

The Learning Company®



D E L U X E

User's Guide



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In the interest of product improvement, information and specifications represented here are subject to change without notice.

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What's New?

Kid Pix® Deluxe 4™ is a major update of the best-selling creativity program. It was designed with extensive input from consumers to be the best personal productivity and creativity tool for every household.

Kid Pix Deluxe 4 keeps many of the great features from the previous version: editable text, Rubber Stamps, Stickers, and Animations, expanded Sound Library, import and export of JPEG and GIF images, access to all fonts on your system, Text-to-Speech functionality, more graphics and Backgrounds, SlideShow controls, Sound Art, and print Comic Book Style.

Kid Pix Deluxe 4 also has many exciting new features.

Interface improvements

The Menu bar is always visible, providing instant access to all features. Rollover tool descriptions are an aid to learning, and support emergent and beginning readers.

Improved Spanish Language Support

Spanish language mode includes Help, foreign language character support and menus.

More Work Space

Kid Pix Deluxe 4 has been redesigned to give you 17% more work space than *Kid Pix* version 3, and 31% more than *Kid Pix Studio Deluxe*.

Flexible Text Formatting

Font styles and sizes can be mixed in a single text box to improve productivity and to build word processing skills. Font names appear in actual fonts to encourage productivity.

Enhanced Print Options

Print options now include Select Target Printer, Print Mode Preview, Reverse Print, Print Black and White and Multiple Copies.

Export SlideShows to QuickTime

SlideShows can now be exported as QuickTime movies with all transition effects. This provides better support for compiling electronic portfolios.

Activating Small Kids Mode

Kid Pix has two modes: Normal Mode and Small Kids Mode. In Normal Mode, all the *Kid Pix* tools and features are active. In Small Kids Mode, complex features (like menu options, SlideShow, and printing) are hidden. This lets younger children create freely, without confusion.

In Small Kids Mode, children can:

- Use all the art tools.
- Add text to a picture using rubber stamps, instead of the keyboard. When a child clicks a letter in the tray, *Kid Pix* says the letter's name out loud.

To use Small Kids Mode:

1. On the Controls menu, click **Turn Small Kids Mode On**.
2. To return to Normal Mode, click **Turn Small Kids Mode Off**.

Bilingual (Spanish) Mode

You can translate the menus, tool tips, and Help screens into Spanish.

1. Click the Controls menu.
2. Select **Switch to Spanish**.

To return to English mode:

1. Click the Controles menu.
2. Select **Cambiar a inglés**.

Controlling Sound

You can turn Tool Sounds, Attached Sounds and Text-to-Speech on or off for each user.

To set sound settings:

1. Click the Controls menu.
2. Set each of the following:
 - Turn Tool Sounds On/Off determines whether you hear sound effects when you use the tools and trays in *Kid Pix*.
 - Turn Attached Sound On/Off determines whether the attached sound plays when you play the picture.
 - Turn Text-To-Speech On/Off determines whether you hear text boxes read aloud when you play the picture.

When you turn a setting off, the command reads "Turn...On," and when you turn a setting on, the command reads "Turn...Off."

About *Kid Pix*® *Deluxe 4*™

In this chapter, you'll learn about:

- Getting Started with *Kid Pix Deluxe 4*
- Introducing the Paint Zone
- Introducing the SlideShow
- Getting Help

Getting Started on Windows®

Once you've installed *Kid Pix Deluxe 4* on a computer using Windows 98, 2000, Me, or XP, here's how to start.

To start *Kid Pix Deluxe 4*:

1. Put the *Kid Pix Deluxe 4* CD in the CD-ROM drive.
2. Do one of the following:
 - If you see the start-up window, click **Start Kid Pix**.
 - If you don't see the start-up window, double-click the *Kid Pix Deluxe 4* desktop shortcut, or choose **Kid Pix Deluxe 4** from the Start menu.
3. If this is your first time using *Kid Pix Deluxe 4*, type your name in the box that says Enter your name here.
4. From now on, your name will be in the list and you can click it or type it again to start.
5. Click **Go** to start Kid Pix.

Getting Started on Macintosh®

Once you've installed *Kid Pix Deluxe 4* on a Macintosh computer (OS 8.6–9.2.2, OS X.2.x and later), here's how to start.

To start *Kid Pix Deluxe 4*:

1. Put the *Kid Pix Deluxe 4* CD in the CD-ROM drive.
2. Do one of the following:
 - Double-click the *Kid Pix Deluxe 4* desktop shortcut.
 - Double-click the *Kid Pix Deluxe 4* folder, then double-click the *Kid Pix Deluxe 4* icon.
3. If this is your first time using *Kid Pix Deluxe 4*, type your name in the box that says Enter your name here.

From now on, your name will be in the list and you can click it or type it again to start.
4. Click **Go** to start Kid Pix.

Kid Pix Deluxe 4 has two parts:

- The Paint Zone lets you create pictures with drawing and painting tools.
- SlideShow lets you put pictures into a presentation with visual transitions and sounds.

The Kid Pix Paint Zone

When you start *Kid Pix Deluxe 4*, you see the Paint Zone.



The Kid Pix SlideShow

You can make a SlideShow with your pictures. Read “Using SlideShow” to learn more about this great feature.



Getting Help

In the Paint Zone or the SlideShow, you can find out about anything on the screen. A Help window appears and a voice reads the information. You can view or print the guide you're reading now (the *Kid Pix Deluxe 4* User Guide).

To get on-the-spot help:



1. Click the question mark button.
2. Then, click the item you want help with.
3. Read and listen to the help message.
4. To hear the message again, click **Replay**.
5. To close the help window, click **OK**.
 - Some items have movies that show you how to use a tool. To view the movie, click the **Movie** button.

To view or print the *Kid Pix Deluxe 4 User's Guide*:

1. From the Help menu, choose **View User Guide**.
2. In Acrobat Reader, read or print information. If you need Acrobat Reader, go to www.adobe.com.

To view the Getting Started movie:

1. From the Help menu, choose **Getting Started Movie**.
2. Click **Play** to start the movie. There is one movie for the Paint Zone and one movie for SlideShow.
3. Click **Done** when you have finished.

Using the Art Tools

In this chapter, you'll learn about:

- Using Drawing Tools
- Using Painting Tools
- Using Fill Buckets
- Using Mixers
- Using Rubber Stamps
- Using Paper Texture
- Using Colour Picker and Eye Dropper
- Using Erasers
- Using Undo Guy

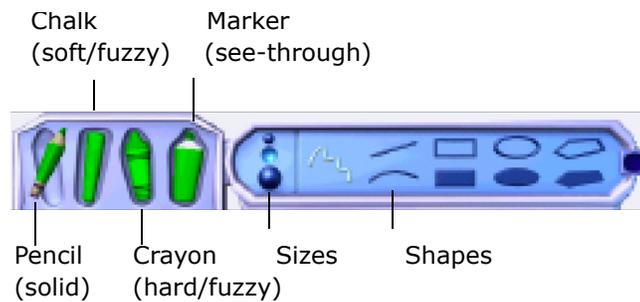
Using Drawing Tools

Use *Kid Pix* Drawing Tools to draw different kinds of lines. There are four drawing tools: Pencil, Chalk, Crayon, and Marker. You can draw freehand, straight or curved lines, rectangles, ovals, or polygons.

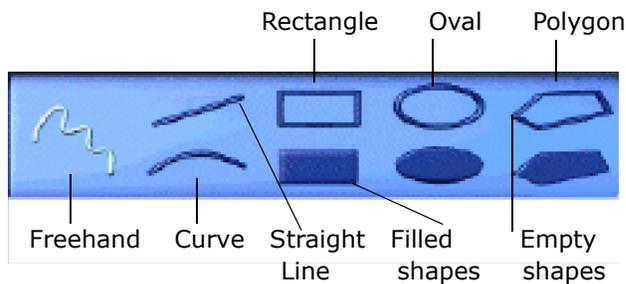
To draw:



1. Click the Draw button.



2. Pick a tool from the left side of the tray.
3. Choose a size for your line.
4. Choose a shape.
5. Click in the drawing area and hold down the mouse button. Move the mouse around to draw.



For rectangles, ovals, and polygons, you can draw either a filled or an empty shape. Empty shapes let the background show through.

- To draw a curve, click the Curve shape and hold down the mouse button while you draw a line. Release the mouse button, then bend the line to the curve you want.
- To draw a polygon, click the Polygon shape. Draw the sides, clicking after each one. Finish by clicking the starting point.

Drawing Tips

If you change the Paper Texture and then draw with the Crayon, Chalk, or Marker, a pattern shows through under your drawing. For more on Paper Texture, see “Using Paper Texture.”

Using Painting Tools

Use *Kid Pix* Painting tools for a dazzling array of realistic and out-of-this-world painting effects. Choose from Paintbrushes, Sound Art and Spray Cans. Each tool has two modes.

To paint:



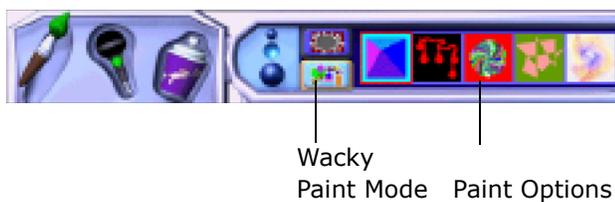
1. Click the Paint button.
2. Click the Paintbrush, Sound Art, or Spray Can tool.
Look on the next few pages for more information about each kind of tool.
3. Choose a size (not all tools have sizes).
4. Choose a painting mode.
When you pick a mode, the options change.
5. Choose a painting option.
6. Click the drawing area and hold down the mouse button. Move the mouse around to paint.

Paintbrushes

Click the Paintbrush and choose a brush size and painting mode. Realistic Mode paints like a real brush.

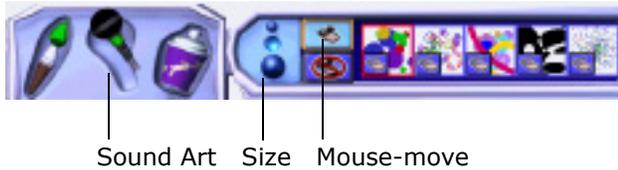


Wacky Mode creates magical effects.



Sound Art

To use Sound Art, talk, sing or play music into a microphone attached to your computer. Mouse-move lets you direct the painting with your mouse. You must speak into the microphone at the same time you depress the mouse button. Release the button to move the microphone icon (pointer) to another part of the page. Repeat.

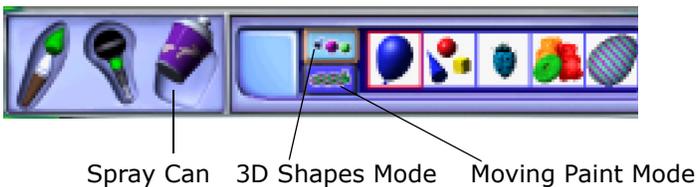


Hands-free lets the sound do the painting.



Spray Cans

3D Shapes Mode sprays three-dimensional balloons, candy, shapes or bugs.
Moving Paint Mode sprays balloons, bubbles, and creatures that dance, fly, hop or wiggle.



Painting Tips

- Experiment with the Painting tools, modes and options. Try lots of different combinations.
- For information on adding text in Wacky Paint Mode, see “ABC Text Tool.”
- Some of the realistic Paintbrushes let the Paper Texture show through. For more about Paper Texture, see “Using Paper Texture.”

Using Fill Buckets

Fill Buckets let you fill up an area of your picture. There are three Fill Buckets. Solid fills an area with one solid colour or a single-colour pattern. Blend fills an area with a blend of colours. Pattern fills an area with a multicoloured pattern.

To fill an area:

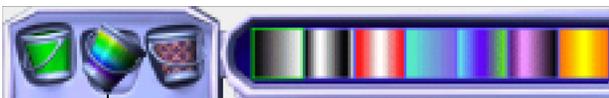


1. Click the Fill Bucket button to see the Fill Buckets tray. You can then select Solid, Blend, or Pattern fills from the tool choices. Click the library choice to see the varied colour effects you can use.



Solid Fill Bucket

Solid Fill Bucket uses the current colour in Colour Picker. Choose a solid or a single-colour pattern.



Blend Fill Bucket

Blend Fill Bucket doesn't use the current colour in Colour Picker.



Pattern Fill Bucket

Pattern Fill Bucket doesn't use the current colour in Colour Picker. You can pick a multicoloured pattern.

2. Pick a bucket from the left side of the tray.
3. Choose a fill from the right side of the tray.
4. Click inside the area on your KidPix page to fill.

Fill Tips

- Be sure the area you fill is enclosed. Open areas will allow the fill colour to bleed out to larger areas.
- If you fill with a blend, you can hold the mouse button down on your picture while the blend appears. Then, without releasing the mouse button, move the mouse around to change where the blend colours appear inside the filled area on your picture.

-
- You can design your own two-colour patterns. Fill an area with a solid colour, then change the current colour and fill the same area with a single-colour pattern for an interesting effect.
 - For information on changing the colour for solid fills, see “Using Colour Picker and Eye Dropper.”

Using Mixers

Mixers mix up your picture. You can mix up the whole painting with Mega-mixer, or just parts of the painting with Mini-mixer.

To mix things up:



1. Click the Mixer button to see the Mixers tray.



2. Pick Mega-mixer or Mini-mixer from the left side of the tray.
Mega-mixer mixes up the whole picture with one click; Mini-mixer mixes where you drag the mouse.
3. For Mini-mixer, choose the mixer size.
4. Choose a mixing effect option from the right side of the tray.
5. Click your picture with Mega-mixer or drag the mouse with Mini-mixer to mix areas on your picture.

Mixer Tips

- Mix up an imported photograph for fun results. For information on importing photos, see “Adding Pictures from Other Programs.”
- You can change the size for some Mini-mixer. Use different sizes for different effects.

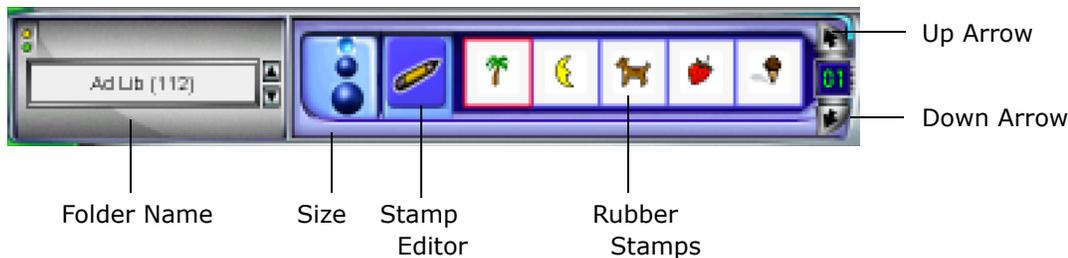
Using Rubber Stamps

Use the Rubber Stamp tool to stamp animals and other shapes onto your picture.

To use Rubber Stamps:



1. Click the Rubber Stamps button to see the Rubber Stamps tray.



2. Choose a folder.
3. Click and hold down the folder name to see more choices.
4. Use the up and down arrows to see more Rubber Stamps.
5. Click the size for your Rubber Stamp.
6. Click a Rubber Stamp, then click your picture.

Editing Rubber Stamps

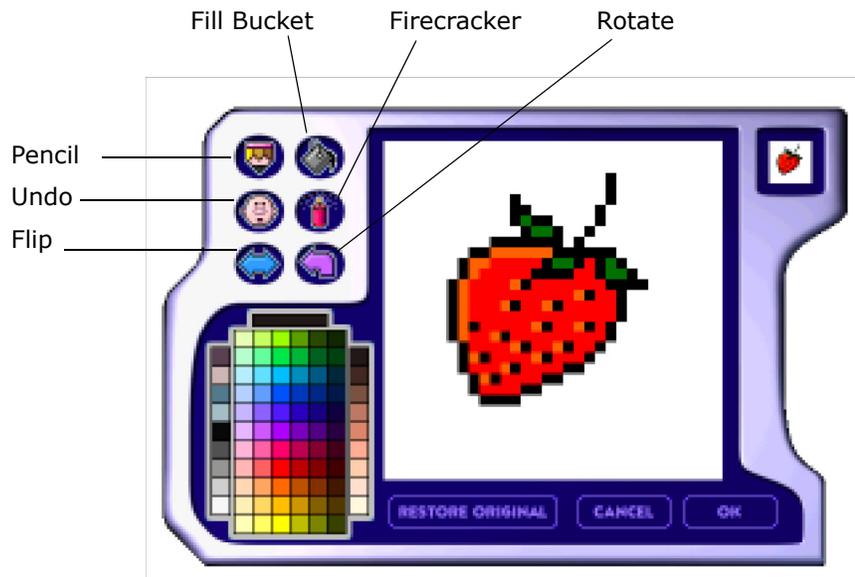
You can edit Rubber Stamps and create your own.

To edit Rubber Stamps:



1. Click the Rubber Stamp button to see the Rubber Stamps tray.
2. Click the stamp you want to edit.

3. Click Stamp Editor  to see Rubber Stamp Editor.



Use these tools to change your stamp:

- Use the Pencil button to draw on the stamp.
- Pick a colour in Rubber Stamp Colour Picker and use Fill Bucket to recolour the stamp.
- Click **Undo** to undo your last change, or click **Restore Original** to go back to the original stamp.
- Use Firecracker to erase the whole picture so you can start from scratch.
- Click **Flip** to turn your stamp over from left to right.
- Click **Rotate** to turn your stamp 90 degrees each time you click.

4. Click **OK** when you're finished.

Using Paper Texture

You can change the background texture of your *Kid Pix* picture. Then, when you draw with the Crayon, Marker, or Chalk, a pattern will show through under your drawing.

To change the paper texture:

1. Click **Paper Texture** from the Add menu. The Paper Texture tray opens.



2. Scroll through the paper textures in the tray.

-
3. Click the texture you want. You can see the texture you selected next to the Paper Texture button.
 4. Draw with the Crayon, Marker, or Chalk to see the texture.

Using Colour Picker and Eye Dropper



Many *Kid Pix* art tools use the colour you choose from Colour Picker. You can see the current colour in the colour splotch at the bottom left of the screen and on many drawing and painting tools. Colour Picker also includes Eye Dropper, a tool that lets you pick up any colour in your picture to use instead of a colour in Colour Picker.

To pick a colour in Colour Picker:



1. Move your mouse toward the colour splotch. Colour Picker pops up.
2. Click a colour on Colour Picker. Choose a colour. As soon as you click a colour, the colour splotch changes to show your new choice. Move the mouse off Colour Picker to close it and begin painting or drawing.

To pick up a colour with Eye Dropper:



1. Open Colour Picker by moving your mouse near it.
2. Click **Eye Dropper**.
3. Move Eye Dropper over your picture. As your mouse moves, the colour splotch changes to show the colour that Eye Dropper can pick up.
4. Click when the colour you want appears on the colour splotch. Colour Picker closes.
The colour you clicked becomes the new colour for drawing and painting until you choose another colour.

Using Erasers

Big Eraser erases your whole picture. Any paper texture or sound you added to your picture is still there.

You can also click **Firecracker** to erase your whole picture.

Little Eraser erases where you drag with the mouse, leaving white space.

You can undo only one move when erasing, so be sure to be careful.

You can't erase stickers, animations, movies or text boxes. (To erase these, select them and then press the Delete key.)

To erase your whole picture:



1. Click the Eraser button.
The Erasers tray appears.



Little Eraser Big Eraser Sizes Shapes Eraser Options

2. Click **Big Eraser**.
3. Click your picture.

To erase your whole picture using Firecracker:



1. Click and release **Firecracker**.
2. Everything is erased, including textures and sounds.

To erase part of your picture:

1. Click the Eraser button.
The Erasers tray appears.
2. Click **Little Eraser**.
3. Click a size for the eraser.
4. Pick one of these:
 - To erase with a round outline, click the circle setting.
 - To erase with a square outline, click the square setting.
5. Pick an eraser option.
6. Drag where you want to erase.

Using Undo Guy



Click **Undo Guy** whenever you do something to your picture that you don't want to keep. Click again to redo what you just undid. You can only go back one step when you undo.

All about Text

In this chapter, you'll learn about:

- Adding Text
- Working with Text Boxes
- Changing the Way the Letters Look
- Checking Spelling
- Reading Text Out Loud

Adding Text

There are three ways to add text:

- Draw a text box and type the text.
- In Small Kids Mode, add Rubber Stamp letters to the picture.
- Use the ABC Text feature to paint wacky text onto your picture.

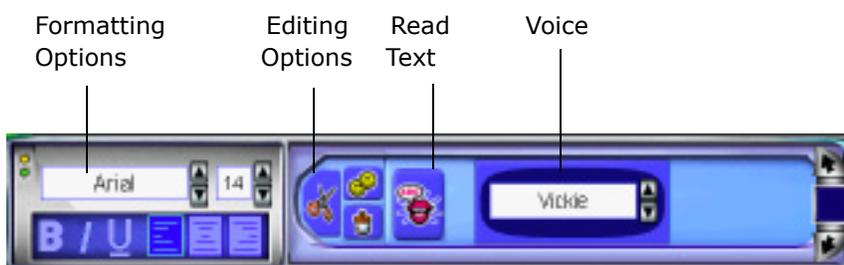
Drawing Text Boxes

When text is in a text box, you can check its spelling and make your computer read it out loud.

To add text:



1. Click the Text button.
The Text tray appears.



2. Click your picture where you want the text.
3. Start typing. The text box grows as you fill it up. It will make a sound if you need to use the corner size option to increase the size of the text box.

Text in Small Kids Mode

In Small Kids Mode, adding text is like using a Rubber Stamp. Letters become part of the background. You can't check spelling, change the text appearance, or make your computer read the text out loud, but *Kid Pix* says the letters' names when you click them in the Text tray.

To add text in Small Kids Mode:



1. Click the Text button.
The Text tray appears.



2. Click any letter in the tray to hear its name.
3. To see more letters and numbers, click the scrolling arrows on the Text tray.
4. Click a letter to add it.
5. Stamp the letter in the appropriate place on your picture.

ABC Text Tool

ABC Text becomes part of the background. You can't change it after you add it to your picture.

To use the ABC Text tool:

1. Click the Toolbox menu.
2. Click **Edit ABC Text**.
3. In the ABC Text dialogue box, type the text.
4. Click **OK**.



5. Click the Paint button.
6. Choose Wacky Mode, click the ABC Text brush, and start painting to see the text.



Wacky Mode

ABC Text Brush

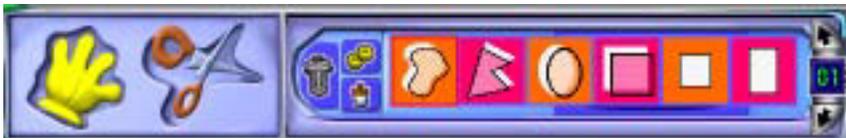
Working with Text Boxes

You can resize a text box, move it, or delete it. Start by selecting the text box using the Grab tool.

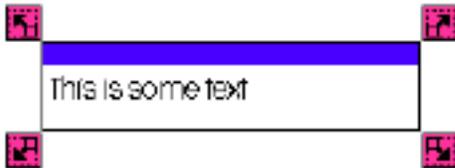
To change a text box:



1. Click the Grab button.
The Grab tray appears.



2. Click the Hand button.
3. Click the text box to see its edit frame.



4. Do any of these things:
 - To move a text box, click the bar at the top of its frame and drag it.
 - To change the size or shape of a text box, drag its handles. The text wraps around inside the new shape.
 - To delete a selected text box, press the Delete key on your keyboard.
 - To fatten text so it's part of the background, click the Toolbox menu and choose **Flatten Text**. (You may want to use the Toolbox Check Spelling option first.)

Text Box Tips

- You can drag text boxes almost all the way off the page without deleting them. This lets you play text out loud without having text boxes appear in the picture.
- If you drag a text box partially off the page, it won't get bigger when you type. A sound will tell you when you run out of room to type new letters.
- You can click the blue drag bar without using the Grab button. Then you can move the text.

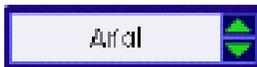
Changing the Way the Letters Look

You can choose a text size, colour, and style for the text in any selected text box. In Small Kids Mode, try painting the letters.

To change the look of text in a text box:



1. Click the Text button to see the Text tray.
2. Click the text box and highlight the text you want to change.
3. Do any of these things:



- To change the font, click the arrows next to the Font box. You can also click and hold down on the font name.



- To make text bigger or smaller, click the arrows next to the Font Size box. You can also click and hold down on the font size.



- To change the style, click the Bold, Italic or Underline buttons.

- To line up text to the left, right, or centre, click an Alignment button.



- Use the Colour Picker to change the colour of text.

Checking Spelling

When *Kid Pix* checks your spelling, it checks all the text boxes on your page. You can't check spelling for Rubber Stamp text.

To check your spelling:

1. Click the Toolbox menu.
2. Click **Check Spelling**.
3. If *Kid Pix* finds a word it doesn't know, you can do any of these things:
 - To change the word, click a word in the Suggestions list or type a word in the Change To box and click **Change**.
 - To continue checking spelling without changing the word, click **Skip**.
 - To add the word to your personal dictionary (so *Kid Pix* will recognize it as correct from now on), click **Learn**.
4. When you're finished, click **Done**.

Reading Text Out Loud

You can play the picture to hear all the text boxes, top to bottom and left to right. You can't hear Rubber Stamp text, except when you click the letters in the Text tray.

To hear one text box read aloud:

1. Click the Text button.



2. Click the text box you want to hear.

3. Click the Controls menu and click **Turn Text-To-Speech On**. If the menu says "Turn Text-To-Speech Off," don't click it—it's already on.

4. Click the Read Text button in the Text tray.

To hear all text boxes read aloud:

1. Click the Controls menu and click **Turn Text-To-Speech On**.



2. Click the Play button.

Changing the Voice

Use the Voice box in the Text tray to change the voice that reads the text.

To change the voice that reads the text:



1. Click the Text button.
The Text tray appears.
2. Click the Voice box and pick a different one.



3. Click the Read Text button in the Text tray.

Teaching *Kid Pix* to Pronounce

Kid Pix might not know how to say people's names, or how to pronounce other special words.

To change the pronunciation:

1. From the Toolbox menu, choose **Say It This Way**.
2. In the Original Word box, type the word that *Kid Pix* is pronouncing incorrectly.
3. In the Pronounce As box, type the phonetic spelling of the word.
For example, the letters "ph" sound like "f," so the phonetic spelling of "Stephan" would be "Stefan."

-
4. Click **Pronounce** to hear the new pronunciation.
 5. When the word sounds right, click **Enter**.

Moving, Copying, Cutting and Pasting

In this chapter, you'll learn about:

- The Grab Tool
- The Scissors Tool

The Grab Tool

Use the Grab tool to pick things up and move them, or cut, copy and paste them.

To move things around:



1. Click the Grab button.
The Grab tray appears.



2. Click the Grab tool (the hand icon).
3. Click a sticker, Animation, movie, or text box in your picture.
4. Do any of these things:



- To move the thing you clicked, drag it. Click to release it.
- To cut the thing you clicked, click **Trash Can** in the Grab tray.



- To copy the thing you clicked, click the **Copy** button in the Grab tray.
- To paste something you cut or copied, click **Paste Jar** in the Grab tray, and then click where you want to paste.



- To get rid of the thing you clicked, press the **Delete** key on your keyboard.

The Scissors Tool

Use the Scissors tool to cut out part of the background of your picture and paste it someplace else. The Scissors tool doesn't work on stickers, animation or text.

To cut things out:



1. Click the Grab button.
The Grab tray appears.



2. Click the Scissors button.
3. Do any of these things:



- To cut out an area, click the Free Grab tool and drag around the area.



- To cut out a polygon, click the Polygon Grab tool and click each point of the polygon (at least 3 points). Click the first point again to close the shape.



- To cut out a circle or an ellipse, click the Circle Grab tool and drag from the top left of the circle to the bottom right.



- To cut out a square or a rectangle, click the Square Grab tool and drag from the top left of the square to the bottom right.
- To cut out a Cookie Cutter shape, click the square or rectangle Cookie Cutter, then click your picture.
- Use the up and down arrows to see more shapes.

Using Libraries

In this chapter, you'll learn about:

- Using Library Tools
- Backgrounds
- Stickers
- Animations
- Sounds

Using Library Tools

In *Kid Pix* libraries, you can look in the trays for interesting things to add to your picture. Look at different libraries by clicking the buttons on the left.



A background in your picture is like the scenery in a play. It goes behind everything else you draw. See “Backgrounds.”



A Sticker is an object that essentially floats or hovers over the background of your KidPix picture. You can make it a different size, flip it, or move it to a different place. It will not become a fixer or permanent part of the picture until you flatten it using the toolbox. See “Stickers.”



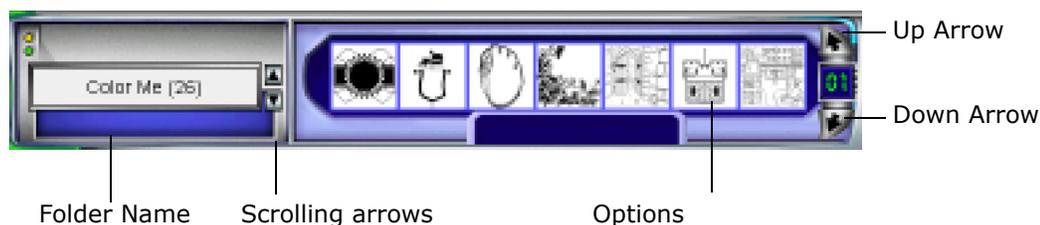
When you play your page, the animations move around like cartoons. You can drag them anywhere in your picture. See “Animations.”



Each page can have one sound. Pick from a library or record your own. See “Sounds.” You can also add movies and pictures from other programs to your pictures. For more information, see “Adding Quicktime Movies” and “Adding Pictures from Other Programs.”

Library Trays

When you click a library button, the tray for that library appears at the bottom of the screen:



Each library has folders. For example, choose the Colour Me folder in the Backgrounds library to see colouring-book pictures. You can see how many pictures are in that folder. For example, the Colour Me folder has 26 pictures in it.

To use a *Kid Pix* library:

1. Click and hold down on the folder name to see a pop-up list of folders, or use the scrolling arrows to see more folders.
2. Scroll through the choices on the right side of the tray until you find one you want. Use the up and down arrows to see more choices.
3. Drag your choice onto the drawing area.

Backgrounds

After you select or create a background, things you draw are added to, and become part of, that background. For example, when you draw a line or paint a circle, that shape becomes part of the background you have selected. When you change the background, those shapes go away, and the new background takes their place. If you don't like the result, click **Undo Guy**.

To add a background:



1. Click the Backgrounds button to open the Backgrounds tray.
2. Click and hold down on the folder name to see a list of folders, or use the scrolling arrows to see more folders.
3. Scroll through the choices on the right side of the tray until you find one you want. Use the up and down arrows to see more choices.
4. Drag a background onto your picture.

Importing Backgrounds

You can import a photograph or a picture from a different program in BMP, GIF, JPEG, or PICT to use as a background.

To import a background:

1. Click the Add menu and click **Import Background**.
2. Click a BMP, GIF, JPEG, or PICT file.
3. Choose one of these options:
 - Shrink/Stretch to Fit Canvas stretches or shrinks the picture to fill the whole background. The picture might get stretched out of shape.
 - Fill Canvas Without Shrinking/Scaling stretches or shrinks the picture to fill as much of the background as it can, without stretching the picture out of shape. The edges might be left white.
 - Centre at Original Size puts the picture down the way it was drawn, without stretching or shrinking it.
 - Repeat Many Times puts down lots of little versions of your picture, until the background is filled.
4. Click **OK** to import the picture as your new background.

Stickers

Stickers are pictures you stick onto your picture. Stickers can be moved, flipped, or sized, and don't become part of the background until you flatten them.

To add a sticker:

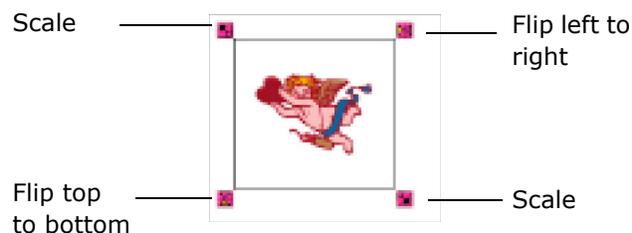


1. Click the Stickers button to open the Stickers Library.
2. Choose a folder. Click and hold down on the folder name to see a pop-up list of folders, or use the scrolling arrows to see more choices.

-
3. Scroll through the stickers. Use the up and down arrows to see more choices.
 4. Drag a sticker onto your picture.
 5. Move, size, or otherwise adjust your sticker before flattening it. (See the next section.)

To move, change or delete a sticker:

1. Click a sticker in your picture to see its frame.



2. Do any of these things:



- To move a sticker, click inside it and drag.
- To resize a sticker, drag a Scale handle.



- To flip a sticker top to bottom, click its lower-left handle.



- To flip a sticker left to right, click its upper-right handle.

- To make a sticker part of the background, click it, click the Toolbox menu, and choose **Flatten Stickers and Animations**. Specify the selected sticker or all stickers. After a sticker is flattened, it cannot be moved, resized, or changed.

- To delete a sticker, click it and press the Delete key on your keyboard.

Animations

Animations are stickers that move like cartoons when you play them.

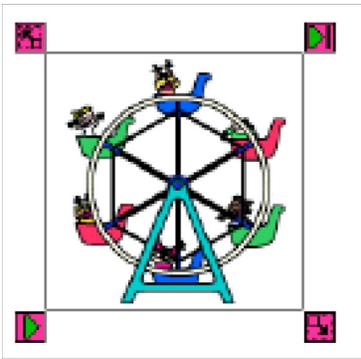
To add an Animation:



1. Click the Animations button to open the Animations Library.
2. Choose a folder. Click the folder name to see a pop-up list of folders, or use the scrolling arrows to see more choices.
3. Scroll through the animations. Use the up and down arrows to see more choices.
4. Drag an Animation onto your picture.

To move, change or delete an Animation:

1. Click an Animation in your picture to see its frame.



2. Do any of these things:
 - To move an Animation, click inside its frame and drag. Click to release it.
 -  • To resize an Animation, drag a Scale handle on its frame.
 - To make an Animation part of the background, click it, click the Toolbox menu, and choose **Flatten Stickers and Animations**. Specify the selected animation or all animations. After an animation has been flattened, it cannot be moved or changed.
 - To delete an Animation before it is flattened, click it and press the Delete key on your keyboard. If it has already been flattened, use the cutting tool and refill the background.

Playing Animations

You can play Animations in a loop or frame-by-frame.

To play an Animation in a loop:

1. Click the Animation.
2. Click the Play in a Loop handle.
3. To stop playing the Animation, click **Play in a Loop** again.

To play an Animation frame-by-frame:

1. Click the Animation.
2. Click the Frame-by-Frame handle. Each click advances the Animation one frame.

Animation Tips

When you print your picture, the Animation frame you see is the one that prints. You can play the Animation step-by-step and stop at the frame you want to see printed.

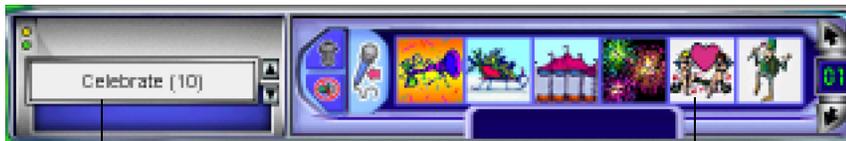
Sounds

You can add a sound from the *Kid Pix* Sounds Library, import one, or record your own. When you record or import a sound, it's added to the My Sounds folder in the Sounds Library.

To add a sound from the library:



1. Click the Sounds button to see the Sound Library.



Folder Name

Sounds

2. Choose a folder. Click the folder name to see a pop-up list of folders, or use the scrolling arrows to see more choices.
3. Scroll through the sounds. Use the up and down arrows to see more choices.
4. Click a sound to hear what it sounds like. The sound keeps playing until you click somewhere else on the screen.

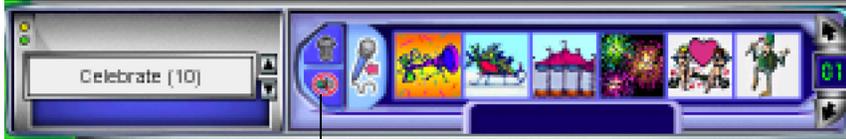


5. Drag the sound you want onto your picture to add it. You can hear the sound when you click the Play button.

To remove the sound from your picture:



1. If you're playing your picture, click the Stop button.
2. Click the No Sound button in the Sound tray.



No Sound

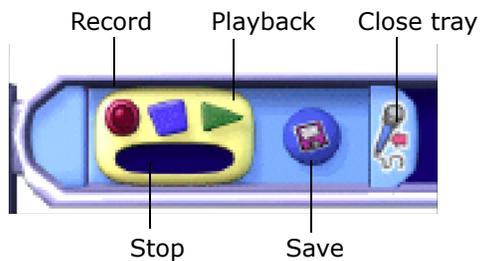
To import a sound:

1. Click the Add menu and click **Import Sound**.
2. Find the sound file to import and click it.
If you use Windows, choose a WAV file. If you use Macintosh, choose an AIFF file.
3. To add this sound to the My Sounds library, check the Add to Library checkbox.
4. Click **Open** to add the sound to the picture.

To record a sound:



1. Click **Microphone** in the Sounds tray.
2. In the Sound Recording tray, click the red button to start recording.



3. Click the blue button to stop recording.
4. Click the green arrow to hear your sound.
5. Click the Save button to save your sound.
Give your sound a name so you can find it again in the My Sounds folder.
6. Click the microphone to go back to the Sounds tray.



- To delete a sound in the My Sounds folder, click it and click **Trash Can** in the Sounds tray.

Adding Things to Your Picture

In this chapter, you'll learn about:

- Adding Pictures from Other Programs
- Adding QuickTime Movies

Adding Pictures from Other Programs or from a Digital Camera

Photographs and pictures you create with other programs can become part of your *Kid Pix* picture. You can paint or draw on them, or add special effects.

To add a picture:

1. Click the Add menu and click **Add Graphic**.
2. Find the picture to add and click it.
Choose a BMP, GIF, JPEG, or PICT file.
3. Choose one of these options:
 - **Shrink/Stretch to Fit Canvas** stretches or shrinks the picture to fill the whole background. The picture might get stretched out of shape.
 - **Fill Canvas Without Shrinking/Scaling** stretches or shrinks the picture to fill as much of the background as it can, without stretching the picture out of shape. The edges might be left white.
 - **Centre at Original Size** puts the picture down as is, without stretching or shrinking it.
 - **Repeat Many Times** puts down lots of little versions of your picture, until the background is filled.
4. Click **Open** to add the picture.
5. Use the handles on the picture to change its size, then click inside the picture and drag it where you want it.

Picture Tips

To use a picture as a background, see “Importing Backgrounds.”

Adding QuickTime Movies

You can add one QuickTime movie to each picture.

To add a movie:

1. Click the Add menu and click **Add Movie**.
2. Find the movie to add and click it.
Make sure you choose a QuickTime file.
3. Check the Preview.
The preview shows the “poster” for this movie, or its first frame.
4. Click **Open** to add the movie.
The new movie replaces any existing movie.
5. Drag the movie where you want it.

To move or delete a movie:

- To move the movie, click it and drag.
- To delete the movie, click it and press the Delete key on your keyboard.

Playing Movies

Play movies in a loop or frame-by-frame. Movies also play when you play your page.

To play a movie in a loop:



1. Click the movie.
2. Click the Play in a Loop handle.
3. To stop playing the movie, click **Play in a Loop** again.

To play a movie frame-by-frame:



1. Click the movie.
2. Click the Frame-by-Frame handle.
3. Each click advances the movie by one frame.

Movie Tips

- If you don't have your own movies, you can use the ones in the QTMovies folder on the *Kid Pix Deluxe 4* CD (or in the application folder on your hard drive).
- To make *Kid Pix* pictures or SlideShows into QuickTime movies, see “Exporting Your SlideShow.”
- When you print your picture, the movie frame you see is the one that prints. You can play the movie frame-by-frame and stop at the frame you want to print.
- You can use the handles on the movie to resize it.

Playing and Printing

In this chapter, you'll learn about:

- Playing Your Picture
- Printing Your Picture

Playing Your Picture

When you play your picture, each object on the page plays over and over.

To play your picture:



1. Click the Play button.
The button changes to a Stop button.



2. Click the Stop button to stop playing.

Printing Your Picture

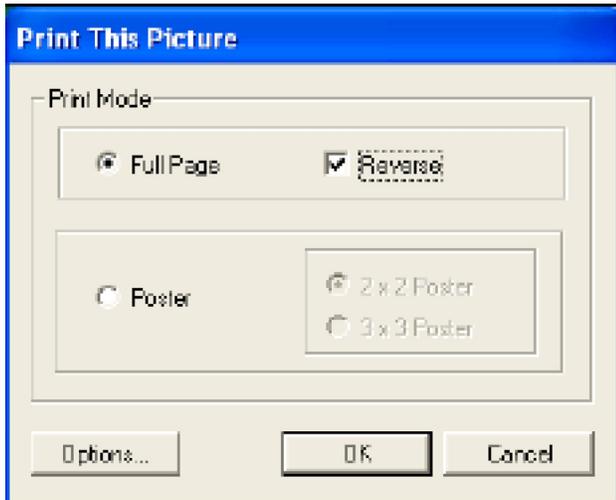
You can print a *Kid Pix* picture at regular size or as a poster. *Kid Pix* prints the frames of movies and animations that are showing at the moment that you print; however, *Kid Pix* doesn't print in Small Kids Mode. Turn Small Kids Mode off to print.

To print your picture:

1. Click **Print** from the File menu.
2. Choose **Full Page** or **Poster**. When you print as a poster, *Kid Pix* prints one piece of your picture on each sheet of paper. You then tape the sheets of paper together to make the poster.
3. If you chose Poster, pick 2x2 or 3x3. The 2x2 choice prints your picture on four pieces of paper. The 3x3 choice prints your picture on nine pieces of paper.
4. Click **OK** to print the picture.

Other printing options:

You can also print in reverse. Use this if you're going to print your *Kid Pix* picture onto iron-on transfer paper. You can iron your picture onto a t-shirt! Your printer may have other features, such as black & white, and draft mode. Click the Options button to see the features available for your specified printer.



Working with Pictures

In this chapter, you'll learn about:

- Starting a New Picture
- Saving a Picture
- Opening a Picture
- Exporting a Picture

Starting a New Picture

You can start with a blank page, or use the Idea Machine to get some ideas for your picture.

To start with a blank page:

1. Select **New** from the File menu. If you didn't save the picture that's already open, *Kid Pix* asks if you want to save it.
2. Click **Yes**. The Save dialogue box appears.
3. Type a name for your picture and click **Save** to save your picture and start a new one.

The Idea Machine is a collection of templates designed to jump start your creativity. There are crafts projects, calendars, cards and maps. There are lots of activities related to language arts, maths, sciences and social studies.

To use the Idea Machine:



1. From the Toolbox menu, choose **Idea Machine**, or click the Idea Machine button.
2. Click the picture starter you want to use.
3. Click **Open**. If you didn't save the picture that's already open, Kid Pix asks if you want to save it.
4. Click **Yes**. The Save dialogue box appears.
5. Type a name for your picture and click Save to save your picture and start a new one.

Saving a Picture

Kid Pix saves your pictures in the My Pictures folder, so they're easy to find and open again.

To save your picture:

1. Select **Save** from the File menu.
2. Type a name for your picture.
Kid Pix always asks if you're sure you want to save over an already-saved picture.
3. Click **Save**.

Opening a Picture

You can open any picture you created and saved.

To open a picture you saved earlier:

1. Click the File menu.
2. Click **Open**. If you didn't save the picture that's already open, *Kid Pix* asks if you want to save it.
3. Click **Yes**. The Save dialogue box appears.
4. Type a name for the picture and click **Save**.
5. Click the picture to open and click **Open**.

Exporting a Picture

You can export a copy of your *Kid Pix* picture, so someone without *Kid Pix* can play it, or so you can open it in a different program. For example, if you save your *Kid Pix* picture in the JPEG format, you can add it to a Web page. None of the export formats support Text-to-Speech. Some of them don't support animation, movies, or sounds.

To export a picture:

1. Click the File menu.
2. Click **Export**.
3. Navigate to where you want to save your exported picture.
4. Type a name for the exported picture.

-
5. Choose an export format.
 - JPEG, PICT, or BMP—Everything in the picture is flattened. If you plan to attach the picture to an e-mail message, use the JPEG option. JPEG and PICT pictures can be opened on a Macintosh computer; JPEG and BMP pictures can be opened on a Windows computer.
 - Flash—Your animations and sounds will play. Flash requires a browser with a Flash player plug-in. To download the plug-in, point your browser to www.macromedia.com.
 - Standalone—The exported picture runs without any other software. If your picture has a movie in it, the QuickTime file flattens the movie to a single frame.
 - Page as QuickTime Movie—The exported file can be played on any kind of computer, but the person playing it needs a QuickTime plug-in or player. To download the plug-in, point your browser to www.apple.com. Use the QuickTime plug-in to open and play the exported file.
 6. Click **Save**.

Using SlideShow

In this chapter, you'll learn about:

- Creating and Opening SlideShows
- Loading Pictures
- Moving Pictures Around
- Customising Your SlideShow
- Playing Your SlideShow
- Printing Your SlideShow
- Saving Your SlideShow
- Exporting Your SlideShow

Creating and Opening SlideShows

You can make a SlideShow with your pictures. Load pictures into your SlideShow and put them in order. Add transition and slide advance options. Then save, play, print or export your SlideShow.

Going to SlideShow

You can go back and forth between the Paint Zone and SlideShow.

To go to SlideShow:



- Click the SlideShow button in the Paint Zone or choose **Go to SlideShow** from the Controls menu.

Starting a SlideShow

You can create a brand new SlideShow or open an existing one.

To create a new SlideShow:



- Click the New SlideShow button on the left side of the screen.

To open a SlideShow:

- Double-click the icon for the SlideShow you want in the SlideShow tray at the bottom of the screen.

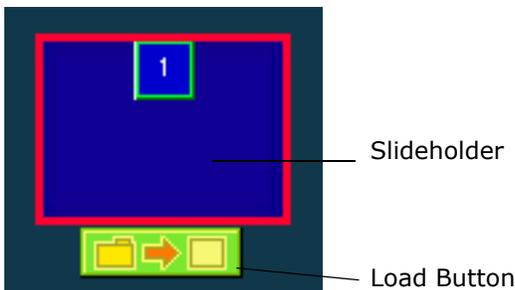


The SlideShow tray shows SlideShows in your My SlideShows folder. To open a SlideShow in a different folder, use **Open** on the File menu.

Loading Pictures

Each slide holder in the SlideShow can contain a *Kid Pix* picture. Once you load the pictures, you can move them into any order you like. If you leave spaces blank, the SlideShow will skip those spaces when you play your SlideShow.

To load a picture:



1. Hold the mouse over a slide holder to see the Load button below it. Click the Load button for the slide holder where you want the picture to appear.
2. Select the saved *Kid Pix* file you want to use.
3. Click **Open**.

Editing Pictures

To change a picture you loaded or create a new picture, go back to the Paint Zone. You must save whatever you have in your SlideShow first.

To go back to the Paint Zone:



- Click the Paint Zone button in SlideShow or choose **Go To Paint Zone** from the Controls menu.
- Open the picture you want to edit.
- When you go back to SlideShow, your new saved picture must be added back into the SlideShow in the appropriate place, using the Load button.

Moving Pictures Around

SlideShow plays pictures in the order they appear. (The slide holders are numbered so you can tell the order.) Drag or move pictures into the order you want.

To move a picture by dragging:

1. Click the picture to move.
2. Drag it to the new location.

If you drop a picture on a filled slide holder, the old picture moves over to make room for the new one.

To move a picture by pasting:

1. Click the picture to move.
2. Click the Edit menu and click **Copy** or **Cut**.

Copy keeps the picture where it is and pastes a copy somewhere else.

Cut removes the picture and pastes it somewhere else.

3. Click the new slide holder for the picture.
4. Click the Edit menu and choose **Paste**.

If you drop a picture on a filled slide holder, the new one replaces the one that's there.

To delete a picture from your SlideShow:



1. Click the picture to delete.
2. Drag it to Trash Can or press the Delete key on your keyboard.

Seeing All the Pictures



Use the arrows at the top and bottom of the picture slide holders to scroll your SlideShow.

Getting Rid of Blanks

You can “clean up” your SlideShow so the blank slides don’t interrupt the ones with pictures.

To get rid of blanks:

- Click the Controls menu and click **Clean Up**.

Customising Your SlideShow

You can set slide advance options, visual transition effects and sound effects.

Slide Advance Options

Slide advance options tell SlideShow when to move from one slide to the next. You can have a different slide advance option for each slide. You can tell SlideShow to move to the next slide after a certain number of seconds, or to wait until the text on the slide is read aloud, or until you click the mouse or press a key on the keyboard.

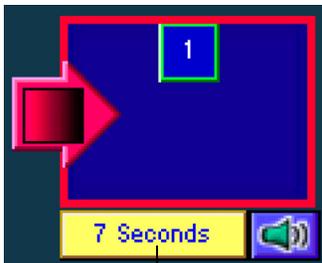
If you don’t set any slide advance options, each slide will show for 7 seconds.

To set slide advance options:



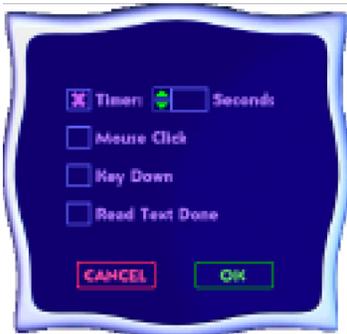
1. Click the Slide Transitions button.

The customising options appear.



Advance Settings

-
- Click the Advance Settings button for the slide you want to change.



- Do one of these things:
 - Choose **Timer** and type the number of seconds to wait between this slide and the next one.
 - Choose **Mouse Click** to tell SlideShow to wait until you click the mouse before the next slide displays.
 - Choose **Key Down** to tell SlideShow to wait until you press any key on your keyboard (except Escape) before the next slide displays.
 - Choose **Read Text Done** to tell SlideShow to read any text on the slide and then display the next slide.
- Click OK.

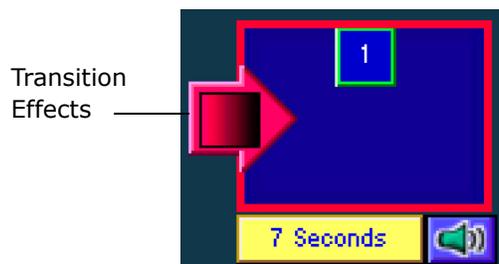
Transition Effects

You can set up special effects between slides, including Cut, Wipe, Dissolve and Iris. Each effect has a sound associated with it. You can change the sound for any effect.

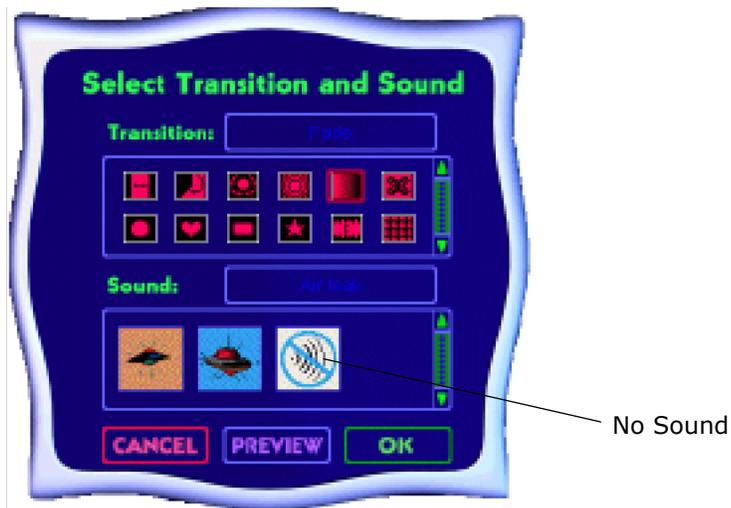
To set transition effects:



- Click the Slide Transitions button.
The customising options appear.
- Click the red Transition Effects arrow in front of a slide to change the transition into that slide, or click the arrow after the slide to change the transition out of that slide and into the next one.



-
3. Choose a visual transition effect.



The bottom list scrolls to show you the sound for that visual effect.

4. Leave the sound as the preselected sound, click a different sound, or click **No Sound** to make the transition silent. No Sound is at the end of the list.
5. Click **Preview** to see how the transition will look and sound.
6. Click **OK**.

Audio Options

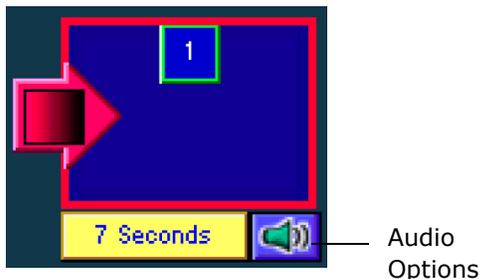
Audio options tell SlideShow which sound to play for each slide.

To set audio options:



1. Make sure that Text-to-Speech and Play Attached Sounds are on in the Controls menu.
2. Click the Slide Transitions button.
The customising options appear.

-
3. Click the Audio Options button for the slide you want to change.



4. Tell SlideShow what to do while this slide plays:
 - Choose **Play Sound** to tell SlideShow to play the sound attached to this picture.
 - Choose **Play Text** to tell SlideShow to read the text on this picture out loud.
 - Turn both options off to tell SlideShow to be silent.
5. Click **OK**.

Background Colour

Slides in a SlideShow will appear against a solid colour background. You can pick the colour for this backdrop.

To choose the background colour:

1. Click the Toolbox menu and click **Pick Background Colour**.
2. Pick a colour and click **OK**.

Playing Your SlideShow

You can play a SlideShow to see all your effects.

To play your SlideShow:



1. Click the Play button.
2. If your slide advance options are set to wait for a mouse click or a keyboard key, click or type a key to advance the slides.
3. To stop playing before the SlideShow ends, press the Escape key.

Switching to Manual Advance

Switching to Manual Advance keeps your other transition and sound settings in place, but lets you advance the slides manually.

To switch to Manual Advance:



1. Click the Controls menu and click **Turn Manual Advance On**.
2. Play the SlideShow by clicking the Play button.
3. Click the mouse or press any key on your keyboard (except Escape) to advance.

Printing Your SlideShow

You can print each picture in your SlideShow, one at a time, on its own piece of paper, or you can print small versions of the pictures onto one page. You may choose 1, 2, 4, 6, or 24 slides per page.

To print your SlideShow:

1. Select **Print** from the File menu.
2. Pick one of these formats:
 - Full Page prints each picture on its own piece of paper, one at a time. Type the number for the page to print in the Starting Picture box.
 - Storybook prints two pictures on a piece of paper.

To print two pictures on a page, choose **Storybook** and type 1 in the Starting Picture box and 2 in the Ending Picture box. To print the next two pictures, choose **Print** again and type 3 in the Starting Picture box and 4 in the Ending Picture box, and so on.
 - Card/Booklet prints each page on one panel of a piece of paper folded into quarters.

To make a card, print one slide onto the first panel and write on the other panels. To print four pictures on a page, choose **Card/Booklet** and type 1 in the Starting Picture box and 4 in the Ending Picture box. To print the next four pictures, choose **Print** again and type 5 in the Starting Picture box and 8 in the Ending Picture box, and so on.
 - Comic Book prints six pictures on each piece of paper.

To print six pictures on a page, choose **Card/Booklet** and type 1 in the Starting Picture box and 6 in the Ending Picture box. To print the next six pictures, choose **Print** again and type 7 in the Starting Picture box and 12 in the Ending Picture box, and so on.
 - Thumbnail prints twenty-four pictures on each piece of paper.

To print twenty-four pictures on a page, choose **Thumbnail** and type 1 in the Starting Picture box and 24 in the Ending Picture box. If your slideshow is longer than that, choose **Print** again and type 25 in the Starting Picture box and 50 in the Ending Picture box, and so on.
3. If you picked Storybook, Card/Booklet, or Comic Book, pick one of these:
 - Portrait holds the paper the tall way, and prints Comic Book pictures two across and three down.
 - Landscape holds the paper the wide way and prints Comic Book pictures three across and two down.



-
4. Type the page numbers for the starting and ending pictures to print.
 5. Click **OK** to print the SlideShow.

Saving Your SlideShow

SlideShows are saved in your My SlideShows folder (inside the My Pictures folder).

To save your SlideShow:

1. Select **Save** from the File menu.
2. Type a name for your slide show.
3. Click **Save**.

Exporting Your SlideShow

You can export a copy of your SlideShow to play without Kid Pix, or to play on another computer with Kid Pix. Exported SlideShows will not include the Text-to-Speech feature. For information on Text-to-Speech, see “Reading Text Out Loud.”

To export your SlideShow:

1. Click the File menu.
2. Click **Export**.
3. Navigate to where you want to save your exported SlideShow.
4. Type a name for the exported SlideShow.
5. Choose an export format.
 - **SlideShow to Go**—This option creates a folder with everything you need to run your SlideShow on a different computer with Kid Pix. Copy the resulting folder to the other computer, then use the **Open** command on the File menu to open the SlideShow file in that computer’s version of Kid Pix. *Kid Pix* will find all the files it needs to show your slideshow.
 - **QuickTime**—This option can be played on any kind of computer but requires a QuickTime plug-in to play. To download the plug-in, go to www.apple.com. To play the resulting file, use the QuickTime plug-in to open and play your exported file.
6. Click **Save**.

The Kid Pix Deluxe 4 Pull-down Menus

In this chapter, you'll learn about:

- The File Menu
- The Edit Menu
- The Add Menu
- The Toolbox Menu
- The Controls Menu
- The Help Menu

The File Menu

New

Creates a new *Kid Pix* picture or SlideShow. For details, see “Starting a New Picture” and “Starting a SlideShow.”

Open

Lets you open a *Kid Pix* picture or SlideShow. *Kid Pix* first looks in your My Pictures or My SlideShows folder, but you can browse other folders on your computer. For details, see “Opening a Picture” and “Creating and Opening SlideShows.”

Save As

Saves the open picture or SlideShow. For details, see “Saving a Picture” and “Saving Your SlideShow.”

Export

Saves your picture or SlideShow in a different format. For details, see “Exporting a Picture” and “Exporting Your SlideShow.”

Publish to Idea Machine

Enables you to save your file as a template in the Idea Machine folder. You must first save your illustration as a *Kid Pix* file, then switch to Teacher Mode by pressing Ctrl+T. See “Idea Machine” for more information.

Print

Prints the open picture or SlideShow. For details, see “Printing Your Picture” and “Printing Your SlideShow.”

Log In as New User

When you log in as a different user, *Kid Pix* uses the settings and folder locations for that user. For details, see “Setting Up Multiple Users.”

Exit

Closes *Kid Pix* and returns you to your computer desktop.

The Edit Menu

Undo/Redo

Undo reverses the last change you made. Redo reverses the last Undo.

Cut

Removes the current selection and places it on Clipboard.

Copy

Puts a copy of the current selection on Clipboard.

Paste

Pastes whatever is on Clipboard.

The Add Menu

Add Graphic

Adds a picture created in another program to your *Kid Pix* picture. For details, see “Adding Pictures From Other Programs.”

Add Movie

Adds a QuickTime movie to your *Kid Pix* picture. For details, see “Adding Quicktime Movies.”

Load Picture

Places a picture in the current slide holder of your SlideShow. For details, see “Loading Pictures.”

Special Characters

Inserts special characters, such as ç and ÿ, in a text box.

Paper Textures

Applies a background texture when you use the Crayon, Marker or Chalk.

Import Background

Lets you use a picture created in another program as the background for your *Kid Pix* picture. For details, see “Importing Backgrounds.”

Import Sound

Lets you use a sound on your computer as the attached sound for your *Kid Pix* picture. For details, see “Sounds.”

The Toolbox Menu

Edit ABC Text

Lets you type the text to paint with a Wacky Brush. For details, see “ABC Text Tool.”

Check Spelling

Checks the spelling in all the text boxes in your picture. For details, see “Checking Spelling.”

Flatten Text

Makes text boxes part of the background. You can flatten just the selected text box or all text boxes. For details, see “Working with Text Boxes.”

Flatten Stickers and Animations

Makes stickers part of the background. You can flatten just the selected sticker or all stickers. For details, see “Stickers.”

Say It This Way

Lets you teach *Kid Pix* how to say words it doesn't know, like names and places. For details, see “Teaching *Kid Pix* to Pronounce.”

Change Effects

Lets you customise the settings for your SlideShow. For details, see “Customising Your SlideShow.”

Pick Background Colour

Sets the background colour for your SlideShow. For details, see “Background Colour.”

Idea Machine



The Idea Machine is a collection of templates designed to jump start your creativity. There are crafts projects, calendars, cards and maps. There are lots of activities related to language arts, maths, science and social studies. To open one of the templates, choose **Idea Machine** from the Toolbox menu, or click the Idea Machine button. For information on creating your own Idea Machine template, see “Publish to Idea Machine.”

The Controls Menu

Turn Tool Sounds On/Off

Sets whether tools and buttons make sounds when you click them. For details, see “Controlling Sound.”

Turn Text-To- Speech On/Off

Sets whether *Kid Pix* reads the text in text boxes when you play your page. For details, see “Reading Text Out Loud.”

Turn Attached Sound On/Off

Sets whether *Kid Pix* plays the attached sound when you play your page. For details, see “Controlling Sound.”

Switch to Spanish

Changes all menus, tool tips, and Help screens to Spanish. Select **Cambiar a inglés** to revert back to English.

Turn Small Kids Mode On/Off

When turned on, simplifies the program for younger children. For details, see “Activating Small Kids Mode.”

Turn Manual Advance On/Off

When turned on, temporarily overrides the transition settings in your SlideShow, so you have to click the mouse to advance the slides. For details, see “Switching to Manual Advance.”

View Teacher’s Note

If the teacher has included a note, such as instructions or special messages, select this option to view it and hear it read aloud. When you have finished with the note, click **OK** to close the note, or click **Replay** to hear it read again. See “The Teacher Menu” for information on creating and editing notes.

Clean Up

Gets rid of the blank slots in your SlideShow. For details, see “Getting Rid of Blanks.”

Go to SlideShow/Paint Zone

Switches you from the Paint Zone to SlideShow and vice versa. For details, see “Going to SlideShow” and “Editing Pictures.”

The Help Menu

Getting Started Movie

Plays a movie that introduces the features of *Kid Pix Deluxe 4*.

Help

Gives you onscreen help. After you select Help, you must click the part of the screen with which you need help. For details, see “Getting Help.”

Turn Tool Tips On/Off

Displays the names of tools when you point your cursor at them.

View User Guide

Displays this User Guide in Acrobat™ Reader.

Frequently-asked Questions

The questions and answers in this chapter include:

- Why do some things become part of the background, while others remain separate?
- How can I move a *Kid Pix* file from one computer to another?
- Can I save a *Kid Pix* picture or SlideShow in another format, so other people can see it?
- How can I set up multiple users and make the settings different for each one?
- How do I use the Sound Art brushes?
- What's the difference between Rubber Stamps and Stickers?
- What's the difference between animations and animated Wacky Brushes?

Why do some things become part of the background, while others remain separate?

In *Kid Pix*, a picture is like a piece of paper with a layer of clear plastic over it. Things you add to the background cover over each other, just as if you painted them on a piece of paper. Items like stickers, Animations, sounds, movies, and text boxes float over the background, on the plastic layer. They remain independent until you flatten them. Flattening an object merges it into the background.

You can pick up items on the plastic layer and move them, resize them, and (for Animations or movies) play them.

Some actions cause things to flatten, even if you don't flatten them yourself. For example, when you export a picture, many of the objects flatten as a result, because the export format does not know how to display them otherwise.

How can I move a *Kid Pix* file from one computer to another? Can I save a *Kid Pix* picture or SlideShow in another format, so other people can see it?

These two questions are related.

To move the picture or SlideShow to another computer that has *Kid Pix* on it, save the picture on a removable disk, or export the SlideShow as a "SlideShow to Go."

To move the picture or SlideShow to another computer without *Kid Pix* on it, export it in a format the other computer can play. For more information, see "Exporting a Picture" and "Exporting Your SlideShow."

How can I set up multiple users and make the settings different for each one?

Log in as *KidPixAdmin* to set up multiple users. Then, log in as each user in turn and set up *Kid Pix* for that user. For details, see "Setting Up Multiple Users."

How do I use the Sound Art Brushes?

Sound Art Brushes paint abstract images that get their size, and shape from the pitch and volume of your computer's sound input device. Talk or sing into your computer's microphone, and the sound art brush will "paint" those sounds.

To choose a sound art brush, display the Painting tools and click **Microphone** in the tray. Then click the Hands-free or Mouse-move option in the tool options tray. If you choose Hands-free, you can make noise into the microphone and *Kid Pix* will paint. If you choose Mouse-move, you can drag the clicked mouse and make noise at the same time to form the painting. For details, see “Using Painting Tools.”

What’s the difference between Rubber Stamps and Stickers?

Rubber Stamps are pictures you “stamp” onto your picture. They immediately flatten into the background. You can edit Rubber Stamps using the Pencil button in the Rubber Stamp tray. For details, see “Using Rubber Stamps.” You can’t edit Rubber Stamps once you have added them to your picture.

Stickers are pictures you add to your *Kid Pix* picture that remain independent objects. You can move and resize them until you flatten them. For details, see “Stickers.”

What’s the difference between Animations and animated Wacky Brushes?

Animations are stickers that move, like very small movies. Animations play when you play your picture. Animations remain independent objects after you add them to your picture. You can move and resize them until you flatten them. For details, see “Animations.”

Wacky Brushes and Spray Cans are Painting tools that paint with silly or unusual effects. After you paint with them, they animate for a short period, then flatten into the background bitmap. You can’t move or change the results of a Wacky Brush or Spray Can the way you can an animation. For more information, see “Using Painting Tools.”

Getting Technical Support

Online Technical Support can assist you with any issue regarding this product.

- If you purchased this product in a retail store, visit www.encoresoftware.com.
- If you purchased this product direct from the manufacturer via phone, website or e-mail, visit www.support.broderbund.com.

The Technical Support Web Site contains common questions and answers and an interactive Technical Support Contract Form for an e-mail response to your question.

If you have questions about other The Learning Company products, visit The Learning Company Web site at www.tlckids.com.

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