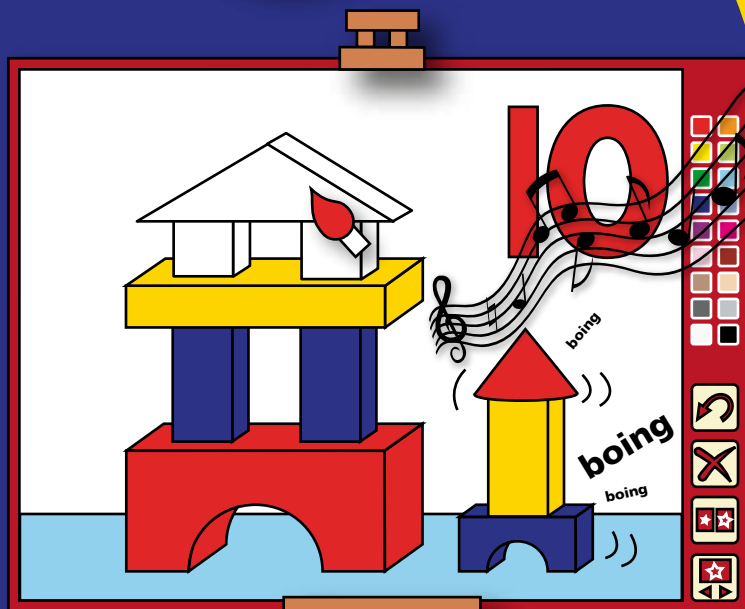




Sensory Software

# 1-2-3 PAINT



## User Guide

## Welcome to 1-2-3 Paint

**1-2-3 Paint** is an enjoyable educational experience for everybody who likes colouring pictures, being noisy and watching fun animations.

**1-2-3 Paint** provides over 100 high quality pictures and over 400 related sounds.



It is switch accessible and can be used with a mouse, touch screen and overlay keyboard.



It has a high contrast mode especially for use with visually impaired pupils, and four levels with different degrees of difficulty. It is designed for use with either young pupils or for students who respond to additional stimuli.



Each painting step is accompanied by a sound to add interest, fun and motivation.



You can choose between two different colour palettes or to create your own colours through the blending option.



**1-2-3 Paint** includes the Copy Template function which rewards you with an animation if you have copied the image correctly.



**1-2-3 Paint** works especially well with a touch screen.

## Installation



**1-2-3 Paint** must be installed from the Setup CD onto your computer's hard disc before it can be run. **This only needs to be done once.**

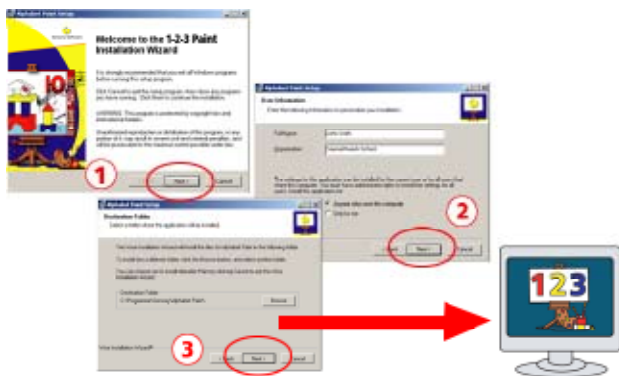
### How to install 1-2-3 Paint

Insert the Setup CD into your computer's CD drive.

Select Run from the Start menu.

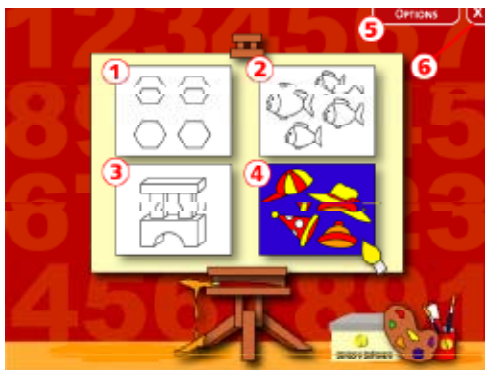
Type the letter corresponding to your CD-Rom drive, followed by “:\setup” (for example, type “d:\setup” if using the D drive) and click on OK.

The first window of the Setup screen will appear. Follow the prompts as shown below:



## Getting Started

After installing **1-2-3 Paint** you can run it by clicking the **Start** button, then **Programs**, then **Sensory**, then **1-2-3 Paint**. After the introductory animation has finished, the following screen appears:



### Selecting a colouring book

The following colouring books are provided:

- ① Very simple objects – maximum 6 clicks.
- ② Simple objects – maximum 8 clicks.
- ③ Complicated objects.
- ④ Scenes with more than one object with small elements.

Click on the appropriate colouring book and it will take you into the **Painting Zone** (see page 6).

If you click on ⑥ you close the program and ⑤ will take you to the **Options** screen (see page 5).

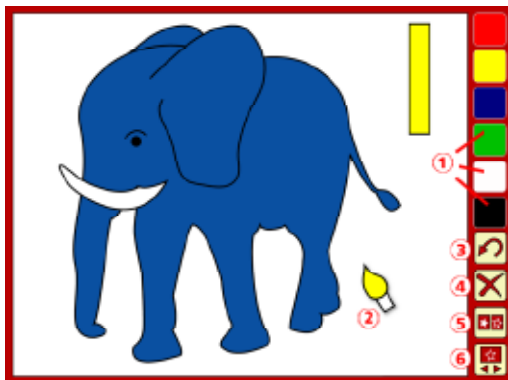
Whenever you want to return to this screen press **Escape (Esc)** on your keyboard.

## Changing Settings



- ① Choose the **size of your colour palette**: 6 colours or 18 colours.
- ② **Colour blending**: this option means the colours will blend into each other as you paint (a bit like watercolours). So, for example, if an object is red and you keep adding blue (with subsequent clicks), the object will change colour from red, through purple, to blue. Similarly you can make objects lighter and darker by adding white or black.
- ③ **High contrast**: the picture will appear with white lines on a black background.
- ④ Use a **mouse**. ⑤ Use an **IntelliKeys**.
- ⑥ Use **switches**. You can select an audible **beep on step**, and set the time interval for scanning if you are using only one switch.
- ⑦ **Animate when complete** will play an animation when the picture is completely coloured in.
- ⑧ Choose **Animate when complete** and **Match colour** to play the animation when the template is copied correctly.
- ⑨ **Save picture** after you have painted an image.
- ⑩ Click **Save** to save your settings and to return to the **Select colouring book** screen.

## Painting Zone



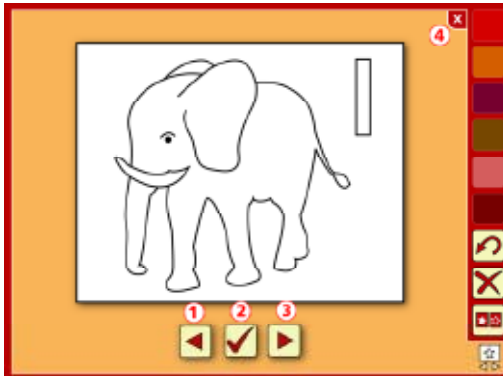
- ① Click on the **colour buttons** in the palette to select the colour you would like to paint with.
- ② The colour of the **cursor** will change according to the colour selected.
- ③ **Undo** the last step.
- ④ **Clear** the picture.
- ⑤ Click on the **show template** button to see the coloured template of your picture. Click on it again and it will disappear.



If you have selected **Animate when complete** and **Match colour** on the **Options** Screen, you will get a reward after you have copied the template correctly.

- ⑥ Click on **select image** to choose the picture you want to paint next (see page 7).

## Select Image



- ① Go to the **previous picture**.
- ② **Select** the current picture.
- ③ Go to the **next picture**.
- ④ **Go back** to the **Painting Zone** without selecting a new picture.

## Printing Images



If you would like to print an image, simply select it on the **Select image** screen (see above) and go back to the **Painting Zone**. Paint it or leave it as it is and press F12 on your keyboard. This function can be especially helpful for visually impaired users. You can use a bigger (printed) template if the template shown on the screen is too small.

## Notes

