

vtech[®]

User's Manual

Kidizoom[®]

DUO



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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...

vtech Baby

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

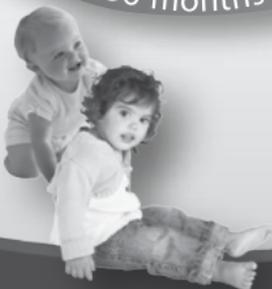
I am...

...responding to colours, sounds and textures

...understanding cause and effect

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

Birth-36 months



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

3-6 years



Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

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



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

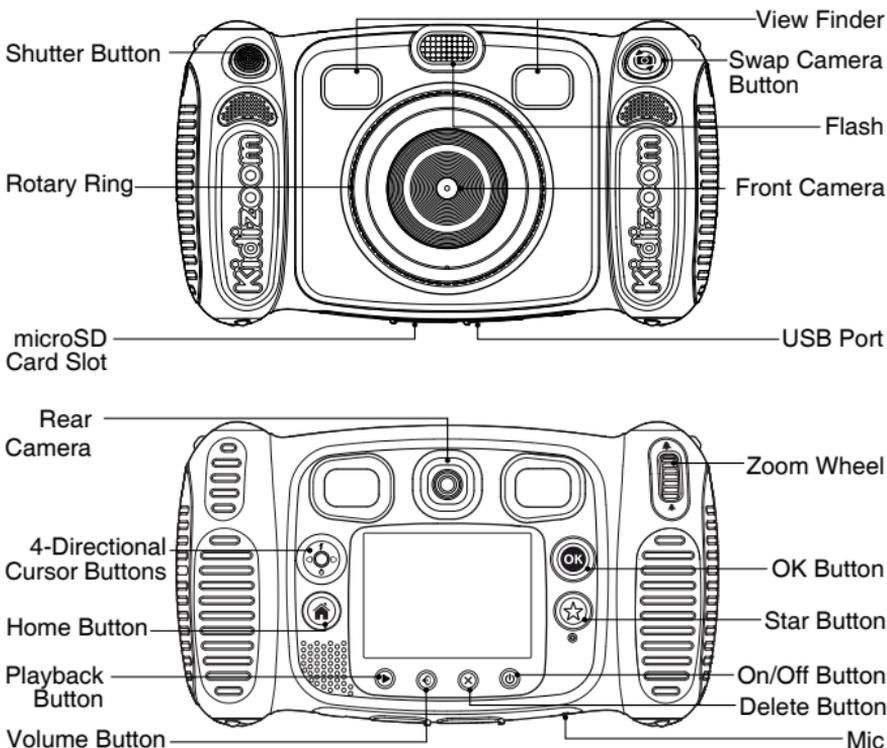
INTRODUCTION

Kidizoom® Duo is a fun, durable and easy to use digital camera with two lenses: take photos or group pictures with funny photo effects. The Auto-Portrait Pictures mode will take selfie pictures automatically. The built-in motion sensor and photo optimisation will enhance your photo taking experience.

The camera also features movie recording, built-in flash and a great voice recording feature with 5 different voice changing effects. There are also fun games with motion control support and creativity apps allowing you to enhance your photos with a variety of frames, stamps and wacky effects.

FEATURES

PRODUCT LAYOUT AND BUTTONS



On/Off Button 

Press this button to turn the camera on or off.

Swap Camera Button 

When in camera mode, press this button to toggle between the front and rear cameras.

Shutter Button 

Press this button to take a photo, or to start and stop video recording.

Playback Button 

Press this button to browse your photos or videos.

4-Directional Cursor Button 

Press these buttons to move the cursor and to make selections.

Flash Shortcut : When in camera mode, press this button to switch between different flash modes.

Timer Shortcut : When in camera mode, press this button to toggle timer mode on and off.

Home Button 

Press this button to go to the main menu or go back to the previous submenu.

OK Button 

Press this button to confirm a choice or action.

Tips: The OK Button can also be used to take a photo when in camera mode.

Star Button 

Press this button to add effects to photos and video or to display the effect menu in other modes.

Rotary Ring 

Turn the Rotary Ring to add or change the colour filter effect in camera or video modes.

Volume Button 

Press the Volume Button and then the Left or Right Cursor buttons to adjust the volume.

Delete Button 

Press this button to delete a photo, video or voice file.

Zoom Wheel 

Push this button upwards to zoom in, push it downwards to zoom out.

USB Port

Plug the included USB cable into this port to connect to your computer.

Memory Card Slot

Insert a microSD card here for memory expansion.

INCLUDED IN THIS PACKAGE

- 1 VTech® Kidizoom® Duo
- 1 USB cable
- 1 wrist strap
- 1 user's manual

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

NOTE: Please keep user's manual as it contains important information.

PRODUCT SPECIFICATIONS

Display	2.4" TFT colour LCD
Photo Resolution	Front Camera: 1600 X 1200 (2.0 MP) or 640 X 480 (0.3 MP) Rear Camera: 640 X 480 (0.3 MP)
Video Resolution	320 X 240 pixel
Video Length limit per file	5 minutes when using internal memory 10 minutes when using SD card memory
Digital Zoom	4X
Focus Range	1.5 feet - ∞
Flash Range	3 – 9 feet
Internal Memory	256 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	USB 2.0 cable (included) for computer connection
Batteries	4 X AA (LR6) alkaline batteries
Operating Temperature	0 - 40°C

STORAGE CAPACITY FOR REFERENCE

Memory size	2.0 MP photos	0.3 MP photos	Video in 320 X 240 (minutes)
Internal memory	200	1000	5
Memory card	2 GB	2,600	13,200
	4 GB	5,300	26,500
	8 GB	10,600	53,100
	16 GB	21,200	106,200

NOTE: The above amounts are approximations, the actual capacity depends on the shooting environments.

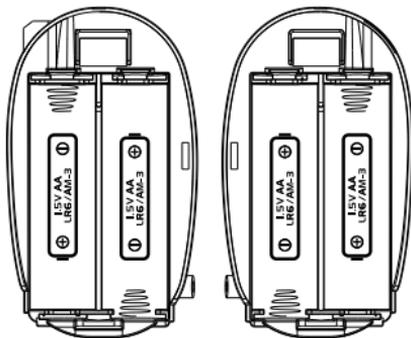
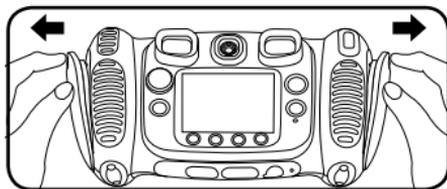
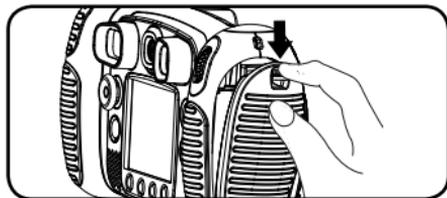
The video length limit is 5 minutes per file when using the internal memory and 10 minutes per file when using a memory card.

GETTING STARTED

BATTERY INSTALLATION

Note: Adult assembly is required for battery installation.

- Make sure the camera is turned OFF.
- Locate the battery covers on the handles of the camera. Open the battery covers by separately pressing each trigger inwards.
- Install 4 new AA batteries (2 on each side) as illustrated.
- Replace each battery cover and make sure they click into position.



BATTERY NOTICE

- Use new alkaline batteries or fully charged NI-MH (Nickel Metal-hydride) rechargeable batteries for best performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).

- Rechargeable batteries are only to be charged under adult supervision.

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 or batteries responsibly.

For more information, please visit:

www.recycle-more.co.uk

www.recyclenow.com

MEMORY CARD INSTALLATION

- **Kidizoom® Duo** supports the below memory cards for memory expansion.

microSD

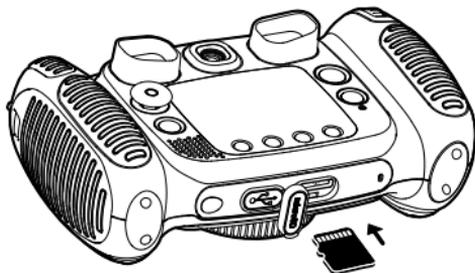


microSDHC



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

- Make sure the camera is turned OFF.
- Locate the memory card slot at the bottom of the camera.
- Pull up the rubber cover.
- Insert the memory card (not included) as illustrated. Once the memory card is detected and can be used,



the default memory will set as the memory card automatically.

- To remove the memory card from the slot, push the card once and it will eject.

NOTE: If the memory card is being used, data stored in the internal memory cannot be seen in the camera 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.

TO BEGIN USING KIDIZOOM® DUO

- Press the ON/OFF Button  to turn the camera on.
- If it is the first time that you are turning the camera on, the Try-me demo movie will start playing. Press the Shutter Button  to exit the Try-me demo mode. The Try-me demo will be disabled and will not play again.
- After the camera exits demo mode, you can set the time and date. Press the Up  or Down  Cursor Button to select the correct day, month, year, hour and minute. Press the Left  or Right  Cursor Buttons to jump to the previous or the next settings item. Finally press the OK Button  to confirm that setting. If you wish to change the date & time later, please go to Settings.
- After the Try-me demo mode has been disabled, when turning the camera on, the preview screen of camera mode will show and you can start taking photos.
- Press the Home Button  to go to the main menu where you can enter other activities.
- Press the ON/OFF Button  again to turn the camera off.

BATTERY STATUS

When the screen shows a Low Battery icon , we recommend installing a fresh set of batteries as soon as possible. The unit will not work properly when it shows the Batteries Exhausted icon . New batteries should be inserted before further use.

AUTOMATIC SHUT-OFF

To preserve battery life, **Kidizoom® Duo** will automatically turn off after 3 minutes without operation in Camera or Movies modes. In other modes, the auto-off time is 2 minutes. While using Wacky Photo Shaker, the auto-off time is 15 minutes.

CONNECTING TO A COMPUTER

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



- Turn the camera OFF before connecting to a computer.
- Pull up the rubber cover of the USB port at the bottom of your camera.
- Insert the USB cable (small end) into the USB port on the camera.
- Insert the larger end of the USB cable into a USB port on the computer. A USB port is usually marked with this symbol .
- Two removable drives called VTech 1708 and VT SYSTEM will appear. VTech 1708 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 the camera, the removable drive will show the content on the memory card only.

To avoid any potential damage to your Kidizoom® Duo

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

NOTE:

Once the camera is connected to your computer, do not insert or remove the memory card and do not disconnect the camera while files are uploading or downloading. After you have finished, remove the camera by following the steps to safely remove hardware from your computer. You can then physically unplug the camera from the computer.

To back up photo or video files taken by the camera:

- Locate and open the DCIM folder in the removable drive VTech 1708.
- Your photos or video files will be placed in the subfolders such as 100VTECH. Drag and drop the files to a location in your computer for back up.

To back up voice files recorded by the camera:

- Locate and open the VOICE folder in the removable drive VTech 1708.
- Drag and drop the recorded voice files to a location in your computer for back up.

To transfer photo or video files to the camera:

- Select the photo or video files you would like to upload from your computer first.
- Locate and open the DOWNLOAD folder in the removable drive VTech 1708, drag and drop 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® Duo, as these file formats may not be compatible.

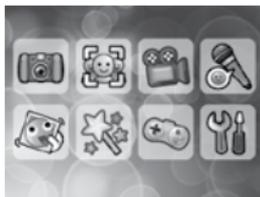
SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft® Windows® XP, Windows Vista®, Windows® 7 or Windows® 8 Operating System or Macintosh Computer with Mac OS X version 10.6, 10.7, 10.8, 10.9, or 10.10.

ACTIVITIES

Home Menu

- Press the Home Button  to go to the main menu to select different activities:
- Press the 4-directional Cursor Buttons  to select different modes and press OK to enter the selected mode.
- The interactive wallpaper will move according to the angle the camera is tilted to.
- You can change the wallpaper to a preset picture, or you can select a photo you've taken. Please see the Settings section for more information.



1. Camera

In Camera, you can take normal photos, self-portrait photos or take pictures with funny effects. Press the Swap Camera Button  to change between the front camera and rear camera. Operate the zoom wheel anytime to use the digital zoom function and press the Shutter Button  or OK Button  to take a photo.

Photo Effects and Picture modes

To add stamps, photo frames, funny face effects, kaleidoscope effects and shake-shake fantasy effects. Press the Left ◀ or Right ▶ Cursor Buttons to select an effect or press the Star Button (☆) to go to the photo effect menu to select the photo effects by type.

To add or change the colour filter effect, turn the Rotary Ring when in camera mode. The filter will also affect any other photo effects selected.

The 3x Photo Burst mode will take 3 photos in one shutter press. Flash and colour filter effects will be disabled in this mode to achieve fast continuous capture.

The auto-portrait picture mode will let you take selfie pictures automatically. Just stay in front of the camera and wait for the words “Say cheese!”, the camera will then 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.



NOTE: If you mute the camera, the words “Say chesse!” will not be heard.

Self-Timer

Turn the self-timer on in the settings menu to allow a count down period before taking a photo. In the preview screen, you can also press the Down Cursor Button (⏵) to turn the self-timer on or off.

Flash Light

By default, the flash light will be set to Auto-flash (⚡) mode, the camera decides whether flash is needed automatically during capture. Press the Up Cursor Button (⏶) to change to Always-flash (⚡) or Disable-flash (🚫) modes if needed.

NOTE: The flash will not be available in below conditions.

- 3x Photo Burst mode is in-use
- Rear camera is in-use
- Battery is weak and this icon (🔋) is displayed

WARNING: Turn off the Auto-flash when taking a close up photo of a person's or animal's face to avoid eye damage.

Photo Optimisation

With photo optimisation, when you take a photo, multiple shots will be taken and the camera will find the best shot to save. If you see this icon (👁️) showing on the screen after you press the Shutter Button (📷). Please try to keep your camera as stable as possible to achieve the best result.

NOTE: If you want faster response for photo capture, you can turn off photo optimisation in the settings menu.

2. You & Me Camera



With You & Me camera, you can take cool group pictures including yourself easily.

First, press the Left ◀ or Right ▶ Cursor Buttons to select a theme. There are two styles of themes that can be selected: Cartoon or Collage. You can press the Star Button (☆) to change the style.

In the selected theme, follow the frames to take different pictures of your friends or yourself using the Shutter Button (📷) or OK Button (OK). If you want to retake the last frame, just press the Delete Button (X).

When all frame pictures are taken, press the OK Button (OK) to confirm and save the picture. You can review the You & Me pictures anytime in playback.



3. Video



In Video mode you can take normal movies, or take movies adding funny cartoon animations, as well as adding a colour filter effect. Select the Video mode icon in the main menu and press the OK Button (OK) to enter.

Taking Normal Movies

- Press the Shutter Button (📷) or OK Button (OK) to start or stop recording a movie.
- Operate the zoom wheel anytime to use the digital zoom function.
- To add or change the colour filter effect, turn the Rotary Ring when in movie mode and not filming. The filter will also affect any selected video themes.

Selecting a Cartoon Video Theme

- You can select a cartoon theme by pressing the Left ◀ or Right ▶ Cursor Buttons and pressing the OK Button (OK) to confirm the selection without starting movie recording. Press the Shutter Button (📷) to start recording with the selected theme directly.



- Press the Star Button (★) to go to the video theme menu to view all cartoon video themes and select your favourite one.

Clip Art Theme

- After you have confirmed a clip art theme, you will see the 4-directional effect icons on the screen. Press the Delete Button (X) to return to the theme selection to select another cartoon theme, or press the Cursor Keys (↑, ↓, ←, →) to apply a specific effect. You can press the Shutter Button (📷) or OK Button (OK) to start recording at any time.
- While recording, press a Cursor Key (↑, ↓, ←, →) to move to the specific effects. Press the Shutter Button (📷) or OK Button (OK) to stop recording.



Music Video Theme

- After you have confirmed a music video theme, the theme music and cartoon animation will start automatically for you to see until the music finishes. Press the Delete Button (X) to return to the theme selection. Press the Shutter Button (📷) or OK Button (OK) to start recording with the selected theme any time.
- While recording, press the Shutter Button (📷) or OK Button (OK) to stop recording. The recording will end automatically when the music finishes.



NOTE:

- Turn the self-timer on in the settings menu to allow a count down period before taking a movie. In the preview screen, you can also press the down cursor button to turn the self-timer on or off.
- When recording video with a cartoon video theme, do not mute the camera otherwise the music and sound effects of the cartoon theme will not be recorded.

4. Playback (▶)

Press the Playback Button (▶) to view the captured photos / videos.

- Press the Up (⚡) or Down (🔌) Cursor Buttons to view the previous / next file.
- Operate the zoom wheel to zoom out (🌲) to view the files as thumbnails. Then, operate the zoom wheel to zoom in (🌲) to return to a full screen browser.

- Press the OK Button (OK) to play a movie. While playing the movie, press the Left ◀ or Right ▶ Cursor Buttons once to use the fast rewind or forward at 2X speed, press this button again to change the speed to 4X and press it one more time or press the OK Button (OK) to return to 1X playing speed.
- When zoomed in on a photo, press the Cursor Buttons (⤴⤵) to pan to a different part of the photo. Operate the zoom wheel to zoom out 🌲 or press the OK Button (OK) to return to standard viewing.
- Press the Star Button (☆) to show the wallpaper menu. Select Yes to confirm setting the current photo as the main menu wallpaper.

5. Voice Recorder

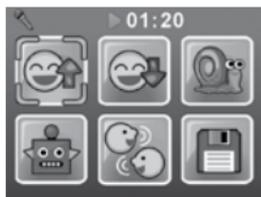


In Voice Recorder mode, you can record your own voice for up to 10 minutes per file. Select the Voice Recording icon (🎤) in the main menu to go to this mode.



- Press the OK Button (OK) to start recording a new file when the highlight is on the Recording icon (🎤). Press the OK Button (OK) again to stop recording. After recording, it will show the play list automatically.
- Press the OK Button (OK) to play the recorded voice when the highlight is on the Play icon (▶). Press the OK Button (OK) again to pause.
- In the play list, press the Left ◀ or Right ▶ Cursor Buttons to move the highlight anytime to the Record icon (🎤) to record a new voice file or the Play icon (▶) to play the selected file.
- To add a voice changing effect to an existing voice file, press the Left ◀ or Right ▶ Cursor Buttons to move the highlight to the Effect icon (👤) and press the OK Button (OK) or press the Star Button (☆) to go to the voice changing effect menu.

In this menu, press the 4-directional Cursor Buttons (⤴⤵) to select a different voice changing effect and press the OK Button (OK) to add the selected effect. To save the changed voice as another voice file, press the Cursor Buttons (⤴⤵) to move the highlight to the Save As icon (💾) and press the OK Button (OK) to start the saving process. It will return to the play list automatically after the saving process is complete.



6. Wacky Photo Shaker



In Wacky Photo Shaker, all photos on the camera will be shown as a slideshow in descending order. During the slideshow, you can shake funny effects onto each photo when you see the shake icon .

There is a delay time between each photo that can be changed (see settings information below). There are also several different transition effects that can be seen when the photos change.

Note: The photos with the applied effects will not be saved.

Press the Star Button (☆) to go to the Wacky Photo Shaker menu to change the settings.

There are 4 settings in this menu:

Items	Settings
Background music	1 (Default)
	2
	3
	Off
Transition effects (Set the effects when changing from one photo to the next)	Off
	On (Default)
Random (Set the display order of the photos to be random)	Off (Default)
	On
Delay (Set the delay time between photos)	4 seconds
	6 seconds (Default)
	8 seconds
	10 seconds

7. Creative Tools



Press the Left ◀ or Right ▶ Cursor Buttons to select a function and press the OK Button (OK) to enter the selected function.

A. Photo Editor

In the Photo Editor, you can add photo frames, stamps, special effects and fantasy effects to a photo.

Press the Up ⚡ or Down ⏴ Cursor Buttons to view photos, then press the OK Button (OK) to confirm your selection and start editing. An editing menu will appear. Press the 4-directional Cursor Buttons (⬅️⬆️⬇️⬅️) to choose one of the below functions, then press the OK Button (OK) to begin.



Photo Frames

Choose this icon to add a photo frame to your photo. Press the Left ◀ or Right ▶ Cursor Buttons to select a frame, then press the OK Button (OK) to confirm your selection.



Stamps

Choose this icon to add a stamp to your photo. Press the Left ◀ or Right ▶ Cursor Buttons to choose a stamp, then press the Up ⚡ or Down ⏴ Cursor Button to enlarge or shrink the size of the stamp. Press the OK Button (OK) to confirm the selection, then press the 4-directional Cursor Button (⬅️⬆️⬇️⬅️) to move the stamp to where you want to apply it. Finally, press the OK Button (OK) again to add the stamp to the photo.



Special Effects

Choose this icon to add funny face, distortion, kaleidoscope or colour filter effects to your photo. Press the Left ◀ or Right ▶ Cursor Buttons to choose an effect, then press the Up ⚡ or Down ⏴ Cursor Button to change the size of the area it will be applied to. Press the OK Button (OK) to confirm your selection. Press the 4-directional Cursor Buttons (⬅️⬆️⬇️⬅️) to move the effect to where you want to apply it, then press the OK Button (OK) to add it to the photo.

For the colour filter effect, just simply select the effect then press the OK button (OK) to apply it.

Note: Generating a special effect on your camera may take more than 1 minute.



Fantasy Effects

Choose this icon to add a fantasy effect to your photo. Press the Left ◀ or Right ▶ Cursor Buttons to select an effect, then press the OK Button (OK) to confirm your selection.



Undo

Choose this icon to undo the last editing operation.



Save As

Choose this icon to save the photo that you just edited as another file.

Note: The process of saving an edited photo with a distortion effect may take more than 1 minute.



B. Face Library

In Face Library, you can take pictures of your friends and view each face with a funny theme. Tilt the camera in different directions or shake the camera to explore the theme and see funny responses.



Press the OK button (OK) to start the voice repeater function. Talk to the camera and it will repeat what you said with a funny voice effect.

Press the Up ⚡ or Down ⏻ Cursor Buttons to change the theme of the face. Press the Left ◀ or Right ▶ Cursor Buttons to change the face.

You can save a maximum of 10 faces. If you want to delete a face, press the Delete Button (X). You can also press the Shutter Button (📷) to take a new picture to replace the face.



C. Silly Face Detector

With the Silly Face Detector, you can take a picture of your friend and it will tell you how silly or smart your friend is!



First, make sure the entire face is in the centre of the frame. When the frame turns to green, the face is detected. Press the OK button (OK) to start the scanning process and the result will be given in a few seconds. To see the last 3 results, the Left ◀ or Right ▶ Cursor Buttons.

NOTE: All results in Silly Face Detector are generated randomly and just for fun.

8. Games



There are 5 built-in games in **Kidizoom® Duo**. In the game menu, press the Left ◀ or Right ▶ Cursor Buttons to select a game and press the OK Button (OK) to enter the selected game.

The first 3 games: Busy Traffic, Save the Fish and Basketball Fun support Motion Control. The first time you start these games, it will prompt you to select which control method you would like to use:



Motion Control - Tilt the **Kidizoom® Duo** in different directions to move the character or object in the games.



Cursor Buttons - Use the Cursor Buttons to move the character or object in the games.

Some people may find it difficult to operate using the motion control, in this case you can press the Star Button (☆) in the game's title screen to change the control method if needed.

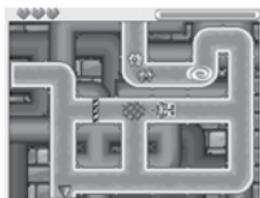
A. Busy Traffic (Motion Control Support)

It's time to race! Turn the car left or right to overtake the other cars on the road and collect boosters to speed up. Pick up hearts to recover any lost chances. Watch out for the oil spills on the road, it'll make you slow down!



B. Save the Fish (Motion Control Support)

Oh no, the fish is lost in the pipes! Can you help him get back to the river? Get him to the triangle exit on each map, looking out for obstacles on the way.



C. Basketball Fun (Motion Control Support)

Do you want to be the best ever basketball shooter? Move around to aim at the correct colour board and press the OK button (OK) to shoot. Shoot the required number of balls within the time limit and complete all levels to win the game!



D. Crazy Cafe

In this game you can practise your memory and reaction skills. A customer will order some food with the ingredients listed in a particular sequence. Remember the sequence and move left and right to collect the falling food in the correct order to complete their meal. Press the OK button (OK) anytime to see a hint.



E. Bounce Around

This is a classic breaking blocks game. Move the bounce bar left and right to bounce the ball to break the blocks at the top of the screen.



Play Time Limit

By default, the 5 built-in games have no time limit. If you would like to set a daily game time limit, you can do it in the Parental Settings inside the Settings menu. Please refer to the Settings section of this manual.

9. Settings



You can adjust different settings for your **Kidizoom® Duo**, press the Left ◀ or Right ▶ Cursor Buttons to navigate between different pages.

A. Set Wallpaper

Here you can set your favourite wallpaper or your own photo as the background picture in the main menu.

Press the Up ⬆ or Down ⬇ Cursor Buttons to select your favourite wallpaper and press the OK Button (OK) to confirm. To set one of your own photos as the wallpaper, select the photo icon to go to the photo selection screen. Then select the photo you would like to use and press the OK button (OK) to confirm.

B. Memory

This menu allows you to review the status of the camera's internal memory or memory card (if inserted). There will be three advanced commands here:

Erase All Photos And Videos

This will delete all files in the DCIM and DOWNLOAD folders in the internal memory or memory card if inserted.

Format

This will erase ALL data in the internal memory or memory card if inserted.

Factory Reset

Factory Reset will erase the contents stored in the internal memory and reset all system settings to factory default, e.g file index, photo resolution, game level and captured game faces.

Following these three commands you will be asked to confirm your choice. Follow the instructions on screen to confirm the action.

NOTE: If the memory card is being used, data stored in the internal memory cannot be seen in the camera unless the memory card is removed. When the internal memory of the **Kidizoom® Duo** is getting full, or when the file indexes are used up, you should back up all the files from the camera's internal memory to your computer. Then delete the files in the camera's internal memory to free up space.

C. Camera Settings

This menu allows you to adjust various camera related options. Press the Up ⚡ or Down ⏺ Cursor Buttons to select an item and press the OK Button (OK) to toggle the options.

Front Camera Resolution – for the best picture quality, please select **2.0** megapixels, otherwise choose the lower quality **0.3** megapixels if you would like to save more pictures.

Indoor Light Frequency - The default frequency is set according to the A.C. frequency of your region, please leave your camera set to the default value unless you are travelling.

Photo Optimisation – Set Photo Optimisation to ON or OFF . For more information on Photo Optimisation, please refer to the Camera section of this manual.

Self-Timer - Set the Camera self-timer to ON or OFF . The self-timer will be set to OFF every time the unit is turned on.

D. Date & Time

This menu shows the current date and time. If you would like to change the date or time, press the OK Button (OK). After entering the Set Date & Time menu, press the Up ⚡ or Down ⏺ Cursor Buttons to change the settings, press the Left ◀ or Right ▶ Cursor Buttons to jump to the next item. Once you are done, press the OK Button (OK) to exit this menu.

E. Parental Control

The Parental Control allows you to limit the play time for the 5 built-in games.

Press and hold the Star Button (★) until you see a popup box asking for a passcode. Use the Cursor Buttons (⏺) to enter the 2-digit answer of the equation displayed as the passcode and press the OK Button (OK) to proceed.

On the next screen, you can choose from the below options:

No limit – This is the default option, games can be played for any

amount of time.

15 / 30 / 60 / 90 minutes per day – When the accumulated game time has reached the selected time, the player cannot play any games until the following day.

Disable games – This will disable all games and the game submenu will be hidden in the Main Menu.

Press the OK button  to confirm your selection.

CARE & MAINTENANCE

1. Keep the camera clean by wiping it with a slightly damp cloth.
2. Keep the camera out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the camera is not in use for an extended period of time.
4. Do not drop the camera 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 momentary loss of consciousness when viewing certain types of flashing colours or patterns.

While **Kidizoom® Duo** 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 focusing on at close range and handling a **Kidizoom® Duo** as a game controller for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

Go through this section if you experience difficulty in operating **Kidizoom® Duo**.

Problem	Solution
Camera stops working	<ol style="list-style-type: none">1. Let the camera sit for a few minutes without batteries, then replace the batteries.2. Turn the camera ON. It should now work properly.3. If the camera does not work, replace the batteries with an entire set of new batteries.
Image taken is not clear	<ol style="list-style-type: none">1. Check if the camera is held steadily.2. Make sure the lighting conditions of the shooting environment are good.3. Check to see if the camera lens protection window is clean.
Cannot connect to computer	Check the connections on the USB cable between the camera and the computer and review the appropriate connection procedure in this manual.
Memory card can't 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. The camera only supports microSD or microSDHC card.3. Check to see if the file system of your memory card is FAT or FAT32, Kidizoom® Duo 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 system before using in your Kidizoom® Duo.
Cannot save files	Check if the memory card is full. If there is no memory card inserted, check the Kidizoom® Duo internal memory.

Can't view the Downloaded video or photo files	<ol style="list-style-type: none">1. Check if the Downloaded files are put in the correct directory in the Kidizoom® Duo. Photos should be put in the DOWNLOAD/PHOTO folder, videos should be put in the DOWNLOAD/VIDEO folder in Kidizoom® Duo when it is connected to a computer.2. Kidizoom® Duo only supports the below formats: photos in Standard Baseline JPEG and videos in AVI (Motion JPEG) created by Kidizoom® Duo.
Screen displays incorrectly	Turn off the camera and let it sit for a few minutes without batteries, then replace the batteries.

If the problem persists, please call our Consumer Services Department at 01235 546810 (from UK) and +44 1235 546810 (outside UK), and a service representative will be happy to help you.

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 at 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.

HOW TO TAKE A GOOD PHOTO

Are you ready to have fun taking photos? Here are some tips on how to get the best results from your new **Kidizoom® Duo**.

Step One

First, slide the wrist strap over your hand to help you hold your new Kidizoom properly.

Step Two

There are two ways to look at your photo before you take it. You can either use the colour LCD screen on the back of your Kidizoom, or the dual viewfinders above the screen.

Note: What you see via the dual viewfinders may not be the same as the colour LCD screen and the final captured photos.

Step Three

Now you are ready to take some photos! Make sure you hold your Kidizoom as still as you can with both hands.

Step Four

Get close to the object you are taking a photo of. Be careful not to get too close or your photo will be blurry. This can take some extra practise so don't worry if you don't get your photo right the first time.

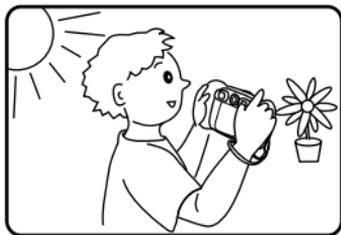
Step Five

Your Kidizoom has an automatic flash so don't worry if you think your photo might be a little dark. If you are taking outdoor photos on a sunny day, stand with the sun behind you.

Step Six

Listen for the click your Kidizoom makes when you have taken a photo. Once you hear the clicking sound, you can take another photo!

Have fun!



KIDIZOOM® DUO FREQUENTLY ASKED QUESTIONS

Question 1:

I have bought a **VTech® Kidizoom® Duo**, but it will not work with my PC, my PC is looking for a driver. I have searched the internet and cannot find a **VTech®** camera driver. What can I do?

Answer:

There is no separate driver needed for the **Kidizoom® Duo**. It uses a standard USB mass storage device driver. Such a driver comes standard on all Windows® operating systems starting with Windows® 2000 Service Pack 3 (including Windows® XP, Vista and upwards) and Mac OS® 9.0 or above.

If your computer meets these OS requirements and is still looking for a driver, please contact your PC manufacturer for further assistance. For earlier operating systems that do not support mass storage, a system upgrade or mass storage device driver may be available. Again, please check with your PC manufacturer.

Question 2:

The pictures I take aren't matching what I see when I look through the viewfinder. The actual captured image covers a greater area than what the viewfinder shows.

Answer:

The actual image and digital saved image may vary due to the refraction of light through the viewfinder lens. Light bends through the lenses at different angles based on a variety of factors including the distance between the lens and your eyes, the angle at which you are viewing the lenses and even the distance between your eyes. Generally speaking, when the lenses are placed close to the eyes the way they are intended to be, light will refract through the lenses in such a way that it focuses in a tighter and closer area, making the image and the viewing area appear smaller than what is digitally captured.

Question 3:

What is the ISO value (light sensitivity) of the **Kidizoom® Duo**?

Answer:

The **Kidizoom® Duo** uses an auto-ISO value. It auto adjusts the exposure time and light sensitivity depending on the lighting environment.

Question 4:

My camera turns on then immediately shuts off.

Answer:

Please make sure you are using new batteries. If there is no bad contact due to dirt on the contact spring/plate or deformation of the contact spring or plate, the camera should be able to turn on. If the problem persists after normal battery installation, you might have a defective unit.

Question 5:

Why are my pictures sometimes grainy and fuzzy? Is there anything I can do to improve the picture quality?

Answer:

In a poorly lit environment, the frame rate (shutter speed) drops to allow for a longer exposure time. The downside of this is that any movement in the frame, or of the hand holding the camera, can result in greater blur. Furthermore, the camera sensor will soften the edges in low light to counteract the darkness by reducing the image noise. This too can sometimes result in a blurred picture. Try to improve the lighting to get better results.

The sensitivity of the photo sensor in low lighting conditions and the vulnerability of the image to hand shake have been improved in the most recent models.

Question 6:

Can you delete a group of pictures at one time, or do they have to be deleted one at a time on the camera?

Answer:

If you connect **Kidizoom® Duo** to your computer and access it or the memory card as an external drive, you can select multiple pictures to delete at any one time.

Question 7:

If you accidentally delete the pictures by reformatting, is there any way to get them back?

Answer:

Unfortunately, if you delete the pictures by formatting the internal storage memory, there's no way to retrieve them. There is third party software that can help recover deleted data from storage, but we do not recommend using this.

Question 8:

Will changing batteries erase the unit's internal memory?

Answer:

Battery replacement under normal operation as detailed in the user's manual should not cause data corruption or data loss in either the built-in memory or the memory card.

Question 9:

When connecting the camera to the USB port, I get the message 'USB device not recognised, one of the USB devices attached to this computer has malfunctioned and Windows® does not recognise it.' I am running Windows® XP.

Answer:

This is most likely a hardware or OS issue. A number of consumers have reported this problem with their computers not recognising mass storage devices of all kinds. Please contact your PC manufacturer for support.

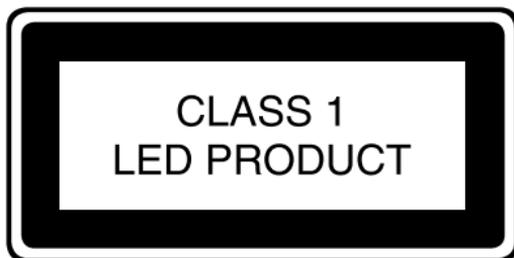
Question 10:

I am trying to transfer my pictures to my PC. I connected per the instructions (connecting the USB cable to the camera and PC) and the new drive appears. However, no pictures are automatically downloading. Is there something I need to do at start up to get the pictures downloaded and saved?

Answer:

The picture transfer operation does not start by itself. After you have connected the USB cable to your PC and the drive appears ready, you can open the drive, look under the folder DCIM and you should find the images you captured with the **Kidizoom® Duo**. Moreover, if you wish to download images to be viewed on the camera, you can do so by moving the JPEG image files into the folder DOWNLOAD/PHOTO.

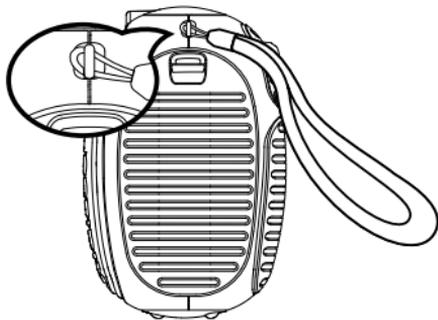
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WRIST STRAP ATTACHMENT INSTRUCTIONS

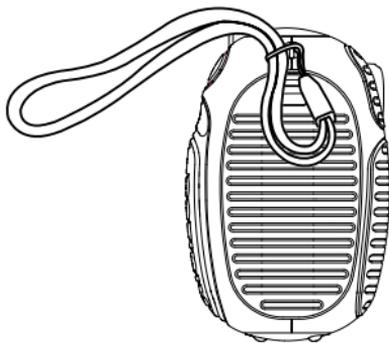
Step 1:

Locate the thread loop on the end of the strap. Insert it into the groove behind the bar and then push it through



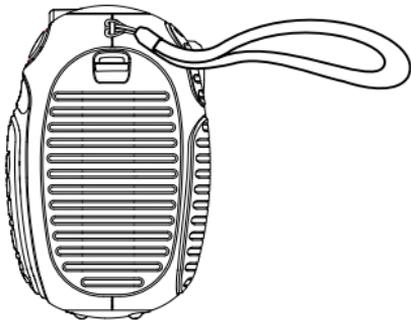
Step 2:

Feed the end of the strap up through the loop and pull it all the way through



Step 3:

Make sure the loop is securely tightened around the bar





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.

VTech Electronics Europe plc, c/o Tablogix Limited, 200 Milton Park, Abingdon, Oxon OX14 4TA

THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

