

Learning Discovery  Series

Writing Skills
Ages 6-10

Teacher-Certified by the NEA

KIDWRITER™



SPANISH

SPINNAKER
We make learning fun.

APPLE IIe, IIc
Disk
Printer Option (see back)

KIDWRITER™



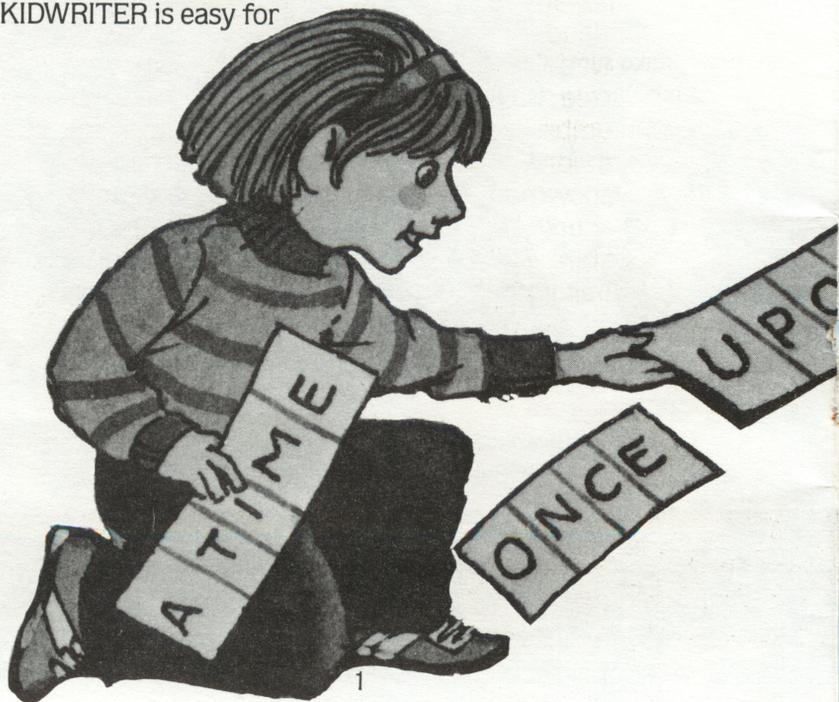
A Message to Parents

KIDWRITER is a software package that allows a child to easily create a colorful picture and write a story related to the picture, just like a page out of a storybook. Picture-story "pages" may be linked together to create a storybook of many pages. The picture-stories can be saved on disk and loaded again at a later time.

Great care has been taken to insure that KIDWRITER is easy for

children to use with minimal or no supervision. The unique program design encourages the grade school-age child to express his or her creativity through words and pictures. We feel KIDWRITER will work well in the home and in the school for encouraging creative writing and design, and for just plain fun.

Jim and Jack Pejsa



LOADING THE PROGRAM

Important: If you intend to print your picture-story, the printer must be attached to your computer *before* loading the KIDWRITER disk.

Commodore 64™:

1. Turn on your disk drive, computer and tv or monitor. Place Kidwriter in drive and close drive door. *Note: When using a Commodore 128, the Commodore Key must be depressed while turning on the computer.*
2. Type **LOAD"SPIN",8** and press **RETURN**. At **READY** prompt, type **RUN** and press **RETURN**. The program will load automatically.

Kidwriter is only guaranteed compatible with the printers listed below:

Black & White Only

Commodore 1525, Commodore MPS 801 and MPS 803, Okimate 10

Atari™:

1. Make sure computer is turned off. If you are using the 800XL or 1200XL, put the Basic Computing Language Cartridge into your computer.
2. Turn on disk drive then insert Kidwriter disk when the red light goes out.
3. Turn on the monitor/TV and computer. Program will load automatically.

Apple®:

1. Put the Kidwriter disk in the drive and close drive door. Turn on the monitor and the computer. Program will load automatically.
Note: To run Kidwriter on the Apple IIe, depress the **CAPS/LOC** key.

Kidwriter is only guaranteed compatible with the printers listed below:

Black & White Print

Apple Imagewriter
Apple Imagewriter II
Apple Scribe
Epson FX Series
Epson JX Series
Epson RX Series
Epson MX Series
(with Grafrax-Plus)
Okimate 20

Color Print

Apple Imagewriter, Apple Scribe
Epson JX-80, Okimate 20

Compatible Printer Cards

Apple Super Serial Card
Apple Parallel Card
Apple IIc Printer Port
Epson APL Card
2 Grappler Card, Grappler-Plus Card

IBM®:

1. Put the DOS disk into the drive and close drive door.
2. Turn on the monitor and the computer. At the **A>**, remove the DOS disk from the drive and put the Kidwriter disk into the drive and close the door.
3. Type **KDW** and press **RETURN**.

Kidwriter is guaranteed compatible on the IBM PC, PCjr only with printers listed below:

Black & White Only

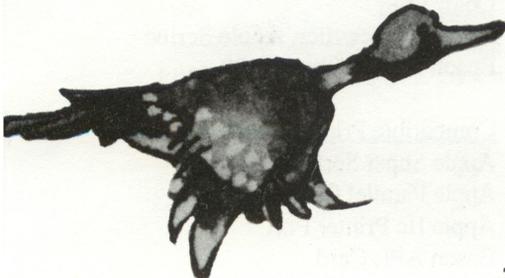
Epson Brand, IBM-Brand Graphics Printers (Except the IBM ProPrinter)

Note: Do *not* install Kidwriter onto a hard disk. It is copyprotected and therefore may cause damage to the program *and* your hard disk.

GETTING STARTED

When the program begins, the main menu will be displayed and you can choose one of the following options:

- (M)ake a new picture-story (press the [M] key)
- (L)oad an old picture-story (press the [L] key)
- (D)irectory of picture-stories (press the [D] key)
- (Q)uit for now (press the [Q] key)



(M)AKE A NEW PICTURE STORY

Creating the Picture:

Press [M] to make a new picture-story. The menu that now appears on the screen allows you to change the background scene, look at different objects, choose an object, erase the picture or begin writing your story.

After you have chosen a scene and the object you want, another menu will be displayed. This menu allows you to change the color and size of the object, and to move the object around the screen. When you are finished making your picture, press [D] to indicate that you are done.

Objects:

A picture is created using objects chosen from a pre-stored library. The objects can be moved around on the screen, and their size and color may be changed with a keystroke. When you have placed the maximum number of objects in the screen a message will appear instructing you to press [D] for done. Ninety-nine objects are available including pictures of people, animals trees, buildings, spaceships, toys, letters and numbers. A list of the objects available can be found at the end of this manual.

Writing the Story - The Wordprocessor:

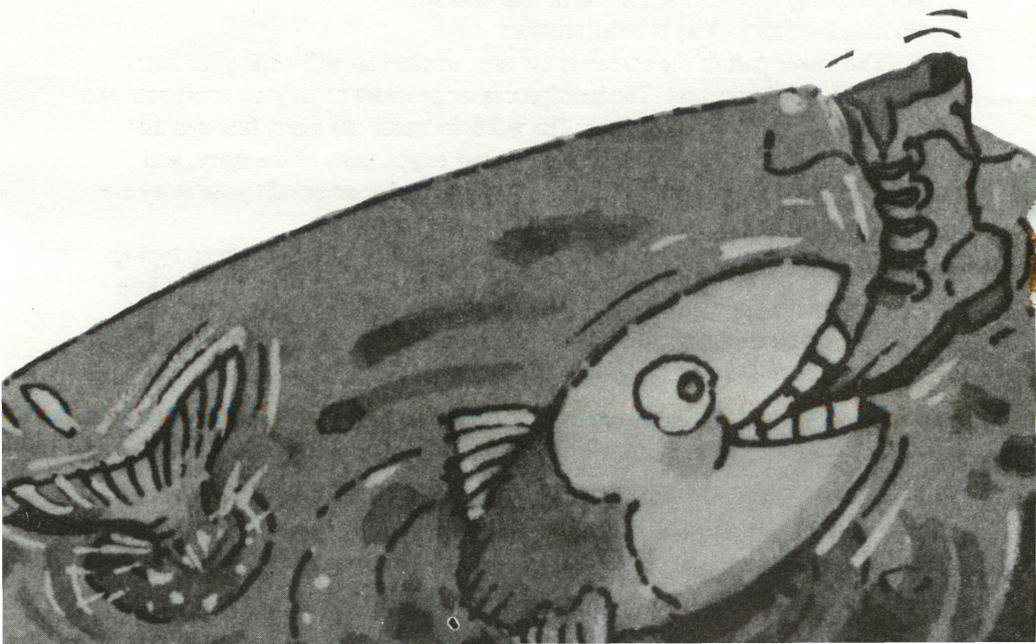
The lower part of the screen is the area where you will write your story using the wordprocessor. The wordprocessor program turns your computer into a powerful electronic typewriter. The wordprocessor has many features that allow you to correct typing errors, erase and retype parts of the story, and insert new parts into the story. The keys used to change or edit your story are described in the next section.

As you type in your story and get near the end of a line, just keep typing. If a word won't fit on the line, the wordprocessor will put it on the next line for you.

Editing Keys:

Several keys are used to change or edit what you have typed.

<u>Command</u>	<u>Function</u>	<u>Apple II/II+</u>	<u>Apple IIe/c</u>	<u>C64/128</u>	<u>IBM</u>	<u>Atari</u>
Cursor Down	Moves the cursor down one line.	[CTR] [X]	↓	CRSR	↓	[CTRL] ↓
Cursor Up	Moves the cursor up one line.	[CTR] [E]	↑	SHIFT CRSR	↑	[CTRL] ↑
Cursor Right	Moves the cursor right one space.	[CTR] [D]	→	CRSR	→	[CTRL] →
Cursor Left	Moves the cursor left one space.	[CTR] [S]	←	SHIFT CRSR	←	[CTRL] ←



<u>Command</u>	<u>Function</u>	<u>Apple II/II+</u>	<u>Apple IIe/c</u>	<u>C64/128</u>	<u>IBM</u>	<u>Atari</u>
Delete	Erases letter under cursor and moves letters behind cursor one space to the left. Repeat or hold down to erase words or even whole sentences.	[ESC]	[ESC] or [DEL]	[INST DEL]	[DEL]	[DEL]/ Backspace
Home	Moves cursor to the upper left corner of the writing area.	[CTR] [B]	[CTR] [B]	[CLR]	[CTR] [B]	[ESC]
Clear	Erases everything in the story area.	[CTR] [N]	[CTR] [N]	SHIFT [CLR]	[CTR] [N]	[CLEAR]

To insert letters or words into the middle of your story, move the cursor to the place where you want to insert and begin typing. The words that follow will automatically move to the right as you type. Try erasing the screen and typing in a story. Practice using all of the editing keys until you know how to use them well.

Saving the Picture-Story on Disk:

When you have finished typing your story, press the [*] key on the Atari, Commodore and IBM, and the SHIFT[*] key on the Apple to indicate that the picture story has been completed. A new menu will appear which allows you to save your picture-story on disk. Press [Y] to save your picture-story. Follow the screen instructions to name your story.

After your picture-story has been saved, a new menu will appear. The program allows you to create a story having several 'pages', just like a storybook. If you want more than one page in your story, press [Y] for yes. The program will start over again to make the next page.

(L) OAD AN OLD PICTURE-STORY

Press [L] to load a picture-story you have previously stored on disk. Then type the name of your picture-story. After a few seconds the picture-story will be displayed on the screen.



(D) DIRECTORY OF PICTURE-STORIES

Press [D] to see or to erase stories you have stored. A new menu will appear that will allow you to:

Press [S] to see a list of stories you have stored

Press [E] to erase a story you have stored

Press [B] to go back to the main menu

PRINTING A PICTURE STORY

Before Printing your Picture-Story (Apple users only)

If you intend to print your story, attach the printer to your computer prior to loading Kidwriter. For Apple II, II+, and IIe users, this will also mean inserting a printer card into one of the available slots.

The very first time you use the printing option, you will have to choose the printer, printer card and slot. Press [P] on the Main Menu. This will display the Printer Menu.

To choose a Printer, press [C] and then select a printer from the choices listed on the screen. After the stand-by message disappears, press [B] to go back to the Printer Menu. In the same way, press [S] to select a printer card, and press [A] to assign a slot number. **Please note:** Apple IIc owners must always assign slot #1. Assigning any other slot will result in an error message when you try to print.

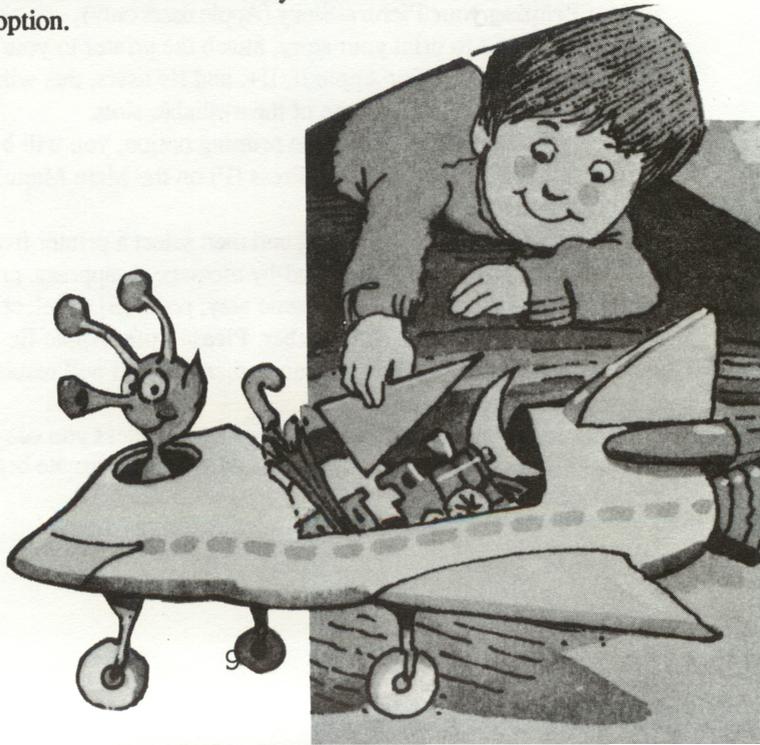
You do not need to set these options again unless you use a different printer or card, change your card's slot, or want to alternate between black and white or color printing.

To Print Your Picture-Story (Apple, IBM, C64)

1. To print an old story, press [P] on the Main Menu. After pressing [P], follow the printing instructions on the screen.
2. To print a story you have just completed, first save it by following the instructions for SAVING THE PICTURE-STORY ON DISK.
3. Press [P] on the Main Menu to print your new picture-story.
4. Type the name of your story using less than 7 letters (12 for Apple).
5. Press RETURN and your story will be printed.

Note: If you are using a black and white printer, make sure to select colors for the objects that will contrast with the color of the background. Or choose a background color that will contrast with the color you have chosen for the objects.

Printing is only available for IBM (black and white only), Apple, and Commodore 64/128 users. Atari and Tandy versions of Kidwriter do not contain a Print option.



LIST OF OBJECTS

girl
boy
boy
boy
girl
girl
dog
cat
duck
bird
rabbit
birds
flowers
cloud
tree
tree
umbrella
moon
snowman
church
store
building

house
barn
silo
fence
table
chair
chair
swings
slide
wagon
truck
van
car
bus
trailer
tractor
bike
snowmobile
sailboat
speedboat
ship
fish

locomotive
box car
caboose
tank car
coach car
helicopter
jet
spaceship
shuttle
saucer
lunar lander
alien
robot
circle
square
rectangle
open square
triangle
triangle
diamond
alphabet
numbers

KIDWRITER™
Proof-of-Purchase

Jim and Jack Pejsa, creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in children.

Package and Instruction Booklet
Illustration: Bill Morrison

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SPECIAL CHARACTERS FOR KIDWRITER—APPLE II c/e

To obtain characters with accents, you do not have to type in the letter.
Simply type in the corresponding symbols as seen on this chart.

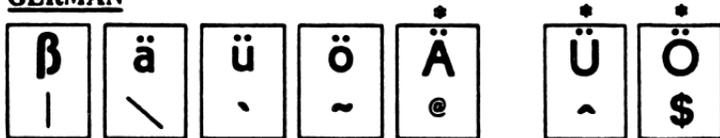
FRENCH



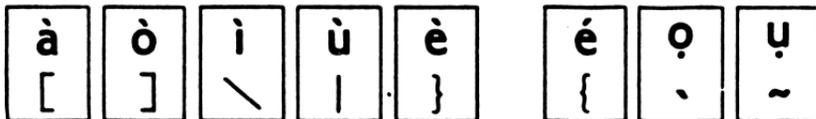
SPANISH



GERMAN



ITALIAN



*These characters may be
accessed on the Apple II+

SPECIAL CHARACTERS FOR KIDWRITER—C-64

To obtain characters with accents, you do not have to type in the letter.
Simply type in the corresponding symbols as seen on this chart

FRENCH

é	ê	è	ë	à	â	î	ï	ô	ù	û	ç	Ç
Shift/8	Shift/£	Shift/5	Shift/.	Shift/3	Shift/+	Shift/↑	Shift/,	Shift/:	Shift/6	Shift/:	Shift/9	@

SPANISH

á	é	í	ó	ú	ñ	¿	¡	ü
Shift/3	Shift/5	Shift/6	Shift/7	Shift/8	Shift/9	Shift/-	Shift/+	@

GERMAN

ß	ä	ü	ö	Ä	Ü	Ö
Shift/+	Shift/3	Shift/6	Shift/5	Shift/-	Shift/9	Shift/8

ITALIAN

à	ò	ì	ù	è	é	ò	ù
Shift/3	Shift/7	Shift/6	Shift/8	Shift/9	Shift/5	Shift/+	Shift/-

KIDWRITER™

With KIDWRITER your children can create their very own storybook. They'll make colorful scenes, then write a storyline to go with them. There's even music, too!

KIDWRITER's unique format lets kids choose their own story and picture settings,



can make pictures of almost anything.

Best of all, while it encourages children to create word and picture stories, it introduces them to the fundamentals of word processing. It even lets

them make stories that continue from one "page" to another.

Children will love KIDWRITER—because it's as versatile and exciting as their own imaginations!



Jim and Jack Pejsa, creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in children.

KIDWRITER provides an original format for story writing and illustration. It encourages the beginning level student to think in the target language.

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Teacher Certified
NEA™

SPINNAKER®
We make learning fun.

KIDWRITER may be used with the following printers
Black and White: Apple Scribe • Imagerwriter • Imagerwriter II
 • Epson FX, JX and RX series • Epson MX series with
 Graftrax + • Okidata Okimate 20.
Color: Apple Scribe • Apple Imagerwriter II • Epson JX-80
 Okidata Okimate 20