



KNOWLEDGE ADVENTURE®

AGES 6-12

# BRICKS™

The Ultimate Construction Toy!



WIN  
MAC  
CD-ROM



GRYPHON™

RSAC ADVISORY™

**AL** SUITABLE FOR ALL AUDIENCES

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## Introduction

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Welcome to Knowledge Adventure Bricks,<sup>™</sup> the program that uses plastic building bricks imagery to let children of all ages create models of whatever they can imagine. The bricks and work space simulate three dimensions for a realistic appearance. Each model you create can be saved for reworking later, and you’ll never run out of parts.

Building with Knowledge Adventure Bricks is simple: just choose the desired brick shape, select a color, position the brick in the work space, and click to place it. You can move bricks in three dimensions, change their colors, or remove them at any time.

Two versions of the program are provided: a “Kids” version for younger children (ages 5 to 10) and an “Adult” version with some advanced features for older brick enthusiasts. Both versions can be installed on the same computer, and documents created in one version can be opened in the other.

Further, Knowledge Adventure Bricks is available for both the Macintosh<sup>®</sup> and Windows<sup>®</sup> operating systems. Documents or files created on either system can be opened on the other.

## SYSTEM REQUIREMENTS

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**Macintosh<sup>®</sup>:** Any color Macintosh with a 13-inch or larger monitor, a CD-ROM drive, and a minimum of four megabytes of RAM, running System 7.1 or later. System 7.5 is suggested for scripting functions.

**Windows®:** Any 386-based (or later) IBM® PC or compatible, with a VGA monitor (256 colors minimum), a CD-ROM drive, Microsoft® mouse (or compatible pointing device), a hard disk and four megabytes of RAM, running Windows 3.1 (or later). A sound card is recommended.

## **CHECKLIST**

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In addition to this booklet you should have:

- The Knowledge Adventure Bricks CD-ROM.
- A Registration/Warranty Card.

Contact us if any materials are missing. Our address and telephone number are printed on the back cover of this booklet.

## **REGISTRATION**

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Please take a moment to fill in the Registration Card and mail it to us. Be sure to copy the serial number printed on the registration card onto the front cover of this booklet, so you will have it at hand if you need it.

## **INSTALLING KNOWLEDGE ADVENTURE BRICKS**

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You can run Knowledge Adventure Bricks directly from the CD-ROM, but you will not be able to add or remove brick kits, and the documents you create will have to be saved on your hard drive. On the other hand, your child(ren) will not be able to inadvertently alter the program.

### **Macintosh:**

1. Insert the CD into your computer's CD-ROM drive.
2. Double-click the Knowledge Adventure Bricks or the Kid Bricks icon to start the program.

To install Knowledge Adventure Bricks on your hard drive, simply drag the folder from the CD-ROM to your hard drive.

### **Windows:**

If Windows is not running, launch it.

#### **Windows 95 or Windows NT 4.0**

To run Knowledge Adventure Bricks, or to copy it onto your hard drive, simply place the CD into your computer's CD-ROM drive and follow the on-screen instructions.

#### **Windows 3.1 or Windows NT 3.51**

1. Insert the CD into your computer's CD-ROM drive.
2. Choose the **Run** command from the Program Manager's File menu.

3. In the Run dialog box, type **d:\bricks.exe** (if your CD-ROM drive is assigned a drive letter other than *d*, type the appropriate letter) and click **OK**.

If you wish to install Knowledge Adventure Bricks on your hard disk, highlight the Knowledge Adventure Bricks directory folder in the File Manager or Explorer window, and choose **Copy** from the File menu. In the Copy dialog box, enter the directory on your hard drive to which the program is to be copied.

## **ABOUT THIS BOOKLET**

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This booklet is intended to be used as a reference for Knowledge Adventure Bricks. We assume you and your child(ren) are familiar with basic computer usage—particularly pointing and clicking—and this manual makes no attempt to guide you in these areas.

Command names are shown in boldface, while options and labels found in dialog boxes are italicized. Differences between the Windows and Macintosh versions of the program are noted in the text.

**Windows:** The term “folder” is synonymous with “directory.”

## **Kids Version**

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When your child starts the Kids version of the program, a sign-on screen appears. The child can type his or her name, or highlight a previously saved name in the scrolling list, and then click the **Check** button to proceed. File names and the storage location for images created during this session are determined by this sign-on name. Each time a new child signs on, a new folder with that name is created in the Knowledge Adventure Bricks operations folder (For Macintosh: in the Knowledge Adventure Software folder in the Preferences folder in your System Folder. For Windows: in the User directory in the Bricks directory). To let another child sign on, have the current user quit the program. When the program is restarted, the sign-on screen appears again.

The Kids version is characterized by large buttons and simplified interactions. No menu bar is visible; all functions are performed directly from the document window. The Tools, Colors, Actions, and Bricks palettes are arranged around the edges of the window, enclosing a work space; the palettes are fixed and cannot be moved.

Sounds are attached to most actions; for example, scrolling through the Bricks palette elicits the sound of jumbled bricks. Sound can be turned off and on in the Preferences dialog box (described later).

## **TOOLS**

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All tools remain selected until the child specifically chooses another tool. To select a tool, click its symbol on the Tools palette. The tool’s symbol becomes green (the same color as the baseplate) to indicate which tool is selected.

**Hand** – This is a selection tool. Click a single placed brick to select it for rotation or nudging; drag a selection rectangle enclosing a group of bricks to select all of them. Shift-click to select and deselect individual bricks. Drag the selected bricks to a new location, or click the arrow buttons on the Action palette to move or rotate them (the arrow keys on the keyboard also can be used). Click anywhere in the work space to deselect the selected bricks.

**Paint Bucket** – Click any brick with the Paint Bucket to “repaint” it with the color currently selected on the Colors palette. The brick does not have to be selected first. To change the currently selected color, click the desired color button on the Colors palette.

**Brick Tool** – Used to place new bricks; click anywhere in the work space to place a new brick of the currently selected type. An outline of the brick moves with the mouse pointer, jumping into alignment with the nearest stud on the baseplate or another brick; if you don’t see the outline, the brick is in an illegal position. When the mouse button is pressed, a “shadow” of the base of the brick is displayed to aid in positioning it. The brick is placed when the mouse button is released. To select a different brick type, click the desired shape on the scrolling Bricks palette.

When a new brick is placed, it is positioned as “low” as possible in the work area; that is, flush with the baseplate or the top of another brick. Use the up arrow on the Actions palette to raise the selected brick(s) vertically. Note that when you drag bricks, their “shadows” move on the baseplate, regardless of their height in the work space.

**Eraser** – Used to delete bricks from the work area—select the tool and click any brick. To remove a number of bricks at once, use the Hand to drag a selection rectangle around the bricks, and then press the delete or backspace key on the keyboard.

## **COLORS**

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Twelve color choices are available on the Colors palette. The currently selected color is indicated by a black outline around the appropriate color button. This color is used for new bricks and the Paint Bucket until another color selection is made.

## **BRICKS**

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The Bricks palette displays available brick shapes in a single column on the right side of the screen. Use the scroll buttons at the top and bottom of the palette to scroll the column. Scrolling is not continuous; that is, the child must click a button each time she or he wants to see a new “page” of bricks. Also, the palette represents a column, not a loop: the appropriate scroll button is dimmed when the top or bottom of the list of bricks is reached. To add bricks to or remove them from this palette, drag the appropriate kit into or out of the Kits folder.

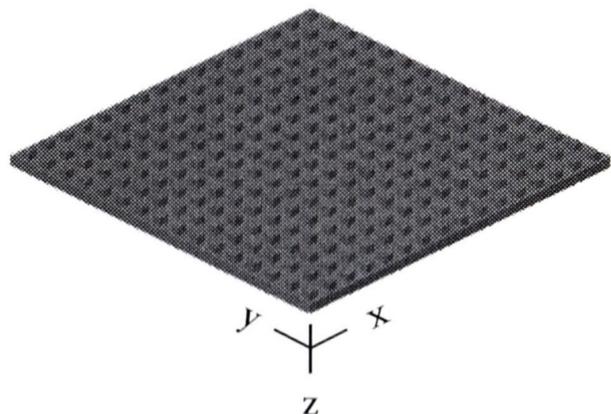
## **ACTIONS**

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The action buttons at the lower left and across the bottom of the window provide a basic set of program operations, and allow nudging and rotation of the selected brick(s).

## Arrows

The arrow buttons across the bottom of the window provide brick rotation and movement in three dimensions. Each straight-arrow button moves the selected bricks in the indicated direction; distance moved is one row of studs along the  $x$  or  $y$  axis, and the equivalent distance up or down along the  $z$  axis.



The circular-arrow buttons rotate a selected brick in the indicated direction around its vertical centerline. If more than one brick is selected, they are rotated as if enclosed in a bounding box that is rotated about its center.

The arrow keys available on most keyboards duplicate the actions of the arrow buttons. The left-arrow key nudges the selected bricks one row backward along the  $x$  axis; the right-arrow key nudges them one row forward along the  $x$  axis. The up- or down-arrow key moves the bricks one row up or down the  $y$  axis. Press Option-up arrow (Macintosh) or Shift-up arrow (Windows) to raise the selected bricks vertically (i.e., upward on the  $z$  axis); use Option-down arrow (Macintosh) or Shift-down arrow (Windows) to lower the bricks. Option-left arrow (Macintosh) or Shift-left arrow (Windows) rotates the bricks counter-clockwise, while Option-right arrow (Macintosh) or Shift-right arrow (Windows) rotates them clockwise.

## Open

The Open button displays an Open dialog box in which the child can select and open a previously saved document. The dialog box displays thumbnails of the documents in the “portfolio” folder of the child presently signed on. Select the document to be opened by clicking its thumbnail; the selected thumbnail is surrounded by a black-and-white frame. Click the Check button (or press the Return key) to open the selected document. Or simply double-click the thumbnail.

Only one document can be open at a time. If another document is opened, the current document is saved and closed.

Optionally, this dialog box can include a Trash Can button which the child can use to delete documents (refer to the description of the KidBricks Preferences dialog box for information about showing and hiding the button). If the Trash Can is available, a document can be deleted by selecting its thumbnail and then clicking the Trash Can.

## Save

Your child can click the Save button at any time to save the picture in its current state; the picture is not closed. The document is automatically named and saved, with a thumbnail, in the child’s own folder, which was created when he or she signed in. The current document also is saved whenever the Open or Quit buttons are clicked.

**Windows:** The names assigned to individual folders in the Users directory do not correspond to actual user names.

## Quit

Clicking the Quit button terminates the program.

## Print

The Print button, displaying a printer symbol, lets the child print her or his creation; a standard Print dialog box appears. If you choose, this Print button can be removed from the Actions palette; refer to the description of the KidBricks Preferences dialog box for more information.

## Undo

Click the Undo button to undo the most recent action in the work space—brick movement, color change, etc.

## Background

The Background button, displaying a symbol of the green baseplate, opens a dialog box which displays thumbnails of available background images; eight are supplied with the Kids version. Several solid-color background options also are displayed in the dialog box. Select the desired background color or image and close the dialog box.

You can add to the available backgrounds by placing PICT (Macintosh) or BMP (Windows) images in the Backgrounds folder. Refer to the description of the **Background** command in the “Adult Version” section of this manual for additional information about these background image files.

## PREFERENCES

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Sounds accompany most KidBricks operations. The options in the Preferences dialog box let you turn off and on these sounds, as well as display of the Trash Can in the Open dialog box and display of the Print button in the Actions palette. To open the Preferences dialog box, choose the **Preferences** command from the File menu—the application menu bar is visible while the Control key on the keyboard is pressed.

## Adult Version

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The Adult version of Knowledge Adventure Bricks provides a more traditional interface with smaller buttons and floating palettes. The four tools available in the Kids version are available in the Adult version. There is no sign-in screen, nor does the program automatically save documents to special folders. All tools, colors and action buttons are grouped on one main palette, along with the available brick shapes.

In the Adult version, document windows are scrollable and resizable, and you can have more than one document open at a time. One or more selected bricks can be copied to another document using drag and drop by Command-dragging (Macintosh) or Control-dragging (Windows) them from one window to another.

## **TOOLS**

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The tools in the Adult version are virtually identical to those in the Kids version. The Hand is replaced by a selection Arrow. A hidden Eyedropper tool is available: Command-Option-click (Macintosh) or Shift-Control-click (Windows) any placed brick to make its color and shape the current selections on the Bricks and Colors palettes.

Keyboard shortcuts for switching between tools are:

Arrow (or Hand) – press A on the keyboard.

Paint Bucket – press P.

Brick tool – press B.

Eraser Tool – press E.

If the Arrow tool is selected, pressing the Tab key switches to the Brick tool; if any other tool is selected, pressing the Tab key switches to the Arrow. This is useful for quickly switching back and forth between the Bricks tool and the Arrow.

## **COLORS**

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The color pad, below the tool buttons on the main palette, contains twelve color blocks. The currently selected color is displayed as the background around these blocks. To change the current color, click the appropriate color block. To change the color of all selected bricks, Option-click (Macintosh) or Control-click the appropriate color block.

## **ARROWS**

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The arrow buttons spread across the bottom of the work space in the Kids version are grouped on the main palette in the Adult version. To nudge or rotate the selected bricks, click the appropriate key on the arrow pad. The arrow keys on your keyboard also work, as described in the earlier “Arrows” section.

## **BRICKS**

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The Bricks portion of the main palette is scrollable and resizable. Each installed kit, or group of shapes, is displayed on the palette by title. To view the actual shapes in a particular group, click the arrow preceding the title to expand the group. To collapse the group, click the arrow again.

You also can “tear off” a separate palette for each group by dragging from its title on the main palette; these palettes can be positioned anywhere on the screen.

Like the Kids version, brick groups can be added to or removed from the main palette by adding or removing brick-kit documents in the Kits folder inside the Knowledge Adventure Bricks folder.

## **MENUS**

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The menu bar in the Adult version is always visible, and includes a number of features not found in the Kids version, chiefly the Script menu.

## **File Menu**

**New** – Opens a new document.

**Open** – Displays a standard Open dialog box used to locate and open a previously created Knowledge Adventure Bricks document.

**Close** – Closes the active document; you are asked if unsaved changes are to be saved.

**Save** – Saves changes to the active document without closing it.

**Save As** – Displays a standard Save dialog box to let you save the active document under another name or in another location.

**Revert to Saved (Macintosh)** – Reloads the last-saved version of the active document, discarding any intervening changes.

**Page Setup (Macintosh)** – Displays a standard Page Setup dialog box in which printer options are set.

**Print** – Opens a submenu containing these options: **Image**, **Parts List** and **Instructions**. Each command displays a standard Print dialog box. The **Print Image** command prints the contents of the work space (isometric view), as displayed on screen. The **Print Parts List** command prints a list of the types of bricks, and quantities of each, used to create the model in the active document. This list is ordered by part type, with a break-down by color. **Print Instructions** prints a series of images, each of which displays one layer of the current model. That is, the first image presents only the bricks in the bottom layer of the model; the next image presents the second layer, and so on.

**Print Preview (Windows)** – Opens the Print Preview window in which you can view the active document as it will be printed.

**Print Setup (Windows)** – Displays a standard Print Setup dialog box in which printer options are set.

**Quit/Exit** – Ends the program; you are asked if unsaved changes to open documents are to be saved.

## **Edit Menu**

**Undo/Redo** – Undoes most recent action in the active document (e.g., brick movement, color change, etc.). When an action is undone, the command becomes Redo, which redoes the undone action.

**Cut** – Removes the selected objects from the document, placing them on the Clipboard.

**Copy** – Copies the selected objects to the Clipboard.

**Paste** – Pastes objects on the Clipboard into the active document.

**Clear** – Removes the selected objects from the document.

**Select All** – Selects all objects in the document.

**Select None** – Deselects all selected objects in the document. Pressing the Esc key on the keyboard produces the same result.

**Duplicate** – Creates duplicates of the selected objects; these are slightly offset from the originals. Note that the duplicates are selected, and the originals deselected, so the duplicates can be moved immediately, even if they are “inside” other bricks or not visible. Use the Arrow keys to relocate them.

**Show Clipboard (Macintosh)** – Displays the current contents of the Clipboard.

## Options Menu

**Show Part Numbers** – Each brick shape has a unique part reference number. If this command is checked, these numbers are displayed with each shape in expanded groups on the main palette, and on “torn-off” group palettes.

**Show Baseplate** – If this command is checked, the green baseplate is displayed in the work space.

**Show Multiview** – If this command is checked, the document window is divided such that a column of three smaller windows is displayed along the right side of the screen. Each of the smaller windows displays a different view of the 3-D work space.

From top to bottom, these smaller windows display the plan view (looking from directly above the model), the view of the left front side, and the view of the right front side of the model.

**Background** – Displays a dialog box that lets you change the background of the Knowledge Adventure Bricks work space (default is solid black). You can load a PICT (Macintosh) or a bitmapped (Windows; .bmp extension) image, or you can use the system color picker to select another solid color.

To load a background image, click the *Load* button in the dialog box; a standard Open dialog box is displayed. Locate and open the PICT or BMP image. This must be an 8-bit image that utilizes standard system colors.

The upper left corner of the loaded image is positioned in the upper left corner of the Knowledge Adventure Bricks work space. Depending on the size of the image and the current size of the document window, there may be strips of the background color visible below and to the right of the loaded image. If *Tile Image* is checked, the image is repeated so the work space is completely filled;

that is, there will be no strips of background color. Note however, that this option should be used only with small images; otherwise screen redraw may be slowed dramatically.

To change the current work-space color, click the *Background Color* button; the system color picker is displayed.

**Group** – Designates two or more selected objects as a single entity; this entity is then selected, moved and rotated as one object.

**Ungroup** – Dissolves the selected group or groups into their individual components.

## View Menu (Windows Only)

**Toolbar** – Hide or show the application toolbar; the command is checked if the palette is visible.

**Status Bar** – Hide or show the informative display at the bottom of the document window; the command is checked if the status bar is displayed.

## Window Menu (Windows Only)

**New Window** – Another window is opened to display the active document; any action taken in one is repeated in the other, since the document itself is not duplicated.

**Cascade** – Open windows are made the same size and arranged such that the title bar and left edge of each are visible—the windows appear to “step” down the monitor screen.

**Tile** – Open windows are sized and arranged such that all are visible on the monitor screen.

**Arrange Icons** – “Iconified” windows are neatly aligned.

**Open windows list** – All currently open document windows are listed here; choose a name to make that window active.

### **Scripts Menu**

**Other Scripts** – Displays a standard Open dialog box that you can use to locate and open a script not currently residing in the Scripts folder, and thus not available in the Scripts menu.

**Script List** – All script documents found in the Scripts folder, inside the Bricks folder, are listed in the Scripts menu. Script documents found in folders within the Scripts folder are displayed as submenus.

## **ANIMATION – MACINTOSH**

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Models created in the Adult version of Knowledge Adventure Bricks can be recorded and animated using AppleScript. We have provided a number of fun and useful scripts for Knowledge Adventure Bricks, and you can use AppleScript to create your own. Among the provided scripts is one that lets you export the animation of a model being built as a QuickTime movie.

With AppleScript’s Script Editor, you can record a sequence of actions you perform in Bricks, such as building a model, counting bricks, etc. and then save them as a script. Then you can repeat the same series of steps simply by telling the computer to run the script.

Please refer to your AppleScript Guide to learn more about using AppleScript to record a sequence of actions.

## **ANIMATION – WINDOWS**

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Model scripting can be accomplished via Windows’ OLE Automation. Script creation and use of this feature is beyond the scope of this manual. A number of excellent books on OLE Automation are available from third-party sources.

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**User's  
Guide  
Inside**



**KNOWLEDGE ADVENTURE®**

# **BRICKS™**

**The Ultimate  
Construction Toy!**

## **Where to Get Help**

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**Internet** [www.adventure.com](http://www.adventure.com)

- product information
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## **Technical Support**

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