

**vtech®**

Parent's Guide

# Kidizoom®

## DUO



# INTRODUCTION

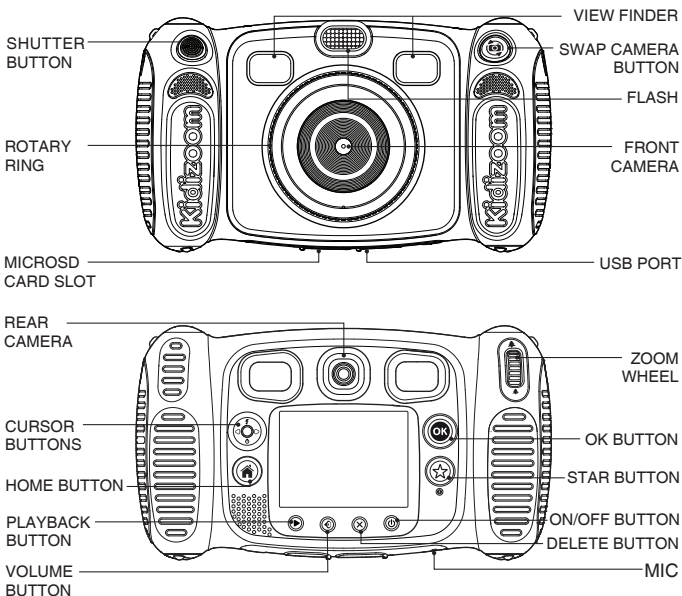
**Kidizoom® DUO** is a fun, durable and easy-to-use digital camera with front- and rear-facing cameras so you can take fun photos and selfies. The camera also features movie recording and voice recording with five different voice changing effects. There are also fun games with motion control and creativity options allowing you to enhance your photos with a variety of frames, stamps and wacky effects.

## FEATURES

### PRODUCT LAYOUT AND BUTTONS

#### On/Off Button

Press this button to turn the camera on or off.



### Swap Camera Button

When in **Camera Mode**, press this button to toggle between the front and rear cameras

### Shutter Button

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

### Playback Button

Press this button to browse your photos or videos.

### Cursor Buttons

Press these buttons to move the cursor and to make selections.

**Flash Shortcut** : When in **Camera Mode**, press this button to switch between different flash modes.

**Timer Shortcut** : When in **Camera Mode**, press this button to toggle timer mode on and off.

### Home Button

Press this button to go to the **Main Menu** or go back to the previous submenu.

### 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.

### Star Button

Press this button to add effects to photos and video or to display the **Effect Menu** in other modes.

### Rotary Ring

Turn the **ROTARY RING** to add or change the color filter effect in **Camera or Video Modes**.

### 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.

### USB Port

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

## Memory Card Slot

Insert a microSD card here for memory expansion.

## INCLUDED IN THIS PACKAGE

- One Kidizoom® DUO
- One USB cable
- One wrist strap
- One parent's guide

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

**NOTE:** Please keep this parent's guide as it contains important information.

**ATTENTION :** Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

**NOTE :** Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

## PRODUCT SPECIFICATIONS

Display	2.4" TFT color LCD
Photo Resolution	Front Camera: 1600 X 1200 (2.0 MP) or 640 X 480 (0.3 MP) Rear Camera: 640 X 480 (0.3 MP)
Video Resolution	320 X 240 pixel
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 - $\infty$
Flash Range	3 – 9 feet

Internal Memory	256 MB built-in memory (shared with program data, actual memory available for user storage will be less)
File Format	Photos: Standard Baseline JPEG Videos: AVI (Motion JPEG)
Memory Card Format and Capacity	microSD / microSDHC card (not included) with capacity from 1 GB to 32 GB are recommended
Connectivity	USB 2.0 cable (included) for computer connection
Batteries	4 X AA (LR6) alkaline batteries
Operating Temperature	32°F-104°F (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		200	1000	5
Memory card	2 GB	2,600	13,200	60
	4 GB	5,300	26,500	130
	8 GB	10,600	53,100	270
	16 GB	21,200	106,200	550

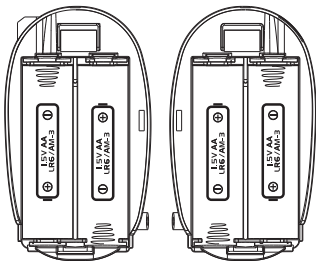
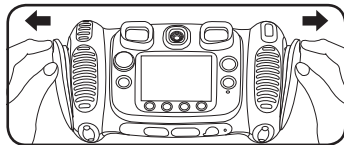
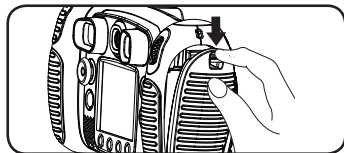
**NOTE:** The above amounts are approximations, the actual capacity depends on the shooting environments.

# 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 handles of the camera. Open the battery covers by separately pressing each trigger inwards.
- Install 4 new AA batteries (2 on each side) as illustrated.
- Replace each battery cover and make sure they click into position.

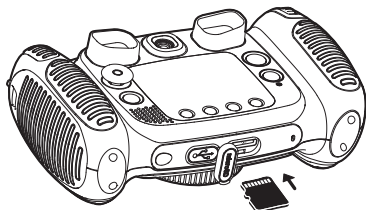


## BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

## MEMORY CARD INSTALLATION



- **Kidizoom® DUO** is compatible with microSD/microSDHC memory cards up to 32 GB.
- Make sure the camera is turned **OFF**.
- Locate the memory card slot at the bottom of the camera.
- Pull up the rubber cover.
- Insert the memory card (not included) as illustrated. Once the memory card is detected and can be used, the default memory will set as the memory card automatically.
- To remove the memory card from the slot, push the card once and it will eject.





**NOTE:** If the memory card is being used, data stored in the internal memory cannot be seen in the camera unless the memory card is removed. To prevent accidental data loss, make sure you have backed up all important data from your memory card before using.

## TO BEGIN USING KIDIZOOM® DUO

- Press the **ON/OFF BUTTON** (⏻) to turn the camera on.
- If it is the first time that you are turning the camera on, the try-me demo movie will start playing. Press the **SHUTTER BUTTON** (📷) to exit the demo mode. The demo will be disabled and will not play again.
- After the camera exits demo mode, you can set the time and date. Press the **Up** ⬆ or **Down** ⬇ **CURSOR BUTTONS** to select the correct day, month, year, hour and minute. Press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to jump to the previous or the next item. Press the **OK BUTTON** (Ⓞ) to confirm that setting. If you wish to change the date & time later, please go to **Settings**.

- After the demo mode has been disabled, when turning the camera on, the preview screen of **Camera Mode** will show and you can start taking photos.
- Press the **HOME BUTTON**  to go to the **Main Menu** where you can enter other activities.
- Press the **ON/OFF BUTTON**  again to turn the camera off.

## BATTERY STATUS


When the screen shows a **Low Battery** icon , we recommend installing a fresh set of batteries as soon as possible. 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® DUO** will automatically turn off after 3 minutes without operation in **Camera** or **Movies Modes**. In other modes, the auto-off time is 2 minutes. While using **Wacky Photo Shaker**, the auto-off time is 15 minutes.

## CONNECTING TO A COMPUTER

You can connect **Kidizoom® DUO** 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 .
- Two removable drives called **VTech 1708** and **VT SYSTEM** will appear. **VTech 1708** is for storage of your data, **VT SYSTEM** is for storage of system data and cannot be accessed. If there is a memory card in the camera, the removable drive will show the content on the memory card only.

### To avoid any potential damage to your Kidizoom® DUO

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



## NOTE:

Once the camera is connected to your computer, do not insert or remove the memory card and 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. You can then physically unplug the camera from the computer.



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

- Locate and open the **DCIM** folder in the removable drive **VTech 1708**.
- 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 **VTech 1708**.
- 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 **VTech 1708**, 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 cameras to **Kidizoom® DUO**, as these file formats may not be compatible.

### SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft® Windows® XP, Windows Vista®, Windows® 7 or Windows® 8 Operating System or Macintosh Computer with Mac OS X version 10.6, 10.7, 10.8, 10.9, or 10.10.

# ACTIVITIES




## Home Menu

- Press the **HOME BUTTON**  to go to the **Main Menu** to select different activities.
- Press the **CURSOR BUTTONS**  to select different modes and press the **OK BUTTON** to enter the selected mode.
- The interactive wallpaper will move according to the angle the camera is tilted to.
- You can change the wallpaper to a preset picture, or you can select a photo you've taken. Please see the **Settings** section for more information.






## 1. Camera



In **Camera Mode**, you can take normal photos, self-portrait photos or take pictures with funny effects. Press the **SWAP CAMERA BUTTON**  to change between the front camera and rear camera. Operate the **ZOOM WHEEL** anytime to use the digital zoom function and press the **SHUTTER BUTTON**  or **OK BUTTON**  to take a photo.

### Photo Effects and Picture Modes

To add stamps, photo frames, funny face effects, kaleidoscope effects and shake to animate effects, press the **Left**  or **Right**  **CURSOR BUTTONS** to select an effect or press the **STAR BUTTON**  to go to the **Photo Effect Menu** to select the photo effects by type.

To add or change the color filter effect, turn the **ROTARY RING** when in **Camera Mode**. The filter will also affect any other photo effects selected.


The **3x Photo Burst Mode** will take 3 photos in one shutter press. Flash and color filter effects will be disabled in this mode to achieve fast continuous capture.

The **Auto-Portrait Picture Mode** will let you take selfie pictures automatically. Just stay in front of the camera and wait to hear the words "Say cheese!", the camera will then count down and take a picture. Please ensure the lighting conditions are good and the camera is in the proper position so the face detection can work properly.







**NOTE:** If you mute the camera, the words "Say cheese!" will not be heard.


## Self-Timer

Turn the **Self-Timer** on in the **Settings Menu** to allow a count down period before taking a photo. In the preview screen, you can also press the **Down CURSOR BUTTON**  to turn the **Self-Timer** on or off.

## Flash



By default, the **Flash** will be set to **Auto-Flash Mode** , and the camera will decide whether flash is needed automatically during capture. Press the **Up CURSOR BUTTON**  to change to **Always-Flash**  or **Disable-Flash Modes**  if needed.

**NOTE:** The flash will not be available in below conditions.

- **3x Photo Burst Mode** is in-use
- Rear camera is in-use
- Battery is weak and this icon  is displayed

**WARNING:** Turn off the **Auto-Flash** when taking a close up photo of a person or animal's face to avoid eye damage.

## Photo Optimization




With **Photo Optimization**, when you take a photo, multiple shots will be taken and the camera will find the best shot to save. If you see this icon  showing on the screen after you press the **SHUTTER BUTTON** , please try to keep your camera as stable as possible to achieve the best result.




**NOTE:** If you want faster response for photo capture, you can turn off **Photo Optimization** in the **Settings Menu**.

## 2. You & Me Camera



With the **You & Me Camera**, you can take cool pictures of yourself or a group easily.

First, press the **Left**  or **Right**  **CURSOR BUTTONS** to select a theme. There are two styles of themes that can be selected: **Cartoon** or **Collage**. You can press the **STAR BUTTON**  to change the style.

In the selected theme, follow the frames to take different pictures of your friends or yourself using the **SHUTTER BUTTON**  or **OK BUTTON** . If you want to retake the last frame, just press the **DELETE BUTTON** .

When all frame pictures are taken, press the **OK BUTTON** (OK) to confirm and save the picture. You can review the **You & Me Camera** pictures anytime in playback.



### 3. Video



In **Video Mode** you can take normal movies, or take movies adding funny cartoon animations, as well as adding a color filter effect. Select the **Video Mode** icon in the **Main Menu** and press the **OK BUTTON** (OK) to enter.

#### Taking Normal Movies

- Press the **SHUTTER BUTTON** (Shutter) or **OK BUTTON** (OK) to start or stop recording a movie.
- Operate the **ZOOM WHEEL** anytime to use the digital zoom function.
- To add or change the color filter effect, turn the **ROTARY RING** when in **Movie Mode** and not filming. The filter will also affect any selected video themes.

#### Selecting a Cartoon Video Theme

- You can select a **Cartoon Theme** by pressing the **Left** (Left Arrow) or **Right** (Right Arrow) **CURSOR BUTTONS** and pressing the **OK BUTTON** (OK) to confirm the selection without starting movie recording. Press the **SHUTTER BUTTON** (Shutter) to start recording with the selected theme.
- Press the **STAR BUTTON** (Star) to go to the **Video Theme Menu** to view all **Cartoon Video Themes** and select your favorite one.



#### Clip Art Theme

- After you have confirmed a **Clip Art Theme**, you will see four **Directional Effect Icons** on the screen. Press the **DELETE BUTTON** (X) to return to the theme selection to select another **Cartoon Theme**, or press the **CURSOR BUTTONS** (D-pad) to apply a specific effect. You








can press the **SHUTTER BUTTON**  or **OK BUTTON**  to start recording at any time.

- While recording, press a **CURSOR BUTTON**  to move to the specific effects. Press the **SHUTTER BUTTON**  or **OK BUTTON**  to stop recording.




### Music Video Theme

- After you have confirmed a **Music Video Theme**, the theme music and cartoon animation will start automatically for you to see until the music finishes. Press the **DELETE BUTTON**  to return to the theme selection. Press the **SHUTTER BUTTON**  or **OK BUTTON**  to start recording with the selected theme any time.
- While recording, press the **SHUTTER BUTTON**  or **OK BUTTON**  to stop recording. The recording will end automatically when the music finishes.












### NOTE:


- Turn the **Self-Timer** on in the **Settings Menu** to allow a count down period before taking a movie. In the preview screen, you can also press the **Down**  **CURSOR BUTTON** to turn the **Self-Timer** on or off.
- When recording video with a **Cartoon Video Theme**, do not mute the camera otherwise the music and sound effects of the cartoon theme will not be recorded.

## 4. Playback


Press the **PLAYBACK BUTTON**  to view the captured photos and videos.
















- Press the **Up**  or **Down**  **CURSOR BUTTONS** to view the previous / next file.
- Operate the **ZOOM WHEEL** to **Zoom Out**  to view the files as thumbnails. Operate the **ZOOM WHEEL** to **Zoom In**  to return to a full screen browser.
- Press the **OK BUTTON**  to play a movie. While playing the movie, press the **Left**  or **Right**  **CURSOR BUTTONS** once to rewind or fast forward at 2X speed. Press the button again to change the speed to 4X, and press it a third time or press the **OK BUTTON**  to return to playing at 1X speed.
- When zoomed in on a photo, press the **CURSOR BUTTONS**  to pan to a different part of the photo. Operate the **ZOOM WHEEL** to






**Zoom Out**  or press the **OK BUTTON**  to return to standard viewing.

- Press the **STAR BUTTON**  to show the wallpaper menu. Select **Yes** to confirm setting the current photo as the **Main Menu** wallpaper.

## 5. Voice Recorder


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

- Press the **OK BUTTON**  to start recording a new file when the highlight is on the **Record** icon . Press the **OK BUTTON**  again to stop recording. After recording, it will show the play list automatically.
- Press the **OK BUTTON**  to play the recorded voice when the highlight is on the **Play** icon . Press the **OK BUTTON**  again to pause.
- In the play list, press the **Left**  or **Right**  **CURSOR BUTTONS** to move the highlight anytime to the **Record** icon  to record a new voice file or the **Play** icon  to play the selected file.
- To add a voice changing effect to an existing voice file, press the **Left**  or **Right**  **CURSOR BUTTONS** to move the highlight to the **Effect** icon  and press the **OK BUTTON**  or press the **STAR BUTTON**  to go to the **Voice Changing Effect Menu**.

In this menu, press the **CURSOR BUTTONS**  to select a different voice changing effect and 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. It will return to the play list automatically after the saving process is complete.




## 6. Wacky Photo Shaker

In **Wacky Photo Shaker**, all photos on the camera will be shown as a slideshow in descending order. During the slideshow, you can shake funny effects onto each photo when you see the **Shake** icon .

There is a time delay between each photo that can be changed (see

settings information below). There are also several different transition effects that can be seen when the photos change.

**Note:** The photos with the applied effects will not be saved.



Press the **STAR BUTTON**  to go to the **Wacky Photo Shaker Menu** to change the settings.

There are 4 settings in this menu:

Items	Settings
Background music	1 (Default)
	2
	3
	Off
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 be random)	Off (Default)
	On
Delay (Set the delay time between photos)	4 seconds
	6 seconds (Default)
	8 seconds
	10 seconds






## 7. Creative Tools



Press the **Left**  or **Right**  **CURSOR BUTTONS** to select a function and press the **OK BUTTON**  to enter the selected function.

### A. Photo Editor

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

Press the **Up**  or **Down**  **CURSOR BUTTONS** to view photos, then press the **OK BUTTON**  to confirm your selection and start editing. An **Editing Menu** will appear. Press the **CURSOR BUTTONS**  to choose one of the below functions, then 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, then press the **OK BUTTON** (OK) to confirm your selection.



## Stamps

Choose this icon to add a stamp to your photo. Press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to choose a stamp, then press the **Up** ⬆ or **Down** ⬇ **CURSOR BUTTONS** to enlarge or shrink the size of the stamp. Press the **OK BUTTON** (OK) to confirm the selection, then press the **CURSOR BUTTONS** (four arrows) to move the stamp to where you want to apply it. Finally, press the **OK BUTTON** (OK) again to add the stamp to the photo.



## Special Effects

Choose this icon to add funny face, distortion, kaleidoscope or color filter effects to your photo. Press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to choose an effect, then press the **Up** ⬆ or **Down** ⬇ **CURSOR BUTTON** to change the size of the area it will be applied to. Press the **OK BUTTON** (OK) to confirm your selection. Press the **CURSOR BUTTONS** (four arrows) to move the effect to where you want to apply it, then press the **OK BUTTON** (OK) to add it to the photo.

For the color filter effect, just simply select the effect then press the **OK BUTTON** (OK) to apply it.

**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. Press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to select an effect, then press the **OK BUTTON** (OK) 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.









## B. Face Library

In **Face Library**, you can take pictures of your friends and view each face with a funny theme. Tilt the camera in different directions or shake the camera to explore the theme and see funny responses.



Press the **OK BUTTON**  to start the voice repeater function. Talk to the camera and it will repeat what you said with a funny voice effect.




Press the **Up**  or **Down**  **CURSOR BUTTONS** to change the theme of the face. Press the **Left**  or **Right**  **CURSOR BUTTONS** to change the face.

You can save a maximum of 10 faces. If you want to delete a face, press the **DELETE BUTTON** . You can also press the **SHUTTER BUTTON**  to take a new picture to replace the face.

## C. Silly Face Detector




With the **Silly Face Detector**, you can take a picture of your friend and it will tell you how silly your friend is!




First, make sure the entire face is in the center of the frame. When the frame turns to green, the face is detected. Press the **OK BUTTON**  to start the scanning process and the result will be given in a few seconds. To see the last 3 results, press the **Left**  or **Right**  **CURSOR BUTTONS**.

**NOTE:** All results in **Silly Face Detector** are generated randomly and just for fun.

## 8. Games

There are 5 built-in games in **Kidizoom® DUO**. In the **Game Menu**, press the **Left**  or **Right**  **CURSOR BUTTONS** to select a game and press the **OK BUTTON**  to enter the selected game.

The first 3 games: Busy Traffic, Save the Fish and Basketball Fun feature **Motion Control**. The first time you start these games, it will prompt you to select which control method you would like to use:

 **Motion Control** - Tilt the **Kidizoom® DUO** in different directions to move the character or object in the games.



**Cursor Buttons** - Use the **CURSOR BUTTONS** to move the character or object in the games.

Some people may find it difficult to operate using the motion control, in this case you can press the **STAR BUTTON** (☆) in the game's title screen to change the control method if needed.

### A. Busy Traffic (Motion Control)

It's time to race! Turn the car left or right to overtake the other cars on the road and collect boosters to speed up. Pick up hearts to recover any lost chances. Watch out for the oil spills on the road, it'll make you slow down!

### B. Save the Fish (Motion Control)

Oh no, the fish is lost in the pipes! Can you help him get back to the river? Get him to the triangle exit on each map, looking out for obstacles along the way.

### C. Basketball Fun (Motion Control)

Do you want to be the best basketball shooter ever? Move around to aim at the correct color backboard and press the **OK BUTTON** (OK) to shoot. Shoot the required number of balls within the time limit and complete all levels to win the game!

### D. Crazy Cafe

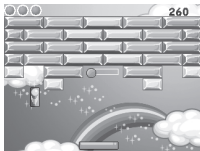
In this game you can practice your memory and reaction skills. A customer will order some food with the ingredients listed in a particular sequence. Remember the sequence and move left and right to collect the falling food in the correct order to complete their meal. Press the **OK BUTTON** (OK) anytime to see a hint.

### E. Bounce Around

This is a classic breaking blocks game. Move the bounce bar left and right to bounce the ball to break the blocks at the top of the screen.

### Play Time Limit

By default, the 5 built-in games have no time limit. If you would like to set a daily game time limit, you can do it in the **Parental Settings** inside the **Settings** menu. Please refer to the **Settings** section of this manual.



## 9. Settings



You can adjust different settings for your **Kidizoom® DUO**. Press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to navigate between different pages.

### A. Set Wallpaper

Here you can set your favorite wallpaper or your own photo as the background picture in the **Main Menu**.

Press the **Up** ⬆ or **Down** ⬇ **CURSOR BUTTONS** to select your favorite wallpaper and press the **OK BUTTON** (OK) to confirm. To set one of your own photos as the wallpaper, select the **Photo** icon to go to the photo selection screen. Then select the photo you would like to use and press the **OK BUTTON** (OK) to confirm.

### B. Memory

This menu allows you to review the status of the camera's internal memory or memory card (if inserted). There will be three advanced commands here:

#### Erase All Photos And Videos

This will delete all files in the **DCIM** and **DOWNLOAD** folders in the internal memory or memory card if inserted.

#### Format

This will erase ALL data in the internal memory or memory card if inserted.

#### Factory Reset

**Factory Reset** will erase the contents stored in the internal memory and **Reset** all system settings to factory default, e.g file index, photo resolution, game level and captured game faces.

Following these three commands you will be asked to confirm your choice. Follow the instructions on screen to confirm the action.



**NOTE:** If the memory card is being used, data stored in the internal memory cannot be seen in the camera unless the memory card is removed. When the internal memory of the **Kidizoom® DUO** 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.

### C. Camera Settings

This menu allows you to adjust various camera related options. Press the **Up** ⬆ or **Down** ⬇ **CURSOR BUTTONS** to select an item and press the **OK BUTTON** (OK) to toggle the options.



**Front Camera Resolution** – for the best picture quality, please select **2.0 megapixels**, otherwise choose the lower quality **0.3 megapixels** if you would like to save more pictures.

**Indoor Light Frequency** - 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.




**Photo Optimization** – Set **Photo Optimization** to **ON**  or **OFF** . For more information on **Photo Optimization**, please refer to the **Camera** section of this manual.

**Self-Timer** - Set the camera **Self-Timer** to **ON**  or **OFF** . The self-timer will be set to **OFF** every time the unit is turned on.

#### D. Date & Time

This menu shows the current date and time. If you would like to change the date or time, press the **OK BUTTON** . After entering the **Set Date & Time Menu**, press the **Up** ⚡ or **Down** ⤵ **CURSOR BUTTONS** to change the settings, or press the **Left** ◀ or **Right** ▶ **CURSOR BUTTONS** to jump to the next item. Once you are done, press the **OK BUTTON**  to exit this menu.

#### E. Parental Controls

**Parental Controls** allow you to limit the play time for the 5 built-in games. Press and hold the **STAR BUTTON**  until you see a pop-up box asking for a passcode. Use the **CURSOR BUTTONS**  to enter the 2-digit answer of the equation displayed as the passcode and press the **OK BUTTON**  to proceed.

On the next screen, you can choose from the below options:

**No Limit** – This is the default option, games can be played for any amount of time.

**15 / 30 / 60 / 90 Minutes Per Day** – When the accumulated game time has reached the selected time, the player cannot play any games until the following day.

**Disable Games** – This will disable all games and the game submenu will be hidden in the **Main Menu**.

Press the **OK BUTTON**  to confirm your selection.

## 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 colours or patterns.

While **Kidizoom® DUO** 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 at close range and handling a **Kidizoom® DUO** 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® DUO**.

Problem	Solution
Camera stops working	<ol style="list-style-type: none"><li>1. Let the camera sit for a few minutes without batteries, then replace the batteries.</li><li>2. Turn the camera ON. It should now work properly.</li><li>3. If the camera does not work, replace the batteries with an entire set of new batteries.</li></ol>
Image taken is not clear	<ol style="list-style-type: none"><li>1. Check if the camera is held steadily.</li><li>2. Make sure the lighting conditions of the shooting environment are good.</li><li>3. Check to see if the camera lens protection window is clean.</li></ol>
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.
Memory card can't be detected	<ol style="list-style-type: none"><li>1. Check if the memory card is correctly inserted.</li><li>2. Check to see if the memory card is the supported type. The camera only supports microSD or microSDHC card.</li><li>3. Check to see if the file system of your memory card is FAT or FAT32, <b>Kidizoom® DUO</b> does not support NTFS or exFAT file systems. You should back up all important data from your memory card and format it in either the FAT or FAT32 file system before using in your <b>Kidizoom® DUO</b>.</li></ol>
Cannot save files	Check if the memory card is full. If there is no memory card inserted, check the <b>Kidizoom® DUO</b> internal memory.

<p>Can't view the Downloaded video or photo files</p>	<ol style="list-style-type: none"> <li>1. Check if the Downloaded files are put in the correct directory in the <b>Kidizoom® DUO</b>. Photos should be put in the DOWNLOAD/PHOTO folder, videos should be put in the DOWNLOAD/VIDEO folder when the <b>Kidizoom® DUO</b> is connected to a computer.</li> <li>2. <b>Kidizoom® DUO</b> only supports the below formats: photos in Standard Baseline JPEG and videos in AVI (Motion JPEG) created by <b>Kidizoom® DUO</b>.</li> </ol>
<p>Screen displays incorrectly</p>	<p>Turn off the camera and let it sit for a few minutes without batteries, then replace the batteries.</p>

## TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A 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 actual problem you are experiencing.
- The actions you took right before the problem started.

**Internet:** [www.vtechkids.com](http://www.vtechkids.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:** 1156 W. Shure Drive, Suite 200, 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 **VTech® 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.

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.

*CAN ICES-3 (B)/NMB-3(B)*

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

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

# 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® DUO**.

## 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 the color LCD screen and 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.

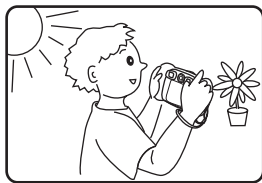
## Step Five

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® DUO FREQUENTLY ASKED QUESTIONS

## Question 1:

I have bought a **VTech® Kidizoom® DUO**, 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® DUO**. 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, Vista and upwards) 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® DUO**?

## Answer:

The **Kidizoom® DUO** 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 not a 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, 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 hand shake have 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® DUO** to your computer and access it or the memory 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:**

Unfortunately, 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 either the built-in memory or the memory 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 recognise 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 (connecting the USB cable to the camera and PC) 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® DUO**. 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**.

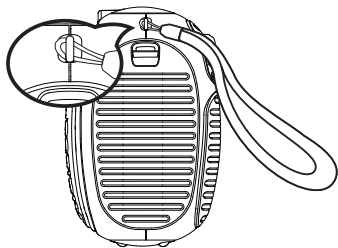
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# WRIST STRAP ATTACHMENT INSTRUCTIONS

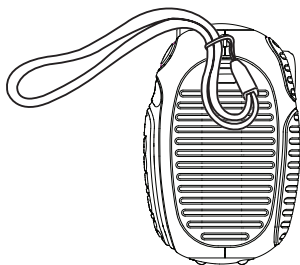
## Step 1:

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



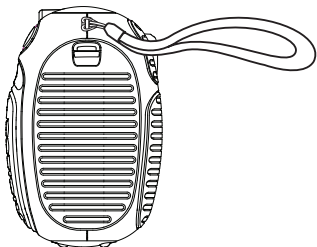
## Step 2:

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



**Visit our website for more  
information about our products,  
downloads, resources and more.**

***vtechkids.com***

**Read our complete warranty policy online at  
*vtechkids.com/warranty***

