

User's Guide

Macintosh



User's Guide

KID PIX™

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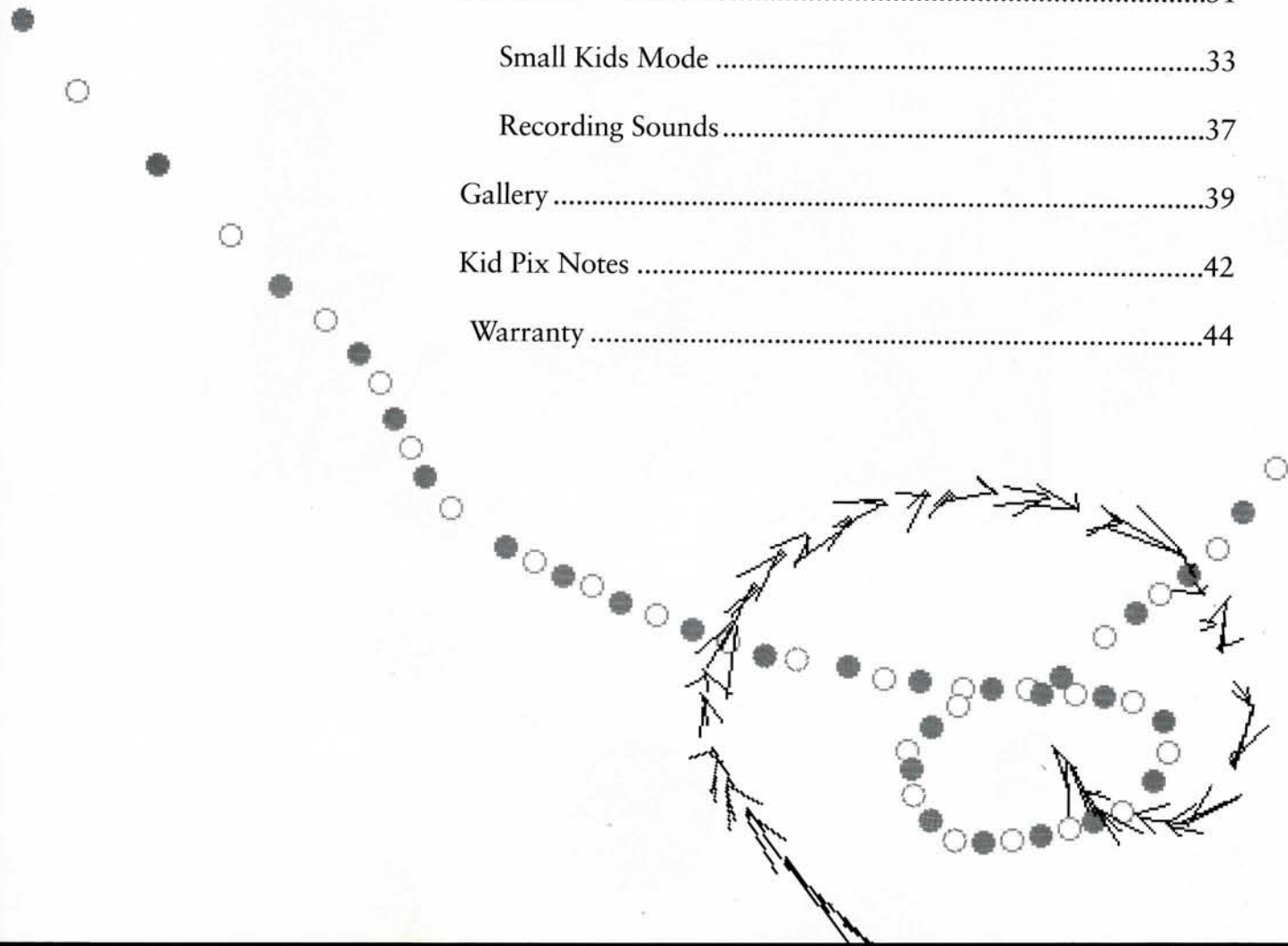
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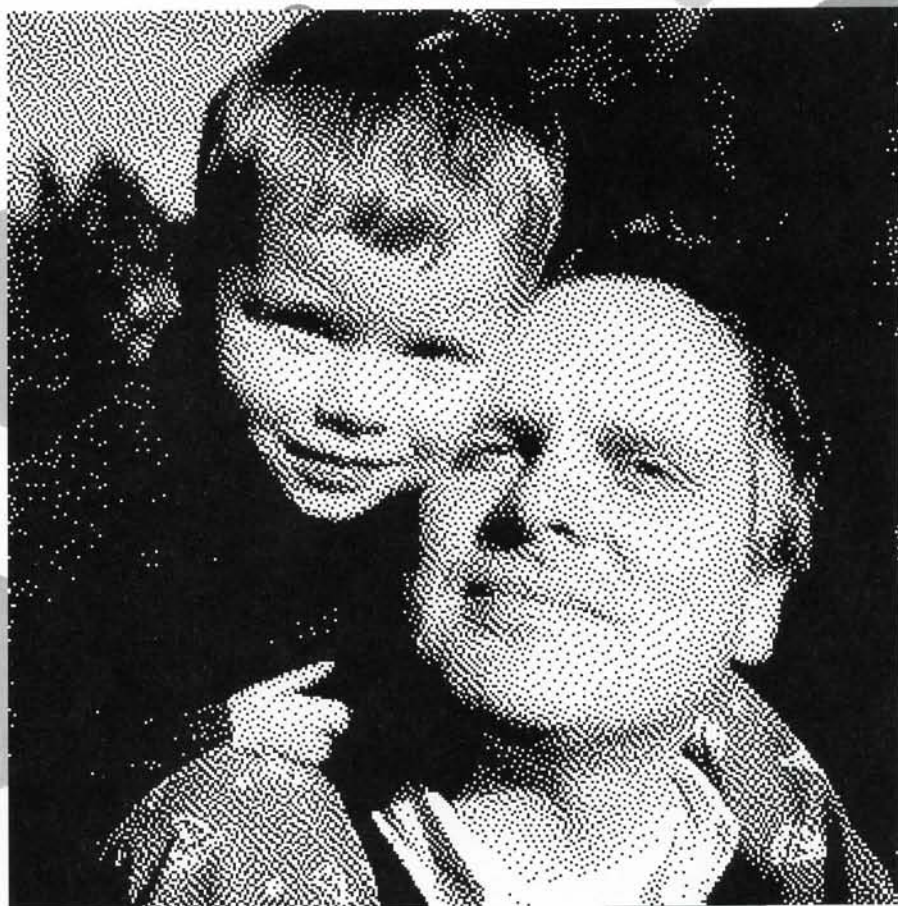
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Table of Contents

Introduction.....	1
Getting Started.....	5
Working with Kid Pix.....	9
About Kid Pix Tools	17
About Kid Pix Menus.....	31
Small Kids Mode	33
Recording Sounds.....	37
Gallery	39
Kid Pix Notes	42
Warranty	44





Craig and Ben Hickman



No one's too young... No one's too old... for Kid Pix!

All kids are artists. Give them a box of crayons or a set of finger paints and they plunge right in, not worried about making messes or doing things “right.” For them, art and play are inseparable; the process is as important as the result. Now at last, there’s a program that takes advantage of kids’ natural creative impulses and lets them use the computer in a playful way to create art that’s uniquely their own.

Kid Pix is a paint program designed just for kids. It was created by a dad — Craig Hickman — for his three-year-old son Ben. Craig discovered how much Ben loved to create art with the computer when he introduced him to a full-featured paint program. But he also discovered that with the “big” program, Ben often got himself into frustrating situations. He accidentally launched desk accessories, moved windows, and made random menu selections. Craig decided to solve these problems by writing a paint program just for kids.

Special Features:

Brøderbund’s Kid Pix is a much-expanded and enhanced version of Craig Hickman’s original program. It’s loaded with fun features — everything from crazy sound effects and patterns that burst into color to brushes that paint in wacky ways and mystery tools that yield surprising results. Yet it still retains all the natural, easy-to-use and kid-proof features that Craig, responding to his experiences with his own son, built into the program. These features include:

- A Small Kids Mode that allows you to turn off the menu bar so that young children can’t open menus and make selections accidentally.
- A drawing area that’s visible all at once on the screen. No

scroll bars needed to maneuver the picture. What you see is what you get when you print out.

- Tools and tool options that are available right on the screen. No menus to open, no dialog boxes to confuse. The tools themselves perform with a minimum of fuss, and the options that go with them are new and exciting.
- Text and numbers that can be added to pictures without using the keyboard. The program speaks the names of letters and numbers out loud as they're selected. You can even choose to have them spoken in Spanish.
- Sound and visual effects that add fun while they stimulate creativity and reinforce learning for kids.

And what about you, the grown-up reading these words? Can you enjoy Kid Pix, too? You bet! It's a fully-faceted paint program. You'll have fun using it with your kids. Then, after they're tucked away safely in bed, turn on the computer and play with it all by yourself. As we discovered from hearing the whoops of delight issued by the computer-savvy folks at Brøderbund who tested this product, no one's too old or too sophisticated for Kid Pix!

About this Manual:

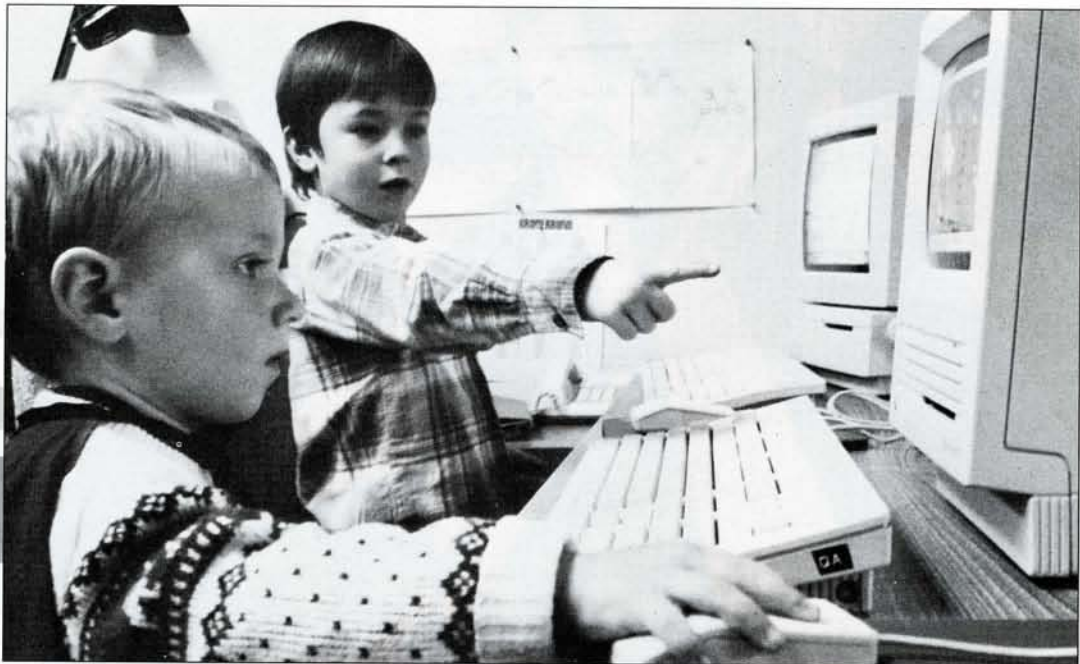
Kid Pix was designed so that kids who aren't old enough to read can use it. That means you don't really need to study this manual to operate the program. In fact, lots of the fun with Kid Pix comes from discovering for yourself what the tools and their options do. This manual can serve as a handy map for your explorations. It shows the general lay of the land, highlights points of interest you might miss, and rescues you if you get lost. There are five main sections:

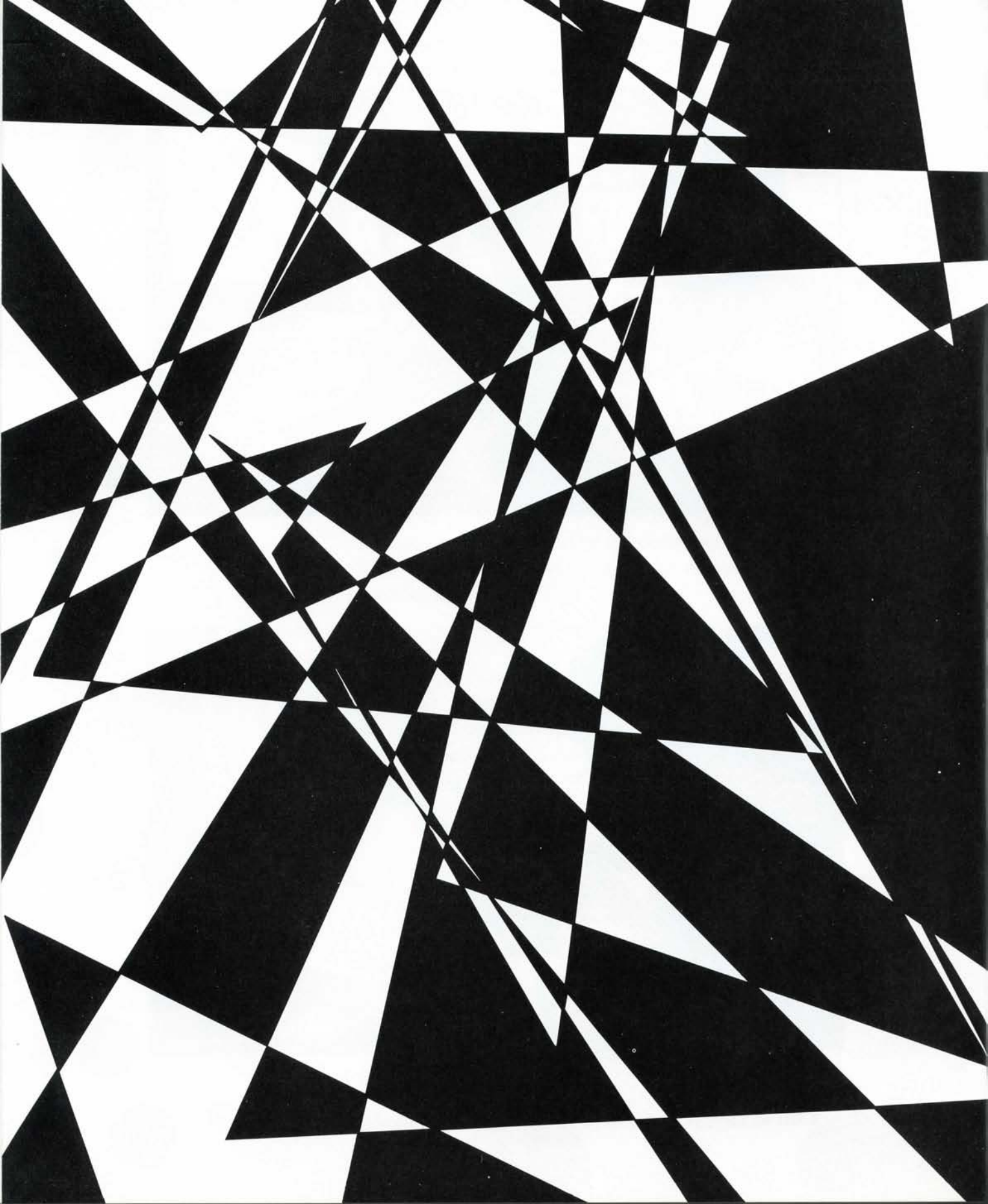
Getting Started tells you how to start the program, and fills you in on technical details.

Working With Kid Pix gives you an overview of the program. It tells you, quickly and simply, everything you need to know to use Kid Pix.

About Kid Pix Tools explains how each drawing and special effect tool works.

About Kid Pix Menus describes each feature of the Kid Pix menus.





Getting Started



What you'll find in this package:

- Kid Pix User's Guide.
- Two Kid Pix disks:
 - Disk 1, Program
 - Disk 2, Bonus Sounds
- Kid Pix stickers

What you will need:**Required**

- Macintosh with two 800K disk drives
- 1 Mb RAM for monochrome systems, 9" monitors; 2 Mb RAM for color systems
- With System 7.0, 2 Mb RAM for monochrome systems; 4Mb RAM for color systems

Nice to have

- Hard Disk
- Monochrome or Color Printer

Optional

- The Farallon™ MacRecorder®

Starting the Program:

Two disk drive system:

To run Kid Pix on a system with two 800k drives, you must first put Kid Pix on a "diet". Putting Kid Pix on a diet removes all of the program's color capabilities that aren't needed on a monochrome system. This reduces the size of the program so that both Kid Pix and one of the Alphabet files can fit on the same 800k disk.

You must also create a start-up disk that contains a System folder, printer driver, MacRecorder driver (if you have a MacRecorder) and the Kid Pix Sounds file.

For simple, step-by-step instructions on how to put Kid Pix on a diet, please turn to page 43 of this guide.

Hard disk system:

1. If this is the first time Kid Pix is being used, you need to copy it to your hard disk. To copy:

- 1) Create a folder on your hard disk called "Kid Pix".
- 2) Copy the program from Disk 1 into the folder on your hard disk.
- 3) Copy "Sounds," the "English Alphabet" and "Alfabeto en Español" (Spanish Alphabet) from Disk 2 into the Kid Pix folder on your hard disk.

2. To use Kid Pix:

- 1) Double-click on the Kid Pix program icon.

Monochrome systems with Multifinder or System 7.0

If you get a message that says "The application 'Kid Pix' could not be opened . . ." refer to page 42 of this manual for instructions on resetting the Application Memory Size to 800k.

If you get a message that says "Do you want to open it using available memory?," click "OK" and Kid Pix will guide you through the process of resetting the Application Memory Size.



"Ariel" by Marcella Evans Age 7





Working with Kid Pix

Starting the Kid Pix program is like entering your very own artist's studio. Everything you need is at hand — brushes, paints, pencils, erasers, interesting bits of this and that. Nothing is difficult to use. A three-year-old can create a wonderful drawing. An eighty-year-old can, too. And everyone has fun in the process.

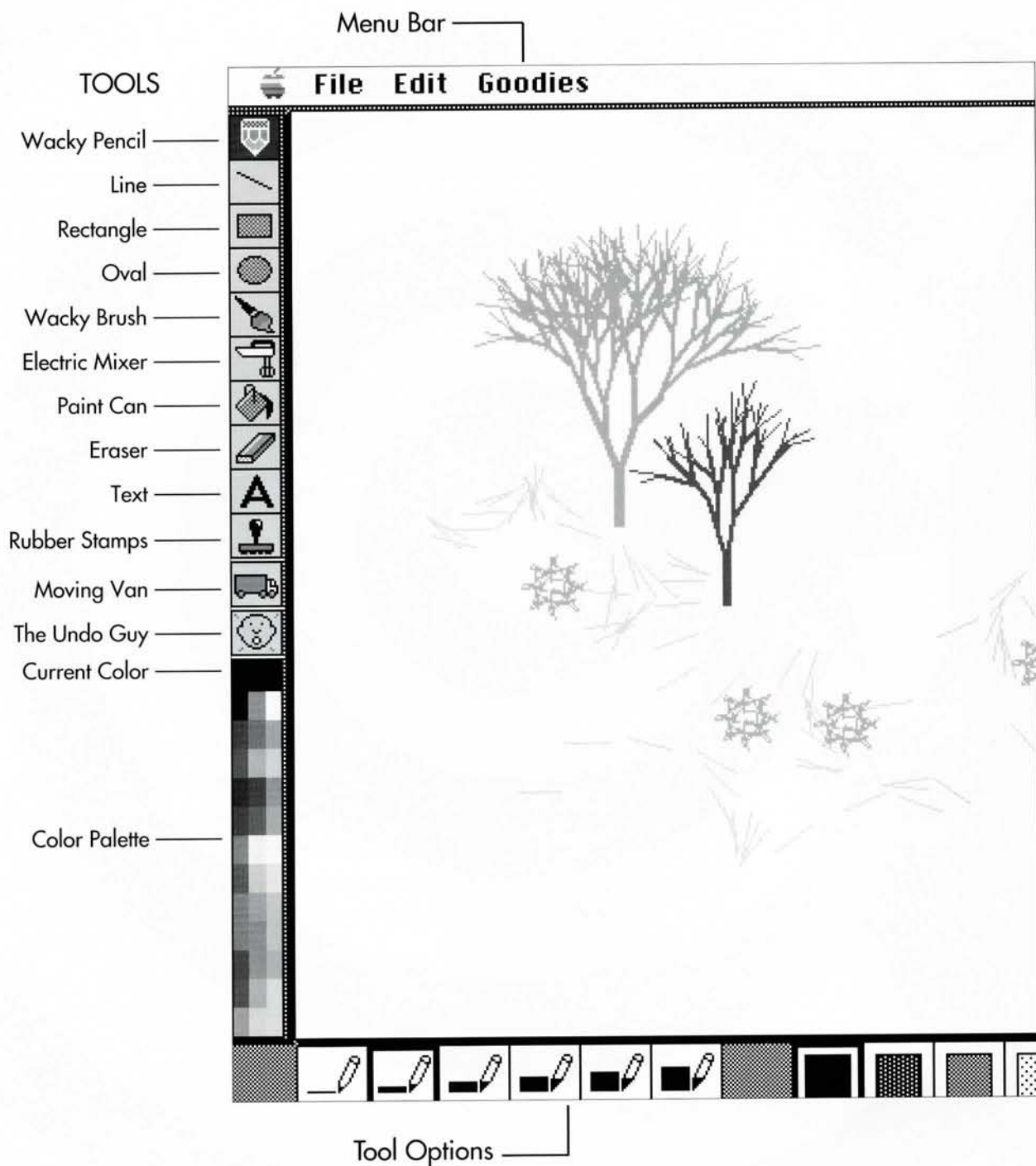
The best way to start using Kid Pix is to plunge right in. There's no "right" way to do things, no correct sequence to follow. You can't make a mistake, because there are no mistakes to be made.

This section of the manual and the sections on tools and menus that follow will tell you everything you need to know to use Kid Pix. Read them through before beginning, if that's your style. Or simply refer to them if you get stuck.

The Kid Pix Drawing Screen:

The Kid Pix Drawing Screen appears when you start the program. The drawing area is like a blank sheet of paper. You draw on it by first selecting a tool and tool options, then holding the mouse button down and moving the mouse. Nothing is hidden from view. When you print out your drawing, everything you see in the drawing area will appear on the printed page.

The Kid Pix Drawing Screen



Menus



Menus are contained on the menu bar at the top of the screen. They let you perform various functions, such as editing, saving and printing your work. The Goodies menu provides access to special features of the Kid Pix program.

- To open a menu and choose a command, point to the menu you want and press the mouse button. Move the pointer down the menu to the command you want, then release the button.

Tools



Kid Pix drawing tools are at the left of the screen. Each tool has its own set of options which are displayed at the bottom of the screen. The pointer will change shape, depending on the tool selected.



- To select a tool, simply point to the tool you want and click the mouse button. The selected tool will be highlighted and its options displayed.

Tool Options



The tool options at the bottom of the screen change, depending on the tool selected. The options vary the basic behavior of the tool. They control such things as line width and pattern, let you draw in a variety of styles, and erase in different ways. The tool options are one of the most appealing things about Kid Pix. You'll have fun playing with them even if you're not trying to create a finished drawing.

- To select a tool option point to the one you want and click the mouse button. The selected option will be highlighted.

A  at the end of a set of options indicates that more are available. Click  to see more.

Color



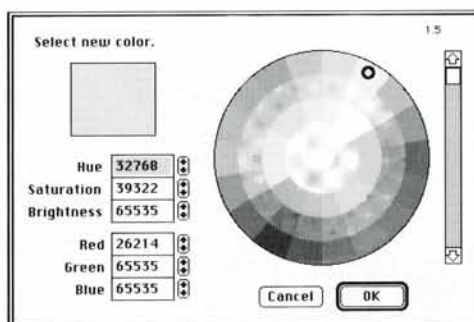
Kid Pix takes advantage of the full range of color available on your Macintosh system. If you are using a color system, a color palette will appear at the left of the screen beneath the tools. If you are using a monochrome system, the color palette will not appear.

The current color is displayed in a box at the top of the palette. This is the color the selected tool will use to draw. You can select a new current color whenever you want. Some tool options produce multi-colored effects.

- To select a current color, point to the color you want and click the mouse button. The selected color will appear in the current color box.

You can extend your range of color choices by selecting colors from the Apple Color Picker.

- To use the Apple Color Picker, hold down the Option key while clicking on the current color. The Color Picker will appear. Click the color you want. The color you've selected will appear in the current color box. (Note: Colors chosen from the Apple Color Picker will not replace the colors in the Kid Pix palette.)



Sound

Kid Pix has a dazzling array of sound effects. Paint gurgles as it pours. Letters speak their names, firecrackers explode, pictures and symbols fall into place with a satisfying click. If you are using a system with a microphone, you can even record spoken messages to accompany your creations.

Kid Pix tool sounds are designed to stimulate creativity and reinforce learning. But sometimes a little peace and quiet is in order. You can adjust the sound volume by using your Macintosh control panel or you can turn off tool sounds entirely.

- To turn off tool sounds, simply choose "Tool Sounds" from the Goodies menu. To turn them back on, choose "Tool Sounds" again.
- To record a spoken message, choose "Record" from the Goodies menu; to play back a recorded message, choose "Play." For complete details on recording and playing back messages, see Goodies menu, page 37-38.

Small Kids Mode

Small Kids Mode is a very useful feature of Kid Pix. When it's in effect, the full menu bar at the top of the screen disappears so there's no chance of opening a menu and choosing an item

accidentally. If you are using a system with Multifinder, a “bib” is put around the screen so that the user cannot accidentally open a background application.

You’ll probably want to use Small Kids Mode whenever younger children are working with the program. It’s a simple way of preventing them from getting stuck in situations they don’t know how to handle, and of protecting other applications on your system.

Note: You cannot open or save a file or quit while you are using Small Kids Mode. You will need to turn off Small Kids Mode before you can perform any of these functions.

- To turn on Small Kids Mode, simply choose “Small Kids Mode” from the Goodies menu. The full menu bar will be replaced by a short Kid Pix menu.
- To temporarily view and select items from the full menu bar, choose “Show Menu Bar.” The full menu bar will disappear when drawing is resumed.
- To turn off Small Kids Mode, choose “Show Menu Bar” from the Kid Pix menu. Then open the Goodies menu and choose “Small Kids Mode” again.



Saving and Retrieving Drawings

You can save Kid Pix drawings and then retrieve them to print out or work on again. Don’t worry about losing your creations. Kid Pix always gives you a chance to save before you start a new drawing or quit the program. Kid Pix will save your drawings in the PICT format.

Note: If Small Kids Mode is turned on, you’ll need to turn it off before you can save or retrieve a drawing.

- To save a drawing, choose “Save” from the File menu. Type in a name for your drawing, then click OK. You can save any changes you make to the drawing by simply choosing “Save” again. It’s a good idea to save your work periodically to guard against loss due to system or power failure.
- To save a previously named drawing under a different name, choose “Save As . . .” from the File menu. Type in a new name for the drawing, then click OK. The drawing will be saved under its new name; the original drawing will remain saved under the original name.

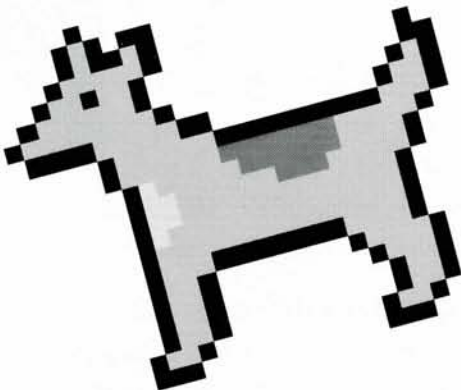
- Sounds you have recorded with your microphone or MacRecorder will be automatically saved with your drawing. To save a drawing without its recorded sound, click in the "Save with Sound" box to deselect this option. Pictures saved without recorded sounds require less disk space.
- To retrieve a saved drawing, choose "Open" from the File menu. Select the drawing you want from the list that appears on the screen.
- Pictures saved with recorded sounds will automatically play the sounds upon opening. To open without sound playing, click in the "open with sound" box to deselect that option.

Starting a New Drawing

You can start a new drawing whenever you want. It's as easy as flipping to a clean page in a drawing pad.

- To start a new drawing, choose "New" from the File menu. You'll be given a chance to save changes made to the current drawing. Then the area will be cleared and you're ready to start drawing again. Note: If Small Kids Mode is turned on, you'll need to turn it off before you can start a new drawing by choosing "New."
- If you don't care about saving your drawing, you can start a new drawing simply by erasing the screen using one of the eraser tools.


Importing Pictures:



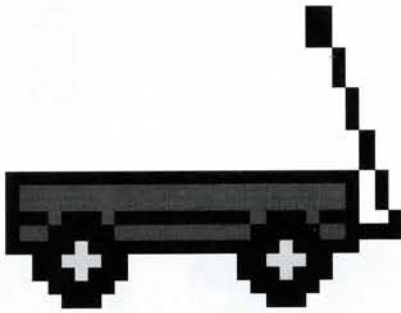
You can import a wide variety of computer-generated images — everything from clip art, digitized photos, Print Shop graphics, or pictures you've created with other paint programs — to use in your Kid Pix creations. You can do this either by using the Scrapbook desk accessory or by simply opening any graphics file stored as PICT, a common Macintosh graphics file format.

Note: For complete information on storing images in the Scrapbook, see your Macintosh manual.

- To import a picture stored in the Scrapbook:

Open the  menu and choose "Scrapbook." Select a stored image by clicking the scroll arrows until the image you want appears on the screen.

Open the Edit menu and choose "Copy." The image you



selected from the Scrapbook will be copied to the Clipboard. Close the Scrapbook by clicking the square in the upper left corner.

Choose "Paste" from the Edit menu. The image from the Clipboard will appear on your Kid Pix drawing. Move the mouse without pressing the mouse button to position the image. When it is where you want it to be, click the mouse button to paste it in place.

- To import a picture stored in the PICT file format, choose "Open" from the File menu. Select the picture you want from the list that appears on the screen. A warning will appear to remind you to rename your PICT file before saving changes made in Kid Pix.

Note: Some cropping of the PICT picture may occur so that it will fit in the Kid Pix drawing screen.

Printing

Everything you create with Kid Pix can be printed out. If you have a color system and color printer you can print your drawing in color.

Before attempting to print, be sure that your printer is connected properly to your computer. Check print specifications by choosing "Page Setup . . ." from the File menu. **Remember to select "ImageWriter with Color Ribbon?" if printing from an ImageWriter with a color ribbon installed.**

- To print, choose "Print" from the File menu.

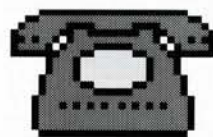
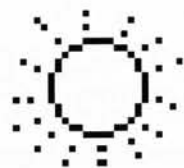
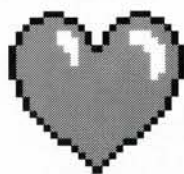
Select print quality and specify the number of copies you want. You can print a small version of your drawing by selecting "50% reduction."

For faster printing from your LaserWriter and LaserWriter driver 6.0.2 or 7.0, choose "Black & White" instead of "Color/Grayscale".

Quitting the Program


When you're done using Kid Pix, leave the program in an orderly way by quitting, rather than just shutting off your computer. Kid Pix will give you a chance to save any work you have done.


Note: If Small Kids Mode is turned on, you'll need to turn it off before you can quit the program.



4

About Kid Pix Tools




Kid Pix tools come with a wide variety of options that are displayed at the bottom of the screen whenever a tool is selected. Some tools have several sets of options. A  icon at the end of a set indicates that more options are available. Some tools and tool options behave differently if you press the Option key during use. These are marked here with a star (★). Experiment to find out what they do.

- To select a tool, point to the one you want and click the mouse button.
- To select a tool option, point to the one you want and click the mouse button.
- To see more tool options, click the  icon.

Wacky Pencil




Wacky Pencil

The Wacky Pencil draws free-form lines. Select line widths, line styles, and line patterns from the Options bar. The  option produces a tint effect, like a water color wash, that's great for coloring Kid Pix "hidden pictures." If you are using a monochrome system, the  option produces a half-tone effect. The  option cycles through a color palette while it draws, giving a "rainbow" effect. On monochrome systems, the brush cycles through a palette of greys. There are two sets of line options, giving you square or circle-shaped lines.




Line


The line tool draws straight lines. Select line widths and line patterns from the Options bar. The  option produces a ray effect that inverts the color of whatever it passes over.

- To draw a perfect horizontal, vertical, or 45 degree angle line, press the Shift key while using the tool.




Rectangle★


The rectangle tool draws rectangles in various patterns. Select the pattern you want from the Options bar. For a transparent rectangle, use the first pattern; for an opaque white rectangle, use the third pattern. The  option produces a rainbow rectangle.

- To draw a rectangle without a black border, press the Option key while using the tool.
- To draw a perfect square, press the Shift key while using the tool.
- Option +  fills a rectangle with shades of gray.



Oval★

The oval tool draws ovals in various patterns. Select the pattern you want from the Options bar. For a transparent oval, use the first pattern; for an opaque white oval, use the third pattern. The  option produces a rainbow circle.

- To draw an oval without a black border, press the Option key while using the tool.
- To draw a perfect circle, press the Shift key while using the tool.
- Option +  fills a circle with shades of gray.

Wacky Brush



Wacky Brush

The Wacky Brush is lots of fun. It paints in a variety of ways, depending on the tool option you select. There are two sets of Wacky Brush tool options. If you are using a color system, most

paint in the current color, but some are multi-colored. For several, the behavior of the brush changes if you hold down the Option key while moving the mouse.

Wacky Brush Options

Here's what the Wacky Brush tool options do. Those marked with a star (★) change a bit when used with the Option key. Try them and see.



Leaky Pen★

Your pen's sprung a leak. Ink soaks into your "drawing pad" whenever the pen stops moving.



Zig-Zag★

Bet you can't draw a straight line with this one!



Dots★

Lots and lots of dots.



Bubbly★

Soda pop time. Plenty of bubbles and fizz.



Pies★

Everyone's after a bigger slice of the pie.



Echoes★

Circles within circles within circles.



Northern Lights

Colorful aurora borealis. Can be horizontal or vertical depending on which direction you move the brush.



Fuzzer

"Fuzzes" whatever it moves over.



Magnifying Glass★

Enlarges whatever is under it. Move it around your drawing like Sherlock looking for a clue.



Spray Paint★

Sprays a line of mist.



Pine Needles

Paints a trail of pine needles.



3-D

Draws a line with a 3-D effect.



Kaleidoscope★

Kaleidoscope effect. Perfect symmetry wherever you move the brush.



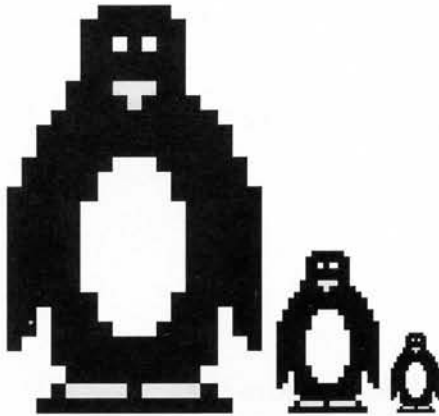
Drippy Paint

Messy paint drips as you draw.



Connect-The-Dots★

Make a connect-the-dots picture. Points are numbered as you draw. When you release the mouse button, the line connecting the dots disappears. Release the mouse button, then the Option key.



★ To keep the line between the dots, press the Option key while you drag the mouse.

- To re-start the number sequence, click the Connect-the-dots icon again.
- To space dots farther apart, click each dot into place individually. When you do this, a connecting line will not appear.



Alphabet Line★

The e. e. cummings effect. Paints with a line of alphabet letters or with words of your own creation.

- To enter your own words, numbers or symbols, select “Alphabet Text” from the Goodies menu or double-click the icon. (Note: Double-clicking won’t work if you’re using Small Kids Mode.) Type words or a new letter, number or symbol sequence in the box that appears on the screen.



Swirl

Lines swirl from the tip of the brush as you paint.



Invert

This brush inverts the color of everything it passes over.



Geometry★

Produces random geometrical drawings. Click the mouse button to start the drawing.

★ To make a giant drawing, hold down the Option key as you click.

- To stop before the drawing is finished, press the Command and Period keys.



Trees★

Generates “fractal” trees, each one different from the next. Click the mouse button to start a tree.

★ To make a giant tree with many branches hold down the Option key as you click.

- To stop before the tree is finished, press the Command and Period keys.



Caterpillars

Symmetrical caterpillars crawl around the screen.



Splatter Paint★

The Jackson Pollock effect (or the cafeteria after a food fight).



The Looper

Uh oh. Looks like the kitten's gotten into the yarn.



Roll-The-Dice

Casts randomly numbered dice on your drawing.

Picture Brushes

Paint with pictures.



A Galaxy of Stars



Lots of Hugs and X's

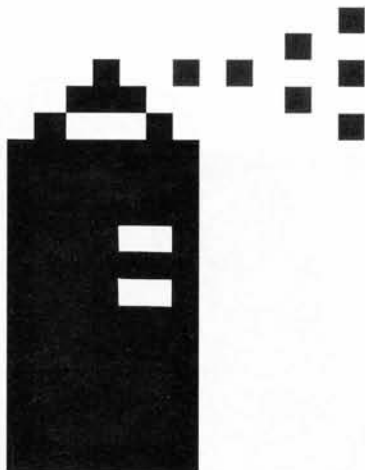


A Full Deck of Cards



Shapes and More Shapes

Electric Mixer



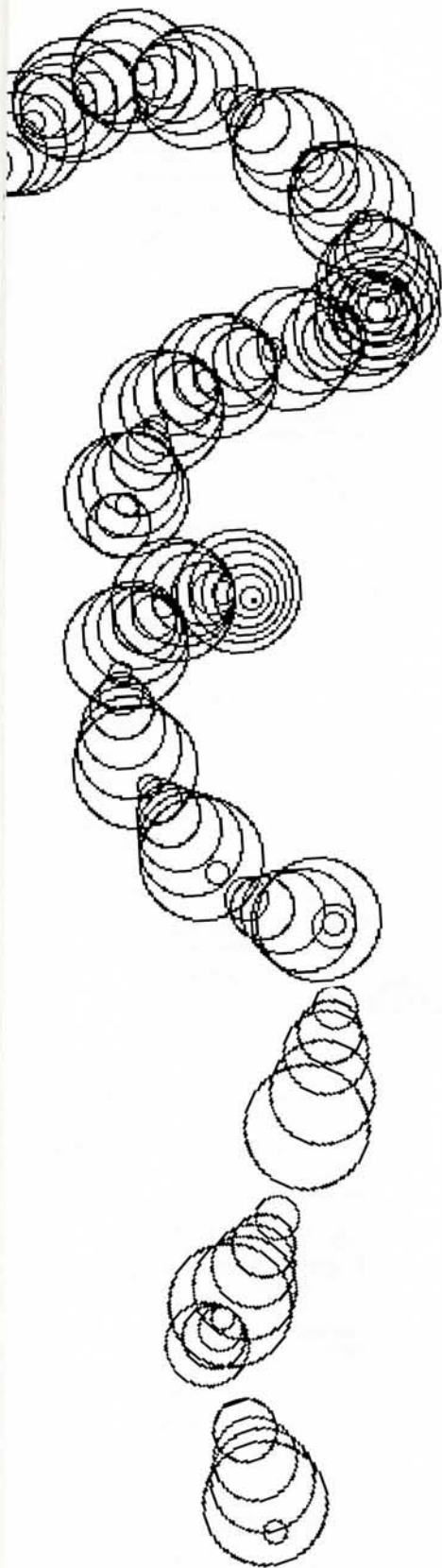
Electric Mixer

Transforms your drawing in a variety of crazy, mixed-up ways. To set mixer effects in motion, click the tool option you want, then click on your drawing.



Night and Day

Changes black to white and white to black. Inverts colors if you're using a color system. Click to make the change. Click again to reverse it.



Splash!

Big blobs of paint are splashed on your drawing. The longer you hold the mouse button down, the more blobs appear.



Checkerboard

Gives your drawing a checkerboard effect. Click to get the transformation going. Click again to get your original drawing back.



Wallpaper★

Makes multiple copies of a section of your drawing to create a tiled, or wallpaper, effect. The pattern changes, depending on what the pointer moves over.

★ For smaller tiles, press the Option key as you click the mouse button.



Venetian Blinds

Slices your drawing into horizontal stripes. Click repeatedly to rearrange the pattern.



The Outliner

Outlines every line in your drawing. Click repeatedly to create a series of fascinating effects.



Shadow Boxes

Copies sections of your drawing and places them in overlapping boxes on the screen. Click repeatedly to produce more boxes.



Zoom In

Zooms in on a portion of your drawing, making it several times larger. Click repeatedly to zoom in closer and closer.



Broken Glass

Shatters your drawing into many jagged pieces.



Picture In A Picture

Shrinks a copy of your picture. Hold down the mouse button to paste it anywhere.



The Highlighter

Highlights everything.



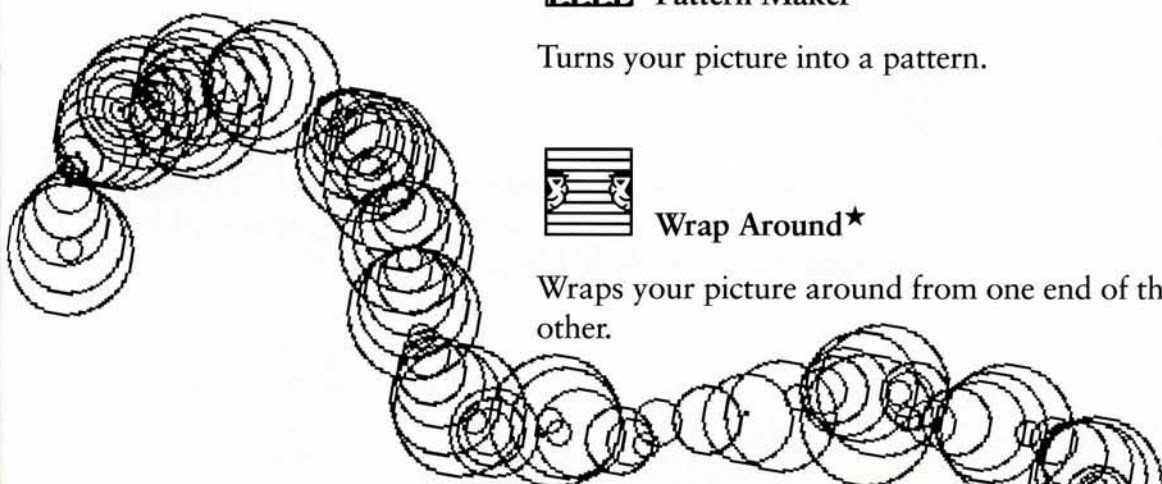
Pattern Maker

Turns your picture into a pattern.



Wrap Around★

Wraps your picture around from one end of the screen to the other.





Snow Flakes And Rain Drops★

Snow flakes fall on your picture. ★ Hold down the Option key to melt snowflakes into raindrops.

Paint Can



Paint Can★

Fills with the selected paint pattern.

Eraser



Erasers

Lets you erase all or part of your drawing in a variety of interesting ways.



Eraser sizes

Erasers range from large to small. Choose whichever size or shape you need to get the job done.



Firecracker★

Clear the screen in one big blast. Select this option, then click on your drawing to start the explosive reaction.

★ To Freeze the Firecracker effect, press the Option key.



Hidden Pictures

Kid Pix has secrets. Uncover hidden pictures by selecting this option and erasing. To uncover another hidden picture, click the option again and continue to erase.



White Circles

Big white circles gobble up your drawing. Hold down the mouse button until everything's gone.



Slip-Sliding Away★

Sliding doors erase your drawing.



#\$%!*!!★

An exclamatory end to it all!



Fade Away★

Watch your picture fade away.



Drop Out★

Chunks of your picture drop out until nothing is left.



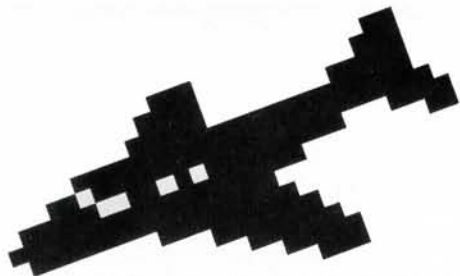
Black Hole

The black hole swallows up everything!



Count Down

Count down to today's date and time



Sweep★

Spins and sweeps your picture away.

Text



Text★

Place letters, numbers, and symbols wherever you want on your drawing. When you select a letter a voice speaks its name in English or in Spanish. Click to stamp the letter you've selected in place on your drawing. If one letter is stamped close to another, it will align itself to the baseline of the previously placed letter. You can also enter text from the keyboard.

★ To turn off the baseline feature, press the Option key as you stamp the letter in place.

★ To enter text from the keyboard, press the Option key as you select the Text tool. Position the pointer where you want the text to appear on your drawing. Then type in the text you want.

★ To change all menu text to Spanish and select the Spanish-speaking alphabet, choose "Switch to Spanish" from the Goodies menu.

Rubber Stamps



Rubber Stamps★

Place "rubber stamp" pictures on your drawing. Eight sets of rubber stamps are available. Stamps are multi-colored if you are using a color system. Click to stamp the picture you've selected in place. To place many rubber stamp pictures on your drawing, hold the mouse button down and move the mouse.

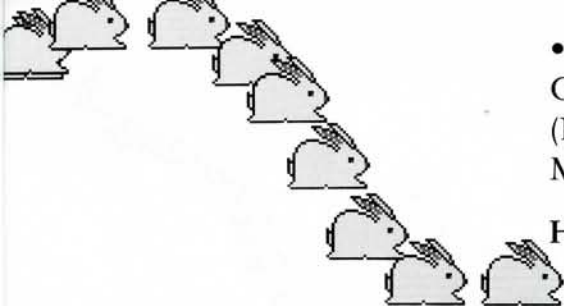
★ To double the size of a stamp, press the Option key while stamping the picture in place.

• To triple the size of a stamp, press the Shift key while stamping the picture in place.

• For gargantuan stamps, press both the Option key and the Shift key while stamping the picture in place.

Note: Gargantuan stamps won't work on 9" monochrome monitors.





- To edit or add new stamps, use the “Edit Stamp” option on the Goodies menu. Or simply double-click the Rubber Stamp icon. (Note: Double-clicking won’t work if you are using Small Kids Mode).

Hint: Move your mouse slowly to make a stamp brush.


Moving Van




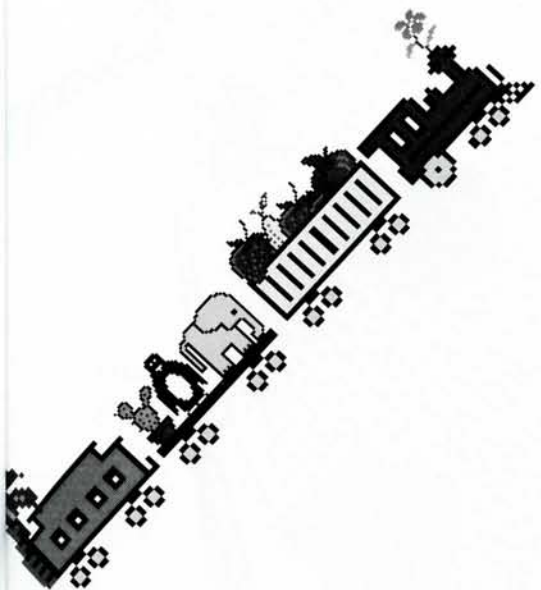
Moving Van★

Moves a selected section of your drawing from one spot to another. Choose the size and shape “moving van” you need. Position the van over the section you want to move. Move the section by holding the mouse button down and moving the mouse. Release the button when the section is where you want it to be.

- ★ To move a copy of the selected section, hold the Option key down while you move the mouse.

The  option gives you an adjustable-size moving van that you can use to capture and move any section of the drawing you want. You can also cut, copy, clear, or paste the captured section, using the commands on the Edit menu.

- To capture a section, select the  option. Then position the cross-shaped pointer at the upper-left corner of the section you want. Hold the mouse button down and move the mouse until the section is captured. Release the mouse button.
- To move the captured section, hold the the mouse button down and move the mouse. Release the button when the section is where you want it to be.
- To apply editing commands to the captured section, open the Edit menu and choose the command you want.



The Undo Guy



The Undo Guy

A friend in need. The handy Undo Guy comes to your rescue whenever you do something you didn’t want to do. Click his anxious face and the results of your last action will immediately disappear. (Works the same as “Undo” on the Edit menu.)

AB



5

About Kid Pix Menus

Kid Pix menus include standard Macintosh features. The File menu allows you to open files, close files, save your work, print, and quit the program; the Edit menu allows you to perform basic editing functions. If you're not very familiar with the Macintosh, you may want to consult your Macintosh manual for a complete discussion of how the menus work.

- To open a menu, point to the menu you want and hold the mouse button down.
- To choose a menu item, move the mouse until the option you want is highlighted; then release the mouse button.

File Menu



New ⌘N

Lets you start a new Kid Pix file. Starting a new file is like getting a clean sheet of drawing paper. You will be given a chance to save changes to your current drawing before the new file is opened.



Open... ⌘O

Lets you open a previously saved Kid Pix file. Select the file you want from the list on the screen. If the file has a recorded sound message attached, you'll be given the option of opening it without the sound.



Close ⌘W

Lets you close the current file.



Save ⌘S

Lets you save a drawing. If the drawing has a recorded sound message attached, you'll be given the option of saving it without the sound.



Save As...

Lets you save the current drawing with a different name. If the drawing has a recorded sound message attached, you'll be given the option of saving it without the sound.



Page Setup...

Lets you set page size, orientation, and other print options. For best results select the "Tall Adjusted" feature.



Print... ⌘P

Lets you print out your drawing.



Quit ⌘Q

Lets you leave the program. You will be given a chance to save changes to the current drawing before you quit.

Edit Menu




Undo ⌘Z

Undoes your last action.



Cut ⌘H

Lets you cut a captured section from your drawing and place it on the Clipboard. Use the  option under the Moving Van tool to capture the section.



Copy ⌘C

Lets you copy a captured section of your drawing to the Clipboard. Use the option key under the Moving Van tool to capture the section.



Paste ⌘V

Lets you paste whatever is on the Clipboard onto your drawing.

When you choose “Paste” whatever is on the Clipboard will appear on your drawing along with a pointer shaped like a paste jar. Move the mouse without holding down the mouse button until the Clipboard selection is where you want it to be. Click the mouse button to paste the selection in place.



Clear

Lets you remove a captured section from your drawing. Use the option under the Moving Van tool to capture the section. The cleared section will not be placed on the Clipboard. To get it back, choose Undo before you do anything else.

Goodies Menu



Small Kids Mode ⌘K

Lets you turn off the full menu bar. Places a “bib” around the screen so that background applications cannot be accidentally opened.

This feature is handy when younger children use Kid Pix. It eliminates the problem of a child straying into another application or accidentally opening a menu, selecting an item, and getting stuck in a situation — such as an editing or dialog box — that he or she may not know how to handle.

When you choose “Small Kids Mode” a special menu bar that looks like this will appear:

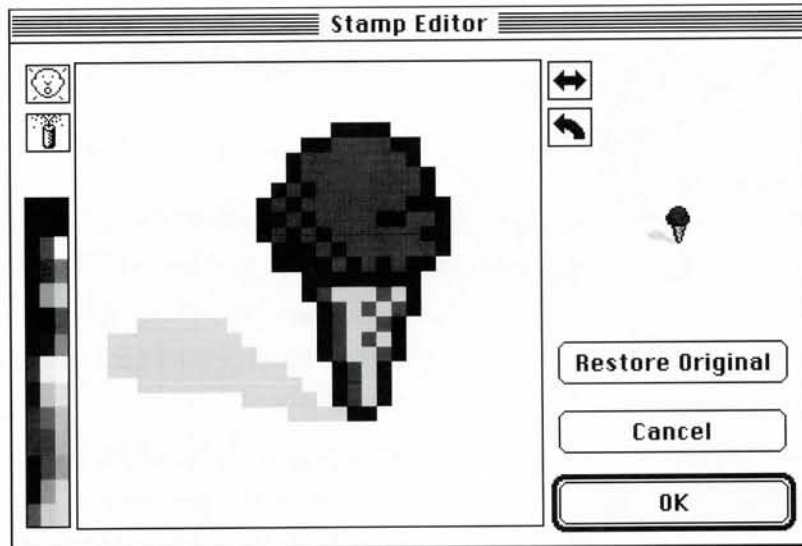


- To temporarily view and select items from the full menu bar, choose “Show Menu Bar.” The full menu bar will disappear when drawing is resumed.
- To turn off the Small Kids Mode and restore the full menu bar, simply choose “Small Kids Mode” from the Goodies menu again. You will need to do this in order to open or save a file or quit the program.

Edit Stamp... ⌘E

Lets you edit the “rubber stamp” pictures contained in Kid Pix. You can even create an entirely new stamp from scratch. To edit a stamp:

- Select the Rubber Stamp tool.
- Click the stamp you want to edit.
- Choose “Edit Stamp” from the Goodies menu or simply double click the stamp. (Note: Double-clicking won’t work if you are using Small Kids Mode.) The Stamp Editor will appear.



The current stamp is displayed in an enlarged version in the editing box. It is made up of many small squares called pixels. An actual-size version of the stamp appears in the upper-right corner of the Editor. Editing tools and the color palette (if you are using a color system) are displayed to the left of the editing box; control buttons are to the right.

To edit the stamp:

- Click the pixels you want to change. Black pixels change to white; white to black.

If you are using a color system, clicking a pixel will change it to the current color; if it is already in the current color, clicking will change it to white.

- Use the editing tools and control buttons as needed.



Rotate

Rotates stamp 90 degrees



Flip

Flips the stamp from left to right and right to left.



Undo

Undoes your last action.



Clear

Clears the stamp from the Stamp Editor. Use this tool if you want to create an entirely new stamp from scratch.

(Don't worry about losing the original stamp. The program always keeps a copy. You can get the original back whenever you want by clicking the Restore Original button.)

Color Palette

Works just like the color palette you use when creating a Kid Pix drawing.

Note: To select a color from the stamp itself (rather than the palette) hold down the Option key and click on an area of the stamp that contains the color you want.



Restore Original

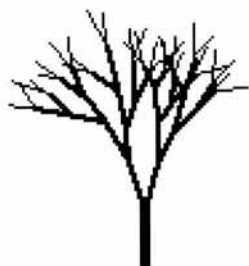
Restores the original Kid Pix stamp.

On quitting Kid Pix, the program will ask you if you would like to save your stamps. But Kid Pix always keeps a copy of the original stamp which you can restore at any time by clicking this button.



Cancel

Returns you to the Kid Pix drawing screen without saving changes you have made to the stamp.



OK

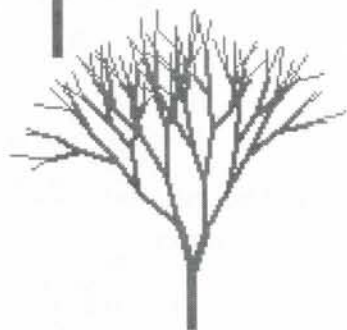
Saves changes you have made to the stamp and returns you to the Kid Pix drawing screen.



ABC Alphabet Text... ⌘A

Lets you enter new letters, numbers or symbols for the Wacky Brush Alphabet Line.

When you select "Alphabet Text" a text entry box will appear.



Enter new letters

ABCDEFGHIJKLMNOPQRSTUVWXYZ

OKCancel

- To enter new text, simply type in the letters, numbers, or symbols you want. No need to press Return at the end of a line. The text will cycle automatically from line to line. If you make a mistake, use the Backspace key to move the cursor to the left and then type in your correction.



- Click the OK button to save your text and return to the Kid Pix drawing screen.
- Click the Cancel button to restore the original text and return to the drawing screen.

Tool Sounds

Lets you turn off Kid Pix sound effects. To turn tool sounds back on, simply select "Tool Sounds" again.

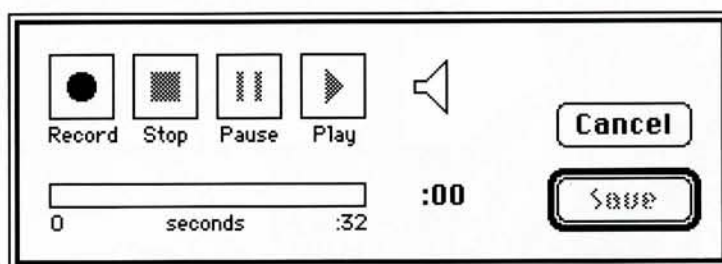
Record Sound ⌘R

Lets you record a voice or other sound message (music, special sound effects, a poem or story) to accompany your drawing. You can save the drawing with or without the sound message attached.

The record feature is available if you are using Kid Pix with the Macintosh IIsi or Macintosh LC; or if you have Farallon's MacRecorder® and System 6.0.7 installed on your Macintosh.

To record a message, choose "Record" from the Goodies menu. The Sound Input dialogue box will appear.

- When you're ready to start recording, click the Record button. Speak into the microphone. The seconds bar shows how much time has elapsed. If you want to pause, click the Pause button. Click the Record button to start recording again.



- When you're done recording, click the Stop button. To play back your recording, click the Play button. If you're not satisfied with your message, click the Record button and do it over.
- When you're satisfied with your recording, click Save. The sound message will be attached to your drawing. When you are ready to Save the drawing to disk, you'll be given the option of saving it without the sound message if you wish.

Play Sound

⌘H

Lets you play a recorded message attached to a drawing. To play the message, simply choose "Play" from the Goodies menu. If no message has been attached to the drawing, "Play" will be grayed out. To interrupt a long recording and begin drawing, press the Command and Period keys, or press the mouse button. To speed up the sound, press the Option key. To slow down the sound, press the Space bar.

Switch to Spanish

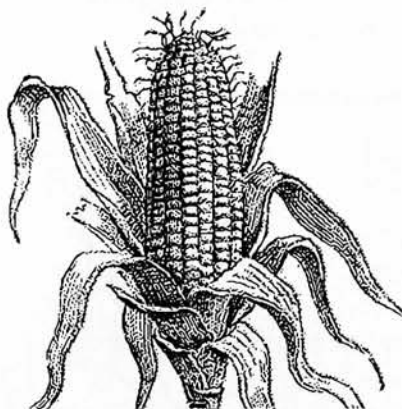
Lets you switch between Spanish and English talking alphabets, menus and help. Select once to switch to Spanish; select again to switch to English.

More About Sound

Sound can only be recorded in Kid Pix if you are using the Macintosh IIsx, Macintosh LC or Farallon's MacRecorder® and System 6.0.7 or higher. System 6.0.7 is also required for playing back sounds.

Note: Sounds recorded and saved with Kid Pix on the Macintosh II series of computers cannot be played back on the Macintosh Plus, Macintosh SE, or Classic.

The MacRecorder Sound System is the complete sound editing package for the Macintosh. It is well suited for sound editing, multimedia presentations, HyperCard use, and music applications. The MacRecorder Sound System has been shipping since January 1988 and is considered a standard for recording. For more information, please write or call Farallon Computing, 2000 Powell Street, Suite #600, Emeryville, CA 94608.



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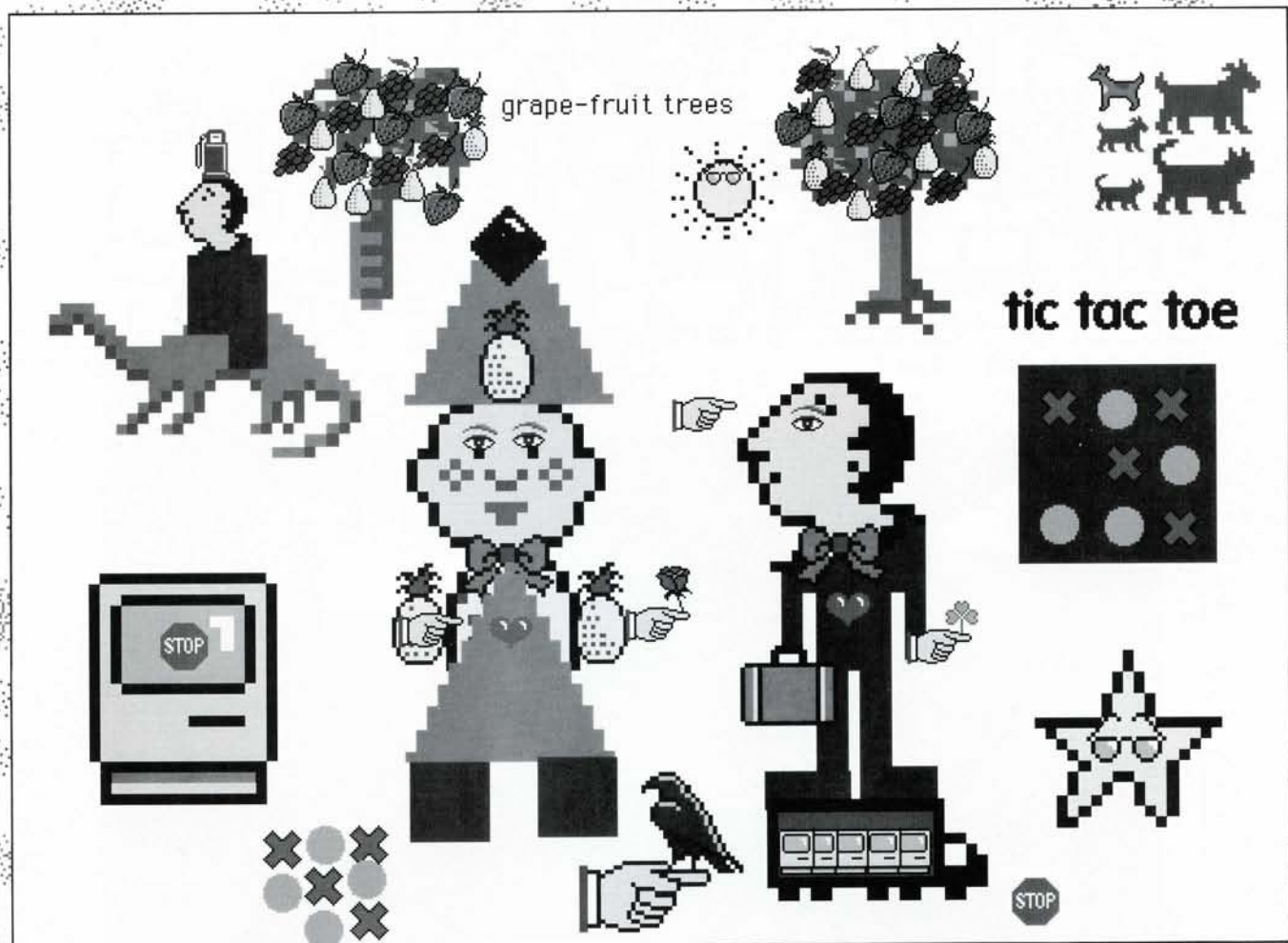
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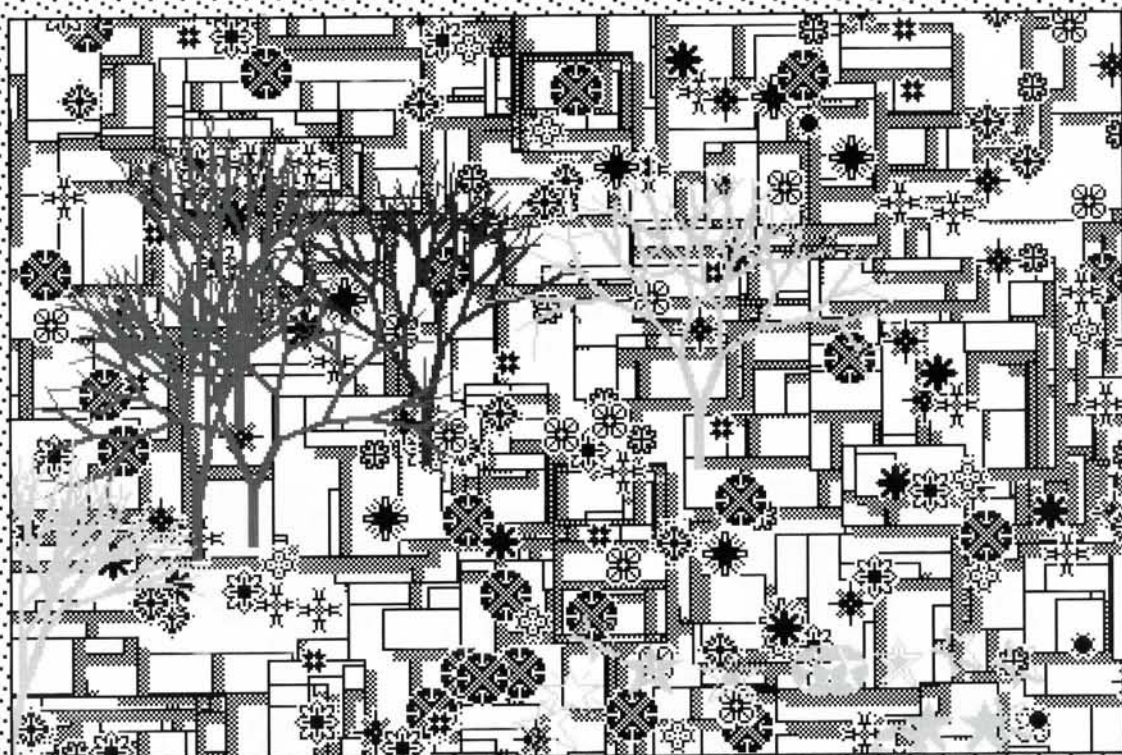
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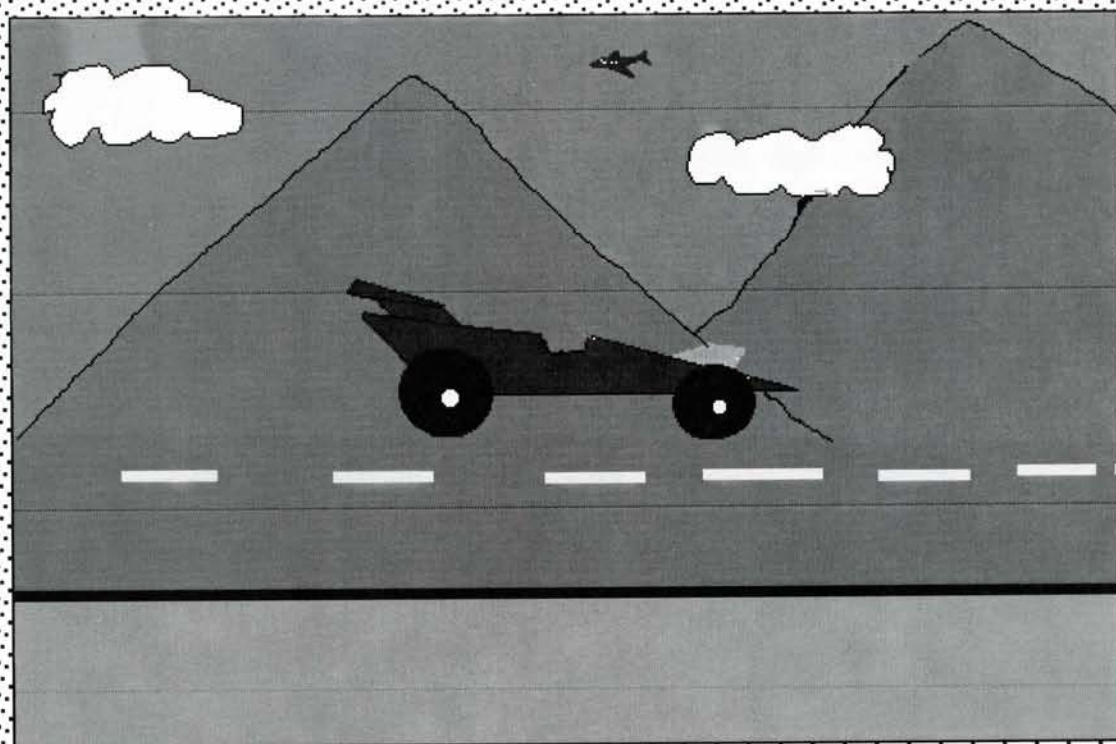
Gallery



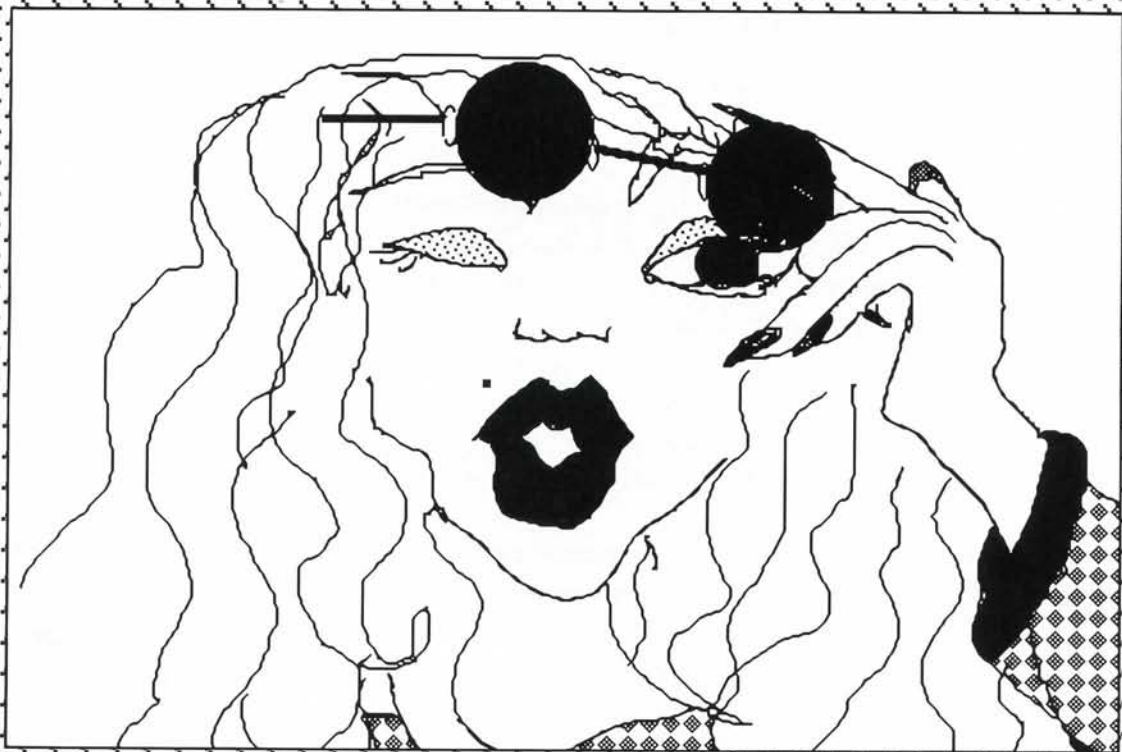
Richard and Henry Whittaker Ages 44 and 3



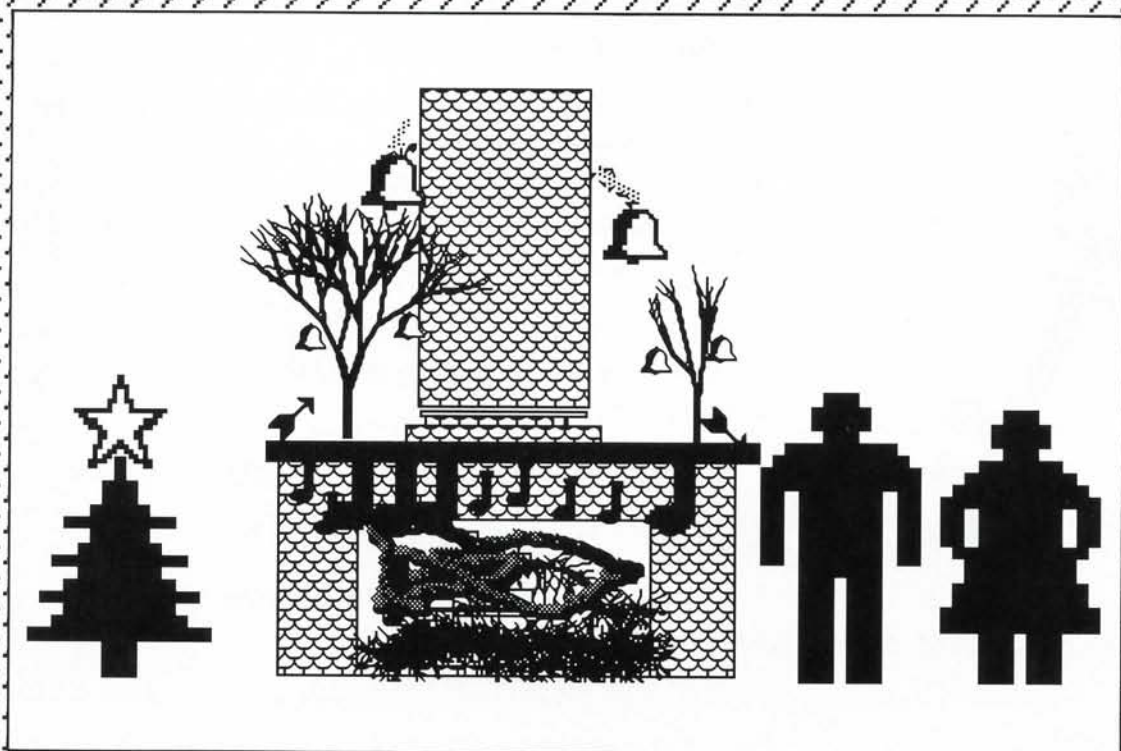
Cosmo Rettig Age 3



Eric Garcia Age 12



Sasha Wilson Age 13



Scott Taber Age 5

Kid Pix Notes

My Stamps

A file called "My Stamps" is created the first time you use Kid Pix. "My Stamps" is your personal version of the Kid Pix Rubber Stamps. Any editing that you do to Kid Pix stamps is saved in "My Stamps".

Bigger Color Cells

To make the colors bigger in the color palette, go to the Control Panel and set your monitor to "16 colors." Small children may find large colors easier to click on.

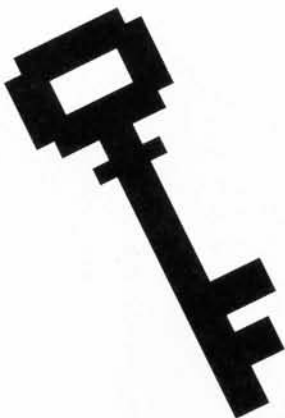
About Kid Pix, System 7.0 or Multifinder and Memory:

Kid Pix requires far less memory when running on a Macintosh Plus, SE, SE 30, or Classic with their 9 inch monochrome screens than it does when running in 8 bit color on a Mac II with its standard monitor.

Multifinder and System 7.0 require that a program specify how much memory it needs so that it can allocate a partition for it. By default Kid Pix is set to require enough memory to run on a color system. This is much more memory than it needs to run on a small screen monochrome system.

To run Kid Pix under Multifinder or System 7.0 on a small monochrome screen, and to make the most efficient use of memory, follow these steps.

1. At the Finder, select Kid Pix by clicking on it once.
2. Go to the File menu and select Get Info.
3. Change the number in the Application Memory Size box to 800 and close the box.



Kid Pix and Monitors

Press the spacebar when booting Kid Pix and the drawing screen will enlarge to take advantage of monitors larger than 13".

KID PIX ON A DIET

Installing Kid Pix on Two 800k Drives

1) Make backup copies:

Putting Kid Pix on a diet is a permanent process. It should only be done on backup copies. Store your original disks in a safe place and use the copies to create your working set of Kid Pix disks.

2) Create a start-up disk:

The start-up disk is the disk that contains your System Folder. Use the “minimal software for Macintosh Plus” option in the Macintosh Installer program to create a System Folder that requires less disk space.

- Copy your printer driver and MacRecorder driver (if you have a MacRecorder) into the System Folder on the start-up disk.
- Copy the “Sounds” file from Disk 2 (Bonus Sounds) into the System Folder on your start-up disk. You now have a completed start-up disk.

3) Put Kid Pix on a diet:

- Insert the start-up disk in the internal drive.
- Insert your working copy of Disk 1 (Program) into the external drive.
- Turn on the computer
- Double-click the Kid Pix program icon and hold down the ⌘-D keys.
- A dialogue box will appear asking if you would like to put Kid Pix on a diet. Click on “Diet.”
- You will be returned to the Finder when the diet process is complete.

4) Copy an Alphabet onto Disk 1 (Program):

- Copy either “English Alphabet” or “Spanish Alphabet” from your working copy of Disk 2 (Bonus Sounds) onto Disk 1 (Program).

Note: The Kid Pix Alphabet will “speak” in whichever language alphabet resides on Disk 1 (Program).

5) Your Program disk is now complete, double-click on the Kid Pix program icon to begin.

Note: If one of your drives is a SuperDrive (1.4 Mb), you will not need to put Kid Pix on a diet. Both Kid Pix and an Alphabet will fit on the same high-density disk.

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Kid Pix that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disk Replacement Policy

If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disk together with a dated proof of purchase to Brøderbund Software-Direct®, 17 Paul Drive, San Rafael, CA 94903-2101, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.

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