

# Special Features of Kid Pix Deluxe 3

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### Animations

1. Click the **Animation** button and drag the selected animation onto the Paint Zone.
2. Use the handles to move, resize, delete or change the animation action.
3. Play the animations one frame at a time or in a loop.
4. Click the **Toolbox** menu and select **Flatten Stickers and Animations** to enable the animation to become part of the background. Specify the selected animation or all animations.

Note: If flattened, animation will not move or play. Animations that are flattened will disappear from sight if a background is placed over it. Non-flattened animations will be seen and will animate. Background placed before an animation is flattened will not hide the animation.

5. Animation seen on the screen will appear on a printed page. Play the animation frame by frame to select the action you want printed.

### Stickers

1. Click on the **Stickers** button and drag the selected sticker onto Paint Zone.
2. Use the handles to move, resize, delete, or flip the sticker.
3. Click the **Toolbox** menu and select **Flatten Stickers and Animations** to enable the sticker to become part of the background. Specify the selected sticker or all stickers.

Note: If flattened, sticker will disappear from sight if a background is placed over it. Non-flattened stickers will be seen. Also, a background placed before a sticker is flattened will not hide the sticker.

### Backgrounds

1. Click the **Background** button and drag the selected background onto the **Paint Zone**.
2. Backgrounds are not moveable. New backgrounds can be placed

over the previous one but stamps, flattened animations, flattened stickers, and flattened text will disappear.

Note: Flattened animations, stickers, and text become part of a background so they will disappear. Non-flattened animations, stickers, and text are not part of the background. They “float over” the background and can be seen. The best tip is to place a background first on the **Paint Zone**.

3. Coloring book backgrounds are an option that allows the user to “fill” the white areas with color options.
4. Select the **Add** menu and click **Import Background** to import a photograph or picture from a different program.

## Sounds

1. There are three sound options: library sounds, import a sound, record your own.
2. Click the **Sound** button and listen to the sound from the **Sounds** library (The sound will keep playing until you click somewhere else on the **Paint Zone**.) to select a pre-made sound. Drag the sound onto the **Paint Zone**. Click on the **Play** button to hear the sound. Click on the stop button to stop the sound.  
Note: Click on the **No Sound** button in the **Sound** tray to remove sound from your picture.
3. Click the **Add** menu and select **Import Sound** to import a sound. The imported sound can be added to the **My Sounds** library by checking the **Add to Library** box.
4. Click the **Microphone** in the **Sounds** tray and click the red button to start recording your own sound. Blue button will stop recording and green will play the sound. Save your sound. The sound will save in the **My Sounds** folder.

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

## Text-To-Speech

1. Text in the one or all text boxes can be read aloud. **Rubber Stamp** text cannot be read aloud except when you click on the letters in the **Text** tray.
2. Multiple text boxes are read top to bottom and left to right.

3. For **one** text box to be read click on the text box you want to hear. Click the **Controls** menu and click **Turn Text-To-Speech On**. Click **Read Text** button in **Text** tray.
4. For **all** text boxes to be read click the **Controls** menu and click **Turn Text-To-Speech On**. Click **Play** button.
5. Use the **Voice** box in the **Text** tray to change the voice that reads the text.
6. Word pronunciation can be changed in Kid Pix Deluxe 3. Click the **Toolbox** menu. Select **Say It This Way**. 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. Click **Pronounce** to hear the word. Press **Enter** when the word sounds right.

## Sound Control Options

1. Tools Sounds, Attached Sounds, and Text-To-Speech can be turned on or off for each user.
2. Tool sounds determine whether you hear the sound effects when you use the tools and trays in Kid Pix.
3. Attached sounds determine whether the attached sound (ie. animation and library sounds) can be heard when you play the picture.
4. Text-To-Speech determines whether you hear the text boxes being read aloud when you play the picture.

Note: The various options for users allow for differentiated instruction.