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Gryphon Software Corporation Registration and Warranty Card

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First name Middle initial Last name

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Address _____

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Date of purchase _____
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What type of computer do you use?

- | | | |
|---|---|---|
| <input type="checkbox"/> A. Color Classic | <input type="checkbox"/> F. Macintosh Centris | <input type="checkbox"/> K. 386/SX ____MHz |
| <input type="checkbox"/> B. Macintosh LC/LC II | <input type="checkbox"/> G. Macintosh Quadra | <input type="checkbox"/> L. 386/DX ____MHz |
| <input type="checkbox"/> C. Macintosh LC III | <input type="checkbox"/> H. Powerbook | <input type="checkbox"/> M. 486/SX ____MHz |
| <input type="checkbox"/> D. Macintosh II series | <input type="checkbox"/> I. Power Macintosh | <input type="checkbox"/> N. 486/DX ____MHz |
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| | | <input type="checkbox"/> P. Other (specify) _____ |

Do you own a CD-ROM drive? ☐ Yes ☐ No

Do you own a printer? ☐ Yes ☐ No What Kind? _____

How did you hear about Colorforms® Computer Fun Set™? (Check one)

- | | | |
|--|---|--|
| <input type="checkbox"/> A. Dealer | <input type="checkbox"/> C. Advertisement | <input type="checkbox"/> E. Mail order catalog |
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Gryphon Software Corporation

7220 Trade Street, Suite 120
San Diego, CA 92121-2523
Tel.(619)536-8815 Fax (619)536-8932

Colorforms® *Computer Fun Set*™ Reference Guide

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Colorforms Computer Fun Set

Introduction

Welcome to *Colorforms*® Computer Fun Set,™ software that combines the fun of *Colorforms* stick-ons™ with the versatility of your computer.

Like the original *Colorforms*, these stick-ons are easy to place and move. In addition, these can be resized, your child can change their appearance by “filling” them with different colors and patterns, and they can be superimposed to create a multitude of effects.

Further, when each stick-on is placed, a fun sound is played, and each sound can be replayed at any time. Plus, if your computer is equipped with a microphone, a message, or any sound, can be recorded and saved with each picture file.

A number of background images are available to spark the child's imagination. In addition, *Colorforms* Computer Fun Set pictures can be saved as backgrounds, and you can import background images created in other graphics programs.

A Text tool is available so children can sign, add a title to, or tell a little story with their pictures; and as each letter is typed, it is pronounced. Pictures can be printed normally, or as coloring pages on which only shape outlines are printed—extending the fun by allowing your child to color the picture by hand.

A separate folder to store pictures and preference settings is automatically created for each child that uses the program. Thus, when a child signs in, all of the pictures she or he has created can be re-opened—a process that is as simple as selecting from a display of miniature picture proxies or “thumbnails.”

Stick-ons and fill colors and patterns are provided as module files. Several modules are provided with the program—look for upcoming additional *Colorforms* Computer Fun Set titles!

System Requirements

Any '386-based (or later) IBM® PC or compatible, with a VGA monitor (256 colors minimum), Microsoft mouse (or compatible pointing device), a hard disk and four megabytes of RAM, running Windows™ 3.1 (or later).

Registration

Please take a moment to fill in the Registration Card provided for at the beginning of this document and mail it to us.

As a registered owner, we will keep you informed of new *Colorforms* Computer Fun Set titles, and other upcoming products. You also will have access to Gryphon's Customer Support Hotline. ***Remember, we cannot send you this information if we don't know how to reach you.***

Installing *Colorforms* Computer Fun Set

Windows 95

To run *Colorforms* Computer Fun Set under Windows 95, place the CD in your

computer and follow the on-screen instructions.

Windows 3.1

If Windows is not running, launch it.

1. Insert CD into your computer's CD ROM drive.
2. Choose the **Run** command from the Program Manager's File menu.
3. Type **d:\setup** (if your CD ROM drive is not the "d" drive enter the correct letter) and click *OK*.
4. Follow the instructions on the monitor screen.
5. A *Colorforms* icon will be placed in a *Colorforms* program group to allow you to start the game easily.

If you wish to install *Colorforms* Computer Fun Set on your hard disk, be sure to choose "install to hard disk" during the program set-up.

A *Colorforms* folder or directory is created on the drive you chose. This folder contains the *Colorforms* Computer Fun Set application and folders for backgrounds, modules, textures, and users.

About This Manual

This manual is intended to be used as a reference for *Colorforms* Computer Fun Set. We assume you and your child(ren) are familiar with basic computer usage—particularly pointing and clicking—and the manual makes no attempt to guide you in these areas.

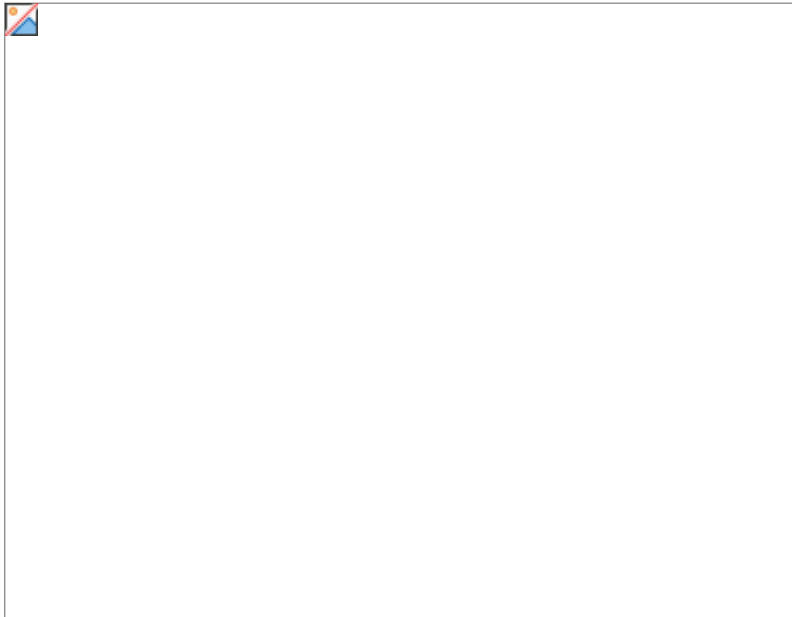
Command names are shown in boldface, while options and labels found in dialog boxes are italicized.

Using *Colorforms*[®] Computer Fun Set[™]

The *Colorforms* program is remarkably easy to use. Your child simply selects a stick-on by clicking its symbol on the Stick-ons palette, and then clicks in the open picture to place it. The stick-on then can be moved, its color or pattern changed, it can be made larger or smaller, it can be moved in front of or behind other stick-ons, or it can be erased. The child can place as many stick-ons as desired, and the picture background can be changed at any time.

Starting *Colorforms* Computer Fun Set

To begin or continue a picture, open the *Colorforms* folder and double-click the *Colorforms* Computer Fun Set icon to launch the program. A dialog box appears, and the child is asked verbally to enter her or his name. (Each time a new name is entered, the program creates a new folder for that child and saves any pictures created by him or her in that folder.)



Have your child type his or her name and then click the *OK* button (or press Return). The dialog box closes and a new, blank picture appears.

Click the sound button in the dialog box to replay the question. Click the *Cancel* button to close the dialog box and quit the program.

On start-up, an empty picture, two palettes and a Button Bar are displayed, in addition to a standard menu bar containing four menus.

The Stick-ons palette is positioned to the left of the picture, the Fill palette is positioned to the right of the picture, and the Button Bar is located along the bottom of the picture.



Quitting *Colorforms* Computer Fun Set

When your child has finished a session with the program, choose the **Quit** command from the File menu. If changes have been made to the open picture, a dialog box appears, and the child is asked if the picture is to be saved.



Click the sound button in the dialog box to replay the question. Click the *Cancel* button to close the dialog box and return to the program.

If the child clicks *No*, the dialog box is closed, the program ends, and changes to the picture are not saved. If the child clicks the *Yes* button, the dialog box closes, the picture is saved, and the program ends. (The picture is saved in the current child's folder. There is no need to name the picture, as opening saved pictures is accomplished by selecting from thumbnail representations of the pictures

themselves.)

Note: This dialog box does not appear if the *Auto Save* option is checked in the Settings dialog box (opened by choosing **User Preferences** from the File menu).

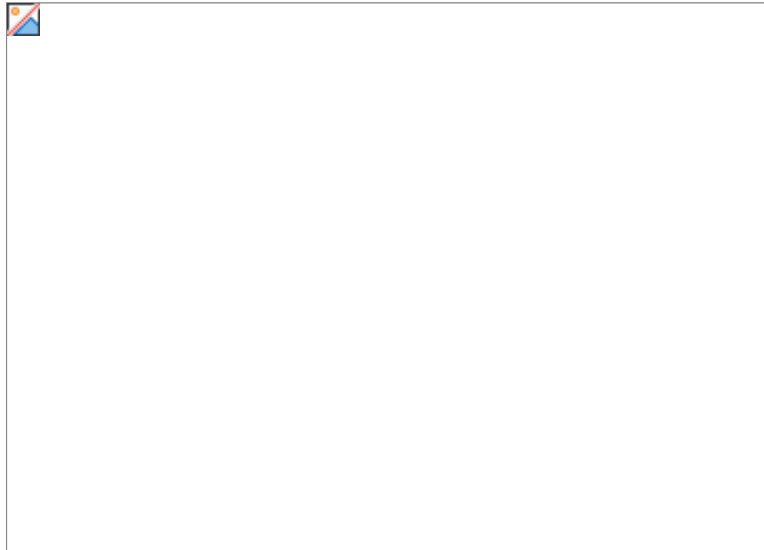
Opening A Picture



At any time, your child can click the New Picture button on the Button Bar to open a new, blank picture. If the current picture has not been saved, the program will ask if it is to be saved (unless *Auto Save* is checked in the Settings dialog box).



Similarly, the child can click the Open Picture button on the Button Bar to open a different picture. A dialog box appears displaying thumbnails of the pictures saved in the “portfolio” folder of the child presently signed in. (Only those pictures previously saved by the child presently using the program are available. To open a picture created by another child, you must first choose the **New User** command in the File menu to sign in another child.)



Select the picture to be opened by clicking its thumbnail; the selected thumbnail is surrounded by a black-and-white frame. Click the *OK* button (or press Return) to open the selected picture. You also can simply double-click a thumbnail to open that picture.

Note: Only one picture can be open at a time.

Deleting A Picture

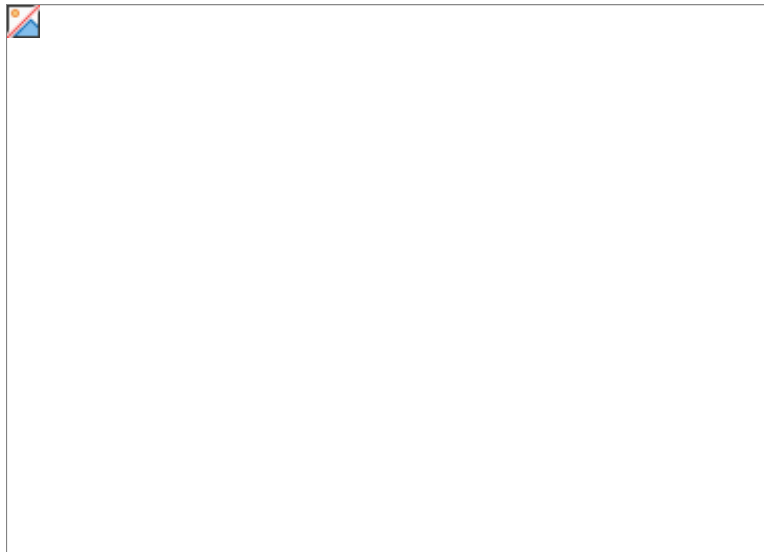
While the Open Picture dialog box is displayed, pictures can be deleted from the portfolio folder of the child presently signed in: select the picture to be deleted by clicking its thumbnail, and then click the Trash Can in the dialog box. (A dialog box will ask if you are sure you want to delete the picture.)

Note: To prevent younger children from accidentally deleting their pictures, deselect the *Allow File Deletion in Dialogs* option in the Settings dialog box. (Refer to the description of the **User Preferences** command in the “Menu Commands” section of the manual for more information about preference settings.) When *Allow File Deletion in Dialogs* is deselected, the Trash Can does not appear in the Open Picture dialog box.

Changing The Picture Background



To replace the picture background (either the plain white of a new picture, or the present background image), click the Get Background button on the Button Bar. The Open Background dialog box appears, displaying thumbnails of the available background images.



Click the blue arrows to scroll through the available background images. Select a background picture to be opened by clicking its thumbnail; the thumbnail is surrounded by a white frame. Click the *OK* button (or press Return) to open the selected background image. A thumbnail also can simply be double-clicked to open that background.

While the dialog box is open, you can delete background images from the program: click the thumbnail of a picture to be deleted, and then click the Trash Can in the dialog box. (A dialog box will ask if you are sure the background is to be deleted.)

Note: To prevent younger children from accidentally deleting background images, be sure the *Allow File Deletion in Dialogs* option in the Settings dialog box is deselected. (Refer to the description of the **User Preferences** command in the “Menu Commands” section of the manual for more information about preferences settings.) When *Allow File Deletion in Dialogs* is deselected, the Trash Can does not appear in the Open Background dialog box.

Removing A Background From The Picture



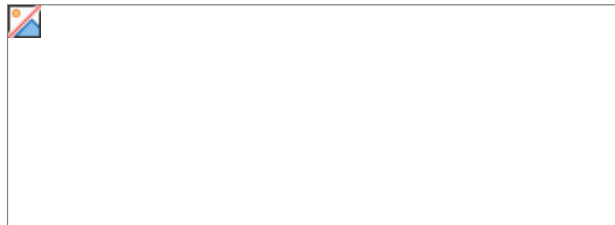
To replace the present background image with a plain white background, click the Clear Background button on the Button Bar.

Saving The Picture



Your child can click the Save Picture button on the Button Bar at any time to save the picture in its current state. (The picture is not closed.)

In addition, whenever the program is ended, a different child is signed in, the New Picture button is clicked, or the Open Picture button is clicked, if there are unsaved changes to the picture, the Save Picture dialog box appears and the child is asked if the picture is to be saved.



Click the sound button in the dialog box to hear the question again. Click the *Cancel* button to close the dialog box and return to the current picture.

If the child clicks *No*, the dialog box is closed and changes to the picture are not saved. If the *Yes* button is clicked, the dialog box closes and the picture is saved in the child's portfolio folder.

Note: If *Auto Save* is selected in the Settings dialog box, the Save Picture dialog box does not appear, and the picture is saved automatically.

Saving A Copy Of The Picture

Choose the **Save A Copy** command from the File menu to automatically save a separate copy of the picture in its present state. The copy is saved in the child's portfolio folder, and it can be opened and edited just like any other picture.

Saving The Picture As A Background

Any picture can be saved for use as a background image. Choose the **Save As Background** command from the File menu—the current picture is saved as a background image in the child's portfolio folder. Whenever this child is signed in and clicks the Get Background button on the Button Bar, the picture will be available as a background image in the Open Background dialog box.

Creating Pictures

To place a stick-on onto the picture, the child simply clicks the desired symbol on the Stick-ons palette, and then clicks anywhere in the picture. (As long as the mouse button remains pressed, the stick-on can be moved—placement is completed when the mouse button is released.) Once a stick-on is placed, the tools on the Stick-ons palette can be used to move it, resize it, change its color or pattern, and replay its sound.

Note: If *Auto Switch to Hand Tool* is checked in the Settings dialog box (choose the **User Preferences** command to open the dialog box), the Hand tool is selected automatically after each stick-on is placed. Otherwise, the current stick-on remains selected until the child selects another stick-on or a tool.

The Stick-ons Palette

The Stick-ons palette displays buttons representing tools and a set of stick-ons. When a tool or stick-on is selected, its button appears to be "pushed in." To select another tool or stick-on, simply click its button.



The first three rows of the palette contain buttons for the tools. Below these, a “sheet” of stick-on buttons is displayed. (Imagine this section of the palette to be

a stack of stick-on sheets. You can move through the sheets sequentially, in either direction through the stack, until you reach an end.)

To display another sheet of stick-ons, click either of the blue arrows at the top of the palette—the next set of stick-ons is displayed. (The name of the set appears at the bottom of the palette.) If one of the arrows is dimmed, the end of the stack of stick-on sheets has been reached in that direction.

Note: *Colorforms* Computer Fun Set comes with four modules of stick-ons. Additional modules with other themes are available. A module must be in the *Colorforms* Fun Set Modules folder (inside the *Colorforms* folder) for its stick-ons to be available on the Stick-ons palette.

Tools

Nine tools are available in the top three rows of symbols on the Stick-ons palette. These tools are used to move stick-ons, change their fill, size and position in the stack, play their sounds, erase stick-ons, and add text to the scene.

The nine tools are (from left to right, top row to bottom): Hand, Paint Bucket, Sound Player, Eraser, Grow tool, Shrink tool, Move to Front tool, Move to Back tool, and Text tool.

Hand



This tool is used to move stick-ons that have been placed in the picture. Select the Hand tool by clicking its symbol on the palette, then position the Hand pointer over a stick-on in the picture, press the mouse button, and drag the item to a new location. Only the outline of the stick-on is displayed while it is being moved so it can be positioned accurately. When the stick-on is in the desired position, release the mouse button.

If a stick-on is dragged all the way out of the picture, it is deleted.

Your child can press the space bar on the keyboard when another tool or stick-on is selected to switch temporarily to the Hand tool. The Hand remains selected as long as the space bar is pressed.

Note: If *Auto Switch to Hand Tool* is selected in the Settings dialog box (choose the **User Preferences** command to open the dialog box), the Hand tool is selected automatically after each stick-on is placed, to let your child adjust the position of the stick-on.

Paint Bucket



Use this tool to change the fill (color or pattern) of stick-ons that have been placed in the picture. Select the Paint Bucket by clicking its symbol on the palette, and then select the desired color or pattern on the Fills palette. Position the Paint Bucket over a stick-on in the picture and click. The stick-on is filled with the new color or pattern.

Note: Many of the stick-ons consist of separate fill areas—different portions of these stick-ons can be filled with different colors or patterns. The effect can be realistic or outrageous, depending on the fill combinations.

Sound Player



Select this tool by clicking its symbol on the palette, and then click any stick-on in the picture to replay the sound associated with that stick-on.

Eraser



This tool is used to remove stick-ons from the picture. The manner of removal is determined by the Eraser Mode currently selected on the Button Bar along the bottom of the picture (the Button Bar is described in a following section).

Select the Eraser by clicking its symbol on the palette, or by selecting a new Eraser Mode, and then click any stick-on in the picture to remove it. The stick-on is wiped away, falls out of the picture and shatters, shrinks into the screen, or magically disappears, according to the currently selected Eraser Mode.

Note: The child also can remove a stick-on by dragging it past an edge of the picture with the Hand tool.

Grow tool



This tool is used to increase the size of stick-ons in the picture. Select the Grow tool by clicking its symbol on the palette, and then click any stick-on in the picture—the size of the stick-on is increased slightly. The child can click the stick-on as many times as desired until it is the right size.

Note: Stick-ons also can be resized by Shift-dragging them with any tool: press the Option or Shift key and drag from any edge of a placed stick-on to resize it freehand. Control-click any stick-on to return it to its original size.

Shrink tool



This tool is used to decrease the size of stick-ons in the picture. Select the Shrink tool by clicking its symbol on the palette, and then click any stick-on in the picture to make it smaller—the size of the stick-on is decreased slightly. The child can click the stick-on as many times as desired until it is the right size.

Note: Stick-ons also can be resized by Shift-dragging them with any tool: press the Option or Shift key and drag from any edge of a placed stick-on to resize it freehand. Control-click any stick-on to return it to its original size.

Move to Front tool



Stick-ons are “stacked” in the picture according to the order in which they are placed. Use this tool to bring any stick-on in front of all other stick-ons in the picture. (Note that the background image cannot be moved in front of the stick-ons.)

Select the Move to Front tool by clicking its symbol on the palette, and then click any stick-on to bring it to the front of the picture.

Move to Back tool



This tool is used to move any stick-on behind all other stick-ons in the picture. Select the Move to Back tool by clicking its symbol on the palette, and then click any stick-on to put it behind all other stick-ons in the picture.

Text tool



The Text tool lets the child sign the picture, and place labels, titles and stories in the picture. Select the tool by clicking its symbol on the palette, and then click anywhere in the picture. A rectangular text box appears, extending from the point clicked to the right edge of the picture.

Your child then can use the keyboard to enter letters, numbers, punctuation, and other characters; to begin a new line, press Return (new lines are also begun when the text reaches the right edge of the text box). Each letter is pronounced when it is typed.



To end text entry, select a stick-on or another tool; or click elsewhere in the picture with the Text tool to start another label.

After text entry is completed, the appearance of the text is determined by the color or pattern currently selected on the Fill palette, and the current selections in the Font, Size and Style menus. Text can be moved with the Hand tool, and its fill changed with the Paint Bucket, just like stick-ons.



To edit a text label, click it with the Text tool; the text box re-appears (the text is displayed in black). Highlight the letters to be changed by dragging across them, and then retype them, or choose new options from the Font, Size and Style menus.

A text box also can be clicked with the Grow or Shrink tools to increase or decrease the size of the text by one point.

The Fill Palette

The Fill palette displays available colors or patterns. The button on the palette representing the currently selected fill is enclosed by a white frame, and the selected fill is displayed in the strip along the bottom of the palette. To select another color or pattern, simply click its button.



When placed, stick-ons are filled with the currently selected color or pattern. To change the fill of a stick-on already placed in the picture, select a new color or pattern and click the stick-on with the Paint Bucket. (Note that many of the stick-ons consist of separate fill areas--each area can be filled with a different color or pattern to produce a multitude of effects.)

Like the Stick-ons palette, the Fill palette displays sheets of colors or fills. To display another sheet of fills, click either of the blue arrows at the top of the palette--the next set of fills is displayed. If one of the arrows is dimmed, the end of the stack of sheets has been reached in that direction. (Fill sheets are supplied as modules in the *Colorforms* Fun Set Textures folder, which is inside the *Colorforms* folder.)

The Button Bar

Along the bottom of the picture is a row of buttons; these let the child open other pictures, change backgrounds, record and play messages or sounds, and select a mode of operation for the Eraser.



From left to right, the buttons are: New Picture, Open Picture, Save Picture, Get Background, Clear Background, Record Message, Play Message, Twirl Stick-ons, Clear Picture, Erase All Stick-ons, as well as four Eraser Modes.

New Picture



Click this button to open a new blank picture. If there are unsaved changes to the current picture, the Save Picture dialog box will appear, asking if the picture is to be saved (unless *Auto Save* is selected in the Settings dialog box, in which case the picture is saved automatically. Refer to the description of the **User Preferences** command for additional information.)

Open Picture



Click this button to open a picture previously created by the child currently signed in and saved in his or her portfolio folder. The Open Picture dialog box appears, displaying thumbnails of the available pictures, as described earlier in the “Opening A Picture” section. (If there are unsaved changes to the current picture, and *Auto Save* is not selected, the Save Picture dialog box will appear.)

Save Picture



Click this button at any time to save the picture in its current state (the picture is not closed, so the child can continue playing with it). The picture is saved in the portfolio folder of the child currently signed in.

Get Background



To replace the current background of the picture (whether the plain white of a new picture, or the present background image), click this button. The Open Background dialog box appears, displaying thumbnails of the available background images, as described earlier in the “Changing The Picture Background” section.

Clear Background



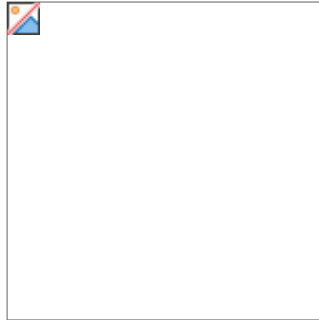
Clicking this button removes the present picture background, replacing it with a plain white background; stick-ons placed in the picture are not affected.

Record Message



If your computer is equipped with a microphone, this button is available so your child can record and save a voice message or other sound with the current picture. This recording can be any sound desired—the child saying his or her name, an explanation of the picture, or even sound emitted by the child's toys.

Click the button to display a standard record-sound dialog box.



In the dialog box, use the buttons to record a message or sound with the microphone. To listen to the recording before closing the dialog box, click the Play button.

Play Message



If a sound or message has been saved with the current picture, this button is available (otherwise the button is dimmed). Click the button to hear the message.

Twirl Stick-ons



When your child clicks this button, all the stick-ons placed in the picture “twirl” into new positions, accompanied by a whirring sound. The repositioning of the stick-ons is random, so the child can click the button as many times as desired, and each time the stick-ons end in new locations.

Clear Picture



Click this button to make all the stick-ons in the picture fade away, leaving only

the background.

Erase All Stick-ons



Clicking this button erases all the stick-ons in the picture, one by one, using the currently selected Eraser Mode. The result is the same as if each stick-on was clicked separately with the Eraser. The disappearance of the stick-ons can be stopped at any time by pressing the Esc key.

Eraser Modes

The last four buttons on the right side of the Button Bar let the child select how stick-ons are removed from the picture when clicked with the Eraser, and when the Erase All Stick-ons button is clicked.

Note: When an Eraser Mode button is clicked, the Eraser tool is selected automatically.



The first of the four buttons (moving from left to right) represents the Normal Eraser mode. In this mode, erased stick-ons are simply wiped from the picture with a “whoosh.”



The second button is for Drop mode. In this mode, erased stick-ons drop out of the bottom of the picture and “shatter.”



The third Eraser Mode is Dissolve mode: erased stick-ons “shrink” into the picture until they disappear.



The last button on the Button Bar represents the Magic Wand eraser: stick-ons disappear magically from the picture at the touch of the wand.

Signing In A Different Child

To change the child currently signed in with the program, allowing someone else a turn, choose the **New User** command from the File menu. The Enter Your Name dialog box appears (the same dialog box that appears when the program is started).



Have the child type her or his name and then click the *OK* button. If the name is recognized by the program, that child's portfolio folder is accessed and all previously saved pictures and backgrounds are available. Otherwise, for a child that has not signed in before, a new portfolio folder is created.

Menu Commands

Colorforms Computer Fun Set provides a standard application menu bar containing four menus: a File, a Font, a Size, and a Style menu.

The File Menu

The File menu contains commands that let you sign in a different child, set preferences, save pictures, import and export pictures, print pictures, and quit the program.

New User command

As described earlier, this command lets you “sign in” a different child. The Enter Your Name dialog box appears; have the child type his or her name and then click the *OK* button. If the name is that of a previously registered child, his or her portfolio folder is accessed and all saved pictures and backgrounds are available. Otherwise, if the name is not recognized, a new portfolio folder is created.

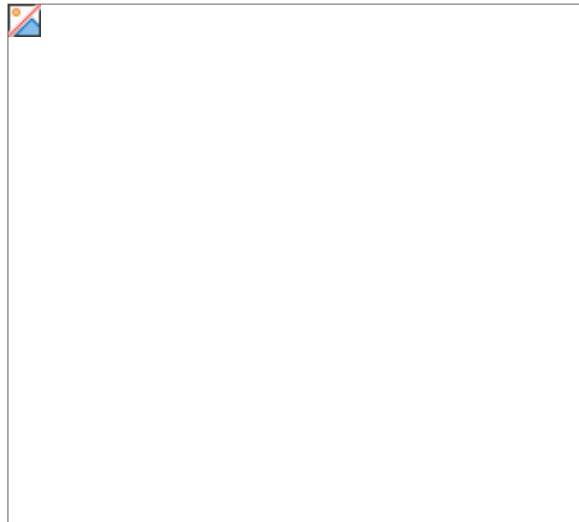
User Preferences command

Choose this command to set options that affect how the program is to operate

whenever the child currently signed in is using the program. These preferences can be set individually for each child that signs onto the program.

Note: If you press the Shift key while opening the File menu, the **User Preferences** command becomes **Default Preferences**, which opens the Settings for New User dialog box. In this dialog box you set up the initial state of the preference settings; that is, for each new child that signs in, their preferences are initially set as defined in this dialog box.

Choose the **User Preferences** command to open the Settings dialog box for the child currently signed in.



When *Sound On* is selected, *Colorforms Computer Fun Set* provides audio prompting and feedback. For example, each time a stick-on is placed, moved, resized, and so on, the program plays a fun sound. If *Sound On* is not selected, the program is silent.

If *Auto Save* is not selected, a dialog box appears whenever a picture is closed (if there are unsaved changes), asking if you want to save the picture. Otherwise, if *Auto Save* is selected, pictures are saved automatically.

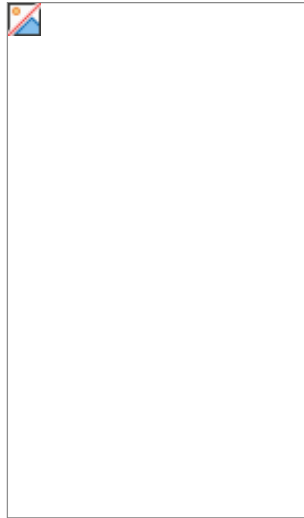
When *Auto Switch to Hand Tool* is selected, each time the child places a stick-on in the picture, the Hand tool is automatically selected so the stick-on's position can be adjusted. If this option is not selected, the stick-on remains selected on the Tool palette until the child clicks another stick-on or tool—thus, the child can place as many additional copies of the stick-on as desired.

Don't Stretch Textures – When a stick-on is resized, its fill can be either stretched and distorted so the stick-on remains filled, or the stick-on can be “re-filled” so the original appearance of the fill doesn't change. The difference between the two effects is particularly noticeable with bold pattern and texture fills.

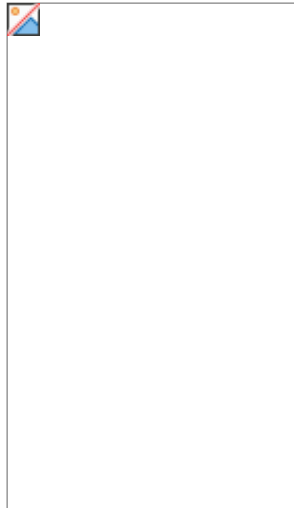
Select *Don't Stretch Textures* to elect re-filling when stick-ons are resized. (Note that the redrawing of a resized stick-on may take a little longer.)



Original Stick-on



Stick-on resized when *Don't Stretch Textures* is selected.



Stick-on resized when *Don't Stretch Textures* is unselected (i.e., texture is stretched).

If *Allow File Deletion in Dialogs* is selected, a Trash Can appears in the Open Picture and Open Background dialog boxes, allowing the child to delete any pictures or backgrounds. If this option is not selected, the Trash Can does not appear in the dialog boxes.

Save A Copy command

Choose this command to save a duplicate of the picture in its present state, as described earlier in the section “Saving A Copy Of The Picture.”

Save As Background command

Choose this command to save a copy of the picture in its present state for use as a background image (this is described in the earlier section “Saving The Picture As A Background”).

Import Background command

This command lets you import a BMP image created in another graphics program and save it as a background image that is available to all children who sign in. A standard open file dialog box is displayed; locate and open the desired image file.

Note: Background images are 484 by 416 pixels in size. If these are not the dimensions of the imported image, it will be stretched or contracted to fit, with possible distortion.

Export As BMP command

This command lets you export the current picture as a BMP image that can be opened by most graphics programs for editing. A standard save file dialog box is displayed; name and specify a location for the file.

Print Setup/Page Setup command

Choose this command to define printer options; the Print Setup dialog box is displayed.

Print Preview command

This command lets you preview how the current picture will be positioned on the printed sheet.

Print command

Choose this command to print the open picture; the standard Print dialog box is displayed.

Print Coloring Page

This command prints the stick-ons and the background of the open picture as black outlines on a white page, just like a page from a coloring book. Choosing the command displays the standard Print dialog box.

Note: The backgrounds supplied with *Colorforms* Computer Fun Set are optimized for this option. If the open picture includes a background image imported from elsewhere, only the stick-ons will appear as outlines—the background will be printed normally.

Quit command

Choose this command to terminate the program. If *Auto Save* is not selected in the Settings dialog box and there are unsaved changes to the picture, the child will be asked if the picture is to be saved.

The Font, Size And Style Menus

The Font, Size and Style menus contain standard text-option commands. The Font menu displays the fonts installed in your system; the Size menu displays the text sizes available for the currently selected font; and the Style menu contains text styling options, such as bolding, italicization, underlining, and so on.

Newly entered text displays the currently chosen characteristics. To change any characteristics for existing text, select the text and choose the desired options from these menus. (To select text, click it with the Text tool to display the text box, and then drag to highlight the desired characters.)

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