Aunt Annie's Crafts Help - Contents

Click on the topic you would like to see:

| Project Sampler | Puppets of World | Boxes and Bags | Games to Make | Paper Airplanes |

Introduction to Aunt Annie's Crafts

Aunt Annie's Crafts combines learning with fun. Select a craft book from the **BOOKSHELF** screen and open it to enter the world of crafts. Each book has a theme like paper crafts, paper airplanes, gift wrapping, puppets, or games to make. There are twelve or more projects in each book.

Each project includes a variety of designs to choose from, patterns to print, and easy to follow instructions. Also included with each project is a story or poem and some facts and ideas for fun things to do. Choose the paper airplane project and learn the basics of aerodynamics (flying). Choose the mouse project and read a poem about a mouse and a cat.

Learn how to do the crafts by following the easy step-by-step instructions for each project. Do some of the projects or all of the projects.   See how much fun crafts can be!

Other information

Getting Started with Aunt Annie's Crafts

Getting Started with Aunt Annie's Crafts

First, open the program group for Aunt Annie's Crafts by double-clicking on the Aunt Annie program group icon. Then, to start Aunt Annie's Crafts, simply double-click on the program icon. (From the keyboard, press the enter key after selecting the program icon.)

All of   the screens in Aunt Annie's Crafts have a similar format. A set of action buttons run down the left hand side of each screen. While most of the buttons change from screen to screen, every screen has Help and Stop buttons.   Buttons can be activated by clicking on them or by pressing Alt+<key>, where <key> is the underlined character on the button face.   (In most cases you can simply press <key> without the Alt to activate a button, but when this fails use the Alt+<key> combination.)

Each screen has an informational window at the bottom, look here for instructions specific to a screen.

The main part of each screen usually offers you selections.   Up to twelve books, projects or project designs are offered to you at a time. Make a selection by clicking on its picture or by using the arrow keys or Tab and Shift-Tab.   The selected item will have a black border with the title in white letters on a black rectangle.   If you double-click on a picture or press return after making a selection, the action on the first button is taken.   If more than twelve selections are available, Next and Back arrows are displayed in the lower right corner of the screen.   These buttons allow you to see additional screens of selections, and are activated with a click or by pressing Alt+**N** or Alt+**B**.

The main part of the **HOW TO DO THE PROJECT** screens shows instructions for completing the project step-by-step.   Each step is displayed on a separate screen.   To go to the next step click on Next or press Alt+**N**. To go to the previous step click on Back or press Alt+**B**.

Other information

Bookshelf Screen
Project Selection Screen
Project Design and Print Screen
How To Do the Project Screens
Print Project and How To Dialog Box
Print Setup Dialog Box

Bookshelf Screen

This screen shows the project books available. From this screen you can open a project book, get a summary of its contents, or view the book's introduction.

The BOOKSHELF screen has four major areas:

The **action buttons** run down the left side of the screen.   To get help on a specific action button, click on its image:

Open

Contents

Intro

Library

About

Help

Stop
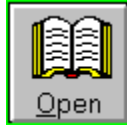
The **book display** is in the center of the screen.   Icons for up to twelve books can be displayed here. A book is selected by clicking on its icon with the mouse or moving to it with the cursor keys.

The **information window** is at the bottom center of the screen. Simple instructions and quick help are displayed here. To see quick help for a button or book icon, point at it with the mouse.

The **back/next arrows** are displayed in the lower right corner of the screen if there are more than twelve project books available. Click on an arrow image for more help:

BACK   NEXT

Other information

Bookshelf Screen Keys

Project Selection Screen

This screen shows the projects present in the opened book. From this screen you can select a project or see a description of a project.

The PROJECT SELECTION screen has four major areas:

The **action buttons** run down the left side of the screen.   To get help on a specific action button, click on its image:

[Open]

[Info]

[Return]

[BACK] [NEXT]

[BACK] [NEXT]

The **project display** is in the center of the screen.   Icons for up to twelve projects can be displayed here. A project is selected by clicking on its icon with the mouse or moving to it with the cursor keys.

The **information window** is at the bottom center of the screen. Simple instructions and quick help are displayed here. To see quick help for a button or project icon, point at it with the mouse.

The **back/next arrows** are displayed in the lower right corner of the screen if there are more than twelve projects available. Click on an arrow image for more help:

[BACK] [NEXT]

Other information

Project Selection Screen Keys

Project Design and Print Screen

This screen shows the different designs for making a project. From this screen you can select a project design, print the project design, print the project instructions, get some interesting facts related to the project, find something fun to do, or have Aunt Annie tell you a story or poem.

The Project Design and Print screen has four major areas:

The **action buttons** run down the left side of the screen.   To get help on a specific action button, click on its image:
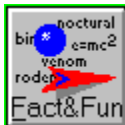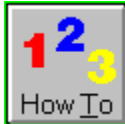
The **design display** is in the center of the screen.   Icons for up to twelve different project designs can be displayed here. A design is selected by clicking on its icon with the mouse or moving to it with the cursor keys.

The **information window** is at the bottom center of the screen. Simple instructions and quick help are displayed here. To see quick help for a button or design icon, point at it with the mouse.

The **back/next arrows** are displayed in the lower right corner of the screen if there are more than twelve project designs available. Click on an arrow image for more help:

Other information

Project Design and Print Screen Keys
Print Project and How To Dialog Box
Print Setup Dialog Box

How To Do the Project Screens

These screens display the instructions for doing a project - one step per screen.   In addition to seeing the project instructions, you can print the project design, print the project instructions, get some interesting facts related to the project, find something fun to do, or have Aunt Annie tell you a story or poem.

The HOW TO DO THE PROJECT screens have four major areas:

The **action buttons** run down the left side of the screen.   To get help on a specific action button, click on its image:

The **instruction display** is in the center of the screen.   Usually one instruction step is displayed at a time.   To go to the next step use the **Next** arrow button.   To go back to the previous step use the **Back** arrow button.   The **Home** key takes you to the first step and the **End** key takes you to the last step.

The **information window** is at the bottom center of the screen. Simple instructions and quick help are displayed here. To see quick help for a button, point at it with the mouse.

The **back/next arrows** are displayed in the lower right corner of the screen.   Click on an arrow image for more help:

Other information

How To Do the Project Screen Keys
Print Project and How To Dialog Box
Print Setup Dialog Box

Open Book Action Button

This action button is used to open the selected project book. Open a project book by clicking on the **<u>O</u>pen** button with the mouse or by pressing the **'O'** on the keyboard.

Contents of Book Action Button

This action button is used to get a description of the selected project book. The description includes the project titles, the materials list, and difficulty ratings. To see the contents of a book click on the **Contents** button with the mouse or press the **'C'** on the keyboard.

The book contents is displayed in a pop-up window.   When you have finished reading the contents you may return to the **BOOKSHELF** screen or print the contents.   Click on the **OK** button or press the **'O'** on the keyboard to return.   Click on the **Print** button or press the **'P'** on the keyboard to print the contents to the currently selected printer.

Book Introduction Action Button

 This action button is used to display the introduction to the selected project book. Each project book has a unique introduction.   An introduction may be a story, interesting facts, a brief history, or craft techniques related to the book's subject. To see the book's introduction click on the **Intro** button with the mouse or press the **'I'** on the keyboard.

The book introduction is displayed in a pop-up window.   If the book introduction can't fit in one window,   **More** and **Cancel** buttons will appear in the lower right corner of the window. To continue reading the introduction, click on the **More** button or press the **'M'** on the keyboard. To stop reading the introduction, click on the **Cancel** button or press the **'C'** on the keyboard. When you have finished reading the introduction you may return to the **BOOKSHELF** screen or print the introduction.   Click on the **OK** button or press the **'O'** on the keyboard to return.   Click on the **Print** button or press the **'P'** on the keyboard to print the introduction to the currently selected printer.

Book List Action Button

 This action button is used to display a list of books for further reading related to the selected project book. To see the book list click on the **Library** button with the mouse or press the **'L'** on the keyboard.

The book list is displayed in a pop-up window.   If the list can't fit in one window,   **More** and **Cancel** buttons will appear in the lower right corner of the window.   To continue reading the list, click on the **More** button or press the **'M'** on the keyboard. To stop reading the book list, click on the **Cancel** button or press the **'C'** on the keyboard. When you have finished reading the book list you may return to the **BOOKSHELF** screen or print the reading list.   Click on the **OK** button or press the **'O'** on the keyboard to return.   Click on the **Print** button or press the **'P'** on the keyboard to print the book list to the currently selected printer.

About Action Button

 This action button will display the **About Aunt Annie's Crafts** dialog box. To see the About dialog box click on the <u>**A**</u>**bout** button with the mouse or press the **'A'** on the keyboard.

Copyright and contact information is displayed in the dialog box. More detailed information may be seen by clicking on the **Credits, Copyrights** or **Order** buttons.   Click on any of these buttons to display a pop-up window with a scrolling box of information. Scroll through the information by clicking on the up and down arrows and return to the About dialog box by clicking on the <u>**OK**</u> button. When you have finished with the About dialog box you may return to the **BOOKSHELF** screen.   Click on the <u>**OK**</u> button to return.

Click on the **Order** button for product ordering information.   You will also find brief descriptions of additional books for Aunt Annie's Crafts. Click on the **Print Order Form** button to send an order form to the default printer.

Help Action Button

This action button will display help for the current screen. To see the help click on the **<u>H</u>elp** button with the mouse or press the **'H'** on the keyboard.

Stop Action Button

 This action button stops Aunt Annie's Crafts. To exit from Aunt Annie's Crafts click on the **Stop** button with the mouse or press the **'S'** on the keyboard.

Back Arrow Button

Only twelve project books can be displayed on the **BOOKSHELF** screen at one time. The back and next arrows are used to switch from one set of book icons to another when there are more than twelve books. The back arrow button is used to see the previous set of project books.   The back arrow button will only be available if there is a previous set of books to see. To go back one set of books click on the **B̲ack** arrow button with the mouse or press the **'B'** on the keyboard.

Next Arrow Button

 Only twelve project books can be displayed on the **BOOKSHELF** screen at one time. The back and next arrows are used to switch from one set of book icons to another when there are more than twelve books. The next arrow button is used to see the next set of project books.   The next arrow button will only be available if there is a next set of books to see. To go to the next set of books click on the **<u>N</u>ext** arrow button with the mouse or press the **'N'** on the keyboard.

Open Project Action Button

 This action button is used to open the selected project. Open a project by clicking on the **Open** button with the mouse or by pressing the **'O'** on the keyboard.

Project Information Action Button

 This action button is used to display information about the selected project.   The information includes a brief description of the project, a list of materials needed and a difficulty rating. Get information by clicking on the **Info** button with the mouse or by pressing the **'I'** on the keyboard.

The project information is displayed in a pop-up window.   When you have finished reading the information you may return to the **PROJECT SELECTION** screen or print the information. Click on the **OK** button or press the **'O'** on the keyboard to return.   Click on the **Print** button or press the **'P'** on the keyboard to print the information to the currently selected printer.

Return to Bookshelf Action Button

 This action button is used to return to the **BOOKSHELF** screen from the **PROJECT SELECTION** screen.   The project book will be closed. Return by clicking on the **<u>R</u>eturn** button with the mouse or by pressing the **'R'** on the keyboard.

Back Arrow Button

 Only twelve projects can be displayed on the **PROJECT SELECTION** screen at one time. The back and next arrows are used to switch from one set of project icons to another when there are more than twelve projects. The back arrow button is used to see the previous set of projects. The back arrow button will only be available if there is a previous set of projects to see. To go back one set of projects click on the **Back** arrow button with the mouse or press the **'B'** on the keyboard.

Next Arrow Button

Only twelve projects can be displayed on the **PROJECT SELECTION** screen at one time. The back and next arrows are used to switch from one set of project icons to another when there are more than twelve projects. The next arrow button is used to see the next set of projects. The next arrow button will only be available if there is a next set of projects to see. To go to the next set of projects click on the **Next** arrow button with the mouse or press the **'N'** on the keyboard.

How To Do the Project Action Button

 This action button is used to go to the instructions for the selected project design. Go to the instructions by clicking on the **How To** button with the mouse or by pressing the **'T'** on the keyboard.

Print Action Button

This action button is used to print a project design or the instructions for a project. The **PRINT PROJECT OR HOW TO** dialog box is displayed by this button. Print by clicking on the **Print** button with the mouse or by pressing the **'P'** on the keyboard.

Fact 'n Fun Action Button

 This action button is used to get interesting facts and something fun to do for the project. The facts and fun will be displayed in a pop-up window. Get facts and fun by clicking on the **Fact 'n Fun** button with the mouse or by pressing the **'F'** on the keyboard.

Tell Me Action Button

 This action button is used to display a poem or story that Aunt Annie has picked to go with the project.   The story or poem will be displayed in a pop-up window. To see the story or poem, click on the **Tell Me** button with the mouse or press the **'M'** on the keyboard.

Return to Project Selection Action Button

 This action button is used to return to the **PROJECT SELECTION** screen from the **PROJECT DESIGN AND PRINT** screen.   The project will be closed. Return by clicking on the **<u>Return</u>** button with the mouse or by pressing the **'R'** on the keyboard.

Back Arrow Button

 Only twelve project designs can be displayed on the **PROJECT DESIGN AND PRINT** screen at one time. The back and next arrows are used to switch from one set of design icons to another when there are more than twelve designs. The back arrow button is used to see the previous set of designs. The back arrow button will only be available if there is a previous set of designs to see. To go back one set of designs click on the **<u>B</u>ack** Arrow button with the mouse or press the **'B'** on the keyboard.

Next Arrow Button

 Only twelve project designs can be displayed on the **PROJECT DESIGN AND PRINT** screen at one time. The back and next arrows are used to switch from one set of design icons to another when there are more than twelve designs. The next arrow button is used to see the next set of designs.   The next arrow button will only be available if there is a next set of designs to see. To go to the next set of designs click on the **<u>N</u>ext** Arrow button with the mouse or press the **'N'** on the keyboard.

Tip Action Button

Use this action button to get a tip or a hint on how to do the project. There is a different tip for each project step. To get a tip, click on the **Tip** button with the mouse or press the **'T'** on the keyboard.

Return to Project Design and Print Action Button

 This action button is used to return to the **PROJECT DESIGN AND PRINT** screen from the **HOW TO DO THE PROJECT** screen. Return by clicking on the **Return** button with the mouse or by pressing the **'R'** on the keyboard.

Back Arrow Button

 The back arrow button is used to go to the previous step of the instructions. The back arrow button will only be available if there is a previous step. To go back one step click on the **Back** arrow button with the mouse or press the **'B'** on the keyboard.

Next Arrow Button

 The next arrow button is used to see the next instruction step.   The next arrow button will only be available if there is a next step. To go to the next step of the instructions click on the **Next** arrow button with the mouse or press the **'N'** on the keyboard.
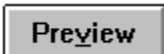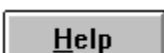
Print Project and How To Dialog

This dialog box allows you to print the project design or the project instructions.   You can also preview the project design, print a test page, and setup the printer.

The dialog box has two areas:

The **information box** is in the center of the screen.   It lists the name of the project design to be printed, and the printer to be used. In the **Current print setup** box it lists printer and page setup options currently selected.

The **buttons** run down the right side of the dialog box and along the bottom.   The print buttons are on the right side, and the dialog box buttons are along the bottom.

Button	Description
Project	Print project design
How To	Print project instructions
Preview	Display project design in pop-up window
Test	Print test page (Use to test printer setup.)
Setup...	Select printer, printer setup, and page layout from Print Setup Dialog Box
Help	Display this text
Cancel	Return without printing

Other information

Printing Tips
Dialog Box Keys

Print Setup Dialog

This dialog box allows you to select a printer, change page layout, and set the number of copies to print.

The dialog box has five areas:

The **Printer** group box is at the top of the dialog box.   Use the drop down list box to select a printer and the **Printer Setup...** button to access the printer's setup.   You may want to use the printer's setup to select paper orientation (portrait or landscape) or to set the printer resolution (DPI) on a dot-matrix printer.

The **Page Layout** group box in the lower left corner lets you control how Aunt Annie prints a page.   Use these options to adjust the page location if the printed project doesn't fit on the paper.   You can use **Scale** to reduce the printed page size by a percentage. (70% - 100%) Use **Horizontal and Vertical Offsets** to shift the printed page.   Valid values are from -1.0 to 1.0 inches. Shift right with a positive horizontal value.   Shift left with a negative horizontal value. Shift down with a positive vertical value.   Shift up with a negative vertical value.   Shifting left or up may cause some of the printed page to be lost.   Use the print **Test** button to check your page layout values.

The **How To Steps per Page** group box, in the lower right corner, sets the number of steps that will be printed on a page.   Use 2 or 8 steps per page with portrait paper orientation. Use 1 or 4 steps per page with landscape paper orientation.   (Use **Printer Setup...** button to change paper orientation.)

Enter the number of copies to print in the **Copies** edit box near the center of the dialog box. Use this option if you need to print more than one copy of a project or set of instructions.

The dialog box buttons are on the right side of the box.   Use them to accept changes, get help, or exit without making any changes.

Button	Description
OK	Accept changes
Help	Display this text
Cancel	Return without making changes

Other information

Printing Tips
Dialog Box Keys

Aunt Annie's Crafts Printing Tips

Click on the topic you would like to see:

[Selecting a Printer](#)
[Getting Print to Fit on Page](#)
[Printing More Than One Copy](#)
[Making Dot-matrix Printers Faster](#)

Other information

[Print Project and How To Dialog Box](#)
[Print Setup Dialog Box](#)

Selecting a Printer

Aunt Annie's Crafts will use the default Windows printer unless told otherwise.   You can select a printer for use with Aunt Annie's Crafts from the **PRINT SETUP** dialog box.

From the **PRINT PROJECT AND HOW TO** dialog box click the **Setup...** button. Now you will see the **PRINT SETUP** dialog box. Select a printer from the printer drop down list box. When you click **OK** in the **PRINT SETUP** dialog box, this printer is saved and will be used for all future prints.

Other information

Print Project and How To Dialog Box
Print Setup Dialog Box

Getting Print to Fit on Page

Some printers do not report their page size accurately to Windows.   When this happens, some of the project print will be missing or messed-up.   This can be corrected by scaling the print page.

From the **PRINT PROJECT AND HOW TO** dialog box click the **Setup...** button. Now you will see the **PRINT SETUP** dialog box. Enter a value in the **Scale** edit box to reduce the printed page size by a percentage.   Valid values are 70% to 100%. When you click **OK** in the **PRINT SETUP** dialog box, this value is saved and will be used on all future prints.

Use the **Test** print button in the **PRINT PROJECT AND HOW TO** dialog box to see if the new setting works.   Clicking this button will cause a test page to be printed. The test page has a rectangle with diagonal lines running from corner to corner. In the top part of the page are the words **TEST PRINT** on two lines.   On the bottom part of the page are the words **Test Print** on two lines. To the left of the page is the word **TYLER** written vertically. To the right of the page are the words **Test Print** written at an angle. Keep adjusting your setting until you see all of the test page.

Other information

Print Project and How To Dialog Box
Print Setup Dialog Box

Printing More than One Copy

Use the **PRINT SETUP** dialog box to tell Aunt Annie to print more than one copy of a project or how to.

From the **PRINT PROJECT AND HOW TO** dialog box click the <u>**Setup...**</u> button. Now you will see the **PRINT SETUP** dialog box. Enter a value in the **Copies** edit box. When you click <u>**OK**</u> in the **PRINT SETUP** dialog box, this value is saved and will be used on all future prints.

Other information

<u>Print Project and How To Dialog Box</u>
<u>Print Setup Dialog Box</u>

Making Dot-matrix Printers Faster

Reduce the number of dots per inch (DPI) to make the prints go faster.   Most of Aunt Annie's projects look fine when printed with resolutions as low as 90 DPI.

From the **PRINT PROJECT AND HOW TO** dialog box click the **Setup...** button. Now you will see the **PRINT SETUP** dialog box. Click the **Printer Setup...** button to start the printer's setup dialog box. You will be able to set the printer's DPI in this dialog box or one of its lower level dialog boxes.

Other information

Print Project and How To Dialog Box
Print Setup Dialog Box

Dialog Box Keys

Use these keys to move within dialog boxes:

Key(s)	Function
Tab	Moves to next option
Shift + Tab	Moves to previous option
Alt + letter	Moves to option with letter underscored or activates button with letter underscored
Arrow key	Moves cursor inside edit boxes or group or selects next item in list box
Home	Moves cursor to start of text in edit box
End	Moves cursor to end of text in edit box
spacebar	Toggles check boxes on and off in dialog boxes

Bookshelf Screen Keys

Use these keys in the Bookshelf Screen:

Key(s)	Function
Tab	Moves to next book icon
Shift + Tab	Moves to previous book icon
Right arrow key	Moves to book icon on the right
Left arrow key	Moves to book icon on the left
Down arrow key	Moves down to next book icon
Up arrow key	Moves up to previous book icon
Home	Moves to first book icon
End	Moves to last book icon
Alt + N	Moves to next screen of book icons
Page Up	Moves to next screen of book icons
Alt + B	Moves to previous screen of book icons
Page Down	Moves to previous screen of book icons
Alt + O	Opens selected book
Return	Opens selected book
Alt + C	Gets contents of selected book
Alt + I	Gets introduction to selected book
Alt + L	Displayes reading list for selected book
Alt + A	Goes to product and ordering information
Alt + H	Activates help
F1	Activates help
Alt + S	Exits program

Project Selection Screen Keys

Use these keys in the Project Selection Screen:

Key(s)	Function
Tab	Moves to next project icon
Shift + Tab	Moves to previous project icon
Right arrow key	Moves to project icon on the right
Left arrow key	Moves to project icon on the left
Down arrow key	Moves down to next project icon
Up arrow key	Moves up to previous project icon
Home	Moves to first project icon
End	Moves to last project icon
Alt + N	Moves to next screen of project icons
Page Up	Moves to next screen of project icons
Alt + B	Moves to previous screen of project icons
Page Down	Moves to previous screen of project icons
Alt + O	Opens selected project
Return	Opens selected project
Alt + I	Gets information on selected project
Alt + R	Returns to **BOOKSHELF** screen
Alt + H	Activates help
F1	Activates help
Alt + S	Exits program

Project Design and Print Screen Keys

Use these keys in the Project Design and Print Screen:

Key(s)	Function
Tab	Moves to next project design icon
Shift + Tab	Moves to previous project design icon
Right arrow key	Moves to project design icon on the right
Left arrow key	Moves to project design icon on the left
Down arrow key	Moves down to next project design icon
Up arrow key	Moves up to previous project design icon
Home	Moves to first project design icon
End	Moves to last project design icon
Alt + N	Moves to next screen of project design icons
Page Up	Moves to next screen of project design icons
Alt + B	Moves to previous screen of project design icons
Page Down	Moves to previous screen of project design icons
Alt + T	Opens How To instructions for selected project design
Return	Opens How To instructions for selected project design
Alt + P	Prints project or how to for selected project design
Alt + F	Displays Facts 'n Fun for selected project design
Alt + M	Displays story or poem for selected project design
Alt + R	Returns to **PROJECT SELECTION** screen
Alt + H	Activates help
F1	Activates help
Alt + S	Exits program

How To Do Project Screen Keys

Use these keys in the How To Do Project Screen:

Key(s)	Function
Home	Moves to first project how to step
End	Moves to last project how to step
Alt + N	Moves to next how to step
Page Up	Moves to next how to step
Alt + B	Moves to previous how to step
Page Down	Moves to previous how to step
Alt + T	Displays a How To tip for current how to step
Alt + P	Prints project or how to for current project design
Alt + F	Displays Facts 'n Fun for current project design
Alt + M	Displays story or poem for current project design
Alt + R	Returns to **PROJECT DESIGN AND PRINT** screen
Alt + H	Activates help
F1	Activates help
Alt + S	Exits program