

POWER ZONE™ PLUS Notebook

USER'S MANUAL



VTECH®

Dear Parent:

At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.

Copyright Notices

Copyright © 2001 **VTech**® Industries, LLC All Rights Reserved. **VTech**® and the **VTech**® Logo are registered trademarks of **VTech**®. **Power Zone**™ is a trademark of **VTech**® Industries, LLC. All other trademarks are property of their respective owners.

Disclaimer and Limitation of Liability

VTech® Industries, LLC and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech**® Industries, LLC and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Industries, LLC and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

Important!

Please read the **VTech**® End-User Software License Agreement and other respective license agreements before using the accompanying software applications. Using any part of the software indicates that you accept the terms of the **VTech**® End-User Software License Agreement.

This product includes software developed by the Apache Software Foundation (<http://www.apache.org/>).

The Apache Software License, Version 1.1

Copyright © 1999-2000 The Apache Software Foundation. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The end-user documentation included with the redistribution, if any, must include the following acknowledgment:

“This product includes software developed by the Apache Software Foundation (<http://www.apache.org/>).”

Alternately, this acknowledgment may appear in the software itself, if and wherever such third-party acknowledgments normally appear.

4. The names “Xerces” and “Apache Software Foundation” must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact apache@apache.org.
5. Products derived from this software may not be called “Apache”, nor may “Apache” appear in their name, without prior written permission of the Apache Software Foundation.

THIS SOFTWARE IS PROVIDED “AS IS” AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE APACHE SOFTWARE FOUNDATION OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This software consists of voluntary contributions made by many individuals on behalf of the Apache Software Foundation and was originally based on software copyright © 1999, International Business Machines, Inc., <http://www.ibm.com>. For more information on the Apache Software Foundation, please see <http://www.apache.org/>.

Contents

Chapter 1.Introduction	1
Chapter 2.What's Included	2
Chapter 3.Setup	2
Power Source	2
Battery Installation	2
Battery Notice	2
Backup Battery Installation	3
AC Adaptor Connection	3
Vibrating Mouse Connection	4
Sync Cable Connection	4
VTech® Desktop Software Installation	4
PC System Requirements	5
Inside the CD-ROM	5
Installing the VTech® Desktop Software	5
Setting Up a VTech® Desktop Software Account	6
Installing Other Bundled Applications	6
If Your Unit Doesn't Turn On or Stops Responding	7
Still Having Problems?	7
Auto Shut-Off	7
Chapter 4.Mouse, Keyboard and Cursor Control	8
Vibrating Mouse	8
Cleaning the Mouse	8
Contrast Control	8
Volume Control	8
Power Button	9
Speed Scroller	9
Keyboard	9
Special Keys	9
Storing the Mouse and Keyboard	12
Chapter 5.Description of Activities	12
Selecting Activities	12
Activities with Levels and 2-Player Mode	13
Status Indicators	13
Training Zone	13
Auto-Navigation	13
Manual Navigation	14

Word Games	14
Spelling	14
Analogies	14
Idioms	14
Sentence Shuffle	14
Sound Alike	15
Antonyms	15
Synonyms	15
Parts of Speech	15
Grammar Quiz	15
Math Games	15
Addition	15
Subtraction	15
Multiplication	15
Division	16
Basic Math Fun	16
Algebra Attack	16
Geometry	16
Common Multiple	16
Factor	16
Math Challenge	16
Story Problem	16
Trivia Games	16
Sports	16
Geography	17
History	17
Strange Trivia	17
Homework Lab	17
German Tester	17
French Tester	17
Spanish Tester	17
Entertainment	17
Lab Test 1	17
Lab Test 2	17
Quick Guess	17
Domino Crisis	18
Memory Block	18

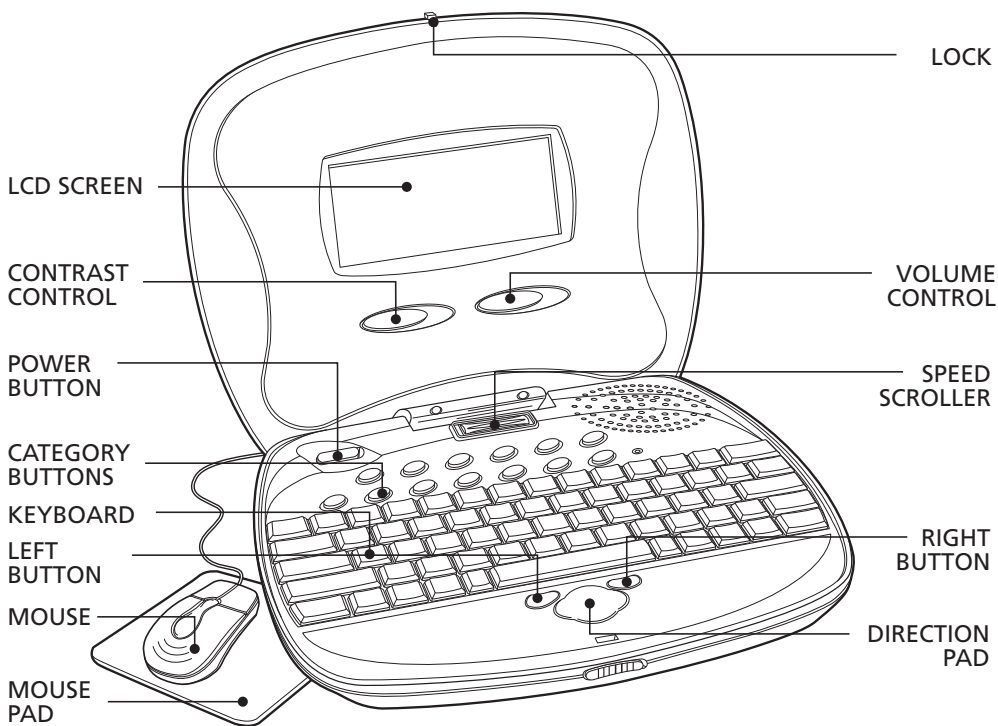
Golf	18
Picture Parts	18
Typing Challenge	18
Clue Counter	18
Challenge	19
Mind Challenge	19
BioRhythm	19
Tools	19
Calendar	19
Daily Planner	19
Address Book	19
Money Manager	20
Word Processor	20
Test Trainer	23
Conversion Pad	23
Calculator	23
Logo	23
File Transfer	30
German Translator	30
French Translator	30
Spanish Translator	31
Spell Checker	31
Chapter 6. Smart Cards	31
Chapter 7. E-mail	31
Using E-mail	32
Using E-mail From Your Power Zone™ Plus Notebook With the VTech® Modem	32
Connecting the VTech® Modem to Power Zone™ Plus Notebook	32
First-Time Users: Configuring the Power Zone™ E-Mail Application	33
Using VTech®'s E-mail Agent and PC with your Power Zone™ Plus Notebook	33
The VTech® Desktop Software E-mail Agent and Sync	34
First-Time Users: Configuring the VTech® Desktop Software E-mail Agent	34
Using the Power Zone™ E-mail Application	35

The Mailbox	35
The Menu Bar	35
Using the Menu Bar	35
Viewing Additional Menus	35
Writing E-mail	35
Saving E-mail as a Draft	36
Sending Your E-mail to the Outbox	36
Sending and Getting E-Mail with a VTech® Modem	36
Sending and Getting E-Mail with the VTech® Desktop Software E-mail Agent	37
Reading E-mail	37
Replying to E-mail	37
Forwarding E-mail	37
Deleting E-mail	38
Editing a Draft E-mail	38
Importing E-mail to the Power Zone™ Word Processor	38
Exporting E-mail from the Power Zone™ Word Processor	38
Using Addresses from the Address Book	38
Printing E-mail Messages	39
Updating Your E-mail Information and Modem Settings	39
Memory	39
Chapter 8. VTech® Desktop Software	40
Add a New User Account	40
Sync	41
Syncing Power Zone™ Plus Notebook with Your Computer	41
Adding New Activities into Your Power Zone™ Plus Notebook ..	41
Deleting Activities From Power Zone™ Plus Notebook	42
Uploading Files From Power Zone™ Plus Notebook to Your Computer	43
Chapter 9. VT-41 Printer Connection	43
Troubleshooting for VT-41 Printer Errors	43
Technical Support	44
Care and Maintenance	44
FCC Notice	45

Chapter 1. Introduction

Thank you for purchasing the **VTech® Power Zone™ Plus Notebook** learning product! We at **VTech®** are committed to providing the highest quality products to entertain and educate your children. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTech® Power Zone™ Plus Notebook** is an electronic learning aid or ELA. **Power Zone™ Plus Notebook** offers a wide range of exciting and educational activities for interactive learning! With the **VTech®** Desktop Software and Sync Cable, you can connect the **Power Zone™ Plus Notebook** to your PC and add new activities from the CD-ROM. If you have a computer with Internet access, you can download new activities and data files from www.planetvtech.com (using your Internet-connected computer), and then add those files to your **Power Zone™ Plus Notebook**.



Chapter 2. What's Included

1. **Power Zone™ Plus Notebook** learning product
2. Vibrating mouse
3. Mouse pad
4. Sync Cable
5. **VTech®** Desktop Software CD-ROM
6. Instruction Manual

Chapter 3. Setup

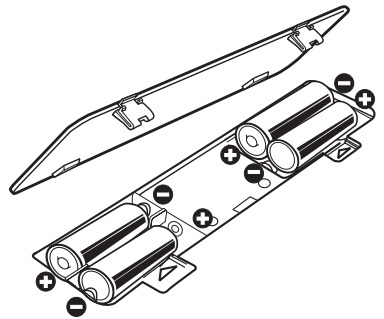
Power Source

Power Zone™ Plus Notebook operates on 4 "AA" size batteries (UM-3/LR6) (sold separately) or a 9V Adaptor $\text{---} \text{---} \text{---} \text{---}$ 300mA AC center-positive $+\rightarrow$ $-\text{---}$ (sold separately).

Battery Installation

If **Power Zone™ Plus Notebook** suddenly stops working or the sound becomes weak, turn **Power Zone™ Plus Notebook OFF** for 15 seconds and then turn it back **ON**. If the problem persists, the batteries may be weak. Please install a new set of batteries and try again.

1. Make sure **Power Zone™ Plus Notebook** is turned **OFF**.
2. Locate the battery cover on the bottom of **Power Zone™ Plus Notebook** and open it.
3. Insert 4 "AA" size batteries as illustrated. **DO NOT USE RECHARGEABLE BATTERIES** in this unit.
4. Close the battery cover.

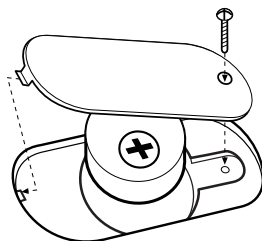


Battery Notice

1. Do not use rechargeable batteries. (The use of alkaline batteries is recommended for maximum performance.)
2. Install batteries, observing the correct polarity (+, -) signs to avoid leakage.
3. Do not mix old and new batteries.
4. Do not use different types of batteries.
5. Remove batteries from the product if you are not going to use it for an extended period.
6. Do not dispose of batteries in fire.
7. Do not attempt to recharge ordinary batteries.
8. The supply terminals are not to be short-circuited.

Backup Battery Installation

Power Zone™ Plus Notebook comes installed with a backup battery. To avoid damage to **Power Zone™ Plus Notebook** from leaky batteries, replace the backup battery at least once a year. Should find that you need to replace the backup battery, follow the instructions below.



1. Make sure **Power Zone™ Plus Notebook** is turned **OFF**.
2. Locate the backup battery cover on the bottom of **Power Zone™ Plus Notebook** and open it.
3. Use a screwdriver to unscrew the cover.
4. Insert 1 CR-2032 battery as illustrated.
5. Replace the battery cover.

Important!

While replacing the backup battery, the 4 "AA" size batteries must be kept in **Power Zone™ Plus Notebook** or **Power Zone™ Plus Notebook** must be connected to the 9V Adaptor while the Adaptor is plugged in.

When replacing the 4 "AA" size batteries, the backup battery must be kept in **Power Zone™ Plus Notebook**, or **Power Zone™ Plus Notebook** must be connected to the 9V Adaptor while the Adaptor is plugged in. Otherwise, you will lose all the information stored in the following applications:

- Word Processor
- Calendar
- Address Book
- Test Trainer
- Logo Programming
- Money Manager
- Scoring Statistics
- E-mail
- Options
- All downloaded activities

AC Adaptor Connection

Use a standard 9V Adaptor $\text{---} \text{---} \text{---} 300\text{mA AC center-positive } + \text{---} \text{---} \text{---}$.

1. Make sure **Power Zone™ Plus Notebook** is turned **OFF**.
2. Locate the Adaptor jack on the left side of **Power Zone™ Plus Notebook**.
3. Plug the Adaptor into **Power Zone™ Plus Notebook**'s Adaptor jack.
4. Plug the Adaptor into a wall outlet.
5. Turn **Power Zone™ Plus Notebook ON**.

Important!

Do not leave the Adaptor plugged in for long periods of time if **Power Zone™ Plus Notebook** is not in use.

Vibrating Mouse Connection

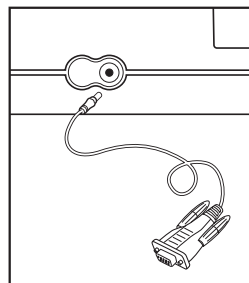
The vibrating mouse adds a new dimension of fun to the **Power Zone™ Plus Notebook**. To optimize the vibration effect, we recommend that you use the mouse pad when using the vibrating mouse.

1. Make sure **Power Zone™ Plus Notebook** is **OFF**.
2. Locate the mouse jack on the right side of **Power Zone™ Plus Notebook**.
3. Plug the mouse into **Power Zone™ Plus Notebook's** mouse jack.
4. Turn **Power Zone™ Plus Notebook ON**.

Sync Cable Connection

The Sync Cable connects your **Power Zone™ Plus Notebook** to your PC. When properly connected, you can synchronize the information on **Power Zone™ Plus Notebook** with the **VTech®** Desktop Software, download new activities and games, and transfer files. Before installation make sure **Power Zone™ Plus Notebook** and the PC are turned **OFF**.

1. Turn **OFF** your computer and **Power Zone™ Plus Notebook**.
2. Plug the serial connection of the Sync Cable into an available serial port (COM1 or COM2) on the back of your computer.
3. Plug the other end of the Sync Cable into **Power Zone™ Plus Notebook**.



Important!

Your Sync Cable requires a dedicated serial port (COM1 or COM2). If you are unsure of the exact location of the serial port, refer to the manual supplied with your computer. Any programs sharing the serial port must be closed in order for the **VTech®** Sync Manager to function properly.

VTech® Desktop Software Installation

The **VTech®** Desktop Software is a PC application that creates a partnership between your computer and your **Power Zone™ Plus Notebook**. **VTech®** Desktop Software shares information with some of the applications on your **Power Zone™ Plus Notebook**.

With **VTech®** Desktop Software's Organizer, you can review, add to, and update Calendar, Address Book, Money Manager and other files stored on your **Power Zone™ Plus Notebook**.

The **VTech®** Sync Manager updates and exchanges the information on your computer and your **VTech®** learning product.

Important!

VTech® Desktop Software is compatible only with the **Power Zone™ Plus** learning products. **VTech®** Desktop Software is not compatible with any other VTech learning product. For additional information about using the **VTech®** Desktop Software, open the **VTech®** Desktop Software, and then choose Desktop Help from the Help menu.

PC System Requirements

Pentium® 166 or higher
Microsoft® Windows® 95/98
32MB RAM (64 MB recommended)
60MB hard disk space or higher
640x480 screen resolution or higher
256 color SVGA or higher
4x CD ROM drive or higher
Mouse or other pointing device
RS-232 serial port (COM1 or COM2)
Sound Card
Internet Access
IE 4.0 or Netscape 4.0 or higher

Inside the CD-ROM

VTech® Desktop Software
E-mail Agent
Word Processor
Test Trainer Editor
Additional downloadable activities and data
Netscape® Communicator 4.76
Microsoft® Internet Explorer 5.5
Adobe® Acrobat® Reader™ 4.05

Installing the VTech® Desktop Software

Important!

Before you begin installation, save your work and quit all applications on your computer. The following items are automatically installed:

- **VTech®** Desktop Software
- E-mail Agent
- Word Processor
- Test Trainer Editor
- Additional downloadable activities and data for play on the **Power Zone™ Plus Notebook**

1. Insert the **VTech**® Desktop Software CD-ROM into the CD-ROM drive on your computer. Setup should start automatically.
2. If Setup does not begin automatically, on the Windows Start menu, click Run, and then type d:\autorun\autorun, where d is the letter assigned to the CD-ROM drive containing the **VTech**® Desktop Software CD-ROM. Follow the instructions on your PC screen.
3. A menu will be shown. Select VTECH DESKTOP SOFTWARE from the menu and then follow the instructions on your PC screen.
4. Click Finish at the Setup Complete screen to complete the software installation.
5. After installation is complete, you will need to create a desktop software account.

Setting Up a VTech® Desktop Software Account

Before setting up a desktop software account, make sure:

- **VTech**® Desktop Software is installed on your computer
 - **Power Zone™ Plus Notebook** is properly connected to your computer by using the Sync Cable
 - Sync Manager is running
 - All other programs sharing the COM port with the Sync Manager should be closed
1. Turn on your **VTech**® learning product, and wait for the opening animation. You can bypass the opening animation displays by pressing ENTER.
 2. Press the Sync button on your **VTech**® learning product.
 3. On your computer's monitor, an animation will appear to indicate that your **VTech**® learning product is communicating with your computer.
 4. A "Select User" pop-up box should appear on your computer's screen.
 5. Type in a name for the new user. This name should typically be your child's name. If you have multiple **Power Zone™ Plus Notebook** learning products, the account names must be different for each product.
 6. Click on the New User button to confirm the new user name.

Installing Other Bundled Applications

The **VTech**® Desktop Software CD-ROM includes additional applications:

Microsoft® Internet Explorer 5.5

Netscape® Communicator 4.76

Adobe® Acrobat® Reader™ 4.05

1. Insert the **VTech**® Desktop Software CD-ROM into the CD-ROM drive on your computer. Setup should start automatically.

2. If Setup does not begin automatically, on the Windows Start menu, click Run, and then type d:\autorun\autorun, where d is the letter assigned to the CD-ROM drive containing the **VTech®** Desktop Software CD-ROM.
3. A setup menu will be shown. Select the application you want to install.
4. Follow the on-screen instructions.
5. Click FINISH to complete the installation.
6. You may be prompted to restart your computer.

If Your Unit Doesn't Turn On or Stops Responding

If **Power Zone™ Plus Notebook** does not turn on when pressing the **POWER** button, or if **Power Zone™ Plus Notebook** suddenly stops responding, the batteries may need to be replaced or **Power Zone™ Plus Notebook** may need to be reset.

1. Before trying new batteries, press and hold the RESET button on the category selector. Use the tip of a paperclip, or a similar object without a sharp tip, to gently press the RESET button. The unit will shut down with a beep sound. Press the **POWER** button to turn on **Power Zone™ Plus Notebook** again.
2. Check your batteries. Make sure the batteries are fresh and installed properly.

Still Having Problems?

If the problem still persists, we encourage you to contact our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to assist you.

Before requesting support, please be ready to provide the information below:

- The name of your product or model no. (The model no is typically located on the back or bottom of your product.)
- The actual error message or problem you are receiving.
- The steps you took to arrive at the error message or problem.

Auto Shut-Off

If there is no input, **Power Zone™ Plus Notebook** will automatically shut off after several minutes. This is the product's Auto shut-off feature. After Auto shut-off, you will need to press the **POWER** button again. We recommend that you turn **Power Zone™ Plus Notebook OFF** when not playing with it. If **Power Zone™ Plus Notebook** is not going to be used for a long period of time, remove the batteries and unplug the Adaptor.

Chapter 4. Mouse, Keyboard and Cursor Control

Vibrating Mouse

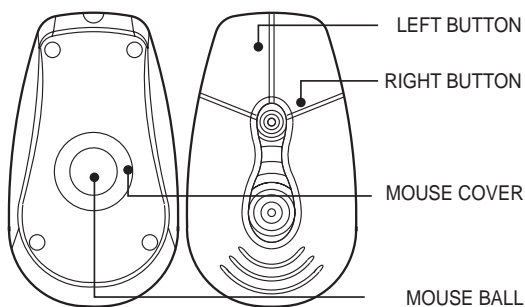
The vibrating mouse adds a new dimension of fun to the **Power Zone™ Plus Notebook**. To optimize the vibration effect, we recommend you to use a mouse pad when using the vibrating mouse. To turn the vibrating function off, go to the OPTIONS menu.

To use the mouse, push it in the direction that you would like the pointer on-screen to move. To move the pointer to the right side of the screen, push the mouse to the right. To move the pointer to the left side of the screen, push the mouse to the left. To move the pointer to the top of the screen, push the mouse away from you. To move the pointer to the bottom of the screen, pull the mouse towards you.

In most activities, pressing the left mouse button will have the same effect as pressing ENTER. And pressing the right button will have the same effect as pressing the ESC key.

Cleaning the Mouse

To clean the mouse, open the cover on the bottom of the mouse using a screwdriver. Once the cover is removed, the mouse ball should be taken out, and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should be cleaned with a dry cloth. Place the mouse ball back into the mouse. Place the cover back on the mouse, and then screw the cover back on.



Contrast Control



Adjust the image on screen by sliding the Contrast control to the right for higher contrast, and left for lower contrast.

Volume Control



Adjust the volume by sliding the Volume control to the right to raise the volume, and left to lower the volume.

Power Button

POWER



Turn **ON** your **Power Zone™ Plus Notebook** learning aid by pressing the POWER button on the category selector. Turn **Power Zone™ Plus Notebook OFF** by pressing the POWER button again.

Speed Scroller

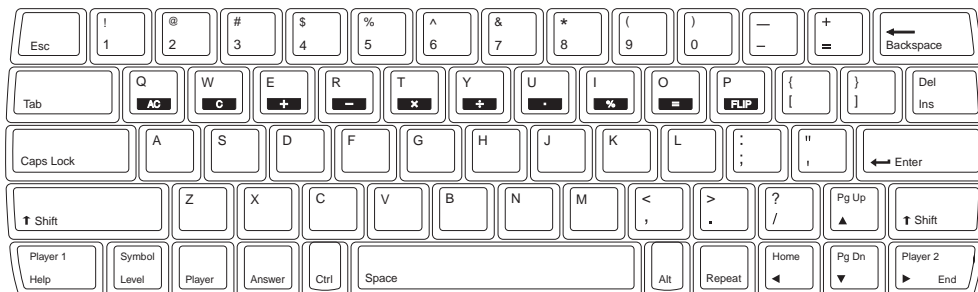


SPEED SCROLLER 

The Speed Scroller is used to scroll the screen up and down. When you press the Speed Scroller, it performs the same function as pressing ENTER on the keyboard.

Keyboard

The **VTech® Power Zone™ Plus Notebook** learning aid has a full alphanumeric keyboard with 65 keys.



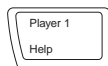
Special Keys

In addition to the alphanumeric keys, there are special function keys:



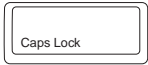
Esc key

The Esc key allows you to exit an activity. By repeatedly pressing the Esc key, you can go back to the main menu.



Help key

When you are not sure about the answer, press the Help key. Help will give you hints, but, at the same time, you will lose a chance to answer the question. Press this key to receive hints in some of the activities. In activities like Synonyms or Antonyms, Help will show one of the letters in the answers as a hint.



Caps Lock key

Press this key to make everything you type appear in capital letters without having to press the Shift key each time. Press once to activate this key. Press it again to release it.



Repeat key

Press this key to repeat the instruction and the question.



Answer key

Press this key to find the correct answer to a question. You will not receive points if this key is pressed.

Important!

In the 2-player mode, this key cannot be used during player one's turn.



Enter key

Press this key after choosing each answer so that **Power Zone™ Plus Notebook** can recognize your input.



Player key

Press this key to select the 1-player or 2-player mode in some activities with 2-player mode feature.



Level key

Press this key to select a level of difficulty. There are four levels with the first level being the easiest and fourth level being the most difficult. Levels can be changed at any time during an activity.



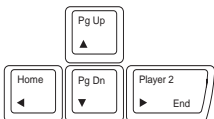
Symbol key

Press the Shift key and the Level key together to see a menu that contains several pages of symbols. Use the direction keys to select a symbol. Press the ENTER key or the left mouse button to confirm your selection.



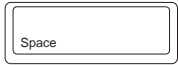
Backspace key

To correct an answer before it has been confirmed, or to delete the entry, press the Backspace key.



Direction keys

These four keys will move the cursor up, down, left and right.



Space bar

When typing, use this key to insert a space between words or numbers.



Player 1/player 2 keys

Press this key to select player 1 or player 2 to get the chance to answer the question first in the activities that have a 2-player mode.

Categories

There are 52 activities divided into four categories, they are Training, Entertainment, Challenge and Tools. There is a download category as well for you to access activities downloaded from your PC .

Main

Go directly to the Main Menu.

Category Buttons

Category buttons are available to go directly to the selected group activities for TRAINING, ENTERTAINMENT, CHALLENGE, TOOLS and DOWNLOAD.

E-mail

Access to the E-mail application. For details on the E-mail application, please refer to Chapter 7.

Sync

Synchronize the data between **Power Zone™ Plus Notebook** and your desktop computer. For details, please refer to Chapter 8.

File Transfer

Access to the File Transfer. Use File Transfer to select files that you want to upload to your computer.

Smart Card

Press this key to access the Smart Card (sold separately). Make sure a Smart Card is inserted properly into the Smart Card slot. For additional information, see the section Smart Cards.

Print Screen

Press this key to print the current screen.

Demo

Use the Demo key to demonstrate **Power Zone™ Plus Notebook's** activities. Pressing the Demo key at the Main Menu will demonstrate each of the activities and then return to the main menu. If the Demo key is pressed when in an activity, it will demonstrate that activity, then return control to the player.

Options

1. File Manager

File Manager allows you to view the files on the **Power Zone™ Plus Notebook** or RAM Smart Card (sold separately). The File Manager allows you to move and copy files between the **Power Zone™ Plus Notebook** and a RAM Smart Card. You can open a file or start a downloaded activity in File Manager. You can also rename files or delete files.

Important!

Formatting a RAM Smart Card will permanently erase all data stored in the card. Formatting **Power Zone™ Plus Notebook** will permanently erase all data stored on the main unit.

2. Auto/Manual

Choose between Manual Navigation and Auto Navigation in Training mode.

- In Auto Navigation, **Power Zone™ Plus Notebook** chooses questions from different Math, Word, Homework Lab and Trivia activities.
- In Manual Navigation, you can choose any activity you want to play.

3. Preferences

In Preferences, you can modify your own settings for the following features:

- Auto Scroll Speed
- Date Format
- Mouse Pointer
- Mouse Vibration
- Screen Saver
- Bubble Help Text

4. Sound Effects

This function allows you to change sound effects of certain events, or turn the sound off.

5. Background Music

This function allows you to turn the background music on or off.

6. Date & Time

Set the date, time and alarm clock.

Chapter 5. Description of Activities

Selecting Activities

1. Turn ON your **Power Zone™ Plus Notebook** learning product by pressing the POWER button.
2. Choose a category.
 - Press one of the Training, Entertainment, Challenge, Tools or Download buttons.
 - Use the mouse or Direction Pad to select a category on screen and press ENTER.
3. Select an activity, and then press ENTER.

Activities with Levels and 2-Player Mode

ACTIVITY	LEVEL	2-PLAYER MODE
All Word Games	1 - 4	YES
All Math Games	1 - 4	YES
All Trivia Games	1 - 4	YES
All Homework Lab	NO	YES
Clue Counter	1 - 4	NO
Quick Guess	NO	NO
Golf Game	1 - 4	NO
Lab Test 1	NO	NO
Lab Test 2	NO	NO
Typing Challenge	1 - 4	NO
Domino Crisis	1 - 4	NO
Picture Parts	NO	NO
Memory Block	1 - 4	NO
All Challenge Games	NO	NO
All Tools	NO	NO

Status Indicators

Most activities have two status indicators that appear on screen. The status of the activity, including player, time remaining, number of chances remaining, score and level are shown at the top of the screen. The status bar at the bottom shows the current date and time. To view the status indicators, move the mouse pointer to the top or bottom of the screen.

Training Zone

Training Zone has two playing modes: Auto-Navigation and Manual-Navigation.

Auto-Navigation

Auto-Navigation includes 3 different training applications; each application combines activities from different categories. Activities in this zone are Word Games, Math Games, Trivia Games and Homework Lab. Training Zone randomly selects a question, but you can still select the type of question by controlling where the spaceship docks on screen.

Power Zone™ Plus Notebook will keep the top 5 scores of each training application. When your score is higher than one of the top 5 scores, you will be asked to enter your name and your name will be stored on **Power Zone™ Plus Notebook**.

Manual Navigation

Activities are divided into Word Games, Math Games, Trivia Games and Homework Lab. You can choose the activity you want to play.

Important!

The default setting is Auto-Navigation. To change the default mode, go to the Options screen, then select the Auto/Manual option.

Word Games

Spelling

An animation of a word and a clue letter will appear on screen. Guess the word, type the word correctly, and then press ENTER.

Analogies

A sentence will be displayed with one word missing. Two words will scroll across the screen. Select the word that fits the meaning of the sentence. When the correct answer appears on screen, press ENTER.

Idioms

An idiom is an accepted phrase that does not have a literal meaning. Idioms are a fun part of the English language. An idiom will be displayed. Two multiple choice answers will appear. Choose the most appropriate word or phrase that fits the meaning of the idiom. When the correct answer appears on screen, press ENTER.

Sentence Shuffle

A sentence will be shown with its words in random order. You will be asked to reconstruct the sentence by selecting and moving words.

There are two ways to select a word:

1. To select a word with the mouse, move the pointer to the desired word and press the left mouse button.
2. To select a word using the keyboard, move the cursor to the desired word and press ENTER.

There are two ways to move a word:

First, select a word, then use one of the steps below.

1. To move a word with the mouse, move the pointer to the desired location (space between two words) and press the left mouse button.
2. To move a word with the keyboard, press the left or right arrow keys to move the selected word to the desired location and press ENTER. Once you have completed the sentence, click the Confirm icon.

Sound Alike

A sentence will be displayed with one word missing. Two words with the same pronunciation will scroll across the bottom of the screen. Select the word that fits the meaning of the sentence. When the correct answer appears on screen, press ENTER.

Antonyms

A word will be shown. Use the clues to guess the word that has the opposite meaning of the given word. Type the word, and then press ENTER.

Synonyms

A word will be shown. Use the clues to guess the word that has the same meaning of the given word. Type the word, and then press ENTER.

Parts of Speech

A sentence will be displayed on screen and **Power Zone™ Plus Notebook** will ask you to find the correct part of speech, such as a noun or a verb, in the given sentence. Pick the best word for the answer by using the mouse or the Direction keys and press ENTER.

Grammar Quiz

A sentence will be displayed with one word missing. Three multiple choice answers will be shown at the bottom of the screen. Select the correct answer, and then press ENTER to confirm.

Math Games

Addition

An addition problem will appear on screen. Input the correct answer using the number keys, and then press the ENTER key. Press the FLIP button on the keyboard or click the Flip icon on screen to switch the equation between vertical and horizontal format.

Subtraction

A subtraction problem will appear on-screen. Input the correct answer using the number keys, and then press the ENTER key. Press the FLIP button on the keyboard or click the Flip icon on screen to switch the equation between vertical and horizontal format.

Multiplication

A multiplication problem will appear on screen. Input the correct answer using the number keys, and then press the ENTER key. Press the FLIP button on the keyboard or click the Flip icon on screen to switch the equation between vertical and horizontal format.

Division

A division problem will appear on screen. Input the correct answer using the number keys, and then press the ENTER key. Press the FLIP button on the keyboard or click the Flip icon on screen to switch the equation between vertical and horizontal format.

Basic Math Fun

An addition, subtraction, multiplication or division problem will appear on screen. Input the correct answer using the number keys, and then press the ENTER key. Press the FLIP button on the keyboard or click the Flip icon on screen to switch the equation between vertical and horizontal format.

Algebra Attack

An algebra question will appear on screen. Find the value of the unknown number "x". Input the correct answer using the number keys, and then press ENTER.

Geometry

A figure will appear on screen.

In level 1, you will be asked how many sides are in the given figure.

In level 2, you will be asked to find the area of the given figure.

In levels 3 and 4, you need to find the perimeter or unknown of the given figure.

Input the correct answer using number keys, and then press the ENTER key.

Common Multiple

A question and three answers will be shown. Find the lowest common multiple from the choices. Click the left mouse button or press the ENTER when the correct answer appears on screen.

Factor

A question and three answers will be shown. Find the greatest common factor from the choices. Click the left mouse button or press ENTER when the correct answer appears on screen.

Math Challenge

Power Zone™ Plus Notebook will challenge you with random questions from Algebra Attack, Geometry, Common Multiple and Factor.

Story Problem

A math problem will appear. Choose the best answer from the choices given, and then press the ENTER key.

Trivia Games

Sports

This game tests your knowledge on a variety of sports. Pick the correct answer from the choices given. Press ENTER when the correct answer appears on screen.

Geography

This challenging trivia game tests your knowledge of Geography. Pick the correct answer from the choices given. When the correct answer appears on screen, press ENTER.

History

This challenging trivia game tests your knowledge on World History. Pick the correct answer from the choices given. When the correct answer appears on screen, press ENTER.

Strange Trivia

This game tests your knowledge of a variety of strange and mysterious events. Pick the correct answer from the choices given. When the correct answer appears on screen, press ENTER.

Homework Lab

German Tester

In this activity you will be tested on the German words and phrases from the German Translator activity.

French Tester

In this activity you will be tested on the French words and phrases from the French Translator activity.

Spanish Tester

In this activity you will be tested on the Spanish words and phrases from the Spanish Translator activity.

Entertainment

Lab Test 1

In this activity, you can view simulations of interesting physical & chemical phenomena. You can conduct the tests yourself. Information for each experiment includes Materials, Procedure & Results, Explanation and Simulation in the activity.

Lab Test 2

In this activity, you can view additional simulations of interesting physical & chemical phenomena.

Quick Guess

An object is hidden in one of three given balls. The balls will move positions. Look carefully. When the balls stop moving, click on the ball that you think holds the object.

Domino Crisis

Place flying domino numbers together. To clear domino numbers, like numbers have to be placed together in an amount equal to the domino. For example: To clear a domino with the number two, you have to place two dominoes with the number two together. To clear a domino with the number three, you have to place three dominoes with the number three together. Move the dominoes up and down by pressing Up and Down. Hold the Right arrow key to make the dominoes move faster. Press ENTER, Flip key or press the Space bar to rotate the dominoes.

Memory Block

A game of concentration and memory, this activity challenges your ability to find all of the matching pairs of blocks with a minimum number of guesses.

Golf

Play eighteen holes on **Power Zone™ Plus Notebook's** own golf course. Use the Direction keys to adjust the direction of the ball, and then press ENTER to go to the tee.

Next, you have to control the power of your swing. At the top of the screen is the Power bar. Press ENTER when the bar is at its maximum (farthest to the right) for a powerful swing. For lighter strokes, wait until the bar is at its minimum.

Picture Parts

Choose a hairstyle and outfit for the model on screen. To choose different styles, press the four directional arrow keys on the keyboard or use the mouse to click the icons on screen.

Typing Challenge

Words will drop from top of the screen to the bottom. Type as fast as you can. If more than 5 words are missed, the game is over. At the end of the game, **Power Zone™ Plus Notebook** will tell you the speed and accuracy of your typing.

Clue Counter

Clue Counter is a challenging and fun word puzzle game. The object of the game is to guess the word or topic using the fewest number of word clues before time runs out.

There is only one correct answer. You can keep guessing until time runs out. When the timer reaches zero, you won't score any points, but advance to the next word or topic.

The number of blank spaces on screen represents the number of letters in each guess word. One letter will be given as hint. 7 clue words will appear on screen one by one. Guess the word according to these clues, and press the ENTER key. You have 9 chances to guess the correct answer.

Challenge

Mind Challenge

These challenging problems require you to think in new ways. Choose the correct answer in the test. Pick the correct answer from the choices given. When the correct answer appears on screen, press ENTER.

BioRhythm

Enter your birthday to see how your days look ahead. Will you have a lot of energy? Will you be able to concentrate? To see the graphs for each state, click the corresponding icon. To see an explanation, click the "?" icon. (This activity is for entertainment purposes only).

Tools

Calendar

Power Zone™ Plus Notebook will display a monthly Calendar. You can view any month between 1900 to 2099. Extra functions such as Print, Mark Holiday and Daily Planner are available. The Mark Holiday function is used to set or clear any day as a holiday. The Print icon is used to print out the current Calendar. Click Daily Planner to open the Daily Planner.

Daily Planner

Daily Planner helps you keep track of special events, parties, and exams. You can use Daily Planner any time you want to keep track of an event that you need to remember.

Click on New to schedule a new event, and then complete each of the fields on-screen. If you want **Power Zone™ Plus Notebook** to remind you of the event, click the Alarm icon. Events will be saved automatically.

Edit allows you to edit an existing event.

Delete will erase an existing record.

Last day and Next day let you view events on Yesterday and the Tomorrow. To view events in the same day, click the Last Record/Next Record icon on the right of the screen.

Purge Events allows you to remove all of your old records in one function.

Address Book

This application helps you keep track of your friends and family. The Address Book has the following functions: New, Edit, Search, Alarm and Delete.

New lets you create new address.

Edit allows you to edit the existing addresses.

Search helps you find a record using a Name, Phone number or E-mail address.

Alarm will remind you of a friend's birthday.

Delete allows you to erase unused addresses.

To view the last address or the next address, click the Last record or Next record icon.

Money Manager

This application helps you learn the basics of money management. With Money Manager, you can track your money transactions. The Money Manager activity has four functions: New, Edit, Delete and Print. Icons that appear along the top left corner of the screen represent these functions.

New lets you create new transactions.

Edit allows you to edit the existing transactions.

Delete allows you to erase transactions.

Print lets you print transactions.

Word Processor

The **Power Zone™ Plus Notebook** includes one of the most important applications found in personal computers – a word processor. With the word processor, you can create, edit, and save documents. With the VT-41 printer (sold separately) you can print the documents you create.

The word processor has seven menu icons at the top of the screen. Each of these menus has a list of functions to choose. The menus and their functions are explained below.

File

New

Select New from the FILE menu to create a new file. If you select New while you are already working on a file, you will be asked if you want to save the current file first. If you choose Y, a screen will prompt you to input a filename. If you choose N, the current file will be replaced with the new file.

Open

Select Open from the FILE menu to display all the files in the Main Unit or RAM Smart Card (sold separately). Select the file you want to open and press the ENTER key or the left mouse button.

Save

Saving a file is a very important option in the Word Processor because if you forget to save the file, you will not be able to view or edit the file later. In order to save a file, select Save from the FILE menu. A Save screen will appear. Type a name for the file, and then press the ENTER key to save the file. The file name cannot exceed 8 characters.

Delete

To permanently erase a file, select Delete from the FILE menu. Select the file you want to delete, and then press the ENTER key or left mouse button.

Send E-mail

Send the current file as an e-mail message.

Edit

Copy	Copy a block of text
Cut	Cut a block of text
Paste	Paste a block of text

Most simple editing can be accomplished by using the Backspace and the Del/Ins keys. When you need to change larger sections or blocks of text, use the block editing features. The EDIT menu is for editing blocks of text.

Defining a Block

The first step in block editing is to define a block of text. To define a block, left-click on the character at the start of the block, and then drag the mouse to the end of text, while holding down the left mouse button. You can also press the SHIFT key and the arrow keys to define a block.

Cutting a Block

To cut a block of text, first define the block. Next, select Cut from the EDIT menu. The block will be removed from its current position and will be placed in memory. You can now paste the block in any location in the document.

Copying a Block

To copy a block of text, first define the block. Next, select the Copy icon from the EDIT menu. The block will be placed in memory. You can now add a copy of the block into any position within the text.

Pasting a Block

After you have used the Cut or Copy option, move the cursor to the position where you want the block of text to be pasted. Select the Paste icon from the EDIT menu and the last block of text you defined will be pasted to the selected location.

Tools

Spell Check

To check the spelling of a word, move the cursor to the beginning of the word and select Spell Check from the TOOLS menu. If the word does not appear in the Spell Checker, Spell Check will give you a list of possible words for reference. To replace a word, click on one of the words suggested by Spell Check. Press the Esc key to return to the document.

Symbols

Select Symbols from the TOOLS menu to display a menu of characters and symbols. Use the direction keys to choose a symbol and press the ENTER key or the left mouse button to confirm. Press the Esc key to return to the document.

Font

Regular

Define a block of text and select Regular from the FONT menu. The font of the text will be changed to Regular.

Bold

Define a block of text and select Bold from the FONT menu. The font of the text will be changed to Bold.

Italic

Define a block of text and select Italic from the FONT menu. The font of the text will be changed to Italic.

Clip Art

Picture

Select Picture from the CLIP ART menu to view a list of pictures. Press the Up/Down arrow keys or click the Up/Down icon to choose a picture, and then click the Confirm icon to confirm. The picture will be inserted into the document.

Border

Select Border from the CLIP ART menu to view a list of borders. Choose a border by clicking the left mouse button. The border will be inserted into the document.

Print

The Print function that appears in the PRINT menu is used to print documents directly from the **Power Zone™ Plus Notebook**. In order to use the print feature, you must connect the **VTech® VT-41** printer (sold separately) to the **Power Zone™ Plus Notebook**. It is always a good idea to save your files before printing. Select Print from the PRINT menu to print the selected file.

With the **VTech®** Desktop Software's Printer Agent and Sync cable connected, you can print files using the PC's printer.

Important!

For information on purchasing the **VTech® VT-41** printer, call our Customer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada. A service representative will be happy to help you.

Help

ShortCut Key Table

File	New	Ctrl + N
	Open	Ctrl + O
	Save	Ctrl + S
	Delete	Ctrl + L
Edit	Copy	Ctrl + C
	Cut	Ctrl + X
	Paste	Ctrl + V
Tools	Symbols	Ctrl + Y
Fonts	Regular	Ctrl + D
	Bold	Ctrl + G
	Italic	Ctrl + I
Clip Art	Picture	Ctrl + M
	Border	Ctrl + B
Print	Print	Ctrl + P

Test Trainer

In this activity you can create your own quizzes. Input your own questions and answers in DATA mode. Go to TEST mode to quiz yourself on the questions you have entered.

Conversion Pad

This activity helps you with basic metric and imperial unit conversion. The screen will display categories such as speed, time, and weight, etc. Select a category, a starting unit of measurement, input a value, and then choose a new unit of measurement, click the Confirm icon to converse.

Calculator

This is an eight-digit fully functional calculator for addition, subtraction, multiplication and division. Move the cursor to click calculator buttons or use the keys from the keyboard to perform a calculation. Please press the AC button to clear the calculator before carrying out each calculation.

Logo

Logo is a standard computer programming language for beginners. **Power Zone™ Plus Notebook** can understand basic Logo programming commands. There are many books available that teach Logo programming. Visit your local library or bookstore for additional information on finding books about Logo programming.

Logo is a programming language that can be used to teach your PC to do some new things. One thing Logo can teach your PC is how to draw pictures. This system of drawing is called Turtle Graphics. To view the built-in samples divided into Logo Beginner, Logo Intermediate & Logo Advanced, click Example icon.

Commands

Instructions to the Turtle are called commands. Each command begins with a key word telling the Turtle what to do. For example, "forward" is a command that tells the Turtle to move forward; "right" is a command that tells the Turtle to turn to the right. Often, commands will require additional information. For example, how far forward the Turtle should go. For example, "forward 10" tells the Turtle to move forward 10 Turtle steps; "right 90" is a command that tells the Turtle to turn 90 degrees (a quarter turn) to the right. If additional information is required for a command, it must appear immediately after the command, separated from the command by a space.

In the home position, the Turtle, represented by a triangle, sits at the center of the screen pointing straight up. This location is indicated with the pair of numbers (0,0). The first number of this pair indicates how far left or right the Turtle is from the center of the screen; it is also called the x-coordinate. The second number indicates how far up or down the Turtle is from the center of the screen; it is also called the y-coordinate. For example, the pair (10, -5) indicates that the Turtle is 10 steps to the right and 5 steps below the center of the screen.

Routines

Additional commands can be created by defining new Logo routines. For example, here is a Logo routine to tell your PC how to make a square:

The title "to square" – should be indented way as well as the final line "end". The command lines should be single-spaced. Also if possible we would like all the examples to appear in fixed pitch font Example:

```
to square
forward 10
right 90
forward 10
right 90
forward 10
right 90
forward 10
right 90
end
```


Drawing a square consists of going forward and turning right four times. This can be written more concisely using a repeat command:

```
to square
  repeat 4 [forward 10 right 90]
end
```

The repeat command has two sets of additional information or input - a number indicating the number of times to repeat the command ("4") and the list of commands to be repeated "[forward 10 right 90]". Once this routine is defined, one need only to write "square" and Logo will draw a 10-step square at the current Turtle location.

This routine can draw squares of only one size. To enable it to draw squares of varying sizes, define the command with an input:

```
to square :n
  repeat 4 [forward :n right 90]
end
```

This command contains additional information or input ":n" which indicates the variable size of the square. Once this routine is defined, one can write "square 5" to have Logo draw a 5-step square at the current Turtle location. "square 10" will Logo draw a 10-step square, "square 15" will Logo draw a 15-step square, and so on.

A routine to draw an equilateral triangle is as follows:

```
to triangle :n
  right 30
  repeat 3 [forward :n right 120]
  left 30
end
```

After the routines for a square and a triangle have been defined, a routine to draw a simple house can be made from a square with a triangle on top:

```
to house      :n
  square      :n
  forward     :n
  triangle    :n
  back        :n
end
```

Variables

Logo can interpret a string of characters in four ways:

1. Numeric value

The strings "123" and "25.6" are recognized as numeric values.

2. Command

The strings "square" and "triangle", when created in the routines defined above, are recognized as commands.

3. Text

To print the word "house", if one writes print house, Logo sees the word "house" as a command. To enable Logo to treat the word "house" as text, there must be double quote marks placed immediately before it. It also can be written as print "house".

4. Variable name

Placing a colon ":" before a word enables Logo to read the word as a variable. In the example above, "forward :n" enables Logo to read ":n" as a variable and use it as input to the command "forward."

1. Drawing Commands

forward	(fd)	n	turtle goes forward N steps.
back	(bk)	n	turtle goes back N steps.
left	(lt)	n	rotate the turtle left (counterclockwise) N degrees.
right	(rt)	n	rotate the turtle right (clockwise) N degrees.
setx		n	turtle goes to X = N coordinate.
sety		n	turtle goes to Y = N coordinate.
setxy		x y	turtle goes to (x,y) coordinate.
setheading	(seth)	n	turn the turtle N degrees (clockwise) from the straight up position.
setpc		n	set pen color to N(N = 0,1). (0=white, 1=black).
setbg		n	set background color to N(N = 0, 1). (0=white, 1=black).
pencolor	(pc)		get current color N of pen(N=0,1). (0=white, 1=black).
background	(bg)		get current background color N(N=0, 1). (0=white, 1=black).
penup	(pu)		put the turtle's pen up. When the turtle moves, it does not draw a line.
pendown	(pd)		put the turtle's pen down and draws a line when the turtle moves.(default status)
showturtle	(st)		make the turtle shape visible.(default status)
hideturtle	(ht)		make the turtle shape invisible.

home		move the turtle to the center of the screen, points the turtle straight up (HEADING 0), but does not clear the graphics screen or alter the pen state.
clearscreen	(cs)	erase the graphics screen, returns the turtle to the center of the screen, and sets the turtle's heading to 0. CLEARSCREEN does not affect the pen state or screen colors.
xcor		output the X coordinate of the turtle.
ycor		output the Y coordinate of the turtle.
heading		output the turtle's degree.
turtlestate	(ts)	output 4 turtle properties: pen down? turtle visible? background color pen color
wrap		make the turtle remain inside the graphics window no matter how large a movement command is given. Any time the turtle moves off the window borders, it wraps around the window and reappears on the opposite edge.
window		remove the boundaries from the turtle's field of movement. If the turtle moves beyond the borders of the graphics window, it continues to move, but cannot be seen.
fence		prevent the turtle from moving beyond the edge of the graphics window. If you try to move the turtle off the window, it does not move and Logo displays a message.

2. Mathematics Commands

abs	n	output the absolute value of its input.
arctan	n	output the arctangent of its input.
cos	n	output the cosine of its input.
expn	n	calculate the natural base e (2.71828...) raised to the power specified by its input.
int	n	output the integer portion of its input by removing the decimal portion, if any. No rounding occurs.
log	n	output the natural logarithm of its input.
log10	n	output the base 10 logarithm of its input.
product	m n	output the product of its inputs. PRODUCT expects two inputs, but will accept more if it and all its inputs are enclosed in parentheses.
quotient	m n	output the result of dividing the first input by the second input.

random		n	output a randomly selected number from 0 through its input.
remainder		m n	output an integer which is the remainder of dividing the first input by the second.
round		n	output the number rounded to the nearest integer.
sin		n	output the sine of its input.
sqrt		n	output the square root of its input.
sum		m n	output the result of adding its inputs. SUM expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.

3. Word & List Commands

first		n	output the first element of its input.
last		n	output the last element of its input.
butfirst	(bf)	n	output all but the first element of its input
butlast	(bl)	n	output all but the last element of its input
word		m n	output a word made up of its inputs. WORD expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.
sentence	(se)	m n	output a list made up of its inputs. SENTENCE expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.
list		m n	output a list composed of its inputs. LIST expects two inputs, but can accept more if it and its inputs are enclosed in parentheses.
firstput	(fput)	m n	output an object which is created by putting the first input at the beginning of the second input.
lastput	(lput)	m n	output a new object which is created by placing the first input at the end of the second input.

4. Logical Commands

and		m n	accept one or more inputs which must be either TRUE or FALSE. output TRUE if inputs true; otherwise, output FALSE.
not		n	output TRUE if input false; otherwise, output FALSE.
or		m n	output FALSE if all of its inputs are false; otherwise, it outputs TRUE. OR accepts one or more inputs which must be either TRUE or FALSE.

5. Other Commands

edit	n	enter the Logo editor and open an edit window.
load	n	transfers the contents of the file specified by its input from the disk to the workspace.
save	n	save the contents of the workspace to a file on the disk.
open	n	open a device. If the specified file or device does not exist, OPEN outputs FALSE.
close	n	close a device.
print	n	print its inputs to the output stream.
type	n	print its inputs on-screen, and the prompt appears after the last character printed.
thing	n	output the value associated with the variable named in the input.
pause		temporarily halt the execution of a procedure.
wait	n	insert a pause before the next instruction is run. The length of the pause is the input to WAIT times 1/20 of a second.
readchar	(rc)	output the first character from the input stream. If no character is waiting to be read, READCHAR waits for input from the keyboard.
readword	(rw)	output in the form of a word from the input stream. If no line is waiting to be read, READWORD waits for input from the keyboard.
readlist	(rl)	output in the form of a list from the input stream. If no line is waiting to be read, READLIST waits for input from the keyboard.
cleartext	(ct)	clear output window content.
pots		print the titles of all you defined procedures. POTS stands for "Print Out Titles".
erase	(er) n	remove the definition of its input from the workspace. The input to ERASE must be a procedure name.
eraseall	(erall)	remove all procedures and variables from the workspace.

6. Flow control Commands

if <condition> then [commands]	The <condition> must result in a value of either TRUE or FALSE. If the <condition> is TRUE then the commands in [commands] are executed.
if <condition> then [commands1] else [commands2]	If <condition> is TRUE then the commands else [commands2] in [commands1] are executed. Otherwise the commands in [commands2] are executed.

label <label>	This command marks a location in the application so execution of LOGO commands can be started or resumed at this point with a GO command.
go <label>	<label> must be a label defined elsewhere in the application with a LABEL command. The GO command causes command execution to jump to the location of the LABEL command with the corresponding <label>.
repeat<count> [commands]	<count> must be an integer. The commands in [commands] are executed <count> times. REPEAT commands can be nested (i.e.: the [commands] part may contain REPEAT commands).
while <condition>[commands]	<condition> must be TRUE or FALSE. If it is TRUE, the commands in [commands] are executed. If it is still TRUE, the [commands] are executed again and again until<condition> is FALSE.
to <name> <inputs>	This is the command to create a new command in LOGO. For example "TO SQUARE : N" would create a new command called SQUARE with one input.
end	This must be the last line in any new command description.
make	MAKE defines a variable using the name of the first input and assigns the second input as the value of that variable. Once you have created the variable, you can get its contents by using : name. Think of the colon (:) as "the value of name".
stop	STOP makes Logo halt execution of the current procedure and return to the calling procedure.
output (op)	make its input the output of the procedure. OUTPUT can only be used within a procedure. After the object of OUTPUT is run, control returns to the calling procedure or to top level.

File Transfer

This activity allows you to transfer files from the **Power Zone™ Plus Notebook** to the PC.

German Translator

This activity will help you learn German phrases and vocabulary words. You will be introduced to simple German words and phrases.

French Translator

This activity will help you learn French phrases and vocabulary words. You will be introduced to simple French words and phrases.

Spanish Translator

This activity will help you learn Spanish phrases and vocabulary words. You will be introduced to simple Spanish words and phrases.

Spell Checker

This activity is used to check the correct spelling of words. Type a word you want to check and press ENTER. If the word is spelled correctly, **Power Zone™ Plus Notebook** will advise you that the word is correct. If the word is spelled incorrectly, **Power Zone™ Plus Notebook** will offer you a suggested list of words. If the word is not in the database it will advise you that the word cannot be found.

Chapter 6. Smart Cards

The curriculum in the **Power Zone™ Plus Notebook** is expandable with **VTech®** Smart Cards (sold separately). There are two types of Smart Cards.

1. Data Smart Cards are packed with hundreds of entertaining trivia questions.
2. Memory Smart Cards expand the memory of the **Power Zone™ Plus Notebook**. You can save files from the **Power Zone™ Plus Notebook** to a Memory Smart Card.

Important!

For information on purchasing Smart Cards, call our Customer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada. A service representative will be happy to help you.

To use a Smart Card, follow these steps:

1. Turn **Power Zone™ Plus Notebook OFF**.
2. Insert a Smart Card, with the label facing up, into the Smart Card slot.
3. Turn **Power Zone™ Plus Notebook ON**.
4. Press the SMART CARD button on the keyboard to access the Smart Card.

Chapter 7. E-mail

E-mail, or Electronic Mail, allows you to send and receive messages via the Internet. It is one of the most widely used aspects of the Internet.

Important!

The **Power Zone™ Plus Notebook** E-mail application and **VTech®** Desktop Software E-mail Agent are compatible only with POP3/SMTP E-mail accounts. The E-mail application is not compatible with web-based E-mail accounts. If you are not sure what type of E-mail account you have please contact your Internet Service Provider (ISP) or the provider of your e-mail service.

Important!

The E-mail application only supports text E-mail messages. You cannot receive or send any attachments or graphics.

Important!

If a Memory Smart Card is inserted into the Smart Card Slot, all messages will be saved to the Memory Smart Card. To save messages to the main unit, remove any Smart Card from the Smart Card Slot.

Using E-mail

The **Power Zone™ Plus Notebook** can send and receive E-mail through two methods. The first method is through a **VTech®** Modem (sold separately). If you do not have a **VTech®** modem, you can use the **VTech®** Desktop Software's E-mail Agent, and a PC connected to the Internet.

Using E-mail From Your Power Zone™ Plus Notebook With the VTech® Modem

The **Power Zone™ Plus Notebook** can send and receive E-mail when connected to a **VTech®** modem (sold separately). If you already have a **VTech®** modem, it may require an additional connection cable. For information on purchasing a **VTech®** modem or obtaining a connection cable, call our Customer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada. A service representative will be happy to help you.

Connecting the VTech® Modem to Power Zone™ Plus Notebook

Power Zone™ Plus Notebook only supports the **VTech®** modem. Follow the steps below to properly connect the **VTech®** modem to the **Power Zone™ Plus Notebook**.

1. Make sure both the **Power Zone™ Plus Notebook** and the modem are turned **OFF**.
2. Locate the serial port on the **Power Zone™ Plus Notebook**.
3. Use the connection cable to connect the **VTech®** modem to the serial port on the **Power Zone™ Plus Notebook**. If you already have a **VTech®** modem, it may require an additional connection cable.
4. Plug an available telephone line to the phone line port of the **VTech®** modem.
5. Connect the power adaptor to the **VTech®** modem, and then plug in the power outlet.
6. Turn **ON Power Zone™ Plus Notebook** and the modem.
7. Press the E-mail button on the keyboard.

First-Time Users: Configuring the Power Zone™ E-Mail Application

Important!

The **Power Zone™ Plus Notebook** E-mail application and **VTech®** Desktop Software E-mail Agent are compatible only with POP3/SMTP E-mail accounts. The E-mail application is not compatible with web-based E-mail accounts. If you are not sure what type of E-mail account you have please contact your Internet Service Provider (ISP) or the provider of your e-mail service.

1. Before configuring the Power Zone™ E-mail application, make sure you have your POP3/SMTP E-mail information ready. If you do not have the required information, please contact your Internet Service Provider for assistance. You should have the following information on hand:
 - ISP User Name and Password
 - Your E-mail name (For example, if your e-mail address is alan@vtech.com, then your E-mail name would probably be alan.)
 - Your E-mail password
 - Phone number you dial to connect to your ISP. You can add up to three different phone numbers.
 - DNS Domain(the DNS domain appears after the @ in your e-mail address. For example, the DNS domain for the address alan@vtech.com is vtech.com)
 - Primary DNS IP
 - Secondary DNS IP
 - Outgoing Mail (SMTP) server
 - Incoming Mail (POP3) server
 - Reply E-mail Address
2. Press the E-mail button on the **Power Zone™ Plus Notebook** keyboard, to open the E-mail application. The first time you enter the E-mail application, a pop-up box will appear asking for your POP3/SMTP E-mail information. Complete each field.
3. If you want to leave your messages on your ISP's E-mail server, click on the box.
4. After configuring the Power Zone™ E-mail application, you can begin writing E-mail. See the section, Using the Power Zone™ E-mail Application for additional information.

Using VTech®'s E-mail Agent and PC with your Power Zone™ Plus Notebook

If you do not have a **VTech®** modem, you can use the **VTech®** Desktop Software's E-mail Agent and an Internet connected computer to send and receive E-mail from your **Power Zone™ Plus Notebook**.

1. Make sure the **Power Zone™** E-mail application is properly configured. See the section, Configuring the Power Zone™ E-mail Application for additional information.

2. You can write E-mail messages on your **Power Zone™ Plus Notebook**. Place all completed E-mail messages in the **Power Zone™ Plus Notebook's** Outbox.
3. Make sure the **VTech®** Desktop Software is properly installed and running on your Internet-connected computer. See the section, Installing the **VTech®** Desktop Software for additional information.
4. Make sure the **VTech®** E-mail Agent is properly installed and configured, and running on your Internet-connected computer. The E-mail Agent is automatically installed when you install the **VTech®** Desktop Software. See the section, Configuring the E-mail Agent for additional information.
5. Make sure your computer's Internet connection is active.
6. Make sure your **Power Zone™ Plus Notebook** is properly connected to your computer. See the section, Sync Cable Connection for additional information.
7. When everything is ready, press the SYNC button on the **Power Zone™ Plus Notebook**. Synchronization between your **Power Zone™ Plus Notebook** and your E-mail will then start.

The VTech® Desktop Software E-mail Agent and Sync

The **VTech®** Desktop Software E-mail Agent can be activated and E-mail messages can be sent and received as part of the normal Sync process. During Sync:

- Messages in the Outbox folder on your **Power Zone™ Plus Notebook** are transferred to your computer, and then sent out through the E-mail Agent.
- Incoming messages are copied from the Inbox of the E-mail Agent on your computer to the Inbox on your **Power Zone™ Plus Notebook**.

First-Time Users: Configuring the VTech® Desktop Software E-mail Agent

Important!

The **VTech®** E-mail Agent is a mail transfer program only. You cannot view or edit E-mail using the **VTech®** E-mail Agent.

E-mail Agent retrieves and saves the messages as files on the PC, and then deletes them on the server. The E-mail Agent cannot sync with other PC E-mail applications.

Before configuring the **VTech®** E-mail Agent, make sure you have the following information ready. If you do not have the required information, please contact your Internet Service Provider for assistance. You will need to know:

- Your E-mail name (For example, if your e-mail address is alan@vtech.com, then your E-mail name would probably be alan.)

- Your E-mail password
- Outgoing Mail (SMTP)
- Incoming Mail (POP3)

After configuring the **Power Zone™ E-mail** application and **VTech®** Desktop Software E-mail Agent, you can begin writing E-mail. See the section, Using the **Power Zone™ E-mail** Application for additional information.

Using the Power Zone™ E-mail Application

The Mailbox

When you enter the **Power Zone™ E-mail** application, you will see your Mailbox. Your Mailbox is divided into three smaller boxes: Inbox, Outbox and Draftbox. Click on a box to open it. The number that appears in each box is the number of E-mail messages in that box.

- The Inbox is where you will find all of the E-mails that have been sent to you.
- The Outbox is where you place E-mails that are ready to be sent.
- The Draftbox is where you store unfinished E-mail messages. Messages in the Draftbox will automatically be deleted after they have been sent.

The Menu Bar

The menu bar at the top of the screen lets you access different E-mail Functions. The E-mail application will only show the available functions at the moment. So you may not see all the functions at one time.

Using the Menu Bar

To open a menu, click on the menu name. The functions available will be displayed. To select a function, left-click on it.

Viewing Additional Menus

To view additional menus, click on the extension icon at the upper-left or upper right hand corner of the screen.

Writing E-mail

To begin writing a new message:

1. Select New from the Message menu. This will open up a new E-mail message.
2. The first field that appears is the To field. In this field, you will need to enter the E-mail address where you would like the message sent. Click on the To button at the left-hand side of the screen to enter an E-mail address.
3. To enter more than one E-mail address, repeat step 2. To continue, press the TAB key on the keyboard.

4. The next field to appear is the cc field. In this field, you can enter additional E-mail addresses where you would like the message sent. Click on the cc button at the left-hand side of the screen to enter an E-mail address. If you do not want to send your message to additional E-mail addresses, you can leave this field blank. To continue, press the TAB key on the keyboard.
5. The next field to appear is the Subject field. In this field, you can enter the topic of your message. You can leave this field blank if you do not want to enter a subject. To continue, press the TAB key on the keyboard.
6. The next field to appear is the Body field. This is where you will write your message.
7. At this point, you can:
 - Save your E-mail as a draft for later editing.
 - Send your E-mail to the Outbox.
 - Send your E-mail immediately (if you have a **VTech®** modem)

Saving E-mail as a Draft

1. When you are writing or editing an E-mail you can save it for later editing in the Outbox. From the Message menu, click on Save as Draft.
2. To open the message, go to the Draftbox and click on the message.

Sending Your E-mail to the Outbox

There are two cases when you will need to send E-mail to the Outbox:

- If you are using the **VTech®** E-mail Agent to send and get messages.
- If you are using a **VTech®** modem, and want to send all of your messages at one time.

To send an E-mail to the Outbox, from the Send to Outbox icon, click on Send to Outbox.

Sending and Getting E-Mail with a VTech® Modem

1. Make sure your **Power Zone™ Plus Notebook** is properly connected to the **VTech®** modem.
2. Make sure the **Power Zone™** E-mail application is properly configured to connect to your ISP and POP3/SMTP E-mail account.
3. Make sure your modem is turned on and connected to a phone line.
4. From the Send/Get Mail menu, click on Send/Get mail.
5. **Power Zone™ Plus Notebook** should begin connecting to your ISP.
6. Messages in your Outbox will automatically be sent.
7. Incoming messages will be placed in your Inbox.

Sending and Getting E-Mail with the VTech® Desktop Software E-mail Agent

1. Make sure your **Power Zone™ Plus Notebook** is properly connected to your computer.
2. Make sure the VTech® Desktop Software E-mail Agent is properly configured with the correct POP3/SMTP E-mail account information, and the Sync action is set to "Enable".
3. Make sure your computer is turned on and connected to the Internet.
4. Make sure the Sync Manager is running.
5. Press Sync button on the **Power Zone™ Plus Notebook**.
6. Messages in your Outbox will automatically be sent.
7. Incoming messages will be placed in your Inbox.

Reading E-mail

Incoming messages will be placed in your Inbox. To read incoming mail:

1. At the Mailbox menu, click on Inbox. If you have any new messages, they will be listed.
2. To open message, click on the message.
3. At this point, you can:
 - Close the message and leave it in your Inbox, by clicking on the close box at the top right-hand corner of the screen.
 - Reply to the message.
 - Forward the message.
 - Delete the message.

Replying to E-mail

1. Click on the message you want to reply.
2. From the Message menu, click on Reply.
3. Enter your reply in the text box.

Forwarding E-mail

If one of your friends sends you an E-mail that you would like others to see, you can send it to them using the Forward function.

1. Click on the message you want to forward.
2. From the Message menu, click on Forward.
3. Enter the E-mail addresses in the To field.
4. You can also enter a message of your own to appear before the message you are forwarding by typing it in the message text box.

Deleting E-mail

1. Click on the message you want to delete.
2. From the Message menu, click on Delete to permanently erase the message.

Editing a Draft E-mail

1. Go to the Draftbox.
2. Click on the message you want to edit.
3. Select Edit icon on the menu if you want to modify the content of the mail.

Importing E-mail from the Power Zone™ Word Processor

You can easily transfer a copy of a **Power Zone™** word processor file into the **Power Zone™ E-mail** application.

1. Create a new message or open a saved draft.
2. Click on the menu switch button at the top right-hand side of the screen to change the menus.
3. From the Tools menu, click on Import. A pop-up box will appear.
4. To select files from the **Power Zone™ Plus Notebook** main unit memory, click on the icon that looks like a computer.
5. To select files from a **Memory Smart Card**, click on the icon that looks like a smart card.
6. Click on the file you want to import into the body of your E-mail message.
7. Click on the confirm button at the bottom right-hand side of the pop-up window to confirm your selection.

Exporting E-mail to the Power Zone™ Word Processor

You can easily transfer a copy of an E-mail message to the **Power Zone™ Word Processor**

1. Open the message you want to export.
2. Click on the menu switch button at the top right-hand side of the screen to change the menus.
3. From the Tools menu, click on Export.

Using Addresses from the Address Book

When preparing new messages, you can use addresses stored in your Address Book application.

1. Create a new E-mail.
2. To add addresses to the To field, do not click on the To button to open up the To field. Instead, click on the menu switch button at the top right-hand side of the screen to locate the Address Book menu.
3. From the Address Book menu, click on Address Book. The first address should appear.

4. To add the E-mail address to the To field, click on the OK button.
5. To browse through E-mail addresses, click on the left and right arrows near the top right-hand side of the screen. The numbers displayed show the number of the current address entry and the total number of address entries in your Address Book.
6. To search for an E-mail address, click on the Search box. Type in the E-mail address of the person whose E-mail address you are searching for, and then press ENTER.
7. To close the Address Book, click on the Close box located at the top right-hand side of the screen.

Printing E-mail Messages

Power Zone™ Plus Notebook only supports the **VTech® VT-41** printer (sold separately). The Print function only supports printing from the **VTech® VT-41** printer.

Important!

For information on purchasing the **VTech® VT-41** printer, call our Customer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada. A service representative will be happy to help you.

1. Open the E-mail message you want to print.
2. Click on the menu switch button at the top right-hand side of the screen to change the menus and locate the Tools menu.
3. From the Tools menu, click on Print.

Updating Your E-mail Information and Modem Settings

You can adjust your POP3/SMTP E-mail information & modem settings with the Setup function. We recommend that you do not change the modem settings unless instructed by **VTech®** Consumer Services.

1. When you first open the E-mail application, click on the menu switch button at the top right-hand side of the screen to change the menus and locate the Tools menu.
2. From the Tools menu, click on Setup. This will take you to the Setup screen.
3. To adjust your POP3/SMTP E-mail information, click on Account Setup.
4. To adjust your modem settings, click on Modem Setup.
5. After completing each of the fields, your changes will automatically be saved.
6. To exit the setup screen without saving your changes, click on the Exit icon located at the top right-hand side of the screen. You will be asked if you want to save your changes. Click N.

Memory

You can check the available memory in **Power Zone™ Plus Notebook**. Memory displays the total memory used (USED) and total memory available (FREE).

1. When you first open the E-mail application, click on the Menu Switch icon at the top right-hand side of the screen to change the menus and locate the Tools menu.
2. From the Tools menu, click on Memory.
3. Press ENTER or click on the Exit button to exit the Memory screen.

Important!

An E-mail may not be able to be received if it is too large in size.

Chapter 8. VTech® Desktop Software

VTech® Desktop Software shares information with the select applications on your **Power Zone™ Plus Notebook**. With **VTech®** Desktop Software's Organizer, you can review, add to, and update the Address, Calendar, and Money Manager information stored on your **Power Zone™ Plus Notebook**.

The **VTech®** Sync Manager updates and exchanges the information on your computer and your **Power Zone™ Plus Notebook**. **VTech®** Desktop Software's Install Tool helps you add new applications and files into your **Power Zone™ Plus Notebook**. The type of data that can be updated, and the functions available may be different, based on the **Power Zone™ Plus Notebook** used.

For additional information about using the **VTech®** Desktop Software, open the **VTech®** Desktop Software, and then choose Desktop Help from the Help menu.

To start the **VTech®** Desktop Software, click Start, Programs, **VTech®** Desktop Software.

Add a New User Account

VTech® Desktop Software allows multiple users or a single user with multiple ELAs to share the same Desktop Software. **VTech®** Desktop Software does this by managing different User Accounts.

It is important to know that two User Accounts with the same **Power Zone™ Plus Notebook** cannot share the same User Name. However, if you have more than one **Power Zone™ Plus Notebook**, and each product is different, then you can use the same User Name for each product.

1. Click User Login.
2. Click the New button.
3. Complete the User Information form.
4. Select the product you want to use.
5. Enter your User Name.
6. If you want to protect your User Account with a password, click the option box to set Security On.
7. Enter your password into the password box.
8. Enter your password again for confirmation.
9. Click OK to save your User Account Information or click Cancel to quit without saving.

Sync

The process of connecting **Power Zone™ Plus Notebook** to your computer and pressing the **Sync** button is called, "Syncing". Sync exchanges and updates information between your **Power Zone™ Plus Notebook** and **VTech® Desktop Software**. Changes you make on your **Power Zone™ Plus Notebook** or **VTech® Desktop Software** will appear in both places after a Sync process. For example, if you changed records in your **Power Zone™ Plus Notebook**, after Sync, these changes will update the related records in your computer. Similarly, if there are records that have been changed in your computer, Sync will update the related records in your **Power Zone™ Plus Notebook**.

During a Sync you can also add new applications, games, or data to your **Power Zone™ Plus Notebook**.

To perform a Sync, Sync Manager must be running. It is an independent application that controls the Sync process. The Sync process can still be performed even when the **VTech® Desktop Software** is not running.

The following applications are synchronized during a Sync session.

Calendar	Address Book
Money Manager	Download
	E-Mail

Syncing Power Zone™ Plus Notebook with Your Computer

1. Make sure **Power Zone™ Plus Notebook** and the Sync Cable are properly connected to your computer.
2. Make sure the **VTech® Desktop Software** is installed on your computer.
3. Make sure the **VTech® Sync Manager** is installed and running on your computer. All other programs sharing the serial (COM) port should be closed.
4. Press the Sync button on **Power Zone™ Plus Notebook**.

Adding New Activities into Your Power Zone™ Plus Notebook

You can add new activities and data into the **Power Zone™ Plus Notebook** from the CD-ROM. The activities and data are:

Activities	Fractions	Data	Spelling
	Trivia - Biology		Antonyms
	Trivia - Ecology		Synonyms
	Trivia - Planet		Grammar Quiz
	Trivia - Nature		Multiplication
	Lunar Explorer		Mind Challenge
	Dutch Tester		
	Dutch Translator		

Before adding new activities, make sure:

- **Power Zone™ Plus Notebook** is properly connected to your computer using the Sync cable
 - Sync Manager is running
 - All other programs sharing the COM port with the Sync Manager should be closed.
 - Memory available in the **Power Zone™ Plus Notebook**
1. Open the **VTech®** Desktop Software and login to your account.
 2. On the **VTech®** Desktop Software screen, click on the File Transfer button.
 3. In the File Transfer screen, there are two tabs, Download and Upload. Make sure you are at the Download tab.
 4. At the File Transfer screen, you can select which activities you want to add on **Power Zone™ Plus Notebook**. To select an activity or file, click on it, and then click the Add to List button. The number of activities and data you can add to Power Zone™ is limited by the amount of **Power Zone™ Plus Notebook's** available memory.
 5. To remove an activity or file from the list, click on the item you want to remove, and then click on the Remove from List button.
 6. Set Sync Action of Download to 'Enable' when you have finished making your list, press the Sync button on **Power Zone™ Plus Notebook** to begin a Sync session.
 7. To play the new activities, press the Download key above the keyboard, or access the File Manager then select an activity.

Visit www.planetvtech.com for additional information about new learning activities and games that become available for **Power Zone™ Plus Notebook**. You can automatically go to the VTech website from the desktop software by clicking on the Planet VTech icon. To download activities from planetvtech.com, follow the instructions on the web page.

Deleting Activities From Power Zone™ Plus Notebook

1. Press the Options button on **Power Zone™ Plus Notebook**.
2. From the Options menu, select File Manager.
3. The activities and data files that appear are the ones stored in **Power Zone™ Plus Notebook**. To delete activities from a Smart Card (sold separately), click on the Smart Card icon that appears on the left-hand side of the LCD screen. If you want to delete activities from the main unit, click on the Main Unit icon.
4. Click on the activity or data file that you want to delete.
5. Click on the Delete icon that appears at the top of the screen.

Important!

Only activities or data that you have added can be deleted from **Power Zone™ Plus Notebook**. Built-in activities cannot be deleted.

Uploading Files From Power Zone™ Plus Notebook to Your Computer

You can store your **Power Zone™ Plus Notebook** files on your computer. This is called “backing up” your files. The process of sending files from your **Power Zone™ Plus Notebook** to your computer is called, “uploading” . This section explains how to “upload” files from your **Power Zone™ Plus Notebook** to your computer.

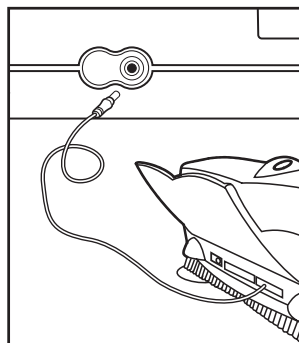
Uploading Files onto Your PC

1. Make sure your **Power Zone™ Plus Notebook** is properly connected to your computer using the sync cable.
2. Make sure Sync Manager is running.
3. All other programs sharing the COM port with the Sync Manager should be closed.
4. Press the File Transfer button on your **Power Zone™ Plus Notebook**.
5. At the File Transfer screen, all the files that can be uploaded from the **Power Zone™ Plus Notebook** to your PC should appear. All of the files that appear are automatically selected for uploading.
6. If you do not want to upload the file to your PC, you can deselect a file by unchecking the box in front of the file.
7. To begin uploading the files to your PC, click on the upload icon located at the right-hand corner of the screen.

Chapter 9. VT-41 Printer Connection

Power Zone™ Plus Notebook only supports the **VTech® VT-41** printer (sold separately). If you do not have a **VT-41** printer, you can use the **VTech®** Desktop Software to print through your desktop computer's printer.

1. Make sure both the **Power Zone™ Plus Notebook** learning aid and the **VT-41** printer are turned **OFF**.
2. Locate the serial port on the left of **Power Zone™ Plus Notebook**.
3. Connect the printer plug to the serial port.
4. Turn **ON Power Zone™ Plus Notebook** and the printer.



Troubleshooting for VT-41 Printer Errors

Please check for these faults and once you have solved the problem, reset the printer or follow the Printer Connection instructions in this manual. If you have any other problems with your printer, please refer to your printer's manual for details. When a Printer Error message appears, you may have encountered one or more of the following errors:

1. The power cable is not plugged into the electrical outlet properly.
2. The printer cable is not securely connected between the printer and **Power Zone™ Plus Notebook**.
3. The printer is not turned **ON**.
4. The paper has jammed in the printer.
5. The printer has run out of paper.
6. The paper did not feed in time.

Technical Support

Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our products. Errors sometimes can occur, but it is important for you to know that we stand behind our products. 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 the information below:

- The name of your product or model no. (The model no. is typically located on the back or bottom of your product.)
- The actual error message or problem you are receiving.
- The steps you took to arrive at the error message or problem.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S.

1-800-267-7377 in Canada

Care and Maintenance

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from direct sources of heat.
3. Remove batteries when the unit will not be in use for a long period.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

FCC Notice

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart 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 a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, you are 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.
- Consult the dealer or an experienced radio/TV technician for help.

The use of shielded I/O cables is required when connecting this equipment to any and all optional peripherals or host devices. Failure to do so may violate FCC rules.

COMPANY: VTech Industries, LLC
ADDRESS: 101 East Palatine Road Wheeling, Illinois 60090- 6500 USA
TEL: (847) 215-9700