

vtech[®]

User's Manual

Kidizoom[®]

Spin & Smile Camera[™]



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Printed in China
91-002579-003-000

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

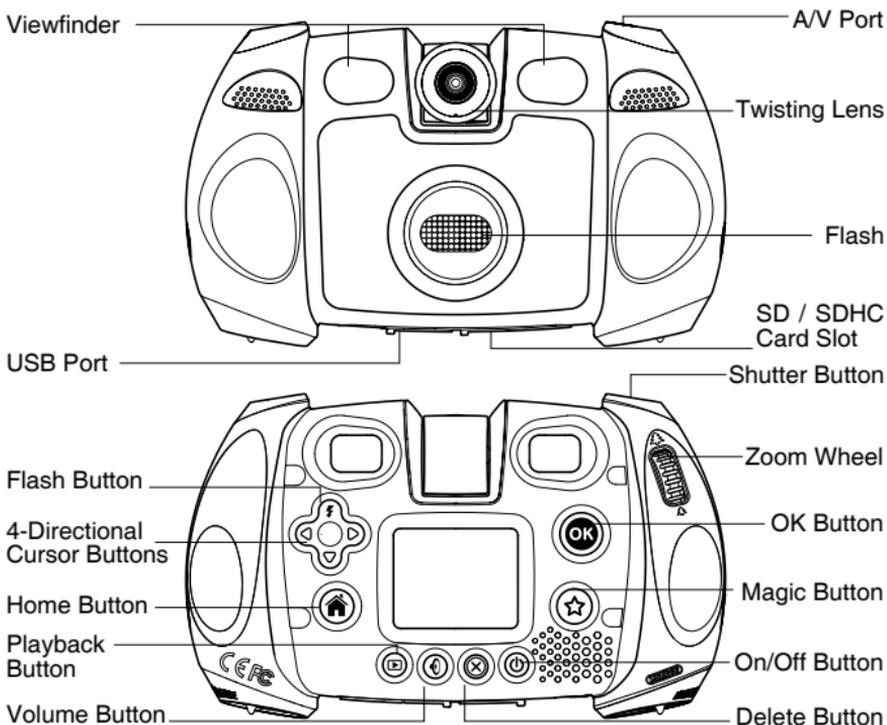
INTRODUCTION

Kidizoom® Spin & Smile Camera™ is a fun, durable, and easy-to-use 2 megapixel digital camera with a twisting lens. You can take photos or movies of your friends, then take fantastic self-portraits. You can also add a range of great photo effects to make your pictures really stand out! The camera features a 4X digital zoom, built-in flash, color screen, 5 great games, dual viewfinders, and a great voice recording feature with 5 different voice changing effects. There is also an editing feature allowing you to enhance your photos with a variety of frames, stamps, and wacky effects.

You can keep plenty of photos on the 256MB internal memory, or store even more using an SD/SDHC card. Upload your pictures to a computer using the supplied USB cable, or see your photos and movies on a big screen by connecting to a TV using the included AV cable.

FEATURES

PRODUCT LAYOUT AND BUTTONS



On/Off 

Press this button to turn the camera on or off.

Shutter Button 

Press this button to take a photo, or to start or stop a video recording.

Playback Button 

Press this button to browse your photos or videos.

4-Directional Cursor Buttons 

Press these buttons to move the cursor and make selections.

Home Button 

Press this button to go to the main menu.

OK Button 

Press this button to confirm a choice or action.

Tips: The OK Button can also be used to take a photo when in Camera mode.

Magic Button 

Press this button to add effects to photos and videos.

Flash Button 

When in Camera mode, press this button to switch between auto-flash, forced flash on, and flash off.

Volume Button 

Press the Volume Button and then the Left ◀ or Right ▶ Cursor Buttons to adjust the volume.

Delete Button 

Press this button to delete a photo, video, or voice file.

Zoom Wheel 

Push this button upwards to zoom in; push it downwards to zoom out.

A/V Port 

Plug the included A/V cable into this port to connect to a TV.

USB Port 

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

SD / SDHC Card Slot 

Insert a SD/SDHC card here for memory expansion.

INCLUDED IN THIS PACKAGE

- 1 VTech® Kidizoom® Spin & Smile Camera™
- 1 USB cable
- 1 A/V cable
- 1 wrist strap
- 1 user's manual

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

PRODUCT SPECIFICATIONS

Display	1.8" TFT color LCD
Photo Resolution	1600 X 1200 (2.0 MP) or 640 X 480 (0.3 MP)
Video Resolution	320 X 240 pixel @ 15 fps
Video Length Limit per File	5 minutes when using internal memory 10 minutes when using SD card memory
Digital Zoom	4X
Focus Range	1.5 feet - ∞
Flash Range	3 – 9 feet
Internal Memory	256 MB built-in memory shared with program data, around 167 MB free for storage(Stores ~400 2.0MP photos or ~1,600 0.3MP photos).
File Format	Photos: Standard Baseline JPEG Videos: AVI (Motion JPEG)
SD Card Format And Capacity	SD / SDHC cards (not included) with capacity from 1GB to 16GB are recommended.
Connectivities	USB 2.0 cable (included) for computer connection A/V cable (included) for TV connection
TV Format	NTSC
Batteries	4X "AA" (LR6) alkaline batteries (not included)
Operating Temperature	0 - 40°C

STORAGE CAPACITY FOR REFERENCE

Memory size	2.0 MP photos	0.3 MP photos	Video in 320 X 240 (minutes)	
Internal memory	~400	~1,600	~10	
SD card	2 GB	~4,000	~16,000	~100
	4 GB	~8,000	~32,000	~200
	8 GB	~16,000	~64,000	~400
	16 GB	~32,000	~128,000	~800

NOTE: The above amounts are approximations. The actual capacity depends on the shooting environments.

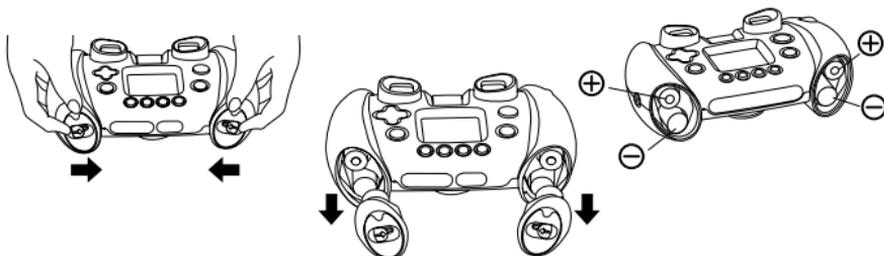
The video length limit is 5 minutes per file when using the internal memory, and 10 minutes per file when using an SD card.

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 inwards.
- Insert 4 new "AA" batteries (2 on each side) as illustrated (the use of new, alkaline batteries is recommended for maximum performance).
- Replace each battery cover with the arrow on the trigger pointing inwards and push down until they 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.

SD CARD INSERTION

- Make sure the camera is turned off.
- Locate the SD/SDHC card slot at the bottom of the camera.
- Pull up the rubber cover.
- Insert the SD/SDHC card (not included) as illustrated. Once the SD/SDHC card is detected and can be used, the default memory will set as SD card memory automatically.
- To remove the SD/SDHC card from the slot, push the card once and it will eject.



TO BEGIN USING KIDIZOOM® SPIN & SMILE CAMERA™

- Press the On/Off Button  to turn on the camera.
- If it is the first time that you are turning on the camera, the Try-me demo movie will start playing. To exit the Try-me demo mode, press the OK Button . 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. To select a language, press the Up  or Down  Cursor Button. Then, press the OK Button  to confirm. You can then set the time and date. Press the Up  or Down  Cursor Button to select the correct day, month, year, hour, and minutes. To jump to the previous or the next settings item, press the Left  or Right  Cursor Button. Finally, press the OK Button  to confirm that setting. If you wish to change the language or date & time later, please go to Settings.
- If you turn the camera on after the Try-me mode has been disabled, it will go directly to the preview screen in Camera mode; you can then start taking photos.
- To go to the main menu where you can enter other activities, press the Home Button .
- To turn the camera off, press the On/Off Button  again.

BATTERY STATUS

The screen shows a low battery icon  when the battery level is low. The unit will not work properly when it shows the batteries exhausted icon . New batteries should be inserted before further use.

AUTOMATIC SHUT-OFF

To preserve battery life, **Kidizoom® Spin & Smile Camera™** will automatically turn off after 3 minutes if there is no input, except in Wacky Slide Show. The camera can be turned on again by pressing the On/Off Button .

CONNECTING TO A COMPUTER

You can connect **Kidizoom® Spin & Smile Camera™** to a PC or Mac computer using the included USB cable. Once connected, you can transfer files between the camera and computer. Please follow the below steps to make the connection.



- Turn the 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 1228" will appear. If there is a SD/SDHC card in the unit, the removable drive will show the content on the SD card only.

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 back up voice files recorded by the camera:

- Locate and open the "VOICE" folder in the removable drive.
- Drag and drop the recorded voice 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.

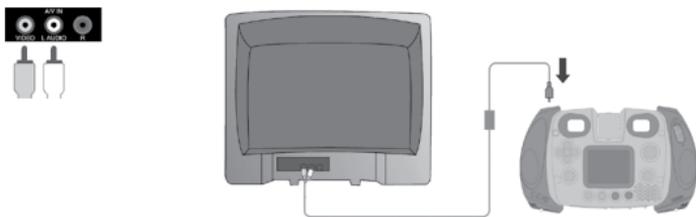
NOTE: Do not transfer photo or video files created by other camera models to **Kidizoom® Spin & Smile Camera™**, as these file formats may not be supported.

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

CONNECTING TO A TV

Connect your camera to a TV or monitor using the supplied A/V cable. Insert the A/V cable into the A/V port on your camera. Insert the colored plugs on the A/V cable into the matching color video and audio input ports on your TV set.



To avoid any potential damage to your Kidizoom® Spin & Smile Camera™

- When the USB cable is not connected to the unit, ensure the USB rubber cover is fully covering the USB port of the camera.
- When the A/V cable is not connected to the unit, please ensure the A/V port rubber cover of the camera is fitted in place.
- Please ensure the rubber cover of the SD card slot is fitted in place.

ACTIVITIES

Home Menu

- Press the Home Button  to go to the main menu to select different activities:

Camera, Video, Voice Recorder, Games, Extras (Wacky Slide Show, Photo Editor, Voice Photo), and Settings

- Press the 4-Directional Cursor Buttons  to select different modes and press the OK Button  to enter the selected mode.



1. Camera

In Camera mode, you can take standard photos, or take photos with stamps, photo frames, funny face effects, kaleidoscope effects, fantasy effects, and all-me effects.

- Press the Shutter Button  or the OK Button  to take a photo.
- Operate the Zoom Wheel anytime to use the digital zoom function.
- When the camera is first turned on, it will be in Auto-flash mode. Press the flash button (shared with the Up  Cursor Button) to toggle between different flash modes.

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

If the batteries are weak and the camera shows this icon , the auto-flash and flash feature may not be available.

- Rotate the twisting lens of **Kidizoom® Spin & Smile Camera™** to face inwards to take self-portraits.
- To take photos with different photo effects, you can press the Left  or Right  Cursor Buttons to select an effect first. Then press the Shutter Button  or OK Button  to take a photo with the selected effect.
- You can also press the Magic Button  to go to the photo effect menu to select the photo effects by types.

NOTE: Turn the self-timer on in the settings menu to allow a countdown period before taking a photo.

Photos taken by **Kidizoom® Spin & Smile Camera™** will be saved in the "DCIM" folder. To download photos to be viewed in **Kidizoom® Spin & Smile Camera™**, save them to the DOWNLOAD\PHOTO folder when connecting to the computer.

2. Movies



In Movies mode, you can take standard movies, or take movies with funny cartoon animations.

- Press the Shutter Button  or OK Button  to instantly start recording a movie.
- Operate the Zoom Wheel anytime to use the digital zoom function.
- To select a cartoon theme before recording a movie, press the Left  and Right  Cursor Buttons or the Magic Button . Press the OK Button  to confirm the selection without starting the movie recording. Press the Shutter Button  to start recording with the selected theme directly.
- After you have confirmed the theme, you will see the 4 directional effect icons on the screen. You can press the Shutter Button  or OK Button  to start recording any time. Press the Delete Button  to select another cartoon theme.
- While recording, press a Cursor Button  to move to the specific effects. Press the Shutter Button  or OK Button  to stop recording.



NOTE: Turn the self-timer on in the settings menu to allow a countdown period before taking a movie.

Movies taken by **Kidizoom® Spin & Smile Camera™** will be saved in the "DCIM" folder. To download movies to be viewed in **Kidizoom® Spin & Smile Camera™**, save them to the DOWNLOAD\VIDEO folder when connecting to the computer.

3. Playback



Press the Playback Button to view the captured photos / videos.

- To view the previous/next file, press the Up  or Down  Cursor Buttons.
- To view the files as thumbnails, use the Zoom Wheel to zoom out . To return to a full screen browser, use the Zoom Button to zoom in .

- To play a movie, press the OK Button . While playing the movie, press the Left  or Right  Cursor Buttons once to use the fast rewind or forward at 2X speed. Press this button again to change the speed to 4X. Press the Cursor Button again (or the OK Button ) to return to 1X playing speed.
- When zoomed in to a photo, press the Cursor Buttons  to pan to a different part of the photo. Use the Zoom Wheel to zoom out  or press the OK Button  to return to standard viewing.

4. Voice Recorder

In Voice Recorder mode, you can record your own voice for up to 10 minutes per file. Select the Voice Recording icon  in the main menu to go to this mode.



- To start recording a new file, use the Left  and Right  Cursor Buttons to select the Recording icon . Then press the OK Button . To stop recording, press the OK Button  again. After recording, the camera screen will automatically show a playlist of your recording(s).
- To play a recorded voice file, use the Left  and Right  Cursor Buttons to select the Play icon . Then press the OK Button . To pause the recording, press the OK Button  again. If there is more than one voice file, you will need to use the Up  and Down  Cursor Buttons to select the file that you want to play.
- To add a voice changing effect to an existing voice file, use the Left  or Right  Cursor Buttons to move the highlight to the effect icon . If there is more than one voice file, use the Up  and Down  Cursor Buttons to select the file that you want to add the effect to. Press the OK Button  or the Magic Button  to go to the voice changing effect menu.

In this menu, press the 4-Directional Cursor Buttons  to select a different voice changing effect; press the OK Button  to add the selected effect. To save the changed voice as another voice file, press the Cursor Buttons  to move the highlight to the Save As icon  and press the OK Button  to start the saving process. The screen will automatically return to the playlist after the saving process is complete.



5. Games

There are 5 built-in games in **Kidizoom® Spin & Smile Camera™**. In the game menu, press the Left  or Right  Cursor Buttons to select a game. Press the OK Button  to enter the selected game.

A. Odd One Out

Do you want to be a detective? Find the picture that's different from the others as quickly as you can! The game will ask you to take a picture of yourself or a friend to begin playing. To play, press the 4-Directional Cursor Buttons  to select your choice and press the OK Button  to answer. Try to find as many as possible in the time available to get a high score.



B. Funky Hair Salon

Do you wonder what you'd look like with a crazy and silly hairstyle? Find out with this game! The game will ask you to take a picture of yourself or a friend to begin playing. To play, press the appropriate Cursor Button  that corresponds to the arrows being shown. Be sure to wait until the arrow lands in the box to press the correct Cursor Button . If you miss too many arrows, your customer may get a strange hairstyle!



C. Germ Mania

Bottles containing germ samples have been knocked on the floor and different types of germs are spreading through the air! You need to collect a specific type of germ in each round to put them back into storage. To play, move the camera and point it at the germs. Then press the OK Button  to capture the germs.



The image on the camera preview screen will become the background for the game.

Note: In environments that are either too dark or too bright, the sensitivity of the camera movement will be affected.

D. Swapping Fun

Your pictures have been split into four parts and swapped around. Can you move the sections to make the original photo? Take more photos to make this game more fun! To play, press the Left  or Right  Cursor Buttons to move the highlight to the desired position. Then press the OK Button  to swap the sections.



E. Circus Star

Help the clown avoid the obstacles so (s)he can reach the goals. The clown will eventually run faster as the levels progress. To play, take a photo of yourself or a friend to become the clown. Then press the Up ⚡ Cursor Button to jump over obstacles or the Down ▽ Cursor Button to slide underneath obstacles.



6. Extras

To select a function in the Extras menu, press the Left ◀ or Right ▶ Cursor Button. Press the OK Button (OK) to enter the selected function.

A. Wacky Slide Show

In Wacky Slide Show, you can view all photos on the camera as a slide show.

All photos to be shown in the slide show will be displayed in descending order. There is a time delay between each photo that can be changed (see settings information below).

In Wacky Slide Show, different effects will be applied to the photos. The original photo will first be shown followed by the same photo with the effect added. The photos with the applied effects will not be saved.

- Press the Magic Button (★) to go to the Wacky Slide Show menu to change the settings.

There are 4 settings in this menu:

Items	Settings
Wacky Effects (Set the effects applied to photos)	Off
	On (Default)
Transition Effects (Set the effects when changing from one photo to the next)	Off
	On (Default)
Random (Set the display order of the photos to randomize)	Off (Default)
	On
Delay (Set the time delay between photos)	4 seconds (Default)
	6 seconds
	8 seconds
	10 seconds

B. Photo Editor

In the Photo Editor, you can add photo frames, stamps, special effects, and fantasy effects to a photo.

Press the Up ⚡ Cursor Button and Down ▾ Cursor Button to view photos. Then press the OK Button  to confirm your selection and start editing. An editing menu will appear. Press the 4-Directional Cursor Buttons  to choose one of the below functions; press the OK Button  to begin.

Photo Frames

Choose this icon to add a photo frame to your photo. Press the Left ◀ or Right ▶ Cursor Buttons to select a frame, and then press the OK Button  to confirm your selection.

Stamps

Choose this icon to add a stamp to your photo. To choose a stamp, press the Left ◀ or Right ▶ Cursor Buttons. Then 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. Next, press the 4-Directional Cursor Button  to move the stamp to where you want to apply it. Finally, press the OK Button  again to add the stamp to the photo.

Special Effects

Choose this icon to add a funny face, distortion, or kaleidoscope effect to your photo. To choose an effect, press the Left ◀ or Right ▶ Cursor Buttons. Then press the Up ⚡ or Down ▾ Cursor Buttons to change the size of the area the effect will be applied to.

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

Fantasy Effects

Choose this icon to add a fantasy effect to your photo. To select an effect, press the Left ◀ or Right ▶ Cursor Buttons and then the OK Button  to confirm your selection.

Undo

Choose this icon to undo the last editing operation.

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.

C. Voice Photo

In Voice Photo, you can record a voice clip (up to 10 seconds) to a selected photo and play your previously recorded voices.

- To select a photo, press the Up ⚡ or Down ▾ Cursor Button. When you can see a Record icon , press the OK Button  to start recording voice on the selected photo.
- To move the highlight to the Play icon , press the Left ◀ or Right ▶ Cursor Buttons. To play the voice, press the OK Button . To delete the voice on a photo, move the highlight to the Trash Can icon  and press the OK Button .

7. Settings

You can scroll through the Settings menu by pressing the Left ◀ or Right ▶ Cursor Buttons to adjust the language, self-timer, photo resolution, memory, indoor light frequency, and date & time settings respectively in your **Kidizoom® Spin & Smile Camera™**.

A. Language

To select a language, press the Up ⚡ or Down ▾ Cursor Buttons. Press the OK Button  to confirm your selection.

B. Self-Timer

To set the self-timer on or off, use the Up ⚡ or Down ▾ Cursor Buttons to select an option and press the OK Button  to confirm. The self-timer will be set as “off” every time the unit is turned on.

C. Photo Resolution

To select the photo resolution, use the Up ⚡ or Down ▾ Cursor Buttons to select an option and press the OK Button  to confirm.

For the best picture quality, please select 2.0 megapixel. If you want to save more pictures, choose the lower quality at 0.3 megapixel.

D. Memory

You can see the memory status of your SD card (not included) here. If there is no SD card, the memory status of the internal memory will be shown. Press the OK Button  if you wish to format an SD card or the internal memory.

Note: When the internal memory or SD card memory is getting full, or when the file indexes are used up, you should back up all the files from the camera’s internal memory or SD card memory to your computer. Then delete all files in the camera’s internal or SD card memory for further use.

E. Indoor Light Frequency

To select the frequency, use the Up ⚡ or Down ▾ Cursor Buttons to select an option and press the OK Button  to confirm.

The default frequency is set according to the A.C. frequency of your region. Please leave your camera set to the default value unless you are traveling.

F. Date & Time

To change the date & time settings in the Set Date & Time menu, press the Up ⚡ or Down ▾ Cursor Buttons. To jump to the next item, press the Left ◀ or Right ▶ Cursor Buttons. If all items are finished, press the OK Button  to exit this menu.

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 to 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.
5. Do not expose the camera 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® Spin & Smile 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 doctor. Please note that focusing on the camera screen at a close range and handling a **Kidizoom® Spin & Smile 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® Spin & Smile Camera™**.

Problem	Solution
Program stops working	<ol style="list-style-type: none"> 1. Let the camera sit for a few minutes without batteries and then replace the batteries. 2. Turn the camera off and on again. It should now work properly. 3. If the camera does not work, replace the batteries with an entire set of new batteries.

<p>Image taken is not clear</p>	<ol style="list-style-type: none"> 1. Check if the camera is held steadily. 2. Make sure the lighting conditions of the shooting environment are appropriate. 3. Check to see if the camera lens protection window is clean.
<p>Display on the Kidizoom® Spin & Smile Camera™ LCD does not turn on</p>	<ol style="list-style-type: none"> 1. Make sure there are 4 “AA” batteries in the camera. Hold the On/Off Button (⏻) for 2 seconds to turn it on. 2. Make sure the camera is not connected to a TV with the A/V cable.
<p>There is no picture on the TV screen when connecting Kidizoom® Spin & Smile Camera™ to a TV</p>	<ol style="list-style-type: none"> 1. Make sure that there are batteries in the camera and that the TV is plugged into a power outlet. 2. Make sure the camera is turned on and the TV is turned on. 3. Check the connections on the A/V cable between the camera and the TV, and review the appropriate connection procedure in this manual. 4. Make sure that all cable plugs are securely inserted into the appropriate ports. 5. Make sure that the TV is turned to the appropriate input channel.
<p>No sound on TV</p>	<ol style="list-style-type: none"> 1. Check if the TV volume is turned off or muted. 2. Try to increase the volume. 3. Check the audio and video connections between the camera and the TV. 4. Make sure that the TV is tuned to the appropriate input channel.
<p>Picture is rolling or bars and lines are visible on TV screen</p>	<p>Try to adjust the vertical or horizontal hold controls (if available) on your TV.</p>

<p>Cannot connect to computer</p>	<p>Check the connections on the USB cable between the camera and the computer, and review the appropriate connection procedure in this manual.</p>
<p>SD Card cannot be detected</p>	<ol style="list-style-type: none"> 1. Check if the SD card is correctly inserted. 2. Check if the SD card is less than 32MB in capacity. The Kidizoom® Spin & Smile Camera™ doesn't support SD cards less than 32MB. 3. Check to see if the SD card is the supported type. This camera doesn't support MMC or other formats.
<p>Cannot save files</p>	<p>Check the memory status of the SD card memory to see if it is full, and check if the SD card is write-protected.</p> <p>If there is no SD card inserted, check the Kidizoom® Spin & Smile Camera™ internal memory.</p>
<p>Cannot view the downloaded video or photo files</p>	<ol style="list-style-type: none"> 1. Check if the downloaded files are put in the correct directory in the Kidizoom® Spin & Smile Camera™. Photos should be put in the "DOWNLOAD/PHOTO" folder and videos should be put in the "DOWNLOAD/VIDEO" folder in Kidizoom® Spin & Smile Camera™ when it is connected to a computer. 2. Kidizoom® Spin & Smile Camera™ only supports the below formats: photos in Standard Baseline JPEG and videos in AVI (Motion JPEG) created by Kidizoom® Spin & Smile 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.

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this product. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs.

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

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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.

CLASS 1
LED PRODUCT

HOW TO TAKE A GOOD PHOTO

Are you ready to have fun taking photos? Here are some tips on how to get the best results from your new Kidizoom® camera.

Step One

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

Step Two

There are two 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.

NOTE: What you see via the dual viewfinders may not be the same as what you see on the color LCD screen and on the final captured photos.

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

Your Kidizoom® has an automatic flash so don't worry if you think your photo might be a little dark. If you are taking outdoor photos on a sunny day, stand with the sun behind you.

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® SPIN & SMILE CAMERA™

FREQUENTLY ASKED QUESTIONS

Question 1:

I have bought a **VTech® Kidizoom® Spin & Smile 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® Spin & Smile 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® Spin & Smile Camera™**?

Answer:

The **Kidizoom® Spin & Smile 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 camera should be able to turn on. If the problem persists after normal battery installation, then you might have a defective unit.

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 has been improved in the most recent models.

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 **Kidizoom® Spin & Smile Camera™** to your computer and access it or the SD card as an external drive, 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.

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 either the built-in memory or an SD card.

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.

Question 10:

I am trying to transfer my pictures to my PC. I connected per the instructions, and the new drive 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:

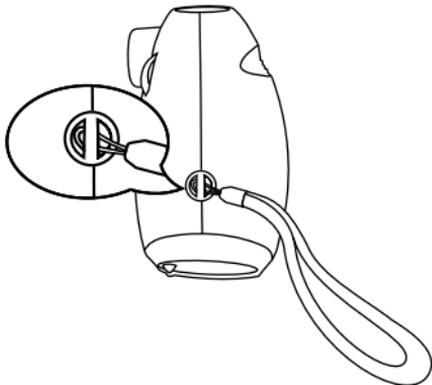
The picture transfer operation does not start by itself. After you have connected the USB cable to your PC and the drive appears ready, you can open the drive, look under the folder "DCIM", and you should find the images you captured with the **Kidizoom® Spin & Smile Camera™**. Moreover, if you wish to download images to be viewed on the camera, you can do so by moving the JPEG image files into the folder "DOWNLOAD/PHOTO."

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WRIST STRAP ATTACHMENT INSTRUCTIONS

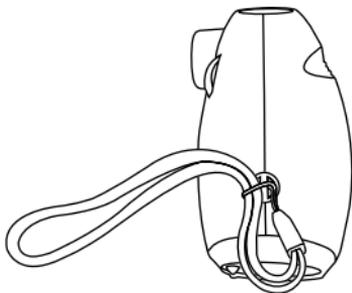
Step 1:

Locate the thread loop on the end of the strap. Insert it into the groove behind the bar and then push it through.



Step 2:

Feed the end of the strap up through the loop and pull it all the way through.



Step 3:

Make sure the loop is securely tightened around the bar.

