



Potato Face

User's Guide

Version 1.1

Programming by: Mark Larson and Christopher Kempke

Illustration: Jeff Felson

Narration: Sharla Anderson

Created by: Tom Caine

Design consultants: Laura Haug, MA-CCC-SLP and Vicki Larson

Communication board: Phyl T. Macomber, M.S. ATP

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System Requirements

Potato Face for Macintosh requires MacOS 10.4 or later. *Potato Face* for Windows requires Windows XP or later.

A color monitor of 1024 x 768 pixels or larger is required. *Potato Face* resizes itself to fit your monitor, so the higher resolution you have, the sharper the picture will be.

Installation

Macintosh

To install *Potato Face* on a Macintosh, insert the CD in the drive. Double-click the installer icon to begin the process. The installer places the *Potato Face* files inside the Marblesoft folder in your Applications folder. It will create a Marblesoft folder if none exists, and it will create an alias on your desktop. You can drag the alias to your Dock if you prefer.

Windows

To install *Potato Face* on Windows, insert the CD in the drive. The installer should start automatically. If you have turned off the auto-start feature, double-click the SETUP.EXE icon to begin the process. The installer places the *Potato Face* files inside the Marblesoft folder in your Program Files folder. It will create a Marblesoft folder if none exists, and it will add *Potato Face* and the User's Guide to your Start menu.

What's on the CD

In addition to the *Potato Face* program, the installer places several PDF files in your *Potato Face* folder. PDF files can be opened *Adobe Reader*, which is most likely already installed on your computer. If you don't have *Reader*, you can download it from www.adobe.com/reader.

Read Me First

Read Me First is a file containing the minimum information you need to get *Potato Face* up and running.

Potato Face User's Guide

This document, which contains everything you need to know about *Potato Face*.

Potato Face Coloring Book

The Potato Face Coloring Book is a printable coloring book of faces in various states of completion.

Potato Face Communication Board

The communication board is a printable set of control panels for an individual learner or two in a two-player cooperative activity. Used in print form, the learner can point and reference the communication targets or the communication board can be cut apart to exchange the communication targets. Used in interactive form, it works especially well with a touch screen or interactive whiteboard in individual or small group activities and instructional lessons.

Running the Program

Macintosh

To launch *Potato Face*, double-click the icon on your desktop, or click the icon in your Dock. If you have deleted these aliases, or if you're launching the program from a different user account, open your Applications folder, then the Marblesoft folder, then the *Potato Face* folder. Double click the *Potato Face* icon to start the program.

Windows

To launch *Potato Face*, select it from the Marblesoft folder in the Start menu. If you have deleted this shortcut, open your Program Files folder, then the Marblesoft folder, then the *Potato Face* folder. Double click the *Potato Face* icon to start the program.

The Potato Face Kid

Each activity in *Potato Face* displays one or two “faces” which are really heads with shoulders and sometimes hands. In this manual, we'll refer to the visible body as a “face”, and all the features, clothes and accessories as its “parts”. The user manipulates the faces by using icons placed along the bottom of the screen. Each icon represents a single body part, and the user clicks on the icon to change that part on the face.

You can specify the default sex and skin color for the face (see [Settings - Default Sex](#) and [Default Skin Color](#) on page 18). If you leave the sex set to random, the program will randomly alternate between boy hair and girl hair. If you leave the skin color set to All Skin Colors, the program will default to the last skin color the user selected.

Menus

The program's menu bar is hidden by default. To show the menu bar, press the "ESC" key to return to the main menu screen. Press ESC again to hide or show the menu bar. All the program settings and features can be controlled from the menu bar. You can also use keyboard shortcuts to access most menu items, even when the menu bar is hidden.

Potato Face Menu (Mac only)

Use *Potato Face Menu* to set preferences or to quit the program.

File Menu (Windows only)

Use the File Menu to quit the program.

Edit Menu

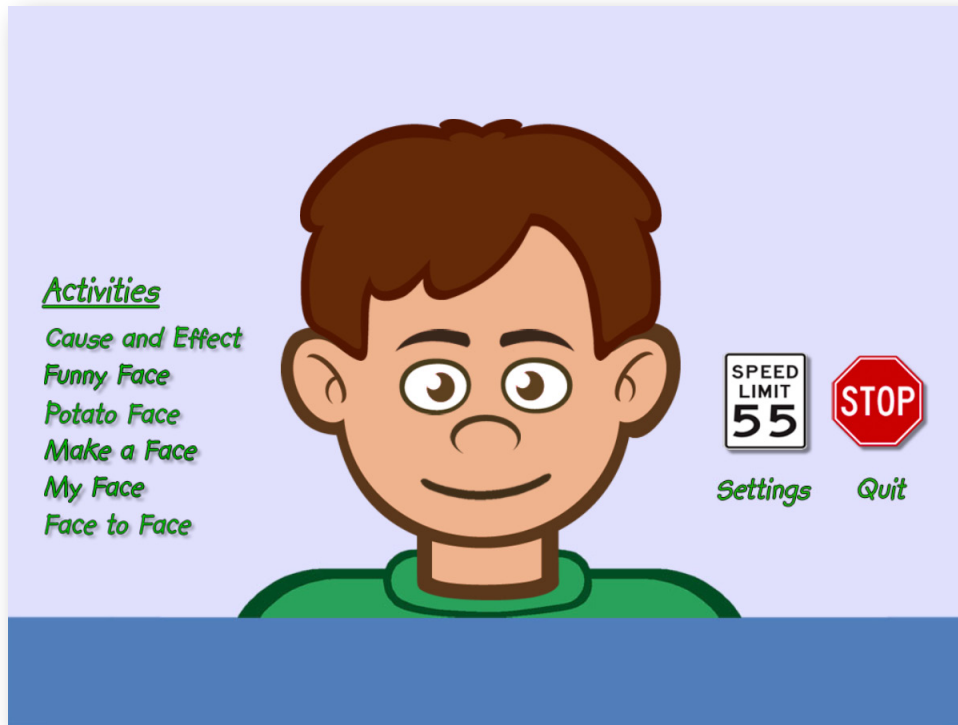
Use the Edit menu to copy and paste in a dialog. On Windows, use the Edit menu to set preferences.

Activity Menu

Use the Activity menu to select an activity to play.

The Main Menu

After a short introduction, the *Potato Face* main menu screen will appear. The main menu is the command center of the program. From the main menu screen, you can select any of the *Potato Face* activities by clicking on their name.



You can return to the main menu screen at any time by pressing the “ESC” key. Press ESC again to show or hide the menu bar.

Click on the “Settings” icon to bring up the Settings dialog. See [Settings](#) on page 15 for a complete description of the program settings.

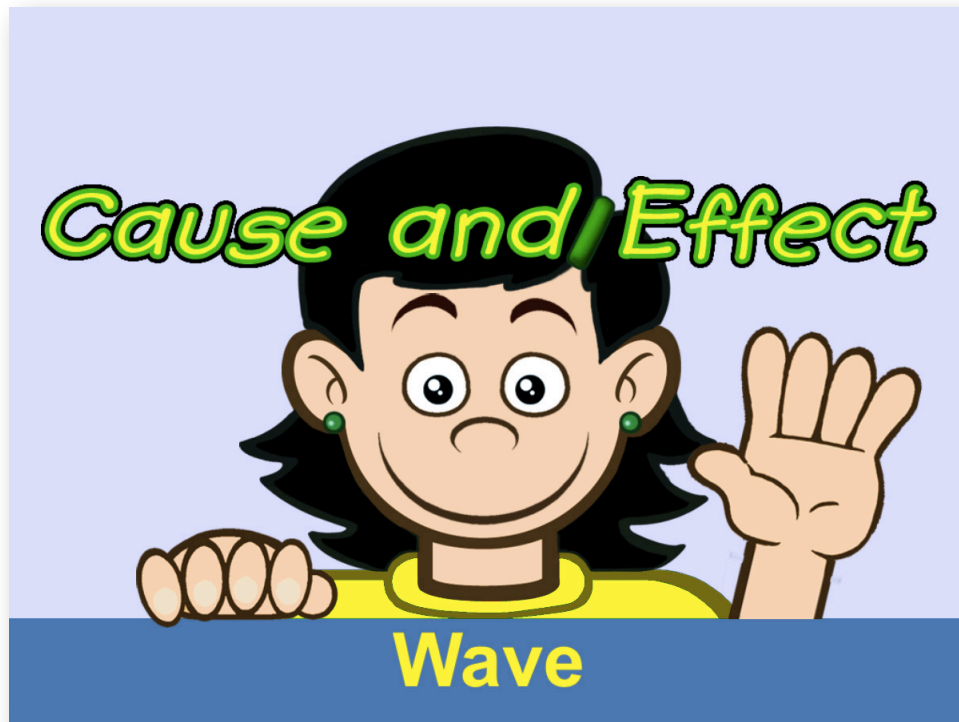
Click the “Quit” icon to quit *Potato Face*. You can also quit the program at any time by choosing Quit from the menu bar, or by typing (**Mac**: ⌘-Q or **Win**: Ctrl+Q). On Windows, you can also quit the program using the standard Alt+F4.

The Activities

The following pages describe the five Potato Face activities.

Cause and Effect

The Cause and Effect activity presents the child with a boy or girl of the specified (or random) skin color (see [Settings - Default Sex](#) and [Default Skin Color](#) on page 18 for a description of how sex and skin color works in *Potato Face*.)



Each time the child hits the switch, a different expression is shown, with an appropriate animation or sound effect. If an optional second switch (see [Settings - Second Switch Repeats Expression](#)) is pressed, the animation and sound effects for the same expression are repeated.

You can jump directly to the Cause and Effect activity from any other activity by typing (**Mac**: ⌘-1 or **Win**: Ctrl+1).

Funny Face

Funny Face is a progressive cause and effect activity that allows kids to make funny faces. The program starts with a blank outline of a head. When the child presses a key or switch, the head is filled in with a random skin color according to the preference you have specified (see [Settings - Default Skin Color](#)). Each time the child presses a key or switch, the next body part is added, until the funny face is complete.



With the dozens of features included in *Potato Face*, there are literally millions of combinations, so each funny face you create will be unique.

You can jump directly to the Funny Face activity from any other activity by typing (**Mac**: ⌘-2 or **Win**: Ctrl+2).

Potato Face

The Potato Face activity allows the child to play with body parts and accessories in a fun computer version of the classic game you remember as a child. The program starts with a head of the specified skin color. By clicking on an icon, the child can choose a different skin color.

Note: If a default skin color is specified in the Settings dialog, there will be no skin color choices in Potato Face.



After the skin is chosen, the player is presented with a variety of hair styles, starting with the default style for the specified sex (see [Settings - Default Sex](#)). The player changes the hair styles by clicking the hair icon. Hair styles are followed by eyes, nose, mouth, shirt color, hats and accessories, rings and nails, and finally glasses and moustaches.

When the Fewer Choices option is on (see [Settings - Number of Each Body Part to Show](#)), the really wacky body parts are not displayed, leaving the child with only the realistic choices.

You can jump directly to the Potato Face activity from any other activity by typing (**Mac**: ⌘-3 or **Win**: Ctrl+3).

Make a Face

The Make a Face activity offers the player a way to experiment with different facial part combinations in a freestyle manner. A boy or girl is presented on the screen (see [Settings - Default Sex](#) and [Default Skin Color](#)) with a row of icons for changing the body parts. Choosing the hair icon will change the hair color, the eyes icon will change the eyes, and so on for the nose, mouth and skin color.

Note: If a default skin color is specified in the Settings dialog, there will be no skin color choices in Make a Face.



The child can experiment with different combinations as long as they like. When they are satisfied with a face, they can select the OK icon. Their program will congratulate them on their face and prompt them to try another face.

Make a Face doesn't include the strange body parts, only the realistic ones. When the Fewer Choices option is on (see [Settings - Number of Each Body Part to Show](#)), there will be a smaller number of parts in each category from which to choose.

You can jump directly to the Make a Face activity from any other activity by typing (**Mac:** ⌘-4 or **Win:** Ctrl+4).

My Face

My Face is an activity that uses the same interface as Make a Face, except that the child is asked to make a specific face.



The program starts by asking the child to make their own face. When they are satisfied, the child chooses “OK” to signal their satisfaction. The program will congratulate them and ask them to create a friend’s face. Each time the player completes a face, the program asks them to create a new, specific face.

You can jump directly to the My Face activity from any other activity by typing (**Mac:** ⌘-5 or **Win:** Ctrl+5).

Face to Face

In Face to Face, the program creates a random face on the left half of the screen. The student then creates the matching face on the right, using the row of icons at the bottom of the screen, similar to the ones used in Make a Face and in My Face.

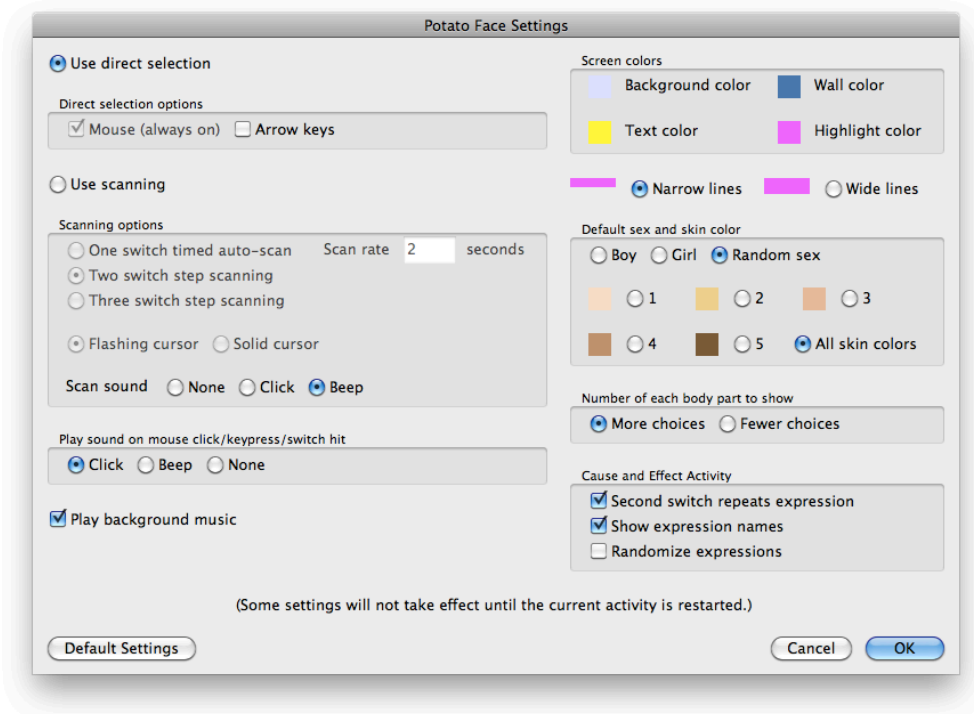


When the student has created a matching face, they choose “OK”, and the program tells them whether or not they are correct. If incorrect, the program prompts for another try. If correct, the program presents a different random face to match.

You can jump directly to the Face to Face activity from any other activity by typing (**Mac**: ⌘-6 or **Win**: Ctrl+6).

Settings

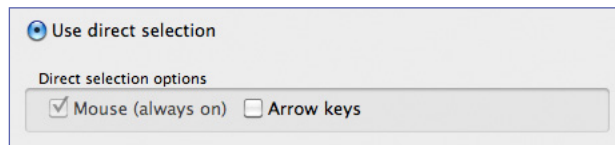
The Settings dialog allows you to set all the optional settings in *Potato Face*. The Settings dialog is automatically opened the first time you run *Potato Face*. You can also open the Settings dialog by clicking the “Settings” icon on the main menu. You can also open it at any time by typing (**Mac**: ⌘-K or **Win**: Ctrl+K). A dialog something like this one will appear (this example is from the Macintosh version):



The *Potato Face* settings are described in detail on the following pages.

Direct Selection

Direct selection allows the user to directly choose an item with a keyboard, mouse or other pointing device.



Mouse

Direct selection with a mouse, touchscreen or similar device is the fastest for those players who can use it. Simply click on an item to select it.

Arrow Keys

The arrow keys can also be used when direct selection is on. When the arrow keys check box is on, a rectangle marks the current cursor position. Use the arrow keys to move the rectangle right or left. When the rectangle marks the desired item, press RETURN or ENTER to select it.

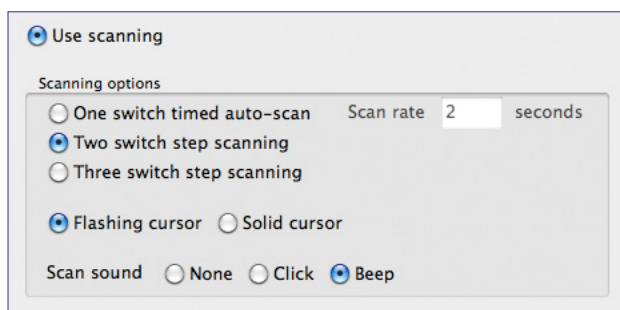
Scanning

In scanning mode, the computer will scan all possible choices for the student. The student selects a choice by pressing one or more switches.

Select the number of switches, type of scanning, and the scan rate (for timed scanning). The player can use one, two or three switches to control the program.

There are many different ways that *Potato Face* can be set to scan. It may take some experimentation to determine the best method for each student.

With timed scanning (sometimes called “auto scanning”), the computer scans the available choices at the scan rate you have chosen. With step scanning, the student uses two or more switches to scan the choices and make a selection. *Potato Face* offers several variations on each of these methods.



One Switch Timed Auto-Scan

When using a single switch for timed auto-scanning, the computer will scan at the rate specified in the Settings dialog. The student uses the switch to select the current choice.

One switch timed auto-scanning is the most tedious of scan methods, and can be frustrating for a student who can handle more than one switch. One switch scanning is best for students too young to understand two switch scanning, or those who are only capable of accessing a single switch.

For one switch scanning, configure your switch interface to send a mouse click, space bar, RETURN character, number “1” or letter “Y” when the switch is pressed. The same keys on the keyboard can also be used as “switches”.

Two Switch Step Scanning

When using two switch scanning, the first switch selects the current item, just like with one switch scanning, and the second switch causes the program to scan. The student uses the two switches to step through and select a choice (the scan rate does not apply). Two switch step scanning is the easiest way for switch users to use the program.

For two switch scanning, configure your switch interface to send a mouse click, RETURN character, number “1” or letter “Y” when switch #1 is pressed. Configure your switch interface to send a right-click, space bar, TAB character, number “2” or letter “N” when switch #2 is pressed. The same keys on the keyboard can also be used as “switches”.

Three Switch Step Scanning

With three switch scanning, the student uses an optional third switch to scan in reverse. As before, switch #2 scans to the next choice, and switch #1 selects the choice, and the scan rate does not apply.

Three switch scanning is the fastest way for an accomplished switch user to use the program.

For three switch scanning, configure your switch interface to send a mouse click, RETURN character, number “1” or letter “Y” when switch #1 is pressed. Configure the interface to send a right-click, space character or number “2” or letter “N” when switch #2 is pressed. Configure the switch interface to send a TAB character or number “3” when switch #3 is pressed.

Flashing Cursor

When the “Flashing cursor” button is on, the scanning cursor flashes once per second. This makes it easier for the student to see the cursor, especially when using letter scanning.

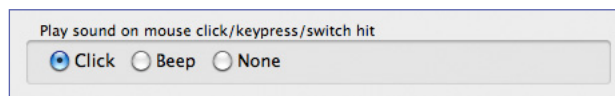
Solid Cursor

When the “Solid cursor” button is on, the cursor doesn’t flash at all, but always remains on the screen. There are two main reasons for using this option. First, if the student is distracted by the flashing of the cursor, you can turn it solid. Second, if the scan rate is set very fast, like 1 or 2 seconds, it can sometimes be easier to follow with a solid cursor.

Scan Sound

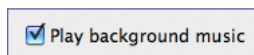
The scan sound is the sound that is to be played when the program scans to a different choice, either automatically for one-switch scanning, or when the user scans manually.

Click Sound



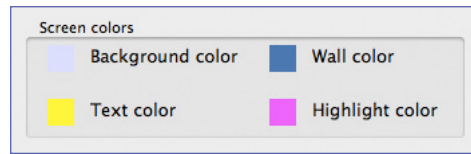
The click sound is the sound that is played when the user makes a selection, either by clicking the mouse, pressing a key, or pressing the select switch.

Play Background Music



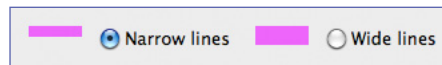
Check this box off to turn off the music that normally plays in the background.

Screen Colors



The colors options control the colors that *Potato Face* uses to draw the background, the wall in front of the body, the text, and the rectangle that highlights the screen items when scanning or using the arrow keys. Click on a color swatch to bring up a standard color picker. Choose the new color you want for that item.

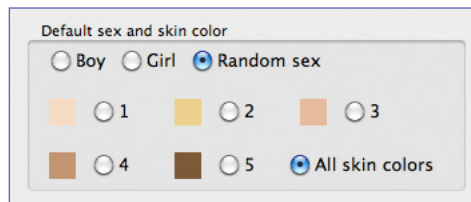
Highlight Width



The highlight width setting controls the thickness of the rectangle that's drawn around items when scanning and when using the arrow keys.

Default Sex

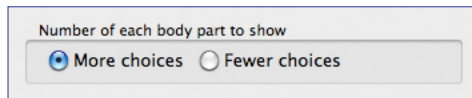
The default sex setting allows you to specify the default sex of the child on the screen. New faces will be drawn with the default hair style for that sex. This setting does not limit the available choices to that sex, only the first hairstyle drawn. The child still has full control of all the body parts.



Default Skin Color

When a default skin color is chosen, all faces will be drawn in that color, and there will be no options for the child to change the skin color. When All Skin Colors is checked, *Potato Face* remembers the last skin color chosen by the student, and uses that color as the default. The full selection of skin colors is available to be chosen. That way, a student is not frustrated by always being presented with a face of a different color. If they choose a certain color for a face, that color will remain the default until they choose a different color.

Number of Each Body Part to Show



When More Choices is selected, all body parts for the current activity are available to the user. When Fewer Choices is selected, a smaller number of parts are made available, simplifying the program to avoid confusing or frustrating the user.

In the Potato Face activity, Fewer Choices removes all the crazy stuff like lizard skin and button eyes, but does not limit the number of realistic parts available to the user.

Cause and Effect Activity

These options apply only to the Cause and Effect activity.

Second Switch Repeats Expression

When this option is on, a second switch can be used in the Cause and Effect activity to repeat the current expression. Configure your switch interface just like you would for two switch step scanning. When this setting is off, any switch will cause the program to display the next expression.



Show Expression Names

When this option is on, text describing the expression will be drawn at the bottom of the screen.

Randomize Expressions

This check box controls whether the expressions in Cause and Effect are displayed in the same order every time or in a random order.

Default Settings

Click this button to restore all *Potato Face* settings to their default values.

Tech Support

Contact Marblesoft Technical Support if you have problems installing or running *Potato Face*.

Marblesoft Technical Support
12301 Central Ave NE
Suite 205
Blaine, MN 55434

Phone

763-502-0440

e-mail

support@marblesoft.com.

