

Bambini

MC Richter GbR

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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 is always happy if something changes 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.

Usage

Start Bambini

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 X.app" (MacOS X)
- "Bambini.exe" (Windows NT, ME, XP, 2000, Vista...)
- "Bambini.app" (Linux)

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

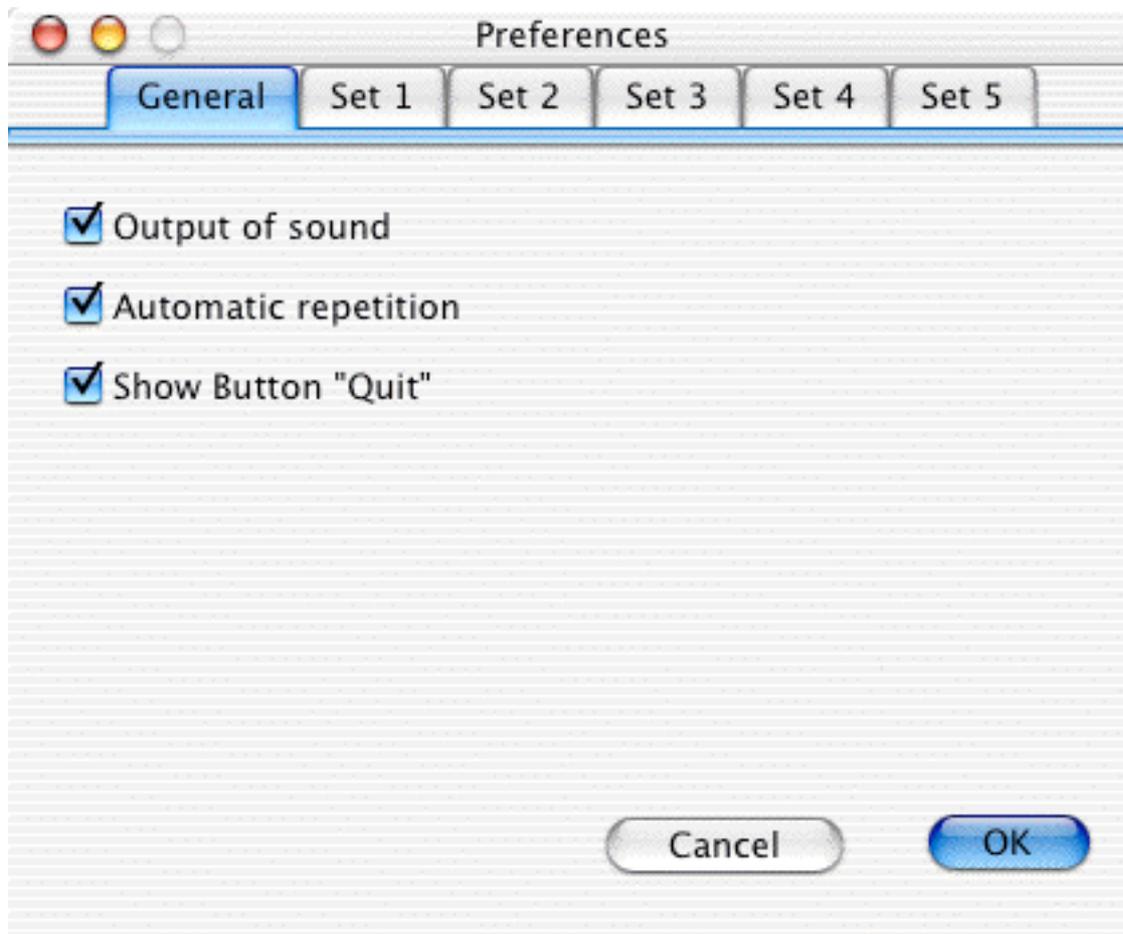
Note: Depending on the operating system and installed software (e.g.: QuickTime) not all enclosed pictures can be displayed.

Usage

Preferences

General

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



The game "Pictures by random" changes the picture by any keystroke or mouse click. With "Automatic repetition" a keystroke is simulated every 10 seconds. For at maximum 10 times.

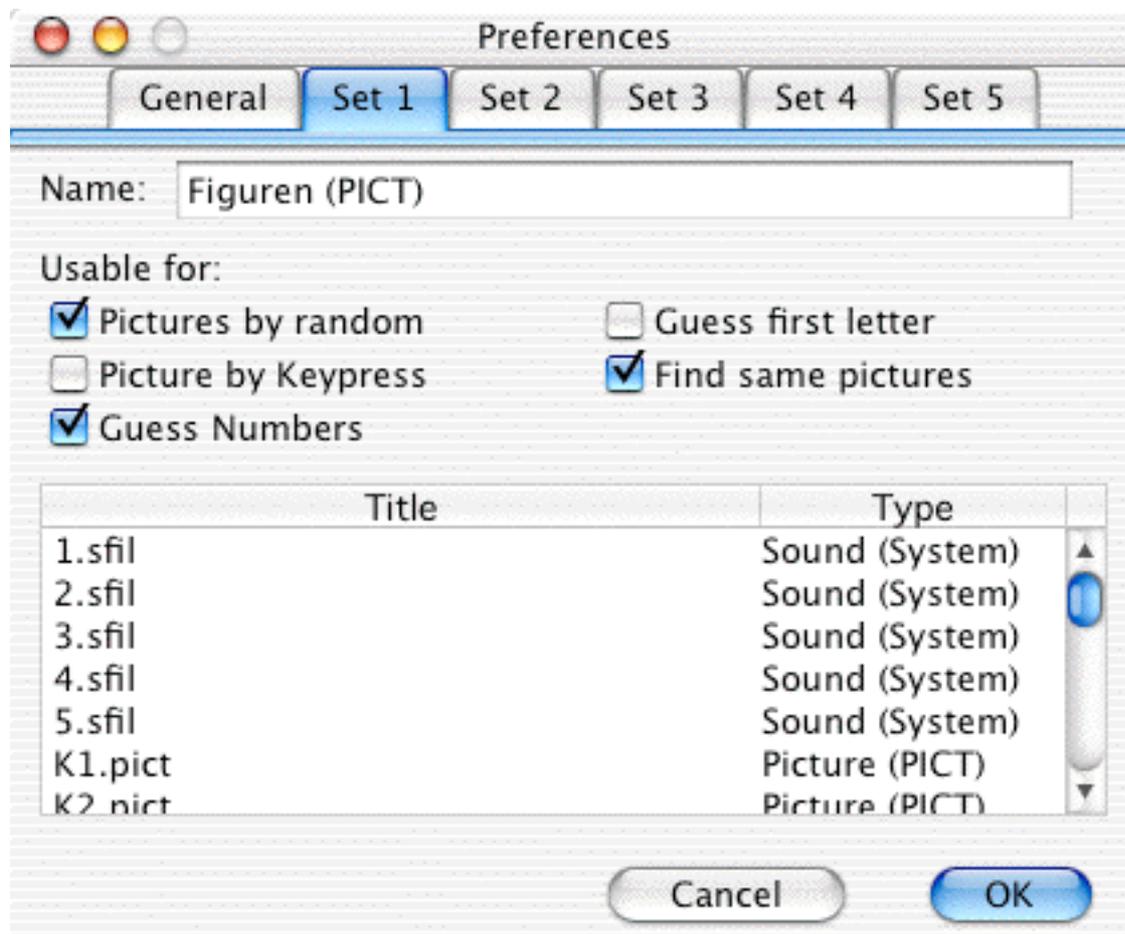
Sometimes it is usefull that the child can quit Bambini himself. With the last checkbox you can show a Button with a quit function. This doesn't work in the game "Find same pictures".

Usage

Sets

Preferences

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. In the chapter 3 (Usable files) this is declared in detail. 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.

Usage

Usable files

Depending on the operating system and extensions installed, different files can be used. The following diagram shows which file types (Macintosh) and file endings (Windows / Linux) are assigned to which formats.

	Macintosh	Windows / Linux
Picture (PICT)	PICT	.pict
Picture (BMP)	BMP	.bmp
Sound (System)	SFIL	.sfil
Sound (MP3)	MPG3	.mp3
Sound (WAV)	WAVE	.wav

The Creator of a Macintosh file doesn't have any effect on the use of the files. You can create the image files by of GraphicConverter (Macintosh) or IrfanView (Windows), for example. The white color of Bambini is interpreted as transparent to represent backgrounds. No white areas can be displayed. If you need a white area in a picture, then you must paint this area a little darker. The animal pictures from Marcel Möri use this procedure, too.

There are no tones are included with Bamibni. Everybody has for certain some tones he particularly likes. You can put these into the corresponding set. Alternatively there are different sources in the net with sounds (e.g. <http://www.partnersinrhyme.com>).

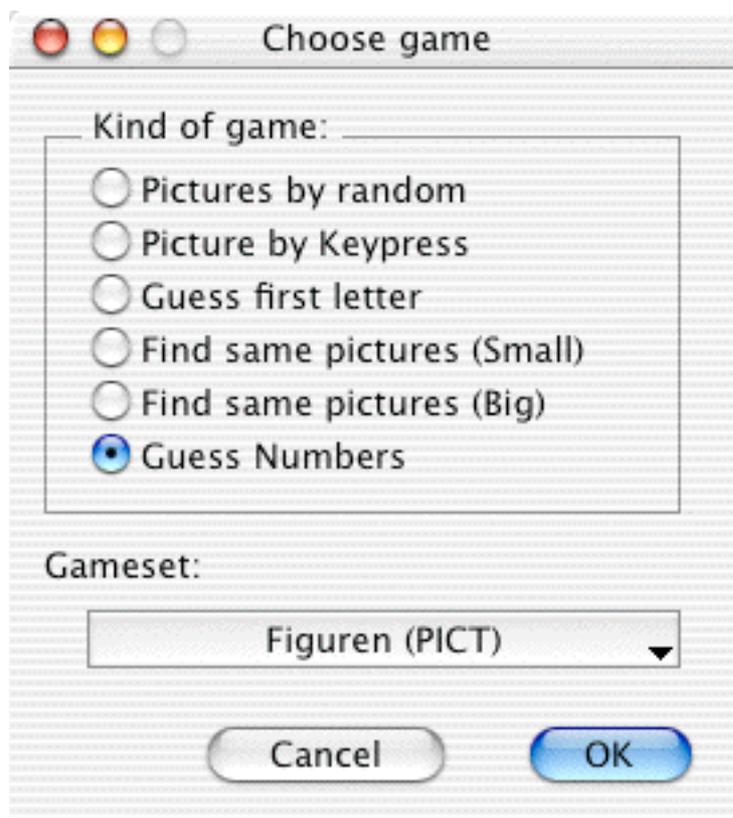
Note: To display all types of picutres you has to install Quicktime from Apple. Under Windows the transparency cannot be displayed with all graphic formats. The best format is PICT with installed Quicktime from Apple.

Sounds of type MP3 can only be played on Windows system with an installed Windows Media player.

Usage

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.

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

At this game two identical pictures must be found. If two identical pictures were found, they will rest 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 if there are not enough pictures in the set, Bambini tries to use the small one, automatic.

Guess Numbers

The task of this game isto find the correct number. I 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 diappear. Also if you press a wrong one it will diappear.

Every game can be played with every set (if the pictures are suitable for it). After the choice 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.

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

Usage

Fullscreen

With this menu item you switch to the fullscreen mode. All operating devices are removed. This concerns the menubar under all operating systems. Other elements like the dock (Macintosh) will be hidden, too. You turn this mode off and on, with the shortcut **Command-F** (Macintosh) or **Ctrl-F** (Linux).

Note: This function is not available for windows systems.

History

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 MacOS 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. The version created in Java can, however, be downloaded from my web page furthermore.

Some new feature 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. 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 have to press the correct number.

Version 3.3

With this version I updated the Version for the Macintosh to an Universal Binary. So it works native on Intel Macs. As all other programs of MC Richter GbR this version is available for the most Unix 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.

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.

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