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## Getting started

### System information – Macintosh version

- Hardware required:
- Quicktime enabled Macintosh computer with Mac Classic 9.2.2 and OSX 10.2.8
  - 64 MB of RAM (128 MB rec.)
  - Hard disk drive, with approximately 160 MB of free space for program and art files and 6 MB of constant free space recommended.
- Software required:
- Mac Classic 9.2.2 and OSX 10.2.8

### System information – Windows version

- Hardware required:
- Windows compatible computer
  - 64 MB of RAM (128 MB rec.)
  - Hard disk drive, with approximately 160 MB of free space for program and art files and 6 MB of constant free space recommended.
- Software required:
- Windows 98/2000/ME/XP/Vista

### Installation & start-up

This section assumes you are familiar with the very basic, uniform operations of, and terminology associated with your computer and its operating system. If you need further help with computer basics, consult your owner's manual(s) or give us a call.

To use the Kreative Komix™ program, you must first install it (it will not run off of the original discs that come with the product). To install Kreative Komix™, follow these easy steps:

#### Macintosh installation

1. Boot your Macintosh and get to the desktop.
2. Insert the Kreative Komix™: Super Hero CD-ROM into your CD drive.
3. A window will open with several files. Double-click on the Kreative Komix™: Super Hero Install icon.
4. The installation program starts. The first screen is an introduction. Click Continue.
5. Next, you will get the Installation screen. If you want to install it on your main hard drive, simply click the Install button. In seconds you will be ready to use all the exciting features of Kreative Komix™: Super Hero.

After you finish the installation, a Kreative Komix™: Super Hero alias will be created on your desktop. To start the program, simply click on the icon.

# Sound mode

## Adding sounds to your comic

Kreative Komix™: Super Hero is a truly multimedia program. What could be more fun than creating comics that talk and have sound effects? We're sure that you will enjoy making the sounds as much as you enjoy adding them to your comics. You can make different characters, use different voices, or make your own outrageous sound effects that happen as your characters and props animate.

## Recording sounds



1. First, click on the **Sound** button at the left-hand side of the program.
2. Now, click on the object you would like to have associated with that sound. As soon as you let go, the sound tools will appear in the toolbar. To make your characters talk, click on the speech bubble for the character you want to speak. You can click on any character or prop and attach a sound to it.



3. You can now record your sound by clicking on the **Record** button in the **Sound** toolbar. **Note:** You will need a microphone for your computer to do this. Next, you will be asked to name your sound. Once you name the sound and click on the **OK** button, you start recording. To stop recording, click on the **Stop** button. To complete the process click on **Use in Player** to attach the sound to the prop, speech bubble or character you have selected.
4. Now you can play the sound by clicking on the sound you want to hear and selecting the **Play** button in the **Record** dialogue box. Later, you can use the **Player** button to play all the sounds in a scene, as well as all the animations (see section below for how to create animations.). You will learn more about the Kreative Komix™: Super Hero player in the chapter called Using the Comic Player.