

KIDWRITER™ GOLDEN EDITION



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KIDWRITER GOLDEN EDITION INSTRUCTIONS

If you would like to save any picture-stories that you will create using Kidwriter Golden Edition, you must have an initialized data disk. Follow the instructions below for making a data disk.

NOTE: See your Apple IIGS™ manuals and tutorial disk that were supplied with your computer for more detailed instructions on the use of the Apple IIGS .

MAKING A DATA DISK

Picture-stories you create can be saved, to view and/or edit at any time. To save a picture-story, you must have an initialized data disk. To initialize a data disk, follow these instructions:

If you have one floppy drive (3 1/2"):

Boot up your computer with the System Disk in the disk drive. After the System Disk has loaded, eject this disk and insert a blank disk. If this disk has never been initialized, the system will prompt you to initialize and name your disk. (If your disk already has a volume name, and you want to re-initialize it, highlight the icon for the disk, pull down the **Special** menu and choose **Initialize Disk**.) Click on the **INITIALIZE** button, type in the volume name (the "Volume Name" is the name of your disk), and click on the **OK** button. If the **INITIALIZE** button appears, click on it. When an icon for a disk with your volume name appears on the screen, your data disk is initialized.

If you have two floppy drives (One 3 1/2" and one 5 1/4"):

NOTE: *Paragraph #1 is directions for earlier versions (before September 1988) of the operating system. If you have a more recent version (September 1988 and after), see paragraph #2.*

#1. Boot up your computer with the System disk, and place a blank disk in your second floppy drive. Double click on the **SYS.UTILS** icon, and then the **SYSUTIL.SYSTEM** icon. Select **Format a Disk**, select **Slot and Drive**, then select **Slot 6, Drive 1**.

(Follow instructions on the screen on how to select). Select **PRODOS**, enter a volume name, press **<Enter>**, and follow screen instructions. When formatting is done, press **<Enter>** to return to the menu, and select **Quit** to return to the Finder.

#2. Boot up your computer with the System Disk in the first disk drive, and a blank, uninitialized disk in your second floppy disk drive. Eject your System disk, and insert your System Tools disk. Double click on the **ADV.DISK.UTIL** icon, and follow screen instructions. Pull down the **File** menu and select **Initialize/Erase**. Click on the **VOLUME** button until "uninitialized or no disk in drive" appears at the bottom of the dialog box. Click on the **INITIALIZE** button, type in the name of the volume (the name you are giving your data disk), and click on the **OK** button. Click on the **INITIALIZE** button. When an icon for a disk with your volume name appears on the screen, your data disk is initialized and named. Click on the **CANCEL** button, pull down the **File** option, and select **Quit**.

For instructions on saving refer to "SAVING A PICTURE-STORY".

LOADING THE PROGRAM

NOTE: *Be sure that the control panel options are set to start up from the disk drive in which you have placed your Kidwriter Golden Edition (KWG) program disk.*

On a single or double floppy drive system:

Place the KWG disk in the correct floppy drive and close the drive door. Turn on your Apple IIGS, and KWG will load.

NOTE: *A short demo program will begin when the program is loaded. This program will run by itself, and can be stopped by pressing the <SpaceBar>.*

USING KIDWRITER GOLDEN EDITION

The Mouse, The Cursor, and The Keyboard

The mouse moves the cursor around the screen. The cursor is an arrow which is also referred to as the "pointer" in this manual. Sometimes, the cursor appears as a square. When the cursor appears as a square, you can type text in, using the keyboard.

The Main Screen and The Main Menu

When the program is loaded, the Main Screen appears. There are several options to choose from at the bottom of this screen. The four options on the left are referred to as buttons. These are selected by clicking on them once with the mouse. The following are the functions performed by each button:

BACKGROUND - Used to select a background scene for your picture-story.

PICTURE - Used to add images to the background scene.

COLOR - Used to change the colors in any of the images. Colors in the background cannot be changed.

TOOLS - Used when you would like to Save, Load, Change Directories, Print or Quit the program.

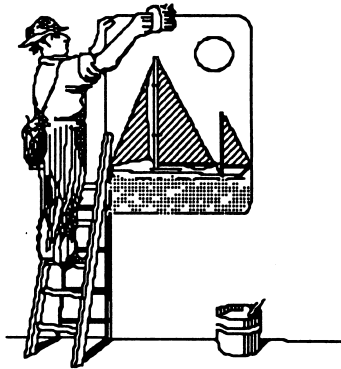
In addition, a **CANCEL** button appears after you select every option, which returns you to the main menu.

There's also an "icon" at the bottom right of the main screen, which looks like this:



- When you click on the **HAND** icon, it's replaced by the **ABC** icon. In this mode, you'll be able to use the mouse to pick up images in your picture, but not to enter text. To return to text-entering mode, click on the **ABC** icon.

CREATING A PICTURE



Selecting a Background

There are several background scenes to choose from. Choose different scenes by clicking on the **BACKGROUND** button.

Selecting Images for your Picture-Story

To select images for the picture-story, call up the picture menu by clicking on the **PICTURE** button. In the picture menu, there are 10 picture-group icons that represent groups of images that can be placed on the background. Click on one of the picture-group icons and the images contained in that icon will appear in the window in the lower left corner of your screen. To move forward through the images click on the **Up Arrow** button. To move backward, click on the **Down Arrow** button. To change the direction of an image, click on the **FLIP PICTURE** button directly below the window. You will see the image in the window turn and face the opposite direction. Repeat to turn the image back again.

To select one of the images, place the pointer directly on the image that appears in the window. Click once, and the image will jump up onto the background. You can move the image around the screen with the mouse, place it where you want it on the background, and click once. You can place up to fifteen images on one page.

Once you place the image on the background you can move it again if you like. Just place the pointer over the image, click once, move the image to the new location, and click again to place it.

To remove an image from the background, click over the image and drag it off any edge of the screen.

Click on the **CANCEL** button to return to the Main Screen.

Changing Colors

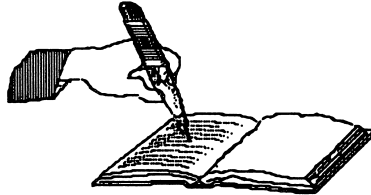
To change the colors used in any of the images, call up the Color Menu by clicking on the **COLOR** button at the bottom of the Main Screen. Place the pointer on the color desired and click once to select. Move the pointer to the area you wish to change and click.

To move the Color Menu to the top of the screen click on the **TOP** button. This will allow you to edit any images located at the bottom of the screen. To move the Color Menu back to the bottom of the screen click on the **BOTTOM** button.

NOTE: Colors in the background cannot be changed.

Click on the **CANCEL** button to return to the Main Screen.

CREATING A STORY



Adding Text

The bottom part of the screen is for the story that goes with the picture you've created. You can also type text anywhere on the background. Move the pointer where you want to add text, and use the keyboard to type the text you want. When you reach the right margin, the text will wrap to the next line. Correct errors using the <Delete> or <⌘-Delete> keys. To add words between what you've already typed, move the cursor back to where you would like to insert, and press the <⌘-SpaceBar> keys enough times to make a space large enough for your new text. If you'd like to add an entire line, and there is an open line at the bottom of the screen, place the cursor at the far left of a line and press <Enter>. All the text below the cursor will move one line down, and an empty line will open up.

If you need more than the 7 lines at the bottom of the screen, add a page to your picture-story by clicking on the **Right Arrow** button. Continue typing your story on this screen.

Adding Pages to Your Picture-Story

Pages of your picture-story are numbered at the top of the screen. When you begin a picture-story, "Page 1" will appear. To add another page click on the **Right Arrow** button located at the top right of the screen. A new page will appear and the page number will increase by one. Click on the **BACKGROUND** button to select a background for your new page. The **Right Arrow** and **Left Arrow** buttons can also be used to move from page to page.

The **PAGE** button is used to insert a page **BEFORE** the current one. It is also used to delete a page. You can choose either of these options after you click on this button.

PLAYING YOUR STORY

When you click on the **PLAY** button at the top of the Main Screen, your story will play, accompanied by a short tune. You will be prompted to change pages by pressing the <SpaceBar>.



SAVING A PICTURE-STORY

To save a picture-story onto a data disk, you must first initialize a blank disk. Refer to the "MAKING A DATA DISK" section at the beginning of this manual for instructions.

To save a Picture-Story with one disk drive:

Eject the KWG disk, and insert your data disk. Click on the **TOOLS** button, and then on the **SAVE** button. Type in the name you would like to give the picture-story, and click on the **SAVE** button to save it. After your story has been save, eject your data disk, and insert the KWG disk.

To save a Picture-Story with two disk drives:

Click on the **TOOLS** button, and then on the **SAVE** button. Click on the **CHANGE DIRECTORY** button if the volume name of your data disk does not appear automatically. Type in the name of your data disk (e.g., /UNTITLED), and click on the **CHANGE** button. Type in the name you would like to give the picture-story, and click on the **SAVE** button to save it.

LOADING A PICTURE-STORY

Picture-Stories that have been saved on your data disk can be loaded and either played or edited.

To load a Picture-Story with one disk drive:

Eject the KWG disk, and insert your data disk. Click on the **TOOLS** button, and then click on the **LOAD** button, and a directory of all picture-stories saved on your data disk will appear. Click on the name of the picture-story you would like to load. After your picture-story has loaded, eject your data disk, and insert the KWG disk.

To load a Picture-Story with two disk drives:

Click on the **TOOLS** button, and then on the **LOAD** button. Click on the **CHANGE DIRECTORY** button, if the volume name of your data disk is not already showing, and type in the name of your data disk (e.g., /UNTITLED). Click on the **CHANGE** button, and a directory of all picture-stories saved on your data disk will appear. Click on the name of the picture-story your would like to load.

PRINTING A PICTURE STORY

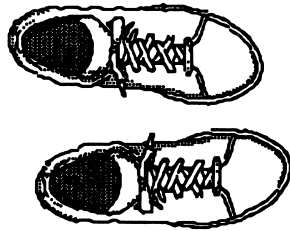
To print a picture-story, you must first load it onto the screen. Once loaded, click on the **TOOLS** button, and then the **PRINT** button when it appears.

The first time you choose **PRINT**, you will need to select your printer. Highlight the name of the printer and port you will be using, click on them to select, then click on the **OK** button. If you need to change the type of printer you are using, click on the **CHANGE PRINTER TYPE** button to select the new printer.

Once the correct printer is selected, click on the **PRINT ONE PAGE** button to print the current page, or the **PRINT ALL PAGES** button to print the whole story. Click on the **CANCEL** button to return to the Main Screen without printing the picture-story.

EXITING KIDWRITER GOLDEN EDITION

To exit KWG, click on the **TOOLS** button on the Main Screen, then on the **QUIT** button. Be sure that you have saved everything you want saved before exiting. You can click on the **CANCEL** button to return to the Main Menu. To exit quickly, at any time, press the **<Esc>** key. You will be asked if you want to save before exiting. If you do not save before exiting all recent changes will be lost.



SUPPORT

If you have any questions or problems, call Queue, Inc. at 1-800-232-2224 (in Connecticut, Alaska and Canada call 203-335-0908). Defective disks will be replaced free of charge up to 90 days after invoice date. Disks damaged after 90 days may be replaced at \$10.00 per disk. Mail the damaged disk and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06430, for a prompt replacement.

Backup disks are available for \$10.00 per disk. Customers are limited to one backup disk for each disk purchased. **Backup disks are for archival purposes only.**

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and finger prints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

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