

SONY

3-753-983-21 (1)

Animation Computer

HB-B7070

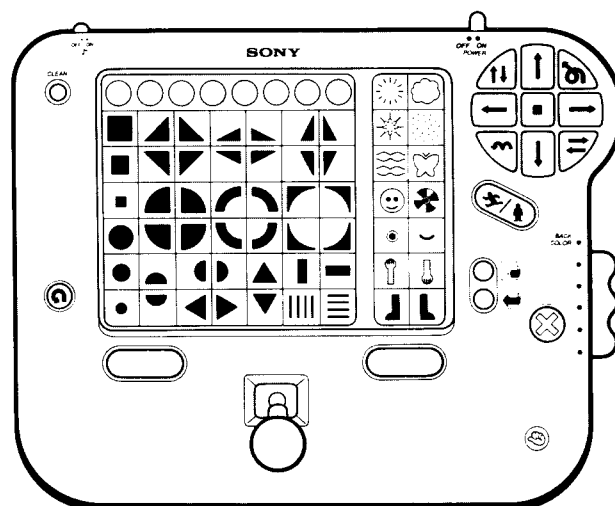
Operating Instructions

IMPORTANT NOTICE TO PARENTS

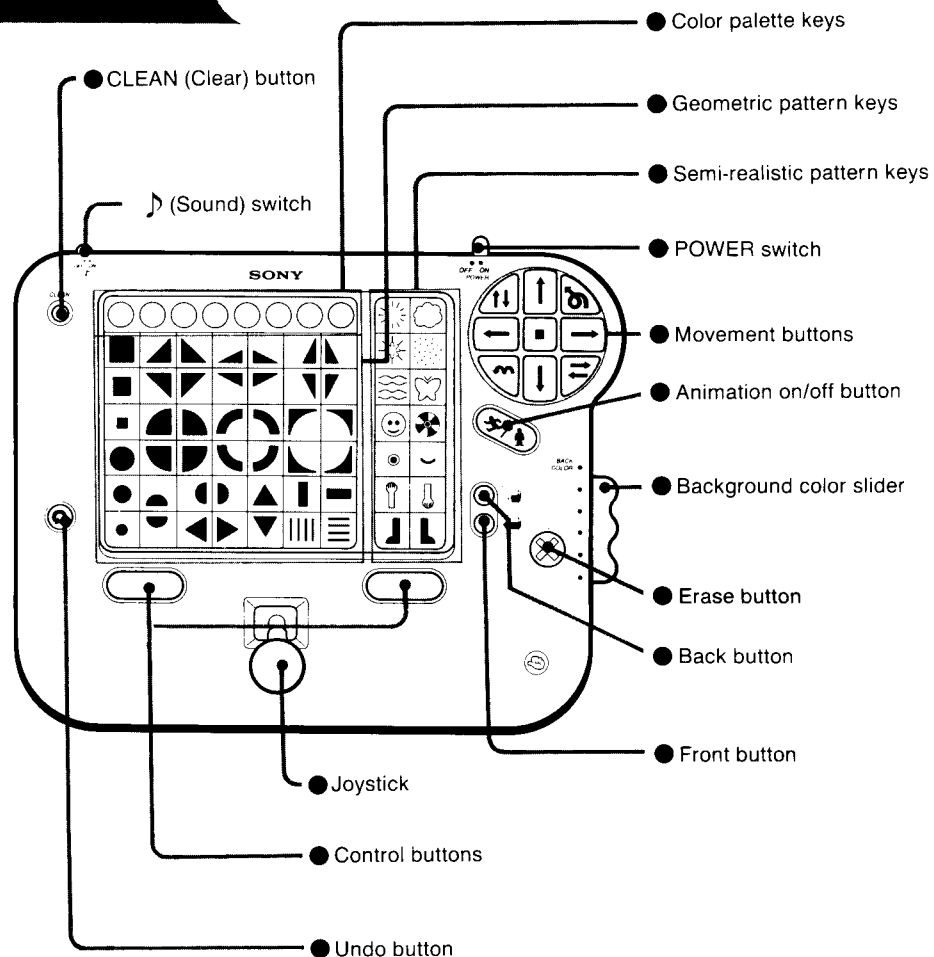
Please read all instructions before allowing children to use this product. Activity book for children is supplied.



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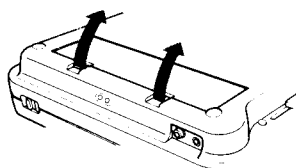


Parts Identification

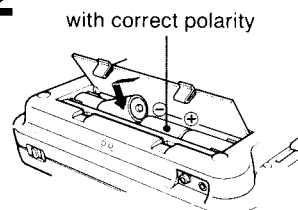


To insert the batteries

1



2



Size D (R20) × 4

- Use 4 size D (R20) batteries (not supplied).
- When replacing the batteries, replace all the batteries with the same kind of batteries.
- Do not recharge the dry cell batteries.
- When the machine will not be used for a long time, remove the batteries to avoid damage caused by battery leakage and corrosion.

When the batteries become weak, the picture will become dark and unclear, the sound will become noisy, or the picture may break up. Replace all the batteries with new ones.

To operate the machine on house current

Use the AC-E60L AC power adaptor (not supplied). To order the AC-E60L, fill out the supplied order form and mail it to the address indicated on the form. You cannot use the AC power adaptor of the Electronic Sketch Pad HB-A5050 or HB-A5000.

Note

Use only the recommended AC power adaptor by Sony: AC-E60L. Polarity of the plugs of other manufacturers may be different.

If the machine is left idle for 10 minutes with POWER set to ON

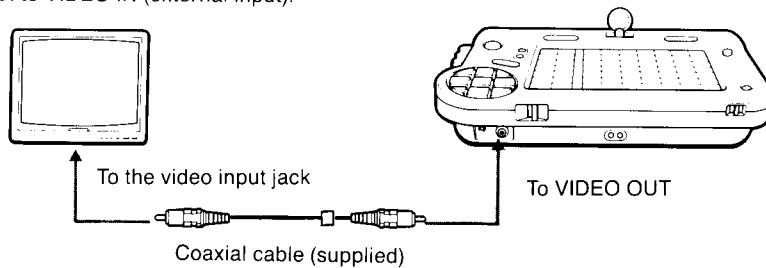
The alarm will beep.
To return the alarm off, press any button or key.

To connect to a TV set

To connect to a TV set with a video input jack

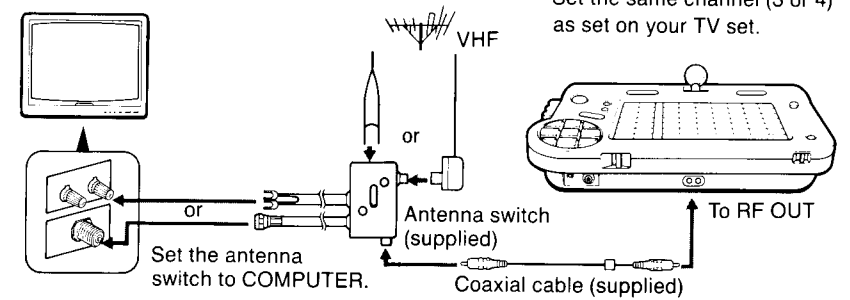
Connect the machine to the video input jack of your TV set.

Set the input selector of your TV set to VIDEO IN (external input).



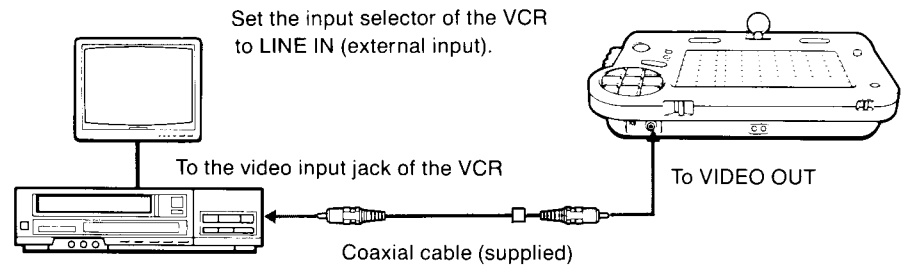
To connect to a TV set without a video input jack

Connect the machine to 75-ohm terminal or 300-ohm terminal of your TV set.



To record your animated picture on a VCR

When the machine is connected to the video input jack of a VCR, you can record the animated picture and the process to make it.



If your VCR does not have a video input jack, refer to the illustration in "To connect to a TV set without a video input jack" for connection.

Note

The connection may differ according to your TV set or VCR. Refer to their operating instructions for details.

To make a picture

1 Set POWER to ON.

- The demonstration animation starts. The demonstration animation shows 6 examples of animation using the most of the functions of this machine, and it gives useful hints for making an animated picture step by step.
- To start making a picture, press any button or key. The pattern or the cursor (→) and Helpman appear on the TV screen. You can interrupt the demonstration animation and start drawing any time.

2 Press the pattern key of the desired shape.

- The pattern appears.
- You can change the color of the geometric patterns by pressing a color palette key.

3 Move the joystick and bring the pattern where you want.

4 Press the control button.

- The pattern is fixed at that position.

Repeat steps 2 to 4.

When you use the same pattern, repeat steps 3 and 4.

What kind of patterns are there?

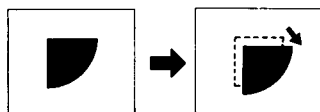
There are two kinds of patterns.

Geometric patterns: 42 patterns for which you can select one of 8 colors by pressing the color palette key

Semi-realistic patterns: 14 patterns which have their own movement (You cannot change the color.)

To move the patterns a little bit

When you want to adjust the position of a pattern, press the same pattern key once more. The pattern slips downward to the right a little bit. (See illustration.)



To put it back, press the same pattern key once more again.

Note

Some patterns cannot border on other patterns and some cannot be placed in the center of another pattern.

To change the background color—Background color slider

Slide the background color slider.

You can change the background color at any time.

(You cannot change the background color of the demonstration animation.)

To turn on the sound—Sound switch

Set the sound switch to ON.

When you press a button or a key, the sound will be heard.

To turn off the sound

Set the sound switch to OFF.

Who is Helpman?

The icon looks like the little man holding a board in the corner of the screen. The board tells you what you are doing.

example 1



You are making a picture.

example 2

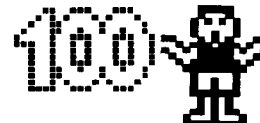


The machine is executing a command.

If "100" appears and Helpman holds up his hands

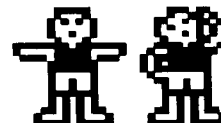
You can use up to 100 patterns on the screen. After you have placed 100 patterns, "100" appears and Helpman holds up his hands. If you want to use other patterns, first erase some of the patterns using the erase button.

You can use any of the buttons and keys other than the pattern keys.



If the screen becomes dark and Helpman starts exercising

If you continuously use the machine for an hour, Helpman exercises for 10 seconds to suggest that you take a rest. During these 10 seconds, the screen is dark and no button or key works. For your eyes' sake, please watch the screen from a distance and it is better to rest after one hour of use.



To erase the patterns — Erase button



To erase the patterns one by one

- 1 Press the erase button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the pattern you want to erase.



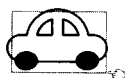
- 3 Press the control button.
The pattern blinks and is erased.

To erase several patterns at one time

- 1 Press the erase button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the upper left of the patterns you want to erase.



- 3 While pressing the control button, move the joystick to bring the cursor to the bottom right so that the patterns you want to erase are enclosed.



- 4 Release the control button.
The enclosed patterns blink and are erased.

To move the cursor (☞) a little bit

When you want to adjust the position of the cursor, press the same button once more.

The cursor slips downward to the right a little bit.

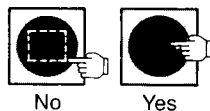
To put it back, press the same button once more again.

(This function also applies to the erase button, the front/back button and the movement buttons.)

Notes on enclosing the patterns

- You do not have to enclose the patterns completely.
It is enough to enclose just a part of the pattern.
- When you enclose the topmost pattern of the patterns that are layered on each other, all the patterns will be enclosed.
If you want to choose only the top pattern, place the cursor on it and press the control button. (See illustration.) Do not enclose it.

If you want to choose only the top pattern...



No

Yes

(These notes also apply to the erase button, the front/back button and the movement buttons.)

To undo the last operation — Undo button



If you want to

- erase the pattern you have just placed
 - bring back the patterns you have erased
 - switch the patterns to the front or the back again
 - cancel the movement you have designated, etc.
- press the undo button.

You can undo only the last operation you did.

To cancel undoing

Press the undo button once more.

To move the patterns behind or in front of other patterns

To move the patterns behind other patterns

— Back button



To move the patterns one by one

- 1 Press the back button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the pattern you want to move behind.



- 3 Press the control button.
The pattern blinks and goes behind.



To move the several patterns at one time

- 1 Press the back button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the upper left of the patterns you want to move behind.



- 3 While pressing the control button, move the joystick and bring the cursor to the bottom right so that the patterns you want to move are enclosed.



- 4 Release the control button.
The enclosed patterns blink and go behind.



To move the patterns in front of other patterns

— Front button



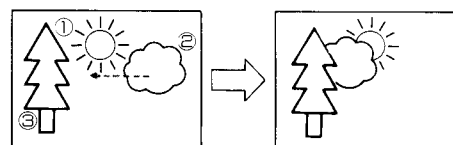
Refer to "To move the patterns behind other patterns".
Press the front button instead of the back button.

Note on "front and back" of the patterns

The last pattern you place comes in front of the previous patterns.

You can find this order of the patterns when you move the picture. (See illustration.)

You made the sun, the cloud and the tree in this order.
And when you move the cloud...



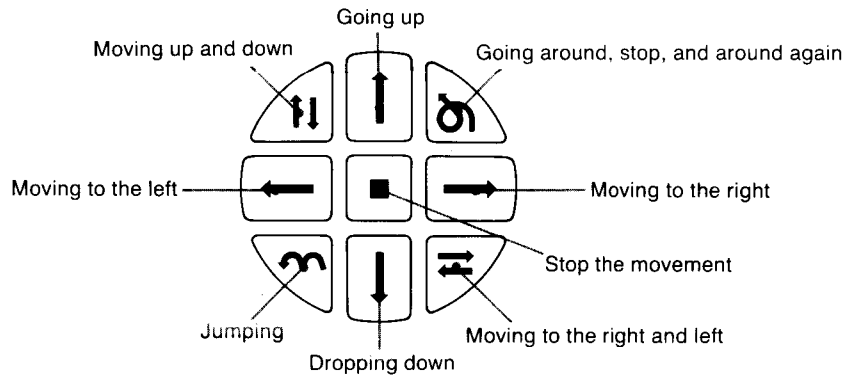
The cloud goes between the sun and the tree.

To animate the picture

To designate the movement — Movement buttons



You can select one of 8 different movements for each pattern or stop the movement.



To animate the patterns one by one

- 1 Press the desired movement button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the pattern you want to animate.



- 3 Press the control button.
The pattern blinks and the movement is designated for the pattern.

To animate several patterns together

- 1 Press the desired movement button.
The cursor (☞) appears.
- 2 Move the joystick and bring the cursor to the upper left of the patterns you want to animate.



- 3 While pressing the control button, move the joystick and bring the cursor to the bottom right so that the patterns you want to animate are enclosed.



- 4 Release the control button.
The enclosed patterns blink and the movement is designated for the patterns.

To animate the picture — Animation on/off button



Press the animation on/off button.

The patterns start moving as designated and the semi-realistic patterns start their own movement.

To stop the animation

Press the animation on/off button once more.

The picture also stops if you press any button or key.

To return the patterns to their starting point

1 Press the animation on/off button to stop the animation.

2 Press the undo button.

Notes

- When you use many patterns, it may take time to execute the functions or the movement of the animation may slow down.
- Be sure to press the buttons or the keys one by one. If you press two buttons or more at the same time or press between the keys, the machine will not work correctly.

To clear patterns — Clear button

CLEAN



Press the clear button.

The patterns will be cleared one at a time.

When you press any button or key during the clearing, all the patterns will disappear at once.

To put back the patterns you have cleared

After all the patterns have disappeared, press the undo button.

When you have cleared the patterns one by one, the patterns come back one by one. When you have cleared them all at once, they all come back together.

Specifications

Power requirements:	6V DC Four Size D (R20) batteries DC IN 6V jack accepts: Sony AC-E60L power adaptor (not supplied)
Battery life:	Sony battery SUM-1 (NS): Approx. 5 hours Sony alkaline battery AN1 (N): Approx. 18 hours
Dimensions:	Approx. 335 × 69 × 265mm (w/h/d) (13¼ × 2¾ × 10½ inches)
Weight:	Approx. 1.4kg (3 lb 1.4 oz) not incl. batteries
Accessories supplied:	Activity book (1) Coaxial cable (1) Antenna switch (1)

Design and specifications subject to change without notice.

WARNING

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.