

xpuz 2.7.1

usage : xpuz <filepath>

Use a filepath with no options to create a default puzzle from the image in <filepath>.

The puzzle will have approx 40 pieces.

NOTE: The filepath should always be in quotes.

Or use options: xpuz <options>

Quick Play Option:-

-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"

NOTE: <filepath> should always be in quotes.

Options available:-

-file <filepath>: use image in <filepath> for puzzle

-skill <n> : level of skill 0 to 9. example:- xpuz -skill 3 -file "myimage.jpg"

-pw <n> : number of pieces wide

-ph <n> : number of pieces high

-ps <n> : (-piece_size <n>) set average piece size (default 80)

-width <n> : width of image

-height <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.

-sb : use solid color for back of pieces

-sb_col <n> : color number for back

-ap : (-auto_portrait) automatically rotate landscape images to portrait

-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

-p_style : set style of pieces 0 to 11 (default 0)

-bgcol : set the puzzleboard background colour. 18 digit hex

Example: -bgcol CCCCCC999999FAFAFA

-bf : (-best_fit) best fit. Attempt to fit all puzzle pieces into the screen area.

-mcs <n> : set mouse click speed 150 to 350 (default 200)

-se : (-sort_edges) sort edges. Finds all edge pieces and places them in a separate pile.

-nr : (-no_rotation) no rotation (disable all rotation of pieces)

-any_angle : any angle (any angle when rotating)
-no_anim : don't animate rotation and flipping of tiles
-setup <n> : don't shuffle pieces use <n> spaces between pieces
-dist <n> : distortion percentage for pieces. 0 to 35 is good
-shadow <n> : pixels of shadowed border, 1=default ,2=thick or 3=very thick
-v : show xpuz version
-file <file>: path to image. (in quotes)
-nqk : don't show quick key information at top of screen .
-pn <player name> : (-player_name) current players name. no spaces allowed.
(used by scores file).
-gn <game name> : (-game_name) name for current puzzle. no spaces
allowed. (used by scores file).
-xf <xpuz folder name> : name of the xpuz folder (in 'users home') for scores
file. no spaces allowed. (default is '.xpuz') .

Controls:

mouse-left drag : Straight drag
mouse-right drag : Drag with automatic rotation
click mouse-left : Rotate 90 degrees anti-clockwise
click mouse-right : Rotate 90 degrees clockwise
CTRL + click left : Flip piece over (double sided puzzles)
Cursor Keys : Pan Left,Right,Up,Down
P : Pause Game
F : Fix or UnFix drag
Page Up : Zoom In
Page Down : Zoom Out
Home : Original Size
End : Best Fit
M : Mouse button swap
S : Save current puzzle (for future use)
Q (x2) : Press Q twice to Quit

Advanced Options (for debugging)

-a <n> : startup angle\n");
-s : shuffle tiles\n");
-sf : full shuffle\n");
-sa : shuffle angles\n");
-sp : shuffle positions\n");
-r : rotation demo\n");
-8 -16 -32 : manually select optimized texture mapping routine\n");
-maxang <n>: maximum rotation angle at startup\n");
-rand <n> : seed for random generator\n");

- ftb <t> : set flip time base
- ftd <t> : set flip time delta (for additional tiles)
- mft <t> : maximum number of flip tiles
- fs <t> : set value, when to stop the flip
- ttb <t> : set turn time base
- ttd <t> : set turn time delta (for additional tiles)
- mtt <t> : maximum number of flip tiles
- msr <t> : maximum number snap retries
- mac <t> : minimum number of tiles for adjustment