

Bambini

mc richter

software-entwicklung,
coaching und service
rund um's büro

Mac OS X, Windows und Linux

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INTRODUCTION

I have written this program for my daughter Chantal. Since her first year of life she likes to sit on my lap and types on the keyboard of my Macintosh. She was always happy when something changed on the monitor or a tone appears.

The first version of Bambini was developed by this situation. It displayed different forms at every keystroke by random. Also, a tone was played. When Chantal was 3 years old and wanted a little more interaction, I added some additional games. The simple forms were also completed by more effortful, lovely animal pictures, designed by Marcel Möri.

With version 3, I completely redesigned Bambini and enhanced the operation in many points. It consists, of altogether 5 different games now, which can be played with 5 different picture sets. Now it is very much easier to add own pictures. A version for Windows and Linux is available now, too.

Manfred Richter

Author

NOTES

General notes

With usage of "Bambini", you accept the following conditions:

- The usage of "Bambini" is free of charge. All rights are with MC Richter GbR.
- You are allowed to give the program to another person. But you have to give this person the original files, we provide on our web-server.
- Changes at the files (program, help texts, user guide...) are not allowed. The data must be changed by the original programs, only.
- The user guide is exclusive for the usage of this program. Any other usage is forbidden.
- Leasing, Renting or something else like this is forbidden.
- Earlier license agreements are invalid with the release of this version.
- **The MC Richter GbR is not responsible for damages, which results direct or indirect from the usage of this software. This applies also to the statements made in the user guide.**

About this user guide

This program is available for macOS, Windows and Linux. All programs-versions work in the same way. If there are differences, you find a description on the corresponding page in this user guide.

All images in this user guide were made with macOS. On the other operating systems, they differ only insignificantly. Important information is highlighted in gray .

This user guide is located within the program folder. But you can open it from the help-menu of the program, too.

Requirements

The following operating systems are supported:

- **Macintosh**
 - Intel or Apple Silicon (ARM) based Macintosh
 - 64 Bit hardware
 - macOS 10.10.5
 - 2 GB main memory
 - 1 GB free space on hard disk
- **Windows**
 - Windows 8
 - 2 GB main memory
 - 1 GB free space on hard disk

- **Linux**

- 64 Bit Linux (Intel, ARM, Raspberry Pi)
- Officially supported distributions
 - Linux Mint 18 or later
 - Ubuntu 16.10 or later
 - Debian 6.0 or later
 - OpenSUSE 11.3 or later
 - Fedora 13 Desktop or later
 - CentOS 7.0 or later
- 2 GB main memory
- 1 GB free space on hard disk

The processor speed and the disk space are only approximate values. The necessary disk space depends upon pictures and sounds.

The listed operating systems are minimum requirements. Normally, this program works on all current operating systems. Unfortunately, it is not possible to test all configurations. This applies especially to the different Linux distributions. If you have any problems, please contact me. I will solve the problem as soon as possible.

USAGE

Starting the program

The complete contents of the archive must be unpacked on the hard disk into a folder. Then, you can start Bambini. Depending on the operating system, you must start one of the following programs:

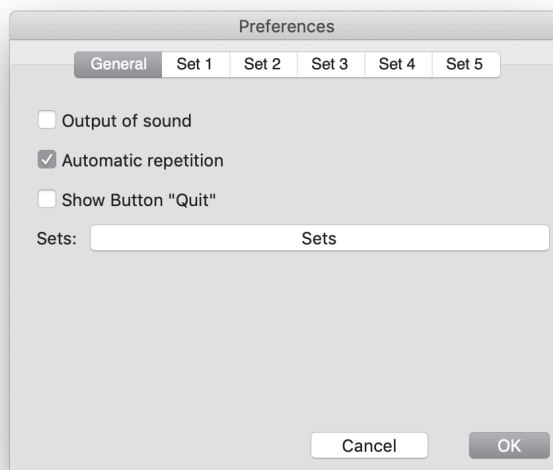
- "Bambini.app" (macOS)
- "Bambini.exe" (Windows)
- "Bambini.app" (Linux)

With macOS you have to select the folder with the sets, when starting the program for the first time. Usually this is the program folder.

After the first start, you should open the preferences and setup Bambini.

Preferences

General



With some games, a tone will be played when the picture changes. If you don't like these sound, you must deactivate it.

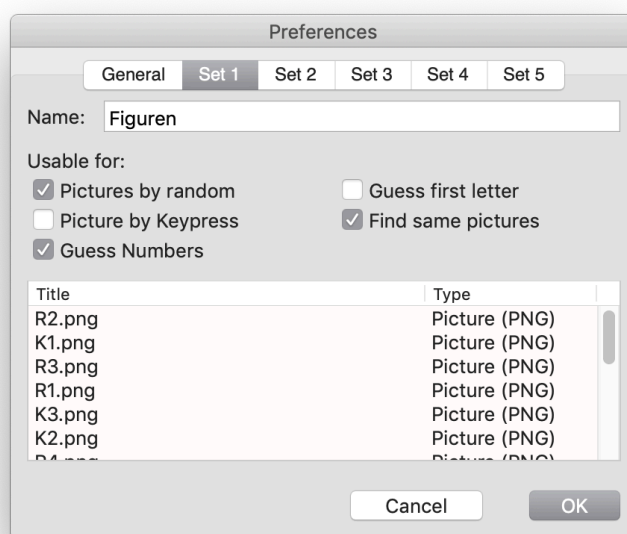
The game "Pictures by random" changes the picture by every keystroke or mouse click. With "Automatic repetition", a keystroke is simulated every 10 seconds.

Sometimes it is useful that the child can quit Bambini himself. With this checkbox, you can show a Button with a quit function. This doesn't work in the games "Find same pictures".

At delivery, the sets with the different pictures are in the same folder as the program. Here, you can select another folder for the sets.

Sets

Bambini can manage 5 different sets of pictures and sounds. Every set (Set 1, Set 2...) will be represented by a folder in the Bambini folder. These five folders must not be deleted or moved. Together with the program, you already got some pictures. You can put other pictures and tones in the folders or remove the existing ones. One tabulator in the dialog represents one Set:



All five tabulators contain the same elements: In the field "Name:", you can give the set a name. This name will be used when you select a game. With the checkboxes below, you decide for which set the game can be used. For example, the game "Picture by keystroke" needs pictures, which starts with the corresponding key. You see all files in the list in the lower part, which are used by Bambini from the corresponding set.

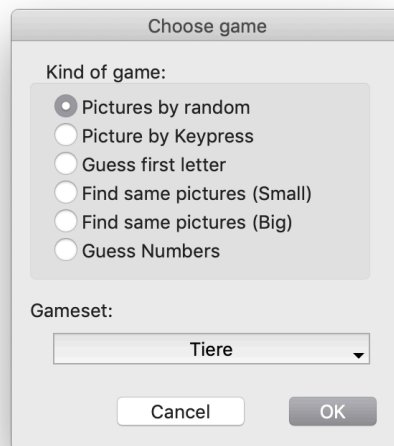
Usable files

Bambini can read most picture file (jpeg, png, bmp...) for your pictures. You can create these files by GraphicConverter (MacOS) or IrfanView (Windows), for example.

There are no tones included with Bambini. If you have some music, you can put these into the corresponding set.

Choose game

With "Choose game" from "File" you open the following dialog:



With the five radio buttons you select the game:

- **Pictures by random**

Here, the pictures will change by every keystroke or mouse click randomly. If a sound exists, it will be played, too.

- **Pictures by keystroke**

This game displays the picture, which start with the entered key. The key is compared with the first letter of the picture name.

- **Guess first letter**

Bambini shows pictures by random and the player must guess the symbol (animal). To do this, the player presses the key of the first letter. Bambini compares the pushed key with the first letter of the picture name. If the answer is correct a new picture will be shown.

- **Finding same pictures**

With this game, two identical pictures must be found. If two identical pictures were found, they will stay open. This game exists in two sizes. A small version with 6 and a great one with 24 different pictures. Was the great variant chosen and there are not enough pictures in the set, Bambini tries to use the small one, automatic.

- **Guess Numbers**

The task of this game is to find the correct number. In the upper part of the display you will see a number (1-9) of pictures. You has to press the correct number in the lower part of the screen. Every 10 seconds, a wrong button will disappear. Also if you press a wrong one it will disappear.

Every game can be played with every set (if the pictures are suitable for it). After the selection of a game, you can select the set with the pop-up menu. Only the game sets, which were connected in the preferences with the game, are displayed.

The name of the animal pictures corresponds to the german name of the animal.

Fullscreen

With this menu item, you switch to the fullscreen mode. All operating devices are removed. You turn this mode off and on, with the shortcut Command-F.

This function is not available for Windows and Linux systems.

VERSIONS

In the last versions, the following important functions were implemented:

- **Version 1.0**

This was the first version of Bambini.

- **Version 1.1**

The first extensions were added.

- **Version 1.2**

There was an error in the previous version in the interface to the SoundManager. This was corrected. A version for OS X (Carbon) was also created.

- **Version 2.1**

With version 2.0 I redesigned Bambini completely new in a Java. It was the idea to create a cross-platform version. Unfortunately, I had to recognize that many users used older computers to play Bambini. Unfortunately, these computers do not support Java. This was the reason to create a native version for the Macintosh again.

Some new features were also implemented. A picture can be assigned to a solid key now. Marcel Möri has drawn some lovely animal pictures for this game.

- **Version 3.0**

With version 3.0 there is a completely redesigned version, again. The reasons were the problems with Java under Windows. I have also changed my complete projects from Metrowerks to Realbasic (now Xojo). This gives me the chance to develop programs for the Macintosh and Windows at the same time with the same source. Through this, a native version of Bambini for windows is now available. By the way I have implemented some new feature, too.

- **Version 3.1**

If there are no sounds in a set, the system sounds will be used. This works only on Macintosh computers. On Windows computers you can use MP-3 files, too.

- **Version 3.2**

There is a new game. The task of this game is to find the correct number. Therefore a number of pictures will be displayed. You has to press the correct number.

- **Version 3.3**

With this version, I updated the version for the Macintosh to an Universal Binary. So it work native on Intel Macs. As all other program of MC Richter GbR, this version is available for the most Linux distributions, now.

- **Version 3.4**

In this version the games "Pictures by random", "Pictures by Keypress" and "Guess first letter" can play a sound with the same name as a picture. This gives you the ability to play for each picture a corresponding sound.

- **Version 3.5**

There are no new function, but I optimized it for the actual versions of the different operating systems.

- **Version 3.6**

We made some changes, depending on new versions of the operating system.

- **Version 3.7**

We updated the help system.

- **Version 3.8**

The version for macOS is now 64 bit.

- **Version 4.0**

With this version high resolution screens are supported. The program has also been adapted to the latest operating system versions.

- **Version 4.1**

This version supports dark mode.

- **Version 4.2**

With this version, the "Apple Silicon" (ARM) processor is supported. Also, the letter "X" has been removed from the name of the application for macOS.

- **Version 4.3**

This version supports ARM-based Linux. This includes support for RaspberryPi.

REGISTRATION

Bambini is freeware. So you can use it without costs. If you give it to your friends, please give them the complete archive. Even if it is free, I would be very pleased about a feedback. Perhaps you have an idea of a new game or you can create new pictures and tones. I'd like to integrate them into the archive.

CONTACT

If you have suggestions for this program, any errors found or other questions, please contact us.

Our address:

MC Richter GbR
Manfred und Claudia Richter
Wilhelmstraße 189c
D-64625 Bensheim
- Germany -

Phone: +49(6251)1039967
Email: info@mcrichter.de
WWW: <http://www.mcrichter.de>