

Finger Painter Quick Start Guide



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I- Introduction

Welcome and thank you for your purchase of Finger Painter. Your support is greatly appreciated. Finger Painter is a simple yet fun drawing application for young kids (and adults who are still young at heart!). With Finger Painter in your Palm or Zodiac device, you and your kids can enjoy finger painting anytime, anywhere.

Finger Painter, with its different pen sizes and huge amounts of colors to choose from, will entertain your young kids for hours at a time. In addition, there are colorful and exotic brush palettes to open up their imagination.

The best part? No mess and no cleaning afterward!

Enjoy!

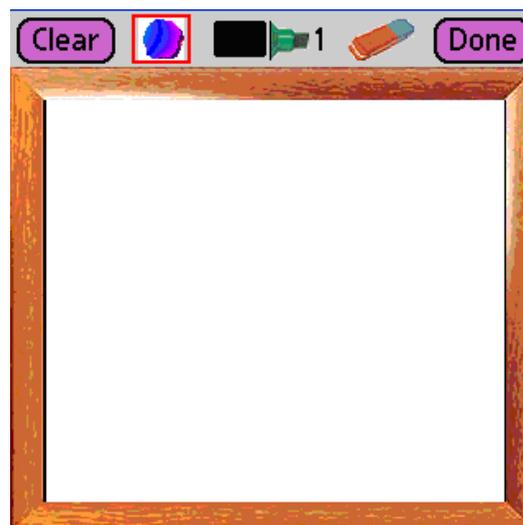
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II- Quick Start

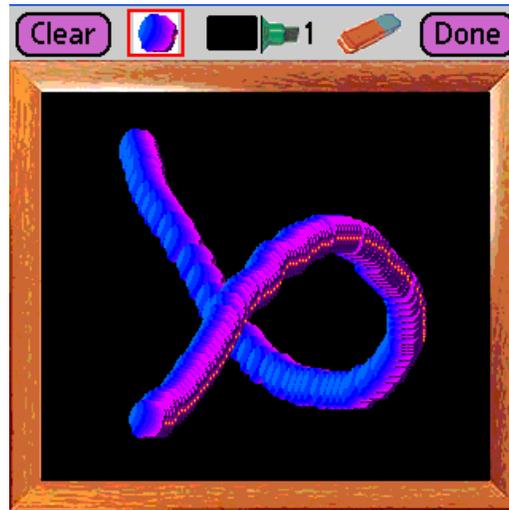
- 1- When you first launch Finger Painter, the splash screen (entry screen) will be displayed. From there, you can start a new painting (**New**), load (**Load**) a previous one, or set-up some application options like the canvas background color (**Options**).



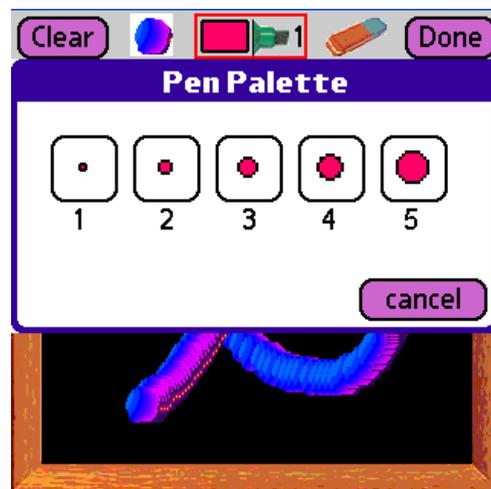
- 2- Click on the **New** button. You will be taken to a new canvas (the white background is the default color, but you can change it in Options). The brush tool will be selected as indicated by the red square box around it.



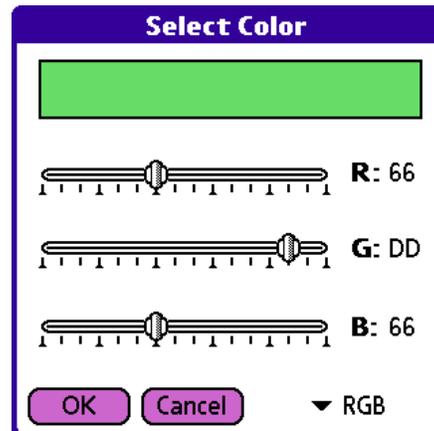
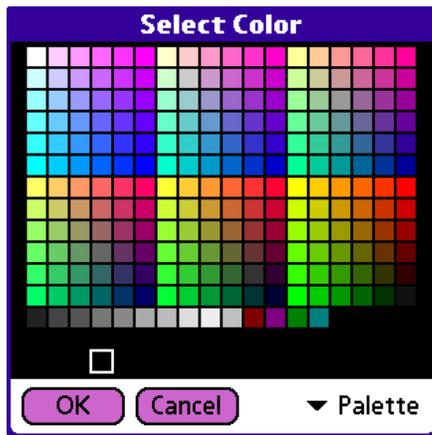
3- Start drawing with either with your stylus or your finger! Here is an example using the default brush type on a black canvas:



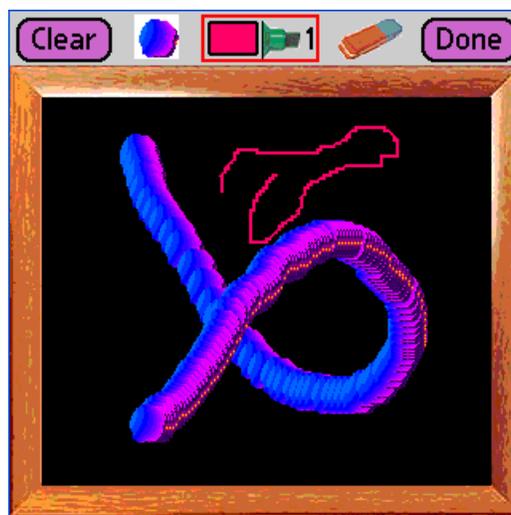
4- You can switch to the pen tool by simply clicking on the marker icon . A window will appear. Select the pen size and the window will go away.



- 5- If you wish to change the color of then pen, click the box on the left side of the marker icon. A color selection window will appear. You can either select one of the default colors, or make your own color by choosing RGB in the Palette drop down menu at the bottom right of the displayed color palette (move the Red, Green and Blue sliders to make up your own color, then hit **OK**).



- 6- Here an example (pen size=1 and pen color=red):



7- To use a different brush, simply click on the brush tool icon. A palette of colorful brushes will appear. Click on a brush type and the window will go away. Now the brush selected will be shown on the right side of the **Clear** button. You can also add some more fun by selecting the "Enable Random Color" check box (see more details in F.A.Q section of this manual).



8- To erase some area of your painting, click on the eraser icon:

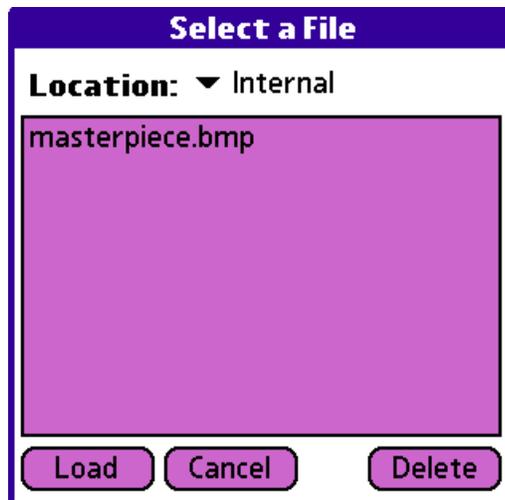


Please note that eraser uses the canvas background color so it is not always white. To clear the current painting, click **Clear** (you will be asked to confirm this choice).

- 9- Once you finish, simply click **Done**. The application will ask you if you wish to save the painting. If you want to save the painting, type a name and set the location where you want to save the painting (device internal memory or to an SD card). Please note that each painting takes about 65KB (kilobytes) of memory (~95KB if you are using the 320x480 landscape version). So it is best to select a Card (if you have one your device). Once the saving is done, you will be taken back to the splash screen.



- 10- To load a previous painting, click the **Load** button from the splash screen. Chose the location, your device memory (internal) or card, and select the file to load. Click Load to open the painting, **Delete** to remove it from the device (or card).



III - Frequently Asked Questions

1- How large are the painting files?

Each painting takes about 65KB if you are using the small screen version (160x160 low resolution or the 320x320 high resolution version). If you are running the landscape version (320x480), then the file for each painting is about 96KB. If possible, save all of your paintings to a card.

2- What is the best way to transfer the paintings from my device to my PC?

The best way is to use a card reader. You can buy them at any consumer electronics store for about \$10. All your paintings will be saved on the main directory of your card.

3- What can I do with the paintings once transfer to my PC?

That's the best part! You can display them on the computer monitor (all the paintings are saved a *Windows Bitmap*), but you may also choose to print them so your children can show them off to their friends! Even better, you can use one of those services to print your child's masterpiece on a t-shirt or a mug! They will be delighted!

4- Can I change the canvas background?

Absolutely! In the splash screen window, click on the Options button. The current color will be shown (white by default). Click on the little box and you will be taken to the color selection dialogue box.

5- What does the checkbox "Enable Random Colors" do?

It simply adds more fun to Finger Painter! If you check that box, then the next time you use a brush (not a pen), the application randomly draws an oval, which size and shape depends on finger or stylus position on the screen. The color of the ovals are random, which can make an interesting effect! If you want to have even more fun with this feature, use two fingers (works best) and run them around each other on the screen. Enjoy the effect!

IV- How to Register?

It is easy! Just click on the "Register" button on the splash screen. The window will display your HotSync ID, which you will need to purchase the game. Go back to the web site where you downloaded this copy and provide your HotSync ID. Once you purchase the game, you will receive your registration code from that same web store. Enter the registration code into the "Register" window. That's it!

We hope you and your child will enjoy this fun application and thank you for your support.

Best regards,

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