

vtech[®]

Parent's Guide

Kidizoom[®] Duo^{DX}



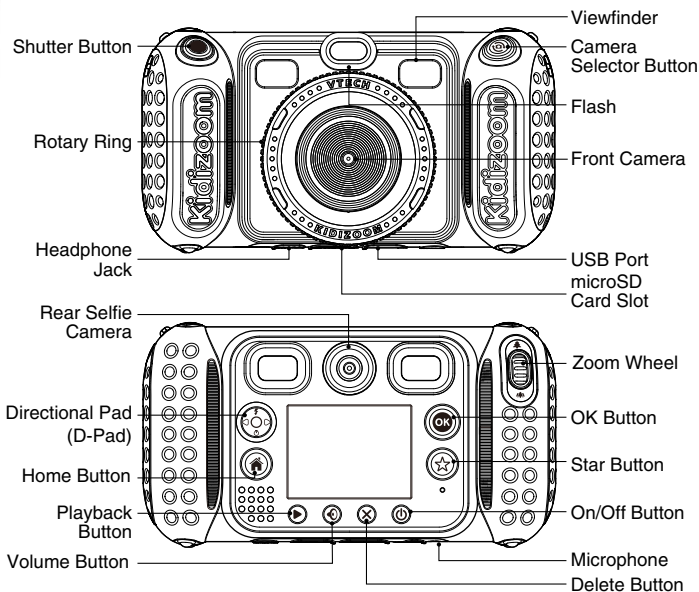
91-003699-003^{US}

INTRODUCTION

Kidizoom® Duo DX is a fun and easy-to-use digital camera with two lenses: a front camera and a selfie camera. Take photos or group pictures with funny photo effects. You can also take videos with live face filters.

The camera also features a built-in flash and a voice-recording feature with five different voice-changing effects. There are also fun augmented-reality (AR) games, classic games and creativity features which allow you to enhance your photos with a variety of frames, stamps and wacky effects.

PRODUCT LAYOUT AND BUTTONS



FEATURES

On/Off Button

Press this button to turn the camera on or off.

Camera Selector Button

When in Camera mode, press this button to toggle between the **Front Camera** and **Rear Selfie Camera**.


Shutter Button

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

TIP: If you prefer a left-handed **Shutter** button, you can interchange the **Camera Selector** button and the **Shutter** button functions. Please refer to the **Camera Settings** section on page 19.

D-Pad

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

Flash Shortcut : When in Camera mode, press up on the **D-pad** to switch between different flash modes.

Timer Shortcut : When in Camera mode, press down on the **D-pad** to toggle the 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.

Tip: The **OK** button can also be used to take a photo in Camera mode.

Star Button

Press this button to add effects to photos and videos or to display the effects 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 left or right on the **D-pad** 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 and downwards to zoom out.

USB Port

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

MicroSD Card Slot

Insert a microSD card (not included) here for memory expansion.

INCLUDED IN THIS PACKAGE

- Kidizoom® Duo DX
- USB cable (for data transfer only)
- Wrist strap
- 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 High Resolution Mode: 2560 x 1920 (5MP) for regular photos 1600 x 1200 (2MP) for photos with a camera effect Low Resolution Mode: 640 x 480 (0.3MP) Rear Selfie Camera 1600 x 1200 (High) / 640 x 480 (Low) Resolution adjustment is found in Settings
Video Resolution	320 x 240 640 x 480 when taking video without effects using a microSD card

Video Length limit per file	10 minutes when using a microSD card
Digital Zoom	4X
Focus Range	1.5 feet - ∞
Flash Range	3 - 9 feet
Internal Memory	256MB 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 and FAT or FAT32 format
Connectivity	USB 2.0 cable included for data transfer to and from computer
Batteries	4 AA (LR6) alkaline batteries
Optimal Operating Temperature	32-104°F (0-40°C)

STORAGE CAPACITY FOR REFERENCE

Media	Quality	Internal Memory	16GB card	32GB card
Photos	0.3 MP	1,570	151,700	303,500
	5.0 MP	140	13,800	27,700
Video (min)	320 x 240	8	770	1,550
	640 x 480	N/A	320	650
MP3 (min)	128 kbps	170	16,600	33,200

NOTE: Estimations are based on normal lighting conditions. Actual capacity varies depending on shooting environment.

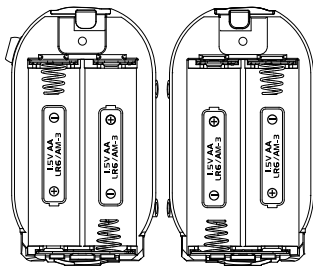
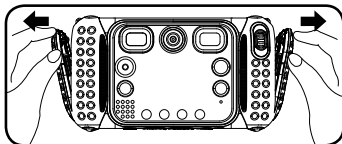
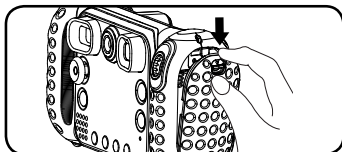
The video length limit is five minutes per file when using the internal memory and 10 minutes per file when using a memory card.

GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

Note: Adult assistance is required for battery installation.

1. Make sure the camera is turned **Off**.
2. Locate the battery covers on the handles of the camera. Open the battery covers separately by pressing each trigger inwards.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 4 new AA batteries (2 on each side) as illustrated.
5. Replace each battery cover and make sure it clicks into position.

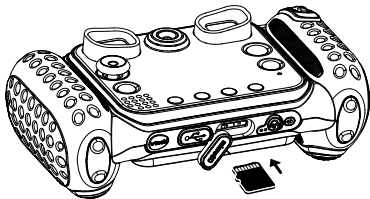


BATTERY NOTICE

- 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 DX** is compatible with microSD/microSDHC memory cards up to 32GB (memory cards sold separately).
- Make sure the camera is turned **Off**.
- Locate the **microSD Card Slot** at the bottom of the camera.
- Pull up the rubber cover.
- Insert the memory card as illustrated.
- Once the memory card is detected, it will be used as the default memory source of the camera.
- To remove the memory card from the slot, push the card once and it will eject.





NOTE: If a memory card is being used, data stored in the internal memory cannot be accessed by the camera unless the memory card is removed. To prevent accidental data loss, make sure to back up all important data from your memory card before using it in the camera.

TO BEGIN USING KIDIZOOM® DUO DX

- 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 video will start playing. Press the **Shutter** button to exit the Try-Me demo mode. The Try-Me demo will be disabled and will not play again.
- After the camera exits demo mode, first select your language and then set the date and time. Press up or down on the **D-pad** to select the correct day, month, year, hour and minute. Press left or right on the **D-pad** to jump to the previous or the next item. Finally, press the **OK** button to confirm the setting. If you wish to change the date and time later, you may do so in Settings.
- After the Try-Me demo mode has been disabled and you turn the camera on, the Camera mode preview screen will be activated and you can start taking photos.
- Press the **Home** button to go to the Main Menu to access other activities.
- Press the **On/Off** button again to turn the camera off.

BATTERY STATUS

When the screen shows the Low Battery icon , we recommend installing a fresh set of batteries as soon as possible. The unit will not function properly when it shows the Batteries Exhausted icon . New batteries should be inserted before further use.


AUTOMATIC SHUT OFF

To preserve battery life, the **Kidizoom® Duo DX** camera will automatically shut off after three minutes without operation in Camera or Video modes. In other modes, the auto-off time is two minutes. While using Wacky Slideshow, the auto-off time is 15 minutes.

CONNECTING TO A COMPUTER

You can connect **Kidizoom® Duo DX** to a PC or Mac computer using the included USB cable. Once connected, you can transfer files between the camera and computer. Please follow these steps to make the connection.

NOTE: The USB connection does not charge the camera's batteries.

- Turn the camera **Off** before connecting to a computer.
- Pull up the rubber cover of the **USB Port** on the bottom of the 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 your computer. A **USB Port** is usually marked with this symbol: 
- Two removable drives called VTech 5200 and VT SYSTEM will open on your computer after you have connected. VTech 5200 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 of the memory card only.

To avoid any potential damage to your Kidizoom® Duo DX:

- When the cable is not connected to the camera, ensure that the rubber cover fully covers the **USB Port** of the camera.
- Please ensure that the **microSD Card Slot** rubber cover of the camera is fitted in place properly.



NOTE:

Once the camera is connected to your computer, do not insert or remove a memory card and do not disconnect the camera while files are transferring.

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

- Locate and open the DCIM folder on the removable VTech 5200 drive.
- Your photo and video files will be organized in subfolders such as 100VTECH. Copy and paste your photo and video files onto a location on your computer to back them up.

To back up voice files recorded by the camera:

- Open the VOICE folder on the removable VTech 5200 drive.
- Copy and paste the voice files to a location on your computer.

To transfer MP3 files to the camera:

- Open the MUSIC folder on the removable VTech 5200 drive.
- Copy and paste your MP3 files from your computer into the MUSIC folder on the removable VTech 5200 drive.

To transfer photo or video files to the camera:

- Select the photo or video files you would like to transfer from your computer first.
- Locate and open the DOWNLOAD folder on the removable VTech 5200 drive, then copy and paste 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 the **Kidizoom® Duo DX**, as these file formats may not be compatible.

After you have finished, disconnect the camera by following the steps to safely remove hardware from your computer. You can then physically disconnect the USB cable and the camera from your computer.

SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft® Windows® 7, Windows® 8 or Windows® 10 operating systems.
Mac OS X 10.9, 10.10, 10.11, macOS 10.12, 10.13 or 10.14.
USB port required.

ACTIVITIES

Home Menu

- Press the **Home** button to go to the Main Menu and select an activity.
- Use the **D-pad** to select a mode and press **OK** to confirm selection.
- 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 pictures with funny effects. Press the **Camera Selector** button to change between the **Front Camera** and **Rear Selfie Camera**. Use the **Zoom Wheel** anytime for the digital zoom function and press the **Shutter** button or **OK** button to take a photo.

Photo Effects and Picture Modes

To add a photo effect, press left or right on the **D-pad** to select an effect, or press the **Star** button to go to the photo effect menu to select a photo effect 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 three photos in one shutter press. Flash and color filter effects are disabled in this mode to achieve fast and continuous capture.




The Auto-Portrait Picture mode will let you take selfie pictures automatically. Face the **Selfie Camera** and listen for the words "Say cheese!" The camera will initiate a countdown and take a picture. Please ensure adequate lighting conditions and keep the camera steady to assist face detection.

NOTE: If the camera volume is muted, the words "Say cheese!" will not be heard.

Self-Timer

Turn the self-timer on from the Settings menu to enable a countdown period before taking a photo. From the preview screen, you can also press down on the **D-pad** to turn the self-timer on or off.

Flash

By default, the camera **Flash** will be set to Auto-Flash  mode, in which the camera automatically determines whether the **Flash** is needed. Press up on the **D-pad** to change to Always-Flash  or Disable-Flash  modes if desired.

NOTE: Camera **Flash** will not be available in these conditions:

- 3X Photo Burst mode
- When using the **Selfie Camera**
- If the low battery icon is displayed

WARNING: Turn off the Auto-Flash when taking a close-up photo of a face to avoid eye discomfort.



2. Video



In Video mode you can take normal videos, videos with funny live filters, and you can also add a color filter effect. Select the Video mode icon in the Main Menu and press the **OK** button to get started.

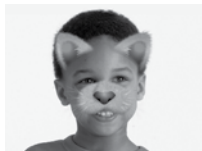
Taking Normal Videos

- Press the **Shutter** button or **OK** button to start or stop recording.
- Use the **Zoom Wheel** anytime for the digital zoom function.
- To add or change the color filter effect, turn the **Rotary Ring** when in Video mode and before beginning to film. The filter will also affect any selected video themes.



Selecting a Live Face Filter

- You can select a Live Face Filter by pressing left or right on the **D-pad** and pressing the **OK** button to confirm the selection. Press the **Shutter** button to start recording, and the filter will follow your movement.
- Press the **Star** button to go to the Live Face Filter menu to view all filters and select a filter to use.



NOTE:

Please ensure adequate lighting conditions and keep the camera steady to assist face detection.

3. Collage Camera

With Collage Camera, you can make collage pictures by taking several photos in sequence.

First, press left or right on the **D-pad** to select a layout.

In the selected layout, follow the frames to take 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 the collage frame's pictures are taken, press the **OK** button to confirm and save the picture. You can review your collage pictures anytime in Playback mode.


4. Playback

Press the **Playback** button to view your photos and videos.

- Press up or down on the **D-pad** to view the previous or next file.
- Use the **Zoom Wheel** to zoom out and view the files as thumbnails. Then, use the **Zoom Wheel** to zoom in and return to a full screen view.
- Press the **OK** button to play a video. While playing the video, press left on the **D-pad** to rewind or right on the **D-pad** to fast forward, both at 2X the speed. Press the button again to change the speed to 4X. Press it one more time or press the **OK** button to return to 1X speed.
- When zoomed in on a photo, use the **D-pad** 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.
- Press the **Star** button to show the wallpaper menu. Select Yes to set the current photo as the Main Menu wallpaper.

5. Music Player

In Music Player mode, you can listen to your own MP3 files in the MUSIC folder of the internal camera memory or memory card. You need to transfer MP3 files to the camera from your computer before using this function.

- The music files/folders will appear and play in alphabetical order.
- Press up or down on the **D-pad** to navigate and press the **OK** button to play a music file or enter a folder to explore the files inside.
- When viewing the contents of a folder, if you want to exit the current folder, select the back icon  on the first row of the list.

- When a song is playing, press left or right on the **D-pad** to fast forward or rewind. Press the **OK** button to pause or resume playback.
- If you want to delete the highlighted file, press the **Delete** button.
- Press the **Star** button to go to the Music Options menu to change the music player options.

Music Options Menu

Press left and right on the **D-pad** to set the options:

- Set Shuffle to ON to play the music in a random order.
- Set Repeat to ONE to loop the currently playing song. Repeat to ALL will keep playing all music files in the folder.

Press the **Star** button to return to the player.

NOTE: The automatic shut-off function is disabled when music is playing.

6. Wacky Slideshow



In Wacky Slideshow, you can view the photos on the camera as a slideshow with funny effects.

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 will not be saved with the Wacky Slideshow effects. This is only for viewing in this mode.

Press the **Star** button to go to the Wacky Slideshow menu and adjust the settings:

- Background Music: Choose among three songs or turn off music
- Wacky Effects: **On** or **Off**
- Shuffle: **On** or **Off**
- Delay: Set time gap between photos

7. Creative Tools



Press left or right on the **D-pad** to scroll through the functions and press the **OK** button to make a selection.

A. Photo Editor

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

Press up or down on the **D-pad** to view photos, then press the **OK** button to confirm your selection and start editing. An editing menu will appear. Use the **D-pad** to choose a function and press the **OK** button to begin.



Photo Frames

Choose this function to add a photo frame to your photo. Press left or right on the **D-pad** to select a frame, then press the **OK** button to confirm your selection.



Stamps

Choose this function to add a stamp to your photo. Press left or right on the **D-pad** to choose a stamp, then press up or down to enlarge or shrink it. Press the **OK** button to confirm your selection, then use the **D-pad** to position the stamp. Finally, press the **OK** button again to apply the stamp to the photo.



Special Effects

Choose this function to add distortion, kaleidoscope or color filter effects to your photo. Press left or right on the **D-pad** to choose an effect, then press up or down to change the size of the area to which it will be applied. Press the **OK** button to confirm your selection. Use the **D-pad** to move the effect to where you would like to apply it, then press the **OK** button to add it to the photo.

For color filter effects, simply select the effect, then press the **OK** button to apply it.

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



Fantasy Effects

Choose this function to add a fantasy effect to your photo. Press left or right on the **D-pad** to select an effect, then press the **OK** button to apply the effect.



Undo

Choose this function to undo the last edit.



Save As

Choose this function to save the photo that you edited as a new file.

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

B. Animation Maker

Animation Maker is a tool for creating your own stop-motion animations. Sample demo projects are available in the project selection screen. Within this menu, you can view the sample animations and add, view or edit your own projects. Press up or down on the **D-pad** to select a project. Then press left or right on the **D-pad** to select a function and press the **OK** button to continue. To delete a project, press the **Delete** button to display the delete menu, and select Yes to confirm.





NOTE: The demo projects are for reference only. They cannot be edited, deleted or saved as videos.

Play Animation

You can preview your animation with fun background music. While playing the animation, press the **OK** button to stop and return to the project.

Edit Project

Here you can further edit a project:

 Add frames	Take more photos after the newest frame. (Maximum number of frames = 100)
 Play animation	Preview the animation with the selected background music.
 Save as video	Save the animation as a video (AVI file) to watch or share on a computer. (It may take a few minutes to save the animation as a video)
 Advanced options	Change the settings: <ul style="list-style-type: none">• Animation speed• Background music• Overlay of the last frame on the preview screen

New Project



In the preview screen, you can start taking photos. This series of photos will become the frames of your animation. When completed, the photos you took can be played continuously as an animation. In the preview screen, press the **OK** button or **Shutter** button to take a photo when the camera icon is highlighted. The last image taken will be overlaid on the screen to help line up the next photo. Press left or right on the **D-pad** after you are finished taking photos and the project selection screen will appear. Press left or right to play the animation, further edit it or create a new project.

NOTE: You can delete the frame currently being viewed by pressing the **Delete** button to display the delete frame menu, then select Yes to confirm and continue.

C. Silly Face Detector





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

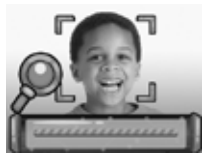
First, make sure the entire face is in the center of the frame. When the frame turns to green, it means that a face has been detected. Press the **OK** button to start the scanning process and the result will appear in a few seconds. To see the last three results, press left or right on the **D-pad**.


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


D. Voice Recorder

In Voice Recorder mode, you can record your own voice for up to 10 minutes per recording.

- Press the **OK** button to start recording when the record icon is highlighted . Press the **OK** button again to stop recording. After recording, it will show the playlist of saved recordings automatically.
- Press the **OK** button to play back the recording when the play icon is highlighted . Press the **OK** button again to pause.
- From the playlist, press left or right on the **D-pad** to highlight the record icon  and record a new voice file, or the play icon  to play the selected file.



- To add a voice-changing effect to an existing recording, press left or right on the **D-pad** to move the highlight to the Effects icon . Press **OK** button or **Star** button to go to the Voice-Changing Effects menu.

From the Voice-Changing Effects menu, use the **D-pad** to select a voice-changing effect and press the **OK** button to add the effect. To save the altered recording as a new file, use the **D-pad** to highlight the Save As icon  and press the **OK** button to start the saving process. You will automatically be returned to the playlist after the saving process completes.

8. Games

There are five built-in games on the **Kidizoom® Duo DX**. From the Games menu, use the **D-pad** to select a game and press the **OK** button to enter the selected game.

WARNING: Stay alert and be aware of your surroundings while playing Augmented Reality (AR) camera games.

A. Chomp Challenge (AR game)

It's time for a chomp challenge! Position your face at the center of the screen, and when the correct food comes out, pretend to chomp down on it to score. Stay still and don't chew when the non-food items appear! Be careful, if you miss more than 2 of the target food items you will have to repeat the level before advancing.



B. Save the Ocean (AR game)

Help clean the ocean by picking up litter. Move the camera around and press the **OK** button when the garbage is in the target. Be careful not to touch the living sea creatures that may get in the way.




C. Monster Detector (AR game)

Find the right colors to discover monsters all around you!

First, observe the color sequence and press **OK** to continue. Next, move the camera around to find those colors in the world around you in the correct order. When you find the correct color, position it in the middle of the target on your screen and the target will flash red before moving on to the next color you need to find. Once you find all the colors in the correct order, a monster will appear for you to battle. Keep it in the center of the target and press the **OK** button repeatedly to capture it.



Select the Monster Book icon  to check out all the monsters that you have captured in the game.

D. Sushi Mania

In this game, you're the master sushi chef! As customers make their orders, assemble the correct rice and toppings to keep them happy.



E. Bounce Around

Use the **D-pad** to bounce the ball off the shuttle and break all the blocks to progress.

Game Time Limit

By default, the five built-in games have no time limit. To set a daily game time limit, go to Parental Settings from the Settings menu.




9. Settings

Press left and right on the **D-pad** to choose a setting to adjust.

A. Set Wallpaper

Set your favorite wallpaper or use one of your own photos as the background of the Main Menu.

Press up or down on the **D-pad** to select your favorite wallpaper and press the **OK** button 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 to confirm.

B. Memory

Review the status of the camera's internal memory or of the memory card (if one is inserted). There are three advanced options:

1. Erase All Photos and Videos

This will delete all files in the DCIM and DOWNLOAD folders in the internal memory or memory card (if one is inserted).

2. Format

This will erase all data in the internal memory or memory card (if one is inserted).





3. 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.

NOTE: If a memory card is being used, data stored in the internal memory cannot be accessed on the camera unless the memory card is removed. When the internal memory of the **Kidizoom® Duo DX** is getting full, or when the file indexes are used up, back up all the files from the camera's internal memory to your computer and then delete the files in the camera's internal memory to free up space.

C. Camera Settings

This menu allows you to adjust various camera options. Press up or down on the **D-pad** to select an item and press the **OK** button to toggle the options.

Front Camera Resolution – For the best picture quality, please select high resolution   or choose low resolution   if you would like to have room to save more pictures.

Indoor Light Frequency – The default frequency is set according to your region. Please leave your camera set to the default value unless you are traveling.

Left-Handed Shutter Button – Set the left-handed **Shutter** button to **On** or **Off**. When this option is set to **On**, the functions of the **Camera Selector** button and the **Shutter** button will be interchanged.

D. Date & Time

This menu shows the current date and time. To change the date or time, press the **OK** button and use the **D-pad** to adjust the settings. After entering the Set Date & Time menu, use the **D-pad** to change the settings. When finished, press the **OK** button to exit this menu.

E. Language

Choose from a list of available languages to change the text interface of the camera.

F. Parental Controls

The Parental Controls menu allows you to limit playtime for the five games.

Press and hold the **Star** button until you see a pop-up message asking for a passcode. Use the **D-pad** to enter the two-digit answer to the equation and press the **OK** button to proceed.

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

No limit – This is the default option in which games can be played for any amount of time.

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

15 / 30 / 60 / 90 minutes per day – When the accumulated game play time reaches the selected time limit, the player cannot play any games until the following day.

CARE & MAINTENANCE

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

WARNING

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

While **Kidizoom® Duo DX** 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 and handling a **Kidizoom® Duo DX** camera at close range 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

Please try these solutions if you experience difficulty operating your **Kidizoom® Duo DX** camera.

Problem	Solution
Camera stops working	<ol style="list-style-type: none">1. Let the camera sit for a few minutes without batteries, then replace the batteries.2. Turn the camera ON. It should now work properly.3. If the camera does not work, install a brand new set of batteries.
Image taken is not clear	<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 good.3. Check to see if the camera lens protection window is clean.
Cannot connect to computer	Check the connections on the USB cable between the camera and the computer and review the appropriate connection procedure in this manual.
Memory card can't be detected	<ol style="list-style-type: none">1. Check if the memory card is correctly inserted.2. Check to see if the memory card is the supported type. The camera can only support microSD and microSDHC cards.3. Check to see if the file system of your memory card is FAT or FAT32. Kidizoom® Duo DX does not support NTFS or exFAT file systems. Back up all important data and reformat your card in a supported format.
Cannot save files	Check if the memory card is full. If there is no memory card inserted, check the Kidizoom® Duo DX internal memory.

<p>Can't view transferred video or photo files</p>	<ol style="list-style-type: none"> 1. Check if the transferred files are in the correct directory on the Kidizoom® Duo DX. Photos should be in the DOWNLOAD/PHOTO folder, and videos should be put in the DOWNLOAD/VIDEO folder when the camera is connected to a computer. 2. Kidizoom® Duo DX only supports the following formats: <ul style="list-style-type: none"> • Photos in Standard Baseline JPEG • Videos in AVI (Motion JPEG) created by Kidizoom® Duo DX
<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>

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 DX** camera.

Step One

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

Step Two

There are two ways to look at your subject before you take a photo. You can either use the color LCD screen on the back of the camera, or look through the dual **Viewfinders** above the screen.

Note: What you see via the dual **Viewfinders** may not be exactly the same as the color LCD screen and the final photo.

Step Three

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

Step Four

Get close to the subject you are photographing. Be careful not to get so close that the subject appears blurry when you look at the LCD screen. This can take some extra practice, so don't worry if you don't get your photo right the first time.

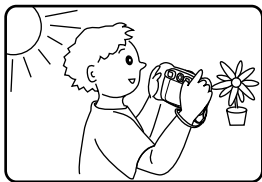
Step Five

Your camera has an automatic flash that will provide additional light if your subject is in low light. If you are taking outdoor photos on a sunny day, stand with the sun behind you.

Step Six

Listen for the click your camera makes when you take a photo. After you hear the clicking sound, you can take another photo!

Have fun!



KIDIZOOM® DUO DX FREQUENTLY ASKED QUESTIONS

Question 1:

I bought a **VTech® Kidizoom® Duo DX**, 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 DX**. 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 macOS 9.0 and above.

If your computer meets these operating system 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 DX**?

Answer:

The **Kidizoom® Duo DX** uses an auto-ISO value. It automatically 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 the battery contacts are clean and undamaged, the camera should turn on. If the problem persists after normal battery installation, please contact VTech® customer service.

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. Because the shutter is open longer, any movement or unsteadiness in the holding of 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.

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 DX** to your computer and access it or the memory card as an external drive, you can select multiple pictures to delete at 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 my PC's 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."

Answer:

This is most likely a computer hardware or operating system issue. Please contact your computer 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 transferring. Is there something I need to do at start-up to get the pictures transferred and saved?

Answer:

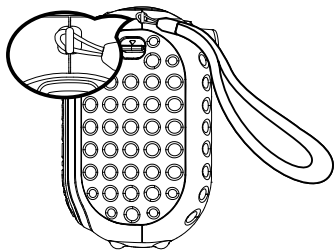
The picture transfer operation does not start by itself. After you connect the USB cable to your PC and the drive appears ready, you can open the drive, look in the DCIM folder and you should find the images you've captured with the **Kidizoom® Duo DX**. If you wish to transfer images to be viewed on the camera, you can do so by moving JPEG image files into the DOWNLOAD/PHOTO folder.

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WRIST STRAP ATTACHMENT INSTRUCTIONS

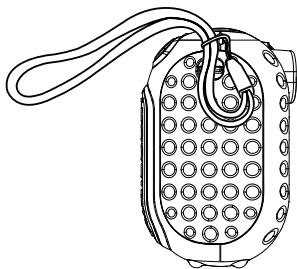
Step 1:

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



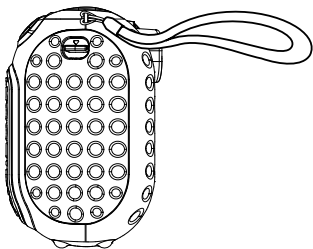
Step 2:

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



Step 3:

Make sure the loop is securely tightened around the bar.



IMPORTANT NOTE:

Creating and developing **VTech®** 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, or by going to our web site at vtechkids.com and filling out the Contact Us form located under the Customer Support link 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.

Note: The metallic-coated parts on **Kidizoom® Duo DX** are insulating.

Player / Haut-parleur		Headphones / Casque	
Maximum output voltage / Tension maximale sur la sortie haut-parleur	≤150mV	Wide band characteristic voltage / Tension maximale sur la sortie casque	≥75mV

Supplier's Declaration of Conformity

Trade Name: VTECH®
Model: 5200
Product name: Kidizoom® Duo DX
Responsible Party: VTech Electronics North America, LLC
Address: 1156 W. Shure Drive, Suite 200,
Arlington Heights, IL 60004
Website: vtechkids.com

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)

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

CLASS 1
LED PRODUCT

**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

