

Software Mackiev's **Mac OS X Edition**



User's Guide Kid Pix Deluxe 3X



Credits

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About Kid Pix Deluxe 3X

Welcome to Software MacKiev's new Mac OS X edition of Kid Pix! Kid Pix inspires children to express their natural creativity with wacky, innovative, and fun art tools.

The Mac OS X Edition of Kid Pix Deluxe 3X has been enhanced to take full advantage of working with sound and graphics by easy interaction with Apple's "iApps".

Kid Pix Deluxe 3X has two parts:

- The Paint Zone lets you create pictures with different art tools.
- Slide Show lets you put pictures into a presentation with visual transitions and sounds.

In this chapter you will learn about:

- Kid Pix Deluxe 3X System Requirements
- Getting Started
- Installing Kid Pix CD Contents
- The Kid Pix Deluxe 3X Paint Zone
- The Kid Pix Deluxe 3X Slide Show
- Using the Menus
- Getting Help
- Removing Kid Pix Deluxe 3X

Kid Pix Deluxe 3X System Requirements

Minimum system requirements:

- Mac OS X 10.1.5 or later
- Any Macintosh computer with a G3-266 MHz processor or faster
- 256 MB RAM
- 200 MB of free space to install and work with the application (in this case the **Kid Pix Deluxe 3 CD** must be in the CD/DVD drive in order to use the libraries), or about 350 MB for full installation
- 800 x 600 display resolution, thousands of colors (1024 x 768 display resolution and millions of colors are recommended)

Getting Started

To install Kid Pix Deluxe 3X:

1. Put the **Kid Pix Deluxe 3X** CD in the CD-ROM drive. The **Kid Pix Deluxe 3X** window appears.



2. Double-click the **Kid Pix Installer** icon. In the window that appears, click the **Continue** button.
3. Select either **Home** or **School** installation depending on where you use Kid Pix and click **Continue**.
4. Select the installation options you want.

- With **Home** installation, decide if you want to install only the Kid Pix application or the application and its libraries as well.

Note: If you decide not to install the entire **Kid Pix Deluxe 3X** CD contents, only part of the contents will be installed on your hard disk. The rest of the contents (backgrounds, stickers, animations, stamps, and sounds) can be used from the CD. You can always install the entire Kid Pix CD contents later. For more information, see ["Installing Kid Pix CD Contents" on page 8](#).

- With **School** installation, you can turn on or off the Login dialog, the startup movie, and the update notifications in Kid Pix. The application libraries are always installed.

Note: You can always change these settings later by using the **Kid Pix Preferences** dialog. For more information, see ["Setting Up Kid Pix Preferences" on page 61](#).

5. Click **Continue** and wait until the installation is completed. Then click **Register** to register Kid Pix if you are online, or click **Done** to register later if you are not.

To launch Kid Pix Deluxe 3X:

1. In the **Applications** folder, which automatically opens after installation, double-click the **Kid Pix Deluxe 3X** icon.

Tip: To find Kid Pix quickly in future, drag the application icon to the Dock.



To register Kid Pix Deluxe 3X:

Register your copy of Kid Pix to be notified about product updates and news.

You can register your copy of Kid Pix by choosing the **Kid Pix Registration** command from the **Kid Pix** application menu.

To log in to Kid Pix Deluxe 3X:

When you launch Kid Pix Deluxe 3X, the **Log In** dialog appears.



1. Type your name in the box labeled **"Enter your name here"**.
2. Click **GO** to open Kid Pix Deluxe 3X.

From now on, your name will be in the **"Select your name here"** list and you can double-click it to start using Kid Pix. For details on adding more users, see ["Setting Up Multiple Users" on page 63](#).

Note: You can turn the **Login** dialog off using the **Kid Pix Preferences** dialog. For more information, see ["Turning Off the Login Dialog" on page 63](#).

Installing Kid Pix CD Contents

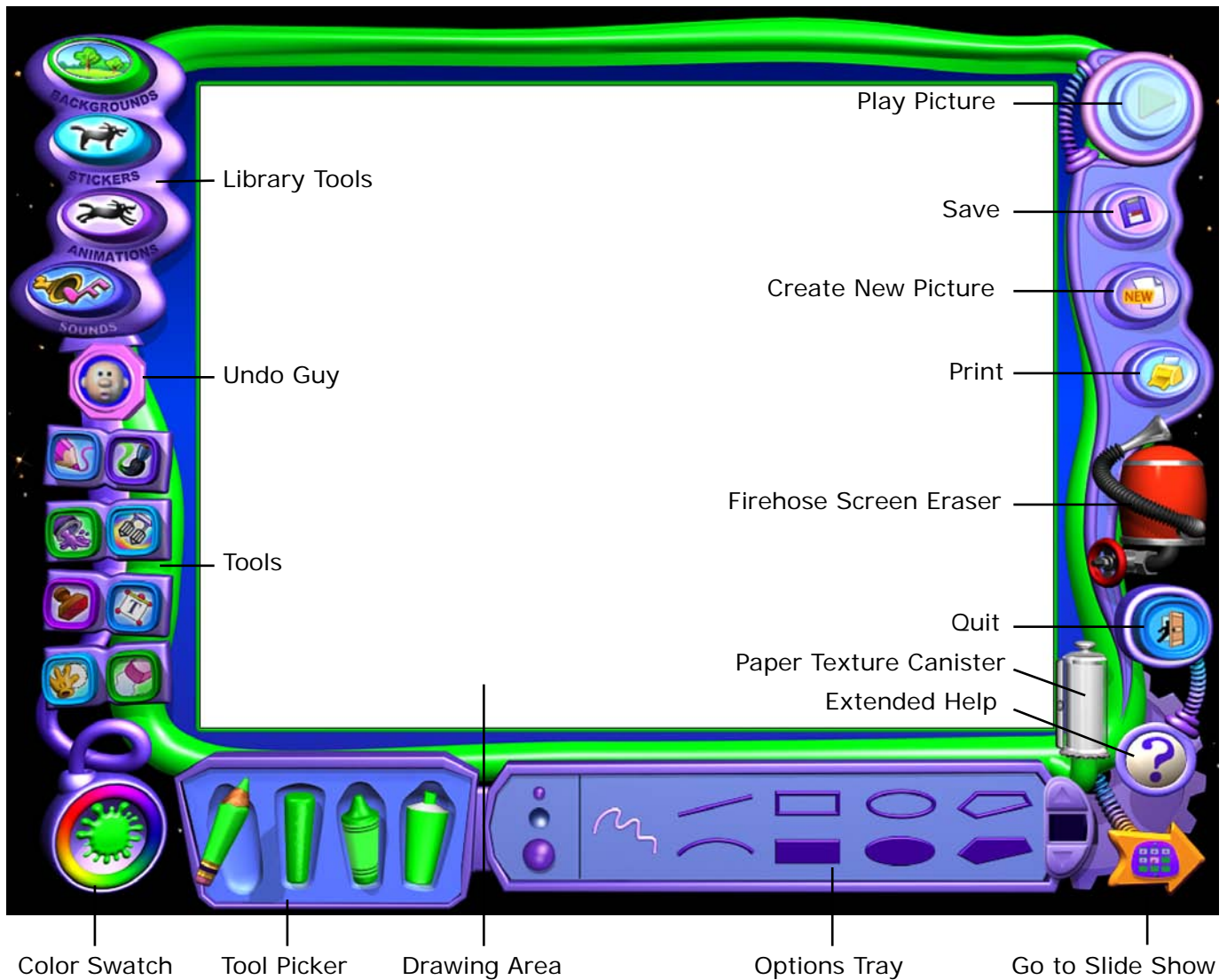
If you do not want to use the CD while working with the application, you can install all Kid Pix CD contents on your hard disk.

To install Kid Pix CD contents:

1. Launch Kid Pix by double-clicking the **Kid Pix Deluxe 3X** icon located in the **Applications** folder.
2. Log in to Kid Pix using the **Login** dialog.
3. Choose **Install Kid Pix CD Contents** from the **Kid Pix** application menu on the menu bar. For information on displaying the menu bar, see ["Using the Menus" on page 11](#).

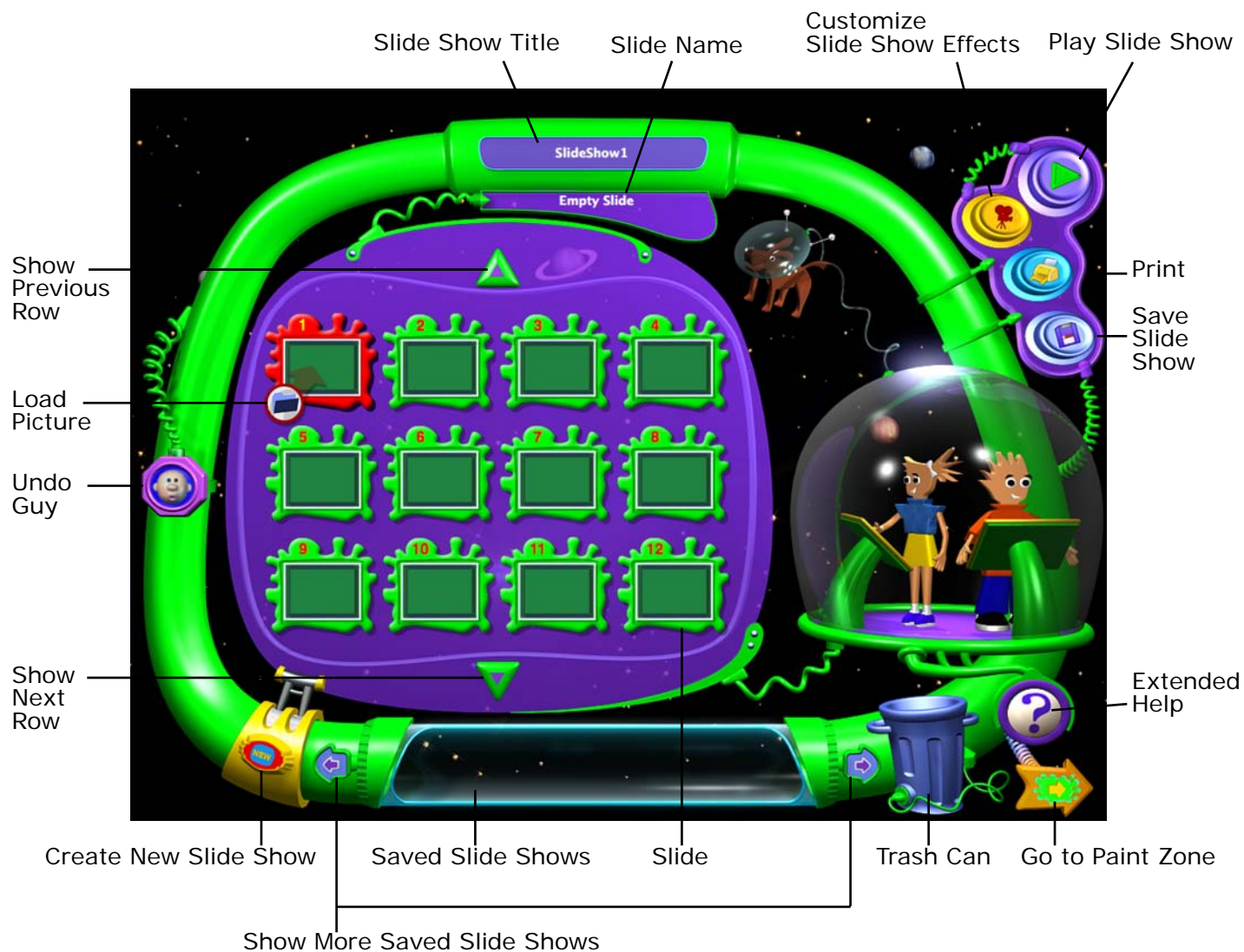
The Kid Pix Deluxe 3X Paint Zone

After logging in to Kid Pix Deluxe 3X, you will see the Paint Zone. For more information on using the Paint Zone, see ["Working with Pictures" on page 47](#).



The Kid Pix Deluxe 3X Slide Show


You can make a Slide Show with your pictures. For more information on using Slide Show, see ["Working with Slide Show" on page 51](#).



Using the Menus

Kid Pix Deluxe 3X has menus you can display and use. For a full list of all the menu commands, see ["The Kid Pix Deluxe 3X Menus" on page 65](#).

To display the menus:

1. Position the pointer at the very top of the screen by moving your mouse.
-  2. When you see a black triangle outlined in white, make a single click. The menu bar will appear.
3. Click the desired menu title to open it, then click the command you want to choose.

Getting Help

In the Paint Zone and the Slide Show, you can find out about items on the screen. There are different types of help available: extended help, coaching help, help tags, and the User's Guide.

Extended Help



1. Click the **Extended Help** button.
2. Move the pointer over the items you want help with.
3. Read and listen to the help message. Wait for a few seconds to hear the message again. Move the pointer away and the current help message will disappear.
4. Click once anywhere to leave the **Extended Help** mode.

Coaching Help

If there is no mouse or keyboard activity for a certain period of time, you will get tips telling you how to use the currently selected tool. A voice reads the helpful tips out loud. You can set the period of time after which **Coaching Help** starts. For details, see ["Setting Up Kid Pix Preferences" on page 61](#).

Help Tags

You will see and hear helpful explanations when you place your pointer over any tool or button for a few seconds. Help tags are turned on when you launch Kid Pix for the first time. For details on additional help tag settings, see ["Setting Up Kid Pix Preferences" on page 61](#).

To turn help tags off and on:

1. To turn help tags off, choose **Turn Help Tags Off** from the **Help** menu. The command automatically changes to **Turn Help Tags On**.
2. To turn help tags on, choose **Turn Help Tags On** from the **Help** menu. The command automatically changes back to **Turn Help Tags Off**.



Kid Pix Deluxe 3X User's Guide

1. From the **Help** menu, choose **Kid Pix User Guide**.
2. Read or print the information.

Removing Kid Pix Deluxe 3X

To remove Kid Pix Deluxe 3X from your computer:

1. Drag the **Kid Pix Deluxe 3X** application to the Trash. (The application is located in the main **Applications** folder on the system disk.)
2. Drag the **Kid Pix Users** folder to the Trash. (The folder is located inside the current user's **Documents** folder.)
*Note: If you chose the **Skip the Login** dialog option during installation of Kid Pix, the **Kid Pix Users** folder does not exist.*
3. Drag the **com.mackiev.kidpix.plist** file to the Trash. (This file is stored in the **Preferences** folder which is located in the current user's **Library** folder.)
4. Drag the **Kid Pix Deluxe 3X** folder to the Trash. (The folder is stored in the **Shared** folder which is located in the **Users** folder.)
5. Drag the **Software MacKiev** folder to the Trash. (The folder is located inside the **Application Support** folder in the current user's **Library** folder.)
6. If you have placed the **Kid Pix Deluxe 3X** icon in the Dock, drag it out.
7. Empty the Trash.

Using the Art Tools

In this chapter you will learn about:

- Using Drawing Tools
- Using Painting Tools
- Using Paint Bucket Tools
- Using Mixer Tools
- Using Rubber Stamp Tools
- Using Paper Textures
- Using Color Swatch and Eye Dropper
- Using Eraser Tools
- Using Undo Guy

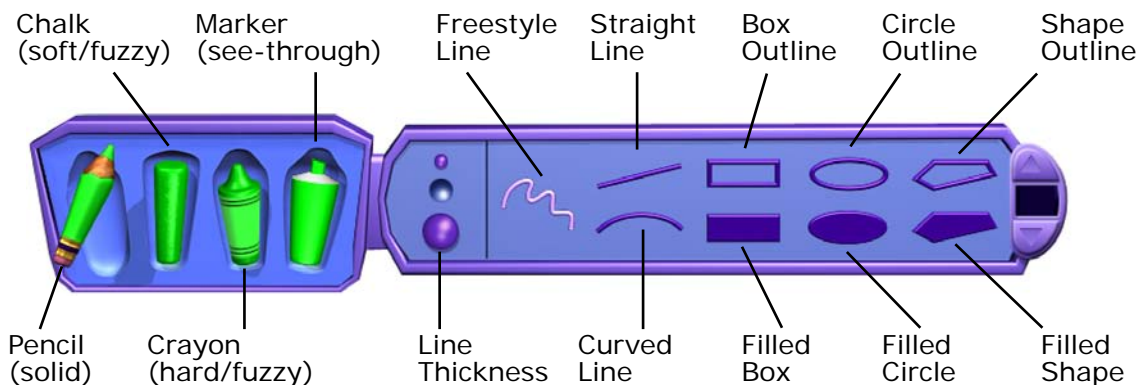
Using Drawing Tools

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

To draw:



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



2. Pick a tool.
3. Select a thickness for the line.
4. Select a shape or a line type.
5. Click in the drawing area and, holding down the mouse button, move the mouse around to draw.

For rectangles, circles, and polygons, you can draw either a filled or an outline shape. Outlines let the background show through.

- To draw a curve, click the **Curved line** and click in the drawing area in the place where you want to start drawing a curve. Holding down the mouse button, draw a straight line. Release the mouse button and move the pointer over the line to bend it to the curve you want, then click again.
- To draw a polygon, click the **Shape outline** or **Filled shape**. Draw the sides, clicking at the end of each one. Finish by clicking the starting point again.

Drawing Tips

- If you change the paper texture and then draw with the **Crayon**, **Chalk**, or **Marker**, the texture shows through under your drawing. For more information on using paper texture, see ["Using Paper Textures" on page 20](#).
- To draw vertical and horizontal lines, or squares and circles, press the Shift key while drawing.

Using Painting Tools

Use Kid Pix Painting Tools for a dazzling array of realistic and out-of-this-world painting effects. There are three different tools: Paint Brush, Sound Art tool, and Spray Can. Each tool has two modes.

To paint:



1. Click the **Painting Tools** button.
2. Click **Paint Brush**, **Sound Art**, or **Spray Can**.

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

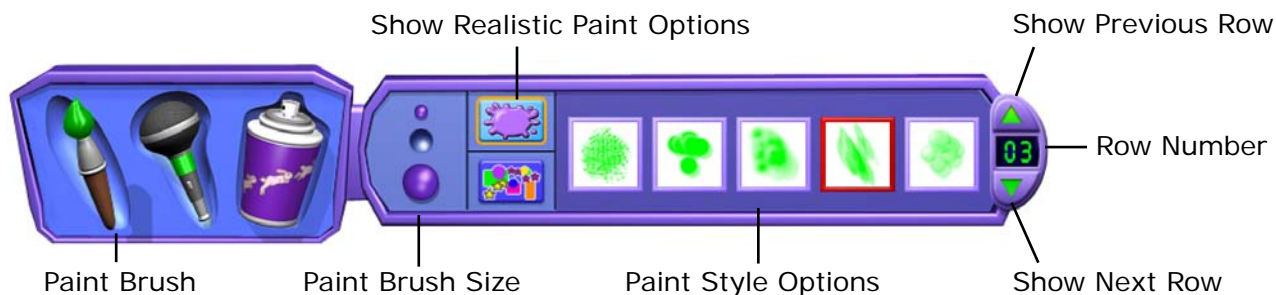
3. Select a size (not every tool has a size selection).
4. Select a painting mode.

When you pick a mode, the options change.

5. Select a painting option.
6. Click the arrows at the right side of the tray to see more painting options.
7. Click the drawing area and, holding down the mouse button, move the mouse around to paint.

Paint Brush

Click **Paint Brush** and select a brush size and painting mode. In the **Realistic Paint** mode you can paint like with a real brush.



The **Wacky Paint** mode creates magical effects.

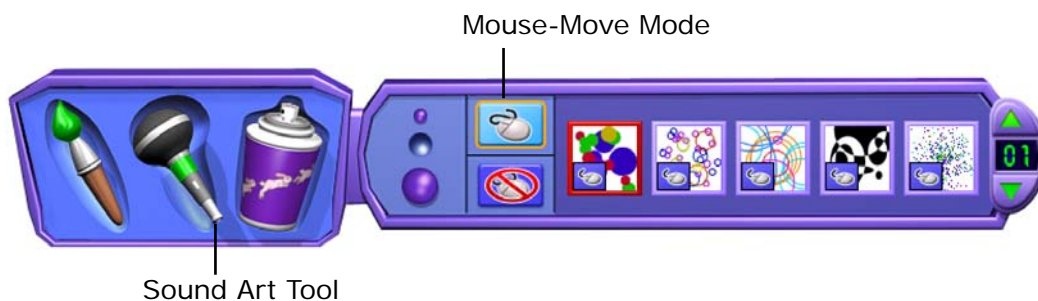


Show Wacky Paint Options

Note: Most of the Wacky Paint options change their drawing style when you press the Shift, Option, or Command keys while drawing.

The Sound Art Tool

To use the **Sound Art** tool, you need to talk, sing, or play music into a built-in microphone or one attached to your computer. The **"Mouse-move"** mode lets you direct the painting with your mouse.



Sound Art Tool

The **"Hands-free"** mode lets the sound do the painting.

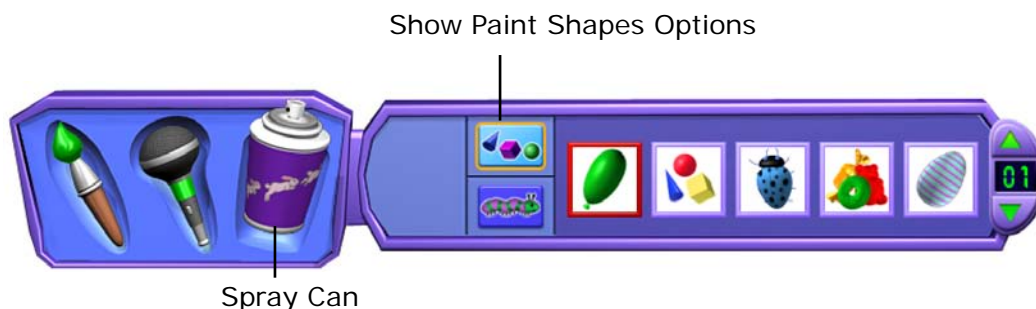


Hands-Free Mode

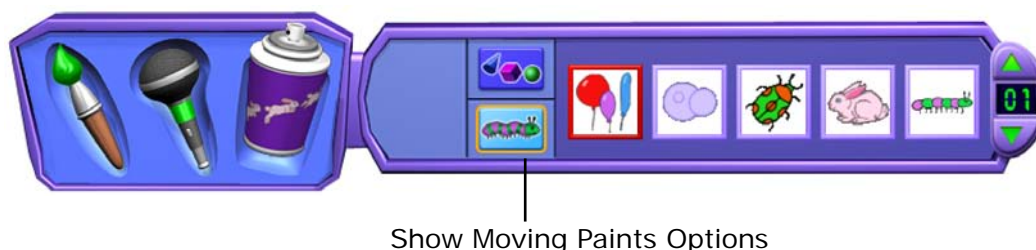
Note: If this tool does not work properly, make sure you have your microphone connected and that the corresponding device is selected in the **Input** pane of the **Sound** dialog of **System Preferences**.

Spray Can

The **Paint Shapes** mode sprays three-dimensional shapes: balloons, bugs, candies, and so on.



The **Moving Paints** mode sprays balloons, bubbles, and creatures that dance, fly, hop, or wiggle.



Painting Tips

- Experiment with **Painting Tools**, modes, and options. Try lots of different combinations.
- For information on adding text in the **Wacky Paint** mode, see ["Alphabet Text Tool" on page 23](#).
- Some of the **Realistic Paint** options of the **Paint Brush** tool let a paper texture show through. For more about paper texture, see ["Using Paper Textures" on page 20](#).

Using Paint Bucket Tools

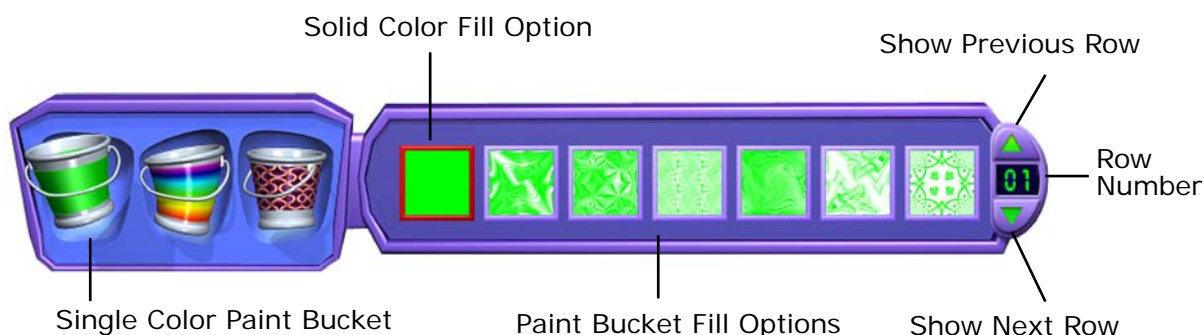
Paint Buckets let you fill up an area of your picture. There are three kinds of Paint Bucket Tools. Single Color Paint Bucket fills an area with one solid color or a single-color pattern. Blend of Colors Paint Bucket fills an area with a blend of colors. Multicolor Pattern Paint Bucket fills an area with a multicolor pattern.

To fill an area:

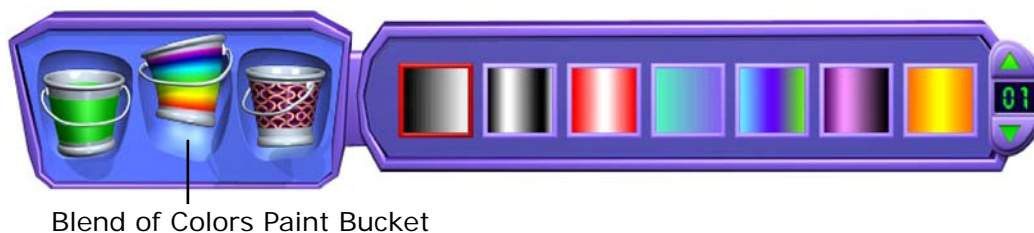


1. Click the **Paint Bucket Tools** button to see the **Paint Buckets** tray.
2. Pick a bucket from the left side of the tray.
3. Select a fill option from the right side of the tray. You can click the scrolling arrows to see more fill options.
4. Click inside the area you want to fill.

The **Single Color Paint Bucket** uses the current color in the Color Swatch. Select solid color or one of the single-color patterns.



The **Blend of Colors Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the blends to use in your painting.



The **Multicolor Pattern Paint Bucket** does not use the current color in the Color Swatch. You can pick any of the multicolored patterns to use in your painting.



Fill Tips

- If you fill with the **Blend of Colors Paint Bucket**, position the pointer on your picture and click and hold the mouse button down while the blend effect appears. Then, without releasing the mouse button, you can move the mouse around to change how the blend colors appear inside the area on your picture.
- You can design your own two-color patterns. Fill an area with a solid color, then change the color in the Color Swatch and fill the same area with a single-color pattern.
- For information on changing the color for the Single Color Paint Bucket, see ["Using Color Swatch and Eye Dropper" on page 20](#).

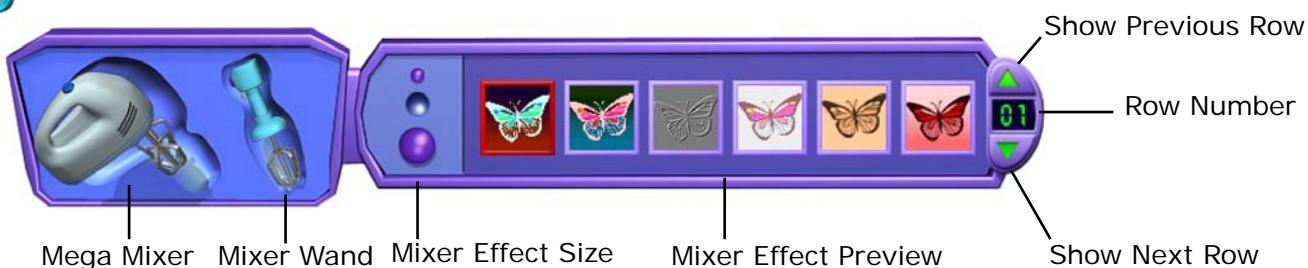
Using Mixer Tools

Mixers mix up your picture. You can mix up the whole painting with the Mega Mixer, or just parts of the picture with the Mixer Wand.

To mix things up:



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



2. Pick the **Mega Mixer** or the **Mixer Wand** from the left side of the tray. The **Mega Mixer** mixes up the whole picture with one click; the **Mixer Wand** mixes the places where you drag it.
3. Select a mixer effect from the right side of the tray. You can click the scrolling arrows to see more effects.
4. Select a mixer effect size.
5. Click your picture with the Mega Mixer or drag the Mixer Wand to mix areas on your picture.

Mixer Tips

- Mix up an imported photograph for fun results. For information on importing photos, see ["Adding Pictures" on page 39](#).
- You can change the size only for some Mega Mixer effects. The size of the Mega Mixer influences the intensity of the mixer effect.

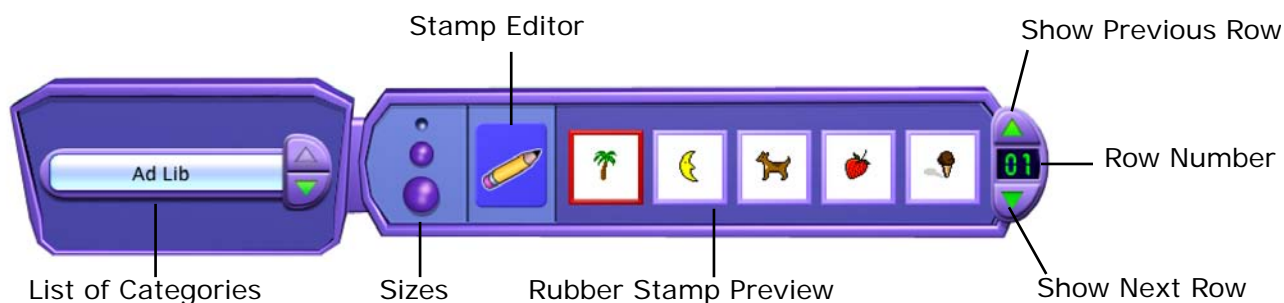
Using Rubber Stamp Tools

Use the **Rubber Stamp Tools** to stamp different images onto your picture.

To use Rubber Stamp Tools:



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



2. Choose a category from the pop-up list. Click the arrows at the right side of the pop-up list to scroll through the list of stamp categories.
3. Select a size for your rubber stamp.
4. Select a rubber stamp, then click your picture.

Editing Rubber Stamps

You can edit rubber stamps.

To edit rubber stamps:



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

2. Click the stamp you want to edit.



3. Click the **Stamp Editor** button to open the **Stamp Editor**.

Note: Alternatively, you can open the **Stamp Editor** by double-clicking the stamp you want to edit in the **Rubber Stamps** tray.



Use these tools to change your stamp:

- Use **Pencil** to draw on the stamp.
 - Pick a color in the **Color Picker** and use **Fill Bucket** to recolor the stamp.
 - Click **Rotate** to turn the stamp 90 degrees clockwise. You can do this several times.
 - Click **Flip Horizontal** to turn your stamp over from left to right, giving you a mirror-image.
 - Click **Undo/Redo** to undo or redo your last action, or click **Restore Original** to go back to the original stamp view.
 - Use **Eraser** to erase the whole stamp so you can start from scratch.
4. Click **OK** when you are finished.

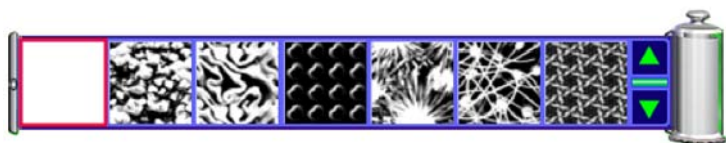
Using Paper Textures

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

To change a paper texture:



1. Click the **Paper Texture Canister** in the bottom-right corner of the Drawing Area. The **Paper Textures** tray opens.



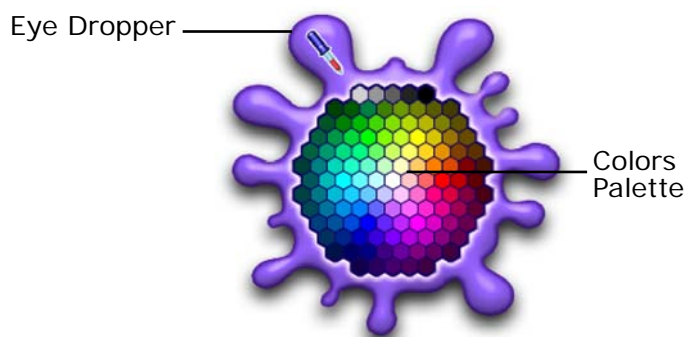
2. Scroll through the paper textures in the tray.
3. Click the texture you want.

You can see the texture you have selected on the **Paper Texture Canister**.

4. Draw with **Crayon**, **Marker**, **Chalk**, or with some of the **Realistic Paint** options of the **Paint Brush** tool to see the texture in your picture.

Using Color Swatch 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 Swatch at the bottom-left corner of the Paint Zone and on many art tools.



The Color Picker also includes Eye Dropper, a tool that lets you pick up and use any color in your picture that isn't in the Color Picker.

To pick a color in the Color Picker:



1. Position the pointer over the Color Swatch. The Color Picker pops up.
2. Click a color in the Color Picker. As soon as you pick a color, the Color Swatch changes to show your new choice. Move the pointer out of the Color Picker to close it and continue working with Kid Pix.

To pick up a color with the Eye Dropper:



1. Open the Color Picker by positioning the pointer over the Color Swatch.
2. Click the Eye Dropper.
3. Move the Eye Dropper over the screen. As the pointer moves, the Color Swatch changes to show colors that the Eye Dropper can pick up.
4. Click when the color you want appears in the Color Swatch. The Color Picker closes. The color you have clicked becomes the current color for the selected tool.

Using Eraser Tools

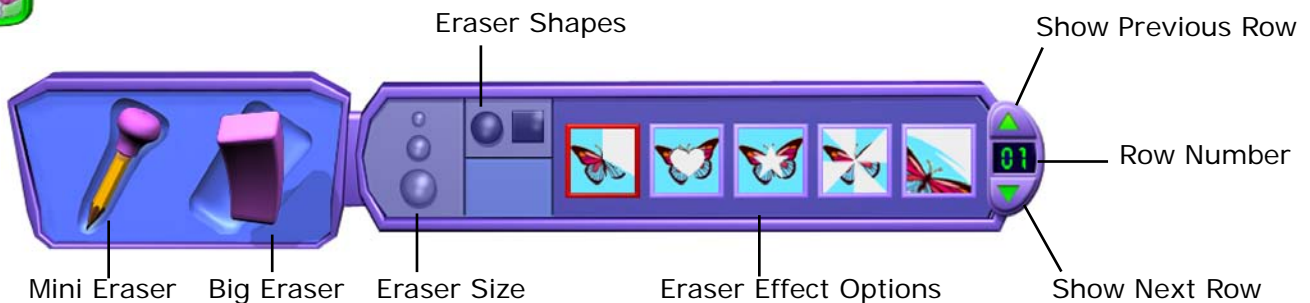


Big Eraser erases your whole picture. You can also click the **Firehose Screen Eraser** to clear the drawing area. **Mini Eraser** erases the places where you drag it, leaving white space. You cannot erase stickers, animations, movies, or text boxes with **Mini Eraser**. (To remove these objects, select them using the **Grab Hand** tool in the **Grab** tray and press the **Delete** key.)

To erase your whole picture:



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



2. Click **Big Eraser**.
3. Pick an eraser effect option. You can click the scrolling arrows to see more effects.
4. Click your picture.

To erase a part of your picture:



1. Click the **Eraser Tools** button. The **Erasers** tray appears.
2. Click **Mini Eraser**.
3. Select a size for the eraser.
4. Pick one of these shapes:
 - To erase with a round outline, click the circle shape.
 - To erase with a square outline, click the square shape.
5. Drag the eraser in the places you want to erase.

Using Undo Guy



Click **Undo Guy** whenever you do something to your picture or Slide Show that you do not want to keep. Click again to redo what you just have undone.

Using the Text Tools

In this chapter you will learn about:

- Adding Text
- Working With Text Boxes
- Changing the Way the Letters Look
- Checking Spelling
- Checking Spelling As You Type
- Reading Text Out Loud

Adding Text

There are three ways to add text:

- Insert a text box and type text in it.
- In **Small Kids Mode**, add rubber stamp characters to the picture.
- Use the **Letters Wacky Paint** option to paint wacky text onto your picture.

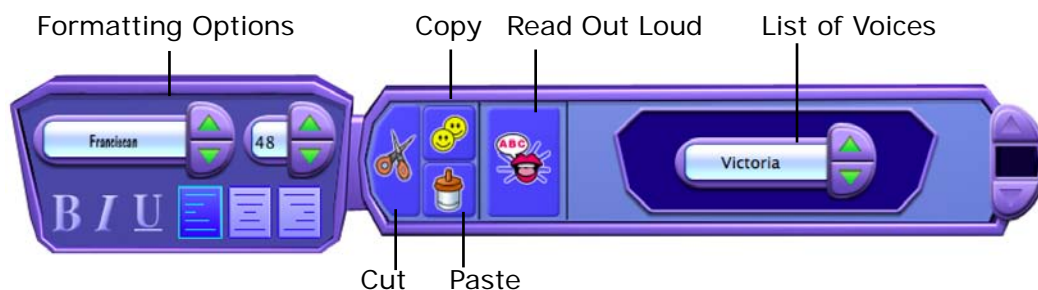
Adding Text Boxes

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

To add a text box:



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



2. Click your picture where you want a text box to appear.
3. Start typing. The text box will grow as you fill it up.

To cut, copy, or paste text:

1. Select the text within the text box.
2. Do one of the following:
 - To cut out the text you have selected and copy it to the Clipboard, click the **Cut** button in the **Text** tray.
 - To copy the text you have selected to the Clipboard, click the **Copy** button in the **Text** tray.
 - To paste the text you have cut or copied, place the I-beam pointer in the text box where you want your pasted text to appear and click the **Paste** button in the **Text** tray.

Text in Small Kids Mode

In **Small Kids Mode**, adding text is like using rubber stamps. Characters become a part of the background. You cannot check spelling, change the text appearance (except the color), or make your computer read the text out loud, but Kid Pix says the characters' names when you click them in the **Text** tray. See ["Activating Small Kids Mode" on page 64](#).

To add text in Small Kids Mode:



1. Choose **Turn Small Kids Mode On** from the **Kid Pix** application menu.
2. Click the **Text Tools** button. The **Text** tray appears.



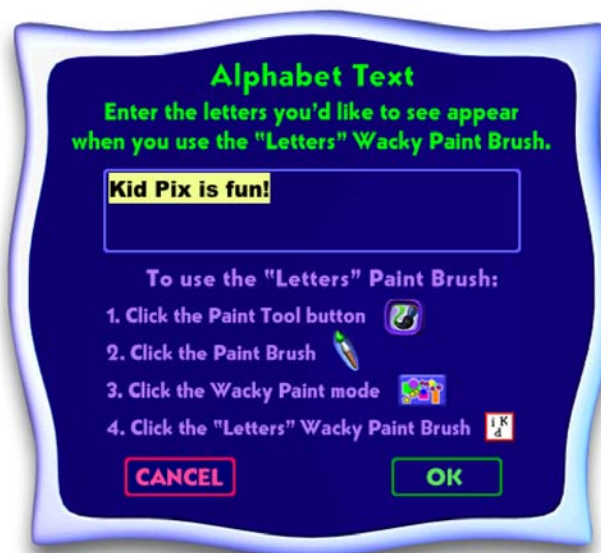
3. Click a character in the tray to hear its name. (To see more characters, click the scrolling arrows at the right side of the **Text** tray.)
4. Click your picture to add the character.

Alphabet Text Tool

Alphabet Text becomes a part of the background. You cannot change it after you add it to your picture.

To use the Alphabet Text tool:

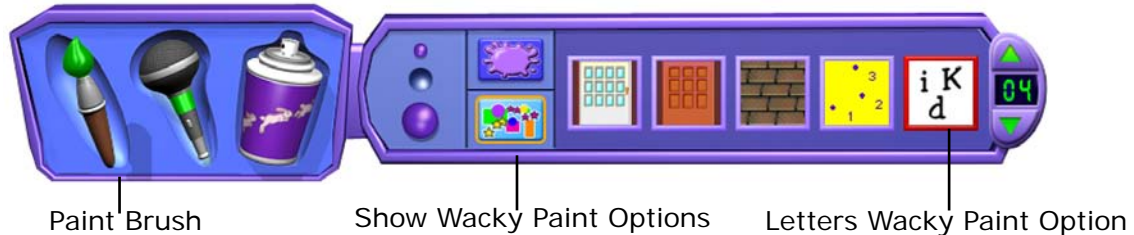
1. Choose **Alphabet Text** from the **Paint Zone** menu. The **Alphabet Text** dialog appears.



2. Type your text in the box. (The text you type will appear in the drawing area when you use the **Letters Wacky Paint** option of the **Paint Brush** tool.)
3. Click **OK**.



4. Click the **Painting Tools** button and select **Paint Brush**.
5. Switch to the **Wacky Paint** mode and choose the **Letters Wacky Paint** option.



6. Click the drawing area and drag the pointer over it. The text you have typed in the **Alphabet Text** dialog appears, following the pointer movements.

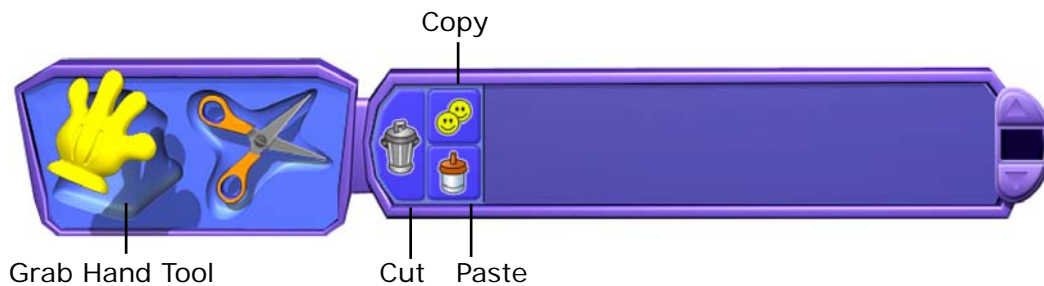
Working with Text Boxes

You can resize a text box, move it, or delete it.

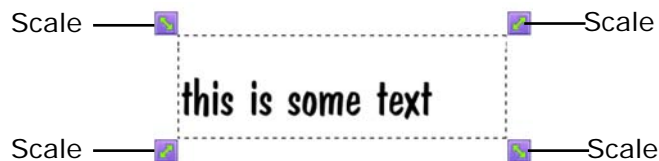
To change a text box:



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



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



4. Do any of these things:
 - To move a text box, simply drag it. Alternatively, you can move text boxes by pressing Shift+arrow key or Option+Shift+arrow key on your keyboard.
 - To change the size or shape of a text box, drag one of the **Scale** handles. The text adjusts to the new shape.
 - To remove the selected text box, press the **Delete** key on your keyboard.
 - To "flatten" text so it becomes a part of background, click the **Text** button, open the **Paint Zone** menu, click **Flatten Text**, and choose whether you want to flatten all your text boxes or just the selected one.

Text Box Tips

- You can drag text boxes almost all the way off the page. This lets you play text out loud without having text boxes appear in the picture.
- You can move and resize a text box without using the **Grab Hand** tool. Drag the blue strip at the top of the box frame to move the text box, or drag the handles to resize it.

Changing the Way the Letters Look

You can change the font, font size, color, and style of your text in a text box. In **Small Kids Mode**, you can only change the characters' color.

Note: *Kid Pix Deluxe 3X allows you to apply different styles, fonts, font sizes, and colors to different characters in a single text box.*

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



- Click the **Text Tools** button to see the **Text** tray.
- In a text box, select all the text or a part of the text you want to change the look of.
- Do any of these things:



- To change the font, click the arrows next to the **Font Name** menu.



- To make the text bigger or smaller, click the arrows next to the **Font size** menu.



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



- To line up your text to the left, right, or center, click the appropriate **Text alignment** button.

Note: *Alignment is applied to the whole text in a text box.*

- Use the **Color Picker** to change the color of the text.

Checking Spelling

When Kid Pix checks spelling, it checks all the text boxes in the drawing area. You cannot check the spelling of rubber stamps and alphabet text.

To check spelling:

- Click the **Text Tools** button. The **Text** tray appears.
- Open the **Edit** menu.
- Choose **Check Spelling**.



4. If Kid Pix finds a word it does not know, you can do any of these things:
 - To change the word, select a word from the **Suggestions** list or type a word in the **Change to** box and click **Change**.
 - To add an unknown word to the dictionary, click **Learn**.
 - To continue spell-checking without changing the word, click **Skip**.
5. When you are finished, click **Done**.

Note: You can also check the spelling of a word by Control-clicking it. A shortcut menu appears showing you variants for the word if it has been misspelled.

Checking Spelling As You Type

This feature provides a dynamic spelling check while you are typing so that you can be sure that all the words you type are spelled correctly. All misspelled words will be underlined with a red dotted line.

To turn the Check Spelling As You Type option on:

1. Open the **Edit** menu.
2. Choose **Check Spelling As You Type** so that a checkmark appears.

Reading Text Out Loud

You can "play" a picture to hear all your text read out loud, from top to bottom and left to right. You can't hear rubber stamps or alphabet text, except when you click each rubber stamp character in the **Text** tray in the **Small Kids Mode**.

To hear one text box read aloud:

1. Click the **Text Tools** button to see the **Text** tray.
2. Select the text box you want to hear.
3. Click the **Read out loud** button in the **Text** tray.



To hear all text boxes read aloud:



1. Click the **Play** button.

Changing Voice

You can use the **List of Voices** menu in the **Text** tray to change the voice that reads the text.

To change the voice that reads the text:



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



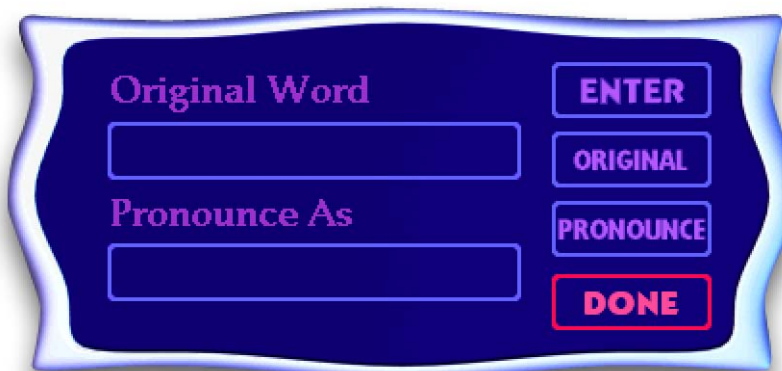
- Click the **List of Voices** pop-up menu and choose the voice from the list. Alternatively, you can pick a different voice from the list by clicking the arrows next to the menu.

Teaching Kid Pix to Pronounce

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

To change the pronunciation:

- Click the **Text Tools** button.
- From the **Paint Zone** menu, choose **Say It This Way**. The pronunciation dialog appears.



The dialog box is titled "Original Word" and "Pronounce As". It contains two text input fields. To the right of the fields are four buttons: "ENTER", "ORIGINAL", "PRONOUNCE", and "DONE". The "DONE" button is highlighted with a red border.

- In the **Original Word** box, type the word that Kid Pix is pronouncing incorrectly.
- 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 "Philip" would be "Filip".
- Click **Original** to hear the pronunciation of the original word.
- Click **Pronounce** to hear the new pronunciation.
- When the word sounds right, click **Enter** to apply the new pronunciation.
- Click **Done** to close the dialog.

Moving, Copying, Cutting, and Pasting

In this chapter you will learn about:

- The Grab Hand Tool
- The Scissors Tool

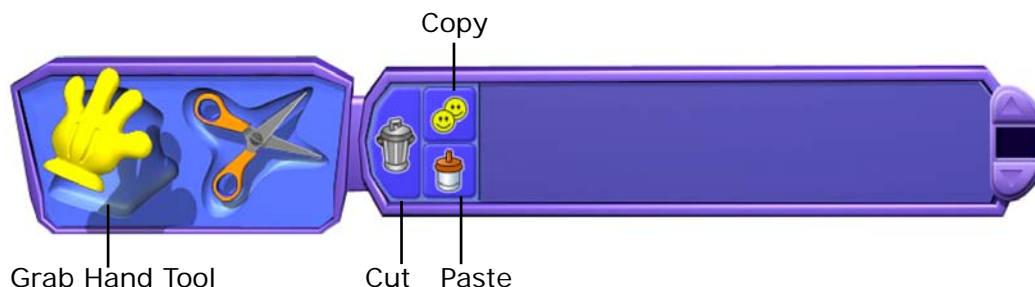
Grab Hand

Use **Grab Hand** to pick objects up and move them, or cut, copy, and paste them.

To move objects around:



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



2. Click the **Grab Hand** tool.
3. Click a sticker, animation, movie, or text box in your picture to select it.

Note: You can use the **Tab** key to select an object hidden behind another one.

4. Do any of these things:

- To move the object you have selected, drag it. Alternatively, you can move objects by pressing **Shift**+arrow key or **Option**+**Shift**+arrow key on your keyboard.



- To cut the object you have selected and copy it to the Clipboard, click the **Cut** button in the **Grab** tray.

Note: You cannot cut and copy a selected movie to the Clipboard. The movie will just be removed from the picture after you click the **Cut** button.



- To copy the object you have selected to the Clipboard, click the **Copy** button in the **Grab** tray.



- To paste something you have cut or copied, click the **Paste** button in the **Grab** tray. Drag the pasted item to move it wherever you want.
- To get rid of the object you have selected, press the **Delete** key on your keyboard.

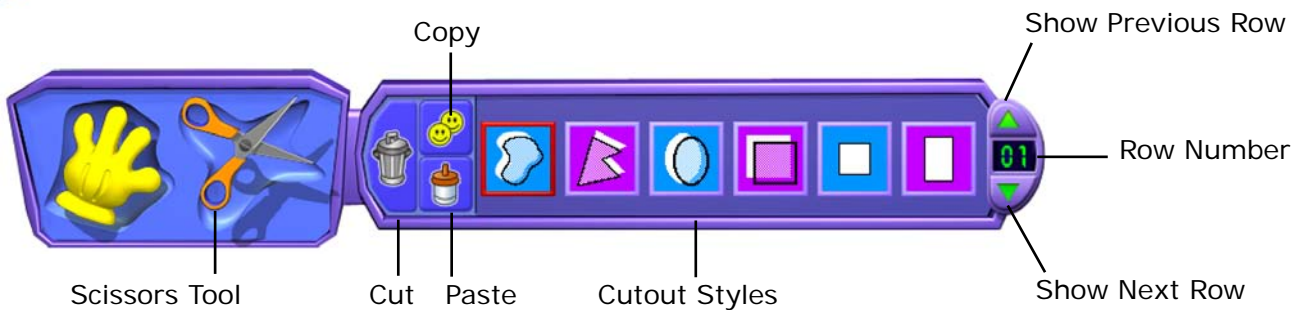
Scissors

Use the **Scissors** tool to cut out, move, copy, and paste a part of your background.

To cut things out:



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



2. Click the **Scissors** tool.

3. Do any of these things:



- To select an area freehand, click the **Free Cutout** style and drag around the area you want.



- To select a polygon area, click the **Polygon Cutout** style and click each point of the polygon (at least 3 points). Click the first point again to close the shape.



- To select a circle or an ellipse area, click the **Circle Cutout** style and, drag the pointer in any direction you want to form a circle or an ellipse.



- To select a square or a rectangle area, click the **Square Cutout** style and, drag the pointer in any direction you want to form a square or a rectangle.
- To select a cookie cutter shape area, click a **cookie cutter** style, then click your picture.

Note: You can use the **Shift** key to select a regular circle or square area.

4. After selecting an area, you can drag it to the place you want or cut, copy and paste it using the **Cut**, **Copy** and **Paste** buttons in the tray.



Using Libraries

In this chapter you will learn about:

- Using Library Buttons
- The Backgrounds Library
- The Stickers Library
- The Animations Library
- The Sounds Library

Using Library Buttons

In Kid Pix libraries you can look in the trays for interesting objects to add to your picture. There are four oval buttons at the top-left of the screen. 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 Library" on page 31](#).



A sticker floats above your picture like a balloon at a parade. You can resize it, flip it, or move it to a different place. See ["Stickers Library" on page 33](#).



Animations move around like cartoons when you "play" your picture. You can drag them anywhere you like. See ["Animations Library" on page 35](#).

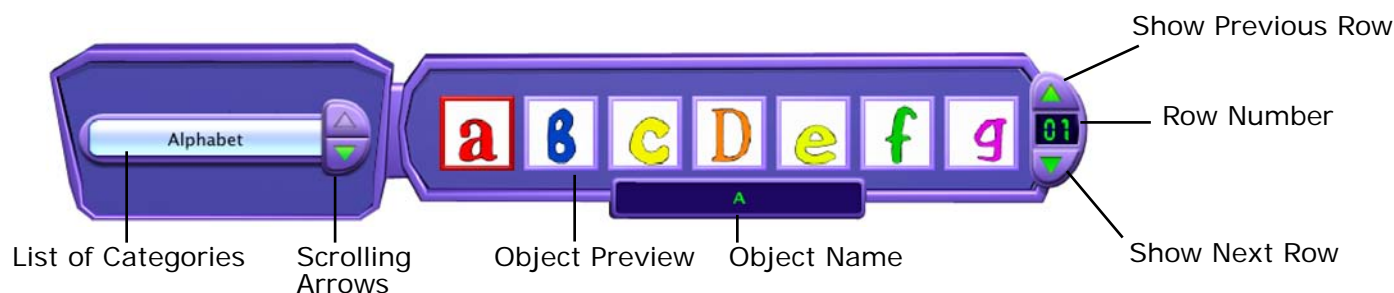


Each picture can have one sound. Pick from a library, record your own, or import any available sound. See ["Sounds Library" on page 37](#).

You can also import movies and pictures from other applications to your Kid Pix pictures. For more information, see ["Adding Pictures" on page 39](#), ["Adding Sounds" on page 40](#), and ["Adding Movies" on page 40](#).

Library Trays

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



Each library contains a list of categories. For example, if you click the **Animations Library** button, you can choose the **Alphabet** category from the pop-up menu to see animated letters.

To use a Kid Pix library:

1. Click the **Categories** pop-up menu to see a list of categories, or use the scrolling arrows to scroll through the categories one by one.
2. Using the scrolling arrows on the right side of the tray, scroll through the objects until you find the one you want. Alternatively, you can navigate through the objects in the tray by using the arrows keys on your keyboard.
3. Select the object you want and drag it onto the drawing area. Alternatively, you can double-click the selected object, or press **Return** on your keyboard.

Backgrounds Library

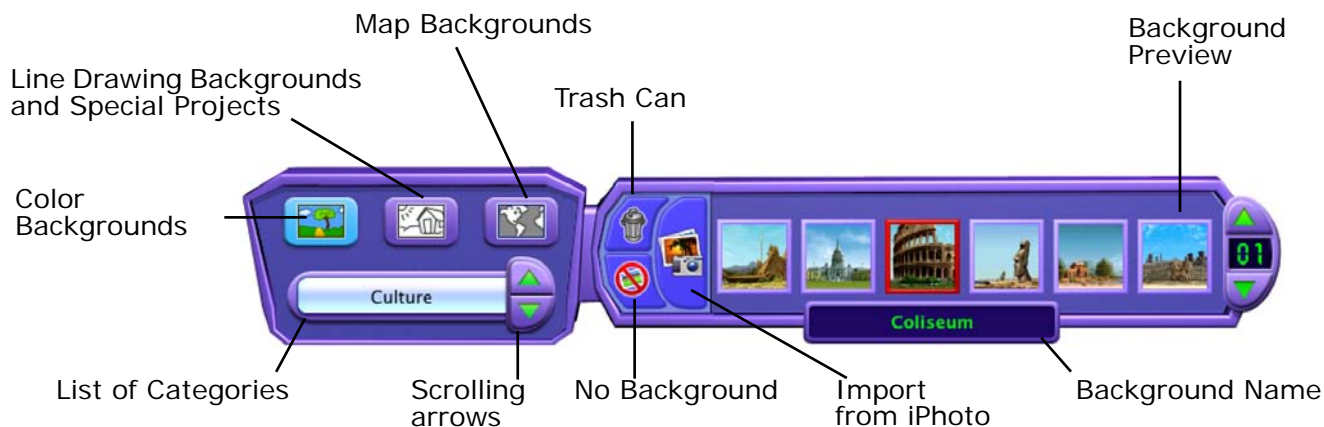
Lots of things you draw are added to the background and become a part of it. For example, when you draw a line or paint a circle, that shape becomes a part of the background. When you change the background, those shapes disappear and the new background takes their place. If you do not like the result,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

To add a background:



1. Click the **Backgrounds Library** button to open the **Backgrounds** tray. All backgrounds are divided into three collections: color backgrounds (including the **Photos** and **My Backgrounds** categories), line drawing backgrounds and special projects, and map backgrounds.

Note: The **My Backgrounds** category becomes available after you import at least one background to it.



2. Select a library collection.
3. Choose a category from the **List of Categories** pop-up menu.
4. Scroll through the backgrounds.
5. Add a background to your picture.

To remove the background from your picture:

1. Click the **No background** button in the **Backgrounds** tray.

Importing Backgrounds

You can import photographs or pictures from iPhoto or the Finder to use them as backgrounds.

To import a background:

1. From the **Import** menu, choose **Background**.
2. Select a **BMP, GIF, JPEG, PDF, PICT, PNG, SGI, TGA, or TIFF** file format from the **Enable** pop-up menu.
3. Locate and select the picture you want to import.
4. Choose one of these options:
 - **Shrink/stretch to fill canvas** stretches or shrinks the picture to fill the whole drawing area.
 - **Fill canvas without shrinking/stretching** puts the picture on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the picture out of shape. The edges of the drawing area might be left white.
 - **Center at original size** puts the picture down the way it is, without stretching or shrinking it.
 - **Repeat many times** scales the picture down to 25% of its original size and puts down lots of these smaller versions until the drawing area is filled.
5. To add your background to the **My Backgrounds** category, click the checkbox labeled "**Add to My Backgrounds library when importing**" so that a checkmark appears.
6. Click **Import** to import the picture as your new background.

Note: If you choose to add a picture to the **My Backgrounds** category while importing, and the **Backgrounds Library** was open before you performed the import, the **My Backgrounds** category will automatically be chosen in the pop-up menu and the imported background will be selected in the tray.

To remove a background from the My Backgrounds category:



1. Choose the **My Backgrounds** category from the **List of Categories** pop-up menu.
2. Select the background you want to delete.
3. Click the **Trash Can** button.

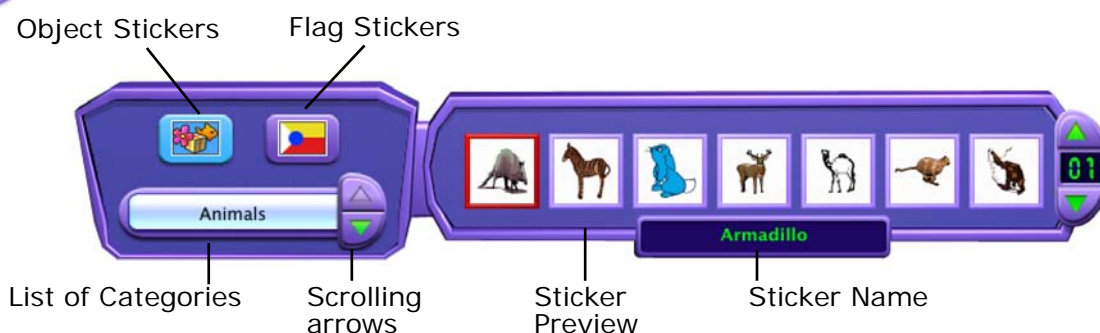
Stickers Library

Stickers are pictures you “stick” onto your picture. Stickers do not become a part of the background unless you flatten them.

To add a sticker:



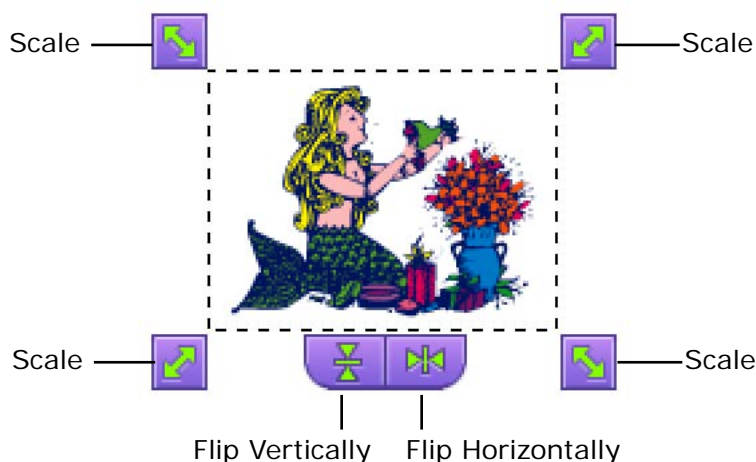
1. Click the **Stickers Library** button to open the **Stickers** tray. All stickers are divided into two collections: objects and flags.



2. Select a collection.
3. Choose a category from the **List of Categories** pop-up menu.
4. Scroll through the stickers.
5. Add a sticker to your picture.

To move, change, or delete a sticker:

1. Click a sticker in your picture to select it.



2. Do any of these things:



- To move the sticker, simply drag it to the place you want. Alternatively, you can move stickers by pressing Shift+arrow key or Option+Shift+arrow key on your keyboard.
- To resize the sticker, drag one of the **Scale** handles. To resize it proportionally, press the Shift key while dragging.



- To flip the sticker vertically, click the left button located at the bottom center.
- To flip the sticker horizontally, click the right button located at the bottom center.
- To make a sticker part of the background, open the **Paint Zone** menu and choose **Flatten Stickers & Animations**. You can choose to flatten only the selected sticker or all stickers and animations.
- To delete a sticker, press the **Delete** key on your keyboard. When you delete a sticker, you will see it disappears in a puff of smoke, like magic.

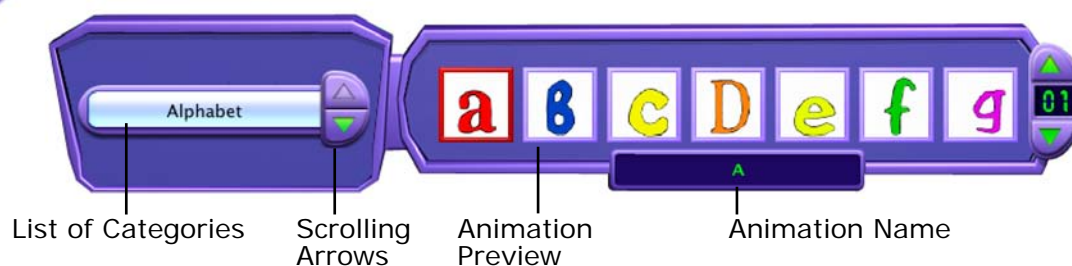
Animations Library

Animations come to life when you play them.

To add an animation:



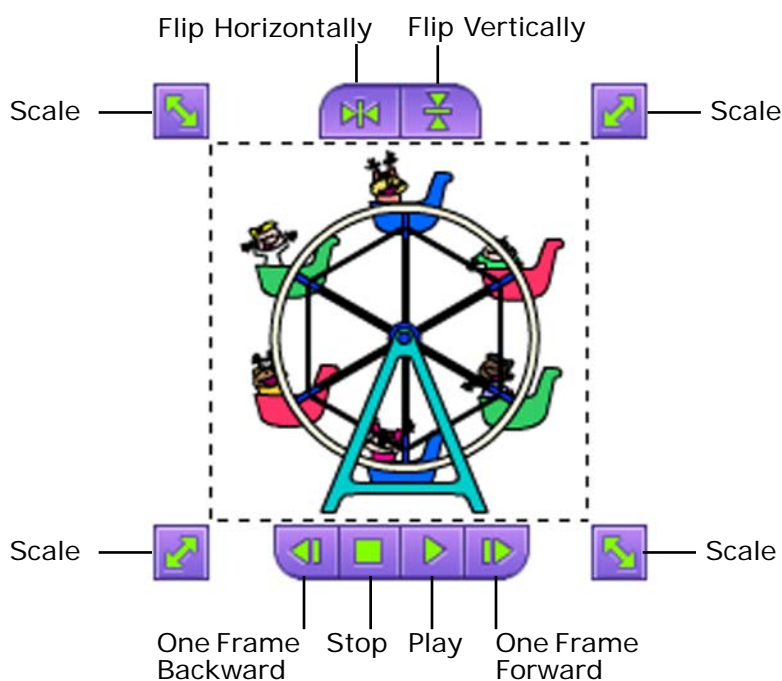
1. Click the **Animations Library** button to open the **Animations** tray.



2. Choose a category from the **List of Categories** pop-up menu.
3. Scroll through the animations.
4. Add an animation to your picture. The animation plays automatically when you add it to the canvas. You can play all the animations in a picture by clicking the **Play** button located at the top-right corner of the screen.

To move, change, or delete an animation:

1. Click an animation in your picture to select it.



2. Do any of these things:

- To move the animation, drag it to the place you want. Alternatively, you can move animations by pressing Shift+arrow key or Option+Shift+arrow key on your keyboard.
- To resize the animation, drag one of the **Scale** handles. To resize it proportionally, press the Shift key while dragging.
- To flip an animation vertically and/or horizontally, click the Flip Vertically or Flip Horizontally buttons.
- To make an animation part of the background, choose **Flatten Stickers & Animations** from the **Paint Zone** menu. You can choose to flatten only the selected animation or all animations and stickers.
- To delete an animation, press the **Delete** key on your keyboard. When you delete an animation, you will see it disappears in a puff of smoke, like magic.

Playing Animations

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

To play an animation in a loop:

1. Click the animation to select it.



2. Click the **Play** button. It changes to the **Pause** button.



3. To pause the animation, click the **Pause** button. It changes back to the **Play** button.



4. To stop the animation, click the **Stop** button. The animation returns to its first frame.

To play an animation frame-by-frame:

1. Click an animation to select it.



2. Click the **One Frame Forward** button. Each click advances the animation one frame forward.



3. Click the **One Frame Backward** button. Each click advances the animation one frame back.

Animation Tips

- When you print your picture, the animation frame you see is the one that is printed. You can play the animation frame-by-frame and stop it when it looks how you want it to be printed.

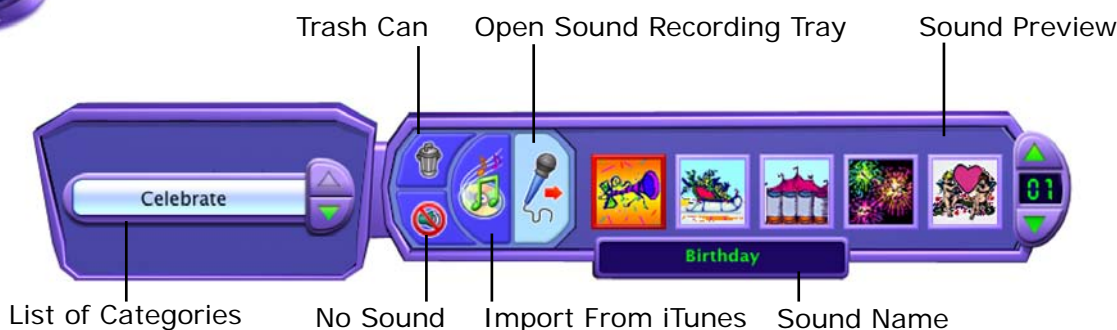
Sounds Library

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 can be added to the **My Sounds** category.

To add a sound from the library:



1. Click the **Sounds Library** button to see the **Sounds** tray.



2. Choose a category from the **List of Categories** pop-up menu.
3. Scroll through the sounds.
4. Click a sound to hear how it sounds. The sound keeps playing until you click somewhere else on the screen.
5. Add the sound you want to your picture. The sound plays automatically when you add it to the canvas. You can also hear the added sound when you click the **Play** button located at the top-right corner of the screen.

To remove the sound from your picture:

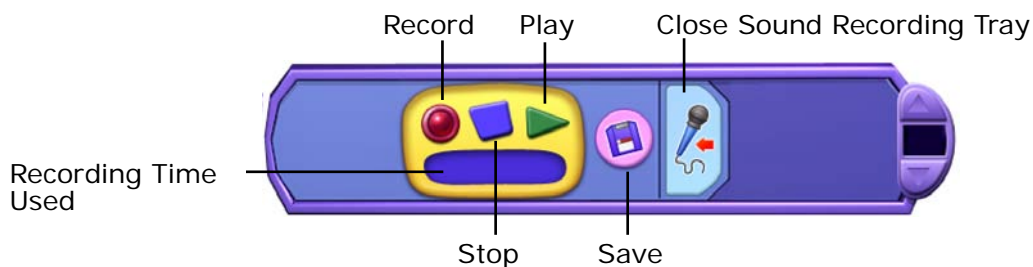
1. Click the **No Sound** button in the **Sounds** tray.

To record a sound:

1. Click the **Sounds Library** button to see the **Sounds** tray



2. In the **Sounds** tray, click the **Open Sound Recording Tray** button. The button changes to the **Close Sound Recording Tray** button, which you can click to return to the **Sounds** tray.
3. In the **Sound Recording** tray, click the **Record** button to start recording.



4. Click the **Stop** button to stop recording.
5. Click the **Play** button to hear the recorded sound.

6. Click the **Save** button to save the recorded sound.
7. Give your sound a name so you can find it again in the **My Sounds** category and click **OK**.

The **Sound Recording Tray** automatically closes and the **My Sounds** category opens for you to add your new sound to the picture.

To import a sound:

1. Choose **Sound** from the **Import** menu. Alternatively, you can import sound using the **Kid Pix: Import From iTunes** dialog. For more information on importing directly from iTunes, see ["Importing Sounds from iTunes" on page 43](#).
2. Find the sound file you want to import and click it.

With **Kid Pix Deluxe 3X**, you can now import the following sound formats: **AIFF**, **WAV**, **MP3**, **CDDA**, **AU**, **SND**, and **AAC**.

***Note:** If you are using a version of Mac OS earlier than Mac OS 10.3, you need to have QuickTime 6.5 installed to be able to work with the AAC format.*

3. To add your sound to the **My Sounds** category, click the checkbox labeled "**Add to My Sounds library when importing**" so that a checkmark appears.
4. Click **Import** to add the sound to the picture.

***Note:** If you choose to add the sound to the **My Sounds** category when importing, and the **Sounds Library** was open before you performed the import, the **My Sounds** category will automatically be chosen in the pop-up menu and the imported sound will be selected in the tray.*

To remove a sound from the **My Sounds** category:

1. Choose the **My Sounds** category from the **List of Categories** pop-up menu.
2. Select the sound you want to delete.
3. Click the **Trash Can** button.



Adding Stuff to Your Picture

In this chapter you will learn about:

- Adding Pictures
- Adding Sounds
- Adding Movies

Adding Pictures

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

To add a picture:

1. From the **Import** menu, choose **Graphic**.
2. Find the picture you want to add and click it. Choose **BMP, GIF, JPEG, PDF, PICT, PNG, SGI, TGA, or TIFF** format from the **Enable** pop-up menu.
3. Select one of these options:
 - **Shrink/stretch to fill canvas** stretches or shrinks the picture to fill the whole drawing area.
 - **Fill canvas without shrinking/stretching** puts the picture on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the picture out of shape. The edges of the drawing area might be left unfilled.
 - **Center at original size** puts the picture down as it is, without stretching or shrinking it.
 - **Repeat many times** scales the picture down to 25% of its original size and puts down lots of these smaller versions until the drawing area is filled.
4. Click **Import** to add the graphic to the picture.
5. You can use the handles of the graphic to change its size.

Note: *If you click anywhere outside of the imported picture, the picture will automatically be flattened.*

Picture Tips

- To add a graphic to the picture as a background, see [*"Importing Backgrounds" on page 32.*](#)



Adding Sounds

To import a sound:

1. From the **Import** menu, choose **Sound**.
2. Find the sound file you want to import and click it.

With Kid Pix Deluxe 3X you can now import the following sound formats: **AIFF, WAV, MP3, CDDA, AU, SND, and AAC**.

***Note:** If you are using a version of Mac OS earlier than Mac OS 10.3, you need to have QuickTime 6.5 installed to be able to work with the AAC format.*

3. To add your sound to the **My Sounds** category, click the checkbox labeled "**Add to My Sounds library when importing**" so that a checkmark appears. For information on using the **Sounds Library**, see ["Sounds Library" on page 37](#).
4. Click **Import** to add the sound to your picture.

Adding Movies

You can add QuickTime or MPEG movies to a Kid Pix picture.

To add a movie:

1. From the **Import** menu, choose **Movie**.
2. Find the movie you want to import and click it.
3. Click **Import** to add the movie.

To move, change, or delete a movie:

1. Click the **Grab Tools** button. The **Grab** tray appears.
2. Click **Grab Hand**.
3. Do any of these things:



- To move a movie, select it and drag it to where you want it to be. Alternatively, you can move a movie by pressing Shift+any arrow key or Option+Shift+any arrow key on your keyboard.
- To resize a movie, select it and drag one of the **Scale** handles on its frame. To resize it proportionally, press the Shift key while dragging.
- To make a movie part of the background, select it and then choose **Flatten Movies** from the **Paint Zone** menu. You can choose to flatten only the selected movie or all movies.
- To delete a movie, select it and press the **Delete** key on your keyboard.

Playing Movies

You can play movies in a loop or frame-by-frame. Movies are also played when you play your whole picture.

To play a movie in a loop:

1. Click the movie to select it.



2. Click the **Play** button. It changes to the **Pause** button.



3. To pause the movie, click the **Pause** button. It changes back to the **Play** button.



4. To stop the movie, click the **Stop** button. The movie returns to its first frame.

To play a movie frame-by-frame:

1. Click the movie to select it.



2. Click the **One Frame Forward** button. Each click advances the movie one frame forward.



3. Click the **One Frame Backward** button. Each click advances the movie one frame back.

Movie Tips

- If you do not have your own movies, you can use the ones stored in the **QuickTime Movies** folder. It is located in the **Users/Shared/Kid Pix Deluxe 3X** folder on your system disk.
- To export Kid Pix pictures as QuickTime movies, see ["Exporting a Picture" on page 50](#). To export Slide Shows as QuickTime movies, see ["Exporting Your Slide Show" on page 58](#). To export Kid Pix documents as iMovie projects, see ["To export a picture to iMovie" on page 50](#) and ["To export a Slide Show to iMovie" on page 59](#).
- When you print your picture, the movie frame you see is the one that will be printed. You can play the movie frame-by-frame and stop it when it looks the way you want it to be printed.

Integration with iApps

Now you can import your pictures directly from iPhoto albums, add your favorite tracks directly from iTunes playlists, and bring more fun to iMovie projects with Kid Pix drawings and animations.

In this chapter you will learn about:

- Importing Pictures from iPhoto
- Importing Sounds from iTunes
- Working with iMovie Projects

Importing Pictures from iPhoto

You can browse through your iPhoto digital albums directly from Kid Pix. Photographs you store in your iPhoto library can become a part of your Kid Pix picture.

To import a picture follow these steps:

1. From the **Import** menu, choose **From iPhoto**.
2. The **Kid Pix: Import From iPhoto** dialog appears.

Note: If you have moved, renamed, or deleted the iPhoto library that was stored in the default location (the folder **/Users/username/Pictures/iPhoto Library**), you cannot import any photos from your iPhoto library unless you restore it to this location.



Drag this
slider to zoom
your photos

3. Choose one of your iPhoto albums and select the photograph you want to import.

4. Select one of the **Import As** radio buttons:

- Click **Image** if you want to be able to move and resize the photograph after importing.
- Click **Background** to import the image as a background. To add your photograph to the **My Backgrounds** category, click the checkbox labeled "**Add to My Backgrounds library when importing**" so that a checkmark appears. Once imported, this image can then be accessed in the **My Backgrounds** category. For information on using the **Backgrounds Library**, see ["Backgrounds Library" on page 31](#).

5. Select one of these options:

- **Shrink/stretch to fill canvas** stretches and/or shrinks the photograph to fill the whole drawing area.
- **Fill canvas without shrinking/stretching** puts the photograph on the canvas so that it fills as much of the drawing area as possible without shrinking or stretching the photograph out of shape. The edges of the drawing area might be left unfilled.
- **Center at original size** puts the photograph down the way it is, without stretching or shrinking it.
- **Repeat many times** scales the photograph down to 25% of its original size and puts down lots of these smaller versions until the drawing area is filled.

6. Click **Import** to import the photograph. The imported photograph will be added to the currently open Kid Pix picture.

Note: If you have a version of iPhoto earlier than 2.0 installed on your computer, you can only open your custom albums.

Importing Sounds from iTunes

You can browse through your iTunes playlists directly from Kid Pix and attach your favorite sounds to your picture.

To import sounds from iTunes:

1. From the **Import** menu, choose **From iTunes**.
2. The **Kid Pix: Import From iTunes** dialog appears. You can sort your songs by artist, album, song name, and time.

Note: If you have moved, renamed, or deleted the iTunes library file that was stored in the default location (the folder `/Users/username/Music/iTunes`), you cannot import any sounds from your iTunes playlists unless you restore the library file to this location.



Note: You cannot import audio tracks directly from an audio CD. You should first import them to iTunes.

- To listen to the track you have selected before importing it, click the **Test** button. To listen to it playing in a loop, click the "**Loop music**" checkbox so that a checkmark appears.
- Select one of the radio buttons in the **Import** group. Click the first option to import the entire song. Click the second option to import just a fragment, the duration of which can be chosen from the pop-up menu. The preset duration of an imported fragment is 5 seconds.
- If you have chosen to import just a fragment of a song, you can select the checkbox labeled "**Fade out at the end of selection**". This means the fragment you import will not end abruptly, but fade out gradually when it is played.
- To add your song or song fragment to the **My Sounds** category, click to select the checkbox labeled "**Add to My Sounds library when importing**". Once imported, this song can be accessed in the **My Sounds** category. For information on using the **Sounds Library**, see "[Sounds Library](#)" on page 37.
- To import your song or song fragment, click the **Import** button. The imported song or song fragment is added to the currently open Kid Pix picture.



- Click the **Play** button to hear the sound you have imported.

Working with iMovie Projects

You can bring more fun to your existing iMovie projects with Kid Pix drawings and animations! Start off enhancing your iMovie project by selecting a movie frame you would like to make vivid and playful.

To select and save a frame from an iMovie project:

1. Launch the **iMovie** application.
2. Open a project by choosing **Open Project** from the **File** menu.
3. Drag the clip you want from the **Clips** pane to the clip viewer located at the bottom of the screen.
4. With the playhead, select the frame you want to enhance using Kid Pix.
5. Choose **Split Video Clip at Playhead**, from the **Edit** menu.
6. Choose **Save Frame As** from the **File** menu.
7. In the dialog that appears, select the location where you want to save the frame and type in a name for it.
8. Click **Save**.

To import this frame to Kid Pix:

1. Switch to Kid Pix.
2. Choose **Background** from the **Import** menu.
3. In the dialog that appears, locate the frame you have just saved in the **iMovie** application.
4. Select the "**Shrink/stretch to fill canvas**" option and click **Import**. The frame appears in the drawing area.
5. Draw, paint, and add anything you wish! Just use your creativity and imagination!

To put the frame back into the movie:

1. In Kid Pix, choose **Export to iMovie** from the **File** menu. The **Kid Pix: Export to iMovie** dialog appears.



2. Type a name for the frame and select the location you want to export the frame to.
3. Click the **"Save to folder"** radio button to save the frame to the selected location.

***Note:** If you select the radio button labeled **"Open new iMovie project with this clip inserted"**, you will create a new iMovie project containing only the picture you are exporting. This new project will automatically be opened in iMovie.*

4. Click the **"NTSC"** or **"PAL"** radio button to select the desired video standard.
5. Click **Export**.

***Note:** Exporting a movie project may take a long time and the final document may occupy a lot of space on your hard disk.*

6. Switch back to the **iMovie** application.
7. Choose **Import** from the **File** menu.
8. In the dialog that appears, navigate to the location you specified in the **Kid Pix: Export to iMovie** dialog and select the frame you have exported.

***Note:** When exporting to iMovie, Kid Pix creates a new iMovie project folder with the name you have specified. The frame you have exported from Kid Pix is stored within the **Media** folder of that project.*

9. Click **Open**. The frame appears selected in the **Clips** pane.
10. Drag your frame from the **Clips** pane to the place in the clip viewer where you have split the original movie.

To play the whole movie:

1. In the clip viewer, click any part of your movie.
2. Choose **Select All** from the **Edit** menu.
3. Click the **Play** button.

Your movie now appears to have a "freeze frame" in which the movie freezes while animations play and then the movie continues playing.

Working with Pictures

In this chapter you will learn about:

- Starting a New Picture
- Saving a Picture
- Opening a Picture
- Playing Your Picture
- Printing Your 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 **Create New Picture** button.

Note: If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before creating a new one.

To use the Idea Machine:

1. From the **File** menu, choose **Idea Machine**.

Note: If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before opening an Idea Machine picture.

2. In the **Kid Pix: Idea Machine** dialog that appears, select the picture template you want to use.
3. Click **Open**.

Saving a Picture

By default, Kid Pix saves your pictures in the **My Pictures** folder so they are easy to find and open again. The **My Pictures** folder is located in the current Kid Pix user folder that is stored in the **Kid Pix Users** folder within the **Documents** folder of the current system user.

To save a new picture:



1. Click the **Save** button. The **Kid Pix: Save As** dialog appears.
2. Type a name and select a location for your picture.
3. Click **Save**.

Note: If you already have a picture with the same name, Kid Pix asks whether you want to replace the old picture with the new one.



To save changes to a picture:

1. Click the **Save** button.

***Note:** If you want to leave the original picture without changes, choose the **Save As** command from the **File** menu and save the picture with the changes you have made as a new picture.*

Saving a Picture as a Template

You can save your picture as a template so that it remains unchanged and you can create several versions of your picture based on the template. You can also add your template to the **Idea Machine**. This way you can easily access your template pictures by choosing **Idea Machine** from the **File** menu.

To save a picture as template:

1. Choose **Save as Template** from the **File** menu.
2. Type a name and select a location for your picture.
3. If you want to add your picture to the Idea Machine, select the "**Also add to the Idea Machine**" checkbox.
4. Click **Save**.

***Note:** If you already have a template with the same name, Kid Pix asks whether you want to replace the old template with the new one.*

Opening a Picture

You can open any picture you have created and saved.

To open a picture you saved earlier:

1. Open the **File** menu.
2. Choose **Open**.

***Note:** If you have not saved changes made to the picture that is already open, Kid Pix asks if you want to save them before opening a new picture.*

3. In the **Kid Pix: Open** dialog that appears next, click the picture you want to open.
4. Click **Open**.

Playing Your Picture

If your picture contains animations, movies, or sounds, you can see them play over and over when you play your picture.

To play your picture:



1. Click the **Play** button.
It changes to the **Stop** button.



2. Click the **Stop** button to stop playing the picture.
It changes back to the **Play** button.

Printing Your Picture

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

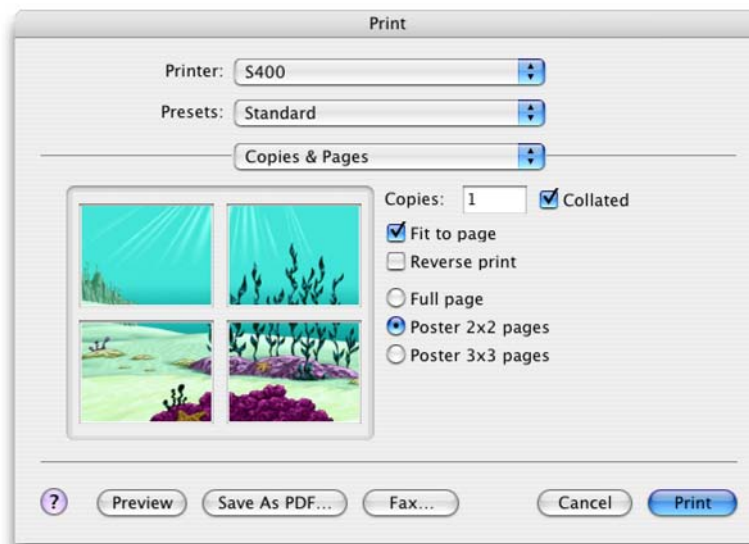
Kid Pix prints the frames of movies and animations that are shown at the moment that you print.

Note: *Kid Pix does not print in **Small Kids Mode**. To be able to print, turn **Small Kids Mode** off by choosing the **Turn Small Kids Mode Off** command from the **Kid Pix** application menu.*

To print your picture:



1. Click the **Print** button. The **Print** dialog appears.



2. Select one or both of these options:
 - **Fit to page** scales the picture to fit the paper size.
 - **Reverse print** makes a mirror image of a picture you want to print. This option is especially useful if you want to create a transfer to be placed on a T-shirt or any other surface.
3. Select one of the following options:
 - **Full page** prints a picture on one separate page.
 - **Poster 2x2 pages** prints your picture on four sheets of paper.
 - **Poster 3x3 pages** prints your picture on nine sheets of paper.

When you print your picture as a poster, Kid Pix prints parts of it on separate sheets of paper. You can then tape the sheets of paper together to make the poster.
4. Click **Print** to print the picture.

Exporting a Picture

You can export your Kid Pix picture to another file format to open it without Kid Pix. For example, if you save your Kid Pix picture in **JPEG** format, you can add it to a web page. Kid Pix Deluxe 3X can now export in the following graphic formats: **BMP**, **JPEG**, **PDF**, **PICT**, and **TIFF**. To retain animation, movies, or sounds in your picture, export it as a Flash or QuickTime movie.

The Text-to-Speech functionality is lost when the picture is exported.

To export a picture:

1. Open the **File** menu.
2. Choose **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 from the **Format** pop-up menu located at the bottom of the dialog:
 - **BMP, JPEG, PDF, PICT, or TIFF:** Everything in the picture is flattened. If you plan to attach your picture to an email message, use the JPEG format to get a smaller picture size.
 - **Macromedia Flash Movie:** Your animations and sounds can be played. Flash format requires a Flash player. You can download the player by going to www.macromedia.com.

***Note:** If you export a picture with a movie attached as a Macromedia Flash movie or a Standalone Page file, only the current frame of the movie will be shown in the resulting document.*

 - **QuickTime Movie:** The exported file can be played on any kind of computer with QuickTime player installed. To download the player, go to www.apple.com.
 - **Standalone Page For Mac OS 9/Standalone Page For MS Windows:** To export your picture as an executable file, choose one of these items, depending on the platform you want it to be played or viewed on. This should mean that the exported file contains everything necessary for it to be opened and played, and does not require any specific player.
6. Click **Export**.

To export a picture to iMovie:

1. Open the **File** menu.
2. Choose **Export to iMovie**. The **Kid Pix: Export to iMovie** dialog appears.
3. Click the **NTSC** or **PAL** radio button to select the video standard for the picture.
4. Navigate to where you want to export your picture.
5. Type in a name for the picture you want to export.
6. Click the radio button labeled "**Open new iMovie project with this clip inserted**" to add this picture to the **Clips** pane of your new iMovie project, which will be opened right after exporting. Alternatively, click the "**Save to folder**" radio button to export the picture to a folder in a selected location so that you can insert it in any iMovie project you want.
7. Click **Export**.

Working with Slide Show

In this chapter you will learn about:

- Creating and Opening Slide Shows
- Loading Pictures
- Editing Pictures
- Moving Pictures Around
- Customizing Your Slide Show
- Playing Your Slide Show
- Printing Your Slide Show
- Saving Your Slide Show
- Exporting Your Slide Show
- Creating Animations from Your Slide Show

Creating and Opening Slide Shows

You can make a Slide Show with your pictures. Load pictures into your Slide Show and put them in any order you like. Add transition, audio, and page advance options. Then save, play, print, or export your Slide Show.

Going to Slide Show

You can go back and forth between the Paint Zone and Slide Show.

To go to Slide Show:



- Click the **Go to Slide Show** button in the bottom-right corner of the Paint Zone, or choose **Go to Slide Show** from the **Go** menu.

Starting a Slide Show

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

To create a new Slide Show:

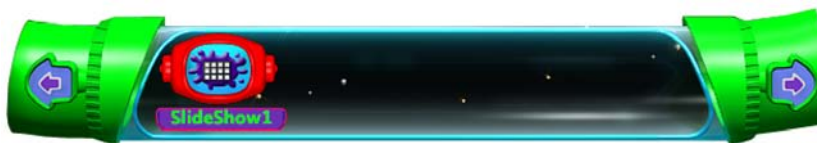


1. Click the **Create New Slide Show** button at the bottom-left corner of the screen.
2. Load pictures into the slides. For details, see ["Loading Pictures" on page 52](#).
3. Click the **Save Slide Show** button and type a name for your Slide Show in the **Kid Pix: Save As** dialog.

The name of your Slide Show appears at the top of the screen and a saved Slide Show icon appears in the **Saved Slide Shows** tray.

To open a Slide Show:

- Click the icon for the Slide Show you want in the **Saved Slide Shows** tray at the bottom of the screen.



The **Saved Slide Shows** tray shows only those Slide Shows which were saved by the current Kid Pix user. To open other Slide Shows, choose **Open** from the **File** menu.

Loading Pictures

Each slide in the Slide Show can contain a Kid Pix picture.

Once you load the pictures, you can move them into any order you like. If you leave blank slides, Kid Pix will skip them when you play your Slide Show.

To load a picture:



- Click the desired slide to see the **Load Picture** icon below it.
- Click the **Load Picture** icon.
- In the **Kid Pix: Load Picture** dialog that appears, navigate to the place where your pictures are stored and select the one you want (by default they are stored in the **My Pictures** folder).
- Click **Load**.

Perform this operation with as many slides as you need.

Editing Pictures

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

To go back to the Paint Zone:



- Click the **Go to Paint Zone** button in the bottom-right corner of the screen, or choose **Go to Paint Zone** from the **Go** menu.

Moving Pictures Around

Slide Show plays slides in the order they appear on the screen. (The slides are numbered so you can tell the order.) You can move slides into any order you want.

To move a slide by dragging:

- Drag the slide you want to move to the new location.
When you drag a slide, you see an insertion line that shows exactly where the picture will be placed.

To move a slide by pasting:

1. Click the slide you want to move.
2. Open the **Edit** menu and choose **Cut** or **Copy**.
 - **Cut** removes a picture from the slide and puts it on the Clipboard so you can paste it somewhere else.
 - **Copy** keeps a picture where it is and puts a copy of it on the Clipboard so you can paste it somewhere else.
3. Click a new slide that you want to paste the copied or cut picture into.
4. Open the **Edit** menu and choose **Paste**.

If you paste a picture into a slide that already has a picture, the new picture replaces the old one.

To delete a slide from your Slide Show:



- Drag the slide to the **Trash Can**, or click to select it and press **Command + Backspace** on your keyboard.

Seeing All the Slides

Use the arrows at the top and bottom of the slides area to scroll through your Slide Show.

Use the arrow keys on your keyboard to move between slideholders one step in any direction, or use the following keyboard shortcuts:

- **Command + Up Arrow** to go to the first slideholder
- **Command + Down Arrow** to go to the last slideholder
- **Command + Left Arrow** to go to the leftmost slideholder
- **Command + Right Arrow** to go to the rightmost slideholder

Deleting Blank Slides

You can “clean up” your Slide Show so that the blank slides do not interrupt the ones with pictures.

To delete blank slides:

- Choose **Delete Blank Slides** from the **Slide Show** menu.

Customizing Your Slide Show

You can set page advance options and add visual transition and sound effects to give your Slide Show a really exciting, unique appearance. For more information about transition effects, see ["Transition Effects" on page 55](#). For information on attaching sounds to your Slide Shows, see ["Audio Options" on page 56](#).

Page Advance Options

Page advance options tell Slide Show when to go from one slide to the next. You can have a different page advance option for each slide. You can tell Slide Show to display the next slide after a certain number of seconds, or to wait until the text of the slide is read aloud, or until you click with the mouse or press a key on the keyboard. If you do not set any page advance option, each slide will be shown for the time you have specified in Kid Pix Preferences. For more information, see ["Setting Up Kid Pix Preferences" on page 61](#).

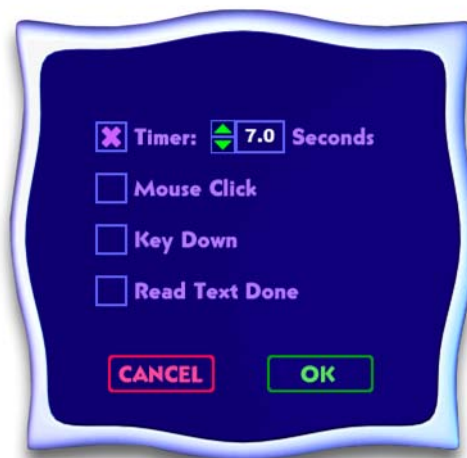
To set up page advance options:



1. Click the **Customize Slide Show Effects** button. The customizing option buttons appear on each slide.



2. Click the **Page Advance Options** button on the slide whose options you want to change. The **Page Advance** dialog appears.



3. Select one of these options:

- **Timer** lets you enter the number of seconds to wait between this slide and the next one. Choose this option if you are planning to export your Slide Show later as a movie. See ["Exporting Your Slide Show" on page 58](#).
 - **Mouse Click** tells Slide Show to wait until you click with the mouse before the next slide is displayed.
 - **Key Down** tells Slide Show to wait until you press any key on your keyboard (except **Escape**) before the next slide is displayed. The **Escape** key stops the Slide Show.
 - **Read Text Done** tells Slide Show to read text in the picture and then display the next slide.
4. Click **OK**.

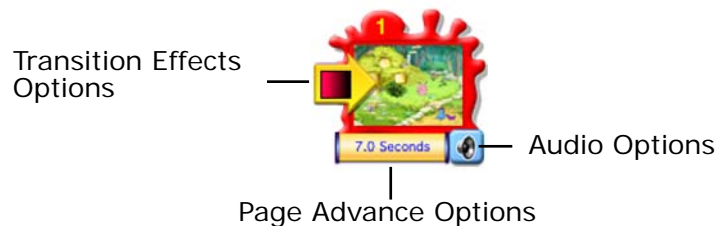
Transition Effects

You can set up special effects between slides. These include Fade, Windmill, Wipe, Iris, and many more. Each effect has a sound associated with it. You can change the sound for any effect.

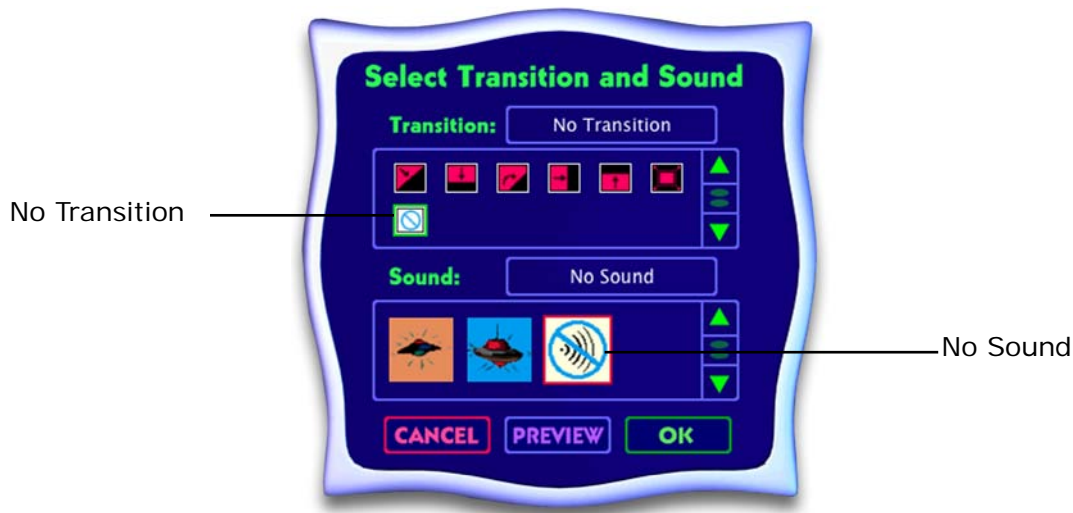
To set up transition effects:



1. Click the **Customize Slide Show Effects** button. The customizing option buttons appear on each slide.



2. Click the yellow **Transition Effects Options** arrow button on the left side of a slide to change the transition into that slide. The **Select Transition and Sound** dialog appears.



3. Select a visual transition effect in the upper scroll list.

If you do not want to have any transition effects, click the No Transition option.

The bottom scroll list shows you the sound effects associated with the visual effect you have selected.

4. Leave the sound as it is, select another, or click the **No Sound** option at the end of the list to make the transition silent.
5. Click **PREVIEW** to see how the transition looks and sounds.
6. Click **OK** to apply the selected effects.

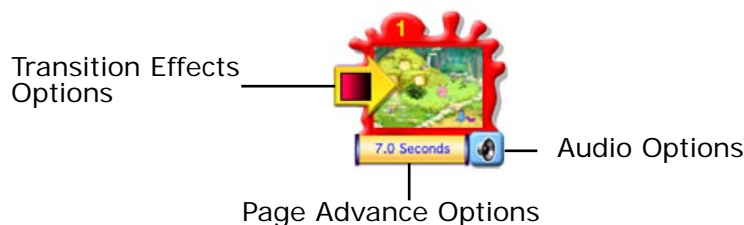
Audio Options

Audio options tell Slide Show to play all the slide's sounds and text, play either the sound or the text, or not to play them at all.

To set up audio options:



1. Click the **Customize Slide Show Effects** button. The customizing option buttons appear on each slide.



2. Click the **Audio Options** button for a slide you want to change.
3. Tell Slide Show what to do while this slide is showing:
 - Select **PLAY SOUND** to tell Slide Show to play the sound attached to this picture.
 - Select **PLAY TEXT** to tell Slide Show to read the text of this picture out loud.
 - Turn both options off to tell Slide Show not to play the sounds attached to the picture and not to read the text out loud.
4. Click **OK** to apply the changes.

Background Color

Slides in a Slide Show appear on a solid color background. You can change this color.

To change the background color for the current Slide Show:

1. From the **Slide Show** menu, choose **Change Background Color**.
2. Pick a color and click **OK**.

Playing Your Slide Show

You can now play your Slide Show to see all your pictures enlivened with the added effects.

To play your Slide Show:



1. Click the **Play Slide Show** button.
2. If your page advance options are set up to wait for a click or keyboard key press, you need to click or press a key to advance the slides.

Note: To stop a Slide Show while it is playing, double-click anywhere on the screen or press the **Escape** key on your keyboard.

Using Manual Advance

Manual advance lets you advance the slides manually, while keeping your visual and sound transition effects in place.

To use manual advance:



1. From the **Slide Show** menu, choose **Turn Manual Advance On**.
2. Play a Slide Show by clicking the **Play Slide Show** button.
3. Click with the mouse or press any key on your keyboard (except **Escape**) to advance to the next slide.

Note: The **Escape** key stops the Slide Show.

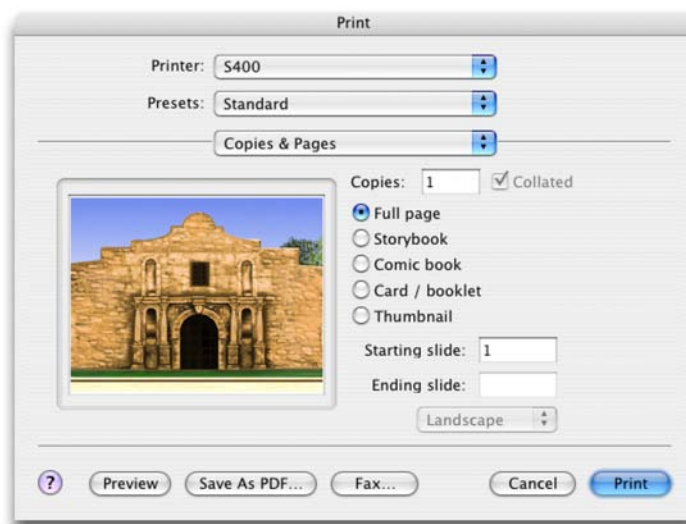
Printing Your Slide Show

You can print each slide of your Slide Show separately on its own page, or you can print small-sized slides on one page.

To print your Slide Show:



1. Click the **Print** button. The **Print** dialog appears.



2. Select one of these formats:

- **Full page** prints each slide on a single separate page. Type the number of the slide you want to print in the **Starting slide** box.

- **Storybook** prints two slides on each page.
 - **Comic book** prints six slides on each page, with the slides placed in two rows. To print six slides on a page, select **Comic book** and type **1** in the **Starting slide** box and **6** in the **Ending slide** box, and then click **Print**. To print the next six slides, click the **Print** button again and type **7** in the **Starting slide** box and **12** in the **Ending slide** box, and so on.
 - **Card / booklet** prints 4 slides per page. Slides are placed in two rows, one of which is upside-down. When you have printed the page, you can fold it in four to make a fun greeting card. You can also print just one slide on the first panel and then write on the other panels. To print four slides on a page, select **Card / booklet** and type **1** in the **Starting slide** box and **4** in the **Ending slide** box, and then click **Print**. To print the next four slides, choose **Print** again and type **5** in the **Starting slide** box and **8** in the **Ending slide** box, and so on.
 - **Thumbnail** prints twenty-four slides on each page. To print twenty-four slides on a page, select **Thumbnail** and type **1** in the **Starting slide** box and **24** in the **Ending slide** box, and then click the **Print** button again. If your Slide Show is longer than that, click the **Print** button again and type **25** in the **Starting slide** box and **48** in the **Ending slide** box, and so on.
3. If you select **Storybook**, **Card / booklet** or **Comic book**, you can also choose one of these orientations:
- **Portrait** prints the slides on a vertical page.
 - **Landscape** prints the slides on a horizontal page.
4. Click **Print** to print the Slide Show.

Saving Your Slide Show

Slide Shows are saved in the **My Slide Shows** folder (inside the **My Pictures** folder) by default.

To save your Slide Show:



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

Exporting Your Slide Show

You can export your Slide Show to play it with or without Kid Pix. Exported Slide Shows do not include the Text-to-Speech feature.

To export your Slide Show:

1. Choose **Export**, from the **File** menu.
2. Type a name for the exported Slide Show.
3. Navigate to where you want to save your exported Slide Show.
4. Choose an export format.

- **Project As QuickTime Movie** can be played on any computer with or without Kid Pix. However, QuickTime format supports only the **Timer** advance option.

Use QuickTime player to open and play your exported Slide Show.

- **Slide Show To Go** creates a folder with everything you need to play your Slide Show on a different computer with Kid Pix. Copy the folder to another computer then in the Slide Show part of Kid Pix, use the **Open** command from the **File** menu to open the Slide Show file in that computer's version of Kid Pix. Kid Pix will find all the files it needs to open your Slide Show.

5. Click **Export**.

To export a Slide Show to iMovie:

1. Open the **File** menu.
2. Choose **Export to iMovie**. The **Kid Pix: Export to iMovie** dialog appears.
3. Click the **NTSC** or **PAL** radio button to select the video standard for a Slide Show.
4. Type a name for the Slide Show you want to export.
5. Navigate to where you want to save your Slide Show.
6. Click the radio button labeled "**Open new iMovie project with this clip inserted**" to create and automatically open a new iMovie project with this Slide Show only. Alternatively, click the "**Save to folder**" radio button to save the Slide Show to the selected location.
7. Click **Export**.

***Note:** Exporting a Slide Show may take a long time and the resulting document may occupy a lot of disk space.*

Creating Animations from Your Slide Show

You can create simple animations using Slide Show projects you have created.

To set default animation options:

1. Choose **Kid Pix Preferences** from the **Kid Pix** menu.
2. Open the **Slide Show** pane in the dialog that appears and choose **No Transition** from the **Transition Effect** pop-up menu.

***Note:** When you choose **No Transition**, the transition sound effect automatically changes to **No Sound**.*

3. Set the **Timer** interval to any value small enough for an animation. For example, to 0.1 second.
4. Click **OK**.



To create animation frames:

1. Create a picture or open one you have already created.
2. Add an object or several objects (stickers, text, and so on) that you want to animate.
3. Save the picture. Now you have the first frame of your animation.
4. Modify the added object or objects slightly (move and resize them, change the color, and so on).
5. Save your work as a different picture by choosing **Save As** from the **File** menu.

***Tip:** If you add numbers to picture names, it will be easier to see the order for frames in the animation.*

6. Repeat steps 4-5 to create more frames for your animation.

To create an animation:

1. Create a new Slide Show.
2. Load the pictures you have created for the animation. See ["Loading Pictures" on page 52](#).
3. Set or modify transition options as described in the ["Customizing Your Slide Show" on page 54](#).
4. Export your Slide Show either to iMovie or to QuickTime to get an animated cartoon. See ["Exporting Your Slide Show" on page 58](#).

Options for Parents and Educators

In this chapter you will learn about:

- Setting Up Kid Pix Preferences
- Administrating the Login Dialog
- Activating Small Kids Mode
- Controlling Sound

Setting Up Kid Pix Preferences

Using the **Kid Pix Preferences** dialog, you can specify different Kid Pix settings for each Kid Pix user.

To set up Kid Pix Preferences:

1. Choose **Kid Pix Preferences** from the **Kid Pix** application menu. The **Kid Pix Preferences** dialog appears.



2. In the **General** pane, you can specify the following settings.
 - Click the **Menu bar hiding on** checkbox to have the menu bar automatically hidden when you are using Kid Pix Deluxe 3X.

- If you do not want to see the Kid Pix movie every time you launch the application, select the checkbox labeled **"Skip the Kid Pix movie on startup"**.
 - If you don't want the Login dialog to appear, and you want your home **Documents** folder set as the default location for saving files, select the **Skip the Login dialog** checkbox.
 - For the first text box you create, choose a font from the **Font** pop-up menu, and a font size from the **Size** pop-up menu.
3. Click the **Drawing** icon at the top of the dialog to open the **Drawing** pane and specify the sound and Text-to-Speech settings for your drawing tools.
 - Click the **"Turn tool sounds on"** checkbox to turn sound effects on or off when you are using the tools and trays in Kid Pix Deluxe 3X.
 - Click the checkbox labeled **"Play added music or sounds"** to turn on or off sounds attached to your pictures.
 - Select the checkbox labeled **"Turn on Read-Aloud Text feature"** to hear the text from text boxes read aloud.
 4. Click the **Slide Show** icon to open the **Slide Show** pane and select settings for your Slide Shows:
 - Select the checkbox labeled **"Play sounds during Slide Show"** to hear the sounds attached to your pictures when you play your Slide Show.
 - Select the checkbox labeled **"Read aloud text during Slide Show"** to hear text from text boxes read aloud when you play your Slide Show.
 - In the **Default Slide Show Settings** group, choose default transition and sound effects from the corresponding pop-up menus. These effects will play when one slide is advancing to the next. From the **Timer** group, choose a time interval between slides. From the **Background Color** pop-up menu, choose a color to fill the screen behind your slides while your Slide Show is playing. These effects will be applied to new Slide Shows you create unless you change them manually.
 5. Click the **Help** icon to open the **Help** pane and specify the following settings.
 - Select the checkbox labeled **"Provide coaching hints if no activity"** to make the coaching help active.
 - Using the **Delay before hints** pop-up menu, set the period of time after which the coaching help will start if there is no mouse or keyboard activity.
 - Select the checkbox labeled **"Turn automatic help tags on"** to see and hear helpful explanations for tools and buttons when you place your pointer over them.
 - If you want to hear help tag text read out loud, click the checkbox labeled **"Speak automatic help tag text after"** to turn the automatic help tag speaking feature on. From the pop-up menu, choose the time after which the text will be spoken out loud.
 - Select the checkbox labeled **"Read aloud alert messages"** to hear alert messages spoken out loud.
 6. Click the **Updates** icon to open the **Updates** pane and select the following options.
 - Click the **Automatically** radio button to check for updates automatically each time you launch Kid Pix when connected to Internet.
 - Click the **Manually** radio button to check for updates only when you click the **Check Now** button.
 - Click the **Check Now** button to start checking for updates right now.

7. Click **OK** to apply all the settings you have specified.

Administrating the Login Dialog

Using the Login dialog, you can create multiple users or log in as a different user.

Setting Up Multiple Users

For classroom use, or if lots of kids use the same computer, you can set up the application for multiple users.

To set up multiple users:

1. In the **Log In** dialog, type **KidPixAdmin** and then click **GO**. For details on opening the **Log In** dialog, see "Logging In as a New Kid Pix User" below.
2. Type the names of new users and click **ADD** after each one to add them to the list.
3. Click **DONE** when you have finished.

To delete a user:

1. In the **Log In** dialog, type **KidPixAdmin** and then click **GO**.
1. Select an user name you want to remove.
2. Click **DELETE**.
3. Click **DONE** when you have finished.

Logging In As a New Kid Pix User

If you have more then one Kid Pix user added, you can log in as any one of them any time you want while working with Kid Pix.

To log in as a new user:

1. Open the **Kid Pix** application menu and choose **Log In as New Kid Pix User**.
2. Select a user name from the list labeled "**Select your name here**".
3. Click **GO**.

Turning Off the Login Dialog

You can turn off the Login dialog that appears when you launch Kid Pix.

Once the dialog is turned off, all Kid Pix documents you create will be saved by default to the home folder where your documents are stored.

To turn off the Login dialog:

1. Choose **Kid Pix Preferences** from the **Kid Pix** menu.
2. Select the **Skip the Login dialog** option in the **General** pane of the dialog that appears.



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 most of the menu options, Slide Show, and printing) are inactive. 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 stamp letters, symbols, and numbers instead of the keyboard. When a child clicks a character in the tray, Kid Pix says its name out loud.

To turn Small Kids Mode on or off:

1. From the **Kid Pix** application menu, choose **Turn Small Kids Mode On**.
2. To return to **Normal Mode**, choose **Turn Small Kids Mode Off** from the **Kid Pix** application menu.

Controlling Sound

Using the **Kid Pix Preferences** dialog, you can turn on or off tool sounds, attached sounds, and Text-to-Speech effects for each user. For more information on controlling sound settings, see [*"Setting Up Kid Pix Preferences" on page 61*](#).

The Kid Pix Deluxe 3X Menus

In this chapter you will learn about:

- The Kid Pix Application Menu
- The File Menu
- The Edit Menu
- The Import Menu
- The Go Menu
- The Paint Zone Menu
- The Slide Show Menu
- The Help Menu

The Kid Pix Application Menu

About Kid Pix

Tells you about the current version of the application, its developer team, and credits.

Install Kid Pix CD Contents

Allows you to install all the contents of the application CD on your hard disk. For details, see [*"Installing Kid Pix CD Contents" on page 8.*](#)

Kid Pix Registration

Opens the **Kid Pix Registration** page in your default web browser.

Provide Kid Pix Feedback

Allows you to share your thoughts about Kid Pix with us. Choose this command to open the Kid Pix Feedback page in your default web browser.

Kid Pix Preferences

Allows you to specify different settings of Kid Pix for each user. For details, see [*"Setting Up Kid Pix Preferences" on page 61.*](#)

Turn Small Kids Mode On/Off

Switches between the modes. For details, see [*"Activating Small Kids Mode" on page 64.*](#)

Log In as New Kid Pix User

When you log in as a different user, Kid Pix uses the settings and folder locations specific to this user. For details, see [*"Logging In As a New Kid Pix User" on page 63.*](#)

Services

Provides a quick way to perform tasks with several other applications.



Hide Kid Pix

Hides all the windows of Kid Pix Deluxe 3X.

Hide Others

Hides all applications except Kid Pix Deluxe 3X. This clears the screen of everything but the Kid Pix windows.

Show All

Shows all hidden applications.

Quit Kid Pix

Quits Kid Pix. You can also click the **Quit** button on the right side of the **Paint Zone** to quit.

The File Menu

New

Creates a new Kid Pix picture or Slide Show. For details, see ["Starting a New Picture" on page 47](#) and ["Starting a Slide Show" on page 51](#).

Open

Lets you open an existing Kid Pix picture or Slide Show. Kid Pix first looks in the default **My Pictures** or **My Slide Shows** folders, but you can also browse through other folders on your computer. For details, see ["Opening a Picture" on page 48](#) and ["Creating and Opening Slide Shows" on page 51](#).

Open Recent

Lists up to ten recently used Kid Pix pictures or Slide Shows for you to open them easily.

Idea Machine

Opens the **Kid Pix: Idea Machine** dialog, where you can select a template picture. You can use the Idea Machine like an electronic coloring book. For details, see ["Starting a New Picture" on page 47](#).

Save

Saves an open picture or Slide Show. For details, see ["Saving a Picture" on page 47](#) and ["Saving Your Slide Show" on page 58](#).

Save As

Lets you save an open picture or Slide Show to a selected location with a different name. For details, see ["Saving a Picture" on page 47](#) and ["Saving Your Slide Show" on page 58](#).

Save as Template

Lets you save an open picture as a template and add it to the Idea Machine. For details, see ["Saving a Picture as a Template" on page 48](#).

Export

Saves your picture or Slide Show in a different format. For details, see ["Exporting a Picture" on page 50](#) and ["Exporting Your Slide Show" on page 58](#).

Export to iMovie

Exports your picture or Slide Show to iMovie. For details, see ["To export a picture to iMovie" on page 50](#) and ["To export a Slide Show to iMovie" on page 59](#).

Page Setup

Opens the system **Page Setup** dialog where you can specify printing settings.

Note: Notwithstanding the **Scale** value set in the **Page Setup** dialog, the picture will always be printed to fit the selected page size.

Print

Prints an open picture or Slide Show. For details, see ["Printing Your Picture" on page 49](#) and ["Printing Your Slide Show" on page 57](#).

Send Kid Pix Page by Email

Opens the default email application and creates an email message with your Kid Pix artwork attached.

The Edit Menu

Undo/Redo

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

Cut

Removes the currently selected object and places it on the Clipboard.

Copy

Puts a copy of the currently selected object on the Clipboard.

Paste

Pastes the object from the Clipboard.

Select All Text

Selects all the text inside the selected text box. (Applies only to text boxes.)

Check Spelling

Checks the spelling in all the text boxes in your picture. (Applies only to text boxes.) For details, see ["Checking Spelling" on page 25](#).

Check Spelling As You Type

Provides a dynamic spelling check while you are typing. For more details, see ["Checking Spelling As You Type" on page 26](#).

Enlarge to Fill Canvas

Enlarges the currently selected object to fill the whole drawing area.



The Import Menu

From iPhoto

Lets you browse through your iPhoto albums and import photographs you have stored in your iPhoto library. For details, see [*"Importing Pictures from iPhoto" on page 42.*](#)

From iTunes

Lets you import sounds from your iTunes library. For details, see [*"Importing Sounds from iTunes" on page 43.*](#)

Background

Lets you add a picture created in another program as a background for your Kid Pix picture. For details, see [*"Importing Backgrounds" on page 32.*](#)

Graphic

Lets you add a graphic created in another program to your Kid Pix picture. For details, see [*"Adding Pictures" on page 39.*](#)

Movie

Lets you import a QuickTime or MPEG movie to your Kid Pix picture. For details, see [*"Adding Movies" on page 40.*](#)

Sound

Lets you import and attach a sound from another source to your Kid Pix picture. For details, see [*"Adding Sounds" on page 40.*](#)

The Go Menu

Go to Slide Show/Paint Zone

Switches you from Paint Zone to Slide Show and back. For details, see [*"Going to Slide Show" on page 51*](#) and [*"Editing Pictures" on page 52.*](#)

The Paint Zone Menu

Alphabet Text

Lets you insert the text you want to paint with using the **Letters Wacky Paint** option. For details, see [*"Alphabet Text Tool" on page 23.*](#)

Say It This Way

Lets you teach Kid Pix how to pronounce words it does not know, like names and places. For details, see [*"Teaching Kid Pix to Pronounce" on page 27.*](#)

Flatten Text

Makes text boxes a part of the background. You can flatten just the selected text box or all text boxes in the picture. For details, see ["Working with Text Boxes" on page 24](#).

Flatten Stickers & Animations

Makes stickers and animations a part of the background. You can flatten just the selected object or all stickers and animations in the picture. For details, see ["Stickers Library" on page 33](#), ["Animations Library" on page 35](#).

Flatten Movies

Makes movies a part of the background. You can flatten just the selected movie or all of them. For details, see ["Adding Movies" on page 40](#).

The Slide Show Menu

Change Background Color

Lets you change the background color for your current Slide Show. For details, see ["Background Color" on page 56](#).

Change Transition Effects

Lets you customize the transition effect options for your Slide Show. For details, see ["Transition Effects" on page 55](#).

Load Picture

Places a picture in the selected slide of your Slide Show. For details, see ["Loading Pictures" on page 52](#).

Delete Blank Slides

Gets rid of blank slots in your Slide Show. For details, see ["Deleting Blank Slides" on page 53](#).

Turn Manual Advance On or Off

Changes the transition settings of your Slide Show so that you need to click or use your keyboard to advance to the next slide. For details, see ["Using Manual Advance" on page 57](#).

The Help Menu

Kid Pix User Guide

Opens this User's Guide in your default PDF viewer. For details, see ["Getting Help" on page 11](#).

Turn Help Tags On or Off

Turns automatic help tags on or off. For details, see ["Getting Help" on page 11](#).

Kid Pix Tech Support

Connects your web browser to the Kid Pix Technical Support web page. For details, see ["Getting Technical Support" on page 73](#).



Keyboard Shortcuts

Command + ,	Opens the Kid Pix Preferences dialog. For more information, see "Setting Up Kid Pix Preferences" on page 61.
Command + H	Hides all the Kid Pix Deluxe 3X windows.
Command + Option + H	Hides all applications except Kid Pix Deluxe 3X.
Command + Q	Quits Kid Pix Deluxe 3X.
Command + N	Creates a new Kid Pix picture or Slide Show. For details, see "Starting a New Picture" on page 47 and "Starting a Slide Show" on page 51.
Command + O	Opens a Kid Pix picture or Slide Show. For details, see "Opening a Picture" on page 48 and "Creating and Opening Slide Shows" on page 51.
Command + S	Saves an open picture or Slide Show. For details, see "Saving a Picture" on page 47 and "Saving Your Slide Show" on page 58.
Command + Shift + S	Opens the Kid Pix: Save As dialog for you to save an open Kid Pix picture or Slide Show to a selected location with the name you specify. For more information on saving, see "Save As" on page 66, "Saving a Picture" on page 47 and "Saving Your Slide Show" on page 58.
Command + Option + Shift + S	Opens the Kid Pix: Save as Template dialog for you to save an open Kid Pix picture as a template and add it to the Idea Machine. For more information, see "Saving a Picture as a Template" on page 48.
Command + Shift + P	Opens the Page Setup dialog, where you can define certain settings for printing. For more information, see "Page Setup" on page 67.
Command + P	Opens the Print dialog for you to print the current picture or Slide Show. For details, see "Printing Your Picture" on page 49 and "Printing Your Slide Show" on page 57.
Command + Z	Undoes or redoes the last action.
Command + X	Cuts the currently selected object and places it on the Clipboard.
Command + C	Puts a copy of the currently selected object on the Clipboard.
Command + V	Pastes the object from the Clipboard.
Command + A	Selects all the text inside a selected text box. For more information, see "Select All Text" on page 67.
Command + L	Enlarges the currently selected object to fill the whole drawing area.
Command + ?	Turns the automatic help tags off or on. For more information, see "Getting Help" on page 11.
Command	Shows the menu bar.

Frequently Asked Questions

The questions and answers in this chapter include:

- Why do some things become a 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 Slide Show 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** tool?
- What is the difference between **Rubber Stamps** and **Stickers**?
- What's the difference between animations and animated **Wacky Paint** or **Moving Paints** mode options?

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

A: 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 each other, just as if you had painted them on a piece of paper. Objects 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, sounds, or movies) play them.

Some actions cause things to flatten even if you do not flatten them yourself. For example, when you export a picture, the objects get flattened as a result, because the export format does not know how to display them otherwise.

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

Q: Can I save a Kid Pix picture or Slide Show in another format, so other people can see it?

A: These two questions are related.

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

To move the picture or Slide Show to another computer without Kid Pix on it, export the file in a format the other computer can play. For more information, see ["Exporting a Picture" on page 50](#) and ["Exporting Your Slide Show" on page 58](#).

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

A: Log in as KidPixAdmin to set up multiple users. Then log in as each user in turn and specify Kid Pix settings for that user. For details, see ["Logging In As a New Kid Pix User" on page 63](#) and ["Setting Up Kid Pix Preferences" on page 61](#).



Q: How do I use the Sound Art tool?

A: The **Sound Art** tool paints abstract images that get their size and shape from the pitch and volume of sounds you put in through your computer's sound input device. Talk or sing into your computer's microphone, and the **Sound Art** tool will "paint" those sounds.

To select the **Sound Art** tool, click the **Painting Tools** button and click the **Sound Art** tool in the tray. Then select the "**Hands-free**" or "**Mouse-move**" mode in the tool options tray.

If you select the "**Hands-free**" mode, you can make noise into the microphone and Kid Pix will paint itself. If you select "**Mouse-move**", you can direct the painting with the mouse and make noise at the same time to form the painting. For details, see ["Using Painting Tools" on page 14](#).

Q: What's the difference between Rubber Stamps and Stickers?

A: Rubber Stamps are pictures you "stamp" into your picture. They immediately get flattened into the background. You can edit rubber stamps using the **Stamp Editor**. You can't edit the rubber stamps once you have added them to your picture. For details, see ["Using Rubber Stamp Tools" on page 18](#).

Stickers are pictures you add to your Kid Pix picture that remain independent objects. You can move and resize them unless you flatten them. For details, see ["Stickers Library" on page 33](#).

Q: What's the difference between animations and animated Wacky Paint or Moving Paints mode options?

A: Animations are stickers that move, like very small movies. Animations are played when you play your picture. Animations remain independent objects after you add them to your picture. You can move and resize them unless you flatten them. For details, see ["Animations Library" on page 35](#).

The **Wacky Paint** mode options of **Paint Brush** and the **Moving Paints** mode options of **Spray Can** are **Painting Tools** that paint with magical effects. After you paint with them, they animate for a short period, then get flattened into the background. You can't move or change what you create with the **Wacky Paint** mode options of **Paint Brush** or the **Moving Paints** mode options of **Spray Can** tool the way you can with an animation. For more information, see ["Using Painting Tools" on page 14](#).

Getting Technical Support

To get Technical Support:

- Choose **Kid Pix Tech Support** from the **Help** menu. Your web browser will take you to the Kid Pix Technical Support page.

If you cannot launch **Kid Pix**, you can go to The Software MacKiev Technical Support page by copying the following address into your web browser www.mackiev.com/support.html.

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