

Contents

Farm Animals for Windows Version 5.0



Introduction

Menu Commands

Registration

Ombudsman Statement

Introduction

Farm Animals is an enjoyable coloring program for children of all ages, but is especially useful for introducing young children to the computer. Farm Animals was designed by educators to be used by young children with a minimum of assistance by adults. Farm Animals is superior to many other children's coloring programs in that it allows the user to place the various images, in different sizes, on a variety of backgrounds. This allows children to easily create their own picture before coloring and writing about it. The opportunity to create their own picture will allow children to take pride in their unique creation. Farm Animals also has a voice feature, which can be turned on or off, allowing the images to speak their names, much to the delight of children.

Menu Commands



File

Edit

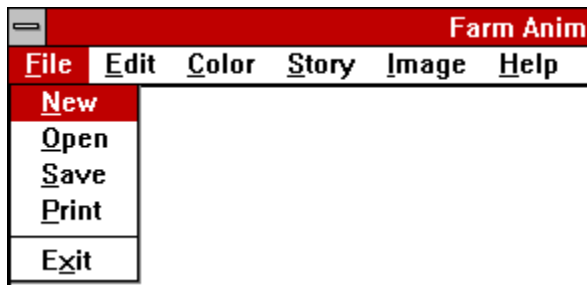
Color

Story

Image

Help

File Commands



New

The New command simply erases the screen and allows the user to begin a new picture.

Open

The Open command allows the user to load a previously stored picture. A dialog box is opened allowing the user to select a file.

Save

The Save command will open a dialog box allowing the user to type in a file name. This file name should have the .BMP extension, as saved pictures are stored in the Windows bitmap format.

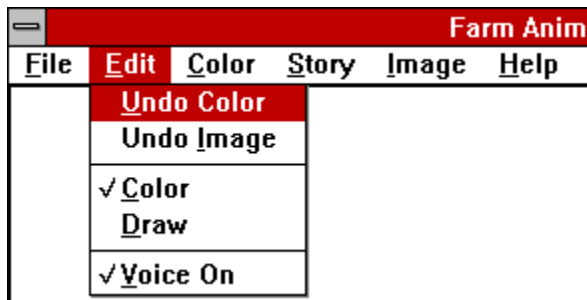
Print

The Print command will print the picture and the story. Be sure you have the correct print driver for your printer assigned as the default print driver in the Print Manager. The Print Manager is found in the Main window in Windows 3.1, and in the Control Panels in My Computer in Windows 95.

Exit

The Exit command will quit the program after displaying an "are you sure" message.

Edit Commands



Undo Color

Clicking on this menu item refills the last color fill with the previous color.

Undo Image

Clicking on Undo Image erases the last image placed and restores the previous background.

Color

When Color is selected, mouse clicks fill with the current color selected with the Color command.

Draw

When Draw is selected, the mouse acts as a black pen when the left mouse button is held down.

Voice On

When this selection is checked, the images will speak their names as they appear in the image selection window. To run in quiet mode, click again on Voice On to remove the check mark.

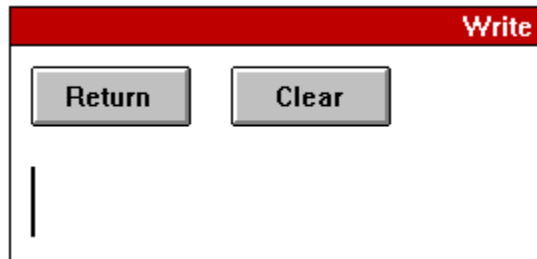
Color Command



Clicking on the Color command opens a color selection dialog box. The current fill color is selected by clicking on any of the Basic or Custom colors. In addition, special colors can be created by clicking on the rainbow palette and using the slider for setting the brightness. The selected or custom color is displayed in the large color box.

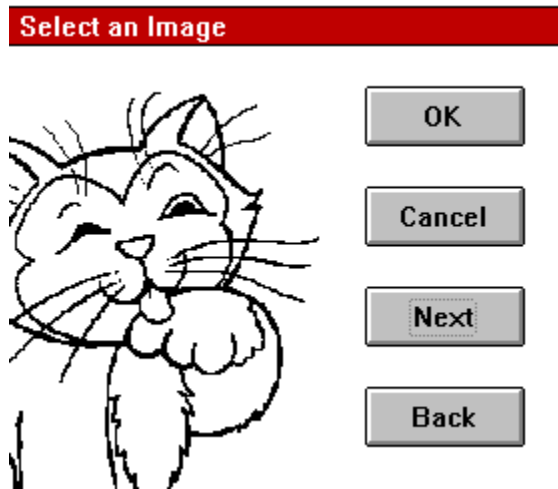
Windows will sometimes create darker colors by alternately mixing black dots together with another color. These types of colors can be identified when displayed in the large color box in the color selection dialog box. One half of the box shows color and the other half black. Be careful about choosing these colors for filling as you cannot refill with another color or undo. This is because the color black is used as the outline to contain our color fill areas.

Story Command



The Story command brings up the story input box. The user can type in a short story about the picture created. Clicking on the Return button closes the story box. Clicking on the Clear button erases the story.

Image Command



Clicking on the image command will open an image selection window. This window contains four buttons:

OK

This button selects the image displayed for drawing to the main screen.

Cancel

This button returns to the main screen with no selection.

Next

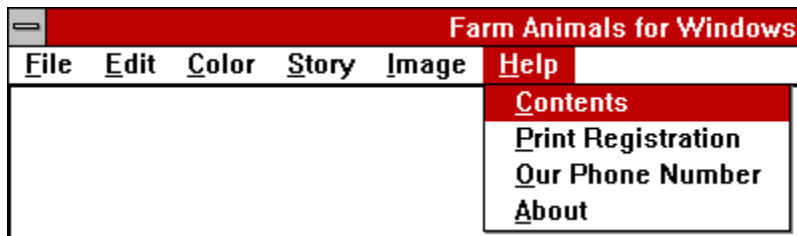
The button displays the next image that may be selected.

Back

The button displays the previous image for selection.

An image is selected by clicking on the OK button. After the image selection box is removed a cross appears on the main screen. Click and hold down the left mouse button while dragging the mouse. The rectangle that appears defines where the image will be drawn and how large it will be.

Help Commands



Contents

Selecting Contents brings up this Help Window.

Print Registration Form

Clicking on this will print out a copy of the registration form. When you register (pay for) this software you received a copy of the latest version of this program along with a printed manual and many additional backgrounds and images.

Our Phone Number

Clicking this pops up of Customer and Technical Support phone number, 847-854-0489, for easy reference and orders.

About

The standard About window, who and where we are.

Registration

If you use Farm Animals for Windows, please support the author and register (pay for) your copy. You will receive the current version of the program on disk along with many additional backgrounds and images. You can pay for your registration in several ways.

1. Mail your check or money order (\$22. in U.S. funds drawn on a U.S. bank) to: Theron Wierenga, P.O. Box 595, Muskegon, MI 49443. The registration form can be printed by selecting "Print Registration" under the Help menu.

2. Call our Customer and Technical Support line at 847-854-0489, and pay with your Visa or MasterCard.

3. Send an email with your Visa or MasterCard number and expiration date to twiereng@remc4.k12.mi.us.

Ombudsman Statement

This program is produced by a member of the Association of Shareware Professionals (ASP). The ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536 or internet 70007.3536@compuserve.com.

