



User's Guide

Macintosh



User's Guide

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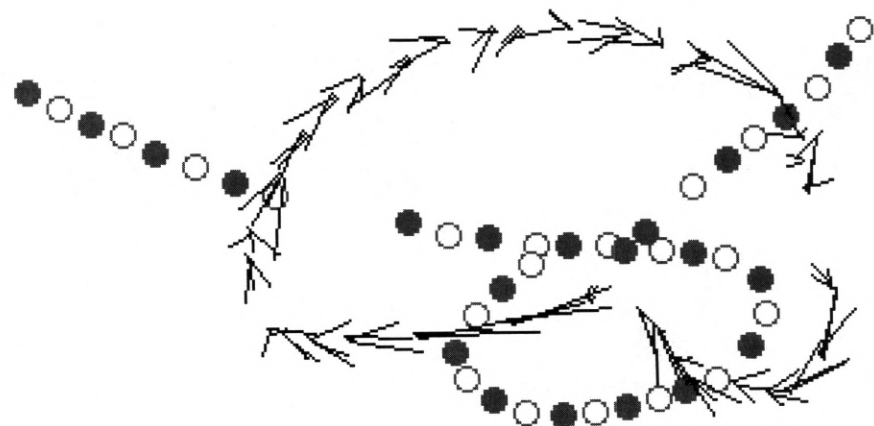
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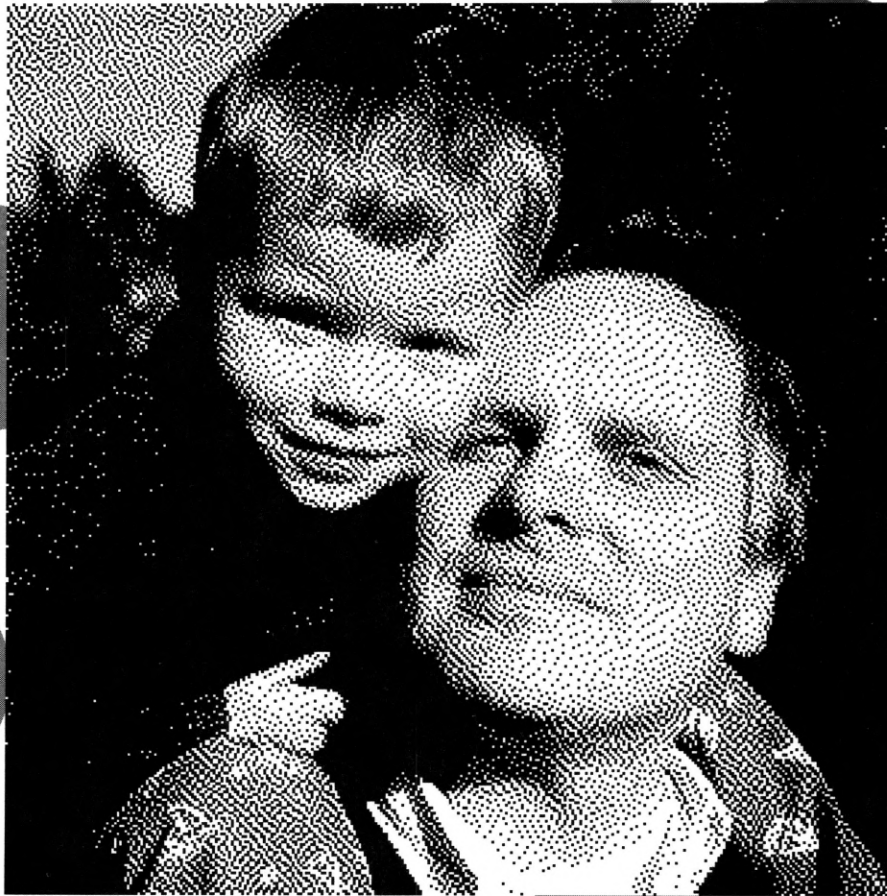
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Craig and Ben Hickman



No one's too young... No one's too old... for Kid Pix 2!

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 2 is a paint and picture show 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 2 combines two great products: Kid Pix and Kid Pix Companion. 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 SlideShow — a tool for making multimedia presentations with Kid Pix 2 pictures. 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. 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.
- A menu of extra creativity starters. . .

And what about you, the grown-up reading these words? Can you enjoy Kid Pix 2, 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. No one's too old or too sophisticated for Kid Pix 2!

About this Manual:

Kid Pix 2 was designed so that kids who aren't old enough to read can use most parts of 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 2 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:

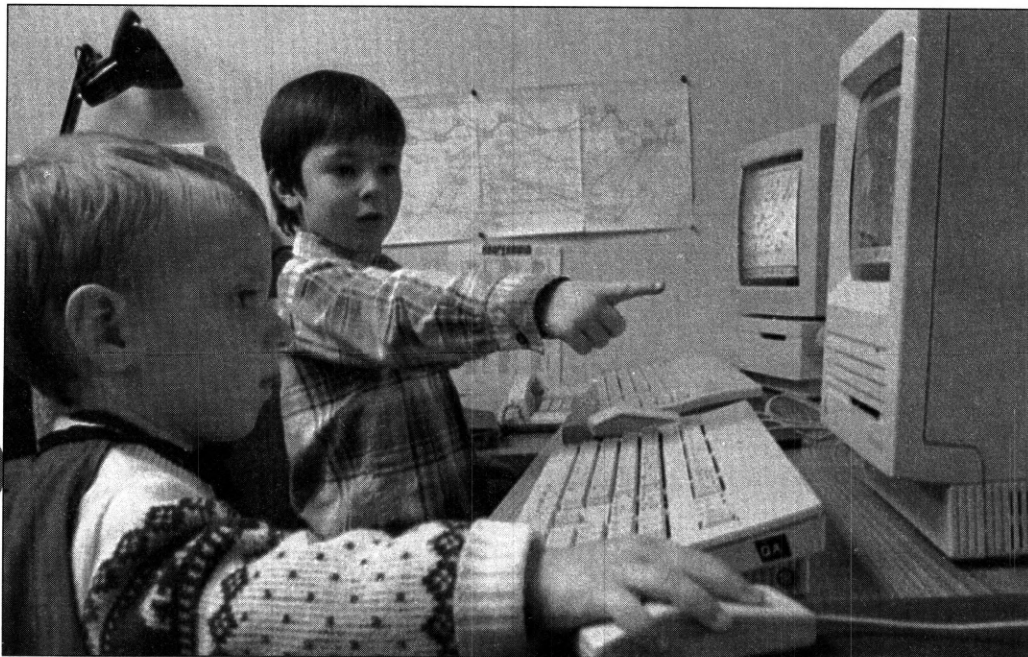
Getting Started tells you how to start the program, and fills you in on technical details.

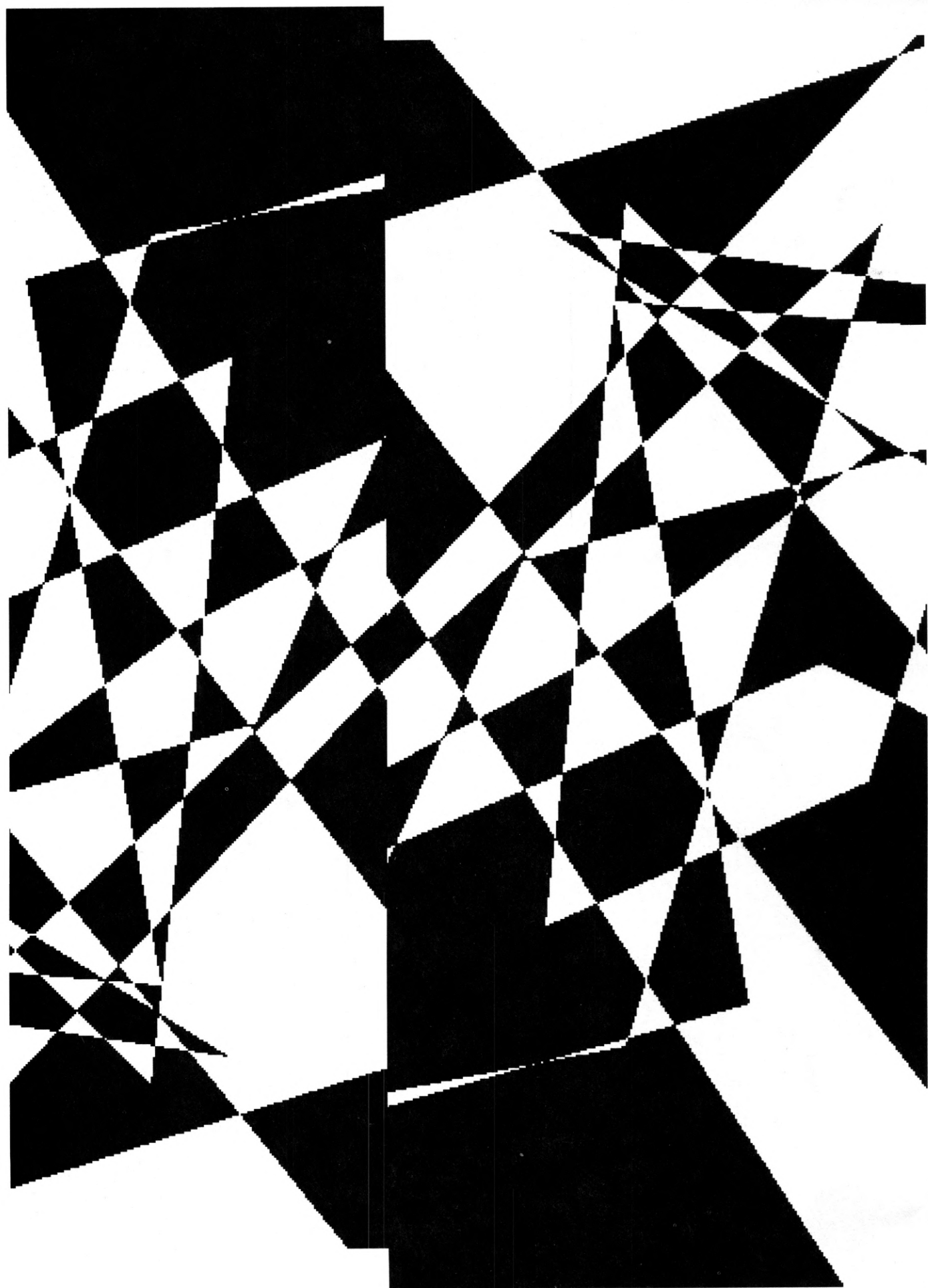
Working With Kid Pix 2 gives you an overview of the program. It tells you, quickly and simply, everything you need to know to use Kid Pix 2.

About Kid Pix 2 Tools explains how each drawing and special effects tool works.

About Kid Pix 2 Menus describes each feature of the Kid Pix 2 menus.

Let's Make a Slide Show explains how to use the SlideShow program to make fun multimedia picture shows.





Getting Started



What you'll find in this package:

- Kid Pix 2 User's Guide
- Kid Pix 2 Disks (Includes QuickTime and QuickTime movies!)
- Installation Instruction Card

What you will need:

- Any Macintosh, monochrome or color, that satisfies the following requirements
 - A Hard Disk Drive is required
 - System 6.0 and higher
 - System 6.0.7 and higher for sound recording and QuickTime features
 - System 6 requires 1 MB RAM for monochrome systems
 - System 6 requires 2 MB RAM for color systems
 - System 7 requires 2 MB RAM for monochrome systems
 - System 7 requires 4 MB RAM for color systems
- QuickTime features require 4 MB RAM on all systems
- To switch between SlideShow and Kid Pix 2, you will need 3 MB of available RAM. Choose "About this Macintosh" from the Goodies menu to see how much RAM you have available.
- Monochrome or Color Printer
- Sound recording capability – either built-in or via the Macromedia, Inc. MacRecorder™ for systems without built-in sound recording capability





Working with Kid Pix 2

Starting the Kid Pix 2 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.

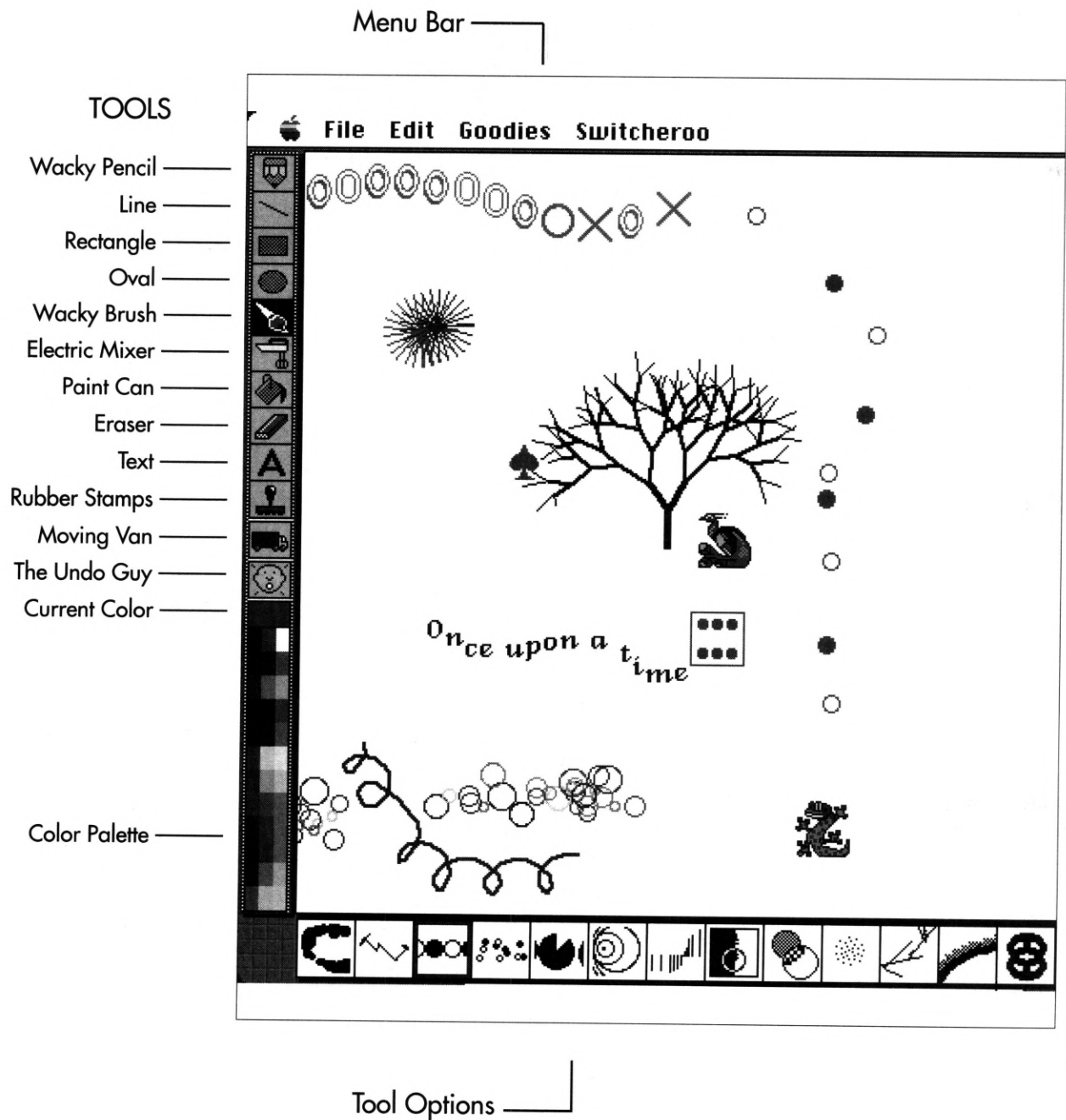
The best way to start using Kid Pix 2 is to plunge right in. There's no "right" way to do things, no correct sequence to follow. You can't make a mistake, because there are no mistakes to be made.

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 2. Read them through before beginning, if that's your style. Or simply refer to them if you get stuck.

The Kid Pix 2 Drawing Screen:

The Kid Pix 2 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 2 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 and Switcheroo menus provide access to special features of the Kid Pix 2 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 2 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 2. 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

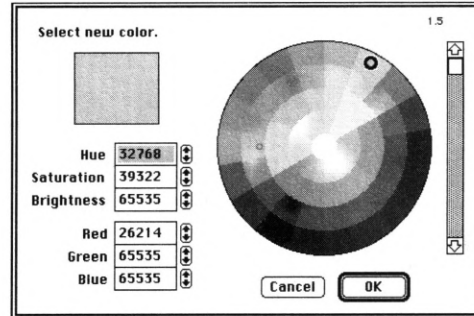
Kid Pix 2 takes advantage of the full range of color available on your Macintosh system. If you are using a color system, a color palette will appear at the left of the screen beneath the tools. If you are using a monochrome system, the color palette will not appear.

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.

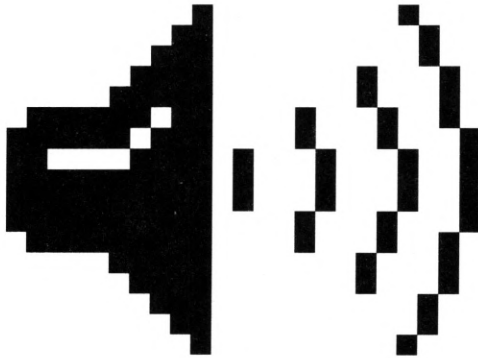
You can extend your range of color choices by selecting colors from the Apple Color Picker.

- 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 2 palette.)



Sound

Kid Pix 2 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 2 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 35-36.

Small Kids Mode

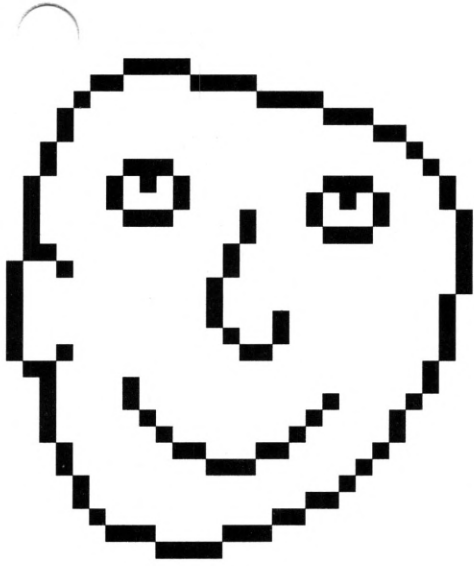
Small Kids Mode is a very useful feature of Kid Pix 2. When it's in effect, the full menu bar at the top of the screen disappears so there's no chance of opening a menu and choosing an item

accidentally. If you are using a system with Multifinder, or System 7.0 there is a “bib” 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 Small Kids Mode off before you can perform any of these functions.

- To turn Small Kids Mode on, simply choose “Small Kids Mode” from the Goodies menu. The full menu bar will be replaced by a short Kid Pix 2 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 2 menu. Then open the Goodies menu and choose “Small Kids Mode” again.



Saving and Retrieving Drawings

You can save Kid Pix 2 drawings and retrieve them later to print out or work on again. Don’t worry about losing your creations. Kid Pix 2 always gives you a chance to save before you start a new drawing or quit the program. Kid Pix 2 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.

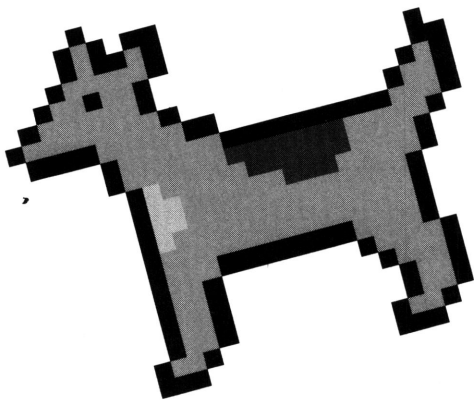
- Sounds you have recorded with your microphone or MacRecorder will be automatically saved with your drawing. To save a drawing without its recorded sound, click in the "Save with Sound" box to deselect this option. Pictures saved without recorded sounds require less disk space.
- To retrieve a saved 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 to save your drawing, you can start a new drawing simply by erasing the screen using one of the eraser tools.


Importing Pictures:

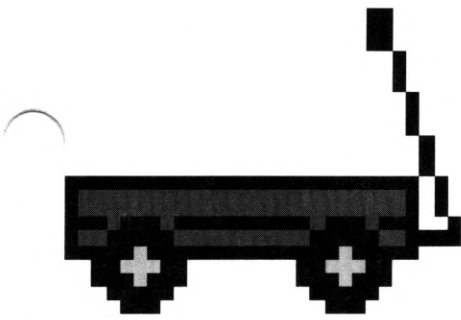


You can import a wide variety of computer-generated images — everything from clip art, digitized photos, Photo CD files, Print Shop graphics, or pictures you've created with other paint programs — to use in your Kid Pix 2 creations. You can do this either by using the Scrapbook desk accessory or by simply 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 2 drawing. Move the mouse without pressing the mouse button to position the image. When you have it where you want it to be, click the mouse button to paste it in place.

- To open 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 2.

Note: Some cropping of the PICT picture may occur, so that it will fit in the Kid Pix 2 drawing screen.

Printing

Everything you create with Kid Pix 2 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. Choose “Print” from the File menu.

Select a printout size from the four options and the number of copies you want to print.

When you are ready, click “Print” and your drawing will be printed out.

If you would like to set up your printer options yourself, click the Manual button. The changes you make in Manual will remain until you restart Kid Pix 2.

Quitting the Program


When you’re done using Kid Pix 2, leave the program in an orderly way by choosing “Quit” in the File menu, rather than just shutting off your computer. Kid Pix 2 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 2 Tools




Kid Pix 2 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. All of the tool options behave differently if you press the Option, Command or Shift keys 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 2 "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 perfect horizontal, vertical, or 45 degree angle lines, 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.

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, Control, Shift or Command keys. 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.



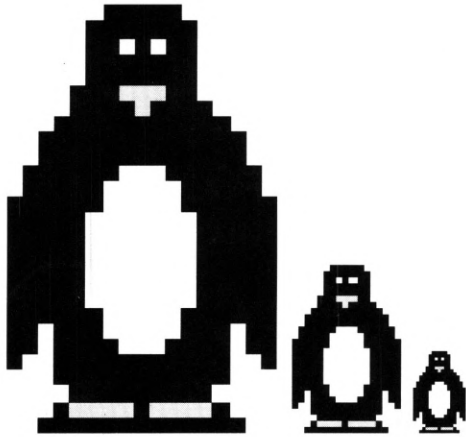
Connect-The-Dots★

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

★ 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.



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 (or cafeteria after a food fight) effect .

★ Use the Option key to turn the circles into triangles.

★ Use the Command key to make the splatters larger.

★ Use the Shift key to make outlines.



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★

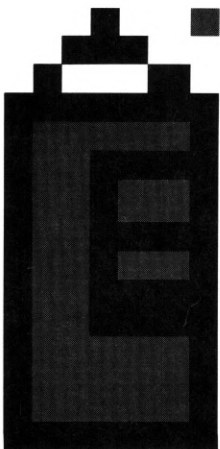


A Full Deck of Cards★



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.



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.

★ The Option key wraps the picture from top to bottom.



Snowflakes And Rain Drops★

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

Paint Can



Paint Can

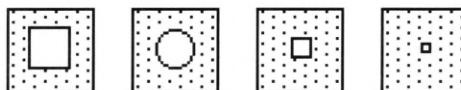
Fills with the selected paint pattern.

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.

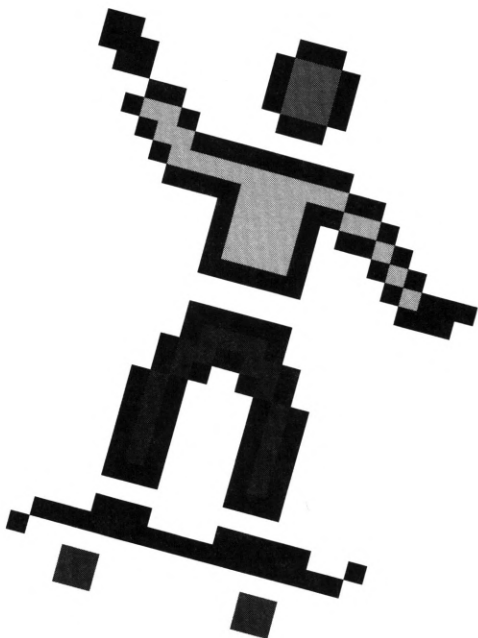
★ To Freeze the Firecracker effect, press the Option key.

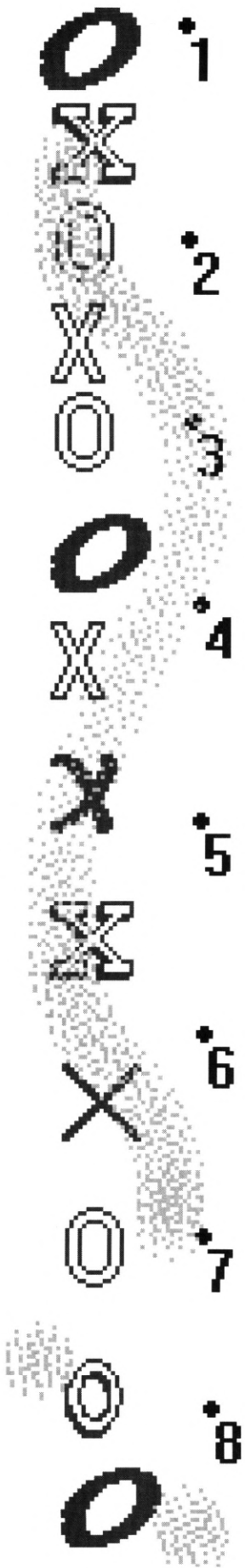


Hidden Pictures★

Kid Pix 2 has secrets. Uncover hidden pictures by selecting this option and erasing. To uncover another hidden picture, click the option again and continue to erase.

★ To enlarge the erasing area, press the Option key.





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.



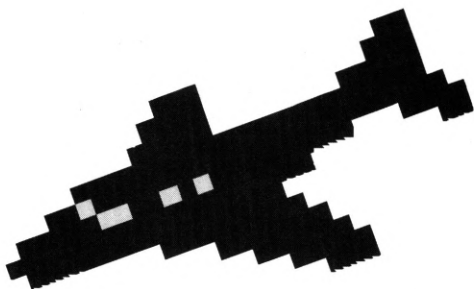
Black Hole

The black hole swallows up everything!



Count Down

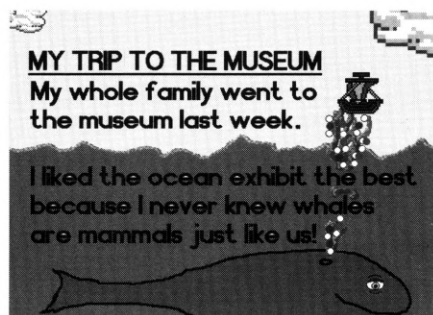
Count down to today's date and time



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 the letter's 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, choose "Type Text" from the Goodies Menu. Position the pointer where you want the text to appear on your drawing and click. Type in the text you want. Change the color or choose a different font before clicking the mouse again.

Rubber Stamps



Rubber Stamps★

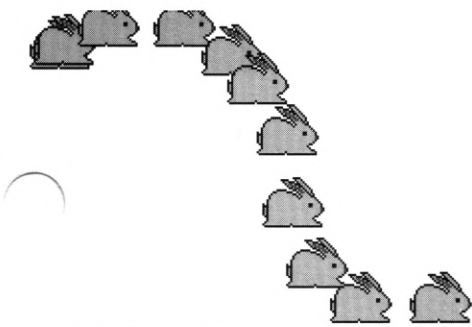
Place "rubber stamp" pictures on your drawing. Eight sets of rubber stamps are available. Stamps are multi-colored if you are using a color system. Click to stamp the picture you've selected in place. To place many rubber stamp pictures on your drawing, hold the mouse button down and move the mouse.

★ 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 keys 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.

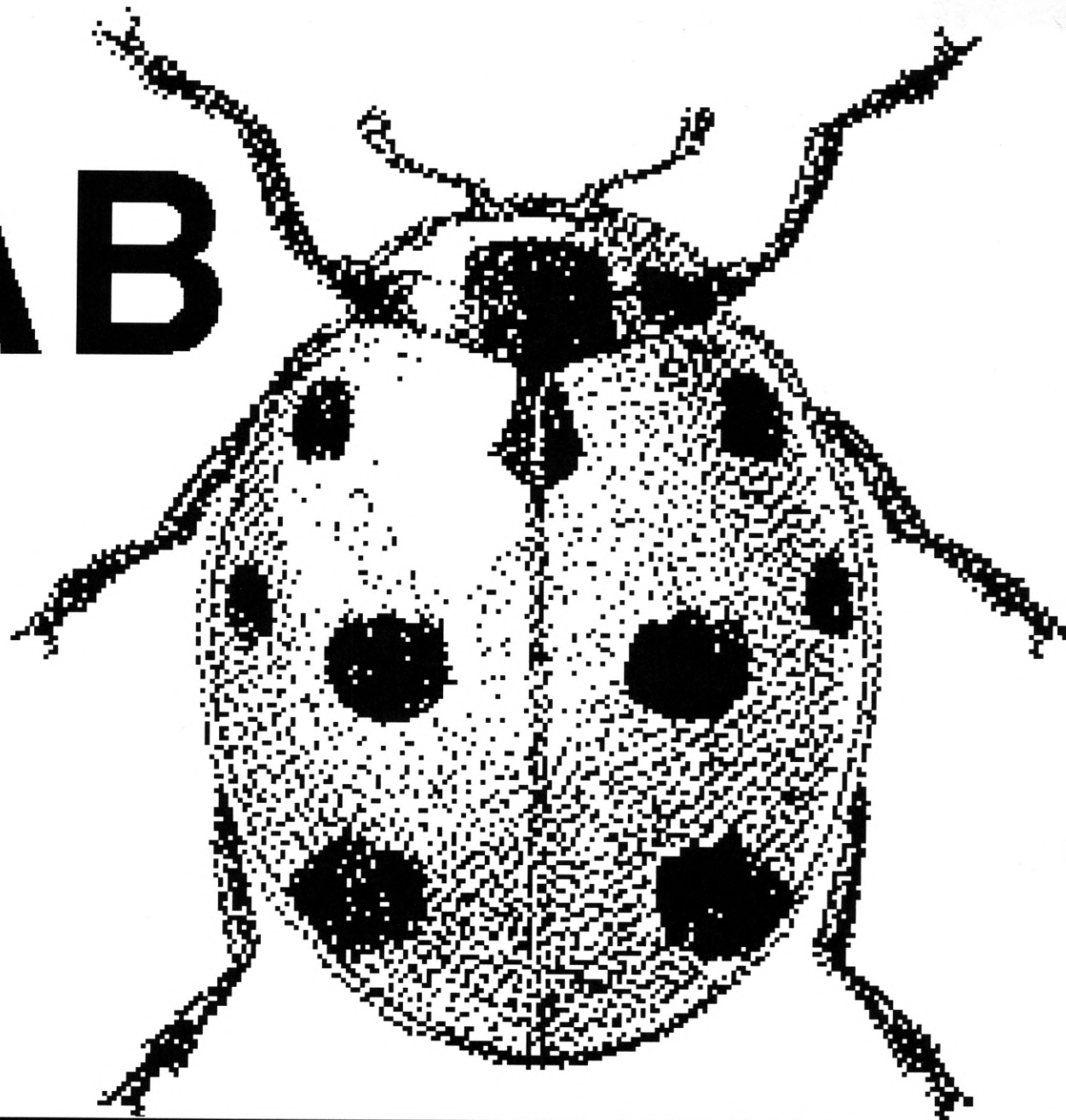
The Undo Guy



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 2 Menus

Kid Pix 2 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 2 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 2 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.



Print... ⌘P

Lets you choose the size and number of copies you want, then prints out your picture.



Quit ⌘Q

Lets you leave the program. You'll 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 ⌘U

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. Without holding down the mouse button, move the mouse 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 2. 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 respond to.

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.

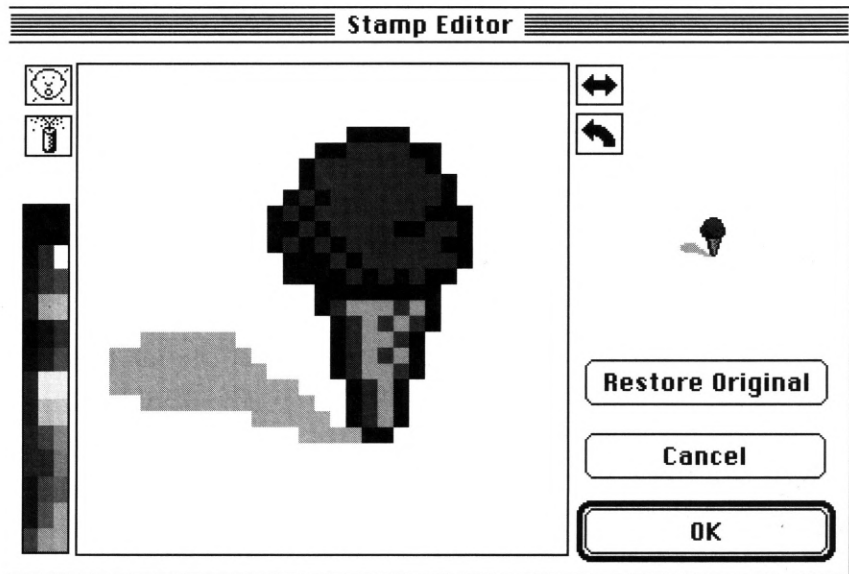


Edit Stamp...

⌘E

Lets you edit the “rubber stamp” pictures contained in Kid Pix 2. 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 on 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

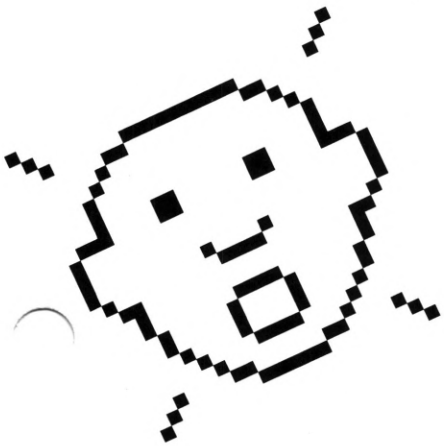
Works just like the color palette you use when creating a Kid Pix 2 drawing.

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

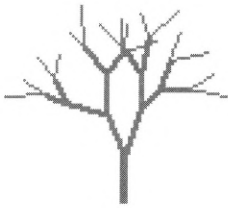
Restores the original Kid Pix 2 stamp.

On quitting Kid Pix 2, the program will ask you if you would like to save your stamps. But Kid Pix 2 always keeps a copy of the original stamp which you can restore at any time by clicking this button.



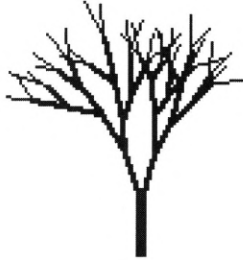
Cancel

Returns you to the Kid Pix 2 drawing screen without saving changes you have made to the stamp.



OK

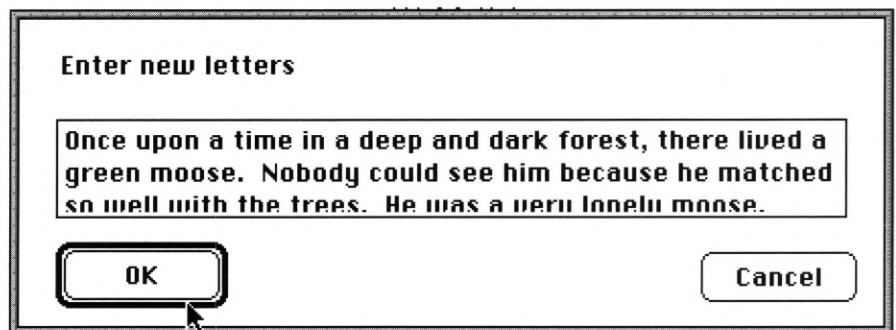
Saves changes you have made to the stamp and returns you to the Kid Pix 2 drawing screen.



Alphabet Text...

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.



- To enter new text, simply type in the letters, numbers, or symbols you want. You don't 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 Delete 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 2 drawing screen.

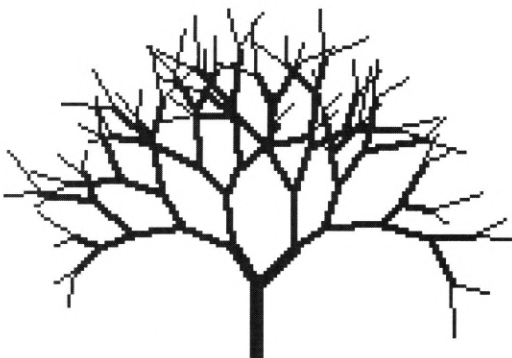
- Click the Cancel button to restore the original text and return to the drawing screen.



Type Text

Choose "Type Text" from Goodies to type in text from your keyboard. Click on the screen where you would like to begin typing.

Note: or hold down Option while clicking on  tool.



Tool Sounds

Lets you turn off Kid Pix 2 sound effects. To turn tool sounds back on, simply select “Tool Sounds” again.

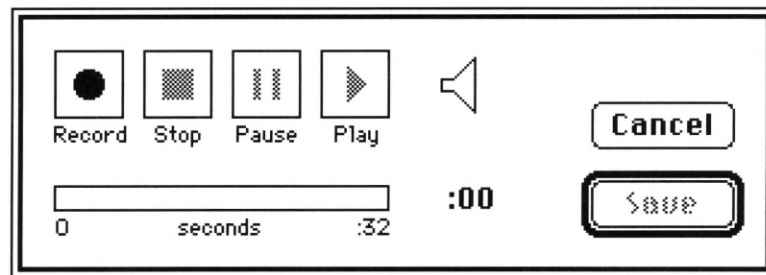


Record Sound ⌘R

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.

If you are using Kid Pix 2 with any Macintosh that comes with a microphone; or if you have a MacRecorder® and System 6.0.7 or higher installed on your Macintosh. The record feature is available.

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

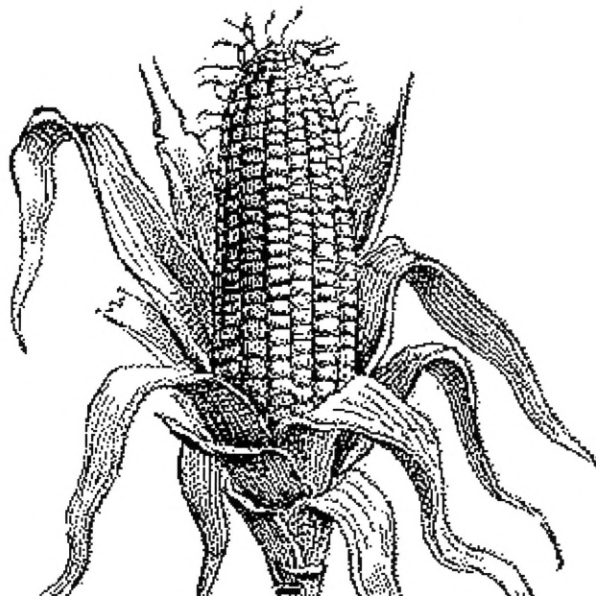
⌘H

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, hold down 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 Shift key.**

More About Sound

Sound can only be recorded in Kid Pix 2 if you are using a Macintosh with a microphone or a 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 2 on the Macintosh II series of computers cannot be played back on the Macintosh Plus, Macintosh SE, or Classic.



Swap Stamps



Swap Stamps...

- Select **Swap Stamps** to swap Rubber Stamp sets. Click on a stamp set to highlight it, then click on OK to complete the swap.

Once the swapping is complete, the new Rubber Stamps can be displayed by clicking on the **Rubber Stamp** tool on the Kid Pix drawing screen, ready for you to use in your Kid Pix 2 drawings and your DrawMe pictures.


TIP: You can swap stamps at any time without changing stamps already placed in a picture. In this way you can include stamps from all three Kid Pix 2 sets in the same picture.

Swap Hidden Pictures




Swap Hidden Pictures...

- Select **Swap Hidden Pictures** when you want to swap the Hidden Pictures in Kid Pix 2. It works the same way Swap Stamps does. Pick the one you want, click on OK and the pictures automatically swap.

Once the swapping is complete, the new Hidden Pictures will be available in Kid Pix 2 for you to use in your Kid Pix 2 drawings. Just click on the Hidden Pictures eraser tool that looks like this  and start scrubbing away.

TIP: If you hold down the option key, the eraser will erase a larger area of your Hidden Picture.

TIP: Use the Wacky Pencil option that looks like this  to color over a Hidden Picture without erasing any of it.



DrawMe

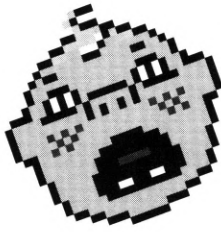


DrawMe

⌘F

Here's a feature of Kid Pix 2 that will really put your imagination into high gear. Sometimes you know exactly what you want to draw; sometimes you want an idea for what to draw. DrawMe pictures are special projects that start you out with a blank screen and a talking computer! They give rich and colorful ideas in a crazy, madcap way. Here's what you do:

- Be sure you're sitting down.



- Select **DrawMe** from the **Switcheroo** Menu and get ready for one of the zaniest art assignments you have ever heard. DrawMes work by a process called Chaos Randomizing, where sentences that describe a fantasy scene are made up of smaller phrases that are freshly mixed and matched each time you select DrawMe, leading to literally thousands of suggestions! As the computer speaks to you, it writes down the words it is saying on the screen. You can hear the DrawMe again by selecting **Play Sound** (⌘-H) under the Goodies menu. You can get a new one by selecting DrawMe under the Switcheroo menu. Each **DrawMe** can lead to many a wild and zany picture, because each of the far-out scenes it describes can be drawn in a lot of different ways.

- When you have completed your drawing, give it a title by selecting **Save** from the **File** Menu and entering the name that best describes what you have created.

TIP: You can use one of the Kid Pix 2 erasers to erase the words the DrawMe puts onto the screen if you so desire.

TIP: If your computer doesn't record sound, DrawMes are a good way to create a Kid Pix 2 picture that talks.

ColorMe



ColorMe...


⌘G


ColorMes are special files that work like pages out of an electronic coloring book. There are lots of goofy, fun pictures that come with Kid Pix 2. They are particularly helpful for younger children who may be uncomfortable starting with a blank screen. Each is beautifully designed to inspire a child's creative abilities — to encourage her to experiment with different colors and patterns to make her very own work of art. Here's how they work:

- Select **ColorMe** from the **Switcheroo** Menu, and a list of ColorMe folders will appear on the screen.
- Select a ColorMe folder and open it by double-clicking on the folder name. Kid Pix 2 provides two ColorMe folders. Open one of these folders.

- Select a picture to color from the list by double-clicking on the file name. You'll be taken back to the Kid Pix 2 drawing screen, and the picture you have chosen will be displayed.

- Use the Kid Pix 2 paint tools and Rubber Stamps to decorate your picture.

TIP: Try using the “Fill Bucket” tool first . Choose an area you want to color and click within the lines. If you click on any of the black lines that comprise the original ColorMe picture with the Fill Bucket, that line (and any lines connected to it) will become the color you have selected.

TIP: Use the Wacky Pencil that looks like this  to color over a ColorMe picture translucently without erasing any of it.

When you are done, save your picture and give it a title, by selecting **Save** from the **File** menu. Don't worry, you can never wreck the original ColorMe pictures Kid Pix 2 provides. Kid Pix 2 will always keep the ColorMe picture in its original form, ready to be used over and over.

- You may print out your ColorMe picture to share with family and friends, and you may use it as an element of a slide show, if you like. You can also print out ColorMe pictures without filling them in to create your own paper coloring book, and then color them with crayons or colored marking pens.

Wacky TV



Wacky TV...

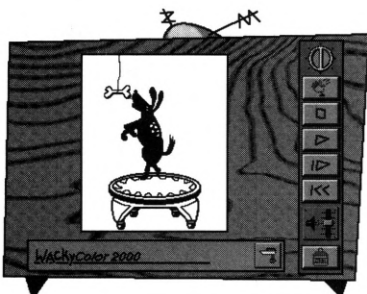


The Wacky TV is where you can play QuickTime movies in Kid Pix 2. The controls are very similar to a VCR, except that they offer lots of goofy special effects. You can even paste a QuickTime movie right into your Kid Pix 2 picture so it looks like the movie is seamlessly blended into your picture.

Kid Pix 2 includes QuickPix, a sampler of small movies to get you started, but you can use QuickTime movies from many sources including Macintosh user groups and bulletin board services.

To use the Wacky TV:

- Select **Wacky TV** from the Switcheroo menu and the Wacky TV will appear on the screen. Along will come a dialog box with a list of QuickTime movies. If they aren't right there in the dialog box, you will have to navigate to the folder called QuickPix.



- Select the movie you want to run by double-clicking on the title of the movie. You'll be taken back to the Wacky TV, and the opening frame of the movie will be displayed on the screen. The control buttons to run the movie are as follows.



This is the **Channel Changer**. If the movie playing in the Wacky TV isn't the one you want, just click on the Channel Changer and a dialog box will appear where you can pick a new one.



This is the **Stop** button. It stops the movie in your Wacky TV.



This is the **Goodbye** button. It removes the Wacky TV and QuickTime movie from the Kid Pix 2 screen.



Start the movie by clicking on the **Play** button. The movie will play right there on your computer in the Wacky TV! It will play through in a loop.



This is the **Step-by-Step** button. It moves the movie forward one frame at a time.



To replay the movie, click on the **Rewind** button. When the opening screen of the movie appears, click on **Play** to start the movie again.



The **Electric Mixer** in the Wacky TV does the same kind of thing to your QuickTime movie that it does to your Kid Pix 2 picture: in Kid Pix 2, it mixes it up like a kookie egg beater! Click on it and it'll bring up eight zany special effects you can use to play with the movie. They are:



EPIY! Play your movie backwards!



Stroboscope! The TV set goes on the fritz (but not really)!



Zoomer! Zooms in on the movie. To zoom out, press the Option key when you click on the **Zoomer** button.



Speedo! Plays the movie super fast.



Splash! Lots of dancing dots scatter across the movie.



Shatter! The movie shatters like a piece of broken glass.



Searchlight! A roving square searches all over the movie.



Checkerboard! The movie breaks up into lots of little squares.



If you want to undo a special effect while it is playing, just click on the **Undo Guy**.

Paste a QuickTime Movie into a Kid Pix Picture



Perhaps the most magical feature of the Wacky TV is that you can make it go away! When you are viewing a QuickTime movie in the Wacky TV, and you'd like to paste it in the picture without the Wacky TV, here's what you do:

- Click on the **Paste Jar** button.

- The TV set will go away and a freeze-frame of the movie will be "stuck" to the Paste Jar.
- The movie will be ready to paste anywhere in your Kid Pix 2 picture by moving the mouse.
- Just drag the picture with your mouse where you want it, then click once to paste it into your picture.

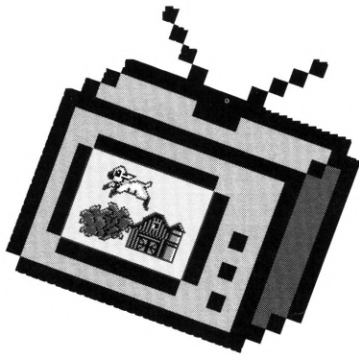
Play Movie



Play Movie



- You can play the movie at any time by choosing "Play Movie" from the Switcheroo menu.
- You will also regain control of the Kid Pix 2 painting tools and the Menu Bar.



Now you can save your Kid Pix 2 document at this time – with a movie in it!

TIP: Once you have pasted a QuickTime movie into your Kid Pix 2 picture, you can use the Kid Pix 2 painting tools to color around the movie and make it blend into your picture. Each of the QuickPix provided with Kid Pix 2 has a background color exactly the same as one of the colors in the Kid Pix 2 color palette. So you can paint around the movie to make it meld seamlessly into your picture.

Play a New Movie

If you have already pasted a movie in a picture and you want to play a new movie,

- Select Wacky TV from the Switcheroo menu.
- Select a new movie from the dialog box.
- Play the movie.

Paste a New Movie Into Your Picture

After playing this new movie in the Wacky TV, you can paste it into your picture. Here's how:

- Click on the Paste Jar to make the Wacky TV go away.
- Paste the movie into your picture.
- Only one movie can be pasted into a Kid Pix 2 picture at a time, so the new movie will replace the old one.

Save Your Picture With A Movie Inside It

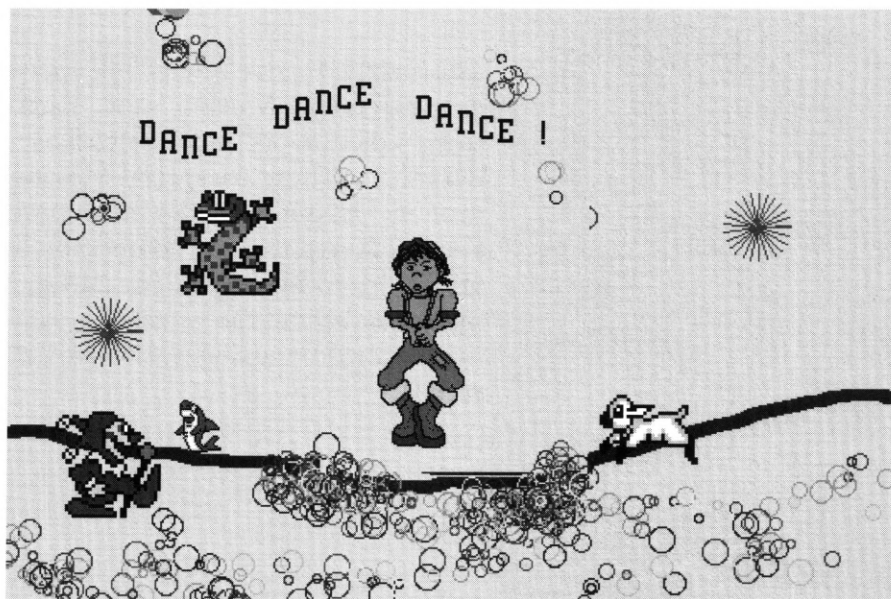
You can save a Kid Pix 2 picture with a movie inside it! Just select **Save As** from the **File** menu and choose "Save QuickTime Movie with Picture." The next time you open your picture, the movie will start playing right away! Be sure to keep the movie you used to paste in your picture in the same folder as your Kid Pix 2 picture.

Switch To SlideShow



Switch to SlideShow

To use the Kid Pix 2 SlideShow, choose "Switch to SlideShow" from the Switcheroo menu. You will need 3MB of available RAM to use the switch.





Let's Make a Slide Show

Before we begin, be sure you have the pictures you want to select for each of the slides for **SlideShow**. These can be drawings created with Kid Pix 2, including DrawMe pictures and ColorMe pictures, or any artwork in PICT format.

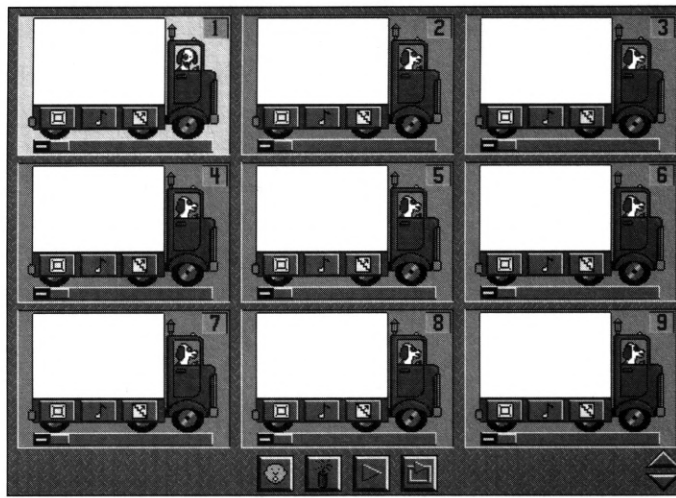
How to Start

SlideShow is a separate program, and can be launched by double-clicking on its icon, or by choosing "Switch to SlideShow" from the Switcheroo menu in Kid Pix 2.



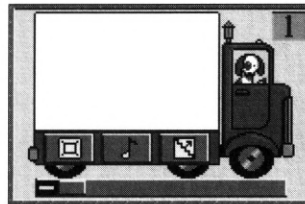
SlideShow

The SlideShow title screen will appear, followed immediately by a group of empty Moving Vans. Each one of these Moving Vans can carry a picture or "slide" as well as a sound and a transition to the next slide. These are special Moving Vans that you drag or "drive around," to put the slides in whatever order you want. Since this is Kid Pix 2, and the best companion we know of is a dog, these vans are all driven by the Kid Pix 2 Dog, Tom. Don't be nervous that we put a dog behind the wheel of a truck. Our puppy has a special dog license for driving SlideShow Moving Vans and a perfect driving record.



Anytime you click on a Moving Van, it becomes highlighted in a lovely pale blue, and Tom will look at you to let you know he's paying attention.

Note: If you have a 13" monitor, twelve numbered SlideShow Moving Vans will be displayed in each panel. If you have a 9" or 12" monitor, you will see nine numbered Moving Vans. You can bring more vans into view by clicking on the down arrow at the lower right of the screen. There are 99 vans in all!



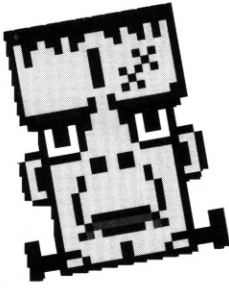
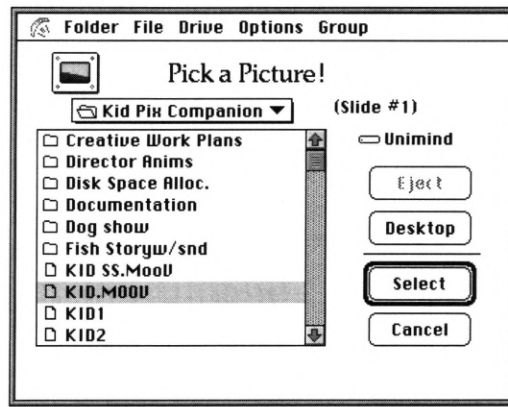
There are four tools you may use to fill the Moving Vans for your slide show. Let's take a look at them one by one.

Pick a Picture!



- Begin by clicking on the **Picture** icon (it looks like a photo slide) on the Moving Van where you want to place a picture (probably the first one since you're just getting started).

When you select this option, the Pick A Picture! dialog box comes up. If you picked the first Moving Van to place a picture in, notice that "Slide #1" is displayed, indicating that this picture will be placed in Moving Van 1 on the **SlideShow** screen.



TIP: It's a good idea to keep all the pictures for one show in the same folder. Then, when you are picking pictures for the slide show, they can be found in one place.

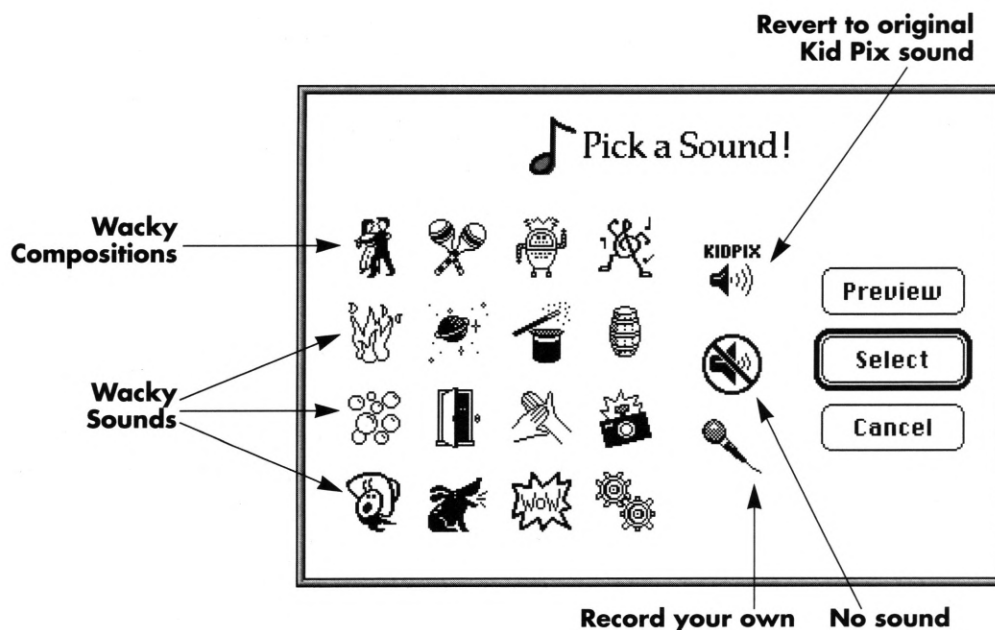
- When you have decided which picture you want, click on **Select** to load the file into SlideShow. The Pick A Picture! dialog box will go away. The picture will be placed in the first Moving Van and will be ready as the first picture in your slide show.
- To choose a second picture file, just click on the **Pick A Picture!** button (the one that looks like a slide, remember?) of the second Moving Van. Repeat the above steps to load the second picture into SlideShow.
- You can also select a QuickTime movie, including one of the QuickPix, in the same way you can select a picture. Just click on a movie title as you would a picture title and the movie will be placed into the appropriate SlideShow Moving Van.
- At any time, you may double-click on a Moving Van to see a full screen preview of your drawing, including whatever sounds you may add to it and any transition effect you may have included.

Pick a Sound!


SlideShow comes with a set of musical pieces ready-made for your enjoyment. They are original mini-sound tracks using the wonderful world of Kid Pix 2 sounds. You can add them to any picture. Or, if you have a system equipped with a microphone, you may add sounds of your own creation.



The **Pick A Sound!** icon looks like a musical note. Click once on the note to bring up the Pick A Sound! dialog box.



After previewing the sounds and deciding which sound you want, click on the **Select** button to place the sound in your Moving Van. You'll be returned to the SlideShow screen. The hole in the note of the Pick a Sound! icon, which was empty, will now be filled to show that you have added a sound to that Moving Van.

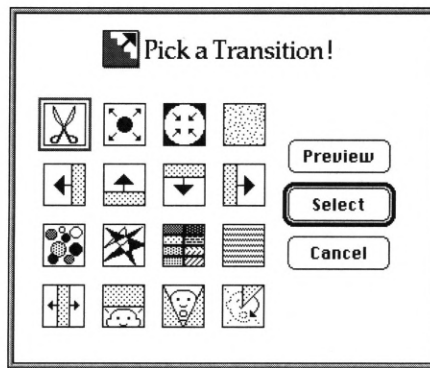
Note: If the picture you selected to include in your slide show already had sound recorded with it from Kid Pix 2, the empty note icon will automatically change to a filled note to indicate that there already is sound with the picture. Of course, you can still go to Pick a Sound! and select a new sound to go over the old one. And if you decide you want the old Kid Pix 2 sound back, just click on the Kid Pix 2 button.  If you open the picture back in Kid Pix 2 it will still have the old sound.

Note: If you select a QuickTime movie to include in a Moving Van, sound cannot be added and the Pick a Sound! button will be grayed out.

Pick a Transition!



A **Transition** is a graphic way of going from one slide to the next. SlideShow automatically adds a default transition to each slide called a Cut. You can choose from many other effects. Just click on the **Transition** icon to get to the **Pick a Transition!** dialog box.



The buttons for each of the transition effects work in a similar fashion to the Pick A Sound! buttons.

- Select a Transition effect, then click on the **Preview** button to see what it looks like. When you find the Transition effect you want, just click on **Select** to load it into a SlideShow Moving Van.

Here are the different transitions you can use :



Cut!



Iris Out!



Iris In!



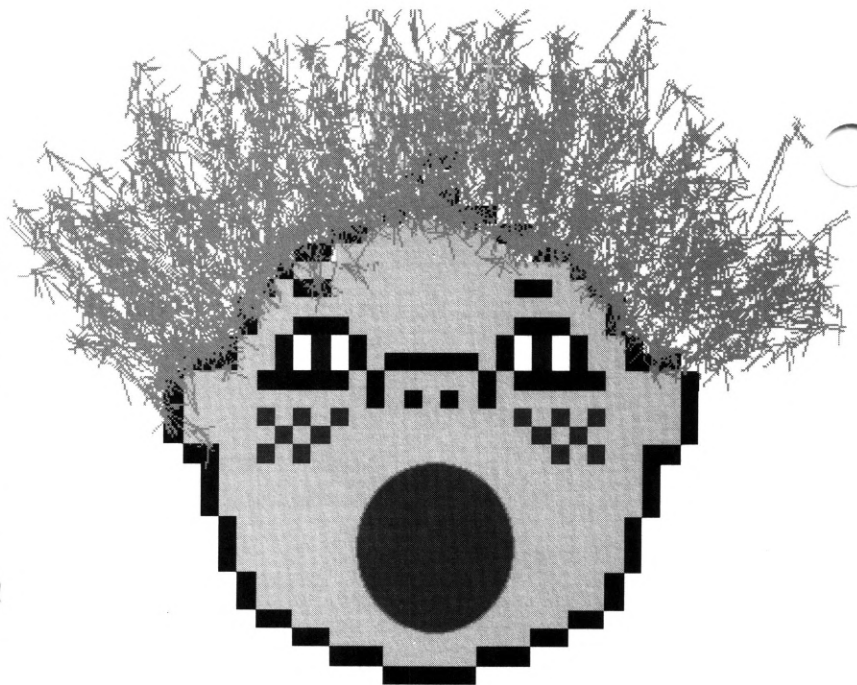
Dissolve!



Wipe Left!



Wipe Up!





Wipe Down!



Wipe Right!



Bubbles!



Shatter!



Panel Drop!



Venetian Blinds!



Barn Doors Open!



Garage Door!



Zipper!

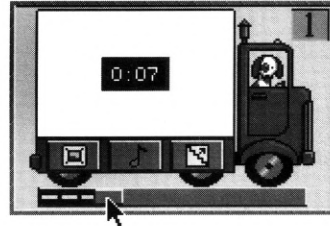


Sweep Away!



The Time Slider

The Time Slider allows you to control the amount of time that elapses between slides. The slider is automatically set at 3 seconds, unless the sound chosen for the Moving Van is longer. Then the Time Slider will increase to reflect the length of the sound. The Time Slider may be decreased to 0 seconds and increased to 30 seconds. To do this, use the **Time Slider** located along the bottom of each Moving Van.



- Move the **Time Slider** by clicking on it, holding down the mouse button, and dragging it to the right or left.

A digital watch face will appear and show the time each slide will be displayed. Once you've fine-tuned the speed of your presentation to your satisfaction, be sure to save your work.

TIP: Once you've set-up your slide show, you still might want to go back and play with, or "tweak," the length of each slide by adjusting the Time Slider. For example, if your slide has text, you'll want to make sure people have enough time to read it.

The SlideShow Control Panel



At the bottom of the SlideShow screen is a Control Panel that lets you edit and play your SlideShow presentation. Here's what each button does:



- If you've created a slide and find that you don't like it and would like to start again from scratch, select the Moving Van by clicking on it, and then click on the **Firecracker**. The Moving Van's contents will be emptied.



- If you change your mind about emptying the Moving Van, you can click on the **Undo Guy** and the contents will magically reappear. In fact the **Undo Guy** will undo any last action you have taken at any point in your preparation of your slide show.



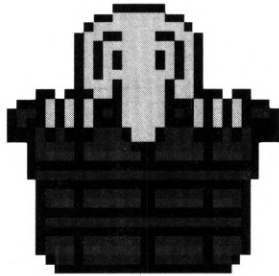
- Click on this icon to **Play** the slide show through once.



- Click on this icon to **Play** the slide show in a continuous loop.

There are other ways to modify your slide show:

- To pause the SlideShow when it is playing, press the **Spacebar**.
- To exit a slide show at any time while it is playing, double-click the mouse or press ⌘-period.
- Press the mouse button while a slide is playing to go to the Transition.
- Press the mouse during a Transition to go to the next slide.



TIP: To "step through" at your own pace, hold down the **option** key and click on the play button. The first slide will be displayed. Click the mouse once to step through each subsequent slide. Here are a couple of things you can do while playing a QuickTime movie in a SlideShow:

- Use the **Shift** key to slow down the speed of the QuickTime movie.
- Use the **Command** key to speed up the QuickTime movie.

Editing a Slide Show

After you have created a slide show, you may find that you want to put the Moving Vans in different sequence, add new vans, or eliminate some of the vans altogether. SlideShow gives you several options for editing your project.

- To drive a full Moving Van (a van with a Picture and/or Sound and/or Transition in it) to another place in the SlideShow, click and drag it to the new location. You will hear the van start up, the engine run, and the tires "peel out."

If you move a full Moving Van onto another full Moving Van, that Moving Van is always nudged to the right. It will then "bump" any other vans in the sequence over one frame to the right.

When you remove a Moving Van from its parking place, it always leaves behind an empty Moving Van.



If you park a full Moving Van on top of an empty Moving Van, the full Moving Van will replace the empty one.

In the process of relocating your Moving Vans you may find that you have left one or more empty Moving Vans in your slide show.

- To remove the empty Moving Vans, just select **Clean Up** from the SlideShow **Goodies** Menu and the empty vans will be discarded. But even if you play your SlideShow with the empty vans in place, the program will skip over them so that the sequence of your presentation will not be interrupted.

TIP: For the first slide in your slide show, it's sometimes a good idea to start with just a plain screen of color. Use the Fill Bucket in Kid Pix 2 to create a "blank" picture, all one color. Select that picture for the first Moving Van. Then, if you select a transition to move into the next picture, which is actually the first picture you have drawn for the show, it will look like that picture emerges from a matching background.

SlideShow Menus

File Menu

Now let's go over each of the menu features.

Each of the options on this menu, except Save As, may also be selected from the keyboard as well as with the mouse. The keys to press are shown next to each menu option.



New ⌘N

If you have been working on another slide show and choose to create a new show, you'll be given the chance to save any changes you have made. A new slide show screen with empty Moving Van frames will be displayed.



Open... ⌘O

This lets you open a saved slide show. Select the file you want from the list on the screen.

Note: If SlideShow files can't be located by the computer, a dialog box will come up telling you that the file or files you want to open can't be found. If this happens, you should return to the Moving Van that held that slide and attempt to relocate it. Use the dialog box to navigate to where your misplaced file is, and double-click on the name of the file. If you cannot find your picture, SlideShow will display the little thumbnail version in its place.



Close ⌘W

This will close the SlideShow on the screen. The program will ask you if you wish to save your work. If you do not choose **Save**, any changes you have made will not remain in your slide show.



Save ⌘S

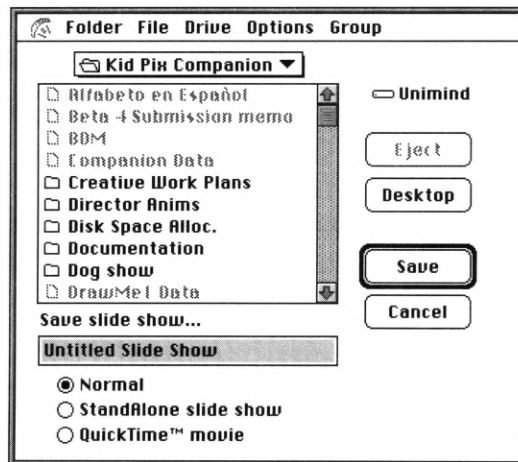
This saves the SlideShow currently on the screen. If you haven't already given your project a title, the program will ask you to do so before saving.



Save As...

You can save a Kid Pix 2 SlideShow as a regular presentation to run on your computer as described above, or you can make a self-running StandAlone slide show disk that you can give to family and friends (assuming they have a Macintosh computer). And finally you can make a QuickTime movie of your SlideShow presentation that can be used by anyone with QuickTime.

When you select Save As, a dialog box will present you with the following options:




● **Normal**

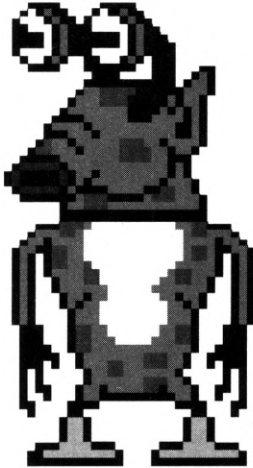
To save a slide show in the standard way, select Normal. You will need the application **SlideShow** to run this type of slide show.

● StandAlone slide show

To create a StandAlone slide show:

- Select **Save As . . .** from the SlideShow File menu.
- When the dialog box appears, click on the StandAlone slide show option.

Kid Pix 2 will then save your StandAlone slide show with an icon that looks like this:  Double-click on this icon to run your slide show as a self running presentation.



- To save your slide show to a floppy disk, place a formatted disk in the floppy drive. If you have any questions about formatting Macintosh disks, see your Macintosh User's Manual.
- Select **Save As . . .** from the SlideShow File menu. Click on **Drive** to locate the formatted floppy disk, and select the **StandAlone slide show** option, then click on **Save**. Your SlideShow will be saved (plus the information it needs to run independently of SlideShow) to the floppy disk.

TIP: Make a label for your floppy disk and you are all set to share your creations with family and friends. You can make as many copies of your StandAlone slide show disk as you like.

● QuickTime™ movie

Another option you have when you save a slide show is to save it as a **QuickTime movie**. QuickTime is a new technology that (among other things) makes it super simple to take slide shows that you make with Kid Pix 2 and include them in any other application that supports QuickTime. For example, Kid Pix 2 supports QuickTime through its Wacky TV. If you save your slide show as a QuickTime movie, you can play it back in the Kid Pix 2 Wacky TV!

Kid Pix 2 includes QuickPix, a sampler of small movies to get you started, but you can use QuickTime movies from many sources including Macintosh user groups and bulletin board services.

When you save a slide show as a QuickTime movie, you can quickly and effortlessly play the movie on the Wacky TV in Kid Pix 2. For more about the Wacky TV see Page 39 of this manual. You can also place the QuickTime movie you create into a document in another program that has QuickTime with just a few clicks of the mouse. It's just as easy as copying and pasting text and graphics.

To Save a slide show as a QuickTime Movie:

- Select **Save As . . .** from the **SlideShow File** menu.
- When the dialog box appears, click on the **QuickTime movie** option. SlideShow will then save your slide show as a QuickTime movie.



This closes your SlideShow file. You'll be reminded to save your work, if you haven't already done so, before leaving the SlideShow.

Edit Menu



This is just like the Undo Guy and will Undo the last action you took.



This feature will let you cut all of the contents (picture, transition, sound) of a Moving Van to the Clipboard, leaving behind an empty Moving Van. Please note that the Moving Van you want to Cut must be selected by clicking on it, or the Cut function won't work.



Choose this to make a copy of all the contents of a Moving Van to the Clipboard leaving the selected Moving Van still parked in the frame. Again, this function only works if you have clicked on the Moving Van first to select it.



Anything that you have cut or copied to the Clipboard will be pasted into the selected Moving Van.

Goodies Menu



Play Once ⌘U

Choose this option to run your slide show through one time. Hold down the option key while selecting this to step-through. Each time you click the mouse you will go to the next slide.

Goodies



Play Looped ⌘L

Select this option to play your slide show in a continuous loop.

To pause the play, press the **Spacebar**. To exit play, click the mouse twice.



Clean Up

When editing your project, you may move things around in such a way that you end up leaving one or more of the Moving Vans empty. To remove the empty Moving Vans, just select **Clean Up** from the **Goodies** Menu and the empty vans will be discarded. But even if you play SlideShow with the empty vans in place, the program will skip over the empty frames so that the sequence of your presentation will not be interrupted.



Tool Sounds ⌘T

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



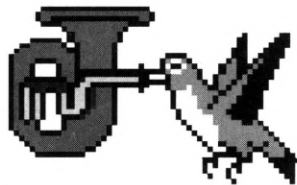
Background Color

You can pick a background color to use when elements of your slide show are smaller than the entire screen.



Switch To Kid Pix 2

Use this to switch back to Kid Pix 2.



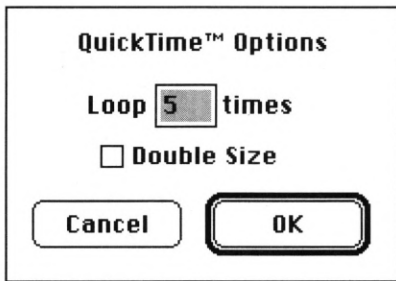
How to Play QuickTime Movies in SlideShow

You can put a QuickTime movie in a Moving Van and have it be part of your slide show. You can put up to 99 movies into the Moving Vans, and intermix movies with still pictures.

Here's how to get QuickTime into your slide show:

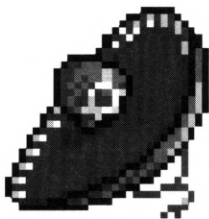
- Click on the Pick A Slide! button on the Moving Van frame where you wish to place the QuickTime Movie (including QuickPix).
- Select the title of the movie you want to put in the **SlideShow** Moving Van. You'll be returned to the SlideShow screen and a thumbnail representation (called a "Poster") of the movie will appear in the Moving Van you selected.
- Double-click on the Moving Van frame to preview the movie you selected.
- Hold down the **Command** key to speed up the movie while it's playing.

Clicking on the Time Slider normally tells you how many seconds a picture displays on the screen, and allows you to adjust that length. If you place a QuickTime movie into a Moving Van, however, although you cannot adjust the movie length, you can still click on the Time Slider to see how long it will play. Because you cannot adjust its length, however, the Time Slider will not be able to move.




If you have a QuickTime movie in a Moving Van, holding down the option key and clicking on the Time Slider allows you to select features unique to QuickTime: how many times the movie will loop and whether the movie should play at twice the size. You can also select the number of times a movie embedded in a Kid Pix 2 picture can loop by holding down the option key and clicking on the Time Slider.

How to Use SlideShow to Create Fun Animations



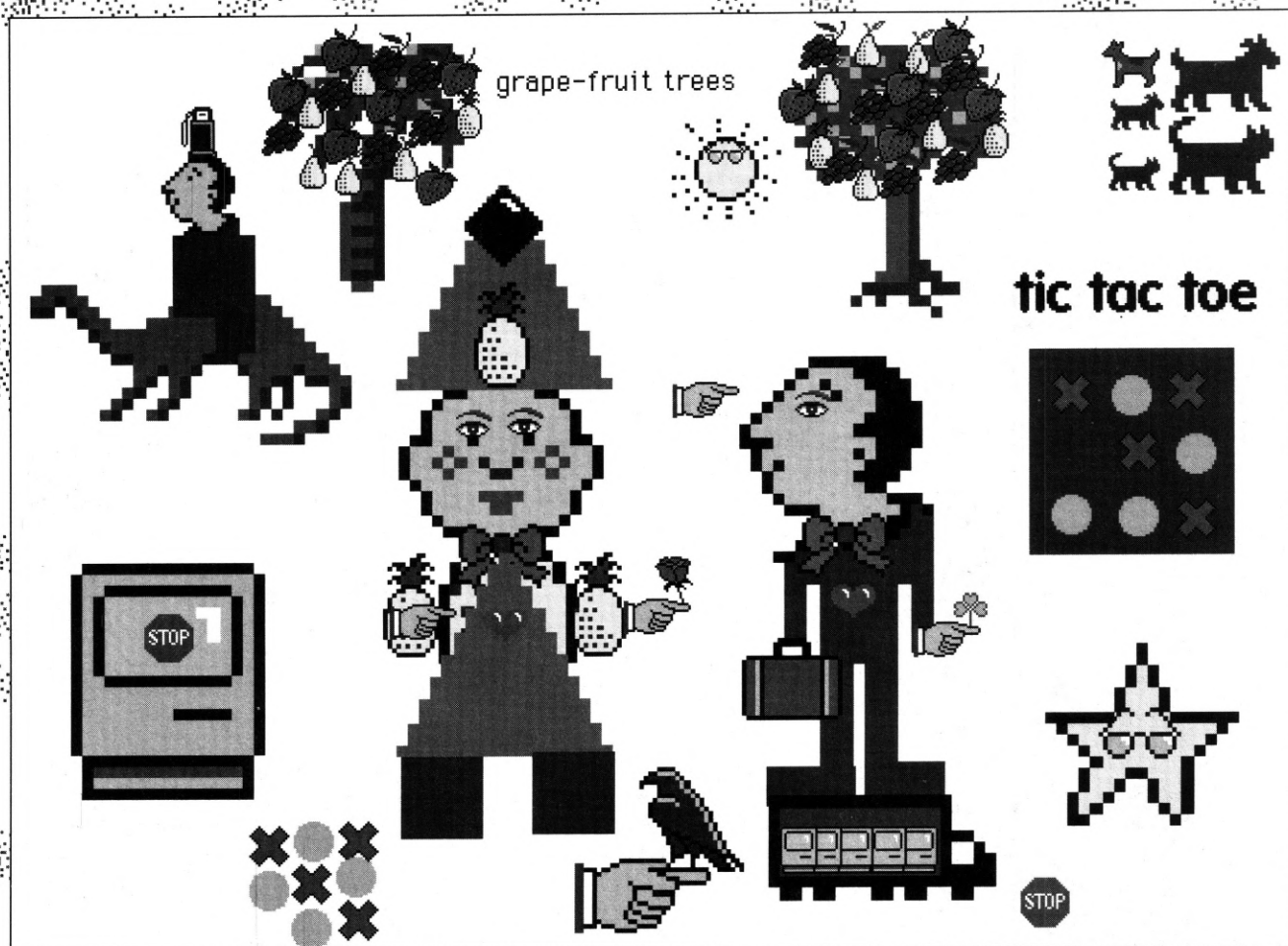
Create a sequence of pictures in Kid Pix 2, such as an airplane flying across the sky, and load that sequence of pictures into SlideShow to create an animation that's fun to watch! Here's what you do:

- Create a folder inside your Kid Pix 2 folder and name it "Cartoon" (for example).
- Open up Kid Pix 2 and create the first picture in your series of animations.
- Save that picture as "Cartoon 1" into your Cartoon folder.
- Change the picture slightly to reflect the next movement you want displayed.
- Choose Save As . . . from the File menu and save the picture as "Cartoon 2" into the Cartoon folder.
- Alter the picture slightly again and choose Save As . . . and save it as "Cartoon 3."

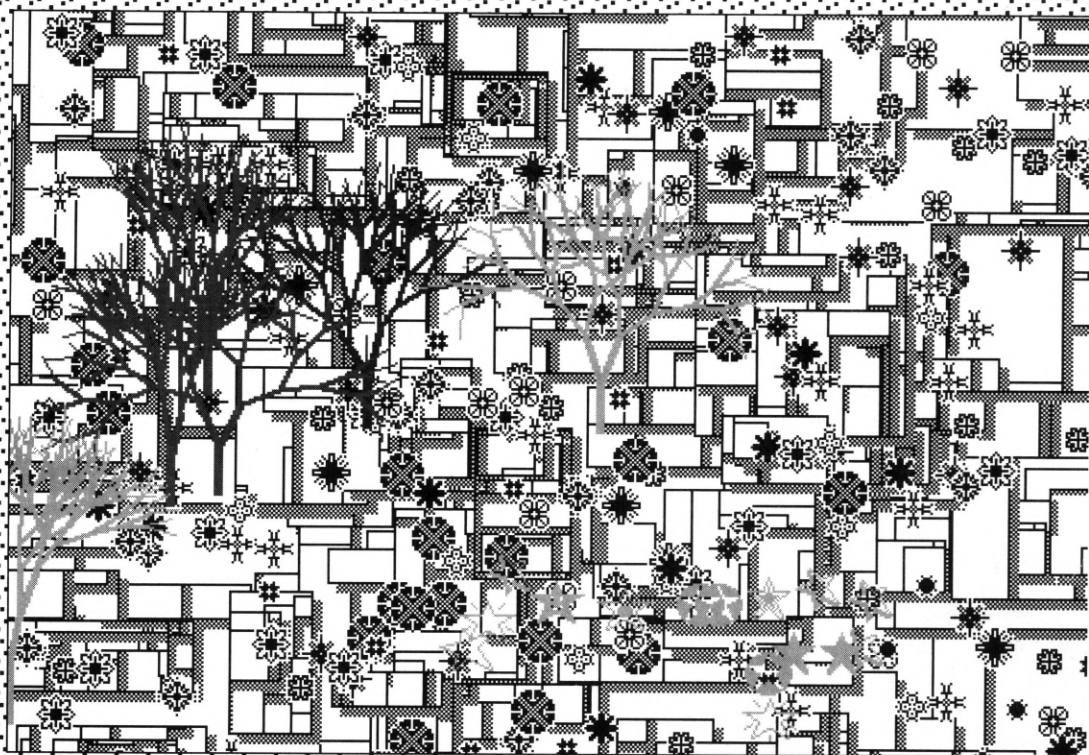
- Continue to make these pictures until your animation is done!
- Launch **SlideShow**.
- Put each cartoon into the Moving Vans, one at a time.
- Choose the Cut  transition for each Moving Van.
- Set your Time Slider to 0 seconds for each Moving Van.
- Choose **Play** and enjoy your SlideShow animation.
- Save your slide show as a QuickTime movie, if you like, and open it later in the Kid Pix 2 Wacky TV – it will play even faster! Play it with Electric Mixer effects or paste it seamlessly into a Kid Pix 2 picture for multimedia fun.



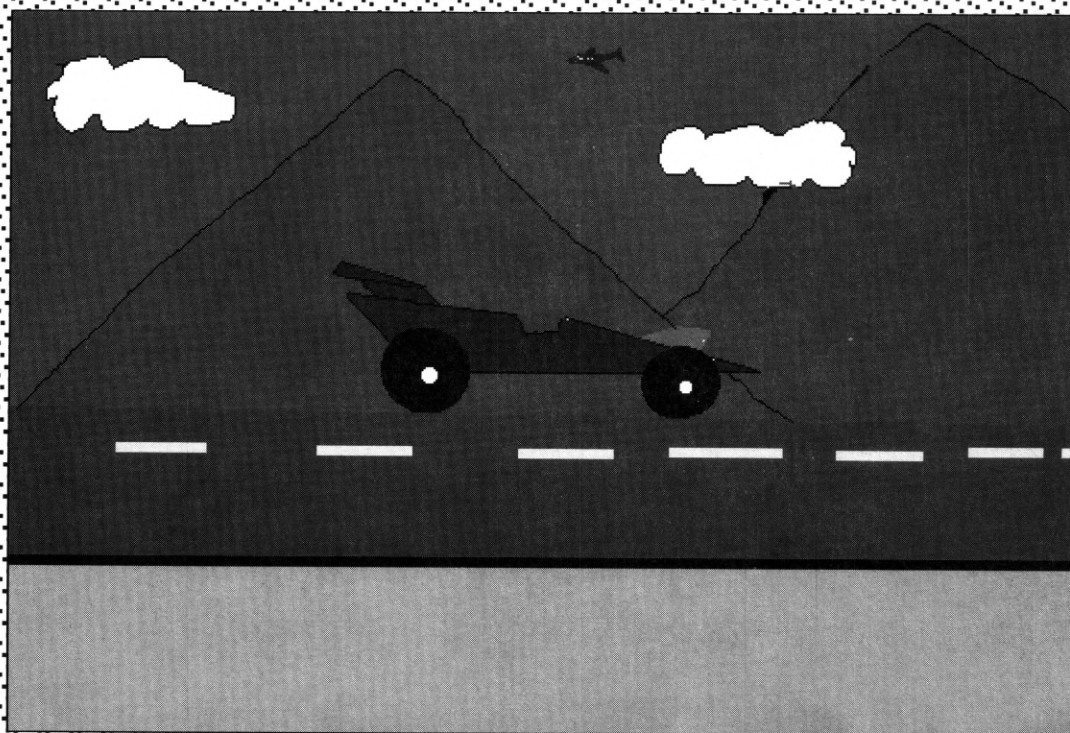
Gallery



Richard and Henry Whittaker Ages 44 and 3



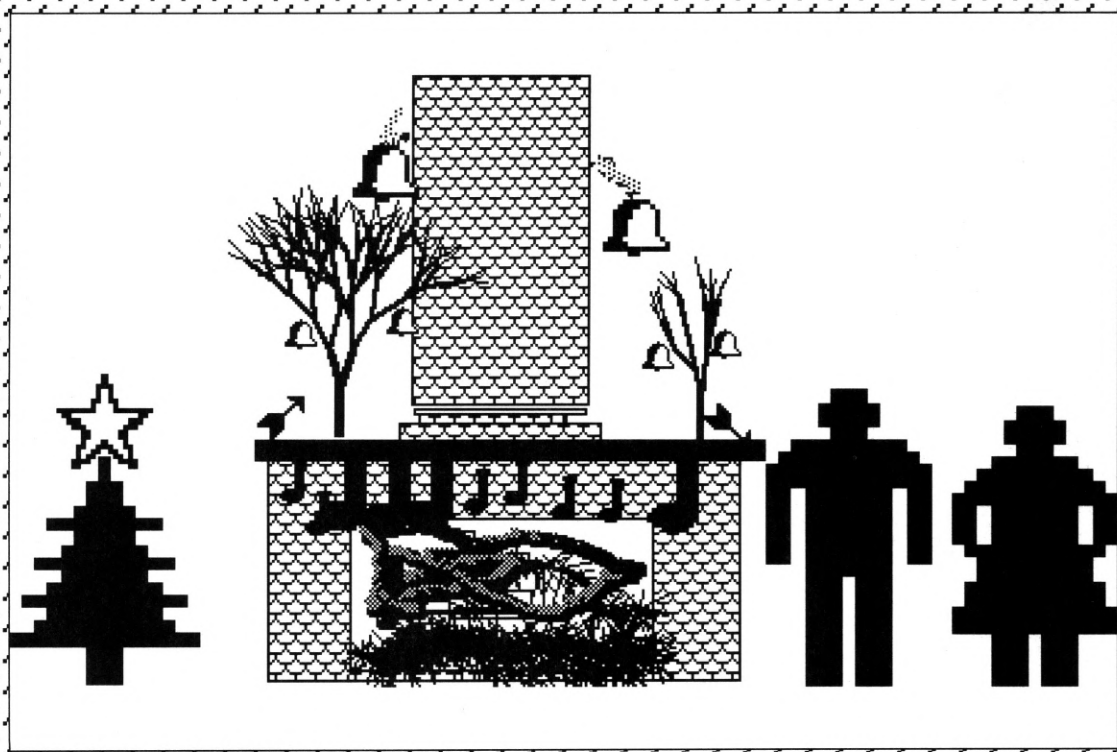
Cosmo Rettig Age 3



Eric Garcia Age 12



Sasha Wilson Age 13



Scott Taber Age 5

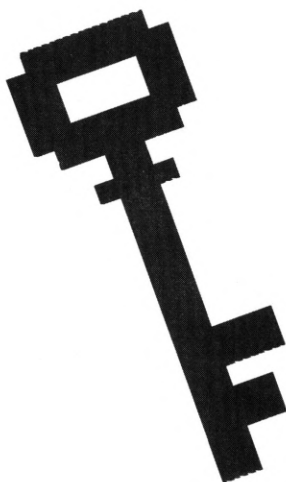
Kid Pix 2 Notes

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.

Kid Pix and Monitors

Press the spacebar when booting Kid Pix 2 and the drawing screen will enlarge to take advantage of monitors larger than 13". You may have to increase your application memory if you have a larger monitor. Highlight the Kid Pix 2 icon and choose "Get Info" from the File menu. Increase the Current size or Preferred size by 500K or more.



- Memory Compatibility

Kid Pix 2 and SlideShow each require 1464K of free RAM (Random Access Memory) for color systems to run. This means that no matter how much RAM you have installed on your Macintosh, if any other applications you have open leave you with less than 1464K free, you might run into problems. So if you are having problems, click on the Apple icon in the top left corner of your screen and pull down the menu selection "About the Finder . . ." Look under "About This Macintosh" to see if you have enough free memory. If not, turn off your INITs, quit other programs running at the same time, or buy some more memory.

- QuickTime Compatibility

QuickTime requires a 68020 microprocessor or better, 32-bit Color QuickDraw, and System 6.0.7 or greater. If your system is an SE or Plus, QuickTime won't work on it. Our installer will check to see what kind of Macintosh you have and if it isn't compatible with QuickTime then the QuickTime features of Kid Pix 2 won't be installed. If your machine is capable of running QuickTime, the QuickTime INIT will be installed in your System folder.

SlideShow can work in 1-bit, 4-bit, or 8-bit monitor modes. When opening a slide show be sure you are in the same monitor mode that was used when creating the file. However, a Stand-Alone slide show can be played on any monitor and in any mode regardless of the mode in which it was created.

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 2** 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 415/382-4700 between the hours of 7 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.

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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®, P.O. Box 6125, Novato, CA 94948-6125, 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 a minimal fee. For more information, please contact Brøderbund Customer Service at 415/382-4600. This policy will be followed as long as the program is still being manufactured by Brøderbund.

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For technical support, on this or any other Brøderbund product, call 415/382-4700.

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Notes



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