

vtech[®]

Instruction Manual

KidiZoom[®] Duo **FX**



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



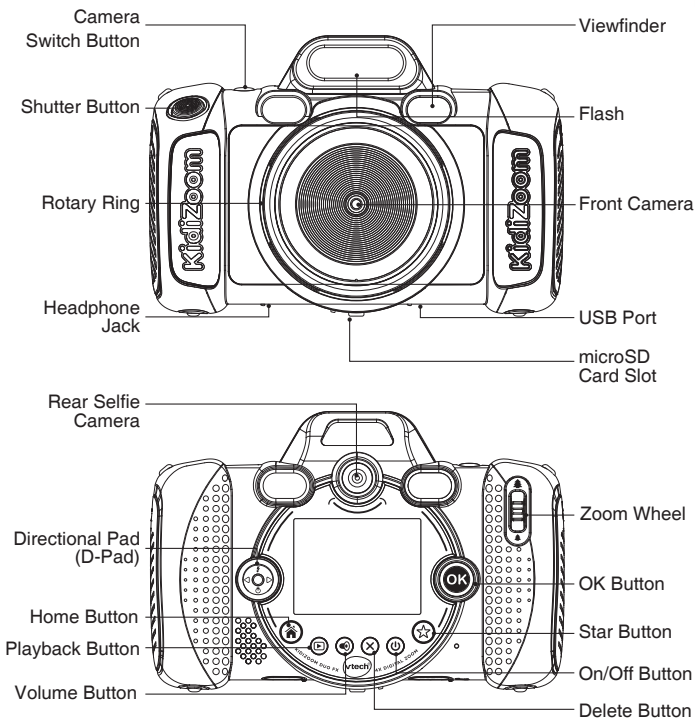
To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Kidizoom® Duo FX is a fun and easy-to-use digital camera with two lenses: a front camera and a selfie camera. Take photos or group pictures with funny photo effects. You can also take videos with live face filters.

The camera also features a built-in flash and a voice-recording feature with five different voice-changing effects. There are also five fun games and creativity features which allow you to enhance your photos or videos with a variety of effects.

PRODUCT LAYOUT AND BUTTONS



FEATURES

On/Off Button

Press this button to turn the camera on or off.

Camera Switch Button


When in Camera mode, press this button to toggle between the **Front Camera** and **Rear Selfie Camera**.


Shutter Button

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

D-Pad

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

Flash Shortcut : When in Camera mode, press up on the **D-pad** to switch between different flash modes.

Timer Shortcut : When in Camera mode, press down on the **D-pad** to toggle Self-timer mode or Face-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.

Tip: The **OK** button can also be used to take a photo in Camera mode.

Star Button

Press this button to add effects to photos and videos or to display the effects 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 left or right on the **D-pad** to adjust the volume.

Delete Button

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

Playback Button

Press this button to review photos or videos.

Zoom Wheel

Push this button upwards to zoom in and downwards to zoom out.

USB Port

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

MicroSD Card Slot

Insert a microSD card (not included) here for memory expansion.

INCLUDED IN THIS PACKAGE

- KidiZoom® Duo FX
- USB cable (for data transfer only)
- Wrist strap
- Quick Start Guide



WARNING:

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

NOTE:

Please save this Instruction Manual as it contains important information.

The metallic coated parts of **KidiZoom® Duo FX** are insulating.

This toy is only to be connected to equipment bearing either of the following symbols:  or 

PRODUCT SPECIFICATIONS

Display	2.4" TFT colour LCD
Photo Resolution	Front Camera 3264 X 2448 (8MP) / 2560 X 1920 (5MP) for regular photos 1600 x 1200 (2MP) / 640 x 480 (0.3MP) for photos with a camera effect Rear Selfie Camera 1600 x 1200 (2MP) / 640 x 480 (0.3MP) Note: Resolution adjustment is found in Settings. 8MP is interpolated from 5MP sensor resolution.
Video Resolution	320 x 240 640 x 480 when taking video without effects using a microSD card
Video Length limit per file	10 minutes when using a microSD card (5 minutes when using internal memory)
Digital Zoom	4X
Focus Range	1.5 feet (0.5m) - ∞
Flash Range	3 - 9 feet (1 - 3m)
Internal Memory	256MB 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)
Music Player supported format	MP3: MPEG Audio Layer III WAV: PCM or ADPCM up to 44kHz (memory card required, not included)
Memory Card Format and Capacity	microSD / microSDHC card (not included) with capacity from 1 GB to 32 GB and FAT or FAT32 format
Connectivity	USB 2.0 cable included for data transfer to and from computer

Optimal Operating Temperature	32-104°F (0-40°C)
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STORAGE CAPACITY FOR REFERENCE

Media	Quality	Internal Memory	16 GB Card	32 GB Card
Photos	0.3 MP	1400	151,700	303,500
	2.0 MP	280	30,300	60,700
	8.0 MP	130	13,800	27,700
Video (min)	320 x 240	7	770	1,500
	640 x 480	N/A	320	650
MP3 (min)	128 kbps	N/A	16,600	33,200

NOTE: Estimations are based on normal lighting conditions. Actual capacity varies depending on shooting environment.

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

INSTRUCTIONS

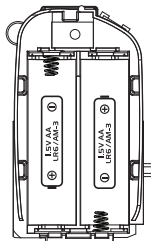
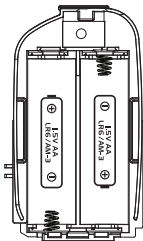
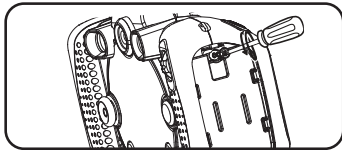
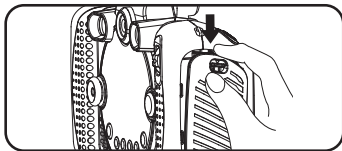
BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery covers on the handles of the unit. Use a screwdriver to loosen the screws and then open the battery covers.
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
4. Install 4 new AA batteries (2 on each side) following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery covers and tighten the screws to secure.

WARNING:

Adult assembly required for battery installation.

Keep batteries out of reach of children.



IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES:

- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

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 the Batteries and Accumulators Regulation.



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

 Please dispose of your product and batteries responsibly.

In the UK, give this toy a second life by disposing of it at a small electricals collection point* so all of its materials can be recycled.

Learn more at:

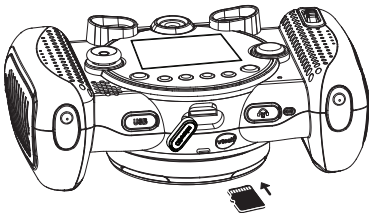
www.vtech.co.uk/recycle

www.vtech.com.au/sustainability

* Visit www.recyclenow.com to see a list of collection points near you.

MEMORY CARD INSTALLATION

- **KidiZoom® Duo FX** is compatible with microSD/microSDHC memory cards up to 32GB (memory cards sold separately).
- Make sure the camera is turned **Off**.
- Locate the **microSD Card Slot** at the bottom of the camera.
- Pull up the rubber cover.
- Insert the memory card as illustrated.
- Once the memory card is detected, it will be used as the default memory source of the camera.
- To remove the memory card from the slot, push the card once and it will eject.





NOTE: If a memory card is being used, data stored in the internal memory cannot be accessed by the camera unless the memory card is removed. To prevent accidental data loss, make sure to back up all important data from your memory card before using it in the camera.

TO BEGIN USING KIDIZOOM® DUO FX

- 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 video 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, first select your language and then set the date and time. Press up or down on the **D-pad** to select the correct day, month, year, hour and minute. Press left or right on the **D-pad** to jump to the previous or the next item. Finally, press the **OK** button to confirm the setting. If you wish to change the date and time later, you may do so in Settings.
- After the Try-Me demo mode has been disabled and you turn the camera on, the Camera mode preview screen will be activated and you can start taking photos.
- Press the **Home** button to go to the Main Menu to access other activities.
- Press the **On/Off** button again to turn the camera off.

BATTERY STATUS

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

AUTOMATIC SHUT OFF

To preserve battery life, the **KidiZoom® Duo FX** camera will automatically shut off after three minutes without operation in Camera or Video modes. In other modes, the auto-off time is two minutes. While using Wacky Slideshow, the auto-off time is 15 minutes.

CONNECTING TO A COMPUTER

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



NOTE: The USB connection does not charge the camera's batteries.

- Turn the camera **Off** before connecting to a computer.
- Pull up the rubber cover of the **USB Port** on the bottom of the 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 your computer.
- Two removable drives called VTech 5199 and VT SYSTEM will open on your computer after you have connected. VTech 5199 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 of the memory card only.

To avoid any potential damage to your KidiZoom® Duo FX:

- When the cable is not connected to the camera, ensure that the rubber cover fully covers the **USB Port** of the camera.
- Please ensure that the **microSD Card Slot** rubber cover of the camera is fitted in place properly.

NOTE:

Once the camera is connected to your computer, do not insert or remove a memory card and do not disconnect the camera while files are transferring.

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

- Locate and open the DCIM folder on the removable VTech 5199 drive.
- Your photo and video files will be organised in subfolders such as 100VTECH. Copy and paste your photo and video files onto a location on your computer to back them up.

To back up voice files recorded by the camera:

- Open the VOICE folder on the removable VTech 5199 drive.
- Copy and paste the voice files to a location on your computer.

To transfer MP3 files to the memory card:

- Open the MUSIC folder on the memory card drive.
- Copy and paste your MP3 files from your computer into the MUSIC folder.

To transfer photo or video files to the camera:

- Select the photo or video files you would like to transfer from your computer first.
- Locate and open the DOWNLOAD folder on the removable VTech 5199 drive, then copy and paste 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 the **KidiZoom® Duo FX**, as these file formats may not be compatible.

After you have finished, disconnect the camera by following the steps to safely remove hardware from your computer. You can then physically disconnect the USB cable and the camera from your computer.

SYSTEM REQUIREMENTS FOR COMPUTER CONNECTION:

Microsoft® Windows® 10 or above Operating System

macOS 10.13 or above

USB Port required

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ACTIVITIES

Home Menu

- Press the **Home** button to go to the Main Menu and select an activity.
- Use the **D-pad** to select a mode and press **OK** to confirm selection.
- 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 mode, you can take photos with and without funny effects. Press the **Camera Switch** button to change between the **Front Camera** and **Rear Selfie Camera**. Use the **Zoom Wheel** anytime for the digital zoom function and press the **Shutter** button or **OK** button to take a photo.

Photo Effects and Picture Modes


To add a photo effect, press left or right on the **D-pad** to select an effect, or press the **Star** button to go to the photo effect menu to select a photo effect 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 three photos in one shutter press. Flash and colour filter effects are disabled in this mode to achieve fast and continuous capture.




Self-Timer and Face-Timer

From the preview screen, press down on the **D-pad** to turn on the self-timer or the face-timer.

For self-timer mode , press the shutter will initiate a countdown period before taking a photo.

For face-timer mode , the camera will take selfie pictures automatically. Face the **Selfie Camera** and keep steady, the camera will initiate a countdown and take a picture. Please ensure adequate lighting conditions and keep the camera steady to assist face detection.

Flash

By default, the camera **Flash** will be set to Auto-Flash  mode, in which the camera automatically determines whether the **Flash** is needed. Press up on the **D-pad** to change to Always-Flash  or Disable-Flash  modes if desired.

NOTE: Camera **Flash** will not be available in these conditions:

- 3X Photo Burst mode
- If the low battery icon is displayed

WARNING: Turn off the Auto-Flash when taking a close-up photo of a face to avoid eye discomfort.

2. Video

In Video mode you can take normal videos, videos with funny live filters, and you can also add a colour filter effect. Select the Video mode icon in the Main Menu and press the **OK** button to get started.

Taking Normal Videos

- Press the **Shutter** button or **OK** button to start or stop recording.
- Use the **Zoom Wheel** anytime for the digital zoom function.
- To add or change the colour filter effect, turn the **Rotary Ring** when in Video mode before beginning to film. The filter will also affect any selected video themes.



Selecting a Live Face Filter

- You can select a Live Face Filter by pressing left or right on the **D-pad** and pressing the **OK** button to confirm the selection. Press the **Shutter** button to start recording, and the filter will follow your movement.



- Press the **Star** button to go to the Live Face Filter menu to view all filters and select a filter to use.
- For AR Avatar filters, press up on the **D-pad** to toggle between different expressions of the avatar in use.

NOTE:

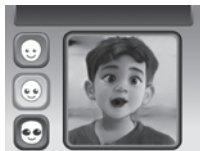
Please ensure adequate lighting conditions and keep the camera steady to assist face detection.

3. Cartoon Studio

Cartoon Studio is a tool for creating your cartoon face library and making amazing comic style collages with cartoon faces.

Create Cartoon Faces

When you enter this app for the first time, you will enter the camera preview screen. Position your face into the frame until it turns green, you can then press **OK** to take a photo. Your photo will be converted into a cartoon. Press up or down on the **D-pad** to select a style to apply, you can then save the new cartoon face in your library.



In the library, you can press **STAR** button on a cartoon face to see how it was transformed. Select an empty icon to create another cartoon face.

Create Comic Style Collage


Select any cartoon face in the library and press the **OK** button to start creating a collage. Press left or right on the **D-pad** to select a template, then select a cartoon face for each of the slots to complete the collage picture. You can review the saved collage pictures from the Playback mode.



4. Music Player

In Music Player mode, you can listen to your own MP3 files in the **MUSIC** folder of the memory card (sold separately). You need to transfer MP3 files to the memory card from your computer before using this function.

NOTE: The Music Player only support MP3 (MPEG Audio Layer III) or WAV (PCM or ADPCM up to 44kHz) file formats.

- The music files/folders will appear and play in alphabetical order.
- Press up or down on the **D-pad** to navigate and press the **OK** button to play a music file or enter a folder to explore the files inside.
- When viewing the contents of a folder, if you want to exit the current folder, select the back icon  on the first row of the list.
- When a song is playing, press up or down on the **D-pad** to play the previous or next song in the folder. Press left or right on the **D-pad** to fast forward or rewind. Press the **OK** button to pause or resume playback.
- If you want to delete the highlighted file, press the **Delete** button.
- Press the **Star** button to go to the Music Options menu to change the music player options.

Music Options Menu

Press left and right on the **D-pad** to set the options:

- Set Shuffle to **ON** to play the music in a random order.
- Set Repeat to **ONE** to loop the currently playing song. Repeat to **ALL** will keep playing all music files in the folder.

Press the **Star** button to return to the player.

NOTE: The automatic shut-off function is disabled when music is playing.

5. Chin Puppet Theatre

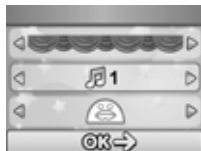
Chin Puppet Theatre lets you record hilarious videos with your own funny puppet on your chin!

Setup the Stage

Use the **D-pad** to change the options for the stage curtain, background music, and number of players. Press **OK** to go to next step.

Setup the player puppet(s)

Use the **D-pad** to change the puppet styles, if you have selected two-player mode, the puppet styles for player 2 can be changed in next step.



When you've completed all the settings, press **OK** to enter the camera preview screen.

Start the recording

In the camera preview screen, position your face(s) in the camera, the chin(s) detected will be converted upside-down with the selected puppet styles, you can press the **SHUTTER** or **OK** button to start your puppet video recording. Press the **D-pad** to add 4 different sound effects anytime during the recording.



6. Creative Tools



Press left or right on the **D-pad** to scroll through the functions and press the **OK** button to make a selection.

A. Panorama



After watching the introduction animation, press the **OK** Button to go to the Capture Screen and take two to five photos to stitch together for your panoramic photo. You can view your completed panoramic photos in Playback Mode.

B. Wacky Slideshow



In Wacky Slideshow, you can view the photos on the camera as a slideshow with funny effects.

There is a time delay 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 will not be saved with the Wacky Slideshow effects. This is only for viewing in this mode.

Press the **Star** button to go to the Wacky Slideshow menu and adjust the settings:

- Background Music: Choose among three songs or turn off music
- Wacky Effects: **On** or **Off**
- Shuffle: **On** or **Off**
- Delay: Set time gap between photos

C. Animation Maker

Animation Maker is a tool for creating your own stop-motion animations.

Sample demo projects are available in the project selection screen.

Within this menu, you can view the sample animations and add, view or edit your own projects. Press up or down on the **D-pad** to select a project.

Then press left or right on the **D-pad** to select a function and press the **OK** button to continue. To delete a project, press the **Delete** button to display the delete menu, and select Yes to confirm.





NOTE: The demo projects are for reference only. They cannot be edited, deleted or saved as videos.

Play Animation

You can preview your animation with fun background music. While playing the animation, press the **OK** button to stop and return to the project.

Edit Project

Here you can further edit a project.

 Add frames	Take more photos after the newest frame. (Maximum number of frames = 100)
 Play animation	Preview the animation with the selected background music.
 Save as video	Save the animation as a video (AVI file) to watch or share on a computer. (It may take a few minutes to save the animation as a video)
 Advanced options	Change the settings: <ul style="list-style-type: none">• Animation speed• Background music• Overlay of the last frame on the preview screen

New Project

In the preview screen, you can start taking photos. This series of photos will become the frames of your animation. When completed, the photos you took can be played continuously as an animation. In the preview screen, press the **OK** button or **Shutter** button to take a photo when the camera icon is highlighted. The last image taken will be overlaid on the screen to help line up the next photo. Press left or right on the **D-pad** after you are finished taking photos and the project selection screen will appear. Press left or right to play the animation, further edit it or create a new project.

NOTE: You can delete the frame currently being viewed by pressing the **Delete** button to display the delete frame menu, then select Yes to confirm and continue.

D. Photo Editor

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

Press up or down on the **D-pad** to view photos, then press the **OK** button to confirm your selection and start editing. An editing menu will appear. Use the **D-pad** to choose a function and press the **OK** button to begin.

Photo Frames

Choose this function to add a photo frame to your photo. Press left or right on the **D-pad** to select a frame, then press the **OK** button to confirm your selection.

Stamps

Choose this function to add a stamp to your photo. Press left or right on the **D-pad** to choose a stamp, then press up or down to enlarge or shrink it. Press the **OK** button to confirm your selection, then use the **D-pad** to position the stamp. Finally, press the **OK** button again to apply the stamp to the photo.

Special Effects

Choose this function to add distortion, kaleidoscope or colour filter effects to your photo. Press left or right on the **D-pad** to choose an effect, then press up or down to change the size of the area to which it will be applied. Press the **OK** button to confirm your selection. Use the **D-pad** to move the effect to where you would like to apply it, then press the **OK** button to add it to the photo.

For colour filter effects, simply select the effect, then press the **OK** button to apply it.

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



Fantasy Effects

Choose this function to add a fantasy effect to your photo. Press left or right on the **D-pad** to select an effect, then press the **OK** button to apply the effect.



Undo

Choose this function to undo the last edit.



Save As






Choose this function to save the photo that you edited as a new file.


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

E. Voice Recorder



In Voice Recorder mode, you can record your own voice for up to 10 minutes per recording.

- Press the **OK** button to start recording when the record icon is highlighted . Press the **OK** button again to stop recording. After recording, it will show the playlist of saved recordings automatically.
- Press the **OK** button to play back the recording when the play icon is highlighted . Press the **OK** button again to pause.
- From the playlist, press left or right on the **D-pad** to highlight the record icon  and record a new voice file, or the play icon  to play the selected file.
- To add a voice-changing effect to an existing recording, press left or right on the **D-pad** to move the highlight to the Effects icon . Press the **OK** button or **Star** button to go to the Voice-Changing Effects menu.

From the Voice-Changing Effects menu, use the **D-pad** to select a voice-changing effect and press the **OK** button to add the effect. To save the altered recording as a new file, use the **D-pad** to highlight the Save As icon  and press the **OK** button to start the saving process. You will automatically be returned to the playlist after the saving process completes.

7. Games

There are five built-in games on the **KidiZoom® Duo FX**. From the Games menu, use the **D-pad** to select a game and press the **OK** button to enter the selected game.

A. Quack Quack Queue

Save all of the lost ducklings. Use the **D-pad** to guide the mother duck to move and collect all of the lost ducklings whilst avoiding obstacles and the hawk at higher levels. Collect the Magnet item to attract ducklings within a short range, while the roller and mushroom items will speed up or down mother duck.



B. Hoppy Frog

The Hoppy Frog is hopping to meet a friend. Hold and release the **OK** Button in time to jump precisely over to the next pad. In higher levels, jump faster to avoid falling from broken pads. A guide arrow will be shown in round 1. If you need the guide arrow in the other rounds, press the **STAR** button to toggle it on/off.



C. Alien Rescue

Help aliens to return to their planet. Press the **OK** button repeatedly to float the UFO up. The UFO will drop down if you do not press the **OK** button. Avoid obstacles and collect aliens as you fly! Save the target number of aliens to progress to the next stage.



D. Crazy Juice Lab

Match the fruit to create new crazy juice! Connect three or more of the same fruit horizontally, vertically or diagonally to clear them. Press Left and Right on the **D-pad** to select a column and then press the **OK** Button to drop the fruit. The Chain item can be used as a universal fruit, the Rainbow item can be used to clear all fruit of the same type, while the nut can only be cleared with the Rainbow item, the Horizontal Bomb or the Vertical Bomb. Try to clear all of the fruit as soon as possible!



E. Chomp Challenge


It's time for a chomp challenge! Position your face at the centre of the screen, and when the correct food appears, pretend to chomp down on it to score points! Stay still and don't chew when the non-food items appear! Be careful, if you miss more than 2 of the target food items you will have to repeat the level before advancing.



8. Settings

Press left and right on the **D-pad** to choose a setting to adjust.

A. Set Wallpaper

Set your favourite wallpaper or use one of your own photos as the background of the Main Menu. Press up or down on the **D-pad** to select your favourite wallpaper and press the **OK** button 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 to confirm.

B. Brightness

Adjust the brightness of the LCD screen.

C. Memory

Review the status of the camera's internal memory or of the memory card (if one is inserted). There are two advanced options:

1. Format

This will erase all data in the internal memory or memory card (if one is inserted).

2. 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.

NOTE: If a memory card is being used, data stored in the internal memory cannot be accessed on the camera unless the memory card is removed. When the internal memory of the **KidiZoom® Duo FX** is getting full, or when the file indexes are used up, back up all the files from the camera's internal memory to your computer and then delete the files in the camera's internal memory to free up space.

D. Camera Settings

This menu allows you to adjust various camera options. Press up or down on the **D-pad** to select an item and press the **OK** button to toggle the options.

Max. Photo Resolution – For the best picture quality, please select the highest resolution or choose a lower resolution if you would like to have room to save more pictures.

Indoor Light Frequency – The default frequency is set according to your region. Please leave your camera set to the default value unless you are travelling.

E. Date & Time

This menu shows the current date and time. To change the date or time, press the **OK** button and use the **D-pad** to adjust the settings. After entering the Set Date & Time menu, use the **D-pad** to change the settings. When finished, press the **OK** button to exit this menu.

F. Language

Choose from a list of available languages to change the text interface of the camera.

G. Parental Controls

The Parental Controls menu allows you to limit playtime for the five games.

Press and hold the **Star** button until you see a pop-up message asking for a passcode. Use the **D-pad** to enter the two-digit answer to the equation and press the **OK** button to proceed.

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

No limit – This is the default option in which games can be played for any amount of time.

Disable games – This will disable all games and the Games submenu will be locked from the Main Menu.

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

9. Playback

Press the **Playback** button to view your photos and videos.

- Press up or down on the **D-pad** to view the previous or next file.

- Use the **Zoom Wheel** to zoom out and view the files as thumbnails. Then, use the **Zoom Wheel** to zoom in and return to a full screen view.
- Press the **OK** button to play a video. While playing the video, press left on the **D-pad** to rewind or right on the **D-pad** to fast forward, both at 2X the speed. Press the button again to change the speed to 4X. Press it one more time or press the **OK** button to return to 1X speed.
- When zoomed in on a photo, use the **D-pad** to pan to a different part of the photo. Use the **Zoom Wheel** to zoom out or press the **OK** button to return to standard viewing.
- Press the **Star** button to show the wallpaper menu. Select Yes to set the current photo as the Main Menu wallpaper.

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 FX** 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 and handling a **KidiZoom® Duo FX** camera at close range 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

Please try these solutions if you experience difficulty operating your **KidiZoom® Duo FX** camera.

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, install a brand new set of 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 can only support microSD and microSDHC cards.3. Check to see if the file system of your memory card is FAT or FAT32. KidiZoom® Duo FX does not support NTFS or exFAT file systems. Back up all important data and reformat your card in a supported format.
Cannot save files	Check if the memory card is full. If there is no memory card inserted, check the KidiZoom® Duo FX internal memory.

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

If the problem persists, please call our Consumer Services Department at 0330 678 0149 (from UK) and +44 330 678 0149 (outside UK), and 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 FX** camera.

Step One

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

Step Two

There are two ways to look at your subject before you take a photo. You can either use the colour LCD screen on the back of the camera, or look through the dual **Viewfinders** above the screen.

Note: What you see via the dual **Viewfinders** may not be exactly the same as the colour LCD screen and the final photo.

Step Three

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

Step Four

Get close to the subject you are photographing. Be careful not to get so close that the subject appears blurry when you look at the LCD screen. This can take some extra practise, so don't worry if you don't get your photo right the first time.

Step Five

Your camera has an automatic flash that will provide additional light if your subject is in low light. If you are taking outdoor photos on a sunny day, stand with the sun behind you.

Step Six

Listen for the click your camera makes when you take a photo. After you hear the clicking sound, you can take another photo!

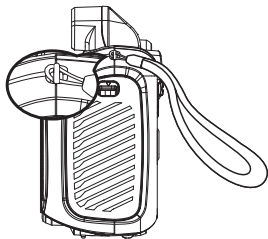
Have fun!



WRIST STRAP ATTACHMENT INSTRUCTIONS

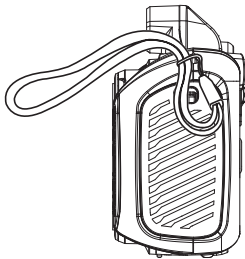
Step 1:

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



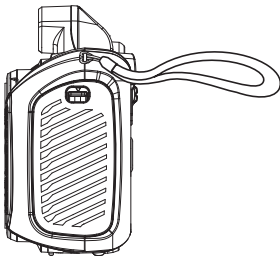
Step 2:

Feed the end of the strap up and through the loop and pull it tight.



Step 3:

Make sure the loop is securely tightened around the bar.



CONSUMER SERVICES

Creating and developing **VTech®** products is accompanied by a responsibility that we at **VTech®** 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

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