

vtech[®]

Parent's Guide

Kidizoom[®]
Flix[®]



91-003344-004 (UK)

VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

vtech Baby

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

I need...

...challenging activities that can keep pace with my growing mind

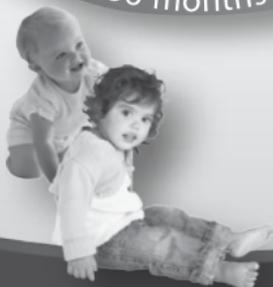
...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

4-10 years

Birth-36 months

3-6 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Meet **FLIX!** Your fun alien friend who can detect faces and will sound out funny alien responses when you speak to it. Customise **FLIX's** look using the camera, make it unique by changing the colour of its eyes and skin. Play 3 fun games to unlock more accessories. Set **FLIX** to **Guard Mode** where it will act as a guard and capture photos of any intruders it detects. **FLIX** comes with a detachable flexible tripod so you can attach **FLIX** anywhere!

INCLUDED IN THIS PACKAGE

- 1 Kidizoom® **FLIX**® (with built-in rechargeable Li-ion polymer battery*)
- 1 Flexible Tripod
- 1 Micro-USB Cable
- 1 Parent's Guide

* Battery is not replaceable.

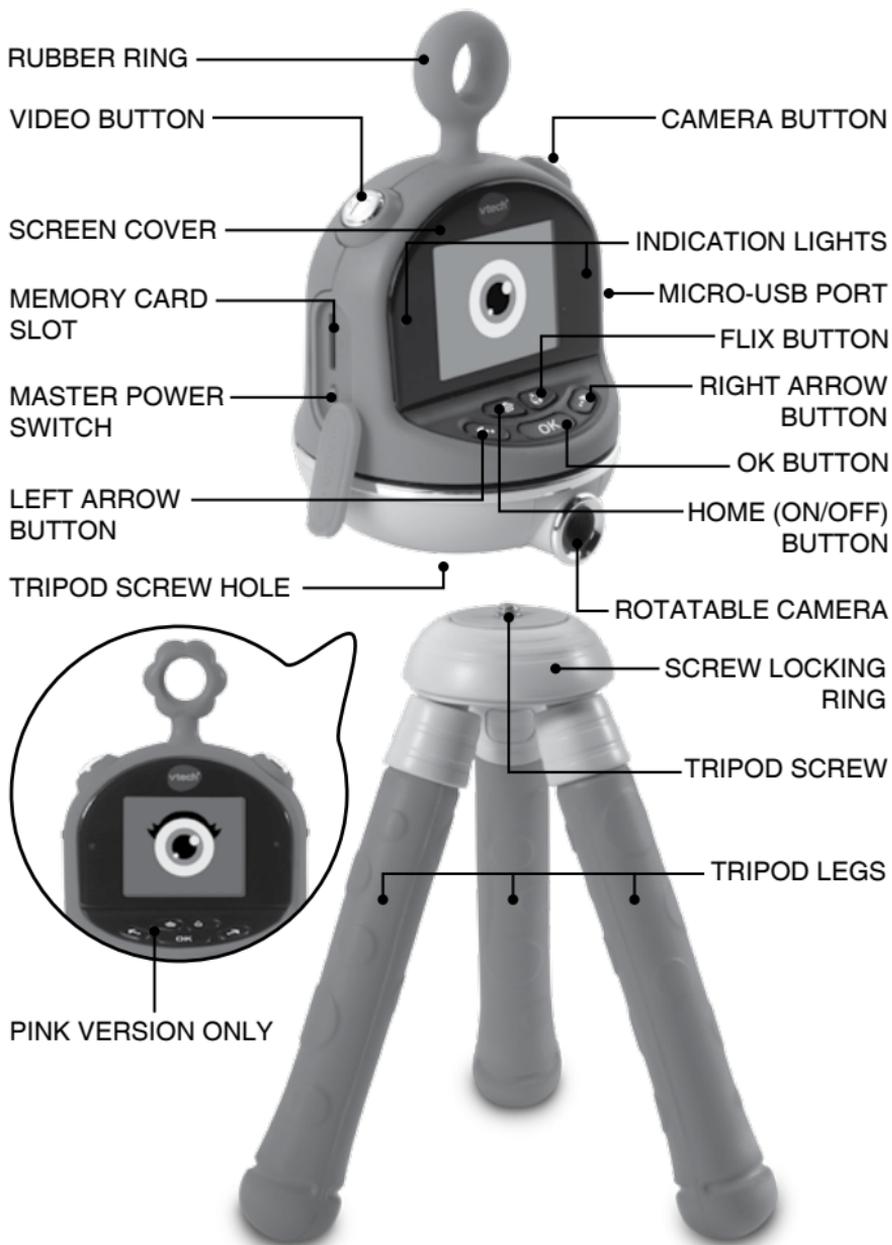
WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE:

- **Please keep this parent's guide as it contains important information.**
- **The battery in this product must not be disposed of with household waste.**
- **The battery is recyclable; please follow your local recycling regulations. This product is only to be connected to Class II equipment bearing the following symbol: **

PRODUCT LAYOUT AND BUTTONS



NOTE: The SPEAKER is located on the back of **Kidizoom® FLIX®**

Master Power Switch

When the switch is set to **OFF** position , the battery will be disconnected, **Kidizoom® FLIX®** will not function and the battery will not charge. When the switch is set to the **ON** position , the battery will be connected, **Kidizoom® FLIX®** will function and the battery can be charged.

NOTE:

You may need a small tool (such as a paperclip) to move the switch to the **ON** or **OFF** position.

It is not necessary to move the switch to the **OFF** position  in daily use. Only move the switch to the **OFF** position  when **Kidizoom® FLIX®** is not in use for an extended period of time.

Camera Button

Press this button to switch to **Camera Mode**; from here you can take photos.

Video Button

Press this button to switch to **Video Mode**; from here you can start/stop recording videos.

Home (ON/OFF) Button

Press this button to turn **Kidizoom® FLIX® ON**. Hold this button down for approximately 2 seconds to turn **Kidizoom® FLIX® OFF**.

While **Kidizoom® FLIX®** is **ON**, press this button to enter the Home Menu or to return to the previous Menu.

FLIX Button

Press this button to play with **FLIX** or to see the **FLIX** submenu.

OK Button

Press this button to confirm a selection.

NOTE: The **OK Button** can also be used to take photos when in **Camera Mode** and to start/stop recording videos in **Video Mode**.

Left and Right Arrow Buttons

Press these buttons to navigate the user interface.

Memory Card slot

Insert a microSD card here for memory expansion.

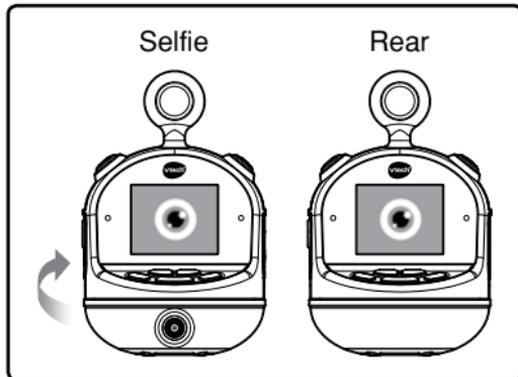
Micro-USB port

Connect to a computer with the included Micro-USB cable to transfer files and to charge **Kidizoom® FLIX®**.

NOTE: Keep the rubber cover of the Micro-USB port and Memory Card slot tightly closed when not in use.

Rotatable Camera

The Camera Lens can be rotated to take photos of your surroundings or for selfies.



PRODUCT SPECIFICATION

| | |
|-------------------------|--|
| Display | 1.8" colour LCD screen |
| Photo Resolution | 640X480 (0.3 MP) |
| Video Resolution | 320X240: Default resolution. 160X120: Low resolution. |
| Focus Range | 1.5 feet - ∞ |

| | |
|---|---|
| Internal Memory | 128 MB built-in memory (shared with program data, actual memory available for user storage will be less). |
| File Format | Photos: Standard Baseline JPEG Videos: AVI (Motion JPEG) |
| Memory Card Format and Capacity | microSD / microSDHC card (not included) with capacity from 1 GB to 32 GB are recommended. |
| Connectivity | Micro-USB 2.0 cable (included) for connection to a computer. |
| Battery | Rechargeable Li-ion Polymer battery (Non-replaceable). |
| Optimum Operating and Charging Temperature | 0-40°C |

STORAGE CAPACITY FOR REFERENCE

| Memory size | | 0.3 MP Photos | Video in 160X120 (minutes) | Video in 320X240 (minutes) |
|-----------------|------|---------------|----------------------------|----------------------------|
| Internal Memory | | 600 | 6 | 2.5 |
| Memory Card | 2GB | 17,400 | 160 | 65 |
| | 4GB | 34,800 | 320 | 130 |
| | 8GB | 69,600 | 640 | 260 |
| | 16GB | 139,200 | 1,280 | 520 |
| | 32GB | 278,400 | 2,560 | 1,040 |

NOTE: The above amounts are approximations. The actual length and capacity of files varies depending on the shooting environment. The video length limit per file is 30 minutes, or a file size no larger than 2GB.

GETTING STARTED

When using your **Kidizoom® FLIX®** for the first time, you will need to switch the Master Power Switch to the **ON** position . You may need a small tool (such as a paperclip) to move the switch to the **ON** position . When the Master Power Switch is set to the **OFF** position , it will not be possible to charge or operate **FLIX**.

NOTE: It is not necessary to move the Master Power Switch to the **OFF** position  in daily use. Only move the switch to the **OFF** position  when **Kidizoom® FLIX®** will not be in use for an extended period of time.

BATTERY RECHARGING

NOTE: Adult operation required.

To charge **Kidizoom® FLIX®**, you will first need to connect it to a computer using the included Micro-USB cable. To do so correctly, please follow the below steps:

- Make sure that the Master Power Switch is set to the **ON** position  before charging.
- Pull up the rubber cover of the Micro-USB port on the side of **FLIX**.
- Insert the Micro-USB cable (small end) into the Micro-USB port on **FLIX**.
- Insert the large end of the Micro-USB cable into a USB port on the computer. A USB port is usually marked with this symbol: 
- Once the connection is successful, you will see the battery recharging symbol  appear on the screen.
- Check the charging progress regularly throughout recharging.
- When the battery is fully charged, a message will be displayed on the screen confirming so, then the screen will automatically turn off. You may then disconnect your fully charged **FLIX** from the computer.

NOTE: It will take approximately 3 hours to fully charge the battery. The actual charging time depends on the charging current, the remaining charge on the battery prior to recharging and the ambient temperature of the charging environment. The optimum ambient temperature is 0°C to 40°C. If your **FLIX** needs a much longer time to fully charge the battery, try another USB charger.

BATTERY LIFE

Like with other electronic devices, more frequent usage means the battery will drain more quickly. Some activities will be more demanding on the battery, such as **Flix Sees** and photo and video taking that make use of the camera sensor. For continuous photo or video taking, the battery will last for approximately 2.5 hours. For average usage, the battery will last around a day. The remaining battery capacity will be displayed on the top right corner of the screen. When the battery level is low, it is recommended to recharge **FLIX** before further use. When the battery level is too low, **FLIX** will not turn on again until it has been recharged.

POWER SAVING (AUTOMATIC SHUT OFF)

To preserve battery life, **Kidizoom® FLIX®** will automatically shut off after a short period of time without input. When recording videos or using the time-lapse photo function, **FLIX** will not automatically shut off until the process has stopped or been completed.

BATTERY MAINTENANCE

Charge the battery regularly to keep it operating at optimum performance, even when **FLIX** is not in use. For example, charge **FLIX** at least once every 6 months. Move the Master Power Switch to the **ON** position  before recharging the battery. Move the Master Power Switch to the **OFF** position  when **FLIX** will not be in use for an extended period of time.

BATTERY NOTICE

Misuse of batteries can lead to them bursting, causing a fire or chemical burns. Please read the below precautions:

- Do not disassemble.
- Do not crush and do not expose the battery to any shock or force such as hammering, dropping or stepping on it.
- Do not short circuit.

- Do not expose to high temperatures or place near a heat source. Do not leave in direct sunlight for any length of time.
- Do not dispose of in a fire.
- Do not handle damaged or leaking batteries.
- Keep the battery out of the reach of children.
- Keep the battery dry.
- Examine the battery charging cord periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, housing, or other parts) and that, in an event of such conditions, the battery charging cord should not be used until properly repaired or replaced.
- If you find that the time between charges is considerably shortened with no change in usage, the battery could be nearing the end of its life. Please dispose of the used battery as described in this manual. The battery life varies from battery to battery depending on storage, operating conditions and environment.

Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in Battery Directive (2006/66/EC).



The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product and batteries responsibly.

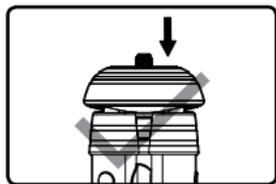
For more information, please visit:

www.recycle-more.co.uk

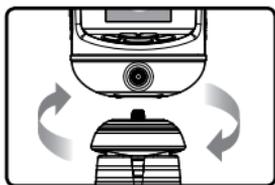
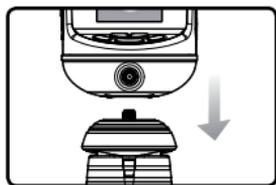
www.recyclenow.com

ATTACHING THE FLEXIBLE TRIPOD

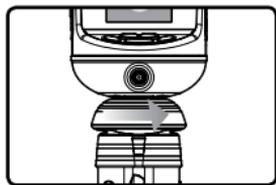
Make sure the Screw Nut is in place.



Align the Tripod Screw Hole on **Kidizoom® FLIX®** to the screw on the tripod. Screw on clockwise, ensuring a firm attachment.

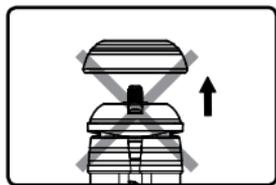


If you want to fine tune the camera lens to a certain angle, when the Tripod Screw is almost screwed into the last ring of **Kidizoom® FLIX®**, align the camera lens with a tripod leg, then screw the Screw Nut on clockwise until there is a firm attachment.



NOTE:

- Do not detach the Screw Nut from the tripod.



The flexible tripod legs can be bent slightly to enable hanging, or to mount the **Kidizoom® FLIX®** to places or objects. Please **DO NOT FOLD** the tripod legs as the tripod will break.



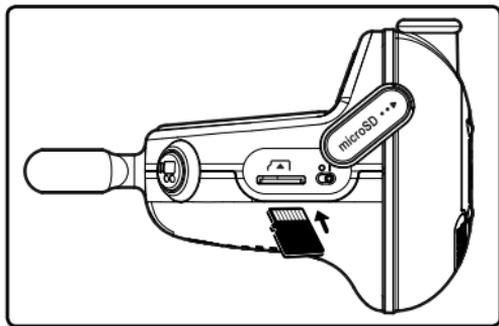
MEMORY CARD INSTALLATION

Kidizoom® FLIX® supports the below memory cards for memory expansion.

- microSD 
- microSDHC 

microSD logo and microSDHC Logo are trademarks of SD-3C, LCC.

- Make sure **FLIX** is turned **OFF**.
- Locate the memory card slot on the side of **FLIX**.
- Pull up the rubber cover.
- Insert the memory card (not included) as illustrated below. Once the memory card has been inserted, turn **FLIX ON** and it will automatically be detected and set as the default memory storage.
- To remove the memory card from the slot, make sure **FLIX** is turned **OFF**, pull up the rubber cover and then push the card once and it will eject.



NOTE: If a memory card is being used, data stored in the internal memory cannot be seen in **FLIX** unless the memory card is removed. To prevent accidental data loss, make sure you have backed up all important data from your memory card before using it.

CONNECTING TO A COMPUTER

You can connect **Kidizoom® FLIX®** to a PC or Mac computer using the Micro-USB cable. Once connected, you can transfer files between **FLIX** and your computer. Please follow the below steps to make the connection.

- Pull up the rubber cover of the Micro-USB port on the side of **FLIX**.
- Insert the Micro-USB cable (small end) into the Micro-USB port of **FLIX**.
- Insert the larger end of the Micro-USB cable into a USB port of the computer. A USB port is usually marked with this symbol: 
- Two removable drives called VTech 5075 and VT SYSTEM will appear. VTech 5075 is for storage of your data; VT SYSTEM is for storage of system data and cannot be accessed. If there is a memory card in **FLIX**, the removable drive will show the content on the memory card only.

NOTE: Once **FLIX** is connected to your computer, do not disconnect it whilst files are transferring. Only when **FLIX** has completed transferring files should you eject it from your computer. Once ejected, you can then physically disconnect **FLIX** from your computer.

To avoid any potential damage to your **Kidizoom® FLIX®**:

- When the Micro-USB cable is not connected to **FLIX**, ensure that the Micro-USB rubber cover is fully covering the Micro-USB port of **FLIX**.
- Please ensure that the microSD card slot rubber cover of **FLIX** is fitted in place.

To back up photo or video files taken by **Kidizoom® FLIX®**:

- Locate and open the subfolders within the DCIM folder in the removable drive VTech 5075.

- Your photos and/or video files will be stored here. To back them up, copy and paste the photo and/or video files to a location on your computer.

To transfer photo or video files to Kidizoom® FLIX®:

- Select the photo or video files you would like to transfer from your computer first.
- Locate and open the DOWNLOAD folder in the removable drive VTech 5075, then copy and paste the photo files into the PHOTO subfolder, or VIDEO subfolder for video files.

NOTE: Do not transfer photo or video files created by other cameras to Kidizoom® FLIX®, as these file formats may not be compatible.

SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft®, Windows® 7, Windows® 8 or Windows® 10 Operating System or a Macintosh Computer with macOS version 10.6, 10.7, 10.8, 10.9, 10.10, 10.11 or 10.12.

Microsoft®, Windows® and their logos are trademarks of the Microsoft Corporation in the United States and other countries. Macintosh and Mac logos are trademarks of Apple Inc. in the United States and other countries. All other trademarks are the property of their respective owners.

TO BEGIN USING KIDIZOOM® FLIX®

Make sure that the Master Power Switch is set to the **ON** position  and that the battery has been fully charged before using Kidizoom® FLIX®.

NOTE: It is not necessary to move the Master Power Switch to the **OFF** position  when used Daily. Otherwise, the date and time will need to be reset when switching **FLIX ON** again.

Press the **Home Button**  to turn Kidizoom® FLIX® **ON**. When turning Kidizoom® FLIX® **ON** for the first time, you will need to select a language. Press the **LEFT, RIGHT Arrow Buttons**   to select a language and press the **OK Button**  to confirm.

Next, you will need to set the date and time. Press the **LEFT, RIGHT Arrow Buttons**   to change the value of day, month, year, hour and minute. Press the **OK Button**  to go to the next field or press the **HOME Button**  to go back.

If you wish to change the language, date and time later, you can do so in the Settings Menu.

NOTE: If the battery level becomes too low, the battery will need to be recharged and the date and time may need to be reset.

TURN KIDIZOOM® FLIX® OFF

To turn your **Kidizoom® FLIX® OFF**, hold down the **Home Button**  for 2 seconds. The **Kidizoom® FLIX®** will also automatically shut **OFF** after a short period of time without user input.

HOME MENU

In the **Home Menu**, you can access all activities on the **Kidizoom® FLIX®**. Press the **Home Button**  to display the Home Menu, then press the **LEFT, RIGHT Arrow Buttons**   to select an activity, pressing the **OK Button**  to confirm.



There are 7 categories in the **Home Menu**:

| | | | |
|--|---|--|---|
| FLIX  | Camera  | Videos  | Playback  |
| Voice Recorder  | Games  | Settings  | |

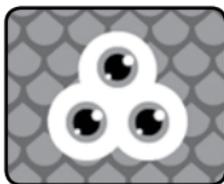
ACTIVITIES

FLIX

Press the **FLIX Button**  anytime to interact with **FLIX**. There are 6 **FLIX** sub-modes:

FLIX Sees

- Twist the camera to face you. When **FLIX** detects you it will track your face movement and the indication lights will turn green. After a while **FLIX** will take a photo and add an effect to it for fun!
- When **FLIX Sees** colourful objects watch its eyes change.
- If you move in front of **FLIX** too much, **FLIX** may get dizzy!
- When **FLIX** is hungry, **FLIX** will turn grey and you need to feed it by playing **FLIX Eats** before it will track your face again.
- Feed **FLIX** regularly so that it does not get hungry.



NOTE: If **FLIX** cannot see your face, please make sure that your face is in **FLIX**'s sight and that you are not behind a strong backlight. Enter **Camera Mode** to check **FLIX**'s sight.

FLIX Talks

- Speak to **FLIX** and listen to it repeat what you say in a robotic tone.
- If the sound volume is too low, press the **LEFT, RIGHT Arrow Buttons**   to adjust the volume quickly when in this mode.



NOTE: In **FLIX Sees** and **FLIX Talks**, you can press the **OK Button**  to quickly toggle between two sub-modes.

FLIX Eats

WARNING: Stay alert and be aware of your surroundings while playing camera games.

In this mode you can help **FLIX** to refill their hunger level. **FLIX** will ask you to collect genes of a certain colour and shape. Twist the camera to face outwards and search for the colour, **FLIX** is asking you to find. Once you've found the correct colour, press the **OK Button** **OK** to catch the correct genes. For example, If **FLIX** wants you to collect a yellow gene, you can point the camera to a banana. The genes will turn yellow and then you can press OK to collect them.

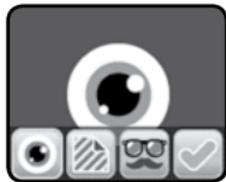


NOTE: Please read the "Tips for Colour Detection" section in this parent's guide if you experience problems with colour detection.

FLIX Workshop

In this mode you can customise your **FLIX**'s appearance.

- Use the **LEFT, RIGHT Arrow Buttons**   to select from the 3 categories: Eyes, Skins or Accessories. Then select the item.
- Select the colour for the item or select the Colour Ring icon to use the camera to capture a colour you would like to style **FLIX** with.
- Press the Tick Icon to save all changes in the workshop.
- Play games to unlock all workshop items.



NOTE: Please read the "Tips for Colour Detection" section in this parent's guide if you experience problems with colour detection.

FLIX Guard

- In this mode you can set **FLIX** to be your room guard. Select the  icon to start a new guard session. **FLIX** will detect any movement in your room every 10 seconds and take pictures for you. A Maximum of 10 sets of pictures can be taken in one guard session.



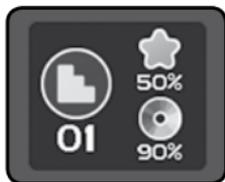
- The guard mode can operate for up to 6 hours per session, or you can press the **HOME Button**  to stop the guard session immediately.
- You can customise **FLIX**'s voice response during the guard session. Select the  icon and record a new voice to replace the default sound.
- Select the  icon to see the last saved Guard pictures.

NOTE: The guard pictures can only be viewed in **FLIX** and cannot be transferred to a computer.

FLIX Status

In this mode you can check on **FLIX Status**.

- The Star percentage represents how close you are to completing the current level. Star % will increase as you play games.
- The Colour Ring percentage represents **FLIX**'s hunger levels. When it displays 0% **FLIX** will turn grey and become very hungry. To stop this from happening, play **FLIX Eats** to feed **FLIX** regularly.



NOTE: After playing 5 games, **FLIX**'s Star % will not increase. Play again the next day to see the Star % increase.

Camera

Press the **Camera Button**  or select the **Camera Icon**  in the **Home Menu** to enter **Camera Mode**.

Take Photos

- While holding **FLIX** steady, press the **Camera Button**  or **OK Button**  to take a picture.
- Press the **LEFT, RIGHT Arrow Buttons**   to cycle through different photo themes and effects for taking photos.



- The auto-portrait picture mode will let you take selfie pictures automatically. To get to the auto-portrait mode, press the **LEFT, RIGHT ARROW BUTTONS**   until you see the auto-portrait icon . Just stay in front of the camera and wait for the countdown and take a picture. Please ensure the lighting conditions are good and the camera is in the proper position so the face detection can work properly.



Shutter Modes

To change the **Shutter Mode**, press the **LEFT, RIGHT Arrow Buttons**   to select the **Shutter Menu Icon**  and press the **OK Button**  to enter. There are 4 Shutter modes to choose from:

Default 

Pressing the **Camera Button**  will take a picture immediately.

Self-Timer 

Pressing the **Camera Button**  will take a picture after a 10 second countdown.

Time-lapse  

Pressing the **Camera Button**  will start continuous picture taking every 3 seconds or 10 seconds. Press any button to stop this process, or it will automatically stops after 120 pictures have been taken.

Videos

Press the **Video Button**  or select the **Video Icon**  in the **Home Menu** to enter **Video Mode**.

- Press the **LEFT, RIGHT Arrow Buttons**   to select an effect.

- Press the **Video Button**  or the **OK Button**  to start recording. Press either button once again to stop recording. A **Play Icon**  will appear after the recording has stopped, press the **OK Button**  to watch the video you just recorded.

Playback

Select the **Playback Icon**  on the **Home Menu** to view the photos and videos you have taken.

- The latest photo or video you have taken will be shown first. Press the **LEFT, RIGHT Arrow Buttons**   to view the next or previous file.
- When a video file or time-lapse photo is selected, press the **OK Button**  to play it.
- Press the **OK Button**  to display the **Delete Menu**. Use the **LEFT, RIGHT Arrow Buttons**   to select your choice and then press the **OK Button**  to confirm.
- Whilst watching a video file, press the **LEFT, RIGHT Arrow Buttons**   to rewind or fast forward. Press the **OK Button**  to pause or resume the video.

Voice Recorder

Select the **Voice Recorder Icon**  in the **Home Menu** to enter the Voice Recorder mode, here you can record your own voice for up to 3 minutes per file.

- Select the **Record Icon**  to start recording press the **OK Button**  to stop recording. After recording, the saved voice file will automatically replay.
- Select the **Play Icon**  to replay the saved voice files. Press the **LEFT, RIGHT Arrow Buttons**   to select the voice file to play.
- To delete voice files, when a voice file is selected, press the **OK Button**  and select the **Delete Icon**  to delete the voice file or select the **Delete All Icon**  to delete all the voice files.

- To add a voice changing effect to an existing voice file, when a voice file is selected, press the **OK Button**  and select the **Star Icon**  to enter Voice Changing Effects Menu. In this menu, you can preview from the 5 voice changing effects, press the **OK Button**  to apply the selected effect and save as a new voice file.

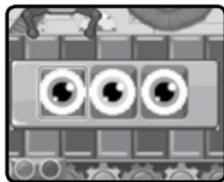
NOTE: The process of saving the voice file with some of the voice changing effects may take more than 1 minute.

Games

There are 3 built-in games on **Kidizoom® FLIX®**. In the **Games Menu**, press the **LEFT, RIGHT Arrow Buttons**   to select a game, then press the **OK Button**  to play it.

GAME 1 – Eye Factory

Test your eyes and spot the odd eye out! Press the **LEFT, RIGHT Arrow Buttons**   to select the eye that is the odd one out from the options. Once you are sure you have the odd eye press the **OK Button**  to confirm.



GAME 2 – Home Trip

Help **FLIX** get back home! Press the **OK Button**  or **LEFT, RIGHT Arrow Buttons**   repeatedly to help **FLIX** fly up, but be careful and try to avoid the obstacles! You can collect the diamonds to get extra points and catch the heart to gain an extra life.



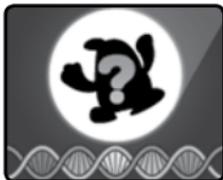
GAME 3 - Alien Detective

WARNING: Stay alert and be aware of your surroundings while playing camera games.

Help **FLIX** by using its colour detection to discover **FLIX's** alien friends around you! Select the **Start Icon**  to start the game.

NOTE: Twist the camera to face outwards to play this game.

- Step 1: Remember the colour code. For example: Pink, Blue, Green, press OK to continue.
- Step 2: Find the 3 colours in the order they are shown on your screen. Aim the camera to the colour, once detected the frame will flash red and move along to the next colour in the sequence. Repeat until you have collected all the 3 colours. If you do not manage to collect all the colours in the sequence, the game will take you back to the last colour in the sequence you captured.
- Step 3: If you capture all the colours in the sequence, an alien will appear on the screen. Repeatedly press the **OK Button**  to capture it.



NOTE: Please read the "Tips for Colour Detection" section this parent's guide if you experience problems with colour detection.

Select the **Alien Book Icon**  to check the aliens that you have captured in this game.

Settings

Select the **Settings Icon**  in the Home Menu to enter Settings.

In Settings, use the **LEFT, RIGHT Arrow Buttons**   to make a selection and press the **OK Button**  to confirm. Press the **Home Button**  to exit Settings.

You can adjust the following items:

Volume

You can adjust the sound volume here.

Brightness

You can adjust the LCD brightness here.

Date

You can adjust the Date & Date Format here.

Time

You can adjust the Time & Time Format here.

Language

Here you can change the language on the **Kidizoom® FLIX®**.

Advanced

Memory: Here you can see the memory status of the internal memory or external memory card. You can also choose to format the memory and then follow the instructions on screen to complete the process.

NOTE:

- Formatting the memory will erase all of the data stored, including all photos and videos and guard pictures.
- If a memory card is being used, then the data stored in the internal memory cannot be seen until the memory card has been ejected.
- When the memory is getting full, or when the file indexes have been used up, you should back up all **Kidizoom® FLIX®** files to your computer. Then, delete all of the files on your **Kidizoom® FLIX®** to free up space.

Video Resolution: Here you can change the video resolution, use 320X240 for better quality or 160X120 to save more videos but in lower quality.

Indoor Light Frequency: Here you can set the AC power frequency according to the region you are in when travelling. If it is not set correctly, you may see some flickering on the screen and on the photos and videos you take when in an indoor environment.

NOTE: Please leave your **Kidizoom® FLIX®** set to the default value unless you are travelling.

Factory Reset: Factory Reset will erase the contents stored in the memory and reset all system settings to factory default, follow the instructions on screen to complete the process.

TIPS FOR COLOUR DETECTION

Colour perceived from the human eye may be different from the camera sensor. To ensure better colour detection results:

- Make sure to play in a well lit environment, outdoor locations may not perform as well as indoor due to complicated and varying light sources and weather conditions, for example, colours will become dull under a cloudy sky or washed out under direct and intense sunlight.
- Don't get too close to your colour subject otherwise shadows may affect colour detection.



- Distant and large subjects such as a building, may consist of various colours and may affect the colour accuracy, try to look for smaller subjects.
- If you cannot find an object with the exact colour, then you can look for an object with similar colours, such as light green for yellow and pink for violet. A wide colour spectrum has been used for each colour to ensure colours can be detected and games can be played in most situations.

CAMERA GAMES: WARNING

Stay alert and be aware of your surroundings while playing games that involve using the camera:



CARE & MAINTENANCE

- Keep the rubber cover of the Micro-USB port and memory card slot tightly closed while it is not in use in order to prevent dust or water from getting into it.

- Keep **FLIX** clean by wiping it with a slightly damp cloth.
- Keep **FLIX** out of direct sunlight and away from any direct heat source.
- Do not drop **FLIX** on a hard surface and do not expose it to moisture or immerse it in water.

WARNING

- A very small percentage of the public, due to an existing condition, may experience epileptic seizures or a momentary loss of consciousness when viewing certain types of flashing colours or patterns.
- While **Kidizoom® FLIX®** does not contribute to any additional risks, we do recommend that parents supervise their children while they play games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your doctor.
- Please note that handling **FLIX** for a prolonged period of time might cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play on **Kidizoom® FLIX®**.

TROUBLESHOOTING

Check this section if you experience difficulty operating the **Kidizoom® FLIX®**.

| Issue | Solution / Cause |
|---------------------------------|---|
| FLIX has stopped working | <ol style="list-style-type: none"> 1. Turn the Master Power Switch OFF  for 30 seconds. 2. Turn the Master Power Switch ON  again and then press the Home Button  to turn FLIX ON. Kidizoom® FLIX® should now function normally again. 3. If FLIX still does not work, try recharging the battery and repeat steps 1 and 2 again. |

| | |
|---|--|
| <p>Screen display is not working correctly</p> | <ol style="list-style-type: none"> 1. Turn the Master Power Switch OFF  for 30 seconds. 2. Turn the Master Power Switch ON  again and then press the Home Button  to turn FLIX ON. The Kidizoom® FLIX® screen display should now function normally again. |
| <p>Images taken are not clear</p> | <ol style="list-style-type: none"> 1. Make sure the lighting conditions of the shooting environment are good. 2. Check to see if the camera lens is clean. If you find some dust or dirt on it, please see the steps to clean the lens in the Care & Maintenance section of this guide. |
| <p>Cannot connect FLIX to a computer</p> | <ol style="list-style-type: none"> 1. Check the connections on the Micro-USB cable between FLIX and the computer, and review the Connecting to a Computer section of this guide. 2. Turn the Master Power Switch OFF  for 30 seconds. Then turn the Master Power Switch ON  and connect FLIX to the computer again. |
| <p>Cannot save files</p> | <ol style="list-style-type: none"> 1. Check if the memory card is full. If there is no memory card inserted, then check the internal memory. This can be reviewed in the settings menu. |
| <p>Cannot view video or photo files transferred from a computer</p> | <ol style="list-style-type: none"> 1. Check if the transferred files have been put in the correct directory on FLIX. While connected to a computer, photos should be put in the DOWNLOAD/ PHOTO folder, while video files should be put in the DOWNLOAD/ VIDEO folder. For further details and instructions, please review the Connecting to a Computer section of this guide. |

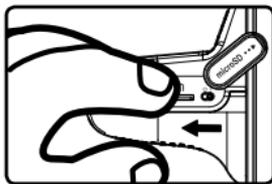
| | |
|---|--|
| Memory card cannot be detected | <ol style="list-style-type: none"> 1. Check if the memory card is correctly inserted. 2. Check to see if the memory card is the supported type. FLIX only supports microSD or microSDHC cards. 3. Check to see if the file system of your memory card is FAT or FAT32. Kidizoom® FLIX® does not support NTFS or exFAT file systems. You should back up all important data from your memory card and format it in either the FAT or FAT32 file systems before using it in your Kidizoom® FLIX®. |
| Guard Mode takes pictures even if there is no one in the room | <ol style="list-style-type: none"> 1. Guard mode detects intrusions using the camera to detect differences in the environment or movement. Therefore, make sure to avoid moving objects (such as fish tank) or changing lighting (such as a window) within FLIX's sight for the best Guard results. |
| Guard Mode will not detect my movement sometimes. | <ol style="list-style-type: none"> 1. To save battery life, after a period of no activity, Guard mode will sleep for few seconds between each detection interval, therefore movement happening during the pause may not be detected. |
| Alien Detective is not detecting colours correctly. | <ol style="list-style-type: none"> 1. Make sure you play in a well lit environment. There are various tips for playing with colour detection in Kidizoom® FLIX®, please read the "Tips for Colour Detection" section in this parent's guide for details. |
| FLIX Sees cannot detect my face | <ol style="list-style-type: none"> 1. Make sure you play in a well lit environment. 2. Make sure that there is no strong backlight behind your face. |

BATTERY DISPOSAL

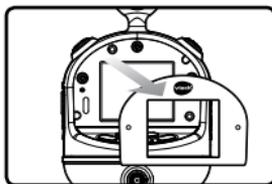
How to take out the battery for disposal

CAUTION: The below steps must be carried out by an adult and with care. Wearing protective gloves is recommended in case any battery leakage has occurred.

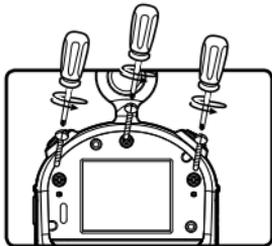
1. Ensure that the Master Power Switch is set to the **OFF** position .



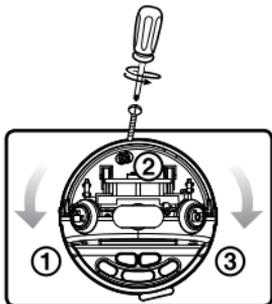
2. Remove the screen cover.



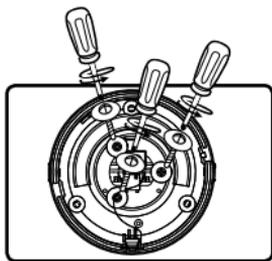
3. Loosen the 3 screws around the screen, then remove the back cabinet.



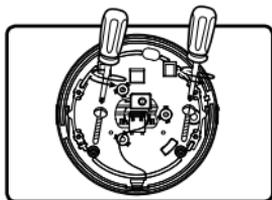
4. There are 3 hidden screws connecting the Upper and Bottom Cabinets, slowly rotate the Upper Cabinet and use the screw notch at the back to find and loosen these screws one by one.



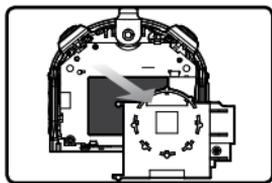
5. After removing the Bottom Cabinet, remove another 3 screws located at the bottom, then remove the bottom frame.



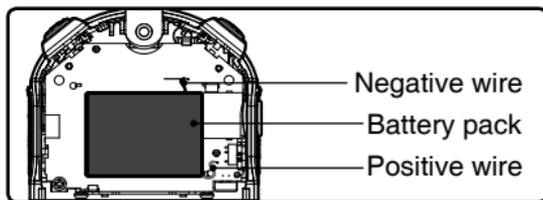
6. Remove the 2 screws located at the bottom, then remove the Front Cabinet Cover.



7. Remove the Speaker Bracket located at the back of the Front Cabinet.

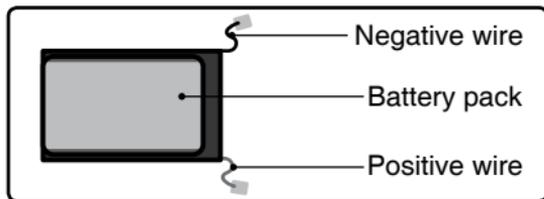


8. The battery is a silver coloured pack with two wires (positive red wire and negative black wire) connected to the circuit board. Pull out the battery pack until both the positive and negative wires are detached.



NOTE: Do not cut the wires simultaneously with scissors, pointed objects or any other electrical conductors.

9. After the battery has been taken out, cover both positive and negative ends with adhesive tape separately to avoid a short circuit. Make sure the battery is handled and disposed of with caution and care.



NOTE:

- Do not pierce the battery pack with any sharp objects.
- Do not allow any wires left attached to the battery to touch each other.
- Do not touch ends of wires attached to the battery with any other electrical conductors.
- Do not expose the battery to direct sunlight or high temperatures.
- Do not handle a damaged Li-ion polymer battery.

IMPORTANT NOTE:

Creating and developing **VTech®** products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. 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 on 01235 546810 (from UK) and +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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PRODUCT WARRANTY

Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
2. The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
5. This warranty is personal to the original purchaser and is not transferable.
6. Breakages to the LCD screen are not covered by the warranty.
7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
8. Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor). Please include details of the fault together with your name and address.
9. To keep an online record of your warranty, please register your product online at www.vtech.co.uk/warranty

Vtech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 6HE

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