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## **Disclaimer**

THIS SOFTWARE AND MANUAL ARE SOLD AS IS AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANT ABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. BECAUSE OF THE VARIOUS HARDWARE AND SOFTWARE ENVIRONMENTS INTO WHICH THIS PROGRAM MAY BE PUT, NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED. ANY PROGRAM SHOULD BE THOROUGHLY TESTED WITH NON-CRITICAL DATA BEFORE RELYING ON IT. THE USER MUST ASSUME THE ENTIRE RISK OF USING THE PROGRAM. ANY LIABILITY OF THE SELLER WILL BE LIMITED TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

## What is It?

Z & Z Color is named after my two children, Zachary and Zoë. It is intended for use by children ages two to ten but is most appropriate around the pre-K and Kindergarten years.

As a professional computer programmer and a devoted parent (soon to be a demoted parent as the little lady keeps having to nag or drag me away from the computer) I can't help but look at a children's game without thinking about how I can make it better on a computer. It can be more fun, more educational, and less frustrating.

It started out as a simple color by number program and gradually evolved over the course of its development into something bigger and better. I hope you and your children enjoy it as much as my kids do.

See the information on [How to Color a Drawing](#) for the different ways to use this program. It teaches numbers, letters, colors, and at the higher difficulty levels provides a good memory exercise.

## Registration

Z & Z color is a shareware product. As such, it is provided to you at little or no initial expense for a trial period of thirty days. After the thirty day period if you find that you do not wish to purchase the program simply delete it from your hard disk and/or floppies. If you like the program, thank me by sending me a check for \$18. **It is not free.** A great deal of effort went into the creation of this program. If you hope to see more programs like it you must support the shareware concept by sending in your registration.

Mail your check for \$18 (\$15 + \$3 postage and handling) to:

Jason Balmuth  
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Indicate whether you prefer 3 1/2 or 5 1/4 inch disks and I'll send you a copy of the registered version. Registration also entitles you to three months of support via telephone and the CompuServe computer service (my ID is 71221,1371). Also send me any suggestions you might have for improvements and new features. If I use your suggestion I'll send you a copy of the next version for free!

You may copy this program and share it with others but you may not sell the software. Anyone wishing to charge people a fee for giving them a copy of Z & Z Color must have the written authorization of the author, without which, the distributor is guilty of copyright violation. To receive such authorization print and sign the agreement listed below and send it to me at the address listed above. Include \$3 to cover postage and handling for the latest version of Z & Z Color. For distributors already recognized by the Association of Shareware Professionals this authorization is not necessary.

### TERMS OF DISTRIBUTION OF Z & Z Color

1. The fee charged may not exceed \$10, including postage, mailer and any other charges.
2. Your libraries catalog or listing must state that this program is not free, but is copyrighted software that is provided to allow the user to evaluate it before paying.
3. The offering and sale of Z & Z Color will be stopped at any time the author so requests.
4. Copies must be made from the disk sent to you with this agreement. This is required for control purposes.
5. Problems or complaints about the program will be reported to the author for investigation. In return for a license to charge a fee for the distribution of the program Z & Z Color, I agree to comply with the above terms of distribution.

Signed, \_\_\_\_\_  
your signature

\_\_\_\_\_ date

## If you have problems...

Z & Z Color underwent quite a bit of testing by myself, my kids, and other Beta testers before it reached your hands. However, I would not want to bet my life that there are no bugs remaining in the program. If you have a registered copy of the program (see Registration for more information) and you are the first one to inform me of a problem, I'll fix it and send you a free copy of the next version as soon as possible. If you have an unregistered copy I'm still interested in hearing about the problem but you must register in order to get the free copy.

Some common problems and suggested solutions :

**Problem** : Too slow, needs too much memory

**Solution** : Buy a faster machine with more memory and a faster video card. Just kidding. Stay away from the zoom commands and a magnification other than 100% (shown on title bar of window). Also make sure your display driver is not set for a mode with more than 16 colors. This can be changed via the Windows Setup icon in the Main group of the program manager. If in doubt choose VGA or Super VGA.

**Problem** : Some menu items are always grayed (disabled).

**Solution** : Z & Z Color has two modes of operation - coloring pictures and creating pictures. Some menu commands, such as the command to validate a picture (located on the edit menu), are exclusive to one mode or the other. Other menu commands, such as the Paste command, depend on other things as well as the operating mode of Z & Z Color. In order for the Paste command to be enabled you must be in create mode and there must be a bitmap present on the Windows clipboard.

**Problem** : Colors filled in on the picture look different than the one on the button that was selected.

**Solution** : Some pictures require colors which are not pure but dithered. Dithered means that the color is faked by alternating dots of other colors. For example, brown can be created by alternating maroon and black dots. When the (zoom) magnification is set to 200% on a VGA screen you can start to see the dots for dithered colors. If you shrink the picture down to 50% or 25% the dots are mixed together resulting in a color which appears different from the one you used to fill it. When and if you restore the picture to 100% the correct color will be visible.

Send as much information as you can gather on any other problems to

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## How to Color a Drawing

When Z & Z Color first starts up a drawing of the letters in Z & Z Color is shown. To select another drawing use the Open command from the [File menu](#).

Next select the desired options - numbers, letters, shapes (symbols), colors and beep on wrong via menu commands (see the [Options menu](#) for more information) or the buttons along the left hand side of the window. Refer to the table below for a brief description of the various ways to configure Z & Z Color. For beginners we recommend using numbers and leaving the beep on wrong off to avoid early frustration.

Select a color by pressing one of the color buttons along the bottom of the window. Press and release the left mouse button anywhere in the drawing to fill in the area around it. The selected color spreads out from the point where you clicked the mouse until it reaches a black border or a region of any other color. The color remains selected until another color is chosen.

Pressing the right mouse button fills an area with white but only if the beep on wrong switch is disabled. .

Choose another color required in the drawing and fill in the areas where that number/letter/shape is found. Continue this until all marked areas of the drawing have been colored in. If the beep on wrong switch is enabled (check mark appears in Options menu and button appears depressed) when the drawing is completed you will be rewarded with a prize.

If you want to do the same drawing again use the **Clear** command on the [Edit menu](#) to start over again. If you want to try another drawing use the Open command from the [File menu](#).

### Marker Options

<u>Numbers</u>	Letters	Shapes	Colors	Description	Difficulty
On			On	Number markers, numbered and colored buttons	Very Easy
On				Number markers, numbered buttons	Easy
	On		On	Letter markers, lettered and colored buttons	Very Easy
	On			Letter markers, lettered buttons	Easy
		On	On	Shape/symbol markers, shapes and colored buttons	Easy
		On		Shape/symbol markers, shapes on buttons	Medium
			On	No markers, colored buttons	Hard
				No markers, plain buttons	Very Hard

## How to Create a New Drawing

To create a new drawing first you need to find or draw a picture in another application (such as Paintbrush, which is included with Windows) and then copy it to the Windows clipboard or save it as a bitmap file.

Start up Z & Z Color if it isn't already running and load the picture. If you copied it to the clipboard then use the **Paste** command from the Edit menu. If you saved it to a file then use the **Open** command from the File menu.

Make sure you are in create mode - there should be a check mark next to the command in the Options menu. You are now ready to add the number/letter/shape markings to your drawing.

Select a color by pressing one of the color buttons along the bottom of the window. If the color you need is not available, select a color which you do not need and then use the **Change Color...** command from the Edit menu to switch it to the desired color.

Now move the cursor to the area you want to label and then press and release the left mouse button to add the marker. If the location is not satisfactory use the **Undo** command to remove the last marker that you placed or move the cursor close to any existing marker and then press the right mouse button to delete it. Continue adding markers until all areas which should be colored have been labeled.

If you have not saved the new drawing yet now is a good time to do it - use the **Save As...** command from the File menu to enter a file name for the drawing. Validation will be performed automatically and the file will not be saved if any errors are found. Correct any errors and then save the file.

To test the new drawing turn create mode off and then use the **Show Completed Picture** command from the Edit menu to see what the drawing will look like. To make changes press the **Clear** button (or use the menu command), turn Create mode back on, and then add and/or remove markers and change colors as required to make the picture look as good as possible. Be sure to save the drawing when you are finished.

Finding the subject matter for a good looking drawing is more difficult than you might expect as the picture should be relatively simple without small areas that are difficult to position the cursor over. If there are just a few small areas you may wish to color them yourself before saving the ZZC file. This is also the only way to get a drawing with more than 16 different colors in it.

## File Menu

The **Open** command is used to select a new drawing. A dialog box appears to allow for selection of either a Z & Z Color file or a bitmap file. Select a Z & Z Color file for a drawing to color. Select a bitmap file if you wish to create a new Z & Z Color drawing.

The **Save** command saves the current drawing to its current file. If you are in create mode the default file type is a Z & Z Color file. If you are working on a drawing, the default file type is a bitmap file that can be read in to another application (such as Paintbrush) at a later time.

Use the **Save As** command to pop up a dialog for selection/creation of a different file to save the current drawing.


**Exit** closes the Z & Z Color Window. Do not use this command until you are finished playing with this application.


To **Print** a drawing in its current state select this command from the file menu. The drawing without markers (numbers, shapes, or letters) will be sent to the currently selected printer. In create mode the markers are also sent to the printer. This gives you a drawing that you can manually color with crayons or markers. If you are informed of insufficient memory try un-checking the Use Print Manager checkbox found in the printers part of the Windows control panel.

The **Print Setup** command brings up a dialog box that allows you to configure your currently selected printer as well as to select a different printer (if your computer has access to multiple printers or print drivers).



## Edit Menu

The **Undo** command (same as the  button) restores the drawing to its state prior to the last change. For example, if the Beep on Wrong switch is disabled and you fill an area in with the wrong color, use this command to correct it. In create mode the undo command removes the last marking (number, letter, or shape) which was added to the drawing.

The **Clear** command (same as the  button) is used to restore a drawing to its initial (uncolored) state. Use this to try the same drawing again.

**Show Completed Picture** completes the current drawing for you. If for some reason you can not complete the drawing in the normal manner (filling in each area) this command can be used to show you what the completed drawing looks like. Follow this with the clear command (described above) and then try to do it the right way.

The **Validate** command is used in create mode only in order to avoid the situation where a single area in a drawing contains multiple markings. Each new drawing which you create must be validated before it can be saved as a ZZC file. Areas which contain multiple markings will be automatically corrected but may require you to make a manual correction in order to have the color of your choice.

The default 16 colors used by Z & Z Color are the 16 solid colors that are used by default in most VGA displays. If you need a color for your drawing other than one which is displayed on the color buttons simply select the button for a color which you do not need and then use the **Change Color...** command. A Dialog box appears to assist you in the selection of another color.


The **Reset Colors** command restores all 16 colors to the VGA defaults.

The last two commands on the Edit menu both relate to the Windows clipboard. The **Copy** command copies the current drawing (without numbers, letters, or shapes) to the clipboard so that it can be pasted into another application. The **Paste** command accomplishes the opposite function; it inserts a drawing (referred to as a bitmap) from another application into Z & Z color. Once a drawing has been pasted into Z & Z Color you can then mark areas with the desired colors in create mode. Note that the Paste command is disabled unless Create Mode is active.

## View Menu

Commands on the View menu are used to change the magnification of the drawing to allow for easier access to small areas and so you can see the whole picture on larger drawings.

**Fit in Window** automatically computes the magnification so that the entire drawing fits within the

window. **Actual Size** resets the magnification to 100%. **Zoom In** (same as the  button) increases the magnification to make the drawing larger. **Zoom Out** (same as the




button) decreases the magnification to make the drawing smaller.


The minimum magnification is 25%. The maximum magnification is 200%. Try to avoid using the 200% magnification unless your computer has a lot of available memory.


## Options Menu


**Create Mode** toggles the switch to go between drawing mode and creation mode. For more information on creating drawings refer to the section on [creating new drawings](#) .


**Beep on Wrong** (same as the  button) toggles the switch controlling the beep when the wrong color is used to fill an area. When this switch is off, any color may be used on any area in the drawing with the exception of black areas, which are always assumed to be boundaries. When the switch is on, only the designated color may be used to fill in the area containing the current location of the cursor.

**Font...** brings up the dialog box to change the font which is used to draw the guiding numbers, letters, or shapes. Note that the font information is saved along with each drawing so that larger drawings can use a larger font. On the other hand, this makes changing the font used for all of the drawings more difficult : you must open each file, change the font, and then save it again.

If the **Numbers** switch is enabled ( button is down, check mark appears next to menu item) the numbers zero through fifteen are used to indicate which color should be used in each area.

If the **Letters** switch is enabled ( button is down, check mark appears next to menu item) the letters a through P are used to indicate which color should be used in each area.

If the **Shapes** switch is enabled ( button is down, check mark appears next to menu item) shapes, or symbols, are used to indicate which color should be used in each area.

If the **Colors** switch is enabled ( button is down, check mark appears next to menu item) colors are shown on the color buttons (displayed along the bottom of the Z & Z Color Window) in addition to the appropriate number, letter, or shape for each button.

If Numbers, Letters, and Shapes are all disabled and the Colors switch is enabled, nothing will be displayed to mark each area but the color buttons at the bottom of the window will contain the color associated with each button. To complete the drawing in this mode you must remember which color goes with each area.

If all four switches are disabled nothing will be displayed to mark each area and the color buttons at the bottom of the window will be blank. This is the most difficult way to complete the drawing as you must remember not only which color to use for each area but which button to use to obtain the desired color.

## Help Menu

Selecting **Contents** from the Help menu brings you to the title/table of contents page in the Z & Z Color online help system.

**Using Help** displays general information on how to use the Windows Help system.

**About Z & Z Color...** brings up a brief dialog box tells you the version number of the program, its authors, and your registration status, or lack thereof.

