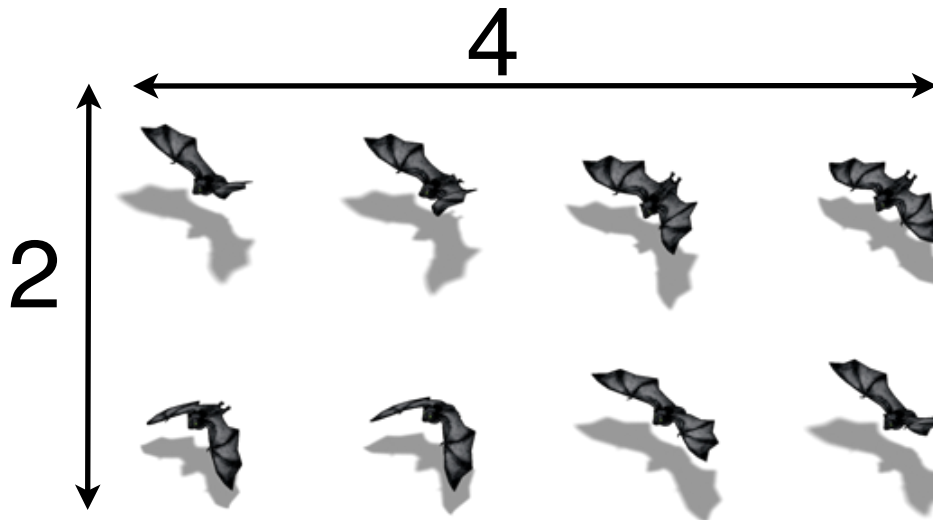The following information will explain how to use the Splicer program.

Example 1 - The BitMap below has 8 pics (4X2). In the Splicer Program you would enter:
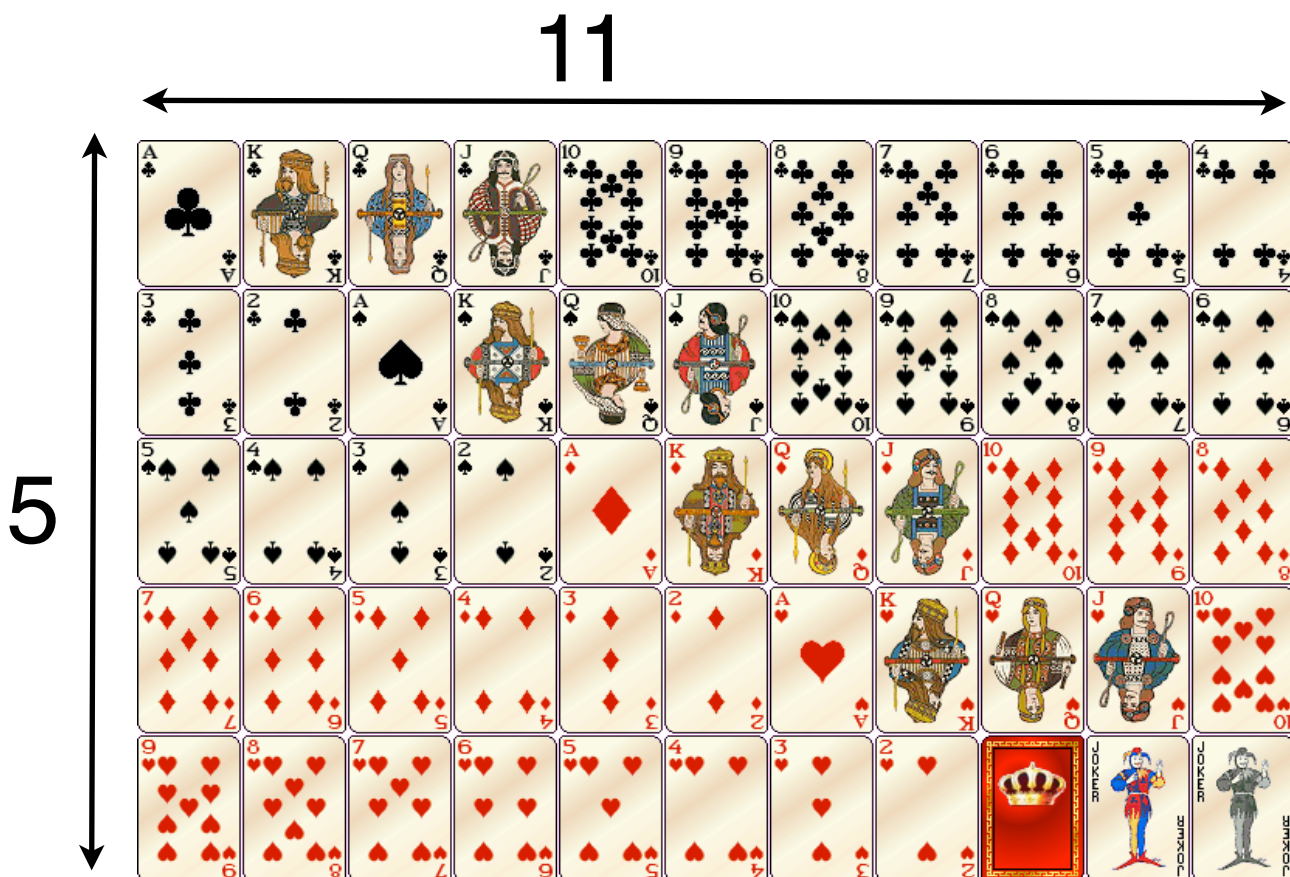
Cell Count (X): 4   Cell Count (Y): 2

Example 2 - The BitMap below has 55 pics (11X5). In the Splicer program you would enter:

Cell Count (X): 11
Cell Count (Y): 5

Example 3 - The BitMap below has 15 pics (5X3), two are blank. In the Splicer program you would enter:

Cell Count (X): 5
Cell Count(Y): 3

5

3