

## **MiniMan User's Manual**

### **Introduction**

Congratulations on your purchase of MiniMan, an exciting productivity and educational tool for young computer users! MiniMan includes six enjoyable activities: Calendar, Calculator, Draw, Pals & Pets, Math Drill and Sounds. Each will be explained in detail below.

### **Installation**

If you downloaded MiniMan from our Internet Webpage, go to the run command on the Windows toolbar. Type 'setup' with the correct path, select run and follow the instructions on the screen.

If you have the installation disks, put disk 1 in your floppy drive and go to the run command on the Windows toolbar. Type 'a:\setup' (or 'b:\setup', if applicable) and follow the instructions on the screen.

MiniMan comes with an Uninstall function, so that you can easily remove the program when no longer needed. Go to Control Panel and select Add/Remove Programs where you will find MiniMan listed. Please note that if you downloaded MiniMan from our Webpage the original installation files will still remain on your hard disk until manually removed.

### **Downloaded Free Trial**

When the free trial of the downloaded version expires, you will be prompted to enter a code to be able to use the program again. Mail us your payment and send us an e-mail with your serial number and we will e-mail you the correct code to unlock your copy. Once the correct code is entered, the program will no longer ask for this information.

### **Main Page**

This is the first page that is shown when you start the program. From here you can access all the other functions. Click on the radio speakers to turn the music on or off. The music turns itself off after a few minutes, but you can start it again by clicking on the radio speaker.

If you click on the child marked 'me', you will see a sign-on screen where you can enter your name. It is not required to fill this out in order to run the program, but if you do your name will appear on the title of the main page. The 'Done' button on this and all the other screens will bring you back to the Main Page.

Press the 'Bye' sign when you are finished playing MiniMan.

### **Calendar**

This is one of the main features of the MiniMan program. Click on the wall calendar on the Main Page to get here. You can view and record information for any date

from year 1900 until year 2099. Children appreciate the ability to see what weekday their parents and grandparents were born (even though many adults would prefer to keep their birth year a secret).

Years and months are selected by clicking on the arrows on the daily calendar view in the top left corner. Days can be selected in the same way, but you may find it easier to click directly on the monthly calendar below. Pressing the 'Today' key will move you back to the present date.

Information for the day is entered in the yellow box. Press the 'Store' button to keep the information in the database. 'Remove' will delete the record in question while 'Clear' will take remove the text in the yellow box (without saving).

You can review the information stored for a certain day by simply selecting the date. For your convenience, you can also click on the 'Next' and 'Previous' buttons to view your other entries.

When 500 entries have been made, the program will ask you to remove old entries before accepting new ones. The intent is not to confuse young computer users with too much information.

### **Calculator**

You get here by clicking on the calculator on the desk on the Main Menu. Enter numbers by clicking the mouse on the appropriate keys. The four main arithmetic operations are supported. An error message is shown if the answer is too high or if you try to divide by zero. Children will appreciate the oversized keys!

### **Draw**

Have fun drawing interesting shapes or watch the computer draw a randomized picture for you! Select this function by clicking on the multicolored piece of paper on the desk on the Main Page.

First select how many colors you wish to use. You can choose two, three or sixteen colors. These colors will control all the drawing tools. As you create separate layers, you can change your choice for how many colors the program should work with.

The 'Pixels' button will display a pattern with pixel resolution. The 'Tiny', 'Small' and 'Large' buttons respectively, show continuously larger squares filled with solid colors. These are nice pictures in themselves or can be used as background patterns for other drawing tools. Please notice that these buttons randomize the colors, so they look different each time.

Young computers users can practice their knowledge of geometrical shapes by clicking on 'Line', 'Rectangle', 'Ellipse' and 'Triangle'. To make the learning experience more fun, the colors and size of these shapes are randomized.

'Line Pattern' shows a number of interconnected lines to create an interesting

randomized pattern. When you press the 'Blob' button, the computer draws a 'blob' on the screen. Many interesting pictures can be created in this way with the computer being the artist!

'Clear White' and 'Clear Black' clear the screen and set a white or a black background respectively. This is useful, since the program will always draw on top of the previous picture until you clear the picture. The 'Undo' and 'Redo' buttons give you an opportunity to correct mistakes.

You can save and bring back stored pictures using the 'Save' and 'Load' keys. The pictures are stored in standard 16 color bmp format and can be viewed in other paint programs.

There are two print options. 'Print Small' will print a small rendition of your masterpiece for drafts to save precious ink. The 'Print Big' button gives you the big picture.

### **Pals & Pets**

This screen is selected by clicking on the book on the desk on the Main Page. Type new information in the Yellow boxes and press the 'Save' key if you wish to keep it.

You can quickly find a record by typing the person's first name in the first yellow box and pressing the 'Find' key. You can obviously also scroll down the table with all your records which are sorted in alphabetical order of the first name.

Records can be selected to be edited or deleted in two ways. You can either do the 'Find' function or simply press the record in the table and it will appear in the yellow boxes. If you wish to edit a record, please press the 'Change' button. To delete a record, press the 'Remove!' key.

Pals & Pets contain up to 100 records. The program will prompt you to make room for more pals by deleting old records when that limit is reached.

### **Math Drill**

Select the paper on the desk on the Main Page with '2+3' written on it. The Math Drill is an exciting way to test your math skills whether you are a kindergarten student or a university professor.

In the top right corner, you select addition, subtraction, multiplication or division. Slightly below, you can set which 'table' you want to practice by pressing the arrows for 'Harder' or 'Easier'. The default is 9, but you can select any number from 2 to 99. For addition and multiplication, the highest number in the question will correspond to the selected table. Division and subtraction will follow the same table, but obviously the first number in the question could be higher (since it is either the sum or the product of the other numbers). Fractions and negative numbers are not used.

When you are ready for the drill, press the 'Start' button and the computer will automatically generate questions for you. Enter the answers in the yellow boxes. Press the 'Mark' button when you are finished and the program will calculate your score. Correct answers are shown in green and wrong answers in red. You can go fix your mistakes and press the 'Mark' button again until you get all answers right.

### Sounds

Click on the green speaker on the Main Page to get to the Sounds screen. Here you can create wacky and funny sentences to entertain for hours. When you select this function, the music automatically stops playing, since it otherwise would interfere with the sounds. It restarts automatically when you exit this screen.

Under the 'Who' category, choose a person. You will hear the computer read out your selection. An action is chosen in the 'What' category followed by a location in the 'Where' category. When your selection is finished, press the 'Play' button and the computer will read the whole sentence.

The program comes with prerecorded sound for the first selection ("Mommy is absolutely gorgeous in the treehouse"). Have your daughter, son, niece or nephew record his or her own sound. MiniMan will play back standard .wav sounds, but they must be named EXACTLY as specified below and stored in the same directory as the program:

Mommy	'Mommy.wav'
Daddy	'Daddy.wav'
My brother	'Brother.wav'
My sister	'Sister.wav'
My best friend	'Friend.wav'
My teacher	'Teacher.wav'
My dog	'Dog.wav'
My cat	'Cat.wav'

is absolutely gorgeous	'Gorgeous.wav'
looks like a monkey	'Monkey.wav'
barks like a dog	'Bark.wav'
eats a lot	'Eat.wav'
meows like a cat	'Cat2.wav'
is very, very nice	'Nice.wav'
snores very loudly	'Snores.wav'
hops on one foot	'Foot.wav'

in the treehouse.	'Tree.wav'
on the moon.	'Moon.wav'
under the bed.	'Bedund.wav'
in the garden.	'Garden.wav'

on the playground.	'Playgr.wav'
on the table.	'Table.wav'
in the principal's office.	'Princ.wav'
in the kitchen.	'Kitchen.wav'

Pressing the 'Don't Press' button is for you to explore (if you dare). Enjoy!

### **Limited Warranty**

Piccolo Software, Inc. warrants for a period of 30 days from the day of purchase that this software will perform substantially in accordance with the manual and the product information provided on the company's webpage (<http://www.piccolosoftware.com>). In the event that Piccolo Software, Inc. is notified of substantial deficiencies within the 30 day period, we will either remedy the deficiencies or provide a refund. Piccolo Software, Inc. does not warrant that the program will operate without errors or that it will meet certain requirements. The user is responsible for any loss from use of the program. Piccolo Software, Inc. shall not be responsible for direct, indirect or consequential damages due to deficiencies in the program. There are no other warranties, expressed or implied, with respect to the program. The above stated limitations are not allowed in some states and may therefore not apply to you.

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