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Introduction

Welcome to the Windows version of BabyKeys. This program is designed to both entertain and introduce children ages 6 months to 3 years to the PC. When your child presses the keyboard keys, mouse buttons or joystick buttons, BabyKeys responds by producing graphics, pictures, special effects, musical notes and speech.

Procedures

To get your child started, simply double click on the BabyKeys icon found in the Program Manager (or click on the Task Bar program icon) to start the program. Let your child sit comfortably in front of the computer and use the keyboard, joystick or mouse to control the program.

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Menus

The "File" menu provides you with access to the "Preferences" and "Exit" menu options. Use the "Preferences" option to select "Speaker" or "Sound Card" as your audio device.

The "Help" menu will give you access to the "Contents" and "About" help options.

Keyboard

[Alt][F] will bring up the "File" menu. While in the "File" menu, pressing the letter "x" will quit BabyKeys.

[Alt][H] brings up the "Help" menu. While in the "Help" menu, pressing the letter "t" will bring up the Table of Contents.

Preferences

Choose "Preferences" to determine which sound device will be used by BabyKeys. When BabyKeys starts for the first time, it checks to see what type of sound devices are available on your computer. If it detects a Sound Card, it will use this as the default sound device. Otherwise the Speaker is selected as the default sound device.

To override the default settings, you can choose either "Speaker" or "Sound Card" as your preferred sound device. Remember to save your selection by clicking the "OK" button.

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Glossary

Joystick

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Joystick

A computer input tool similar to a mouse pointing device. Used primarily in video games.

Mouse

A pointing device that allows you to interact with your computer in a manner similar to your keyboard. A mouse usually consist of a palm size device with a rolling ball at the bottom. It will normally have two or more buttons for making menu selections and changing object properties.

Object

An item appearing on your computer screen. This can be a menu heading, menu option, icon, picture, dialog or button.

Sound Device

A computer instrument for producing sound. This can be either the computer speaker or a sound card combined with external speakers. The latter is capable of producing a wider variety of sounds.

