DEAR DIARY SNAPSHOT ORGANIZER THE DIGITAL PHOTO ALBUM AND ORGANIZER ALL IN ONE!

Contents
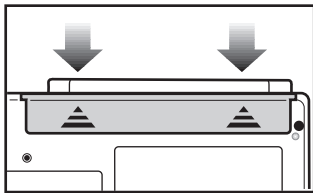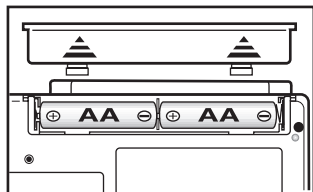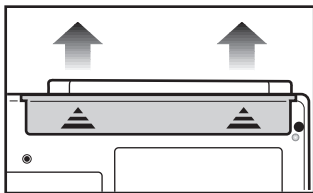
GETTING YOUR DEAR DIARY SNAPSHOT ORGANIZER READY TO USE

INSERTING THE BATTERIES

Inserting Main Batteries

1. With the organizer turned off, remove the battery compartment door on the back of the unit by sliding the door in the direction of the arrows.

2. Insert two (2) AA batteries, making sure to align the "+" and "-" signs as shown.

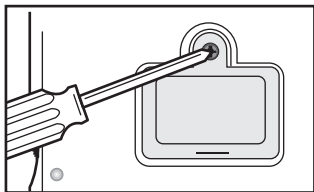3. Replace the battery compartment door.

Replacing the Back-up Battery

Note: This battery was installed at the factory and, with normal use, should not need changing for 24 months after you begin using your Dear Diary SnapShot Organizer.

WARNING: DO NOT REMOVE THE MAIN BATTERIES AND THE BACK UP BATTERY AT THE SAME TIME. IF YOU DO, ALL YOUR DATA WILL BE LOST.

1. Make sure the organizer is turned off. Using a Phillips® screwdriver, remove the screw from the back-up battery compartment door on the back of the unit.

2. Remove the battery compartment door.

3. Remove the old battery using a thin, pointed, non-metallic object to lift it.
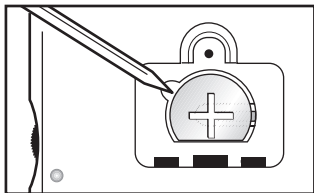
4. Wipe the surface of the new CR2032 button cell battery with a soft, dry cloth. Insert it so that the "+" side is facing you.
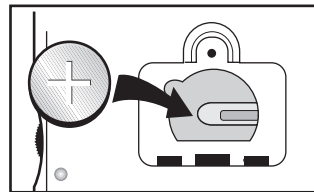
5. Replace battery compartment door and screw.

To ensure proper function:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE)
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE)
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED

OPENING YOUR DEAR DIARY SNAPSHOT ORGANIZER

To open the cover on your organizer, press and hold the purple button and lift the colored lid.
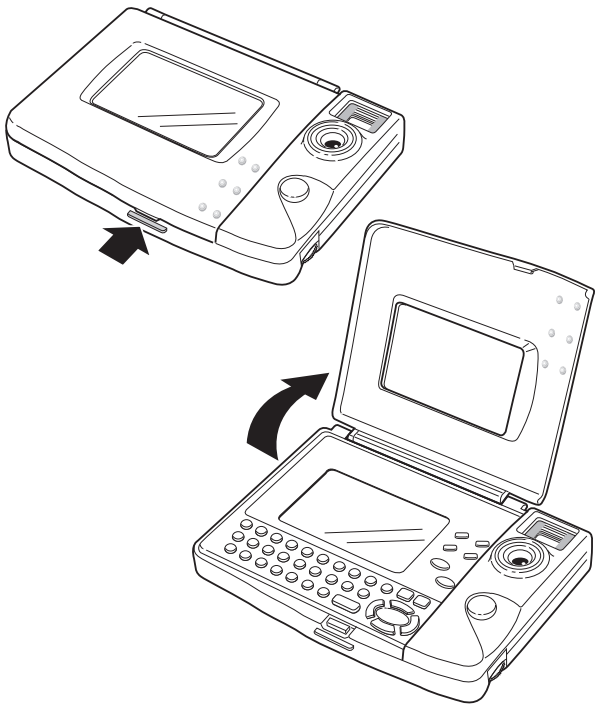
GETTING FAMILIAR WITH YOUR DEAR DIARY SNAPSHOT ORGANIZER

EDIT QUIT

VIEWFINDER

SEARCH
LENS
DELETE

ON/OFF

MENU

ENTER/=

KEYPAD

CONTRAST

COM PORT

NUM/ALPHA

SHIFT ARROW KEYS
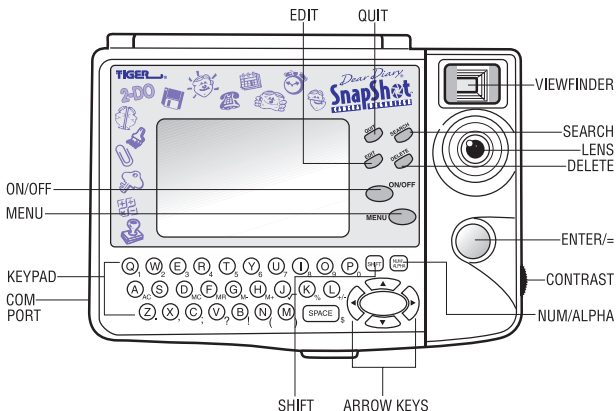
VIEWFINDER – Used to frame your subject when taking a photo

SEARCH – Used to search for a specific record in a file

LENS – Used to take digital photos

DELETE – Used to erase information

ENTER/= – Used to confirm data (photos or text) in the unit; also used as the "equal" function when using the calculator

CONTRAST – Used to adjust the contrast of the LCD screen

NUM/ALPHA – Used to automatically access the second function (except calculator functions) associated with a key on the keypad

ARROW KEYS – Used to move the cursor around the LCD; also assigned mathematical functions when using the calculator

SHIFT – Used to access the second function associated with a key on the keypad

COM PORT – Used to connect your SnapShot Organizer to your PC

KEYPAD – Used to type alpha-numeric information into your unit; also assigned mathematical functions when using the calculator

MENU – Used to retrieve the menu icons

ON/OFF – Used to turn the unit on and off

EDIT – Used to edit a record

QUIT – Used to exit a screen

RESET FUNCTION

By pressing the reset button on the bottom of the unit, you can delete all the data previously stored. A message on the screen will ask you , "ERASE MEMORY OK? Y/N." By pressing Y (yes), all data will be erased. Pressing N (no) will return you to the clock display screen.
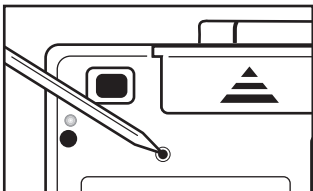
Be sure to press the reset button and clear all data before using your Dear Diary SnapShot Organizer for the first time.

SETTING THE CONTRAST

You can set the contrast level of the LCD by turning the wheel on the side of the unit.
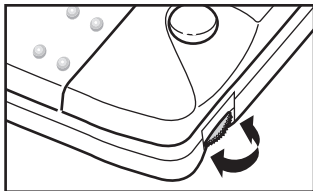
ICONS YOU SHOULD KNOW

APPOINTMENT SCHEDULER
Keep track of your busy life

CALCULATOR
Helps you do the math

PHONE BOOK
Keep track of your friends

STUFF
Keep track of miscellaneous information

THINGS TO DO
Helps you remember

PASSWORD
Protect your private files

CLOCK
Helps you on stay on schedule

SAVE
Upload to or download from your PC

STAMP
Put silly stamps on your friends' photos

PAINT BRUSH
Alter your stored photos

SNAPSHOTS
 Take a photo

STRETCHED IMAGE
Stretch your friends' photos

SPLIT IMAGE
Mix and match parts of your friends' photos

FLIPPED IMAGE
Flip your photos vertically or horizontally to make new
ones

SETTING THE DATE AND TIME

Press **ON**. The screen will
display the intial screen
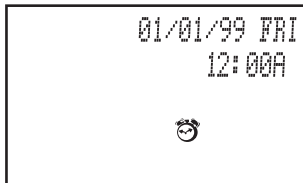
```
              01/01/99 FRI
                   12:00A


                  ⏰
```

Press **EDIT**. The screen will
prompt **DATE? MMDDYY**.
Type the correct date. Press
ENTER.

```
              DATE? MMDDYY
                   010199


                  ⏰
```
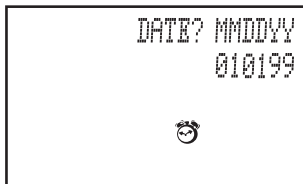
The screen will prompt **TIME?
HHMM**. Type the correct time,
including **AM** or **PM**. The unit
will display **AM**. If that is
correct, press **ENTER**. If that is
not correct, press the "**A**" key.
The screen will change to **P**.
Press **ENTER**.

```
              TIME? HHMM
                   1200A


                  ⏰
```
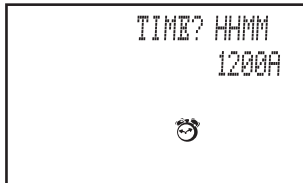
The screen will return to the initial screen.

APPOINTMENT SCHEDULER

With the unit turned on, press **MENU**.

Use the **ARROW KEYS** to select the **APPOINTMENT SCHEDULER** icon. When you are on the icon, it will flash. Press **ENTER**.

The screen will display the current date and day of the week.

```
                      FRI
        01/01/99
        📅
```
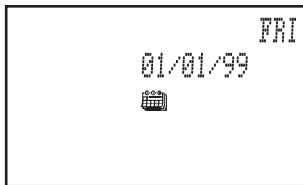
ENTER NEW RECORDS:
To enter a new record,
press **ENTER** .

The screen will prompt **DATE? MMDDYY**. Type the date you want and press **ENTER**.

```
        DATE? MMDDYY
              010199
        📅
```

The screen will prompt MESSAGE? Type your message, up to 30 characters (this includes spaces). As you fill a line, the cursor will automatically move to the next line. When you have finished typing, press **ENTER**.

```
MESSAGE?

📖
```
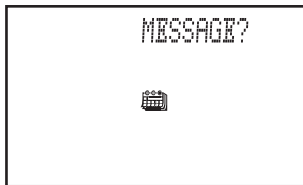
The screen will display **STORED**, then it will return to the first screen.

TO VIEW/EDIT RECORDS:

After choosing the APPOINTMENT SCHEDULER icon, use the **ARROW KEYS** to scroll through the file one day at a time. If a date has a record attached to it, the screen will display the date, marked with ***. To view this entry, press **ENTER**.

```
***        FRI
01/01/99

📖
```
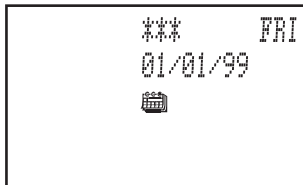
If the record is longer than what can be displayed on a single screen, you will see an arrow at the end of the line. Use the **UP** and **DOWN ARROW KEYS** to scroll through the record.

```
01/01/99
DRIVER TEST↓

📖
```
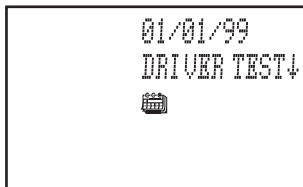
To edit this entry, press **EDIT**. The screen will prompt **DATE? MMDDYY**.

```
DATE? MMDDYY
        010199
```

Type the date you want to edit then press **ENTER**. If the date you want to edit is the one displayed, press **ENTER**.

The message will be displayed. Use the **ARROW KEYS** to place the cursor at the point you want to change. Use the **DELETE** key to erase characters if necessary. Type your new, or additional information.

NOTE: YOU CAN ONLY ENTER 30 CHARACTERS FOR ANY GIVEN DATE, SO USE ABBREVIATIONS WHENEVER POSSIBLE.

DELETE A RECORD:
After choosing the **APPOINTMENT SCHEDULER** icon, use the **ARROW KEYS** to scroll to the record you want to delete. Press **ENTER**.

The record will be displayed. Press **DELETE**.

When you have finished any of these functions, press **QUIT** to return to the **MENU**.

CALCULATOR

Use the **ARROW KEYS** to choose the **CALCULATOR** icon.
Press **ENTER**.

When you are in the CALCULATOR mode, you DO NOT have to
use the SHIFT nor the NUM/ALPHA button. The unit will
automatically register numeric values.

Your calculator can perform the following functions: addition (+),
subtraction (−), multiplication (X), division (÷), percentage (%)
and square root ($\sqrt{\ }$).

You can change the value of a number from positive to negative or
negative to positive using the +/- key.

There are also memory functions for multiple part equations. "M+"
means add the value stored in memory. "M-" means subtract the
value stored in memory. "MR" means memory recall. "MC" means
memory clear.

The **ENTER** key is used as the **EQUAL** (=) key.

Press **QUIT** to return to the **MENU**.

📞 PHONE BOOK

From the **MENU** screen, use the **ARROW KEYS** to choose the **PHONE BOOK**. Press **ENTER**.

The screen will prompt **B / G?**

TO ENTER A NEW RECORD:
If you want to enter a boy's name, press **B**. If you want to enter a girl's name, press **G**.

```
B / G?

          📞
```
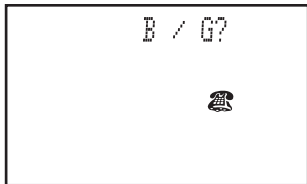
The screen will prompt **NAME?** Type your friend's name (up to 20 characters). Press **ENTER**.

```
NAME?

          📞
```
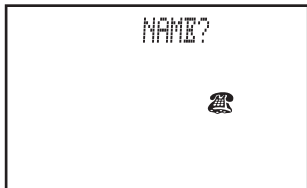
The screen will prompt **NUMBER?** Type your friend's telephone number (up to 12 characters). Press **ENTER**.
NOTE: Since this is a numeric field, you do not have to use the **SHIFT or **NUM/ALPHA** keys to type numbers.

```
NUMBER?

          📞
```
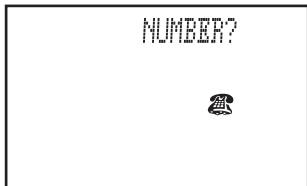
The screen will prompt **ADDRESS?** Type your friend's address (up to 30 characters). Press **ENTER**. **NOTE: Since this is an alpha/numeric field, you will need to use the **SHIFT** or **NUM/ALPHA** keys to type numbers.

```
ADDRESS?

☎
```

The screen wil prompt **BIRTH?MMDD** Type the month and day of your friend's birthdate. Press **ENTER**.

```
BIRTH? MMDD
          0604
☎
```

If you have photos stored, the unit will prompt **ATTACH PHOTO?** If you want to attach a photo, press **ENTER**. (How to store photos will be explained later.)

```
ATTACH
PHOTO?      ☼
☎
```
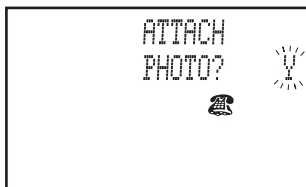
The screen will prompt **PHOTO NAME?** Type the name you used to store the photo.

```
PHOTO NAME?

☎
```

17

The photo will appear on the screen. If it is NOT the correct photo, press **QUIT**. The screen will prompt **PHOTO NAME?** Type the correct photo name.

DENISE&HARLEY
780 555 4578
☎

If it IS the correct photo, press **ENTER**. The screen will display **STORED**, then return to the **NAME?** prompt.

STORED

☎

If you have photos stored, but do not wish to attach one to the record, type **N**. Press **ENTER**.

The screen will display **STORED**, then return to the **NAME?** prompt.

NAME?

☎

If you have no photos stored, the screen will return to the **NAME?** prompt.

```
            NAME?

              ☎
```

If you have more records to enter in the **B**(oy) file or **G**(irl) file, repeat these steps for each new record.

If you need to change between boys' and girls' records, press **QUIT** to return to the **B / G?** prompt. Then, repeat these steps.

```
           B / G?

              ☎
```
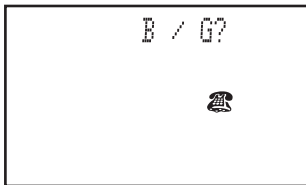
REMEMBER: If you are entering boys' records, you should be in the **B** file. If you are entering girls' records, you should be in the **G** file.

TO VIEW/EDIT EXISTING RECORDS:
Choose the **PHONE BOOK** icon from the **MENU**, press **ENTER**.

The screen will prompt **B / G?** If you are searching a for a boy's name, press **B**. If you are searching for a girl's name, press **G**.

```
           B / G?

              ☎
```
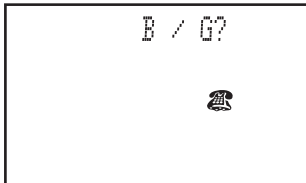
The screen will prompt **NAME?**
You can search two ways.

```
          NAME?

           ☏
```

1. Enter the name of the
   person you wish to view
   and press **SEARCH**. The
   record will appear. Use
   the **UP** and **DOWN**
   ARROW keys to scroll
   through the information in the record.
2. Press the **LEFT** and **RIGHT ARROW** keys to scroll
   alphabetically through all records in the file. Use the **UP**
   and **DOWN ARROW** keys to scroll through the information
   in the record.

After viewing a record, press **QUIT** to return to the **NAME?** screen.

If you want to **EDIT** the record once it is on the screen, press **EDIT**.
Use **DELETE** and the keypad to change the information. As you
finish editing each screen, press **ENTER**.

If you have a photo attached to the record, the last screen will
display the photo and give you options. There are three options:
REMOVE, CHANGE, DONE.

    REMOVE – to remove the photo from the record, press **1**.

    CHANGE – to change the
photo attached to the
record, press 2. The screen
will prompt **PHOTO**
NAME? To attach a new
photo, follow the steps
described previously.

```
       PHOTO NAME?

           ☏
```

DONE – To leave the photo unchanged and attached to the record, press the **DOWN ARROW** and **ENTER**. Or, just press **3**.

When you are done with the record, the screen will display **STORED**, then return to the **NAME?** screen.

TO DELETE A RECORD:
Follow the steps to retrieve a record. When it is displayed on the screen, press **DELETE**. The screen will return to the **NAME?** prompt.

```
┌─────────────────────────┐
│                         │
│         NAME?           │
│                         │
│            ☎            │
│                         │
│                         │
└─────────────────────────┘
```

To end the session, press **QUIT** until you return to the **MENU**.

⊓ STUFF

Use the **ARROW KEYS** to choose the **STUFF** icon. Press **ENTER**.

TO ENTER A NEW RECORD:
The screen will prompt **MEMO?**
Use the keypad to type a note to
yourself (up to 30 characters).
Press **ENTER**.

```
        MEMO?


                      ⊓
```

The screen will display **STORED**,
then return to the **MEMO?**
prompt.

Type another note, or press **QUIT**
to return to the **MENU**.

```
        STORED


                      ⊓
```

TO VIEW/EDIT EXISTING RECORDS:
From the **MEMO?** prompt, use
the **LEFT** and **RIGHT ARROW**
KEYS to scroll through the
existing records.

Use the **UP** and **DOWN ARROW**
keys to scroll through the
information in a record.

```
     MATH TEST T
     OMORROW
                      ⊓
```
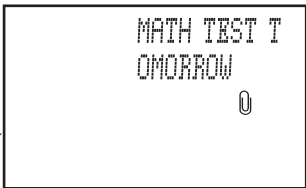
When the record you want to edit is displayed, press **EDIT**. Use the **ARROW KEYS**, **DELETE** and the keypad to make changes. Press **ENTER**.

The screen will display **STORED**, then return to the **MEMO?** prompt.

```
STORED


                    ⌁
```

Press **QUIT** to return to the **MENU**.

TO DELETE RECORDS:
Retrieve the record you want to delete. When it is displayed on the screen, press **DELETE**. The screen will prompt **MEMO?**
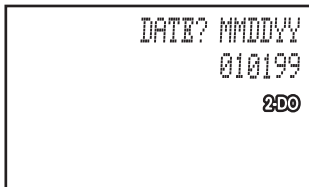
Press **QUIT** to return to the **MENU**.

2-DO THINGS TO DO

Use the **ARROW KEYS** to choose the **2-DO** icon. Press **ENTER**.
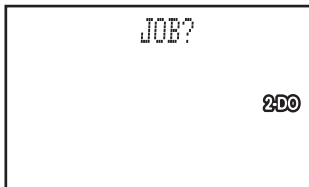
TO ENTER NEW RECORDS:
The screen will prompt **DATE?
MMDDYY**. Type the date you
want, press **ENTER**.
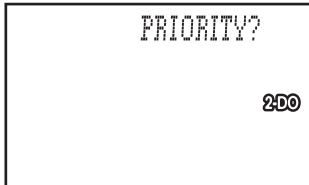
```
DATE? MMDDYY
      010199
         2-DO
```

The screen will prompt **JOB?**
Type your assignment (up to 30
characters), press **ENTER**.

```
JOB?

         2-DO
```

The screen will prompt
PRIORITY? Use the number
keypad to assign a priority of
1, 2 or 3 to your assignment.
Press **ENTER**.

```
PRIORITY?

         2-DO
```

The screen will display **STORED**, then return to the **DATE?** prompt.

```
        STORED


                2-DO
```

Repeat these steps for additional assignments, or press **QUIT** to return to the **MENU**.

NOTE: Your assignments will be filed as follows:
1. By priority
2. By date
3. Alphabetically

In other words, **all** your #1 priority assignments, in date order, will be displayed before any of your #2 priority assignments, which will be displayed before any of your priority #3 assignments.

TO VIEW/EDIT EXISTING RECORDS:
You can retrieve existing records in two ways:
1. From the **DATE?** prompt, press the **DOWN ARROW** . Use the **UP** and **DOWN ARROW** keys to view information in the record displayed. Use the **RIGHT** and **LEFT ARROW** keys to move between records.
2. When the **DATE?** prompt is on the screen, type the date you want to view and press **SEARCH**. The first record for that date will be displayed. Use the **UP** and **DOWN ARROW** keys to view information in the record. Use the **RIGHT** and **LEFT ARROW** keys to move between records.

When the record you want to edit is displayed, press **EDIT**.

The screen will show the **DATE?** screen. Type the date you want and press **ENTER**. The screen will display the assignment. Use the **ARROW KEYS, DELETE** and the keypad to type your changes. Press **ENTER**.

```
DATE? MMDDYY
      010199

          2-DO
```
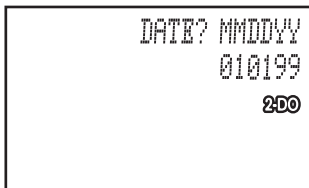
The screen will display the priority previously entered. Assign a priority (1, 2 or 3) and press **ENTER**.

The screen will display **STORED**, then return to the **DATE?** prompt.

Press **QUIT** to return to the **MENU**.

```
STORED



          2-DO
```

TO DELETE EXISTING RECORDS:
Retrieve the message you want to delete. When it is displayed on the screen, press **DELETE**. The screen will return to the **DATE?** prompt.

Press **QUIT** to return to the **MENU**.

```
DATE? MMDDYY
      010199

          2-DO
```
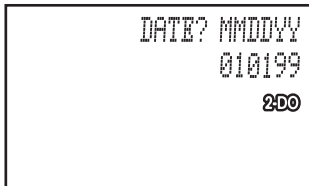
PASSWORD

Use the **ARROW KEYS** to choose the **PASSWORD** icon.
Press **ENTER**.

The screen will prompt
PASSWORD. Type your
password. You can use letters,
numbers or a combination.
Press **ENTER**.
NOTE: While you are typing,
you will NOT see the characters
you are pressing. The screen

```
        PASSWORD?


          ✍
```

will display ‡ for each character. This is to prevent someone from
seeing your password.
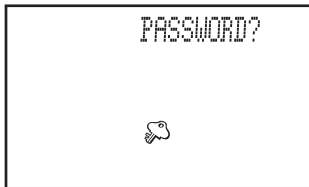
The screen will prompt
RETYPE. Confirm you
password by retyping it.
Again, you will see ‡ for each
character. Press **ENTER**.

```
         RETYPE


          ✍
```

The screen will prompt
ON/OFF/EDIT. The cursor
will be under **ON**.

```
       ON/OFF/EDIT


          ✍
```

If you want to use the password function, press **ENTER**. The screen will return to the **MENU**.
NOTE: When the password function is on, you will be prompted to enter your password before you are allowed access to any file **EXCEPT** the **CALCULATOR**.

If you don't want to use the password function, use the **RIGHT ARROW** key to move the cursor under **OFF**. Press **ENTER**. The screen will return to the **MENU**.

If you want to edit your password, use the **RIGHT ARROW** key to move the cursor under **EDIT**. Press **ENTER**.

The screen will prompt **CHANGE TO**. Type your new password. Press **ENTER**.

```
          CHANGE TO



              🐁
```
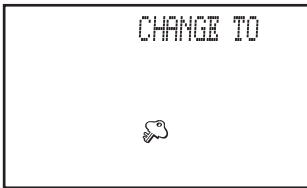
The screen will prompt **RETYPE**. Retype your new password. Press **ENTER**.

```
           RETYPE



              🐁
```

Screen will prompt **ON/OFF/EDIT**. Follow the steps outlined previously.

```
ON/OFF/EDIT
```

IMPORTANT: YOU MUST REMEMBER YOUR PASSWORD. WRITE IT DOWN SOMEWHERE IF NECESSARY. IF YOU FORGET YOUR PASSWORD, YOU WILL BE LOCKED OUT OF YOUR FILES. THE ONLY WAY TO RE-ENTER THEM WILL BE TO RESET YOUR UNIT. THIS WILL DELETE YOUR PASSWORD, BUT IT WILL ALSO DELETE ALL THE OTHER DATA, INCLUDING PHOTOS, IN YOUR ORGANIZER.

⏰ CLOCK

TO CHANGE THE INITIAL SETTINGS OF YOUR ORGANIZER
Press **MENU**, then **EDIT**.

The screen will prompt:
1   HOUR-12
2   DATE-MM/DD
To change your clock from a
standard 12-hour (AM/PM)
clock to a 24 hour (military)
clock. Press **1**.

```
1 HOUR-12
2 DATE-MM/DD
```

To change your calendar from a
Month/Date (American) calendar
to a Date/Month calendar,
press **2**.
You can change any combination
of these options.
Press **QUIT** to return to the
MENU.

```
1 HOUR-24
2 DATE-DD/MM
```

TO ENTER A NEW RECORD:
Use the **ARROW KEYS** to choose the **CLOCK** icon.
Press **ENTER**.

The screen will prompt **DATE?**
MMDDYY. Type the date of
your appointment. Press
ENTER.

```
DATE? MMDDYY
        010199

        ⏰
```

The screen will prompt **TIME? HHMM**. Type the time of your appointment. The screen will show **A** or **P** (indicating AM or PM) based on the current time. Press **A** to change this, if necessary. Press **ENTER**.

```
TIME? HHMM
       1200A


    ⏰
```
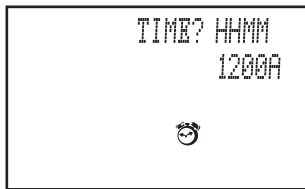
The screen will prompt **MESSAGE?** Use the keypad to type your message (up to 30 characters). Press **ENTER**.

```
MESSAGE?



    ⏰
```

The screen will display **STORED**, then return to the **DATE?** prompt.

Repeat these steps for additional appointments, or press **QUIT** to return to the **MENU**.

```
STORED



    ⏰
```

You have now set the alarm. When the main clock displays the time you entered, an alarm will sound and the screen will display your appointment. Even if your unit is turned off, the alarm will sound and the message will be displayed. To turn off the alarm, press **QUIT**.

TO VIEW/EDIT EXISTING RECORDS:
There are two ways to retrieve files for viewing/editing.
1. From the **DATE?** prompt, press **SEARCH**. This will allow
   you to scroll through all the records for the current date.
   The screen will display the first record in the file. Use the
   UP and **DOWN ARROW** keys to scroll through the
   information in a record. Use the **RIGHT** and **LEFT ARROW**
   keys to scroll between records.

2. From the **DATE?** prompt, press the **DOWN ARROW**.
   Then, use the **RIGHT** and **LEFT ARROW** keys to scroll
   through ALL the records.

When the record you want to edit is displayed, press **EDIT**. The screen will prompt **DATE? MMDDYY**. Type the correct date. Press **ENTER**.

```
DATE? MMDDYY
       060499


    ⏰
```

The screen will prompt **TIME? HHMM**. Type the correct time. Press **ENTER**.

```
TIME? HHMM
      0830A


    ⏰
```

The screen will prompt **MESSAGE?** Use the **ARROW KEYS, DELETE** and the keypad to change the information. Press **ENTER**.

```
MESSAGE?


         ⏰
```

The screen will display **STORED**, then return to the **DATE?** prompt.

Press **QUIT** to return to the **MENU**.

```
STORED


         ⏰
```

TO DELETE AN EXISTING RECORD:
Retrieve the record you want to delete. When the record is displayed, press **DELETE**.

The screen will return to the **DATE?** prompt.

Press **QUIT** to return to the **MENU**.

```
DATE? MMDDYY
       010199

         ⏰
```

 SAVE

NOTE: YOU MUST HAVE THE PC LINK SOFTWARE (SOLD SEPARATELY) TO USE THIS FUNCTION.

Following the instructions with the **PC LINK**, load the software onto your computer and connect your SnapShot Organizer to your PC via the com port on the side of the unit
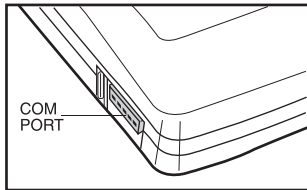
Use the **ARROW KEYS** to choose the **SAVE** icon. Press **ENTER**.

The screen will prompt
1. UPLOAD
2.DOWNLOAD.

If you want to upload information **to** your PC **from** your SnapShot, press **1**.

The screen will prompt
HIT ANY KEY TO START.

The screen will display **UPLOADING...** when the upload is complete. The screen will return to the **UPLOAD DOWNLOAD** prompt.

```
UPLOADING...

            💾
```

If you want to download information **to** your SnapShot **from** your PC, press **2**.

The screen will prompt **DOWNLOAD ERASE ALL DATA OK Y/N?**

```
DOWNLOAD ERASE    OK? Y/N
ALL DATA

            💾
```

DOWNLOADING... when the download is complete. The screen will return to the **UPLOAD DOWNLOAD** prompt.

```
DOWNLOADING.

            💾
```

PC system requirement
- 486 DX2 with 16M RAM of above.
- WIN95/98 operating system.

Note: Want to download and print out your favorite Snapshot photos? Look for Tiger's SNAPSHOT PC LINK* at your favorite retailer. Simply link your Snapshot COM Port to any PC and print out through your regular printer. Software and cable included.

*sold separately

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STAMP

Use the **ARROW KEYS** to choose the **STAMP** icon.
Press **ENTER**.

The screen will prompt
NAME? Type the name
associated with the photo you
want to alter. Press **ENTER**.
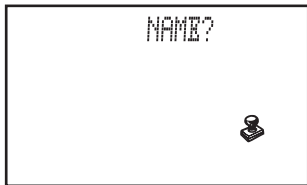
The photo will appear on the
screen. If it is the correct
photo, press **ENTER**.

There are four options:
**1. STAMP, 2. UNDO,
3. UNDO ALL** and **4. DONE.**
We will discuss each option
separately.

STAMP

If you want to alter the photo
on the screen, press **ENTER**.
A menu of choices will appear.
Use the **DOWN ARROW** to
scroll through the options.
When you find the feature you
want to stamp, press **ENTER**.

An icon will appear on the screen, superimposed over the photo. If there are alternate icons for that stamp, the screen will prompt **ALTERNATE**.

To view the other choices, press **A**. When you decide on an icon, use the **ARROW KEYS** to move it to where you want it on the photo. Press **ENTER**.

The icon will be placed and the screen will return to the **STAMP** prompt.

Repeat this process until you have finished altering the photo.

UNDO
Use this option to delete the last icon placed. It can only be used if you haven't saved the photo.

UNDO ALL
Use this option to delete all icons placed in a given session. It can only be used if you haven't saved the photo.

DONE
When you have finished altering the photo, press **4**.

The screen will prompt:
1. SAVE
2. SAVE AS.

If you choose **SAVE**, the altered photo will replace the previous version of the photo. The screen will display **WORKING. . .**, then **STORED**. Then it will return to the **NAME?** prompt.

If you choose **SAVE AS**, the screen will display the current name. Type the name you want to use for the new photo. Press **ENTER**.

The screen will display **STORED**, then return to the **NAME?** prompt.

Repeat these steps to alter other photos, or press **QUIT** to return to the **MENU**.

![Paint brush icon] **PAINT BRUSH**

Use the **ARROW KEYS** to choose the **PAINT BRUSH** icon.
Press **ENTER**.

The screen will prompt
NAME? Type the name of the
photo you want to alter.
Press **ENTER**.

The photo will be displayed on
the screen. Press **ENTER**.

The screen will prompt you
with several options. Each
option will be discussed
separately.

1. **CURSOR** – use this option to put the cursor into the
position on the photo that you want to alter

   Press **ENTER**. The screen will prompt
   CURSOR, and a flashing "+" will appear on the
   photo. Use the **ARROW KEYS** to move the
   cursor around the photo until it is in the
   position you want. Press **ENTER**.

   NOTE: YOU WILL HAVE TO PLACE THE CURSOR FOR
   EACH CHANGE.

2. **AIR BRUSH** – use this option when you are ready to start "painting" on the photo.

Press **ENTER**. The screen will display the color and size of the line you will be painting. Use the **ARROW KEYS** to paint on the photo. When you are finished, press **ENTER**.

3. **SETTINGS** – use this option to change the color and size of the line you will be painting

Press **ENTER**. The screen will display **COLOR : BLACK**. Use the **UP** and **DOWN ARROW** keys to scroll through the color choices. When the color you want is displayed, press **ENTER**.

The screen will display **SIZE (1-10)**. Use the **UP** and **DOWN ARROW** to change the thickness of the line. The larger the number, the thicker the line. When you have decided on the thickness of the line, press **ENTER**.

4. **UNDO** – use this option to erase the last change to the photo. To use, press **ENTER**.

5. **DONE** – use this option to save the altered photo. Press **ENTER**. The screen will prompt **1. SAVE**, **2. SAVE AS**. If you want to

replace the existing photo with your new creation, press **ENTER**. If you want to save this as a new photo, use the **DOWN ARROW** to move the cursor to **SAVE AS**, press **ENTER**. The screen will display the current photo name. Type the new name, press **ENTER**. The screen will return the **NAME?** prompt.

Repeat these steps to alter other photos, or press **QUIT** to return to **MENU**.

SNAPSHOTS

NOTE: In case of extreme darkness OR brightness of the lighting conditions, picture quality may be affected, try to be in normal lighting conditions when you take pictures.
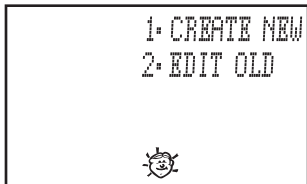
Use the **ARROW KEYS** to choose the **SNAP SHOTS** icon. Press **ENTER**.

The screen will display two options: **1. SNAP SHOT** and **2. GAME**. Each will be discussed separately.

```
1. SNAP SHOT
2. GAME
```

SNAP SHOT
Press **ENTER**. The screen will display 2 options: **1. CREATE NEW** and **2. EDIT OLD**.

```
1. CREATE NEW
2. EDIT OLD
```
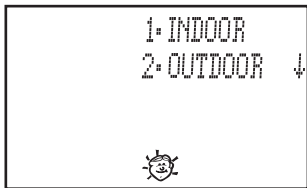
CREATE NEW:
Press **ENTER**. The screen will prompt **NAME?** Type the name you want attached to your photo. Press **ENTER**.

```
NAME?
```
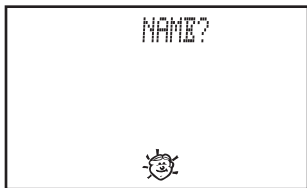
The screen will give you three options: **INDOOR**, **OUTDOOR**, **SUNNY**. Use the **DOWN ARROW** to move the cursor to your choice. Press **ENTER**.

```
1. INDOOR
2. OUTDOOR  ↓


        😛
```

The screen will give you two options: **1. ONE TIME**, or **2. REAL TIME**.

For **ONE TIME**, press **ENTER**. When you do this, you will take a photo of whatever is in the viewfinder, so you want to have the camera pointed at your subject. The screen will display **WORKING. . .**

```
1. ONE TIME
2. REAL TIME


        😛
```

The photo will appear on the screen with the prompt **ACCEPT PHOTO?**

You can adjust the contrast by using the **ARROW KEY**:
 1. **UP**: fine tune darker
 2. **DOWN**: fine tune lighter
 3. **RIGHT**: coarse tune darker
 4. **LEFT**: coarse tune lighter

```
        ACCEPT
        PHOTO?  N

        😛
```

If you are not satisfied with the photo displayed, point the camera at your subject and press **ENTER**. The above steps will be repeated. Continue this process until you have a photo you like.

When you are satisfied with the photo, press **Y**, then **ENTER**. The screen will display **WORKING. . .**, then **STORED**. Then it will prompt **UPLOAD PC?**

If you want to upload press **Y**, then **ENTER**. The screen will display **LINKING...** When the upload is complete, the screen will display **UPLOAD COMPLETE**, then return to the **Name?** prompt
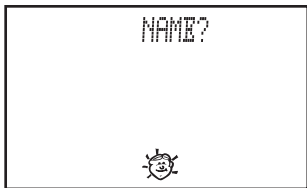

NOTE: Your organizer must be connected to your **PC** by the **PC-LINK** cable (sold separately) in order to **UPLOAD**.

Files format
- Photos in *.BMP BITMAP file format.
- Records backup in *.SSI format, for PC-LINK software usage only.

If you don't want to upload, press **ENTER** The screen will return to the **NAME?** prompt.

For **REAL TIME**, use the **DOWN ARROW** to move the cursor. Press **ENTER**. When you do this, the camera will continuously take photos. The screen will prompt **PRESS SPACE TO STOP**.

The image will refresh every 3 – 5 seconds. When you see an image you like, press **SPACE**. You will hear a "beep" when the unit registers your command to **STOP**.

NOTE: YOU SHOULD ONLY USE THIS OPTION IF YOU ARE TRYING TO TAKE A PHOTO WITH YOU IN IT.
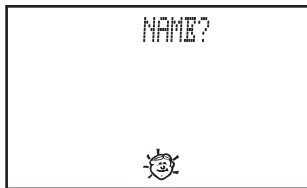
The screen will prompt **ACCEPT PHOTO?** Follow the same steps as described for **ONE TIME**.

Repeat these steps to take additional photos, or press **QUIT** until you return to the **MENU**.

EDIT OLD:
Press **2**, then **ENTER**.

The screen will prompt **NAME?** Type the name of the photo you want to edit. Press **ENTER**.

The photo will appear on the screen. Press **EDIT** and the cursor will begin flashing. Use the **ARROW KEYS, DELETE** and the keypad to type the new photo name. Press **ENTER**.

The screen will display **WORKING. . .**, then **STORED**. The screen will return to the **NAME?** prompt.


WORKING...

You can also **DELETE** photos while in this mode. At the **NAME?** prompt, type the name of the photo you want to delete or use the **UP** and **DOWN ARROWS** to scroll through your photos. Press **ENTER**.

The photo will be displayed on the screen. Press **DELETE**.

The screen will display **WORKING. . .**, then it will return to the **NAME?** prompt.
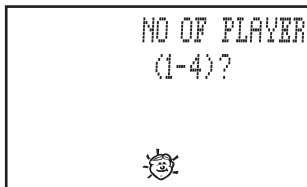

NAME?

Repeat these steps to edit/delete additional photos, or press **QUIT** until you return to the **MENU**.
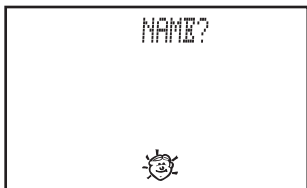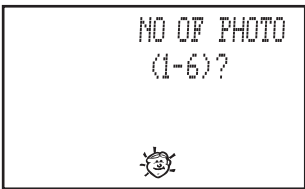
GAME
Use the **DOWN ARROW** to move the cursor. Press **ENTER**.

The screen will prompt **NO OF PLAYER (1-4)?** Use the keypad to type the number of players.

NO OF PLAYER
(1-4)?

The screen will prompt **NO OF PHOTO**. It will also give you a range of numbers. The range is determined by the number of **NAMED** photos stored in your organizer. In other words, if you have only one named photo stored, you would only have one photo available for the game. If you have 6 named photos, you would be given a range of 1 - 6; 15 named photos stored, a range of 1 - 15.

```
NO OF PHOTO
  (1-6)?
```

NOTE: If you have photos stored, but never assigned names to them, you will be unable to play the game. The screen will prompt **NOT ENOUGH PHOTO TO PLAY**.

Each photo will be a "round." Players will earn points for each "round" they solve. Use the keypad to type the number of photos you want to use in the game. Press **ENTER**.

The screen will prompt **PRESS ENTER TO START**.
Press **ENTER**.

```
PRESS ENTER
TO START
```

The photo area on the screen will be black. Every 3-5 seconds, a portion of the photo will be revealed. When a player knows which photo it is, press **ENTER**.

The screen will prompt **WHICH PLAYER**. Use the keypad to enter the player's number. Press **ENTER**.
(If you are playing a 1-player game, you will not receive this prompt.)

```
WHICH PLAYER
```
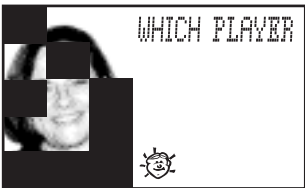
The photo will go black and the cursor will appear on the screen. Type the name of the photo you believe to be the puzzle.
Press **ENTER**.

If you are incorrect, the screen will return to the puzzle and will continue to reveal one section at a time.

If you are correct, the screen will display the player number and the points received. The earlier a puzzle is solved, the more points it is worth. Press **ENTER**.

Repeat these steps until all photos in the game have been guessed.

Press **ENTER** to display the cumulative points for each player.

The final screen for the game will display the winner. (If you are playing a 1-player game, you will not get a "**WINNER**" screen.)

The screen will return to the **SNAP SHOT/GAME** screen.

 STRETCHED IMAGE

Use the **ARROW KEYS** to choose the **STRETCHED IMAGE** icon.
Press **ENTER**.

The screen will display two
options: **1. STRETCH** and
2. ZOOM

```
1.STRETCH
2.ZOOM
```

STRETCH
To stretch a photo, press **ENTER**.

The screen will prompt **NAME?**
Type the name of the photo you
want to alter or use the **UP** and
DOWN ARROW keys to scroll
through your photos. Press
ENTER.

```
NAME?
```

The photo will appear on the
screen along with two choices:
1. UNDO and **2. UNDO ALL**.

Use the **ARROW KEYS** to
alter the photo. To **UNDO** the
last change, press **1**. To **UNDO
ALL** changes made during this
session, press **2**.

```
1.UNDO
2.UNDO ALL
```

When you are done altering the photo, press **ENTER**.

The screen will prompt
1. SAVE and **2. SAVE AS**.
If you want the altered photo to
replace the existing photo, press
ENTER. If you want to save
the altered photo with a new
name, press **2**.

The cursor will appear on the screen. Use the **ARROW KEYS**,
DELETE and the keypad to type the new name for the photo.
Press **ENTER**.

The screen will prompt
WORKING. . ., then **STORED**.

The screen will return to the
NAME? prompt.

Repeat these steps if you want
to alter other photos, or press
QUIT to return to the **MENU**.

ZOOM
To ZOOM in on a photo, press **2**.

The screen will prompt
NAME? Use the keypad to
type the name of the photo you
want to alter, or use the **UP** and
DOWN ARROW keys to
scroll through your photos.
Press **ENTER**.

NAME?

The photo will appear on the screen. Press **ENTER**.

The screen will prompt **ZOOM
CURSOR**. A pointer will be
in front of ZOOM. Use the
ARROW KEYS to zoom in
and out. Between each level of
zoom, the screen will display
WORKING. . .

ZOOM
CURSOR

Once you have altered a photo you may wish to relocate the image
on the screen. To do this, press **C**. Use the **ARROW KEYS** to
move the photo.

To go back to ZOOM, press **Z**.

When you are done altering the photo, press **S**.

The screen will prompt **1. SAVE** and **2. SAVE AS**.

1. SAVE
2. SAVE AS

If you want the altered photo to replace the existing photo, press **ENTER**. The screen will display **WORKING. . .**, then **STORED**. The screen will return to the **NAME?** prompt.

If you want to save the altered photo as a new record, press **2**.

The cursor will appear on the screen. Use the **ARROW KEYS**, **DELETE** and the keypad to type the new name for the photo. Press **ENTER**.

The screen will display **WORKING. . .**, then **STORED**. The screen will return to the **NAME?** prompt.

WORKING...

Repeat these steps if you want to alter more photos, or press **QUIT** to return to the **MENU**.

SPLIT IMAGE

Use the **ARROW KEYS** to choose the **SPLIT IMAGE** icon.
Press **ENTER**.

The screen will prompt
PHOTO 1? Use the keypad to
type the name of the first photo,
or use the **ARROW KEYS** to
scroll through your photos.
Press **ENTER**.

The screen will prompt
PHOTO2? Use the keypad to
type the name of the second
photo, or use the **ARROW
KEYS** to scroll through you
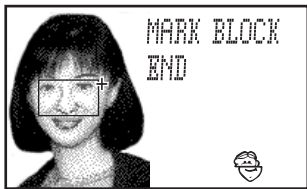photos. Press **ENTER**.

The screen will prompt **MARK
BLOCK BEGIN.**
A cursor will appear in the
center of **PHOTO 2**.

Use the **ARROW KEYS** to
position the cursor. When it is
in place, press **ENTER**.

The screen will prompt **MARK BLOCK END**. Use the arrow keys to block a square on the photo. When the area you want to use is outlined, press **ENTER**.

MARK BLOCK END

The section of the photo that was **BLOCKED** will appear on the screen superimposed over the image of **PHOTO 1**. The screen will prompt **CURSOR UNDO ADUST**.

•CURSOR UNDO ADJUST
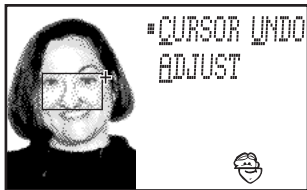
A pointer will be in front of **CURSOR**. Use the **ARROW KEYS** to move the superimposed image around the screen.

Press **A**, the pointer will move to be in front of **ADJUST**. Use the **ARROW KEYS** to expand or condense the superimposed area.

Press **U**, to **UNDO** your changes. The screen will prompt **1. UNDO** and **2. UNDO ALL**.

1. UNDO
2. UNDO ALL

To **UNDO** the last change, press **1**.

To **UNDO ALL** changes made in this session, press **2**.

When you are done,
press **ENTER**.
The screen will prompt
1. SAVE and **2. SAVE AS**

1. SAVE
2. SAVE AS

If you want the altered photo
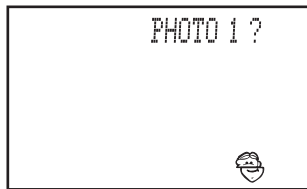to replace **PHOTO 1**,
press **ENTER**.

The screen will display
WORKING. . ., then
STORED. The screen will
return to the **PHOTO 1?**
prompt.

WORKING...

To save the altered photo as a
new record, press **2**.

The cursor will appear on the screen. Use the **ARROW KEYS**,
DELETE and the keypad to type the new name for the photo. Press
ENTER.

The screen will return to the
PHOTO 1? prompt.

PHOTO 1 ?

Repeat these steps if you want
to alter additional photos, or
press **QUIT** to return to the
MENU.

FLIPPED IMAGE

Use the **ARROW KEYS** to choose the **FLIPPED IMAGE** icon. Press **ENTER**.

The screen will prompt **NAME?** Use the keypad to type the name of the photo you want to alter or use the **ARROW KEYS** to scroll through your photos. Press **ENTER**.

```
NAME?


                        🧠
```
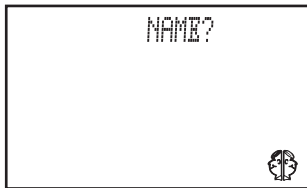
The screen will display options **1. MIRROR 2. FLIP 3. UNDO 4. DONE** Two options will appear on the screen at a time.

If you want to turn the image 180 degrees horizontally (left/right), press **1**.

```
              1. MIRROR
              2. FLIP     ↓

                        🧠
```

If you want to turn the image 180 degrees vertically (up/down), press **2**.

If you want to erase the last change you made, press **3**.

When you have finished, press **4**.

```
              1. MIRROR
              2. FLIP     ↓

                        🧠
```

The screen will prompt
1. SAVE and **2. SAVE AS**

If you want the altered photo to
replace the existing one, press **1**.
The screen will display
WORKING. . ., then **STORED**.

The screen will return to the **NAME?** prompt.

If you want to save the altered photo as a new record, press **2**.

The cursor will appear on the screen. Use the **ARROW KEYS**,
DELETE and the keypad to type the new name for the photo.
Press **ENTER**.

The screen will display
WORKING. . ., then **STORED**.
The screen will return to the
NAME? prompt.

Repeat these steps to alter
additional photos, or press
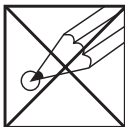**QUIT** to return to the **MENU**.

Cautions

High temperature will destroy the unit.
Do not leave unit in direct sunlight.

Do not press the liquid crystal display and
avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the
RESET button. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $46.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

> Tiger Repair Department
> 1000 N. Butterfield Road, Unit 1023
> Vernon Hills, IL 6006l, U.S.A.

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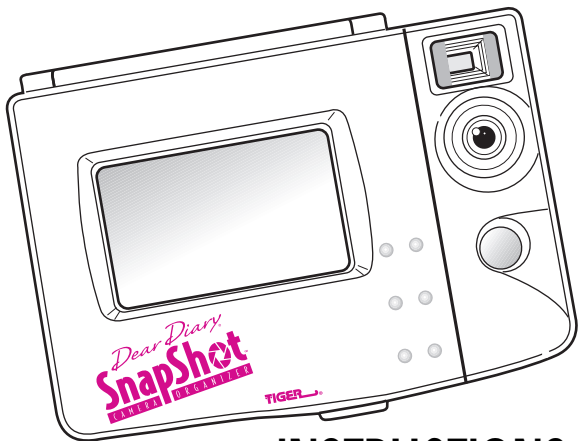
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INSTRUCTIONS

⚠ **WARNING:**
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