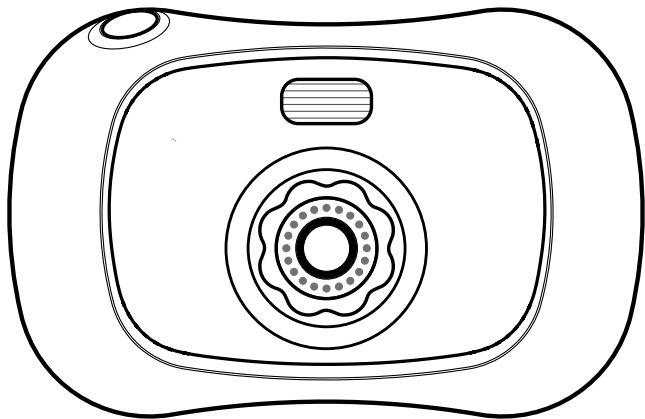


vtech[®]

User's Manual

Kidizoom Camera™



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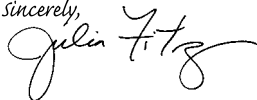
Dear Parent,

At **VTech**[®], we know how important the first day of school is for your child. To help prepare preschoolers for this important event, **VTech**[®] has developed the **Preschool Learning**[™] series of interactive toys.

Preschool Learning[™] features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning**[™], learning is fun from day one!

At **VTech**[®], we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting **VTech**[®] with the important job of helping your child learn and grow!

Sincerely,



Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

To learn more about the **Preschool Learning**[™] series and other **VTech**[®] toys, visit www.vtechkids.com

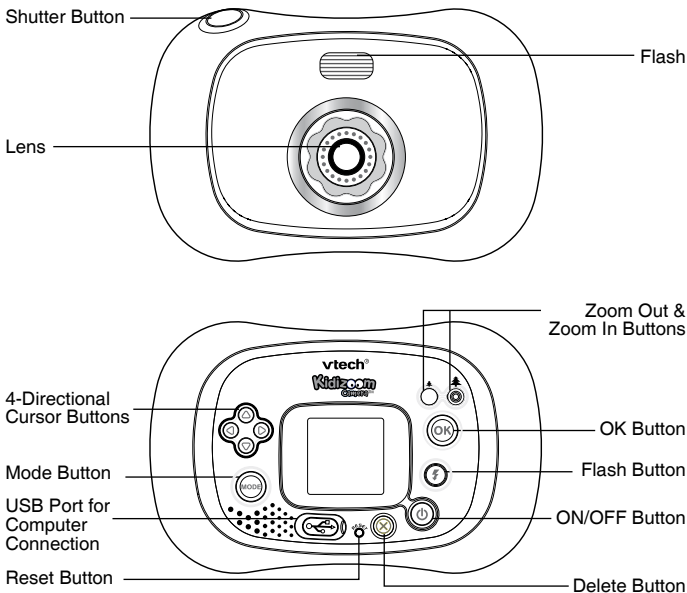
INTRODUCTION

Thank you for purchasing **VTech® Kidizoom Camera™**!

Kidizoom Camera™ is a fun and durable digital camera for kids to take photos, view photos, edit photos and play games! **Kidizoom Camera™** has 64MB of built-in memory, and it includes a USB port and cable to connect the **Kidizoom Camera™** to your home computer for viewing and printing photos.

FEATURES

PRODUCT LAYOUT AND BUTTONS



ON/OFF Button

Press this button to turn the camera ON or OFF.

USB Port

Plug the included USB cable into this USB port to connect the camera to your computer.

Mode Button

Press this button to go to the main menu or to go back to the previous submenu.

4-Directional Cursor Buttons

Press these buttons to move the cursor and make selections.

OK Button

Press this button to confirm a choice or action.

Note: The OK Button can also be used to take a photo.

Delete Button

Press this button to delete the selected file.

Shutter Button

Press this button to take a photo.

Reset Button

Press this button to reset the camera if it stops working properly.

Note: The photos stored in the camera's memory will not be affected by resetting the camera. However, you will need to select the camera's language setting again, and the volume setting will return to the default level.

Flash Button

Press this button to switch between Auto-flash, Strong Flash On, Weak Flash On, and Flash Off.

Zoom In Button

Press this button to zoom in.

Zoom Out Button

Press this button to zoom out.

INCLUDED IN THIS PACKAGE

- 1 VTech® Kidizoom Camera™
- 1 USB cable
- 1 wrist strap
- 1 user's manual

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

PRODUCT SPECIFICATIONS

Display: 1.5" CSTN color LCD

Photo Resolution: 640x480

Memory: 64MB built-in memory (approximately 45MB free memory for photos)

Store up to 500 photos (photo size = 640x480 resolution in JPEG format)

Supported File Formats: JPEG

Supported Hardware: USB cable (included) for computer connection

Zoom: 2X digital zoom

GETTING STARTED

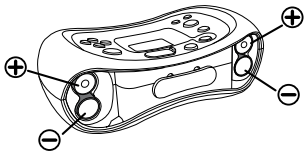
BATTERY INSTALLATION

Note: Adult assembly is required for battery installation. Tools required for battery installation: Phillips screwdriver (not included).

- Make sure the camera is turned OFF.
- Locate the battery cover on the bottom of the camera. Loosen the screws using a screwdriver and remove the battery cover.
- Install 4 new "AA" batteries (2 on each side) as illustrated above. (The use of new, alkaline batteries is recommended for maximum performance.)
- Replace the battery cover and tighten the screws. Do not over-tighten screws.

Note: If **Kidizoom Camera™** is not working properly after the batteries have been replaced, press the Reset Button and then restart the camera.












Note: The photos stored in the camera's memory will not be affected by resetting the camera. However, you will need to select the camera's language setting again, and the volume setting will return to the default level.






BATTERY NOTICE


- The use of new alkaline batteries is recommended for maximum performance.
- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time. Please note: To prevent data loss, copy all photos from **Kidizoom Camera™** to a computer before removing batteries.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.



TO BEGIN USING KIDIZOOM CAMERA™


- Press the ON/OFF Button  to turn on the camera.
- If it is the first time that you are turning on the **Kidizoom Camera™**, the Try-me demo movie will start playing. Press the OK Button  during the movie to exit the Try-me demo mode. The Try-me demo will be disabled and will not play again on start-up. After the camera exits demo mode, the language selection screen will appear. Press the Up Cursor Button  or Down Cursor Button  to select a language, and then press the OK Button  to confirm. If you wish to change the language selection later, please go to the Settings menu.
- After the Try-me demo mode has been disabled, when **Kidizoom Camera™** is turned on, it will go directly into camera mode and you can start taking photos.
- To switch to other activities, press the Mode Button  to go to the Main Menu. From the Main Menu, you can select the following activities: Camera , Photo Editor , Games  and Settings .
- To connect to a computer, follow the instructions in the **Connecting to a Computer** section below.
- Press the ON/OFF Button  again to turn the unit off.



ADJUSTING SETTINGS IN KIDIZOOM CAMERA™

You can choose to adjust the Volume, Memory, Flickering, and Language settings in your **Kidizoom Camera™**. To change the camera's settings, choose the Settings icon  in the Main Menu. Scroll through the Settings Menu by pressing the Right Cursor Button  or Left Cursor Button .

- Volume 


After choosing Settings in the Main Menu, the Volume setting menu will be the first menu to appear. Press the Up Cursor Button  or Down Cursor Button  to adjust the volume up or down.

- Memory 

View the status of the camera's internal memory by select the Memory setting. To format the memory, press the Down Cursor Button  to select "Format," and then press the OK Button . You will see a warning message; formatting the memory will erase all data in **Kidizoom Camera™**.


- Flickering **Hz**


The default Flickering setting for the US is 60 Hz. Please leave your camera set to the 60 Hz Flickering setting unless you are travelling.

- Language 

You may change the language shown in **Kidizoom Camera™**. Choose from English, Spanish, or French.


BATTERY STATUS

When the screen shows a Low Battery icon , we recommend backing up all data in the internal memory of **Kidizoom Camera™** by uploading all data to a computer. Once you have saved your data, change the batteries in **Kidizoom Camera™**.

When the unit shows the Batteries Exhausted icon , the unit will not work properly. New batteries should be inserted before further use.


Note: We recommend that you save the data stored in the internal memory of the **Kidizoom Camera™** to a computer regularly to avoid data loss.

AUTOMATIC SHUT-OFF

To preserve battery life, **Kidizoom Camera™** will automatically turn off after 3 minutes without input. The camera can be turned on again by pressing the ON/OFF Button .

CONNECTING TO A COMPUTER

You can connect **Kidizoom Camera™** to a PC or Mac using the included USB cable. Once connected, you can upload and download files to **Kidizoom Camera™** by accessing your camera as a removable storage device. When **Kidizoom Camera™** is connected to a computer, a new drive called "VTech 1069" will appear.

- Turn **Kidizoom Camera™** OFF before connecting to a computer.
- Locate the USB port on the back of your camera and open the door.
- Insert the USB cable (small end) into the USB port on the camera.
- Insert the larger end of the USB cable into a USB port on the computer. A USB port is usually marked with this symbol .
- Download the taken photos from the folder "photo" in the drive.
- To upload photos to the unit, put the photos into the root folder of the drive. DO NOT put them in the folder "photo", which is only for storing the taken photos.


Note: To avoid data corruption, before uploading data to your computer or downloading data to the camera, make sure that your **Kidizoom Camera™** does not have low battery levels.

MINIMUM SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Windows® 2000 SP3+/ XP/Vista

Mac OS® X 10.4 or above










Note: Once the camera is connected to your computer, do not disconnect the camera or computer while files are uploading or downloading. After you have finished, turn OFF  the camera to save power.


ACTIVITIES

1. CAMERA




- In Camera mode, you can look at the LCD screen to see the photo subject.


















- While holding the camera steady, press the Shutter Button  on the top of the camera or press the OK Button  to take a picture.
- When **Kidizoom Camera™** is first turned ON, it will be in Auto-flash mode. To change your flash settings, press the Flash Button  to switch between these flash modes: Auto-flash , Strong Flash On , Weak Flash On , and Flash Off .

Warning: Turn off the flash when taking a close photo of a person's face to avoid eye damage.

Note: If the batteries are too weak, the flash feature may not be available and the camera will display this icon .

Recommended Flash Settings:

Flash mode	Optimum distance for use
Weak Flash mode 	12 - 24 inches
Auto-flash mode 	24 - 48 inches
Strong Flash mode 	More than 35 inches

- Press the Zoom In Button  or Zoom Out Button  to use the digital zoom feature.
- To add a photo frame, stamp or kaleidoscope effect to the photo, press the Left Cursor Button  or Right Cursor Button  to scroll through the options. Then take a photo as usual and the selected frame or stamp will be part of the photo.
- To view the photos you've taken, press the Up Cursor Button  or Down Cursor Button  once to enter the Photo Album. Then press the Up Cursor Button  or Down Cursor Button  again to view the previous or next picture stored in the album.
- While in the Photo Album, press the Delete Button  to delete the photo that is currently shown on the LCD screen.
- While in the Photo Album, press the Zoom In Button  or Zoom Out Button  to zoom in or out while viewing a photo. While viewing a photo in zoomed-in view, press the Up, Down, Left or Right Cursor Buttons  to pan across the picture. Press the OK Button  anytime to return to normal view.
- To exit the Photo Album and return to Camera mode, press either the Shutter Button , the Left Cursor Button  or Right Cursor Button , or the OK Button .
- Photos taken by **Kidizoom Camera™** will be saved in the PHOTO folder in the internal memory.

Note: If you want to view other photos downloaded from a computer onto your **Kidizoom Camera™**, make sure they have been downloaded to the root directory of the **Kidizoom Camera™**, otherwise you may not be able to view them.

2. PHOTO EDITOR



In Photo Editor, you can add photo frames, stamps, distortion, and kaleidoscope effects to a photo. Press the Up Cursor Button or Down Cursor Button to view photos, and then press the OK Button to confirm selection and start editing.

An editing menu will appear. Press the Left Cursor Button or Right Cursor Button to choose one of the below functions, press the OK Button to begin.

A. Photo Frames : Choose this icon to add a photo frame to your photo. Press the Left Cursor Button or Right Cursor Button to select a frame, and then press the OK Button to confirm your selection.

B. Stamps : Choose this icon to add a stamp to your photo. Press the Left Cursor Button or Right Cursor Button to choose a stamp, and then you can press the Up Cursor Button or Down Cursor Button to enlarge or shrink the size of the stamp. Press the OK Button to confirm to the selection, and then press the cursor buttons to move the stamp to where you want to apply it. Finally, press the OK Button to add the stamp to the photo.

C. Special Effects : Choose this icon to add a distortion or kaleidoscope effect to your photo. Press the Left Cursor Button or Right Cursor Button to choose an effect, and then press the Up Cursor Button or Down Cursor Button to change the size of the area it will be applied to. Press the OK Button to confirm your selection. Press the cursor buttons to move the effect to where you want to apply it, and then press the OK Button to add it to the photo.

Note: Generating a special effect on your camera may take more than 1 minute.

D. Undo : Choose this icon to undo the last editing operation.

E. Save As : Choose this icon to save the photo that you just edited as another file.

Note: The process of saving an edited photo with a distortion effect may take more than 1 minute.

3. GAMES



Two games are built into **Kidzoom Camera™**. After entering the Game Menu, press the Left Cursor Button ◀ or Right Cursor Button ▶ to choose a game, and then press the OK Button Ⓞ to start playing the selected game.

A. JUMPING FROG

Memorize the sequence of the lights, and then repeat the sequence by pressing the cursor buttons Ⓞ. After each correct answer, the sequence will become longer and harder to memorize. If you press the Shutter Button Ⓞ, you can take a photo for the face of the frog!



B. CRAZY CATCHER

Catch all the germs of a specific type under the microscope in your laboratory. Remember what type of germ is shown at the beginning of the game, and then catch all the others of that type. When you see the right one, press the OK Button Ⓞ to catch it! Watch out, the germs will start to move faster and faster!



Your playing level will be saved automatically every time you leave a game. When you play again, the game will start at the saved level. Or, you can enter a level selection menu by pressing the OK Button Ⓞ before starting the first round of a game.

Note: Press the Zoom In Button Ⓞ or Zoom Out Button Ⓞ to adjust the volume while playing a game.

CARE & MAINTENANCE

1. Keep the camera clean by wiping it with a slightly damp cloth.
2. Keep the camera out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the camera is not in use for an extended period of time.
4. Do not drop the camera on a hard surface and do not expose it to moisture or immerse it in water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns.

While **Kidizoom Camera™** does not contribute to any additional risks, we do recommend that parents supervise their children while they play games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on at close range and handling a **Kidizoom Camera™** as a game controller for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

Go through this section if you experience difficulty in operating **Kidizoom Camera™**.

Problem	Solution
Program stops working	<ol style="list-style-type: none">1. Press the Reset Button with a paper clip. If this does not solve the problem, please continue the following steps.2. Please make sure the camera is OFF.3. Interrupt the power supply by removing the batteries.4. Let the camera sit for a few minutes without batteries, then replace the batteries and press the Reset Button again.5. Turn the unit ON. The unit should now be ready to play again.6. If the unit still does not work, replace the batteries with an entire set of new batteries.
Image taken is not clear	<ol style="list-style-type: none">1. Check to see if the camera lens protection window is clean.
Display on Kidizoom Camera™ LCD does not turn on	<ol style="list-style-type: none">1. Make sure there are 4 "AA" batteries in the camera. Hold the ON/OFF button to turn it on again.
Cannot save files	<ol style="list-style-type: none">1. Check the memory status of Kidizoom Camera™ internal memory to see if it is full.

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Customer Services Department with any problems and/or suggestions that you might have. Our support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The specific problem you are experiencing.
- The actions you took right before the problem occurred.

Internet: www.vtechkids.com, or www.vtechcanada.com

Phone: 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada.

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Company: **VTech®** Electronics North America, L.L.C.

Address: 1155 West Dundee Road, Suite 130, Arlington Heights, IL, 60004 USA

Phone: 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada.

IMPORTANT NOTE:

Creating and developing **Preschool Learning™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

KIDIZOOM CAMERA™ FREQUENTLY ASKED QUESTIONS

Question 1:

I have bought a Vtech **Kidizoom Camera™**, but it will not work with my PC; my PC is looking for a driver. I have searched the Internet and cannot find a **VTech®** camera driver. What can I do?

Answer:

There is no separate driver needed for the **Kidizoom Camera™**. It uses a standard USB mass storage device driver. Such a driver comes standard on all Windows® operating systems starting with Windows® 2000 Service Pack 3 (including Windows® XP and Vista) and Mac OS® 9.0 or above. If your computer meets these OS requirements and is still looking for a driver, please contact your PC manufacturer for further assistance. For earlier operating systems that do not support mass storage, a system upgrade or mass storage device driver may be available. Again, please check with your PC manufacturer.

Question 2:

The pictures I take aren't matching what I see when I look through the viewfinder. The actual captured image covers a greater area than what the viewfinder shows.

Answer:

The actual image and digital saved image may vary due to the refraction of light through the viewfinder lens. Light bends through the lenses at different angles based on a variety of factors including the distance between the lens and your eyes, the angle at which you are viewing the lenses, and even the distance between your eyes. Generally speaking, when the lenses are placed close to the eyes the way they are intended to be, light will refract through the lenses in such a way that it focuses in a tighter and closer area, making the image and the viewing area appear smaller than what is digitally captured.

Question 3:

What is the ISO value (light sensitivity) of the **Kidizoom Camera™**?

Answer:

The **Kidizoom Camera™** uses an auto-ISO value. It auto adjusts the exposure time and light sensitivity depending on the lighting environment.

Question 4:

Can the date stamp be changed on the pictures?

Answer:

The pictures taken by the **Kidizoom Camera™** do not have any time and date stamp written to its file. This is added by Windows when you upload the pictures on your computer, and it can only be changed through the use of third party software.

Question 5:

My camera turns on then immediately shuts off.

Answer:

Please make sure you are using new batteries. If there is no bad contact due to dirt on the contact spring/plate or deformation of the contact spring or plate, the power should be able to turn on. If the problem persists after normal battery installation, then you might have a defective unit.

Question 6:

Why are my pictures sometimes grainy and fuzzy? Is there anything I can do to improve the picture quality?

Answer:

In a poorly lit environment, the frame rate (shutter speed) drops to allow for a longer exposure time. The downside of this is that any movement in the frame, or of the hand holding the camera, can result in greater blur. Furthermore, the camera sensor will soften the edges in low light to counteract the darkness by reducing the image noise. This too can sometimes result in a blurred picture. Try to improve the lighting to get better results.

The sensitivity of the photo sensor in low lighting conditions and the vulnerability of the image to hand shake have been improved in the most recent models of the **Kidizoom Camera™**.

Question 7:

Can you delete a group of pictures at one time, or do they have to be deleted one at a time on the camera?

Answer:

If you connect the **Kidizoom Camera™** to your computer and access it as an external drive (labeled VTech 1069), you can select multiple pictures to delete at any one time.

Question 8:

If you accidentally delete the pictures by reformatting, is there any way to get them back?

Answer:

Unfortunately, if you delete the pictures by formatting the internal storage memory, there's no way to retrieve it. There is third party software that can help recover "deleted" data from storage, but we do not recommend using this.

Question 9:

Will changing batteries erase the unit's internal memory?

Answer:

Battery replacement under normal operation as detailed in the user's manual should not cause data corruption or data loss in either the built-in memory.

Question 10:

Why do some of my close-up pictures look bleached out?

Answer:

Using a flash setting that is too strong when shooting a close-up can result in too much light reflecting off the subject. When shooting a close-up, use the Weak Flash On setting to prevent the photo from bleaching out. Please refer to page 9 for the recommended flash settings.

Question 11:

When connecting the camera to the USB port, I get the message "USB device not recognized, one of the USB devices attached to this computer has malfunctioned and Windows® does not recognize it." I am running Windows® XP.

Answer:

This is most likely a hardware or OS issue. A number of consumers have reported this problem with their computers not recognizing mass storage devices of all kinds. Please contact your PC manufacturer for support.

Question 12:

I am trying to download my pictures to my PC. I connected per the instructions (connecting the USB cable to the camera and PC), and the new driver VTech 1069 appears. However, no pictures are automatically downloading. Is there something I need to do at start up to get the pictures downloaded and saved?


Answer:

The picture download operation does not start by itself. After you have connected the USB cable to your PC and the drive VTech 1069 appears ready, you can open the drive, look under the folder “PHOTO”, and you should find the images you captured with the **Kidizoom Camera™**. Moreover, if you wish to upload images that are not taken by the **Kidizoom Camera™** to be viewed on the camera, you can do so by moving the JPEG image files into the root folder.

Question 13:

When I try to take pictures outdoors, the screen just shows white as if the camera is getting too much light. Is there any way to fix this?

Answer:

Please check your flash setting to make sure that you don't have the camera in Strong Flash mode  (indicated by the lightning bolt with the plus sign in the upper right corner). Using this setting in strong lighting conditions would result in a picture with too much light.

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