# *Master*
# VIDEOPAINTER™

## User's Manual



**VTECH®** *Master* **VIDEOPAINTER**™

**VTECH®**

# ≡ Master VIDEO PAINTER™ ≡

# INTRODUCTION

Thank you for purchasing VTECH® **MASTER VIDEO PAINTER**™ drawing toy! We at VTECH® are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at (800) 521-2010.

**MASTER VIDEO PAINTER**™ combines the enjoyment of sketching and coloring through the use of a television set. A variety of drawing functions, 14 bright color options, animations and flexible editing tools will entertain both children and parents for hours. **MASTER VIDEO PAINTER**™ drawing toy will enhance the talent and creativity of both children and adults.

## PACKAGE CONTENTS
* **MASTER VIDEO PAINTER**™ drawing toy
* 1 Pen
* 2 Cables - One Video, One Audio (can be used interchangeably)
* 1 Instruction Manual

## FUNCTION KEYS



12 FUNCTION KEYS

POWER SWITCH

FUNCTION KEYS

14 COLOR PALETTE

CARTRIDGE INLET

MARK BUTTONS          DRAWING PAD
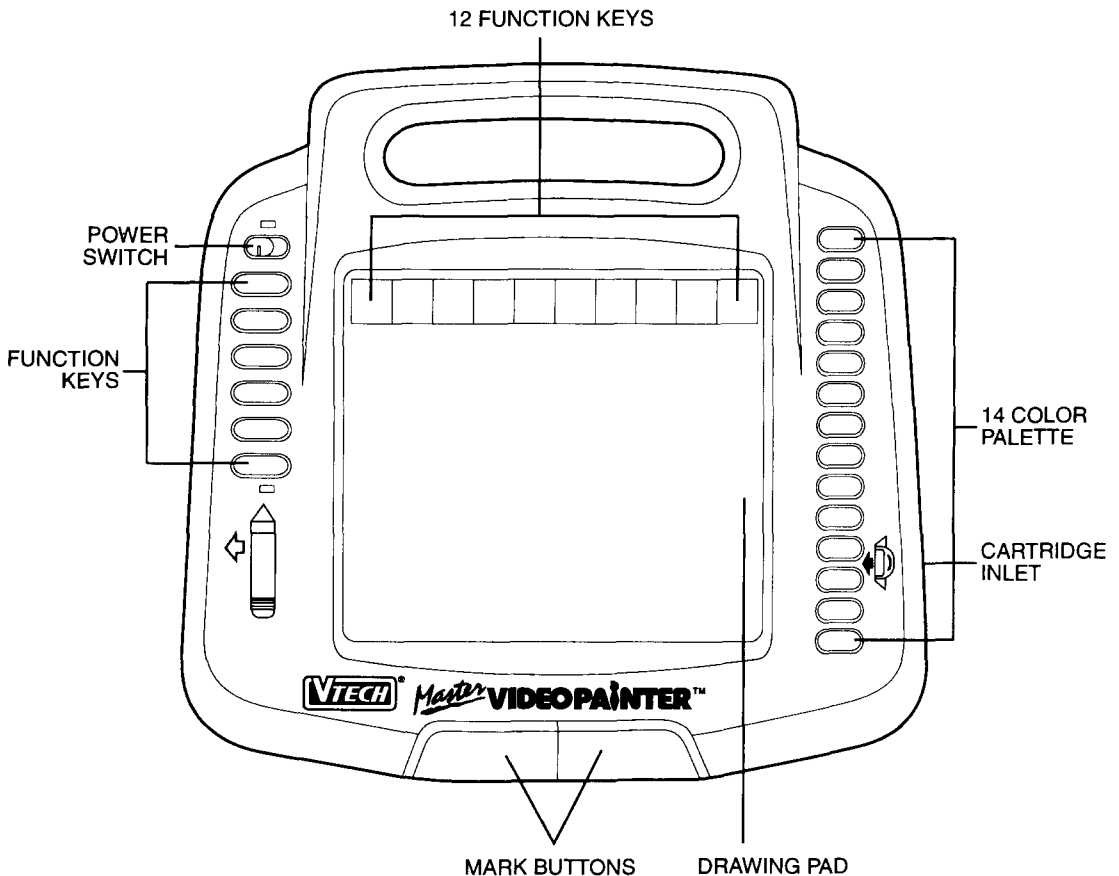
# SETTING UP

## BATTERY INSTALLATION

* Make sure the power is turned off on the unit.
* Remove the DC power lead.
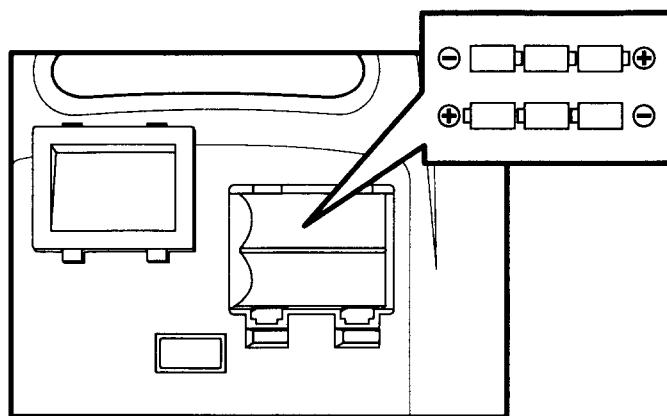* Locate the battery cover on the bottom of the unit.
* Remove the battery cover.
* Insert 6 "D" batteries as illustrated (DO NOT USE RECHARGEABLE BATTERIES.)
* Replace the battery cover.

**NOTE**: Remove all batteries if the unit is not in use for a long period of time. Always replace all batteries at the same time.

## AC ADAPTOR

* Use a standard 12 V ➕➖◗➖➖  AC adaptor.
* Make sure the power button is in the OFF position.
* Plug the power jack into the 12 V-DC socket at the back of the unit.
* Plug the AC adaptor into a wall socket.

**NOTE**: Use of an adaptor will override the batteries. For more efficient use of the **MASTER VIDEO PAINTER**™ toy, we strongly suggest the use of a 12 Volt adaptor which may be purchased by sending a check or money order for $12.00 plus $5.00 for S & H (Illinois residents add 8% sales tax) to:

VTECH
12 Volt Adaptor Offer
380 West Palatine Road
Wheeling, IL 60090
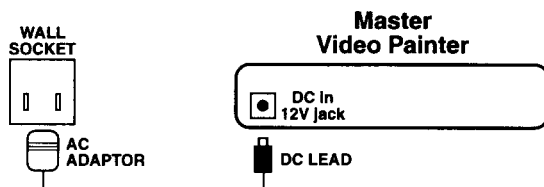
## CONNECTING TO A TV OR MONITOR

**NOTE:** Before you begin installation, check to make sure that your **MASTER VIDEO PAINTER™** toy is working. Once you have turned on the unit you should see the power indicator light. If you do not see the power indicator light, please go back and check your power source. Check to see that the batteries are installed correctly. The **MASTER VIDEO PAINTER™** drawing toy will not function if the batteries are incorrectly installed and damage to the unit could result. Make sure that your TV and the drawing toy are turned off before you begin connections.

### UNITED STATES TVs CONNECTION (NTSC VERSION)

a) For a TV/Monitor that has a TV/Video switch: Plug in one end of the Video Cable (included) to the VIDEO OUT of the unit and plug the other end into the VIDEO IN of the TV/Monitor. Plug in one end of the Audio Cable (included) into the AUDIO OUT on the **MASTER VIDEO PAINTER™** toy and connect the other end of the Audio Cable to the AUDIO IN of the TV/Monitor. Set your TV/Monitor from TV to Video (AV) on the remote control or on the front of the TV set.
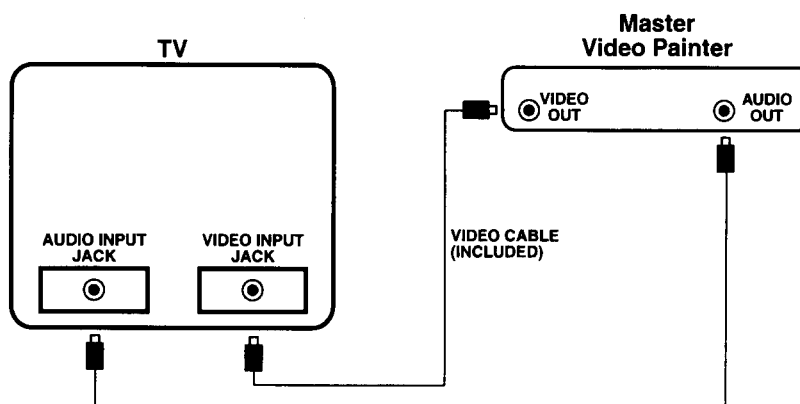


b) For a TV/Monitor that does not have an AV mode: If your TV/Monitor does not have a VIDEO INPUT jack, you will need to purchase an RF MODULATOR, coaxial cable and 75/300 ohm converter. See enclosed special offer or call our Consumer Services Department at 1-800-521-2010 for assistance.

**NOTE:** If the screen of the TV/Monitor is multi-system, make sure the color system of the TV/Monitor is the same as the **MASTER VIDEO PAINTER™** drawing toy.

## CONNECTING TO A VCR

With the **MASTER VIDEO PAINTER™** drawing toy connected to your VCR, it is possible to record your drawing process and also your finished drawing on video tape. Connect your VCR and TV as you normally do. Make sure your VCR is in the Video mode and the TV channel matches the VCR Output. Attach one end of the Video Cable (included) to the unit's VIDEO OUT (at the back of the unit) and the other end to the VIDEO IN on the VCR. Plug one end of the Audio Cable into the AUDIO OUT on the **MASTER VIDEO PAINTER™** toy and connect the other end of the Audio Cable to the AUDIO IN on the VCR.

**NOTE:** If the TV is connected to the VCR, make sure the color system of the TV, VCR and the unit are all the same.

Check the color hue and brightness control on the remote control or on the TV set.
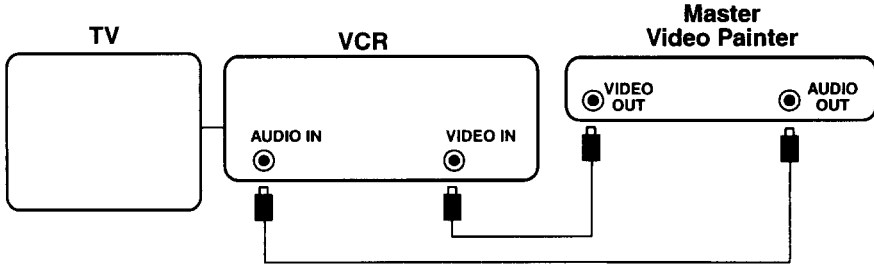
## RECORDING YOUR WORK ON THE VCR

Insert a video tape and press the Record button, or the Record and Play buttons together, on the VCR when you want to record the picture on the screen.

## RF MODULATOR

If your TV does not have a VIDEO INPUT jack, you will need to purchase an RF Modulator, coaxial cable and 75/300 ohm converter to use this product. You may purchase these items at most electronic stores or by sending $14.99 plus $5.00 for S & H (Illinois residents add 8% sales tax) to:

VTECH
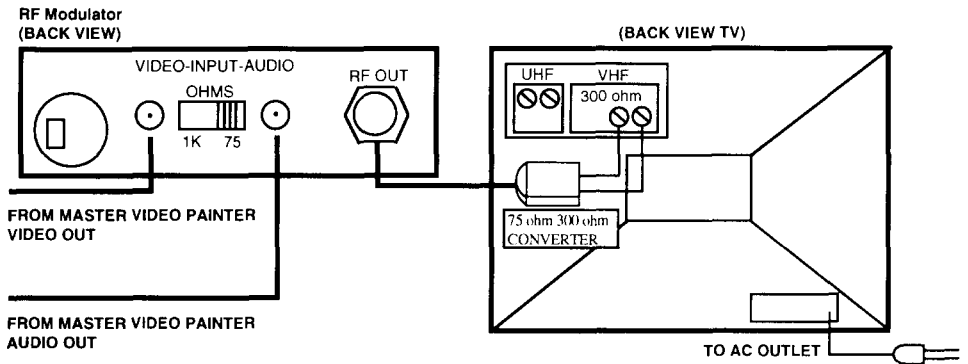RF Modulator Offer
380 West Palatine Road
Wheeling, IL 60090

**NOTE**: A game switch from another system will not work. Be sure to purchase an RF Modulator.
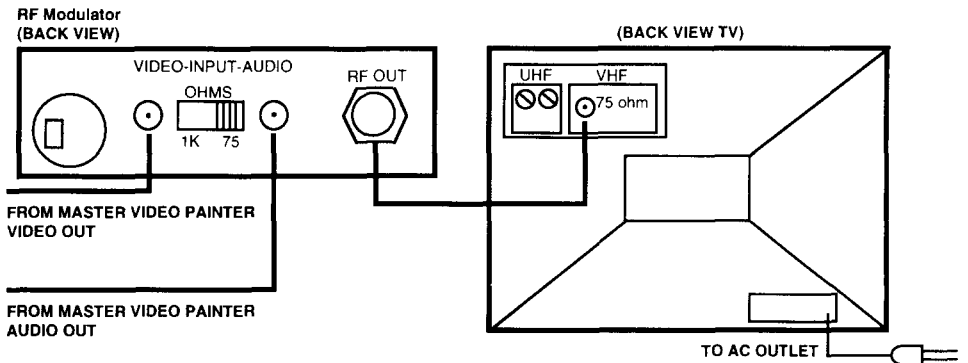
## HOOK UP FOR RF MODULATOR

**NOTE**: These directions will work for most standard RF Modulators and the ones purchased through VTECH®. There may be some variation. Please consult the directions you receive with your RF Modulator.

a) Hook one end of the Video Cable (included) into the VIDEO OUT on the **MASTER VIDEO PAINTER**™ toy and the other end to the VIDEO IN on the RF Modulator.

b) Hook the Coaxial Cable into the RF OUT on the RF Modulator. If your TV is equipped with a VHF coaxial jack, plug the other end of the coaxial cable into it. This is also known as cable-ready TV.

c) If your TV has VHF screw terminals, you will need to use the 75/300 ohm converter. Attach one end of the converter to the coaxial cable and the other end to the VHF screws.

d) Set the RF Modulator and your TV to channel 3 or 4. (Whichever channel is not used for broadcast in your area. Remember to set both the RF Modulator and the TV to the same channel.)

e) Set the 1k/75 ohms switch on the RF Modulator to 75 ohms.

f) Plug the RF Modulator into any wall outlet.

g) Turn on the TV and the **MASTER VIDEO PAINTER**™ drawing toy.

### RF MODULATOR WITHOUT VHF COAXIAL JACK

RF Modulator
(BACK VIEW)                                                          (BACK VIEW TV)

VIDEO-INPUT-AUDIO
OHMS
1K    75
RF OUT

UHF    VHF
300 ohm

FROM MASTER VIDEO PAINTER
VIDEO OUT

75 ohm 300 ohm
CONVERTER

FROM MASTER VIDEO PAINTER
AUDIO OUT                                                            TO AC OUTLET

### RF MODULATOR WITH VHF COAXIAL JACK

RF Modulator
(BACK VIEW)                                                          (BACK VIEW TV)

VIDEO-INPUT-AUDIO
OHMS
1K    75
RF OUT

UHF    VHF
75 ohm

FROM MASTER VIDEO PAINTER
VIDEO OUT

FROM MASTER VIDEO PAINTER
AUDIO OUT                                                            TO AC OUTLET

## MASTER VIDEO PAINTER™ TROUBLE SHOOTING

Once your hook up is complete to the **MASTER VIDEO PAINTER**™ toy, Demo program will begin. If you do not see the Demo program, but you are sure your unit is working properly, (the indicator light is on and the unit is beeping) please check the following:

### TV HOOK-UP

a) Follow the TV Hook-up from the **MASTER VIDEO PAINTER**™ manual to the CONNECTION TO A TV OR MONITOR section.

b) If there is a TV/Video switch on the back of TV, switch it to Video.

c) Make sure the adaptor is properly plugged in and has the correct voltage (12 Volt 500mA).

d) Locate your television manual and read the section that explains how to run a camera or camcorder through the TV.

e) Set the following switches and/or settings to the ON position on your TV:
      1) Auxiliary switch or button (AUX)
      2) AV button-audio/video
      3) Input button

f) A few types of TVs require that you set your TV on channel 91. If you still do not have a picture, please check this.

## VCR HOOK-UP

1. Follow the TV Hook-Up steps a - c (above).

2. Locate your VCR instruction manual and read the sections that explain the following: Running a camera or camcorder through the VCR, setting the VCR to accept a Video In signal or Video Dubbing.

3. If unable to locate your manual, check the following switches and/or settings on your VCR. Please note that not all VCRs are the same and your VCR may have only some of the following switches.

   1) Line/Tuner Switch - should be switched to LINE.
   2) Auxiliary Switch - should be switched to AUXILIARY.
   3) Input Select Button - Press this button. On some VCRs, this is all that is necessary, on other VCRs a few choices will light up on the VCR; choose LINE.
   4) If your VCR has "on screen programming", the settings will be handled through the remote control and on screen menus.
   5) With certain older model VCRs, in order to activate the Video Input signal, it is necessary to insert a video tape into the VCR. Press PLAY until a picture appears on the TV, then press the STOP button.
   6) On some newer VCRs, there is a blue screen option. If this applies to your VCR, you will need to turn this OFF.

# GETTING STARTED

* Switch the power button to the ON position.
* The unit will automatically go into a demonstration mode. This DEMO features most of the drawing functions.
* To interrupt the demonstration and begin a new drawing, just touch the drawing pad with the point of the drawing pen or press any key/icon.
* Locate the drawing pen on the Top left side of the **MASTER VIDEO PAINTER™**.

## DRAWING

### DRAWING WITH THE PEN

a) Press  (Pen Drawing Tool). A menu with two types of drawing icons will appear at the top of the screen. There are two ways to access the choices that appear on the screen.



   1) Place the Pen on the Drawing Pad and move the cursor (which looks like an arrow) to one of the choices at the top of the screen.

   2) There are seven blocks printed underneath the drawing tools on top of the Drawing Pad. These blocks correspond with the menu choices for individual drawing tools. Press a block with the Pen for easy access of a specific menu choice.

b) Choose  (Small Pen) for a thin line or  (Large Pen) for a bold line. A white frame will appear around your choice. Press the Mark button to enter the sketch mode. The menu at the top of the screen will then disappear. The function you are currently using will be indicated on the bottom right portion of the screen.

c) Choose a color by pressing the desired color "DOT" located on the right side of the unit. The color bar that appears on the bottom of the TV screen indicates the color currently in use.

   **NOTE**: You can change colors at any time during your drawing just by pressing another color "DOT".

d) Choose a point on the Drawing Pad to start. Press and hold down the Mark button. Start to draw by placing the Pen on the Drawing Pad and moving the Pen, as if you were drawing on a piece of paper.

e) Release the Mark button when you have finished.

f) Repeat steps d and e until the drawing is complete.

### HELPFUL HINTS

* Don't press down on the Mark button until the cursor on the TV screen is in the position where you want to start the drawing.

* Don't press the Drawing Pad with your hands while making a sketch or the lines will not follow the movement of the Pen.

* To sketch without continually holding down the Mark button, press the Mark Lock button once. A light will go on. Press the Mark Lock button again to return to the normal mode.

* You can change a function anytime while drawing by pressing another function key. The new menu will then appear at the top of the screen without erasing your drawing.

### DRAWING WITH THE SPRAY

a) Press  (Spray Drawing Tool). A menu with two spray drawing icons will appear at the top of the screen.



b) Choose  (Small Spray) for small spray dots or  (Large Spray) for thick spray dots. A white frame will appear around your choice. Press the Mark button to enter the sketch mode. The menu at the top of the screen will then disappear. The function you are currently using will be indicated on the bottom right portion of the screen.

c) Choose a color by pressing the desired color "Dot" located on the right side of the unit. The color bar that appears on the bottom of the TV screen indicates the color currently in use.

d) Choose a point on the Drawing Pad to start. Press and hold down the Mark button. Start to draw by placing the Pen on the Drawing Pad and moving the Pen, as if you were drawing on a piece of paper.

e) Release the Mark button when you have finished.

f) Repeat steps d and e until the drawing is complete.

### TRANSPARENT COLOR PEN

a) Press  (Transparent Color). A menu with two transparent color drawing icons will appear on top of the screen.



b) Choose  (Small Transparent Color Pen) for a thin transparent line or  ( L a r g e Transparent Color Pen) for a thick transparent color line. A white frame will appear around your choice. Press the Mark button to enter the sketch mode. The menu at the top of the screen will then disappear. The function you are currently using will be indicated at the bottom right of the screen.

c) Choose a color by pressing the desired color "DOT" located on the right side of the unit. The color bar at the bottom of the TV screen will indicate your color choice.

d) Choose a point on the Drawing Pad to start. Press and hold down the Mark button. Start to draw by placing the Pen on the Drawing Pad and moving the Pen, as if you were drawing on a piece of paper.

e) Release the Mark button when you have finished.

f) Repeat steps d and e until the drawing is complete.

***FROM THIS POINT ON, ALL DRAWING FUNCTIONS ARE ACTIVATED AS DESCRIBED, UNLESS OTHERWISE NOTED.***

## PAINTING TOOLS

a) Press  (Paint Brush). A menu with five paint icons will appear at the top of the screen.



1. Paint Area - Paints an object with the specified color.
2. Paint Outline - Paints the outline of objects or pictures.
3. Paint Background - Paints the background.
4. Paint Pattern - Select one of 10 patterns.
5. Paint transparent color - Paint a color on top of another color.

b) Choose a color by pressing the desired color "DOT".

c) Choose a paint method and press the Mark button. The menu will then disappear. A paint brush cursor appears.

d) Move the cursor to the area you want to paint and then press the Mark button. The paint color or pattern will fill the screen from that point until you lift the Pen off the Pad.

**NOTE**: Make sure that when you are filling a certain area that the area is outlined in a solid, unbroken line. If the area to be filled is not completely enclosed, the color or pattern will leak into the background.

## STAMPS
### THE LIBRARY STAMP

a) Press  (Stamp). A menu with two Stamp icons will appear at the top of the screen.



b) Move the cursor to the left icon to select the Library Stamp and press the Mark button.

c) A menu of 20 stamps and function keys will appear.



d) Move the cursor to the Car icon in the lower left corner to select the opposite position of the object. Once this icon is used, all objects will be flipped vertically or horizontally.

e) Move the cursor to the Apple icon to select one of four distances between the stamps.

f) Place the cursor on a stamp and press the Mark button to select the stamp. The selected stamp is shown in the window to the right of the Stamp Distance icon.

g) Press the Arrow icon on the bottom right to exit the menu. The selected stamp pattern will appear as the cursor.

h) Place the pen on the drawing pad and press the Mark button once. The stamp pattern will stamp once.

i) If you press and hold the Mark button and move the Pen, a continuous stamp pattern will appear.

### USER CREATED STAMP

a) Press  (Stamp). A menu with two Stamp icons will appear at the top of the screen.



b) Move the cursor to the User Created Stamp icon on the right and press the Mark button. A User Created Stamp menu will appear.
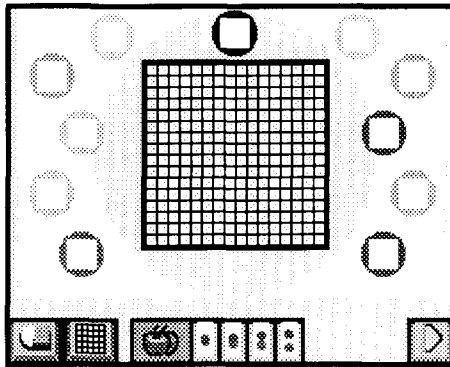


c) Choose a color by pressing the desired color "DOT" located at the right side of the unit. Move the cursor to the Edit Stamp Area. The cursor will change to a Pen drawing tool. Press the Mark button to draw.

d) To erase the dots, move the arrow cursor to the Erase icon (it looks like an eraser) and press the Mark button. An erase cursor will appear. Place the Eraser on a dot and press the Mark button to erase. Press the Erase icon to change back to Pen drawing tool. Press the Clear icon and the entire Edit Stamp Area will be cleared.

e) After a stamp pattern is created, it can be saved in the Saving Area.

    * Move the cursor to one of the empty colored circles.
    * Press the Mark button. The stamp pattern will be saved in that area.
    * If a new stamp pattern is to be replaced with the existing stamp pattern, move the cursor to the old stamp pattern and press the Mark button. The new stamp will appear in the old stamp's space.

f) To load the User Created Stamp pattern, be sure the Edit Stamp Area is cleared.
    * Move the cursor to one of the ten circles and press the Mark button.
    * The selected stamp pattern will be loaded into the Edit Stamp Area.

g) Press the Arrow icon on the bottom right to exit the menu and begin drawing with the stamp.

**NOTE**: If nothing is shown in the Edit Stamp Area and the Arrow icon is pressed, the stamp pattern will be blank.

## EDITING TOOLS
### COPYING

a) Press [icon] (Edit tools). A menu with six Edit icons will appear.

[icon menu]

b) Move the cursor to (Copy icon) [icon] and press the Mark button. A cursor will appear if the Pen is touching the drawing pad.

c) Move the cursor to one of the four corners of the object that you want to copy. Press the Mark button once to confirm a starting point then move the cursor diagonally across so that you can enclose the object you want to copy.

d) Press the Mark button again to define the box. Now the area that you want to copy is enclosed. The enclosed area becomes the cursor. Move it to where you want it to be copied and press the Mark button. This will copy the picture.

e) Follow steps c and d to make more copies.

### MOVING OBJECTS

a) Press [icon] (Edit tool). A menu with six Edit icons will appear.

[icon menu]

b) Move the cursor to the Move icon [icon] and press the Mark button. A cursor can be seen if the Pen is touching the Drawing pad.

c) Follow steps c & d of the section on how to copy.

d) When the area is enclosed, move the boxed area to the desired location and press the Mark button. The drawing is now moved to a different area of the screen.

### FLIPPING OBJECTS

a) Press [icon] (Edit tool). A menu with six Edit icons will appear.

[icon menu]

b) Move the cursor to the Flip icon [icon] and press the Mark button. A detailed menu will appear with two icons: Flip Vertical and Flip Horizontal.

c) Move the cursor and press the Mark button to select Flip Vertical [icon]. A cursor can be seen if the Pen is touching the Drawing Pad.

d) Enclose the object in a box (follow step c of the copy command).

e) When the area is enclosed and the Mark button is pressed, the enclosed area will flip vertically.

f) To flip horizontally, choose the Flip Horizontal icon [icon] and then follow steps d and e. When you have completed these steps, the object should be in a horizontal position.

## ROTATING OBJECTS

a) Press [Edit tool icon] (Edit tool). A menu with six Edit icons will appear.

[menu of six Edit icons]

b) Move the cursor to the Rotate icon [Rotate icon] and press the Mark button. Three icons will appear.

[three icons]

c) Move the cursor to the Rotate 90° icon [Rotate 90° icon] and press the Mark button. A cursor can be seen if the Pen is touching the  drawing pad.

d) Enclose the object that you want to rotate in a box.

e) When the area is enclosed, press the Mark button and  the object will rotate 90°.

f) Follow steps c - e to rotate 180° or 270°.

## TRANSFORMING OBJECTS

a) Press [Edit tool icon] (Edit tool). A menu with six Edit icons will appear.

[menu of six Edit icons]

b) Move the cursor to the Transform [Transform icon] icon and press the Mark button. A cursor can be seen if the Pen is touching the Drawing Pad.

c) Move the cursor to one of the four corners of the object you want to enclose in a box. Press the Mark button once to confirm the starting point. Move the cursor diagonally to enclose the object in a rectangular box.

d) Press the Mark button again to confirm the box.

e) Put the cursor on one of the four corners of the box and press the Mark button. When the Mark button is pressed, the opposite diagonal pointer is fixed and the other three corners are free to be stretched. Move the selected corner to how far you want to stretch the object.

f) Press the Mark button again to confirm the transformed object.

**NOTE:** The Copy, Move, Rotate and Transform commands will change the entire picture enclosed in the box, including the background. We recommend that you make all the editing changes before drawing a background.

## THE DYNAMIC ZOOM

a) Press [Edit tool icon] (Edit tool). A menu with six Edit icons will appear. Move the cursor to the Dynamic Zoom [Dynamic Zoom icon] icon and press the Mark button. A cursor can be seen if the Pen is touching the Drawing Pad, then move the cursor to the place you want to zoom and press the Mark button. A small window and a Dynamic Zoom  drawing area will appear. The Dynamic Zoom drawing area is for editing the detail of the drawing.
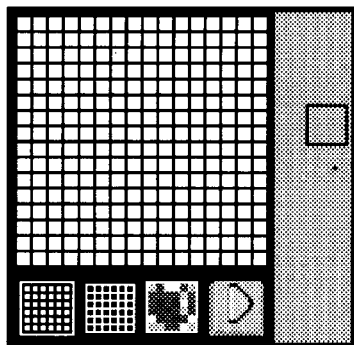
b) The "Small Window" is the area you want to edit.

c) Move the Small Window to do detailed drawing editing in one of two ways:
1) Move the cursor to the Small Window. Press and hold the Mark button. The Small Window will become the cursor. Release the Mark button when the cursor is at the desired location.
2) Move the cursor to the desired position and press the Mark button to relocate the small window immediately.

d) If you put the Small Window on the left of the screen, the Dynamic Zoom drawing area appears on the right and vice versa.

e) To draw in detail, pick a color "DOT" and fill a square with that color.

f) Inside the Dynamic Zoom drawing area, there are three color grids. One is black, one is white and one is a no line grid. The grid lines divide the picture into pixels for easy editing.

g) When editing is finished, choose another function or press the Go icon to exit the Dynamic Zoom.

**UNDO FUNCTION**
Press the UNDO button on the top left corner of your **MASTER VIDEO PAINTER**™ and the last function or command or drawing that was performed will be canceled. But in Edit function, UNDO will not work.


# GEOMETRIC SHAPES
## STRAIGHT LINE

a) Press  (Geometric Shapes). A menu with five icons will appear.
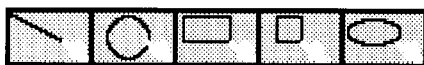


b) Move the cursor to the Straight Line icon  and press the Mark button. A cursor can be seen if the Pen is touching the Drawing Pad.

c) Choose a color by pressing the desired color "DOT" located at the right side of the unit.

d) Choose a point on the Drawing Pad to start. Press the Mark button once to confirm the starting point. Then move the Pen on the Drawing Pad as if you were drawing a line on a piece of paper.

e) Press the Mark button again, and the straight line will be confirmed.

f) Repeat steps d and e until the drawing is complete.

## CIRCLES

a) Press [icon] (Geometric Shape). A menu with five icons will appear.

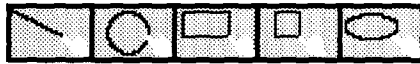b) Move the cursor to the Circle icon [icon] and press the Mark button.

c) Choose a point as the center of the circle.

d) Choose a second point as a point on the circumference.

e) A circle is formed. Press the Mark button once to confirm the circle that you want.

## RECTANGLES

a) Press [icon] (Geometric Shape). A menu with five icons will appear.

b) Move the cursor to the Rectangle icon [icon] and press the Mark button.

c) Select a point by placing the Pen on the Drawing Pad. Press the Mark button. This is one of the four corners of the rectangle to be drawn.

d) Choose a second point to mark the diagonal corner and see the window being spread out. Move the point to reach the correct size for the rectangle that you want and press the Mark button. A rectangle is formed.

## SQUARES

a) Press [icon] (Geometric Shape). A menu with five icons will appear.
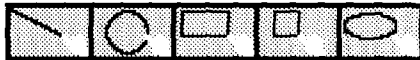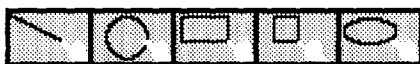
b) Move the cursor to the Square icon [icon] and press the Mark button.

c) Choose a point to be the starting point and press the Mark button. This is one of the four corners of the square to be drawn.

d) After confirming the first point, you can move the pen anywhere on the screen and the second point will always be directly opposite the first point. Put the pen wherever you want the second point to be, and the square will spread to the correct size. Press the Mark button to confirm the square.

## ELLIPSES

a) Press [icon] (Geometric Shapes). A menu with five icons will appear.

b) Move the cursor to the Ellipse icon [icon] and press the Mark button.

c) Choose a point as one of the four corners of the invisible window (the window will enclose the ellipse) and press the Mark button.

d) Choose a second point as the diagonal corner of the window.

e) An ellipse is formed. Press the Mark button to confirm the ellipse you want.

# ERASING DRAWINGS
## THE SMALL ERASER

a) Press  (Erase). A menu with seven icons will appear on the screen.



b) Move the cursor to the Small Eraser  and press the Mark button. A small eraser cursor can be seen if the Pen is touching the Drawing Pad.

c) Place the Pen on the Drawing Pad and move the cursor to the area you want to erase. Press and hold down the Mark button and start to erase by moving the cursor back and forth.

**NOTE:** All eraser functions will erase an object and its background.

## THE BIG ERASER

a) Press  (Erase). A menu with seven icons will appear on the screen.



b) Move the cursor to the Big Eraser  and press the Mark button. A Big eraser cursor can be seen if the Pen is touching the Drawing Pad.

c) Place the Pen on the Drawing Pad and move the cursor to the area you want to erase. Press and hold down the Mark button and start to erase by moving the cursor back and forth.

## ERASING A COLOR REGION

a) Press  (Erase). A menu with seven icons will appear.



b) Move the cursor to the Erase Color Region icon  and press the Mark button. A small eraser cursor can be seen if the Pen is touching the Drawing Pad.

c) Choose the color that you want to erase by moving the cursor.

d) Erase the area you want by pressing down the Mark button. Only the selected color area will be erased.

## ERASING ALL COLOR AREAS

a) Press [icon] (Erase). A menu with seven icons will appear.

b) Move the cursor to the Erase Color Area icon [icon] and press the Mark button. An erase cursor can be seen if the Pen is touching the Drawing Pad.

c) Press the Mark button and the whole screen area will be erased. Only the black sketch line on the background color can be seen.

## CLEAR SCREEN EFFECTS

The clear screen effects are two different ways to erase the entire screen.

## CLEAR SCREEN EFFECT 1

a) Press [icon] (Erase). A menu with seven icons will appear.

b) Move the cursor to the Clear Screen Effect 1 [icon] icon and press the Mark button.

c) You will see a white rectangle appear in the center of the screen. The rectangle will spread out toward the sides of the screen until it covers the entire screen. This will erase 50% of the screen. The rectangle will then move in towards the center of the screen, erasing the rest of the screen.

## CLEAR SCREEN EFFECT 2

a) Press [icon] (Erase). A menu with seven icons will appear.

b) Move the cursor to Clear Screen Effect 2 icon [icon] and press the Mark button.

c) You will see white squares appear randomly on the screen. Where a square appears, the screen fades to background color. This will continue until the entire screen is covered by squares and has faded to background color.

## SOUND EFFECT ICON

a) Press [icon] (Erase). A menu with seven icons will appear.

b) Move the cursor to the SOUND EFFECT [icon] icon and press the Mark button to turn off all sound effects.
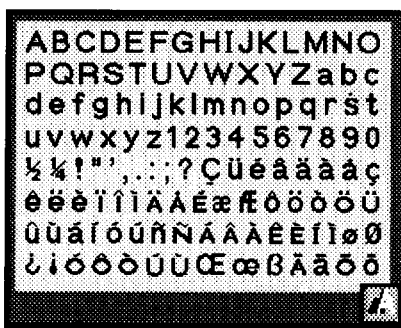
c) To reinstate sound effects, simply select the SOUND EFFECT icon using the Mark button.

**HELPFUL HINTS**

1) To erase without pressing the Mark button, press the Mark Lock button once. (As to the Small Eraser and the Big Eraser).

2) To erase the entire drawing, press the Clear button on the top left corner of your **MASTER VIDEO PAINTER™**.

**LETTERS AND NUMBERS**

a) Press **ABC** (Letter) icon.  A menu with the alphabet, numbers and symbols will appear on the screen.



```
ABCDEFGHIJKLMNO
PQRSTUVWXYZabc
defghijklmnopqrst
uvwxyz1234567890
½¼!"',.:;?ÇÜéâäàç
êëèïîìÄÅÉæÆôöòÜ
ÛÙáíóúñÑÁÂÀÈÍøØ
¿íóóòÚÜŒœßÃãõô
```

b) Select a bigger or smaller letter by moving the cursor to the size icon, at the bottom right corner of the letter menu. Press the Mark button to select a size.

c) Choose a letter by moving the cursor to the letter you want and pressing the Mark button.

d) The menu will disappear and the selected letter will become the cursor.

e) Using the Pen, move the letter to the desired location and press the Mark button. The letter will appear at that location.

f) Repeat steps c, d and e to add more letters.

**OBJECT AND PICTURE LIBRARY**

There are two picture backgrounds and fifty objects that are divided into five groups:
   * Camp site scene
   * Playground scene
   * Park objects
   * Vehicles
   * Animals
   * Camp site objects
   * Sports objects

a) Press  (Library Object and Background Scene). A menu with seven icons (two background scenes and five object groups) appears at the top of the screen.

b) Choose the group you want and press the Mark button. The objects that belong to that group will appear on the screen.
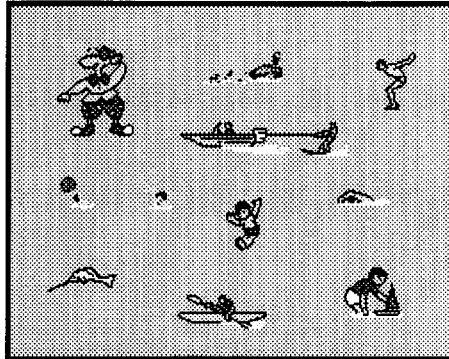


c) The cursor will appear when the Pen is touching the Drawing Pad. Move the cursor to the object that you want to select and press the Mark button. The selected object will then become the cursor.

d) The screen will return to your original sketch. Touch the Drawing Pad with the Pen and move the object wherever you wish. Press the Mark button to release the object. The object will then appear in the place you selected on the screen.

e) To display the scene, move the cursor to one of the two scenes from the menu and press the Mark button. The scene will then be displayed.

**NOTE**: The color can be changed on all pre-drawn objects and scenes. You can also add your own drawing and use all the editing tools on the pre-drawn scenes.

## ANIMATION
### LIBRARY ANIMATION

a) Press the Animation button located on the top left corner of the unit.

b) Two menu icons will appear.  (Library Animation) and  (User Created Animation). Move the cursor to Library Animation and press the Mark button.

c) Four on screen Library Object Group icons and the Library Animation menu will appear. Move the cursor to the desired Library Object Group and press the Mark button. The screen menu of library objects will appear.
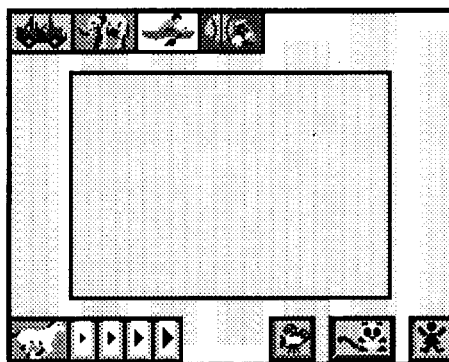
d) Move the cursor to the desired animated object and press the Mark button. After an object has been selected, the screen will return to the Library Animation menu. The selected object will appear inside the Preview Area.

e) There are four levels of speed to choose from. Select the animation speed of the object by pressing the Object Speed Counter on the lower left side of the screen.

f) Press the Preview button to see the animated object moving in the Preview Area without exiting the menu.

g) If you choose an animated library object and draw your own animation, you can choose which one you want to animate. You can only animate one object at a time. Press the Animation button. You should see three icons appearing on the screen: Library Animation icon, [icon] User Created Animation icon, [icon] and the Layer icon [icon] .

h) The Layer icon [icon] is for selection of playing the Library Animated object or User Created Animation object. Press the Layer icon once to play the Library Animation object and press the icon again to play the User Created Animation object. To animate that object, just push the Animation ON/OFF key [icon] and the selected object will move according to the selected path and speed. The current object to be animated is the object shown in the Preview Area. If you select the second Library animated object, the first Library object will be replaced by the second one you selected.

i) Move the cursor to the lower right to select the Animation Path [icon] . (You can see the animation without selecting the Animation Path). After the Path button is selected, a path menu will appear with twelve pre-programmed paths and the User Created Path and Dynamic Path icons.
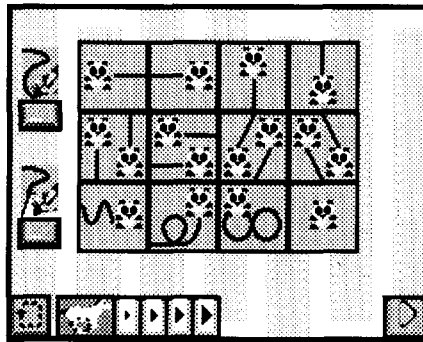


**THE PROGRAMMED PATH**

a) When the Programmed Path menu appears, select the path speed on the bottom of the screen. Path speed is the speed that the object moves along the selected path. It always defaults to the slowest speed. Four different speeds can be selected (see step e). If you want the animated object to move continuously press the Loop button [icon] on the left side of the screen.

b) To select the animation path, move the cursor to one of the twelve paths and press the Mark button. Then press the Arrow icon on the lower right corner of the screen to go to the Library Animation menu. After you are in the Library Animation menu, move the cursor to the lower right corner of the screen and press the Play Animation button. The screen will change to the current background.

c) Move the cursor to the place you want to start the Animation and press the Mark button. Release the Mark button and the animated object will move according to the selected path and moving speed.

## SETTING YOUR OWN ANIMATION PATH

a) When you get into the Path menu, move the cursor to the upper left corner of the screen to the User Created Path icon and press the Mark button.

b) The screen will change and a path can be drawn.

c) Move the cursor (object becomes the cursor) by pressing the Mark button. Hold down the Mark button while drawing with the Pen, creating your own path. You will see a black line appear corresponding with the path of your Pen. Release the Mark button when you have finished with the path. Then the Animation Path menu will appear. Move the cursor and press the Arrow icon. The Library Animation menu will appear.

Press the Play Animation button  on the lower right corner of the screen. Put the Pen on the Drawing Pad and press the Mark button. The animated object will move according to your selected path and moving speed.

## SETTING ANIMATION PATHS THAT FOLLOW YOUR PEN

a) When you get into the Path menu, move the cursor to the middle left to the Dynamic Path icon and press the Mark button. Then press the Arrow icon on the lower right corner to go back to the Library Animation menu. After you are in the Library Animation menu, move the cursor to the lower right corner and exit the Animation Menu.

b) The screen will change to the drawing background scene. The selected animated object will appear when the Pen is touching the Drawing Pad. Press the Mark button to start the object animation.

c) The objects will animate and at the same time follow the motion of the Drawing Pen

d) To release the object, just pick up the Pen and the animated object will stop where you stopped. To move the object again put the Drawing Pen back on the Pad and the object will move to that point. Move the Drawing Pen along the Drawing Pad for continued motion.

## USER CREATED ANIMATION

a) Press the hard Animation button on the top left side of your **MASTER VIDEO PAINTER**™.

b) Two icons will appear on the screen,  Library Animation and  User Created Animation. Move the cursor to User Created Animation and press the Mark button to select.

c) A User Created Animation menu will appear. The screen will have icons on the top left for frame selection (three or five frames) and drawing tool icons on the top right. Six preset areas can be seen in the middle for you to create objects. The preset area includes five drawing areas and one preview area.

## CREATING YOUR OWN ANIMATION

a) Select the User Created Animation menu. Move the cursor to choose either the three or five frames.
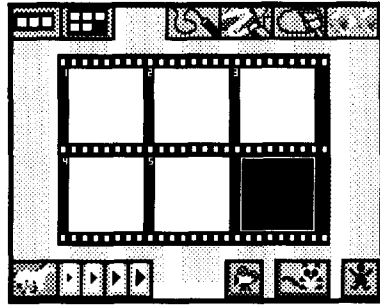
b) Then move the cursor to the top right of the screen to select the Drawing Pen icon and press the Mark button.

c) If you selected the three frames, two drawing areas on the bottom left will change to a gray color. Nothing can be drawn in that area. If you selected five frames, then all five areas can be used.

d) If one object is finished in frame one, you can copy the frame one picture to frame two by selecting the Frame Copy icon. A camera cursor will appear when the Pen is touching the Drawing Pad. Move this cursor on the top of frame one and press the Mark button. A red frame will appear around the selected area. Move it to the empty frame and press the Mark button. The copied picture will appear in the empty frame for modification.

## ANIMATION ON/OFF KEY

In the membrane keys, an Animation ON/OFF key  is provided for you to record and tell a story with the animated objects.

When an object moves along the Programmed Path or User Created Path, press the Animation ON/OFF key once to stop the animation. Press the button again to start the animation.

To clear the animation without affecting the background, press the hard CLEAR button after leaving the animation menu or after selecting the layer of animation.

## BACKGROUND MUSIC
### CHANGING BACKGROUND MUSIC

a) Press the  key on the **MASTER VIDEO PAINTER**™. The Background Music and User Created Music icons will appear at the top of the screen.



b) Choose Background Music icon  and press the Mark button. A Music menu will appear.
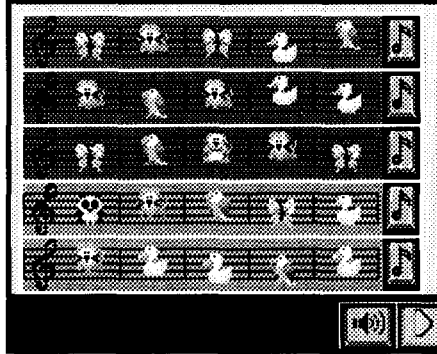
c) There are five built-in melodies. To select a melody press the Mark button and the music button to the right of each melody.

d) Press the Speaker icon to turn the background music on or off.

e) To exit the menu press the Arrow icon on the bottom right corner of the screen.

## CREATING YOUR OWN MUSIC

a) Press the  key on your **MASTER VIDEO PAINTER**™. The built-in Background Music and User Created Music icons will appear on the top of the screen.

b) Choose User Created Music icon  and press the Mark button. A User Created Music menu will appear.
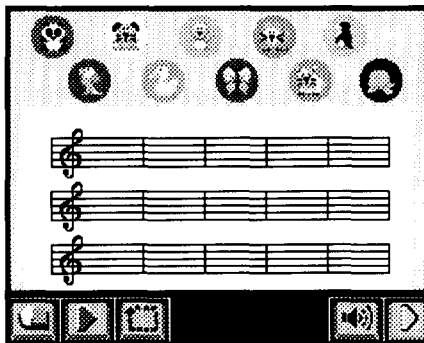


c) There are 10 built-in stamps to represent the music notes. The stamp panda is Do, the dog is Re, etc.

d) You can create a 15 note melody with a repeating pattern that can be played in the background.
   * Move the cursor to the desired music note stamp.
   * Press the Mark button to select the note.
   * Locate the selected note at one of the empty bar spaces and press the Mark button to confirm. If a stamp is already located there, it will be replaced by new stamp.

e) To clear the notes on the bars, pick the Erase icon on the bottom left of the screen.

f) To play the music, press the Play  icon on the bottom left of the screen.

**NOTE**: If there is no stamp on that bar, it will be silent for a period of time.

g) To hear the music repeated continuously, press the [image] Loop icon. Press the Loop icon again to hear the music once.

h) Press the Speaker icon once to turn on the background music. Press it again to turn off the background music.

i) To leave the menu, press the Arrow icon on the bottom right hand corner of the screen.

## PUZZLE GAME

Move the nine puzzle pieces to form the original picture from the picture library.

a) Press the Game key on the left side of your **MASTER VIDEO PAINTER™**.

b) Two icons appear on the screen. Level One [image] and Level Two [image] .

* Level One - if one puzzle piece is in a wrong position and you press the Mark button, you will hear a warning that the puzzle cannot be completed.

* Level Two - if one puzzle piece is located in the wrong position, the puzzle can be completed, but after all nine pieces are placed in the frame, the unit will warn you that some of the pieces are not correctly placed.

c) Pick a Level icon and press the Mark button.

d) The Puzzle Game will be shown and then the picture will be broken into nine squares around the empty picture frame.
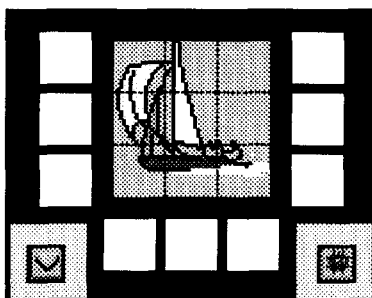


e) Move the cursor to any puzzle piece (in or out of the frame) and press the Mark button to select. The selected puzzle piece then turns into the cursor.

f) Move the puzzle piece to one of the nine positions in the frame and press the Mark button to confirm where you want it.

g) If the picture is completed correctly, a melody will play.

h) To play the next picture puzzle, press the [image] Next Page icon on the bottom left corner of the screen.

i) If you want to see the completed picture in the frame, press the Answer button on the bottom right corner [image] of the screen.

# CARTRIDGE

**MASTER VIDEO PAINTER**™ drawing toy has a cartridge port for the Master Art Saver™ and the Master Art Library™ cartridges (sold separately). The Master Art Library™ cartridge contains additional library objects, backgrounds and games. The Master Art Saver™ cartridge is used to save and load pictures. These functions can only be activated when a cartridge is inserted.

**NOTE**: If no cartridge is inserted and you press the Cartridge button, an icon will appear in the middle of the screen and a warning will sound.

# SCREEN SAVER/AUTO POWER OFF

If the unit is left on with no activity for approximately 5 minutes with POWER in the ON position, a screen saver (randomly flying bird) will appear. If there is no activity for another 5 minutes, the screen becomes blank and the unit will beep. Placing a pen on the drawing pad will restart the unit.

After an additional 10 minutes without any activity, the unit will shut-off and will have to be restarted by moving the POWER switch to OFF and then to ON again.

# CARE AND MAINTENANCE

a) Clean the unit with a slightly damp cloth.

b) Keep the unit away from direct sunlight and other sources of heat.

c) Do not drop the unit on hard surfaces.

d) Avoid placing heavy objects on top of the Drawing Pad.

e) Avoid pressing hard on the Drawing Pad with the Pen.

f) Always put the Pen in the clip under the **MASTER VIDEO PAINTER**™ when it is not in use.

g) Remove all batteries when the unit is not in use for a long period of time.

h) If the unit is left on with no activity for approximately 5 minutes with POWER in the ON position, a screen saver (randomly flying bird) will appear. If there is no activity for another 5 minutes, the screen becomes blank and the unit will beep. Placing a pen on the drawing pad will restart the unit.

After an additional 10 minutes without any activity, the unit will shut-off and will have to be restarted by moving the POWER switch to OFF and then to ON again.

i) Keep this manual in a safe place for future reference.

## IMPORTANT NOTE :

Creating and developing an advanced electronic drawing toy is a responsibility that we at VTECH® take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our product. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at (800) 521-2010 with any problems and/or suggestions that you might have. A service representative will be happy to help you.