieces. 0 to 11
-ac -auto_crop	Automatically crop extra space from around images
-bs -btn_swap	Swap the left and right mouse buttons
-fa -fix_angle	Fix angle of pieces to 90 deg
-se -sort_edges	Sort edges. Finds all edge pieces and places them in a separate pile.
-nr -no_rotation	No rotation of pieces. Pieces will be locked in the upright position.
-aa -any_angle)	Any angle or rotation. Pieces will not be corrected to 90 degrees when rotating.
-anim_speed <n> -ttb <n>	Set animation speed (turn time base) (0.15)
-no_anim	No animation when rotating and flipping pieces.
-setup <n>	Don't shuffle pieces and use <n> spaces between pieces .
-dist <n>	Set distortion percentage for pieces. 0 to 35 is good
-shadow <n>	Thickness of shadowed border, 1=default , 2=thick or 3=very thick
-v	Show xpuz version
-nqk	Don't show quick key information at top of screen.
-bf -best_fit	Best fit. Attempt to fit all puzzle pieces into the screen area after shuffling.
-mcs <n>	Set mouse click speed 150 to 350.
-pn <player name> -player_name <player name>	The current players name (in quotes if it contains spaces). Used for the scores file. * see notes (1)

Options	Result
-gn <game name> -game_name <game name>	The name for current puzzle (in quotes if it contains spaces). Used for the scores file. * see notes (2)
-xf <xpuz folder name>	Name of the xpuz folder (in 'users home') (in quotes) The default is '.xpuz'. This is used as the folder to save all related information for xpuz. * see notes (3)
-ap -auto_portrait	Automatically rotate landscape images to portrait
-op -options	Display a list of option.

Additional options, mostly for debugging

Options	Result
-a <n>	startup angle
-s	shuffle tiles
-sf	full shuffle
-sa	shuffle angles
-sp	shuffle positions
-r -rp	Rotate pieces after creating puzzle. (for effect)
-8 -16 -32	Manually select optimized texture mapping routine
-maxang <n>	Maximum rotation angle at startup
-rand <n>	Seed for random generator .
-ftb <t>	Set flip time base (0.07)
-ftd <t>	Set flip time delta (for additional tiles) (0.02)
-mft <t>	Maximum number of flip tiles (8)
-fs <t>	Set value, when to stop the flip (0.2)
-ttb <t>	Set turn time delta (for additional pieces) (0.02)
-ttb <t>	Set turn time base (0.15)
-mtt <t>	Maximum number of flip tiles (8)
-msr <t>	Maximum number snap retries (1)
-mac <t>	Minimum number of tiles for adjustment (4)

Player Name

This is used by xpuz when adding the puzzle score to the 'scores' file.

If a `player_name` is not provided, xpuz will use the username of the current player.

However, if the xpuz folder does not exist, nothing will be done.

Game name

This is used by xpuz when adding the puzzle score to the 'scores' file.

xpuz first looks in the xpuz folder for a file called 'puzzle.name'. If this is found, the `game_name` will be taken from this. Else, the `game_name` variable will be used (if it exists).

If the 'puzzle.name' file does not exist, and a `game_name` variable does not exist, xpuz will leave the entry blank. If the xpuz folder does not exist, nothing will be done.

The xpuz folder is used as the folder to save all related information for xpuz.

The default folder name is '**xpuz**'.

To change the xpuz folder used, set the **-xf <xpuz folder name>** option to use a different folder.

Scores file

if the puzzle support folder (in **-xf**) exists in the users home folder, a scores file (scores) will be updated each time a puzzle is completed.

If the folder does not exist, nothing is done.

The format of each line in the 'scores' file is:

gamename | gamepieces | playername | gamesseconds

example: **balloons | 24 | john | 73**

Control Keys and Mouse Actions

[illegible]