

**S**t**o**R**Y**B**o**o**k**

W**o**A**v**E**R**<sup>®</sup>  
*Deluxe*

***User's Guide***

# ***Storybook Weaver® Deluxe***

Version 2.x

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# ***Welcome to Storybook Weaver Deluxe!***

Children are expressive storytellers, turning even everyday events into fun-filled adventures. Now you can help your children capture the products of their vivid imaginations with the *Storybook Weaver® Deluxe* software program.

Filled with images of folklore and fantasy as well as modern life, *Storybook Weaver Deluxe* makes writing about a mythical land as easy as recounting a trip to the shopping mall. It features more than 1,800 images and over 140 interchangeable scenery combinations. In addition, 37 colors, 69 page borders, 99 sound effects, and 60 songs bring stories to life. *Storybook Weaver Deluxe* gives free rein to children's imaginations as they create stories by weaving a tapestry of ideas, words, pictures, sounds, and music into their story fabric.

While *Storybook Weaver Deluxe* provides a unique means for children to develop their writing skills, you, as parents, can also play a key role in making writing a natural and enjoyable experience for your children.

## ***Talk with your children about their experiences.***

Authors write best from their own experiences. Talk with your kids about things they've accomplished or learned in order to help them develop ideas for their writing.

## ***Use books to spark ideas for writing.***

Visit the local library with your children. Encourage them to select books outside of their favorite kind. Help them branch out and explore different writing styles from a variety of cultural and personal perspectives. Then, as you read stories with your children, ask how they would write the same stories, what they would have the main characters do next, or what they would change to make the story better. Exercises like these are sure to spark ideas for writing.

***Make your children's stories part of your reading time together.***

With your children, read aloud the stories they have written with *Storybook Weaver Deluxe*. Ask open-ended questions about the characters, scenery, and other elements to get kids thinking about what their next story might include. Stories can be printed to create storybooks, and you can also share stories on the computer.

***Encourage children to share their stories.***

A story from a child is a treasured keepsake. Have your children send printed storybooks to family and friends. You can even save your child's story as a Web document to be read on a Web site.

## ***Requirements***

*Storybook Weaver Deluxe* can be used with either a Macintosh or a Windows-compatible machine. The requirements for each platform are shown below.

To run on a Macintosh, you need:

- 68030 or better processor
- System 7.1 or later
- 8 MB RAM memory, 16 MB RAM for PowerPC
- 13" or larger color display (256 color required)
- Double-speed CD-ROM drive
- Macintosh-compatible printer (optional)
- Macintosh-compatible microphone (optional)

To run on Windows or Windows 95, you need:

- 486 or faster processor
- Microsoft® Windows® 3.1 or higher, or Windows® 95
- 8 MB RAM, 16 MB RAM recommended
- double-speed CD-ROM drive
- 256-color display
- Windows-compatible mouse
- Windows-compatible sound card (optional)
- Windows-compatible printer (optional)
- Windows-compatible microphone (optional)

## Getting Started

### Macintosh

When you install *Storybook Weaver Deluxe*, some files will go on your hard disk.

To install the additional system software:

1. Insert the *Storybook Weaver Deluxe* CD into your CD-ROM drive. A window appears, containing an icon called Installer.
2. Double-click on the Installer icon.
3. Make sure that you want to install the system software on the hard disk indicated. If the hard disk shown is not the right one, switch to the disk you want.
4. Click on **Install** and follow the onscreen instructions.

### Windows 3.1

To install *Storybook Weaver Deluxe*:

1. Go to your Microsoft Windows Program Manager or File Manager.
2. Put the CD in your CD-ROM drive.
3. Choose **R**un from the **F**ile menu.
4. Type **d:SETUP** in the box labeled Command Line:, and then click **OK**. (If your CD-ROM drive is not drive **D:**, type the appropriate letter.)
5. Follow the onscreen instructions to install the program icon onto your hard drive.

When the installation is complete, a *Storybook Weaver Deluxe* icon appears in the MECC window.


### Windows 95

To install *Storybook Weaver Deluxe*:


1. Insert the CD into your CD-ROM drive.
2. Choose to run the program from the CD or to install the program onto your computer.
3. Follow any onscreen instructions until installation is complete.

## Starting the Program

### Macintosh and Windows

Double-click on the *Storybook Weaver Deluxe*  icon in your MECC folder or program group to start *Storybook Weaver Deluxe*.

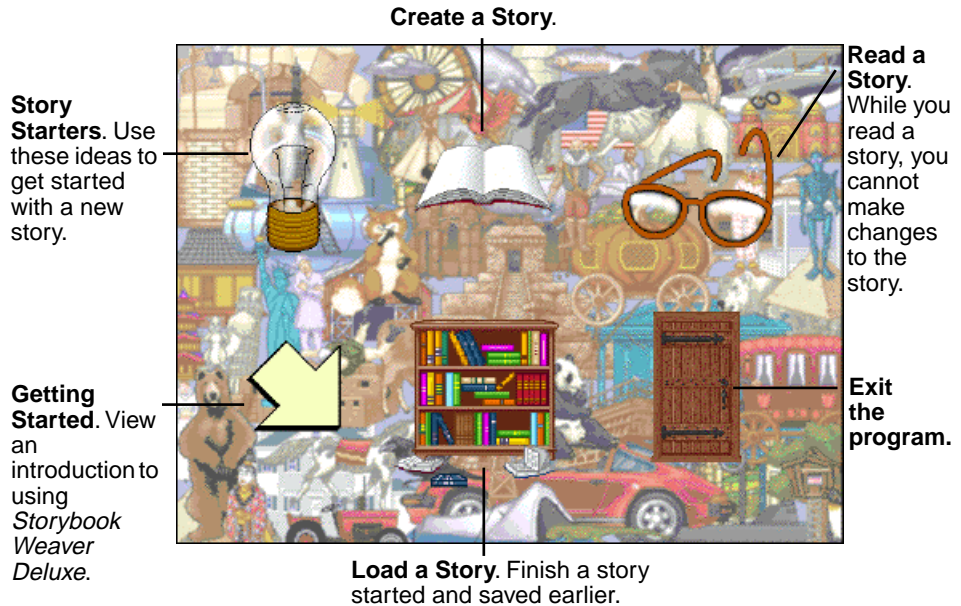
### Windows 95

Open Double-click on the *Storybook Weaver Deluxe*  icon in the MECC menu located in the Programs menu.

- Since this user's guide serves both Macintosh and Windows users, the graphics in this manual may not exactly match the appearance of your screen. However, all of the features in the program are fully covered.

## The Opening Screen

To use *Storybook Weaver Deluxe*, move the mouse around the screen to illuminate hot spots. Click on the hot spot to open that feature.



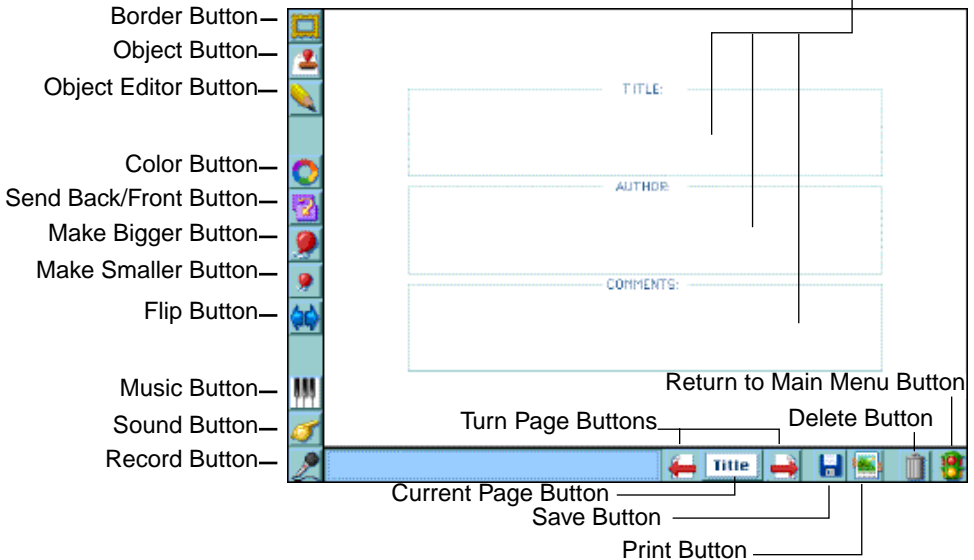
# Starting a Story

Getting acquainted with the controls found in *Storybook Weaver Deluxe* is essential. It will ensure that you are able to tap into all of the product's capabilities while discovering your potential as a writer. These controls are explored in greater detail in the sections entitled, "The Title Page" (below), "The Story Page" on page 7, "Working with the Words" on page 16, and "Working with Advanced Graphic Features" on page 19.

## The Title Page

When you choose Create a Story from the opening screen, you see a blank title page. The tools along the left side and bottom of this page are similar to the tools on the story pages. One exception is the Border button. This button is replaced by the Background button when you leave the title page for a story page. You may complete or revise the title page at any time.

Type the title, author name, and comments such as a dedication for your story in the corresponding boxes.



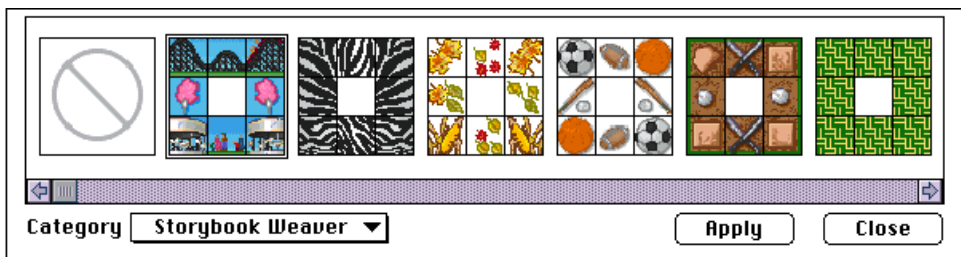


Border Button

Click the Border button to add a border to your title page. Select from a window containing more than 50 designs, such as holiday scenes, geometric patterns, seashores, and dinosaurs.

To select a border:

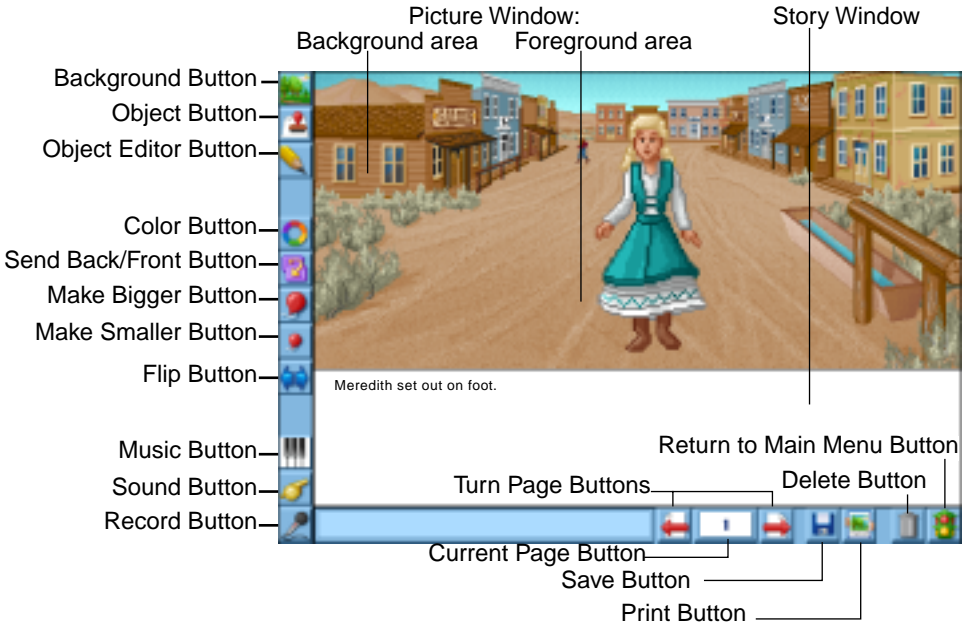
1. Click the Border button.
2. Scroll through the border choices and click on the one you want. Click **Apply** or double-click on the border icon.
3. To remove a border, click on the blank border and then click **Apply**.
4. Click **Close** to close the border window.



Scrolling Border Window

- You may paste objects onto your title page. If an object covers the text area, you need to move it before you can enter text. Once the text is entered, the object can be repositioned. See page 8 for more information about working with objects.

## The Story Page



Background Button

Click the Background button to access a window containing three categories of backgrounds for your story page: scenery, patterns, or colors. Each category gives you a choice of backgrounds and foregrounds.

To add background and foreground:

1. Click on the Background button.
2. Select Storybook Weaver Scenery, Storybook Weaver Patterns, or Storybook Weaver Colors by clicking on the Category pop-up menu.
3. Scroll through the choices and select a background by clicking on it. Click **Apply** or double-click on the background.
4. Scroll through the choices and select a foreground by clicking on it. Click **Apply** or double-click on the foreground.
5. To remove a foreground or a background, click on the blank scene. Then click **Apply**.

- When you are satisfied with your choices of foreground and background, click **Close** to close the window.
  - ▶ Foregrounds and backgrounds can be mixed and matched. You aren't limited to the foreground and background pairs set up in the program.



Scrolling Background Window

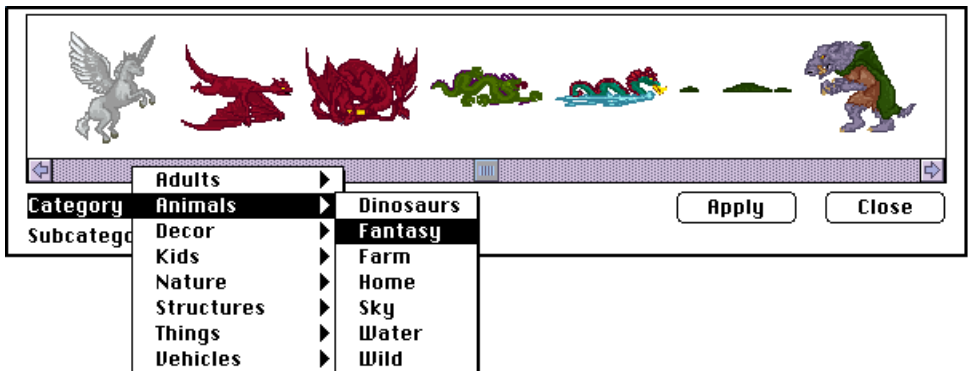


Object Button

The Object button brings up a window showing objects from eight categories.

To place objects in your scene:

1. Click on the Object button.
2. Choose a category and a subcategory from the Category pop-up menu.
3. Scroll through the object window and click on an object to select it.
4. Click **Apply**. Or double-click on the object, or drag the object into the picture window.
5. Click **Close** to close the window.



Scrolling Object Window

To move an object within the picture window:

1. Click on the object to select it. The object gets “handles,” which are small squares on the corners of it.

You can move several objects at once by holding down the shift key (Macintosh) or the Ctrl key (Windows) and clicking on the objects you wish to move.

2. Drag the object or group of objects to its new location.

To remove objects from the picture window:

1. Click on the object you want to delete to select it. The object gets “handles,” which are small squares on the corners of it. You can select all the objects by choosing the Select All command from the Edit menu.
2. Click the Trash button on the tool palette, choose Cut or Clear from the Edit menu, or press the Delete key.

If you drag an object into the picture window but don't release the mouse button, you can drag the object back into the preview box or outside the picture window to remove it.

Use the Object Editor button to access the Object Editor, which allows you to edit the graphics found in the program. It also contains simple drawing tools for you to create your own pictures. See “Working with the Words” on page 16 for more information about the Object Editor.



Object Editor  
Button



Color Button

Click the Color button to change the color of the text or objects on your title page and story pages. You can also choose a color before entering text, and all text entered will be in the color selected.

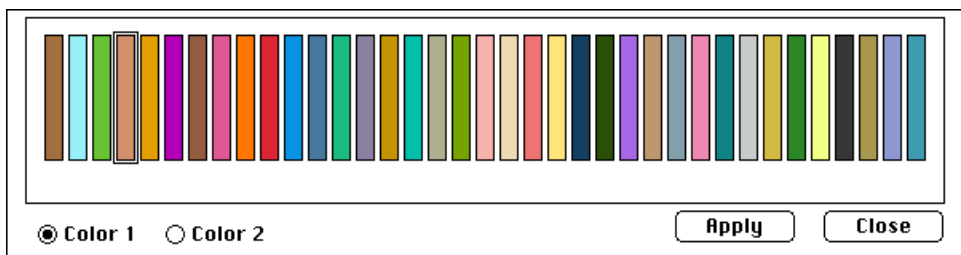
To change the color of text:

1. Enter your text and highlight the portion you wish to color.
2. Click the Color button and select the desired color in the window which appears.

3. Click **Apply**. Repeat until you have changed the color of all the text you want to change.
4. Click **Close** to close the window.

To change the color of objects:

1. Click on the object to select it. The object gets “handles,” which are small squares on the corners of it.
2. Click the Color button and select the desired color. You can change the two main colors of an object. Choose to change Color 1, the primary color, or Color 2, the secondary color, by clicking on the appropriate radio button.
3. Click **Apply**. Click **Close** to close the window.



Color Window

- If an object is placed on a page from the Object Editor, the color of that object can only be changed in the Object Editor.



Send Back/  
Front Button

When you have an object overlapping another object in the picture window, you can choose which object is in front and which is in back with the Send Back/Front button.

This button can also help you place objects within objects. For more information, see “Putting Objects Within Objects” on page 19.

To send objects to the back or front:

1. Click on the object to select it. Selected objects get “handles,” which are small squares on the corners of it.

2. Click on the Send Back/Front button. If the object is in front, it will be moved to the back. If it is in back, it will be placed in front.



Make Bigger  
Button

Use the Make Bigger and Make Smaller buttons to change the size of a selected object.

1. Click on the object to select it. Selected objects get “handles,” which are small squares on the corners of it.



Make Smaller  
Button

2. Then click the Make Bigger or Make Smaller button until the object reaches the desired size or reaches the maximum or minimum possible size.

You can return an object to its original size by using the Ideal Size command on the Goodies menu.



Flip Button

Use the Flip button to change the direction an object is facing.

1. Click on an object to select it. Selected objects get “handles,” which are small squares on the corners of it.
2. Then click the Flip button.

► To flip an object vertically, hold down the Option key (Macintosh) or the Ctrl key (Windows) and then click the Flip button.



Flip Button  
(vertical)

Click the Music button to select from more than 50 songs to use on one or more story pages. After you select a song, that tune will play whenever your story is turned to that page.



Music Button

To select and apply a song to a page:

1. Click the Music button.
2. Scroll through the window and click on an image to select the related song. You will hear a preview of the song.
3. Click **Apply** or double-click on the song image.

4. To remove a song, select the blank box and then click **Apply** or double-click on the blank box.
5. When you are finished adding music, click **Close** to close the window.



Music Scrolling window

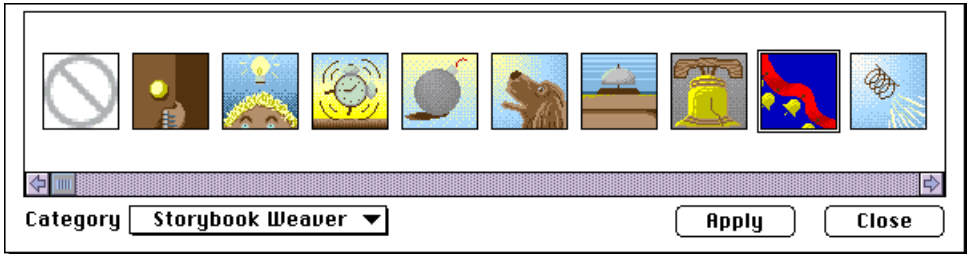


Sound Effects  
Button

Click the Sound Effects button to select from more than 95 sound effects which can be applied to objects. When you put sound to an object, you hear the sound whenever you click on the object.

To add sound effects:

1. Click on the object to which you want to assign a sound. Selected objects get “handles,” which are small squares on the corners of it.
2. Click the Sound Effects button.
3. Scroll through the sound effects window and click on an image to select the related sound. You will hear a preview of the sound.
4. Click **Apply** or double-click on the sound image.
5. To remove a sound, select the blank box and then click **Apply** or double-click on the blank box.
6. When you are finished adding sounds, click **Close** to close the window.



Scrolling Sound Effects Window



Record Voice  
Button

Click the Record Voice button to add a voice recording to any page.

To record (Macintosh):

1. Click the Record Voice button.
2. Click **Record** in the Record Voice dialog box.
3. Speak into the microphone. You can record for up to 30 seconds.
4. To stop recording, click **Stop**. Click **Pause** to stop and then resume recording.
5. To hear your recording, click **Play**.
6. When you have finished recording, click **Save** and that recording will be saved for that page.

To delete a recording from a page, choose Remove Recording from the Goodies menu.

- Adjust the recording level and replay volume using the system controls on your computer.



Macintosh Record Voice Dialog Box

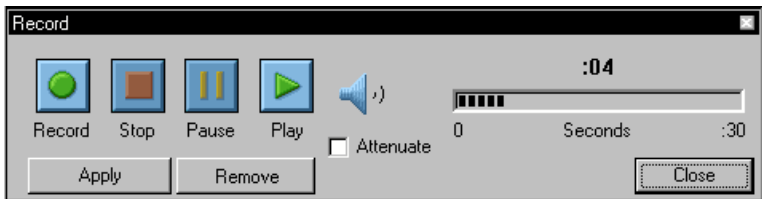
To record (Windows):

1. Click the Record Voice button.

2. Click **Record** in the Record Voice dialog box.
3. Speak into the microphone. You can record for up to 30 seconds.
4. To stop recording, click **Stop** or **Pause** in the dialog box.
5. To hear your recording, click **Play**. To boost sound levels, click **Attenuate** before listening to your recording. Decide if you like the quality of the sound better with the Attenuate option on or off. Select or deselect the Attenuate option to match your preference before saving.
6. When you have finished recording, click **Apply** and that recording will be saved for that page.

To delete a recording from a page, click **Remove** in the Record Voice dialog box.

- Adjust the recording level and replay volume using the system controls on your computer.



Windows Record Voice Dialog Box

Click on the Previous Page arrow to move to the previous page in your story.



Previous Page  
Arrow



Go To Button

Click the Go To button to navigate to any page of your story. This button also reflects the page you are currently on. The title page is labeled “Title Page,” and the pages that follow are labeled numerically.



Next Page  
Arrow

Click on the Next Page arrow to move to the next page in your story.



Save Button

Click the Save button to save your story. Choose a location to save the story. If you copied the *Storybook Weaver Deluxe* files to your hard drive, you can choose the Saved Stories folder within the SBW folder on your hard drive. See “Using the File Menu” on page 27 for more information about saving stories.



Print Button

Click the Print button to print your story.



Delete Button

Use this button to delete text or objects placed on the title page or story pages.

To delete an object:

1. Click on an object to select it. Selected objects get “handles,” which are small squares on the corners of it.
2. Click the Delete button.

To delete text:

1. Highlight the text you want to remove.
2. Click the Delete button.

For more information about editing text, see “Using the Edit Menu” on page 28.



Stop Button

To return to the Main menu, click on the Stoplight. The program will ask if you wish to save your story before quitting. If you do, you’ll be prompted to name the file so you can return to it later. For more information about saving stories and exiting the program, see “Using the File Menu” on page 27.

## **Working with the Words**

To write a story with *Storybook Weaver Deluxe*, just put your imagination in gear and start typing! It's that simple. Yet the program also contains sophisticated features such as Spell Check and a Thesaurus that more advanced writers will appreciate.



### **Entering Text**

To enter text, click in the Story window and start typing. The Story window increases in size as you fill it with text.

### **Deleting Text**

1. Highlight the text by holding down the mouse button and dragging the cursor across the text to be deleted.
2. Then either press the Delete key, choose the Clear command from the Edit menu, or click the Trash button.

To delete all of the text in the Story window, click in the window, choose the Select All command from the Edit menu, and press the Delete key or click the Trash button.

## ***Moving Text***

1. Highlight the text.
2. Choose the Cut command from the Edit menu.
3. Click where you want to place the text.
4. Choose the Paste command from the Edit menu.

Changing the text size, style, and font is explored in detail in the description of the Font menu on page 28.

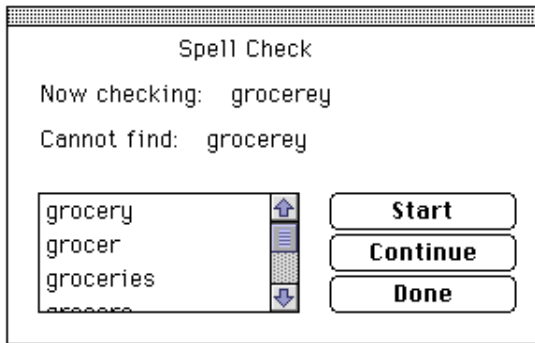
## ***Adjusting the Size of the Text Area***

The size of the Story window will automatically increase as you fill the space. However, you can also change the size of the Story window manually.

To change the size of the Story window:

1. Place the cursor on the line separating the Story and Picture windows. It will turn into a double arrow.
2. Press the mouse button and hold it down as you drag the divider to the desired position.

## ***Using Spell Check***



Spell Check

Spell Check is available in the Goodies menu on the *Storybook Weaver Deluxe* menu bar.

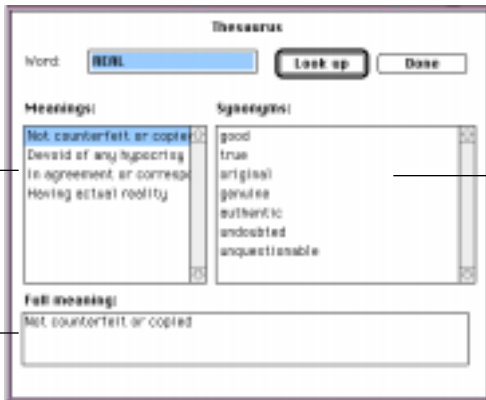
To use Spell Check:

1. Highlight the word or words whose spellings you want to check. A whole page of text can be checked at the same time.
2. Select the Spell Check command from the Goodies menu.
3. Click **Start**.
4. As the Spell Check finds words with questionable spellings, the program will stop and give you a list of alternative spellings for you to note.
  - Using the Spell Check does not change the spelling of the word in your story. To help you learn the correct spelling, you must correct the word yourself.
5. Click **Continue**.
6. Click **Done** when all the words have been checked.

## *Using the Thesaurus*

A list of definitions for the word shown in the Word box.

Full definition of the word. This definition corresponds to the definition highlighted in the Meanings box.



Words that are similar to the one in the Word box.

Thesaurus

The Thesaurus is available in the Goodies menu on the *Storybook Weaver Deluxe* menu bar.

To use the Thesaurus:

1. Highlight the word you want to check.
  2. Select the Thesaurus command from the Goodies menu.
  3. Click **Done** to go back to the story screen.
- You may use the Thesaurus to check on any word, even if it is not in your story. Simply select Thesaurus from the Goodies menu, type in the word, and click **Look Up**.

## ***Working with Advanced Graphic Features***

*Storybook Weaver Deluxe* offers sophisticated features that make it easy for you to change the graphics, combine the graphics in new ways, and even create your own.

### ***Putting Objects Within Objects***

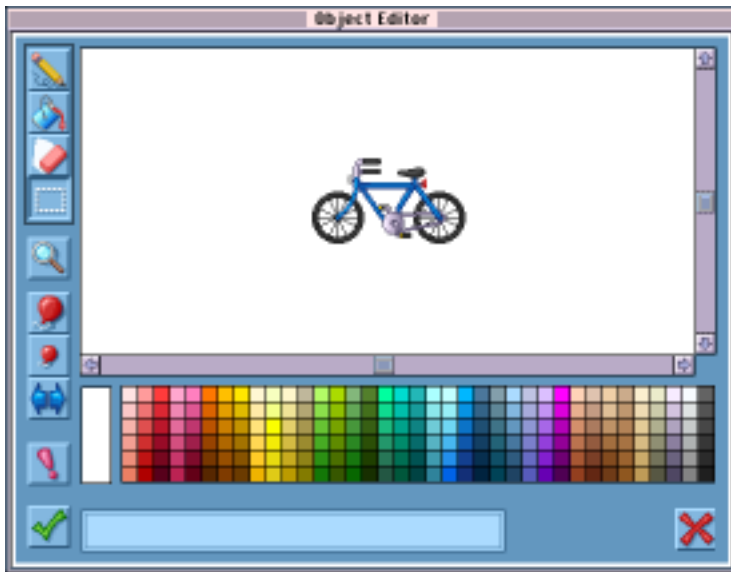
Some of the graphics in *Storybook Weaver Deluxe* are made for layering. For example, this car features a clear area where the driver's window would be. When you add a person, the driver will not get lost behind the car but, instead, will show clearly through the "window." You may need to use the Send Back/Forward button to make the objects appear as desired.



Object Within an Object

### ***Editing Objects with the Object Editor***

The Object Editor allows you to edit the graphics found in the program. It also contains simple drawing tools for you to create your own pictures.



The Object Editor

To use the Object Editor to edit a graphic from the program, select the object, and then click on the Object Editor button. The object will appear in the Object Editor's working window.

To use the pencil to draw or add color:

1. Select a color from the color palette.
2. Click on the Drawing Tool button. The cursor will appear as a pencil.
3. Hold down the mouse button to draw with the pencil cursor.

You can color the object or use the pencil to add things to the object.

- To ensure drawing a straight line, hold down the shift key (Macintosh) or Ctrl key (Windows) while drawing. Release the mouse button before releasing the shift key.

To use the paint bucket to fill an object with color:

1. Select a color from the color palette.



Drawing Tool  
Button



Fill Button

2. Click on the Fill button. The cursor will appear as a paint bucket.
3. Click the Fill cursor onto the object you wish to fill with color. If a line encloses part of the object, only the part clicked on will be filled. Repeat the procedure to fill other parts of the object.



Eraser Button

To use the eraser to remove part of the picture:

1. Click on the Eraser button. The cursor will appear as an eraser.
2. Hold down the mouse button and drag the eraser over the part of the picture you want to remove. The area erased becomes transparent. If you do not fill the erased portion with another color before you save it to your story page, you can put another object behind the partially erased object on the story page and it will show through the erased portion.

- To ensure erasing in a straight line, hold down the shift key (Macintosh) or Ctrl key (Windows) while erasing. Release the mouse button before releasing the shift key.



Magnifying  
Button

Use the magnifying glass tool to increase the size of your object or picture to make it easier to edit.

1. Click on the Magnifying button. The cursor will appear as a magnifying glass.
2. Position the magnifying glass onto the portion of the object or picture you wish to edit, and click. The object becomes larger.
3. Click the Magnifying button again to restore the object or picture to its original size.

- Click on the scroll bars on the left and bottom of the editor window to re-position the object or picture in the window, if desired.



Select Button

To use the Select button to delete parts of objects:

1. Click on the Select button. The cursor will appear as a crosshairs.

2. Hold the mouse button down and drag the cursor to draw a box around the object or part of the object you wish to select. When you release the mouse button, you see a box made of a dotted line.
3. Press the Delete key to remove the object or part of the object you've selected. Deleted portions of an object become transparent. If you do not fill the deleted portion with another color before you save it to your story page, you can put another object behind the partially deleted object on the story page and it will show through the deleted portion.

To use the Select button to move objects around the window:

1. Click on the Select button. The cursor turns into crosshairs.
2. Hold the mouse button down and drag the cursor to draw a box around the object or part of the object you wish to select. When you release the mouse button, you see a box made of a flickering dotted line.
3. Place the cursor somewhere in the selection box. The cursor turns into a hand.
4. Hold the mouse button down and drag the object to a new location.



Make Bigger  
Button



Make Smaller  
Button

The Make Bigger and Make Smaller buttons in the Object Editor function very similarly to the same buttons on the story page. The selection process is different.

To change the size of a selected object.

1. Use the select tool to draw a selection box around the object or part of the object.
2. Then click the Make Bigger or Make Smaller button until the object or selected portion of the object reaches the desired size.



Flip Button

The Flip button in the Object Editor works very similarly to the same button on the story page. The selection process is different.

To flip an object:

1. Use the select tool to draw a selection box around the object or part of the object.
2. Then click the Flip button.



Flip Button

To flip an object vertically, hold down the Option key (Macintosh) or the Ctrl key (Windows) and then click the Flip button.



Undo Button

Click on the Undo button to undo your last action. You can also choose Undo from the Edit menu.



Save Art Button

Click the Save Art button to save your artwork to the page and close the Object Editor.



Exit Button

Click the Exit button to close the Object Editor and to return to the story page without saving your artwork.

## ***Making Your Own Pictures***

To use the Object Editor to create your own pictures, make sure no object is highlighted and click on the Object Editor button. Then use the pencil tool to draw and color pictures.

You can also create new pictures from existing graphics by cutting and pasting parts of one graphic onto another. Use the Cut, Copy, and Paste commands in the Edit menu. Only one object can be brought into the Object Editor at a time.

## ***Importing Art***

Scanned and original images created in an external program can be used in your *Storybook Weaver*

*Deluxe* story. Directions for several different ways of using external art follow. Using scanned images will increase memory requirements for creating and viewing stories.

- Please note that you may have varied results when importing original art or scanned images. An image brought into *Storybook Weaver Deluxe* will have its colors adapted to the program color set. This color set has worked well with the *Storybook Weaver Deluxe* images, which are mostly illustration or cartoon quality. You may have to experiment with your images before bringing them into the program. Some images may not work.
- Windows users, please note that you should avoid using pure black and pure white in your images because those colors tend to disappear in the transfer to *Storybook Weaver Deluxe*.

## ***Making a Cartoon Balloon***

You can create balloons if you have access to an art program. Use the indexed 8-bit or 256-color option when you create the picture.

To make a cartoon balloon (or otherwise put text in the picture window):

1. Open your art program.
2. Enter the text that you want for the cartoon balloon.
3. Draw the balloon around the text.
4. Select the balloon and text, and copy it.
5. Open the *Storybook Weaver Deluxe* Object Editor.
6. Choose Paste from the Edit menu.
7. Use the Fill tool to fill your balloon with the lightest gray color. (Do this because the white background is invisible when the balloon is saved to the page. Any background you place on the page shows through the balloon if you don't fill it. Don't forget to fill the areas inside the letters!)

## **Using Scanned Images**

You can create personalized graphics from a scanned image to use in *Storybook Weaver Deluxe* if you have access to an art program or scanner. Use the indexed 8-bit or 256-color option when you create the picture.

To use a scanned image:

1. Open the scanned image in your art program.
2. Select and copy the portion of the image that you wish to use in your *Storybook Weaver Deluxe* story. (If you need to resize your picture, paste it into a new document in your art program and resize it there.)
3. Open the *Storybook Weaver Deluxe* Object Editor. Choose Paste from the Edit menu to paste your scanned image into the Object Editor window.
4. Click the Save Art button to save the image to your story page.

To add a scanned image to a program object:

1. Open the scanned image in your art program.
2. Select and copy the portion of the image that you wish to use in your *Storybook Weaver Deluxe* story. (If you need to resize your picture, paste it into a new document in your art program and resize it there.)
3. Open the story page in *Storybook Weaver Deluxe* on which you wish to place the altered program object.
4. Place the program object you wish to use with your scanned image into the story page picture window.
5. Select the object by clicking on it.
6. Open the Object Editor by clicking the Object Editor button. The selected object appears in the Object Editor window.
7. Choose Paste from the Edit menu. Your scanned image appears in the window with the program object.

8. Alter the program object as desired. (For example, you may wish to erase the head of a figure to replace it with the head from the scanned image.)
9. Click the Save Art button.

### ***Using Art from an External Program***

Art created in an external art program can be used in *Storybook Weaver Deluxe*. Be sure students use the indexed 8-bit or 256-color option when they create the scanned image.

To use external art, tell students to:

1. Open the art they wish to use in the external art program.
2. Select the art or portion of the art and copy it.
3. Open the *Storybook Weaver Deluxe* Object Editor.
4. Choose Paste from the Edit menu.
5. Click the Save Art button. The art is saved to the story page.

# The Menus

## Using the File Menu

File		
Starts a new story.	<b>New</b>	⌘N
Closes a story. If you haven't saved, you will be asked if you want to save before closing.	<b>Open...</b>	⌘O
	<b>Close</b>	⌘W
Saves a story under a new name.	<b>Save</b>	⌘S
Saves a story as an HTML document, ready for uploading to an Internet Web page.	<b>Save As...</b>	
	<b>Revert to Saved</b>	
	<b>Save As Web Document...</b>	
Turns the program sound on and off.	<b>Preferences...</b>	
Prints all or a portion of your story. Set the print format for your story pages in Preferences. To print the title page, check the "Print Title Page" box in the print dialog box.	<input checked="" type="checkbox"/> <b>Program Sound</b>	⌘E
	<b>Page Setup...</b>	
	<b>Print...</b>	⌘P
	<b>Quit</b>	⌘Q

Opens a previously saved story.

Saves your story. If you have not saved it previously, you are asked to enter a name.

Replaces the story on the screen with the most recently saved version.

Set program Preferences. See page 28.

Sets printer options such as page orientation, paper size, and special printer effects.

Lets you leave the program. Prompts you to save changes before quitting if you haven't already done so.

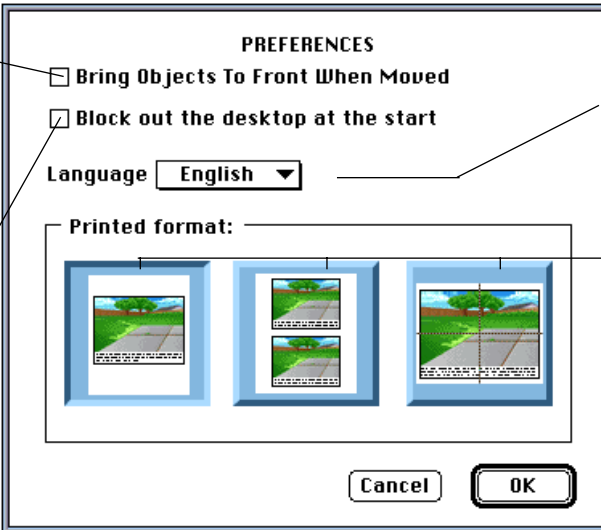
File Menu

- Under the print command, there is an option to print graphics as an outline. Stories printed this way can then be colored like coloring books. However, objects that have been edited or created using the Object Editor will not print as outlines. To learn more about using the Object Editor, see page 20.

## Storybook Weaver Deluxe Program Preferences

Select this option to make objects rise to the top of other objects when you move them.

Masks all other visible objects on the desktop while *Storybook Weaver Deluxe* is running.



Display the program text, Spell Check, Thesaurus, and Text to Speech (Macintosh and Windows 95 only), in English or Spanish.

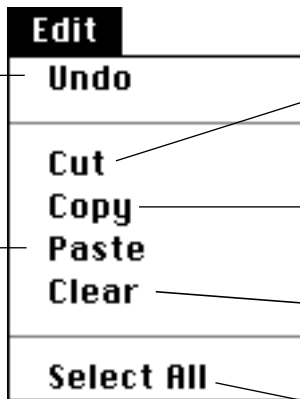
Choose how your story is printed—one page per sheet of paper, two pages per sheet of paper, or big-book format. Stories printed in big-book format require some assembly.

The Preference Box

## Using the Edit Menu

Undoes your most recent action. This includes Cut, Copy, Paste, Select All, changes to text, coloring, deleting, and moving objects. Undo is dimmed when unavailable.

Places any previously cut or copied objects or text into your story. Text is added at the insertion point. Objects appear at the center of the Picture window. Multiple copies of objects or text can be pasted.



Removes the selected object or text from your story. Objects or text that have been cut may be pasted.

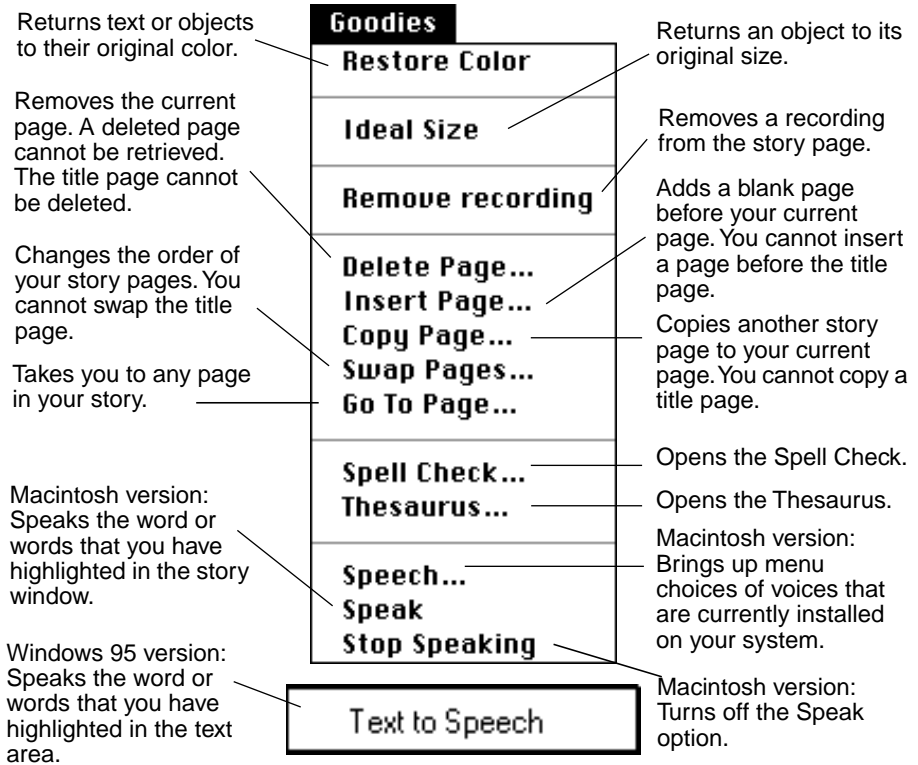
Makes a copy of the selected object or text. Object or text that has been copied may be pasted.

Deletes the selected object or text.

Selects all the text in the Story window or all the objects in the Picture window.

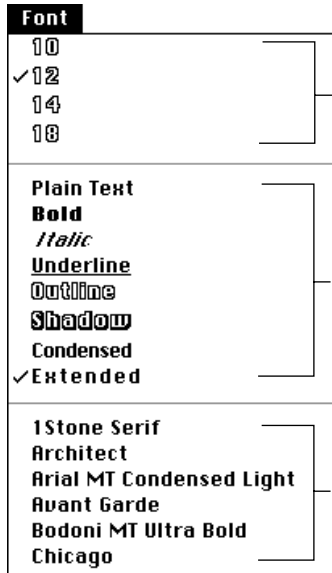
Edit Menu

## The Goodies Menu



Goodies Menu

## The Font Menu



Changes the size of the print in your story.

Changes the style of the print in your story.

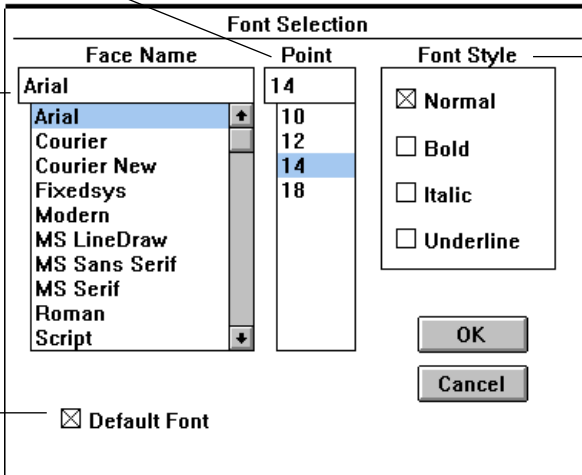
Changes the font of the print in your story. You may use any fonts in your computer system.

Macintosh Font Menu

Changes the size of the print in your story.

Changes the font of the print in your story. You may use any fonts in your computer system.

Uses your system's default font if you don't select one.



Changes the style of the print in your story.

Windows Font Menu

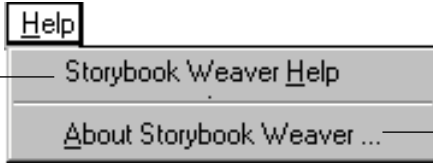
## The Help Menu



Select Topics to access the online help.

Macintosh Help Menu

Select Storybook Weaver Help to access the online help.



Select About Storybook Weaver Help to view program information.

Windows Help Menu

## Troubleshooting

If you have difficulties using the program, please see the Read Me file for system requirements and other specific troubleshooting information.

## Customer Service

We are proud of the special relationship we have with many satisfied children, parents, and teachers who use our software. If you have a problem, a question, or a suggestion, please call our Customer Service Department at 617-761-3000.

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Riverview Building  
Cambridge, MA 02142

## ***Credits***

**Producer:** Chuck Bilow

**Project Director:** John Baron

**Programming Team:** Kevin Miller, Lloyd Ollmann Jr., Vladimir Potapyev, J. Myron Smith

**Documentation and Online Help:** Denise Kirchoff

**Spanish Translation:** Patricio Rojas, Inc.

**Artists:** George Henion, Laura Henion

**Testers:** Brian Anderson, Francine Keller, Sue Minor, Timothy Roseth, Don Tvedt, LaDonna Williams

**Audio:** Glen Anderson, Larry Phenow

**Video:** Tim Courteau, Claudio Valenzuela

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## ***Learning Objectives for Storybook Weaver Deluxe***

- to use students' inherent creativity to write and illustrate a story
- to explore the writing process using a simple word processor and a variety of graphics
- to create illustrations that depict the storyline
- to write with a purpose
- to share writing with an audience
- to enhance vocabulary by associating a word with its picture
- to develop story-sequencing skills