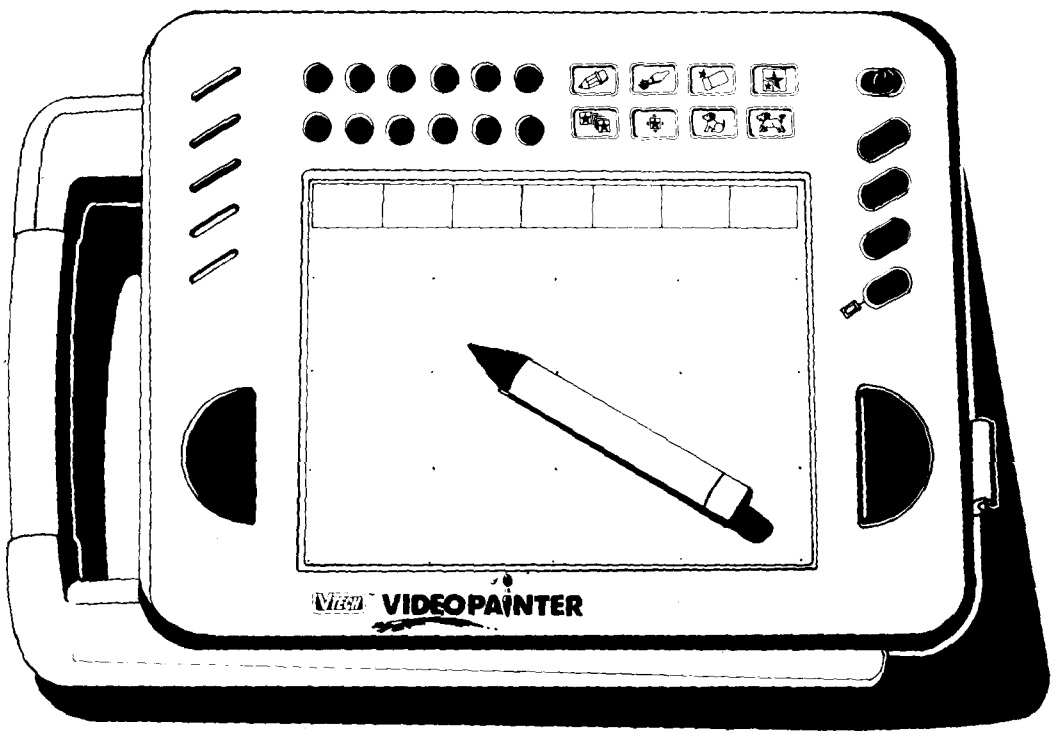
VIDEOPAINTER™

User's Manual



VTECH™

VIDEOPAINTER

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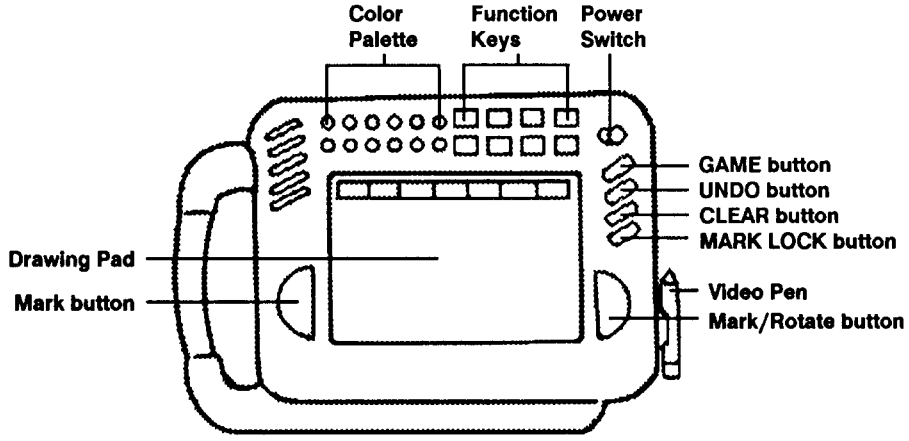
INCLUDED IN THIS PACKAGE

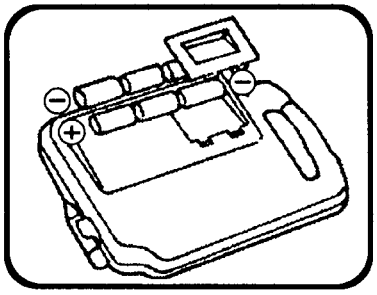
* 1 **VIDEO PAINTER**
* 1 Video Pen
* 1 Video cable
* 1 Instruction Manual

VIDEO PAINTER is an innovative new drawing device that combines the enjoyment of sketching and coloring with modern technology. A variety of drawing functions, 12 bright colors and a challenging puzzle game will entertain both children and adults for hours.

ALL ABOUT VIDEO PAINTER



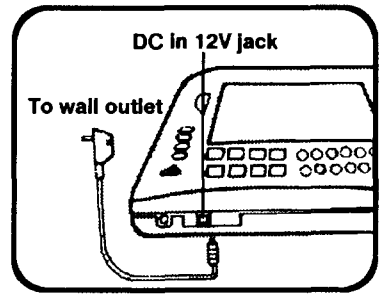
INSTALLATION OF BATTERIES



1. Make sure unit is turned **OFF**.
2. Locate battery cover on bottom of the unit.
3. Remove the cover.
4. Insert 6 "D"/UM-1/LR20 batteries as illustrated.
   DO NOT USE RECHARGEABLE BATTERIES.
5. Replace the cover.

NOTE: Remove batteries if unit is not in use for long periods of time.

TO USE AC ADAPTOR



Use a standard 12V, 500mA, center positive +-●)-- AC adaptor.

1. Make sure unit is turned **OFF**.
2. Plug power jack into 12V-DC socket on back of unit.
3. Plug adaptor into wall outlet.

NOTE: Use of adaptor will override the batteries.

FOR MORE EFFICIENT USE OF VIDEO PAINTER, WE STRONGLY SUGGEST THE USE OF A 12 VOLT ADAPTOR. 12 volt adaptors can be purchased at most electronic stores.

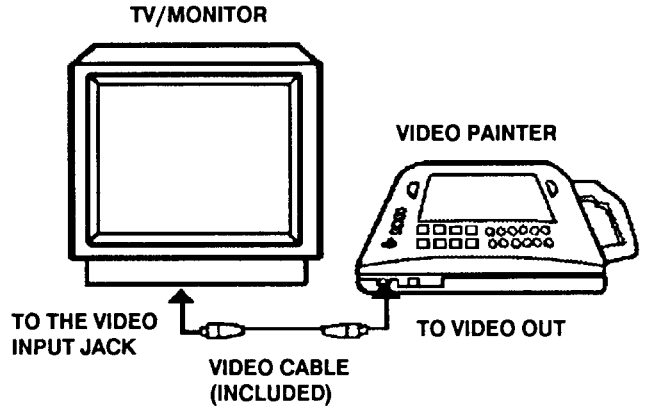
INTRODUCTION

While developing **VIDEO PAINTER**, we researched and tested a wide variety of **TV**'s and **VCR**'s and found that most house holds have a **VIDEO INPUT** Jack on their **VCR**, **TV** or both. We also talked with consumers to get feed back on the product; how it connects to the **TV** and **VCR** and how it plays and performs. From this information, we designed **VIDEO PAINTER** to connect directly to the **VIDEO INPUT** Jack of a **TV** or **VCR**.

NOTE: If you **TV** or **VCR** does not have a **VIDEO INPUT** Jack, then you will need to purchase an **RF** Modulator. Please refer to the **RF** Modulator section.

CONNECTING VIDEO PAINTER TO TV OR MONITOR

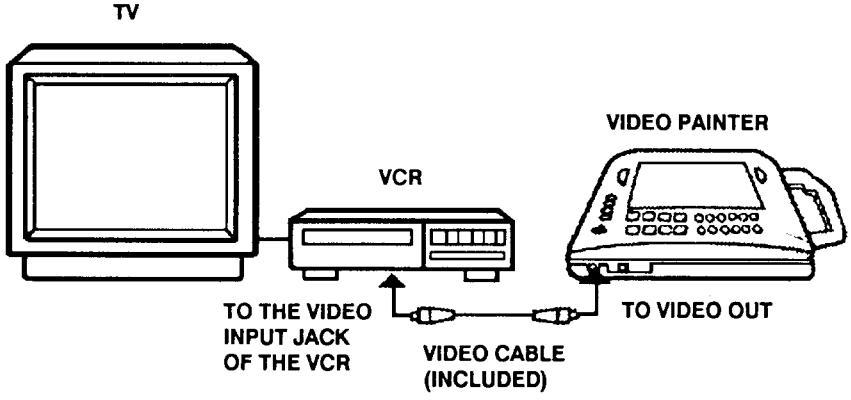
1. Attach one end of the video cable to the **VIDEO OUTPUT** on the back of **VIDEO PAINTER** and attach the other end to the **VIDEO INPUT** on the **TV** or **MONITOR**. (If you do not have a **VIDEO INPUT** Jack, please refer to the **RF** Modulator section.)
2. If there is a **TV/VIDEO** switch on the back of your **TV**, it should be switched to **VIDEO**.
3. If using an adaptor, make sure that it is properly plugged in and has the correct voltage.
4. Turn **TV** and **VIDEO PAINTER ON**.
5. If the **VIDEO PAINTER** is beeping, but you are not getting a picture, please consult the trouble shooting guide.



CONNECTING VIDEO PAINTER TO VCR

If you don't have video in you need an RF Modulator.

1. Leave the **VCR** and **TV** connected.
2. Hook up Video Cable from **VIDEO PAINTER** to **VIDEO INPUT** Jack on the back of the **VCR**. (If your **VCR** does not have a **VIDEO INPUT** Jack please refer to the **RF** Modulator section.)
3. Make sure the **TV/VCR** switch (usually on the front of the **VCR**) is set to **VCR**.
4. **TV** and **VCR** should be tuned to the same channel. (In most cases, this would be channel 3 or 4.)
5. If using an adaptor, make sure that it is properly plugged in and has the correct voltage.
6. Turn the **VCR**, **TV** and **VIDEO PAINTER ON**.
7. If the **VIDEO PAINTER** is beeping, but you are not getting a picture, please consult the trouble shooting guide.



RF MODULATOR

If your **TV** does not have a **VIDEO INPUT** Jack, you will need to purchase an **RF** Modulator, co-axial cable and 75/300 ohm converter, see the enclosed special offer.

If you do not purchase the **RF** Modulator through **VIDEO TECHNOLOGY**, they can be purchased at most electronic stores.

NOTE: A Game Switch from another system will not work. Be sure to purchase an **RF MODULATOR**.

HOOK UP FOR RF MODULATOR

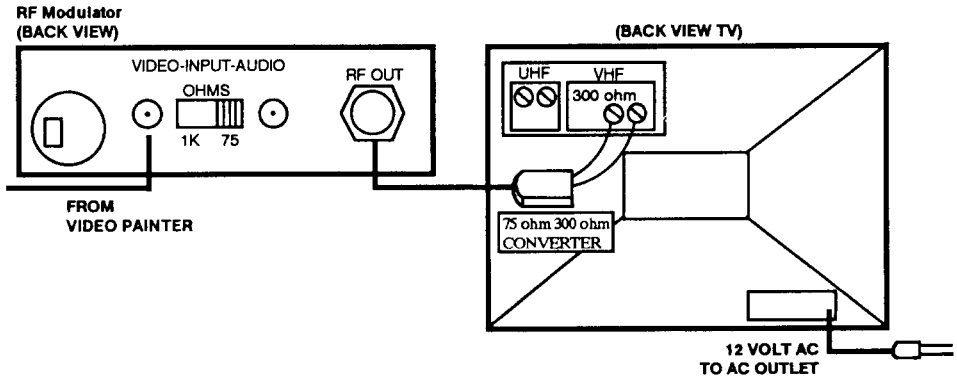
NOTE: These directions will work for most standard **RF MODULATORS** and the one purchased through **VIDEO TECHNOLOGY**. There may be some variation. Please consult the directions you receive with your **RF** Modulator.

1. Hook up Video Cable (included with **VIDEO PAINTER**) from **VIDEO PAINTER** to **VIDEO INPUT** Jack on the **RF** Modulator.
2. Hook the Coaxial Cable into the **RF OUT** on the **RF** Modulator.

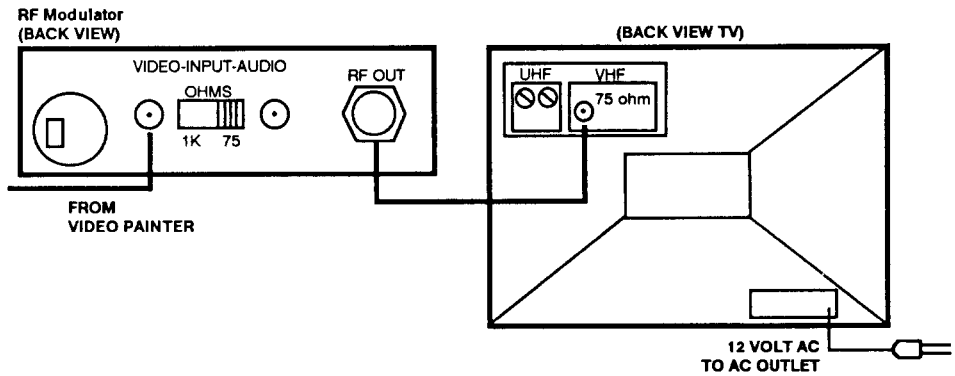
   If your **TV** is equipped with a **VHF** coaxial jack, plug the other end of the coaxial cable into it.

   If your **TV** has **VHF** screw terminals, you will need to use the 75/300 ohm converter. Attach one end of the converter to the coaxial cable and the other end to the **VHF** screws.
3. Set the **RF** Modulator and your **TV** to channel 3 or 4. (Whichever channel is not used for broadcast in your area. Remember to set both the **RF** Modulator and the **TV** to the same channel.)
4. Set the 1K/75 ohms switch on the **RF** Modulator to 75 ohms.
5. Plug the **RF** Modulator into any wall outlet.
6. Turn on the **TV** and **VIDEO PAINTER**.

RF MODULATOR WITHOUT VHF COAXIAL JACK



RF MODULATOR WITH VHF COAXIAL JACK



VIDEO PAINTER TROUBLE SHOOTING

If you have followed all the hook up instructions and the **VIDEO PAINTER** Demo program does not appear on screen, review the following:

If you turned **ON VIDEO PAINTER** and it is making a beeping sound but there is no picture, the unit is working properly. Please check the following:

1. The Video Cable is securely hooked from the **VIDEO PAINTER** to the **VCR** (Video in).
2. The **TV** and the **VCR** should be set to the same channel.
3. **VIDEO PAINTER** is turned **ON**.
4. If there is a **TV/Video** switch on the back of the **TV**, switch it to Video.
5. **TV/VCR** switch should be on **VCR**.
6. Adaptor is properly plugged in and has the correct voltage (12 volt 800mA or 500mA.)

If you have checked all of the above and **VIDEO PAINTER** is connected to a **VCR** and there is still no picture, the **VCR** is not **"set"** to accept the Video signal from the **VIDEO PAINTER**. Please read the next set of instructions carefully.

7. Locate your **VCR** instruction manual and read the sections that explain the following: Running a Camera or Cam Corder through the **VCR**, setting the **VCR** to accept Video In signal or Video Dubbing.
8. If unable to locate your manual, check the following switches and/or settings on your **VCR**. (Your **VCR** may have one of the following switches.)

a. Line/Tuner Switch - should be switched to **LINE**
b. Auxiliary Switch - should be switched to **AUXILIARY**
c. Input Select Button - Press this button. On some **VCR**'s this is all that is necessary, on other **VCR**'s a few choices will light up on the **VCR**, choose **LINE**.
d. If your **VCR** has **"on screen programming"** the setttings will be handled through the remote control and on screen menus.
e. With certain older model **VCR**'s, in order to activate the Video Input Signal, it is necessary to insert any video tape into the **VCR**. Press **PLAY** until a picture appears on the **TV**, then press the **STOP** button.

For further information or assistance please call our Consumer Service Department at 1-800-521-2010.

RECORDING YOUR ART WORK ON A VIDEO CASSETTE

Once the **VIDEO PAINTER** is properly connected to the **VCR**, it is easy to record your drawing process and also the finished work of art on a video cassette.

To record as you are drawing:

1. Insert the Video Cassette and press the **RECORD** button on your **VCR**.
2. As your draw, your picture will be recorded.

GETTING STARTED

1. Turn the unit **ON**.
2. **VIDEO PAINTER** will automatically go into a demonstration mode. The **DEMO** features most of the drawing functions.
3. To interrupt the demonstration and begin drawing, just touch the Drawing Pad with the point of the Video Pen or press any key.

NOTE: The Drawing Pad, Color Pallette and Function Keys are all **"touch sensitive."** Just a light touch with the Video Pen will activate the commands.

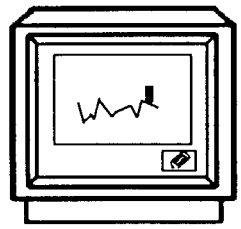
TO BEGIN DRAWING

1. Press (Drawing Tool) with the point of the Video Pen. A menu with 7 choices appears on the screen.

There are 2 ways to access choices that appear on screen:

1) Place the Video Pen on the Drawing Pad and move the cursor (which looks like a small pencil) to one of the choices at the top of the screen.
2) There are 7 blocks printed on the top of the Drawing Pad. These blocks correspond with the various menu choices. Press the center (centre) of a block with the Video Pen for easy access of a menu choice.

2. Choose (pencil) for thin line or (crayon) for bold line. A white frame will appear around your choice. Press the **MARK** button (either the right or left) to enter the sketch mode. The menu at the top of the screen will then disappear. The function you are currently using will be indicated at the bottom right of the screen.



3. Choose a color by pressing the desired color **"dot"** located at the top of the unit. The color bar appearing on the bottom of the **TV** screen indicates the color currently in use.

NOTE: You can change colors at any time during your drawing just by pressing another color **"dot."**

4. Choose a point on the Drawing Pad to start. Press and hold down the **MARK** button. Start to draw by placing the Video Pen on the Drawing Pad and moving the pen, as if you were drawing on a piece of paper.

5. Release the **MARK** button when you finish.

6. Repeat steps 4 and 5 until the drawing is completed.

HELPFUL HINTS:

1. Don't press down on the **MARK** button until the cursor is in the correct position you want to start drawing.
2. Do not press the Drawing Pad with your hands while making a sketch, or the lines will not follow the movement of the Video Pen.

To sketch without continually holding down the **MARK** button, press the **MARK LOCK** button once. The **RED** light will go on. Press the button again if you want to return to normal operation.

NOTE: You can change the functions anytime while drawing by just pressing another function key. The new menu will then appear at the top of the screen.

FROM THIS POINT ON, ALL DRAWING FUNCTIONS ARE ACTIVATED THE SAME AS ABOVE UNLESS OTHERWISE NOTED.

To draw straight lines:

1. Press **(Drawing Tool)**.
2. Choose **(THIN LINE)** or **(BOLD LINE)** and press the **MARK** button.
3. Locate the beginning point of the line by placing the Video Pen on the Drawing Pad. Press the **MARK** button, a small dot will appear on screen.
4. Drag the Video Pen out from the dot on the Drawing Pad, a line will appear on screen immediately.

To draw a square/rectangle:

1. Press **(Drawing Tool)**.
2. Choose **(SQUARE/RECTANGLE)** and press the **MARK** button.
3. Select a point by placing the Video Pen on the Drawing Pad, press the **MARK** button. A square/rectangle will appear on screen.
4. Drag the Video Pen out from the dot on the Drawing Pad to decide the size of the square/rectangle.

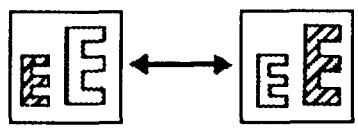
To print letters:

1. Press (Drawing Tool).

2. Choose (Letters) and press the **MARK** button. A menu with the alphabet appears on the screen.

A	B	C	D	E	F	G	H	I	J	K	L	M	N
O	P	Q	R	S	T	U	V	W	X	Y	Z	¨	

3. Select large or small letter size by moving the cursor inside the frame at bottom right of the letter menu. The frame has a large **"E"** and a small "E". Press the **MARK** button to select a size. The letter in white is the size chosen.



Large size letter **Small size letter**

4. Choose a letter by moving the cursor inside the area of the chosen letter and press **MARK**.

5. The menu will disappear and a white frame will appear on screen representing the letter when the Video Pen is pressed on the Drawing Pad.

6. Using the Video Pen, move the frame to the location you wish and press **MARK**. The letter will then appear at that location.

7. Repeat steps 4 - 6 to add more letters.

NOTE: The two dots ¨ are accent mark for writing words in languages such as German. The **"dots"** can also be used for anything else.

TO PAINT AN AREA

1. Press (**Paint Brush**). A menu with 7 paint patterns (**1 solid and 6 patterns**) will appear at the top of the screen.

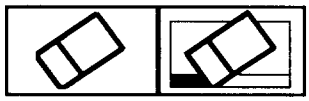
2. Choose a color by pressing the desired color **"dot"**.

3. Choose a paint pattern and press the **MARK** button. The menu will then disappear.

4. Move the cursor to the area you want to paint, then press the **MARK** button. The paint pattern will fill the screen from that point until you release the mark button and lift the pen off the pad.

NOTE: Make sure that when you are filling a certain area, there are no broken lines. If the area to be filled is not complete, the color or pattern will leak out of the area.

TO ERASE A DRAWING



To erase a portion of a drawing:

1. Press (**Eraser**). A menu with 2 choices will appear on screen.
2. Choose (**Erase**) and press the **MARK** button. The menu will then disappear.
3. Place the Video Pen on the Drawing Pad and move the cursor to the area you want to erase. Press and hold down the **MARK** button and start to erase by moving the cursor back and forth.

To erase a single color of a drawing:

1. Press (**Eraser**).
2. Choose (**Single Color Erase**) and press **MARK** button.
3. Choose the color that you want to erase by pressing that color **"dot."**
4. Erase the area you want by pressing and holding down the **MARK** button. Only the selected color will be erased as you move the cursor along.

* To erase without pressing the **MARK** button, press the **MARK LOCK** button once.

To erase the entire picture:

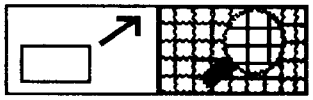
Press the **CLEAR** button.

TO UNDO A PREVIOUS OPERATION

1. Press the **UNDO** key on the unit.
2. The previous function or command will be cancelled.

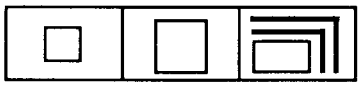
TO ENLARGE/REDUCE A DRAWING

To enlarge a drawing:



1. Press [ ] (**Enlarge/Zoom**). A menu with 2 choices will appear on the screen.

2. Choose [ ] (**Enlarge/Reduce**) and press the **MARK** button. A sub-menu with 3 frames appears on the screen.



3. Choose [ ] (**Small frame**) or [ ] (**Large frame**), or [ ] (**Free size frame**). Press the **MARK** button and the menu will then disappear.

4. When you choose [ ] (**Small frame**), a black line frame will appear as your cursor. Move this frame to enclose the area you want to enlarge and press the **MARK** button. A larger frame of preset size which represents the enlarged area appears as your cursor. Move this frame to the area you want and press the **MARK** button. The drawing is now enlarged.

5. When you choose [ ] (**Large frame**), a large black line frame will appear as your cursor. Move this frame to enclose the area you want to enlarge and press the **MARK** button. The enclosed area will be enlarged to fill the screen.

6. You can also choose [ ] (**Free size frame**). Press the **MARK** button. Select a point just on the edge of the picture and press the **MARK** button. This will plot one corner of the enclosed frame. Choose a second point and make certain the frame covers the area you want. Press the **MARK** button to enter the **"enclosed frame"**. Now the area is enclosed.

   Press the Video Pen on the Drawing Pad. Decide where you want to put the enlarged picture. Select a point and press the **MARK** button. This will plot one corner of the new picture. Choose a second point and see the white frame being constructed. Move the Video Pen on the Drawing Pad until the white frame reaches your desired size. Press **MARK** and the size of the enclosed object will change according to the size of the frame.

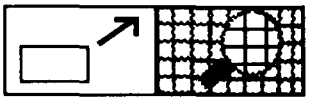
To reduce a drawing:

1. Press [ ] (**Enlarge/Zoom**). A menu with 2 choices will appear on the screen.

2. Choose [ ] (**Enlarge/Reduce**) and press the **MARK** button. A sub-menu with 3 frames appears on the screen.

3. Choose [ ] (**Free size frame**). Follow the same procedure of using free size frames to enclose the area you want and reduce the area as you would with the enlarge feature.

TO ZOOM INTO A DRAWING FOR ACCURATE PAINTING



1. Press (**Enlarge/Zoom**). A menu with 2 choices will appear on the screen.

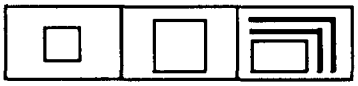
2. Choose (**Zoom**) and press the **MARK** button. A small frame will appear on the screen as the cursor while you place the Video Pen on the Drawing Pad.

3. Move the frame to enclose the area you want to **ZOOM** in and press the **MARK** button. The enclosed area will then be enlarged to full screen for accurate drawing. Choose the color you want to work with, move the cursor through each pixel (**"small square"**) and press the **MARK** button to change color.

4. When you have finished drawing, choose (**Zoom back**) on the top right of the screen and press the **MARK** button at same time. The original picture will appear on screen.

NOTE: When using the Zoom feature, you can only change the color of the drawing.

TO COPY A DRAWING



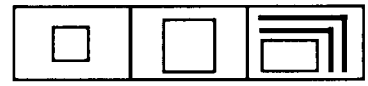
1. Press (**Copy**). A menu with 3 choices will appear on the screen.

2. Follow the same procedure of choosing a frame size and enclosing the area you want as you would with the Enlarge/ Reduce feature.

3. When the area you want to copy is enclosed, a white frame appears and this frame now becomes the cursor. Move it wherever you want, then press **MARK** once and the object will be copied. You can continue to copy the picture or press a function button to change modes.

4. Follow steps 2 and 3 to make more copies.

TO MOVE A DRAWING



1. Press (**Move**). A menu with 3 choices will appear on the screen.

2. Follow the same procedure of choosing a frame size and enclosing the area you want as you would for Enlarge/Reduce a drawing.

3. When the area is enclosed. Move the frame to where you want the enclosed drawing to move and press the **MARK** button. The drawing is now moved to a different part of the screen.

NOTE: When reducing, enlarging, moving or copying a picture the background that is enclosed with the picture will also be **"Changed."** Our recommendation is to do all changes before background is put in.

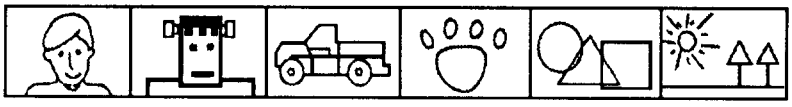
TO DISPLAY THE BUILT-IN OBJECTS AND PICTURES

There are 6 groups of objects and pictures available:

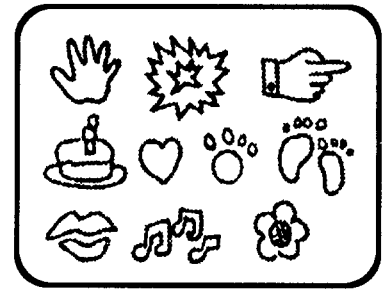
i. Figures and Animals.
ii. Fantasy creatures.
iii. Vehicles.
iv. Stamps.
v. Shapes.
vi. Scenery.

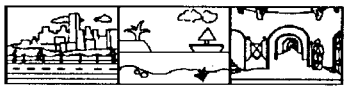
1. Press (**Picture Library**).

2. A menu with six choices (**representing each group**) appears on screen.



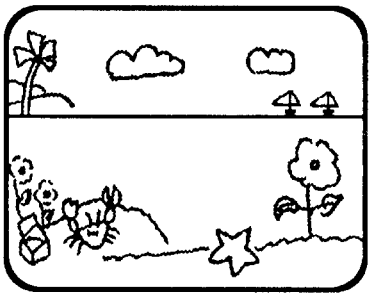
3. Choose the group you want and press the **MARK** button. 10 objects that belong to that group will appear on screen.





If you choose the **SCENERY** group, a sub-menu with 3 scaled-down scenes will appear on the screen for selection.

4. A white frame appears as you touch the Drawing Pad with Video Pen. Move the white frame to the object you want, and press **MARK**.



5. The screen will return to your original sketch. Touch the Drawing Pad with the Video Pen and move the frame wherever you wish and press **MARK** to release the object.

6. To display the scenery, move cursor to one of the 3 scaled-down scenes and press **MARK**. The scenery will than be displayed.

NOTE: The color can be changed on all built-in objects and scenes. You can add your own drawings to the built-in scenes.

TO SEE THE ANIMATION

This feature works with the built-in objects in 3 groups:

i. Figures and Animals.

ii. Fantasy creatures.

iii. Vehicles.

1. Display a built-in object on the screen.

2. Press (**Animation**), and the object will be animated.

* Only the currently chosen object can be animated. The picture will animate for a certain period of time. Press **ANIMATION** to continue.

TO PLAY THE TANGRAM PUZZLE GAME

The object of this game is to complete the puzzle using a group of puzzle pieces. In this game, the **MARK** button on the right side of the unit serves as a **ROTATE** function.

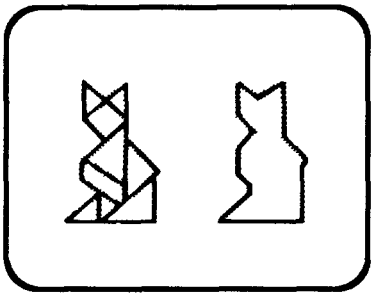
1. Press the **GAME** button on the unit.

To choose a level:

1. Two levels of play will appear on screen.

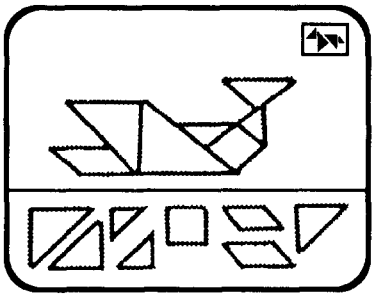
2. Move the cursor to the level you want and press **MARK** to confirm. The menu will disappear and the picture puzzle appears.

3. The framework of an object comes on screen with a number of puzzle pieces (varying from 8 to 12 depending on the picture) appearing at the bottom of the screen. All or some of these puzzle pieces can then be fit into the framework.

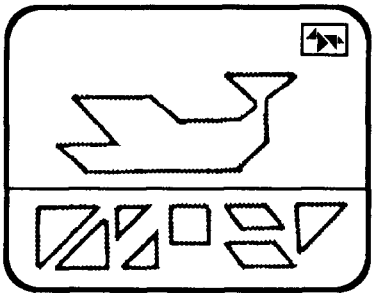


(LEVEL 1) (LEVEL 2)

NOTE: For level 1, the framework guidelines are given. The player need only match the shape into the puzzle.



For level 2, no framework guidelines are given.



To choose a picture puzzle:

An on-screen command is located at the top of the screen. This allows you to choose new picture puzzles. If you want a different picture puzzle, move the cursor to the on-screen command and press **MARK** once to view new picture puzzle.
There are 30 built-in puzzle pictures.

To pick up a puzzle piece:

To pick up a puzzle piece, move the cursor to the piece you want and press **MARK** once. That puzzle piece, outlined in white, now becomes the cursor.

To rotate a puzzle piece:

Move the puzzle piece into place and press the **ROTATE** button if necessary. The **ROTATE** button rotates the puzzle piece 45 degrees clockwise each time you press it.

To fit a puzzle piece:

Once the puzzle piece is in place, press **MARK** once. If the position and fit of the piece is considered acceptable, it will **"drop"** into the framework and the cursor becomes free to pick up another puzzle piece. Repeat the procedure until the puzzle is completed.

NOTE: If the puzzle piece doesn't fit, the piece will not be released when you press the **MARK** key.

To abandon a puzzle piece you are carrying:

If you find that you have picked up the wrong puzzle piece, press the **UNDO** button and the piece will jump back to the group on the bottom of the screen.

To remove all the pieces that are already in the puzzle, press **CLEAR**.

To pick up a piece that is already in the puzzle:

1. Move the cursor to the piece you want to pick and press **MARK**.
2. Now, that piece becomes the cursor, move it to fit in another area or press **UNDO** to send it back to the group at the bottom of the screen.

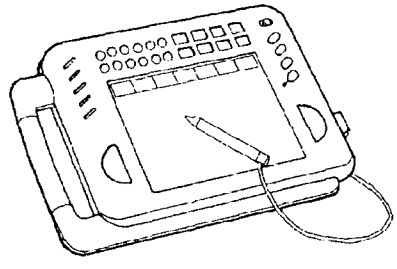
   When you've correctly filled up all the spaces with the puzzle pieces, a completed picture will appear and flash.

TO PREVENT LOSING THE PEN

1. Use the convenient holder (located on the side of the unit) to hold the pen in place when not using the unit.

2. Tie the Video Pen to the unit with a string.

NOTE: Use the supplied Video Pen only. Using other Drawing Tools may cause damage to the pad.



CARE AND MAINTENANCE

* Clean the unit with a damp cloth.
* Keep unit away from direct sunlight and other sources of direct heat.
* Do not drop the unit on hard surfaces.

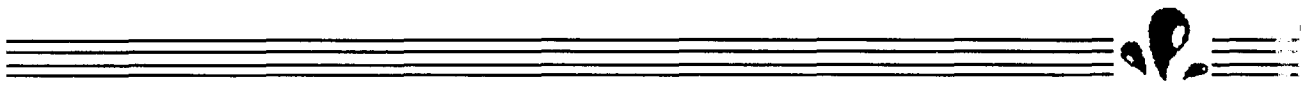
If the unit is left with no activity for approximately 10 minutes with **POWER** set to **ON**, the buzzer beeps and the **TV** screen will become blank.

To re-display the picture and turn off the buzzer, touch the pad with the pen, or if no longer required, turn **POWER OFF**.

Notice

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause 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 the receiving antenna
* relocate this product with respect to the receiver
* move this product away from the receiver



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