

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,

Your friends at **VTech**[®]

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

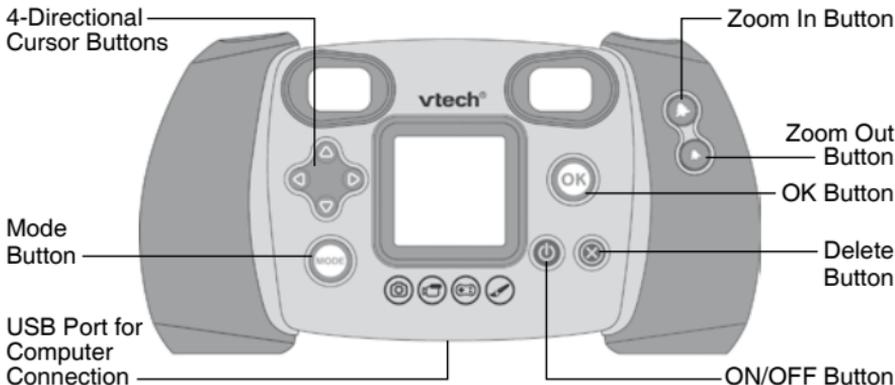
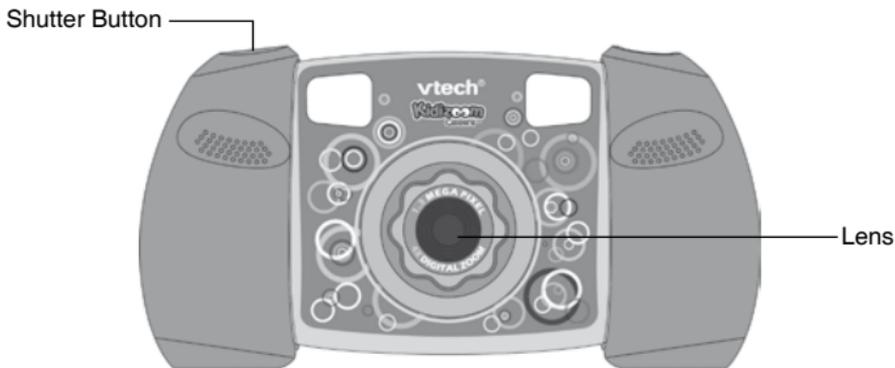
INTRODUCTION

Kidizoom Camera™ is a fun and durable digital camera that allows kids to take photos, shoot movies, and play games!

Kidizoom Camera™ has 128MB of built-in memory (shared with program data), and it includes a USB port to connect the camera to a computer so you can save and view your photos and movies.

FEATURES

PRODUCT LAYOUT AND BUTTONS



ON/OFF Button

Press this button to turn the camera ON or OFF.

USB Port

Use 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.

Tips: 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.

Zoom In Button

Press this button to zoom in.

Zoom Out Button

Press this button to zoom out.

Tips: The zoom buttons can also be used to set sound volume when zoom function is not available.

INCLUDED IN THIS PACKAGE

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

Note: USB cable is not included.

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	1.45" TFT color LCD
Photo Resolution	1.3 MP (1280 x 960) or 0.3 MP (640 x 480)
Movie Resolution	160 x 120
Movie Length Limit	Maximum 2 minutes per each recording file

Digital Zoom	4X
Focus Range	1.5 feet - ∞
Internal Memory	128 MB built in memory (shared with program data, approximately 92 MB available)
File Format	Movies: AVI (Motion JPEG) (recorded with Kidizoom Camera™) Photos: Standard Baseline JPEG (taken by Kidizoom Camera™)
Connectivity	Built-in USB port (Mini-USB) for computer connection
Batteries	4X "AA" (LR6) alkaline batteries
Operating Temperature	0 - 40°C

STORAGE CAPACITY FOR REFERENCE

1.3 MP photos	0.3 MP photos	Video in 160 X 120 (minutes)
~300	~1600	~10

Note: The above amounts are approximations, the actual capacity depends on the shooting environments. The video length limit is 2 minutes per file.

GETTING STARTED

BATTERY INSTALLATION

Note: Adult assembly is required for battery installation.

- Make sure the camera is turned **OFF**.
- Locate the battery covers on the bottom of the camera. Open the battery covers by separately pressing each trigger inward.
- Install 4 new "AA" batteries (2 on each side) as shown in the illustration below (the use of new alkaline batteries is recommended for maximum performance).
- Replace each battery cover (they will both fit either side) with the arrow on the trigger pointing inward. Push down until the battery covers click into position.



BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not use fire to dispose of batteries.

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  or Down Cursor Button  to select a language, and then press the OK Button  to confirm. After you select a language, you will see an option to select the date and time. Press the Up  or Down Cursor Button  to select the correct day, month, year, hour, and minutes. Press the Left  or Right Cursor Button  to jump to the previous or the next setting item. Finally, press the OK button  to confirm the setting. If you wish to change the language or date & time later, please go to Settings.
- 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 , Movies , Playback , 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.

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 computer using a standard mini B USB cable (not included). Once connected, you can transfer files between the camera and computer; please follow below steps to make the connection.

- Turn **Kidizoom Camera™** OFF before connecting to a computer.
- Pull up the rubber cover of the USB port at the bottom of your camera.
- 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 .
- A removable drive called "VTEch 1227" will appear.

To back up photo or video files taken by the camera:

- Locate and open the "DCIM" folder in the removable drive.
- Your photos or video files will be placed in the subfolders, such as "100VTECH". Drag and drop the files to a location in your computer for back up.

To transfer photo or video files to the camera:

- Select the photo or video files you would like to upload from your computer first.
- Locate and open the “DOWNLOAD” folder in the removable drive, drag and drop the photo files into the “PHOTO” subfolder, or “VIDEO” subfolder for video files.

Note: Do not transfer photo or video files created by other camera models to the main unit, these file formats may not be supported.

SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft® Windows® XP, Windows Vista® or Windows® 7 Operating System or Macintosh Computer with Mac OS X version 10.5 or 10.6

Note: Once the camera is connected to your computer, do not disconnect the camera while files are uploading or downloading. After you have finished, remove the camera by following the steps to safely remove hardware from your computer. Then you can physically unplug the unit from the computer.

To avoid any potential damage to your Kidizoom® Camera:

When the USB cable is not connected to the unit, ensure the USB rubber cover is fully covering the USB port.

ACTIVITIES

1. CAMERA

- In Camera mode, you can either look through the viewfinders or look at the LCD screen to see the capture 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.
- Press the Zoom Buttons   to use the digital zoom feature.
- To add a photo frame, stamp, or special effect to the photo, press the Left  or Right Cursor Button  to scroll through the options. Then take a photo as usual and the selected frame, stamp, or effect will be part of the photo.
- To view the photos you've taken, press the Up  or Down Cursor Button  once to enter the Playback mode.

2. MOVIES

In Movies mode, you can take digital movies. Press the Shutter Button  or the OK Button  to start movie recording; press the button again to stop the recording. When the movie recording is stopped, press the OK Button  to play the movie you have just recorded:

- To add animation frame, press the Left  or Right Cursor Button  to scroll through the options before starting the recording.

Note: You cannot change the selected animation frame during recording.

- Press the Zoom Buttons   to use the digital zoom feature.
- To view the movies you've taken, press the Up  or Down Cursor Button  once to enter the Playback mode.

3. PLAYBACK



In Playback mode, you can view the captured movies or photos. Press the Up  or Down Cursor Button  to view the previous or next file.

Viewing a Movie File

- Press the OK Button  to play the movie. While playing the movie, press the Left  or Right Cursor Button  once to use the fast rewind or fast forward at 2X speed; press this button again to change the speed to 4X. Press the Cursor Button or the OK Button  to return to 1X normal playing speed.
- While playing the movie, press the Zoom In  or Zoom Out Button  to increase or decrease the volume.

Viewing a Photo File

- While viewing a photo, press the Zoom In Button  to have a closer view of the photo. Press the Cursor Buttons  at this time to pan the photo to a different position. Operate the Zoom Out Button  to return to smaller magnification or press the OK button  to return to the normal viewing size.

4. PHOTO EDITOR



In Photo Editor, you can add photo frames, stamps, funny faces, and special effects to a photo. Press the Up  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  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  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  or Right Cursor Button  to choose a stamp. Press the Up  or Down Cursor Button  to enlarge or shrink the size of the stamp. Press the OK Button  to confirm the selection. 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 funny face or special effect to your photo. Press the Left  or Right Cursor Button  to choose an effect. Use the Up  and Down Cursor Buttons  to change the size of the area the effect 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.

5. GAMES

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

A. PHOTO SWIRL

Press the Left  or Right Cursor Button  to rotate the scrambled picture piece to its correct position; press the OK Button  to confirm. Fix as many pictures as possible within the time limit. Your photos will be used in the game, so take more photos to make the game extra fun!



B. PENGUIN PATH

Help the penguin mama find the path to the fish! Memorize the sequence of the arrows, and then guide the penguin mama by repeating the sequence using the Cursor Buttons . After each correct answer, the sequence will become longer and harder to memorize.



C. PUPPET SHOW

The Puppet Show is ready to start! Select a face or take a picture to make the puppet character; press the OK Button  to start the game. Once the music starts to play, arrows will start to appear on the screen. Press the Cursor Buttons  to make the puppet dance in each direction before the arrows disappear.



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

ADJUSTING SETTINGS IN KIDIZOOM CAMERA™

You can choose to adjust various 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  or Left Cursor Button . In the menu, press the Up  or Down Cursor Button  to change selection, and press the OK Button  to confirm the selection.

- **Volume**

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

- **Memory**

This menu allows you to review the status of the camera's internal memory setting. To format the memory, press the OK Button . You will see a warning message.

Note: Formatting the memory will erase all data in **Kidizoom Camera™**.

Note: When the internal memory of the **Kidizoom Camera™** is getting full, or when the file indexes are used up, you should back up all the files from the camera's internal memory to your computer. Then, delete the files in the camera's internal memory to free up space.

- **Photo Resolution**

For the best picture quality, please select 1.3 megapixel. To save memory, choose the 0.3 megapixel option. This option will allow you to save more pictures.

- **Indoor Light Frequency**

The default value for the US is 60 Hz (or Auto if it is available). Please leave your camera set to the default value unless you are traveling outside of the US.

- **Date & Time**

This menu shows the current Date & Time. If you want to change the setting, press the OK Button , make the change in the Set Date & Time menu, and press the OK Button  again to confirm.

- **Language**

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

KIDIZOOM® PHOTO EDITOR SOFTWARE

The VTech® Kidizoom® Photo Editor software package, available for both PC and Mac systems, allows you to edit your photos with a computer. Visit the following website to download the software:
<http://www.vtechkids.com/download>

After you download and install this Photo Editor on your computer, you can add additional fun photo frames and stamps to your photos. You will also be able to add distortion effects and view animations of your photos. Please see the Help sections of the installed VTech® Kidizoom® Photo Editor for more details and user instructions.

SYSTEM REQUIREMENTS

For PC Users:

Pentium® 4 CPU, 1 GHz or above
256 MB RAM (512 MB recommended)
Graphic card with 1024 x 768 at 16 or 32 bit color
Monitor Resolution: 1024 x 768
300MB Hard disk space
Windows® compatible sound card and speakers
Microsoft® Windows® XP, Windows Vista®, or Windows® 7 Operating System

For Macintosh Users:

Macintosh Computer with an Intel (1GHz or faster) processor
256 MB RAM (512 MB recommended)
300MB Hard disk space
Mac OS X version 10.5 or 10.6
Internet Connection is required for software download.

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 the **Kidizoom Camera™** screen at a close range and handling the **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. Let the camera sit for a few minutes without batteries, then replace the batteries.2. Turn the unit ON. The unit should now be ready to play again.3. If the unit 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 if the camera is being held steadily.2. Make sure the lighting condition of the shooting environment is good.3. Check to see if the camera lens protection window is clean.
Cannot connect to computer	Check the connections on the USB cable between the camera and the computer, and review the appropriate connection procedure in this manual.
Cannot save files	When the internal memory of the camera is getting full, or when the file indexes are used up, you should back up all the files from the camera's internal memory to your computer, and then delete the files in the camera's internal memory to free up space.
Cannot view the downloaded movie files	<ol style="list-style-type: none">1. Kidizoom Camera™ does not support movie files created by other models. Make sure your downloaded movie files are created by Kidizoom Camera™.

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.

HOW TO TAKE A GOOD PHOTO

Are you ready to have fun taking some photos? VTech is here to help you learn how to take great photos using your new Kidizoom digital camera. Check out our tips to help you get started.

Step One

First, slide the wrist strap over your hand to help you hold your new Kidizoom properly.

Step Two

There are 2 ways to look at your photo before you take it. You can either use the color LCD screen on the back of your Kidizoom, or the dual viewfinders above the screen.

Step Three

Now you are ready to take some photos! Make sure you hold your Kidizoom as still as you can with both hands.

Step Four

Get close to the object you are taking a photo of. Be careful not to get too close or your photo will be blurry. This can take some extra practice so don't worry if you don't get your photo right the first time.

Step Five

Be mindful of the lighting when you are taking photos. If you are taking outdoor photos on a sunny day, stand with the sun behind you. If you are taking indoor photos in dark lighting, hold the camera very still to avoid blurry photos.

Step Six

Listen for the "click" your Kidizoom makes when you have taken a photo. Once you hear the clicking sound, you can take another photo!

Have fun!



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:

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. Please contact customer service as outlined in the Troubleshooting section of this manual.

Question 5:

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 shaking hands have been improved in the most recent models of the **Kidizoom Camera™**.

Question 6:

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 1227), you can select multiple pictures to delete at any one time.

Question 7:

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

Answer:

If you delete the pictures by formatting the internal storage memory, there's no way to retrieve them. There is third party software that can

help recover “deleted” data from storage, but we do not recommend using this.

Question 8:

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 the built-in memory.

Question 9:

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.

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