

About Kid Pix Deluxe 3

In this chapter, you'll learn about:

- Getting Started with Kid Pix Deluxe 3
- Introducing the Paint Zone
- Introducing the SlideShow
- Getting Help

Welcome to Kid Pix Deluxe 3! Since its first release in 1991, Kid Pix has won over 45 awards and is the number-one bestselling art software for children. Kid Pix has inspired children to express their natural creativity with innovative, fun, and wacky art tools.

Kid Pix Deluxe 3 has two parts:

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

Getting Started on Windows

Once you've installed Kid Pix Deluxe 3 on a computer using Windows 95, 98, 2000, NT, or Millennium Edition, here's how to start.

To start Kid Pix Deluxe 3:

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

Getting Started on Macintosh

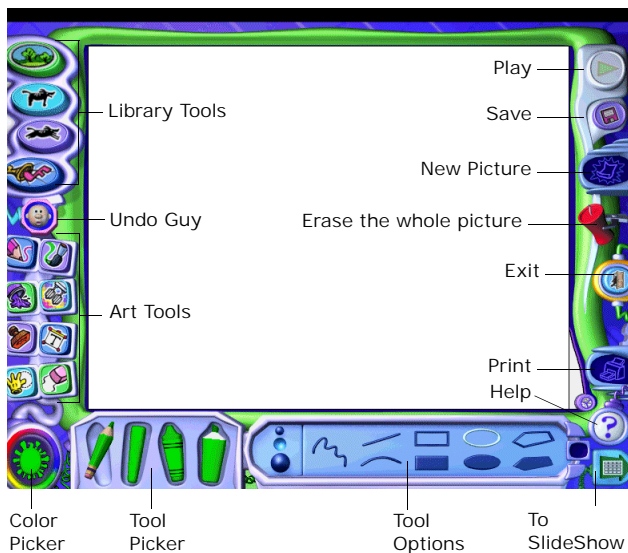
Once you've installed Kid Pix Deluxe 3 on a Macintosh computer, here's how to start.

To start Kid Pix Deluxe 3:

1. Put the Kid Pix Deluxe 3 CD in the CD-ROM drive.
2. Do one of the following:
 - Double-click the **Kid Pix Deluxe 3** desktop shortcut.
 - Double-click the **Kid Pix Deluxe 3** folder, then double-click the **Kid Pix Deluxe 3** icon.
3. If this is your first time using Kid Pix Deluxe 3, type your name in the box that says **Enter your name here**.
From now on, your name will be in the list and you can click it or type it again to start.
4. Click **Go** to start Kid Pix.

The Kid Pix Paint Zone

When you start Kid Pix Deluxe 3, you see the Paint Zone:



The Kid Pix SlideShow

You can make a SlideShow with your pictures. Read “Using SlideShow” on page 72 to learn more about this great feature



Using the Menus

Kid Pix Deluxe 3 has menus you can display and use. For a full list of all the menu options, see “The Kid Pix Deluxe 3 Menus” on page 91.

To display the menus:

1. Move your mouse to the very top of the screen.
2. When you see a triangle outlined in white, press the mouse button and hold it down.
3. Drag the mouse to a menu to display it, and then drag down to the command you want.

Getting Help

In the Paint Zone or the SlideShow, you can find out about anything on the screen. A **Help** window appears and a voice reads the information.

You can view or print the guide you’re reading now (the Kid Pix Deluxe 3 User Guide). For late-breaking news, check the Read Me file.

To get on-the-spot help:



1. Click the question mark.
2. Click the item you want help with.
3. Read and listen to the help message.
4. To hear the message again, click **Replay**.
5. To close the help window, click **OK**.

To view or print the User Guide:

1. From the **Help** menu, choose **View User Guide**.
2. In Acrobat Reader, read or print information.

To view the Read Me file:

- If you're using Windows, click the **Start** button on your desktop and choose **Readme** from the Kid Pix Deluxe 3 program group.
- If you're using Macintosh, double-click the **Read Me** file in the Kid Pix Deluxe 3 folder.

Using the Art Tools

In this chapter, you'll learn about:

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

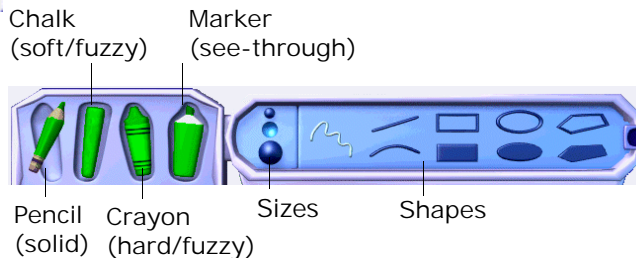
Using Drawing Tools

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

To draw:

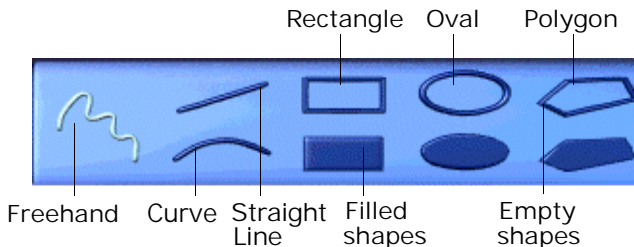


1. Click the **Drawing Tools** button.



2. Pick a tool from the left side of the tray.
3. Choose a size for your line.
4. Choose a shape.

- Click in the drawing area and hold down the mouse button. Move the mouse around to draw.



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

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

Drawing Tips

- If you change the **Paper Texture** and then draw with the **Crayon**, **Chalk**, or **Marker**, a pattern shows through under your drawing. For more on Paper Texture, see “Using Paper Texture” on page 24.

Using Painting Tools

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

To paint:



1. Click the **Painting Tools** button.
2. Click the **Paintbrush**, **Sound Art**, or **Spray Can** tool.

Look on the next few pages for more information about each kind of tool.

3. Choose a size (not all tools have sizes).

4. Choose a painting mode.
When you pick a mode, the options change.
5. Choose a painting option.
6. Click in the drawing area and hold down the mouse button. Move the mouse around to paint.

Paintbrushes

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

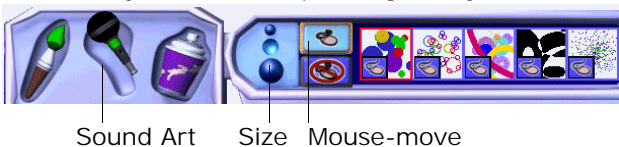


Wacky mode creates magical effects.



Sound Art

To use Sound Art, talk, sing, or play music into a microphone attached to your computer. Mouse-move lets you direct the painting with your mouse.

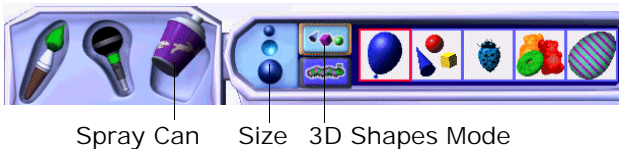


Hands-free lets the sound do the painting.

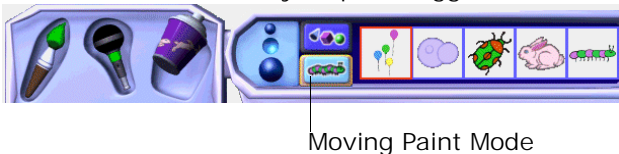


Spray Cans

3D Shapes mode sprays three-dimensional balloons, candy, shapes, or bugs.



Moving Paint mode sprays balloons, bubbles, and creatures that dance, fly, hop, or wiggle.



Painting Tips

- Experiment with the Painting Tools, modes, and options. Try lots of different combinations.
- For information on adding text in Wacky Paint Mode, see “ABC Text Tool” on page 32.

- Some of the realistic Paintbrushes let the Paper Texture show through. For more about Paper Texture, see “Using Paper Texture” on page 24.

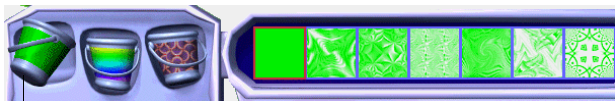
Using Fill Buckets

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

To fill an area:

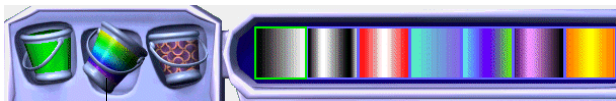


1. Click the **Fill Bucket** button to see the **Fill Buckets** tray. The tray looks different, depending on the tool and mode you pick.



Solid

The **Solid** Fill Bucket uses the current color in the Color Picker. Choose solid or a single-color pattern.



Blend

The **Blend** Fill Bucket doesn't use the current color in the Color Picker.



Pattern

The **Pattern** Fill Bucket doesn't use the current color in the Color Picker. You can pick a multi-colored pattern.

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

Fill Tips

- If you fill with a blend, you can hold the mouse button down on your picture while the blend appears. Then, without releasing the mouse button, move the mouse around to change where the blend colors appear inside the filled area on your picture.
- You can design your own two-color patterns. Fill an area with a solid color, then change the current color and fill the same area with a single-color pattern.
- For information on changing the color for solid fills, see “Using The Color Picker and Eye Dropper” on page 25.

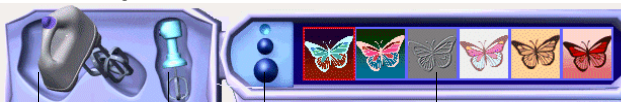
Using Electric Mixers

Electric mixers mix up your picture. You can mix up the whole painting with a mega-mixer, or just parts of the painting with a mini-mixer.

To mix things up:



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



Mega

Mini

Sizes

Options

2. Pick the mega-mixer or the mini-mixer from the left side of the tray.

The mega-mixer mixes up the whole picture with one click; the mini-mixer mixes where you drag the mouse.

3. For the mini-mixer, choose the mixer size.
4. Choose a mixing option from the right side of the tray.

5. Click your picture with the mega-mixer or drag the mouse with the mini-mixer to mix areas on your picture.

Mixer Tips

- Mix up an imported photograph for fun results. For information on importing photos, see “Adding Pictures from Other Programs” on page 56.
- You can change the size for some mini-mixers. Use different sizes for different effects.

Using Rubber Stamps

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

To use Rubber Stamps:



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



2. Choose a folder.
3. Scroll through the stamp choices.
4. Click the size for your Rubber Stamp.
5. Click a Rubber Stamp, then click your picture.

Editing Rubber Stamps

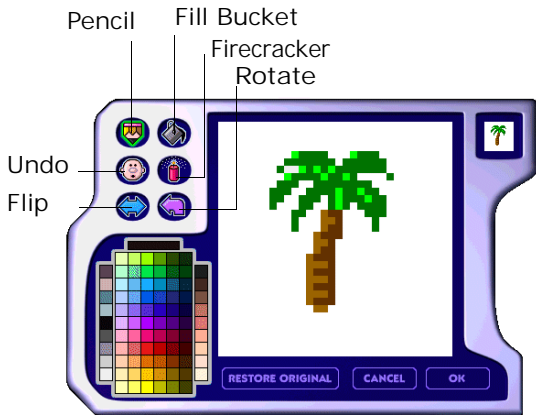
You can edit Rubber Stamps and create your own.

To edit rubber stamps:



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

3. Click the Stamp Editor (pencil) to see the **Rubber Stamp Editor**.



Use these tools to change your stamp:

- Use the **Pencil** to draw on the stamp.
- Pick a color in the Rubber Stamp Color Picker and use the **Fill Bucket** to recolor the stamp.
- Click **Undo** to reverse your last change, or click **Restore Original** to go back to the original stamp.

- Use the **Firecracker** to erase the whole picture so you can start from scratch.
 - Click **Flip** to turn your stamp over from left to right.
 - Click **Rotate** to turn your stamp 90 degrees each time you click.
4. Click **OK** when you're finished.

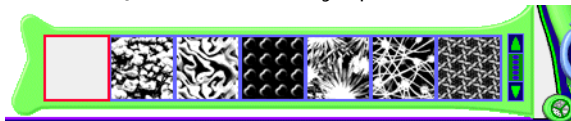
Using Paper Texture

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



To change the paper texture:

1. Click the **Paper Texture** button at the bottom right corner of your drawing page. The **Paper Texture** tray opens.



2. Scroll through the paper textures in the tray.
3. Click the texture you want.
You can see the texture you selected next to the **Paper Texture** button.
4. Draw with the **Crayon**, **Marker**, or **Chalk** to see the texture.

Using The Color Picker and Eye Dropper



Many Kid Pix art tools use the color you choose from the Color Picker. You can see the current color in the color splotch at the bottom left of the screen and on many drawing and painting tools.

The Color Picker also includes the Eye Dropper, a tool that lets you pick up any color in your picture to use instead of a color in the Color Picker.



To pick a color in the Color Picker:

1. Move your mouse toward the color splotch.

The Color Picker pops up.

2. Click a color on the Color Picker.

Choose a regular color, a shade of gray, or a skin color. As soon as you click a color, the color splotch changes to show your new choice. Move the mouse off the Color Picker to close it and begin painting or drawing.

To pick up a color with the Eye Dropper:



1. Open the Color Picker by moving your mouse near it.
2. Click the Eye Dropper.
3. Move the Eye Dropper over your picture.

As your mouse moves, the color splotch changes to show the color that the Eye Dropper can pick up.

4. Click when the color you want appears on the color splotch.

The Color Picker closes. The color you clicked becomes the new color for drawing and painting.

Using Erasers



The **Big Eraser** erases your whole picture. Any paper texture or sound you added to your picture is still there. You can also click the **Firecracker** to erase your whole picture. The **Little Eraser** erases where you drag with the mouse, leaving white space.

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

To erase your whole picture:



1. Click the **Eraser** button.

The Erasers tray appears.



Little
Eraser

Big
Eraser

Sizes/
Shapes

Eraser
Options

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

To erase part of your picture:



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

Using The Undo Guy



Click the **Undo Guy** whenever you do something to your picture that you don't want to keep. Click again to redo what you just undid.

All About Text

In this chapter, you'll learn about:

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

Adding Text

There are three ways to add text:

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

Drawing Text Boxes

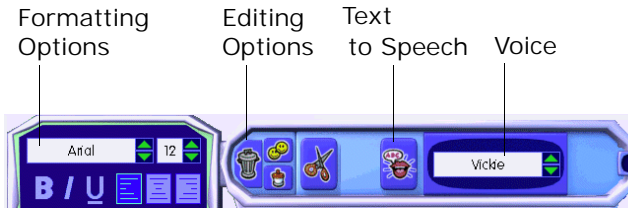
When text is in a text box, you can check its spelling and make your computer read it out loud.

To add text:



1. Click the **Text** button.

The **Text** tray appears.



2. Click your picture where you want the text.
3. Start typing.

The text box grows as you fill it up.

Text in Small Kids Mode

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

To add text in Small Kids Mode:



1. Click the **Text** button.

The **Text** tray appears.



2. Click any letter in the tray to hear its name.
To see more letters and numbers, click the scrolling arrows on the **Text** tray.
3. Click a letter to add it.

ABC Text Tool

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

To use the ABC Text tool:

1. Click the **Toolbox** menu.
2. Click **Edit ABC Text**.
3. In the **ABC Text** dialog box, type the text.
4. Click **OK**.
5. Click the **Paint** button.
6. Choose Wacky mode, click the ABC Text brush, and start painting to see the text.



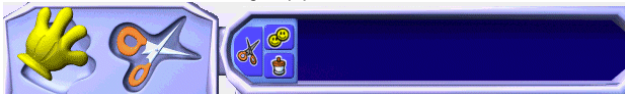
Working with Text Boxes

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

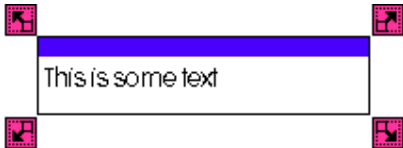
To change a text box:



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



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



4. Do any of these things:
 - To move a text box, click the box at the top of its frame and drag it.

- To change the size or shape of a text box, drag its handles. The text wraps around inside the new shape.
- To delete a selected text box, press the **Delete** key on your keyboard.
- To flatten text so it's part of the background, click the **Toolbox** menu and choose **Flatten Text**.

Text Box Tips

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

Changing the Way the Letters Look

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

To change the look of all text in a text box:



1. Click the **Text** button to see the **Text** tray.
2. Click the text box you want to change.
3. Do any of these things:
 - To change the font, click the arrows next to the **Font** box.
 - To make text bigger or smaller, click the arrows next to the **Font Size** box.
 - To change the style, click the **Bold**, **Italic**, or **Underline** buttons.
 - To line up text to the left, right, or center, click an **Alignment** button.
 - Use the **Color Picker** to change the color of text.



Checking Spelling

When Kid Pix checks your spelling, it checks all the text boxes on your page. You can't check spelling for rubber-stamp text.

To check your spelling:

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

Reading Text Out Loud

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

To hear one text box read aloud:

1. Click the text box you want to hear.
2. Click the **Controls** menu and click **Turn Text-To-Speech On**.

If the menu says "Turn Text-To-Speech Off," don't click it—it's already on.



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

To hear all text boxes read aloud:

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



Changing the Voice

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

To change the voice that reads the text:



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



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

Teaching Kid Pix to Pronounce

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

To change the pronunciation:

1. From the **Toolbox** menu, choose **Say It This Way**.
2. In the **Original Word** box, type the word that Kid Pix is pronouncing incorrectly.
3. In the **Pronounce As** box, type the phonetic spelling of the word.
For example, the letters "ph" sound like "f," so the phonetic spelling of "Stephan" would be "Stefan."
4. Click **Pronounce** to hear the new pronunciation.
5. When the word sounds right, click **Enter**.

Moving, Copying, Cutting, and Pasting

In this chapter, you'll learn about:

- The Grab Tool
- The Scissors Tool

The Grab Tool

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

To move things around:



1. Click the **Grab** button.

The Grab tray appears.



2. Click the **Grab** tool (the hand).

3. Click a sticker, animation, movie, or text box in your picture.
4. Do any of these things:



- To move the thing you clicked, drag it. Click to release it.
- To cut the thing you clicked, click the **Trash Can** in the Grab tray.
- To copy the thing you clicked, click the **Copy** button in the Grab tray.
- To paste something you cut or copied, click the **Paste Jar** in the Grab tray, and then click where you want to paste.
- To get rid of the thing you clicked, press the **Delete** key on your keyboard.

The Scissors Tool

Use the **Scissors** tool to cut out part of your picture and paste it someplace else.

To cut things out:



1. Click the **Grab** button.

The Grab tray appears.



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



- To cut out an area, click the **Free Grab** tool and drag around the area.
- To cut out a polygon, click the **Polygon Grab** tool and click each point of the polygon (at least 3 points). Click the first point again to close the shape.
- To cut out a circle or an ellipse, click the **Circle Grab** tool and drag from the top left of the circle to the bottom right.
- To cut out a square or a rectangle, click the **Square Grab** tool and drag from the top left of the square to the bottom right.
- To cut out a cookie cutter shape, click a cookie cutter, then click your picture.

Using Libraries

In this chapter, you'll learn about:

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

Using Library Tools

In Kid Pix libraries, you can look in the trays for interesting things to add to your picture. At the top left of the screen are four oval buttons. Each one opens a Kid Pix library.



A background in your picture is like the scenery in a play. It goes behind everything else you draw. See "Backgrounds" on page 46.



A sticker floats above your picture like a balloon at a parade. You can make it a different size, flip it, or move it to a different place. See “Stickers” on page 48.



When you “play” your page, the animations move around like cartoons. You can drag them anywhere in your picture. See “Animations” on page 50.



Each page can have one sound. Pick from a library or record your own. See “Sounds” on page 52.

You can also add movies and pictures from other programs to your pictures. For more information, see “Adding QuickTime Movies” on page 58 and “Adding Pictures from Other Programs” on page 56.

Library Trays

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



Each library has folders. For example, choose the **Color Me** folder in the **Backgrounds** library to see coloring-book pictures.

To use a Kid Pix library:

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

Backgrounds

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

To add a background:



1. Click the **Backgrounds** button to open the **Backgrounds** tray.
2. Choose a folder.
3. Scroll through the backgrounds.
4. Drag a background onto your picture.

Importing Backgrounds

You can import a photograph or a picture from a different program to use as a background.

To import a background:

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

Stickers

Stickers are pictures you “stick” onto your picture. Stickers don’t become part of the background unless you flatten them.

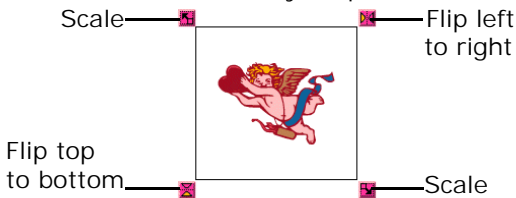
To add a sticker:



1. Click the **Sticker** button to open the **Stickers** library.
2. Choose a folder.
3. Scroll through the stickers.
4. Drag a sticker onto your picture.

To move, change, or delete a sticker:

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



2. Do any of these things:



- To move a sticker, click inside it and drag.
- To resize a sticker, drag a Scale handle.
- To flip a sticker top to bottom, click its lower-left handle.
- To flip a sticker left to right, click its upper-right handle.
- To make a sticker part of the background, click it, click the **Toolbox** menu and choose **Flatten Stickers and Animations**. Specify the selected sticker or all stickers.
- To delete a sticker, click it and press the **Delete** key on your keyboard.

Animations

Animations come to life when you play them.

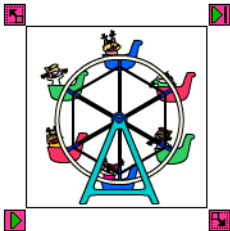
To add an animation:



1. Click the **Animation** button to open the **Animations** library.
2. Choose a folder.
3. Scroll through the animations.
4. Drag an animation onto your picture.

To move, change, or delete an animation:

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



2. Do any of these things:



- To move an animation, click inside its frame and drag. Click to release it.
- To resize an animation, drag a Scale handle on its frame.
- To make an animation part of the background, click it, click the **Toolbox** menu and choose **Flatten Stickers and Animations**. Specify the selected animation or all animations.
- To delete an animation, click it and press the **Delete** key on your keyboard.

Playing Animations

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

To play an animation in a loop:



1. Click the animation.
2. Click the **Play in a Loop** handle.

3. To stop playing the animation, click **Play in a Loop** again.

To play an animation frame-by-frame:



1. Click the animation.
2. Click the **Frame-by-Frame** handle.

Each click advances the animation one frame.

Animation Tips

- When you print your picture, the animation frame you see is the one that prints. You can play the animation step-by-step and stop at a different frame.

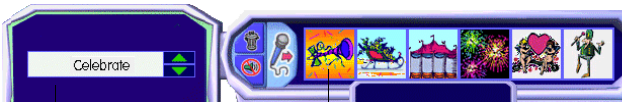
Sounds

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

To add a sound from the library:



1. Click the **Sound** button to see the **Sound** library.



Folders

Sounds

2. Choose a folder.
3. Scroll through the sounds.
4. Click a sound to hear what it sounds like.
The sound keeps playing until you click somewhere else on the screen.
5. Drag the sound you want onto your picture to add it.



You can hear the sound when you click the **Play** button.

To remove the sound from your picture:



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



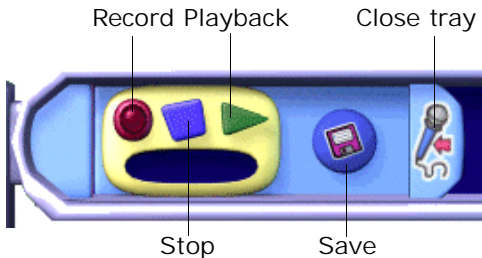
To import a sound:

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

To record a sound:



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



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



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

Adding Stuff to Your Picture

In this chapter, you'll learn about:

- Adding Pictures from Other Programs
- Adding QuickTime Movies

Adding Pictures from Other Programs

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

To add a picture:

1. Click the **Add** menu and click **Add Graphic**.
2. Find the picture to add and click it.
Choose a BMP, GIF, JPEG, or PICT file.
3. Choose one of these options:
 - **Shrink/Stretch to Fit Canvas**
stretches or shrinks the picture to fill the

whole background. The picture might get stretched out of shape.

- **Fill Canvas Without Shrinking/Scaling** stretches or shrinks the picture to fill as much of the background as it can, without stretching the picture out of shape. The edges might be left white.
 - **Center at Original Size** puts the picture down as is, without stretching or shrinking it.
 - **Repeat Many Times** puts down lots of little versions of your picture, until the background is filled.
4. Click **Open** to add the picture.
 5. Use the handles on the picture to change its size, then click inside the picture and drag it where you want it.

Picture Tips

- To use a picture as a background, see “Importing Backgrounds” on page 46.

Adding QuickTime Movies

You can add one QuickTime movie to each picture.

To add a movie:

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

To move or delete a movie:

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

Playing Movies

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

To play a movie in a loop:



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

To play a movie frame-by-frame:



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

Movie Tips

- If you don't have your own movies, you can use the ones in the QTMovies folder on the Kid Pix Deluxe 3 CD.

- To make Kid Pix pictures or SlideShows into QuickTime movies, see “Exporting Your SlideShow” on page 89.
- When you print your picture, the movie frame you see is the one that prints. You can play the movie frame-by-frame and stop at a different frame.
- You can use the handles on the movie to resize it.

Playing, Printing, and Emailing

In this chapter, you'll learn about:

- Playing Your Picture
- Printing Your Picture
- Emailing Your Picture

Playing Your Picture

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

To play your picture:



1. Click the **Play** button.



- The button changes to a **Stop** button.
2. Click the **Stop** button to stop playing.

Printing Your Picture

You can print a Kid Pix picture at regular size or as a poster.

Kid Pix prints the frames of movies and animations that are showing at the moment that you print.

Small Kids Mode Users: Kid Pix doesn't print in Small Kids Mode. Turn Small Kids Mode off to print.



To print your picture:

1. Click the **Print** button.
2. Choose **Full Page** or **Poster**.

When you print as a poster, Kid Pix prints a piece of your picture on each sheet of paper, and then you tape the sheets of paper together to make the poster.

3. If you chose **Poster**, pick **2X2** or **3X3**.

The **2X2** choice prints your picture on four pieces of paper. The **3X3** choice prints your picture on nine pieces of paper.

4. Click **OK** to print the picture.

Emailing Your Picture

When you email a picture from within Kid Pix Deluxe 3, you post the picture to a web site. Kid Pix notifies your recipient with a message containing a link to the site.

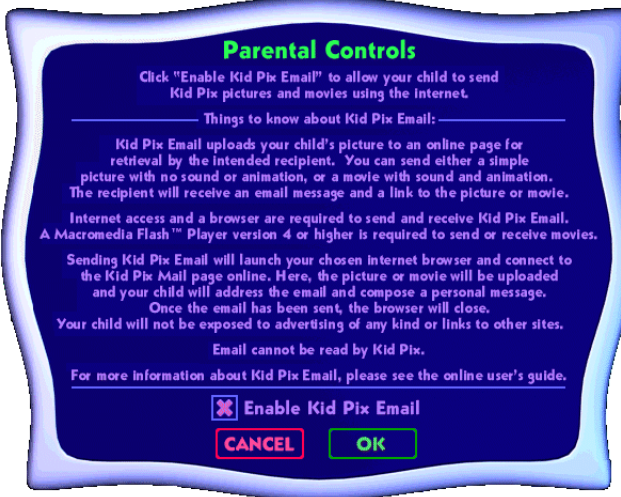
You can send a simple picture (with no sound or animations) or you can send your picture in the form of a movie (with sound and animations). You can't email SlideShows.

To send or receive Kid Pix email, you need an Internet service provider and a version 4 or higher browser (for AOL users, version 5 or higher). To send or receive movies, you need Macromedia Flash™ Player, version 4 or higher.

When you send email, Kid Pix connects to a web site using your Internet browser. You load the picture onto the site, type a personal message, and provide your email address and the email address for your recipient. The web site has no advertising or links to other sites. When you're finished, your browser closes and you return to Kid Pix.

To set up email in Kid Pix:

1. From the **Email** menu, choose **Set up**.



2. Read the information on the screen.
3. To allow your child to email pictures from within Kid Pix Deluxe 3, click **Enable Kid Pix Email** and click **OK**.

To email your Kid Pix picture:

1. Make sure your computer is connected to the Internet.
If you use a dial-up connection, use your usual method to dial up to your Internet Service Provider.
2. From the **Email** menu, choose **Send**.
3. Choose **Send a Picture** or **Send a Movie**.
 - **Send a Picture** If your picture has an attached sound, or includes movies or animations, the person receiving your email won't hear the sound or see the movement.
 - **Send a Movie** Any animations or sounds will be included in your email, but it will take longer to send.
4. Click **Send**.
Kid Pix starts your browser and connects you to the Kid Pix Email Center.
5. Click the button that adds your Kid Pix picture or movie to the **Send Email** page.

Kid Pix adds your picture or movie to the email page. Wait until it's finished loading.

6. In the spaces provided, type the email address you're sending your picture to, your own email address, and a personal message.
7. Click **Preview** to see how the message will look, and then click **Send** to send it.
If you want to change your message, click **Make Changes to This Email**.
8. Click **Back to Kid Pix Deluxe 3** when you're finished.

You'll receive an email message confirming that your picture was sent.

Working With Pictures

In this chapter, you'll learn about:

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

Starting a New Picture

You can start with a blank page, or use the Idea Machine like an electronic coloring book.

To start with a blank page:



1. Click the **New** button.

If you didn't save the picture that's already open, Kid Pix asks if you want to save it.

2. Click **Yes**.

The **Save** dialog box appears.

3. Type a name for your picture and click **Save** to save your picture and start a new one.

To use the Idea Machine:

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

The picture's sound plays when you open it.

Saving a Picture

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

To save your picture:



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

Opening a Picture

You can open any picture you created and saved.

To open a picture you saved earlier:

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

Exporting a Picture

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

To export a picture:

1. Click the **File** menu.
2. Click **Export**.
3. Navigate to where you want to save your exported picture.
4. Type a name for the exported picture.
5. Choose an export format.
 - **JPEG, PICT, or BMP** Everything in the picture is flattened. If you plan to attach the picture to an email message, use the JPEG option. JPEG and PICT pictures can be opened on a Macintosh computer;

JPEG and BMP pictures can be opened on a Windows computer.

- **Flash** Your animations and sounds will play. Flash requires a browser with a Flash player plug-in. To download the plug-in, point your browser to **www.macromedia.com**.
 - **Stand-alone** The exported picture runs without any other software. If your picture has a movie in it, the QuickTime file flattens the movie to a single frame.
 - **Page As QuickTime Movie** The exported file can be played on any kind of computer, but the person playing it needs a QuickTime plug-in or player. To download the plug-in, point your browser to **www.apple.com**. Use the QuickTime plug-in to open and play the exported file.
6. Click **Save**.

Using SlideShow

In this chapter, you'll learn about:

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

Creating and Opening SlideShows

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

Going to SlideShow

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

To go to SlideShow:



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

Starting a SlideShow

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

To create a new SlideShow:

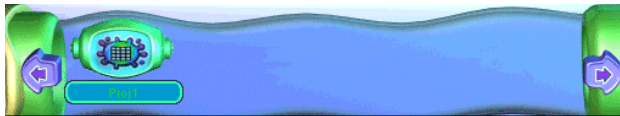


1. Click the **New SlideShow** button in the SlideShow tray at the bottom of the screen.
2. Type a name for your SlideShow.

The name of your SlideShow appears at the top of the screen and a new SlideShow icon appears in the SlideShow tray.

To open a SlideShow:

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



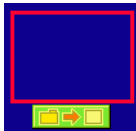
The **SlideShow** tray shows SlideShows in your My SlideShows folder. To open a SlideShow in a different folder, use **Open** on the **File** menu.

Loading Pictures

Each slideholder in the SlideShow can contain a Kid Pix picture.

Once you load the pictures, you can move them into any order you like. If you leave spaces blank, the SlideShow will skip those spaces when you play your SlideShow.

To load a picture:



1. Click the **Load** button for the slideholder where you want the picture to appear.
Hold the mouse over a slideholder to see the **Load** button below it.
2. Click the picture to load.
3. Click **Open**.

Editing Pictures

To change a picture you loaded or create a new picture, go back to the Paint Zone.

To go back to the Paint Zone:



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

Moving Pictures Around

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

To move a picture by dragging:

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

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

To move a picture by pasting:

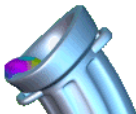
1. Click the picture to move.
2. Click the **Edit** menu and click **Copy** or **Cut**.

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

Cut removes the picture and pastes it somewhere else.

3. Click the new slideholder for the picture.
4. Click the **Edit** menu and choose **Paste**.
If you drop a picture on a filled slideholder, the new one *replaces* the one that's there.

To delete a picture from your SlideShow:



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

Seeing All the Pictures

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

Getting Rid of Blanks

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

To get rid of blanks:

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

Customizing Your SlideShow

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

Slide Advance Options

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

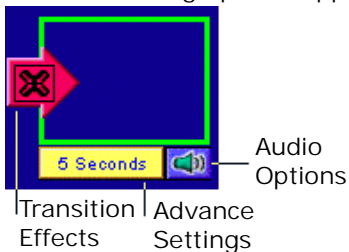
If you don't set any slide advance options, each slide will show for 7 seconds.

To set slide advance options:

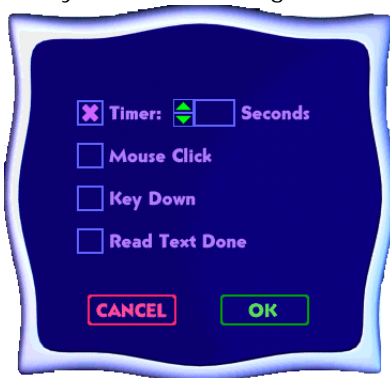


1. Click the **My SlideShow** button.

The customizing options appear.



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



3. Do one of these things:
 - Choose **Timer** and type the number of seconds to wait between this slide and the next one. If you want to export your SlideShow later, choose this option. See “Exporting Your SlideShow” on page 89.
 - Choose **Mouse Click** to tell SlideShow to wait until you click the mouse before the next slide displays.
 - Choose **Key Down** to tell SlideShow to wait until you press any key on your keyboard (except **Escape**) before the next slide displays.
 - Choose **Read Text Done** to tell SlideShow to read any text on the slide and then display the next slide.
4. Click **OK**.

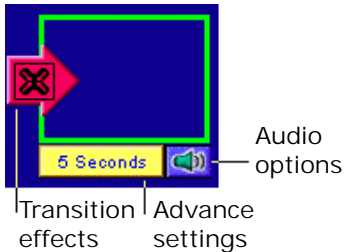
Transition Effects

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

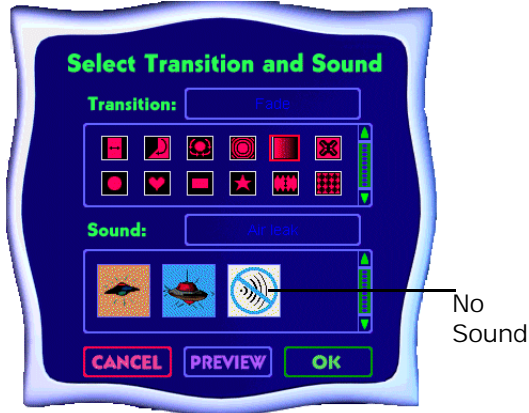
To set transition effects:



1. Click the **My SlideShow** button.
The customizing options appear.
2. Click the red **Transition Effects** arrow in front of a slide to change the transition into that slide, or click the arrow after the slide to change the transition out of that slide and into the next one.



3. Choose a visual transition effect.



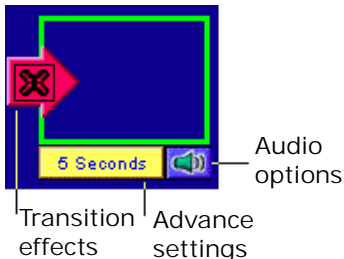
- The bottom list scrolls to show you the sound for that visual effect.
4. Leave the sound as it is, click a different sound, or click **No Sound** to make the transition silent.
 5. Click **Preview** to see how the transition will look and sound.
 6. Click **OK**.

Audio Options

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

To set audio options:

1. Make sure that **Text to Speech** and **Play Attached Sounds** are **on** in the **Controls** menu.
2. Click the **My SlideShow** button.
The customizing options appear.
3. Click the **Audio Options** button for the slide you want to change.



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

Background Color

Slides in a SlideShow appear against a solid color background. You can pick the color.

To choose the background color:

1. Click the **Toolbox** menu and click **Pick Background Color**.
2. Pick a color and click **OK**.

Playing Your SlideShow

You can play a SlideShow to see all your effects.

To play your SlideShow:



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

Switching to Manual Advance

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

To switch to Manual Advance:

1. Click the **Controls** menu and click **Turn Manual Advance On**.

2. Play the SlideShow by clicking the **Play** button.
3. Click the mouse or press any key on your keyboard (except **Escape**) to advance.



Printing Your SlideShow

You can print each picture in your SlideShow, one at a time, on its own piece of paper, or you can print small versions of the pictures onto one page. You can print as many pictures at one time as can fit on one piece of paper.

To print your SlideShow:



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

- **Card/Booklet** prints each page on one panel of a piece of paper folded into quarters.

To make a card, print one slide onto the first panel and write on the other panels.

To print four pictures on a page, choose **Card/Booklet** and type **1** in the **Starting Picture** box and **4** in the **Ending Picture** box. To print the next four pictures, choose **Print** again and type **5** in the **Starting Picture** box and **8** in the **Ending Picture** box, and so on.

- **Comic Book** prints six pictures on each piece of paper.

To print six pictures on a page, choose **Card/Booklet** and type **1** in the **Starting Picture** box and **6** in the **Ending Picture** box. To print the next six pictures, choose **Print** again and type **7** in the **Starting Picture** box and **12** in the **Ending Picture** box, and so on.

- **Thumbnail** prints twenty-four pictures on each piece of paper.

To print twenty-four pictures on a page, choose **Thumbnail** and type **1** in the **Starting Picture** box and **24** in the **Ending Picture** box. If your slideshow is longer than that, choose **Print** again and type **25** in the **Starting Picture** box and **50** in the **Ending Picture** box, and so on.

3. If you picked **Card/Booklet** or **Comic Book**, pick one of these:
 - **Portrait** holds the paper the tall way, and prints **Comic Book** pictures two across and three down.
 - **Landscape** holds the paper the wide way and prints **Comic Book** pictures three across and two down.
4. Type the page numbers for the starting and ending pictures to print.
5. Click **OK** to print the SlideShow.

Saving Your SlideShow

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

To save your SlideShow:



1. Click the **Save** button.
2. Type a name for your SlideShow.
3. Click **Save**.

Exporting Your SlideShow

You can export a copy of your SlideShow to play without Kid Pix, or to play on another computer with Kid Pix. Exported SlideShows don't include the Text-to-Speech feature. For information on Text-to-Speech, see "Reading Text Out Loud" on page 37.

To export your SlideShow:

1. Click the **File** menu.
2. Click **Export**.

3. Navigate to where you want to save your exported SlideShow.
4. Type a name for the exported SlideShow.
5. Choose an export format.

- **SlideShow to Go** Creates a folder with everything you need to run your SlideShow on a different computer with Kid Pix.

Copy the resulting folder to the other computer, then use the **Open** command on the **File** menu to open the SlideShow file in that computer's version of Kid Pix. Kid Pix will find all the files it needs to show your slideshow.

- **QuickTime** Can be played on any kind of computer but requires a QuickTime plug-in to play. To download the plug-in, go to www.apple.com. Only timing advance options are supported. Transitions are not included.

To play the resulting file, use the QuickTime plug-in to open and play your exported file.

6. Click **Save**.

The Kid Pix Deluxe 3 Menus

In this chapter, you'll learn about:

- The File Menu
- The Edit Menu
- The Add Menu
- The Toolbox Menu
- The Controls Menu
- The Email Menu
- The Small Kids Mode Menu
- The Help Menu

The File Menu

New

Creates a new Kid Pix picture or SlideShow. For details, see “Starting a New Picture” on page 67 and “Starting a SlideShow” on page 73.

Open

Lets you open a Kid Pix picture or SlideShow. Kid Pix first looks in your My Pictures or My SlideShows folder, but you can browse other folders on your computer. For details, see “Opening a Picture” on page 69 and “Creating and Opening SlideShows” on page 72.

Save As

Saves the open picture or SlideShow. For details, see “Saving a Picture” on page 68 and “Saving Your SlideShow” on page 89.

Export

Saves your picture or SlideShow in a different format. For details, see “Exporting a Picture” on page 70 and “Exporting Your SlideShow” on page 89.

Print

Prints the open picture or SlideShow. For details, see “Printing Your Picture” on page 62 and “Printing Your SlideShow” on page 86.

Log In as New User

When you log in as a different user, Kid Pix uses the settings and folder locations for that user. For details, see “Setting Up Multiple Users” on page 101.

Exit

Closes Kid Pix and returns you to your computer desktop. You can also click the door in the middle of the right side of the Paint Zone to exit.

The Edit Menu

Undo/Redo

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

Cut

Removes the current selection and places it on the Clipboard.

Copy

Puts a copy of the current selection on the Clipboard.

Paste

Pastes whatever is on the Clipboard.

The Add Menu

Add Graphic

Adds a picture created in another program to your Kid Pix picture. For details, see “Adding Pictures from Other Programs” on page 56.

Add Movie

Adds a QuickTime movie to your Kid Pix picture. For details, see “Adding QuickTime Movies” on page 58.

Load Picture

Places a picture in the current slideholder of your SlideShow. For details, see “Loading Pictures” on page 74.

Import Background

Lets you use a picture created in another program as the background for your Kid Pix picture. For details, see “Importing Backgrounds” on page 46.

Import Sound

Lets you use a sound on your computer as the attached sound for your Kid Pix picture. For details, see "Sounds" on page 52.

The Toolbox Menu

Edit ABC Text

Lets you type the text to paint with a Wacky Brush. For details, see "ABC Text Tool" on page 32.

Check Spelling

Checks the spelling in all the text boxes in your picture. For details, see "Checking Spelling" on page 36.

How to Pronounce

Lets you teach Kid Pix how to say words it doesn't know, like names and places. For details, see "Teaching Kid Pix to Pronounce" on page 39.

Flatten Text

Makes text boxes part of the background. You can flatten just the selected text box or all text boxes. For details, see “Working with Text Boxes” on page 33.

Flatten Stickers and Animations

Makes stickers part of the background. You can flatten just the selected sticker or all stickers. For details, see “Stickers” on page 48.

Change Effects

Lets you customize the settings for your SlideShow. For details, see “Customizing Your SlideShow” on page 78.

Pick Background Color

Sets the background color for your SlideShow. For details, see “Background Color” on page 84.

The Controls Menu

Turn Tool Sounds On/Off

Sets whether tools and buttons make sounds when you click them. For details, see “Controlling Sound” on page 103.

Turn Text-To-Speech On/Off

Sets whether Kid Pix reads the text in text boxes when you play your page. For details, see “Reading Text Out Loud” on page 37.

Turn Attached Sound On/Off

Sets whether Kid Pix plays the attached sound when you play your page. For details, see “Controlling Sound” on page 103.

Turn Manual Advance On/Off

Temporarily overrides the transition settings in your SlideShow, so you have to click the mouse to advance the slides. For details, see “Switching to Manual Advance” on page 85.

Clean Up

Gets rid of the blank slots in your SlideShow. For details, see “Getting Rid of Blanks” on page 77.

Go to Slide Show/Paint Zone

Switches you from the Paint Zone to SlideShow and vice versa. For details, see “Going to SlideShow” on page 73 and “Editing Pictures” on page 75.

The Email Menu

Set up

Lets you control whether a child can email Kid Pix pictures from within Kid Pix or not. For details, see “Emailing Your Picture” on page 63.

Send

Uploads the current Kid Pix picture to the Internet, where it can be viewed by a friend. For details, see “Emailing Your Picture” on page 63.

The Small Kids Mode Menu

Turn Small Kids Mode On/Off

Switches between modes. For details, see “Activating Small Kids Mode” on page 102.

The Help Menu

Help

Gives you on-the-spot help. For details, see “Getting Help” on page 6.

About Kid Pix Deluxe 3

Tells you which version of the program you have.

View User Guide

Displays this User Guide in Acrobat Reader.

Options for Parents and Educators

In this chapter, you'll learn about:

- Setting Up Multiple Users
- Activating Small Kids Mode
- Controlling Sound

Setting Up Multiple Users

You can set up multiple users at one time for classroom use, or if lots of kids use the same computer.

To change settings for multiple users:

1. At the **Login** screen, type **KidPixAdmin** and then click **Go**.
2. Type the names of the new users and click **Add** after each one.
3. To delete a user, select the name to remove and click **Delete**.
4. Click **Done** when you're finished.

Activating Small Kids Mode

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

In Small Kids Mode, children can:

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

To use Small Kids Mode:

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

Controlling Sound

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

To set sound settings:

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

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

Frequently-Asked Questions

The questions and answers in this chapter include:

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

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

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

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

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

How can I move a Kid Pix file from one computer to another?

Can I save a Kid Pix picture or SlideShow in another format, so other people can see it?

These two questions are related.

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

To move the picture or SlideShow to another computer without Kid Pix on it, export it in a format the other computer can play. For more information, see "Exporting a Picture" on page 70 and "Exporting Your SlideShow" on page 89.

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

Log in as KidPixAdmin to set up multiple users. Then, log in as each user in turn and set up Kid Pix for that user. For details, see "Setting Up Multiple Users" on page 101.

How do I use the Sound Art brushes?

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

To choose a sound art brush, display the **Painting** tools and click the microphone in the tray. Then click the **Hands-free** or **Mouse-move** option in the tool options tray.

If you choose **Hands-free**, you can make noise into the microphone and Kid Pix will paint. If you choose **Mouse-move**, you can drag the mouse and make noise at the same time to form the painting. For details, see "Using Painting Tools" on page 11.

What's the difference between Rubber Stamps and Stickers?

Rubber Stamps are pictures you “stamp” onto your picture. They immediately flatten into the background. You can edit rubber stamps using the **Pencil** in the **Rubber Stamp** tray. For details, see “Using Rubber Stamps” on page 20. You can't edit the **Rubber Stamps** once you've added them to your picture.

Stickers are pictures you add to your Kid Pix picture that remain independent objects. You can move and resize them until you flatten them. For details, see “Stickers” on page 48.

What's the difference between animations and animated Wacky Brushes?

Animations are stickers that move, like very small movies. Animations play when you play your picture. Animations remain independent objects after you add them to your picture. You can move and resize them until you flatten them. For details, see “Animations” on page 50.

Wacky Brushes and Spray Cans are **Painting** tools that paint with magical effects. After you paint with them, they animate for a short period, then flatten into the background bitmap. You can't move or change the results of a Wacky Brush or Spray Can the way you can an animation. For more information, see "Using Painting Tools" on page 11.

Getting Technical Support

Contact our Technical Support in these ways:

- Call our Technical Support Call Center from 8:00 AM to 8:00 PM CST at **319-247-3333**.
- Email a description of your problem to **help@tlcsupport.com**.
- Contact us 24 hours a day by faxing **319-395-9600**.
- Write to us at
Broderbund, 1700 Progress Drive, PO Box
100-TS, Hiawatha, IA 52233-0100 USA,
Attn: Kid Pix

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