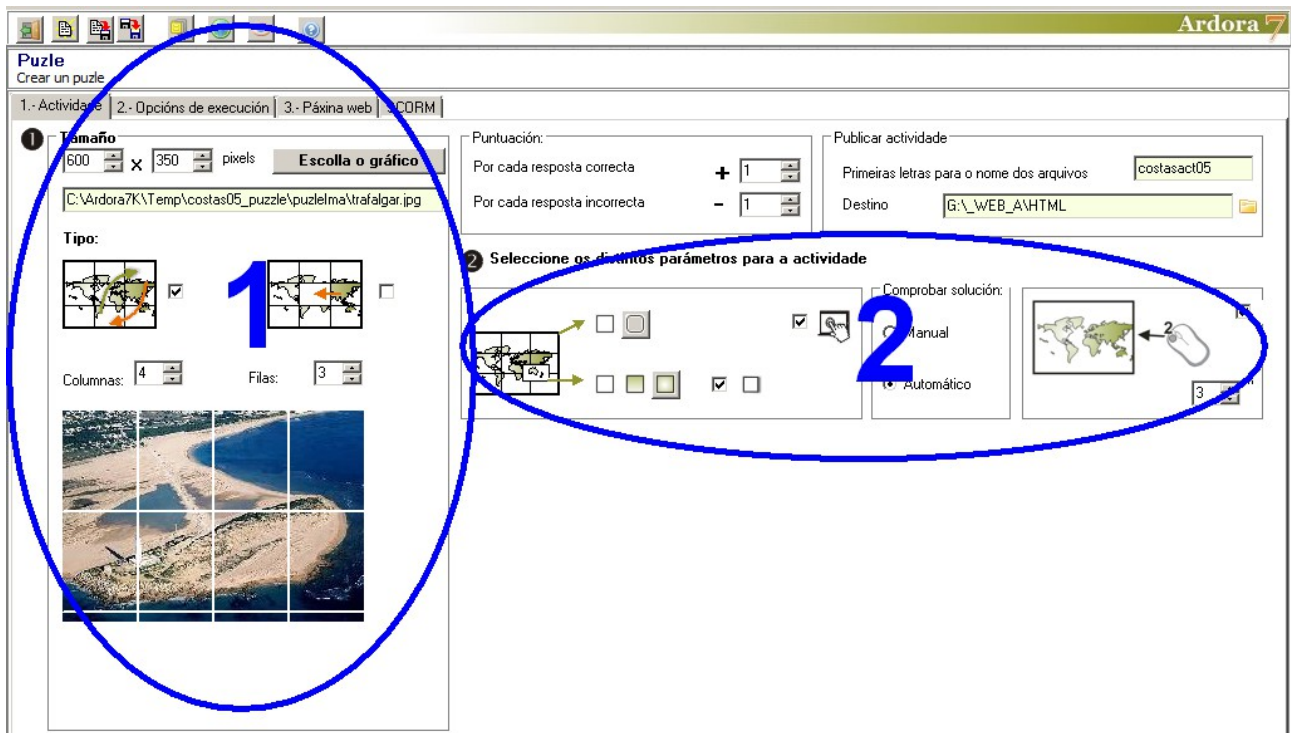


This activity is a typical tiling puzzle that requires the assembly of numerous small pieces.



In the "Activity" tab, the following items will appear:



**SECTION 1**

First of all, click on the button "Choose the graphic" and open a JPG file that will later appear in the box below. We should take into account that the size of the graphic we are inserting should be greater than or at least equal to the dimensions that we will give in the fields appearing on the left of the button as the software will always resize the graphic to the specified size in these two fields and in case the graphic size was extremely small, the image may become pixelated or blurry. Nor should we worry about the aspect ratio if we decrease or increase only one dimension; Ardora always keeps adjusting the size ratios to the length of the smallest side.

A little further down we choose the form that the user has to solve the puzzle:

**Tipo:**

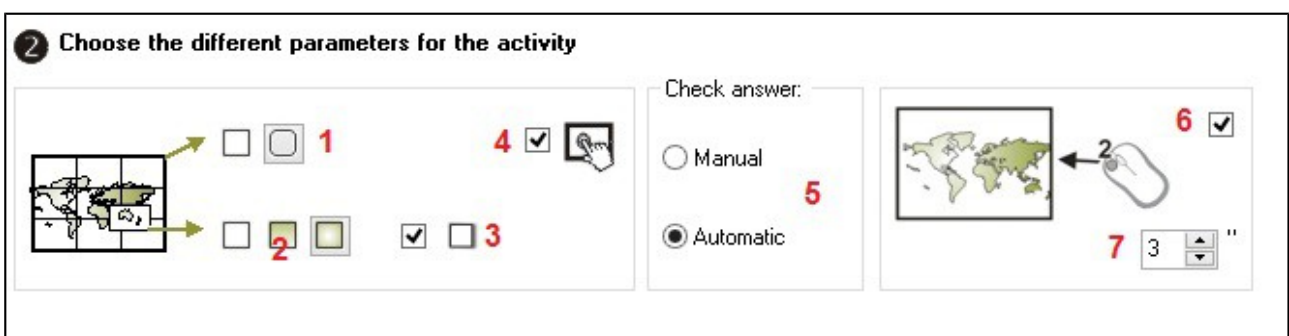


By activating the check box on the left you need to click on one of the pieces and drag it over the other to the correct position; when released, the piece occupying that position is automatically moved to the place occupied by the part that has just been dragged. By activating the check box on the right an empty space will appear; the user can only move one of the adjacent pieces to that space, provoking another empty space (More difficult).

Under these two options we can find the "Columns" and "Rows" fields (if we choose the second option, filling an empty space, only the "Columns" field will appear, as it must have the same number of rows and columns) to divide the image in the number of pieces we consider suitable, up to 9 rows and 9 columns (81 pieces).

**SECTION 2**

En esta zona se nos presentan los siguientes controles:



- 1.- We determine whether the rectangle containing the pieces will have rounded corners or not.
  
- 2.- We determine whether the rectangle containing the pieces is going to be transparent (left), gradient from top to bottom (center) or gradient from the edges to the centre (right). This background would be visible when you move a piece. The rectangle will be filled with the specified colour in tab 2 ("Execution Options  Colours\_ -> Selection").
  
- 3.- With this box checked the box containing the pieces will project a shadow on the right and bottom sides.
  
- 4.- If you check this box the activity will become compatible with touch devices such as tablets, smartphones, etc.
  
- 5.- If you check the box for manual checking of the solution, the software will provide a check button to be pressed whenever the user believes his or her answer is correct. If you check the box for automatic testing of the solution the software will not add this button, and the congratulations message will appear when the jigsaw puzzle is correctly completed.
  
6. By checking this box the user will have the option to watch at any time for a few seconds the original picture simply by double clicking on any of the pieces of the puzzle.
  
- 7.- This indicates how many seconds the original picture can be viewed before disappearing.