

Clothes for my Doll

With the help of this program you can choose, try on and print patterns of clothes, bags and hats for your doll.

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How to start

In the wardrobe near the right wall of the room you can choose clothes. There are hats on the top shelf of the wardrobe, shoes - on the bottom shelf. You can put the set you have chosen on your doll and see how she looks in it from the front and from the back.

If you don't like the material the clothes is made of - you can change it for any other. Just open the bedside table near the left wall of the room: there hang different materials. Choose any one and drag it to the clothes on the doll, on the pattern or in the wardrobe.

To view all the patterns and descriptions of them there is a sliding screen that sinks on the window. You can change the material of the patterns which are on this screen.

Having chosen clothes, hats and shoes, you can print only their patterns or your doll clothed in them.

LIMIT: the doll should be the size which allows to put each detail of her clothes on one sheet of paper.

Main Screen

{bmc help01.bmp} Help. Getting help.

{bmc help02.bmp} Printing the patterns. Setting size of your doll and printing the patterns.

{bmc help03.bmp} Printing the doll. Prints the doll in the current clothes.

{bmc help04.bmp} Saving. Saving all the changes on the disk.

{bmc help05.bmp} Restoring. Reading of the saved information.

{bmc help06.bmp} Choosing the material. If you click the mouse on the bedside table, it opens.

{bmc help07.bmp} Choosing the material. If you click the mouse on the material, the rack starts rotating. If you click the mouse on the bedside table, it will close.

You can press the mouse button and drag the material to the pattern on the screen or to the clothes in the wardrobe or to the doll, and drop it on any detail - it will be painted the color of the material. If you press the button 'Shift' while dragging the material, the whole model will be painted the color of the material.

{bmc help08.bmp} Wardrobe with the clothes.

Left button starts rotating the rack - the next modal appears.

Right button shows the list of the clothes in the wardrobe - you can choose any modal without rotating.

If you drag a model from the wardrobe and drop it on the doll, the doll puts it on.

{bmc help09.bmp} Choosing the type of the clothes in the wardrobe.

If you click the mouse on the image of trousers, blouses, skirts, dresses, bathrobes or upper clothes, the chosen type of clothes will be set on the rotating rack.

{bmc help10.bmp} Window.

If you click on the window the doll will be removed from the screen, the curtains will be drawn, and screen will sink. On the screen you can see and paint the patterns of the clothes and read their descriptions.

{bmc help11.bmp} Sinking screen.

If you click the mouse on the screen, patterns of the materials, contours of patterns and their descriptions will be shown successively.

If you click the lines on the right or on the left of the sinking screen, it will be raised, and the doll set in its place.

{bmc help12.bmp} Doll.

Left button turns the doll, you can see its back. One more click, and the doll will be set in the initial position.

Right button shows the list of the clothes put on the doll. Clicking on any line removes the detail from the doll.

If you drag any clothes from the doll and drop it in the wardrobe, it will be removed from the doll.

{bmc help13.bmp} Caption.

If you set the mouse in the upper part of the program window, the caption appears. You can drag it with the mouse and set it in any place of the Windows' desktop.

{bmc help14.bmp} Music off.

{bmc help15.bmp} Music on.

{bmc help16.bmp} Minimize. Minimizing the program window.

{bmc help17.bmp} Exit. Closes the program. You may be asked if you want to save changes.

Printing patterns

In this screen you should set the sizes of your doll and get on the paper patterns of all models which are currently on the doll (if she is seen at the moment), or of one model which is on the sinking screen above the window (if it is sunk at the moment).

{bmc help18.bmp} Standard sizes. Sets standard sizes.

{bmc help19.bmp} Printer setup. You can set the type, size of a sheet of paper, printer resolution.

{bmc help20.bmp} Printing. Prints patterns of the model which is on the doll or on the screen above the window, depending on what is currently selected.

{bmc help21.bmp}, {bmc help22.bmp} Exit.

{bmc help23.bmp} Help

Printing the doll

Prints the doll.

{bmc help24.bmp} Printer setup. You can set the type, size of a sheet of paper, printer resolution.

{bmc help25.bmp} Printing. Prints the doll the way she is on the screen.

{bmc help26.bmp}, {bmc help27.bmp} Exit.

{bmc help28.bmp} Help

Reading and saving changes

With the help of this program you can write and then read from the disk changes in clothes which is on the doll or in the wardrobe and also the sizes of your doll. 8 variants of this information can be saved. This variants are marked with pictures {bmc help29.bmp}. {bmc help30.bmp} No. Refuse from reading or saving. {bmc help31.bmp}, {bmc help32.bmp} Exit into the preceding mode. {bmc help33.bmp} Help

Help

{bmc help34.bmp} Copy to clipboard. Transfers contents of the help unit into the clipboard.
{bmc help35.bmp} Preceding unit. Returns to the preceding help unit.
{bmc help36.bmp} Prints help. Prints contents of the help unit.
{bmc help37.bmp} About the program. Tells about the program and its developers.
{bmc help38.bmp}, {bmc help39.bmp} Exit.