

Saving and Opening Files

Saving and Opening Files

Kreative Komix™ is organized to make it easy for you or your students to open and save files. With any writing product that is designed for use by younger users one of the most difficult problems is saving and then finding the files that they create.

Kreative Komix™ was designed to solve that problem. When a user logs in for the first time, the program creates a folder specifically for that user. All the scenes, characters, and books you create are saved in that folder. What that means for you as a user is that all your scenes, characters, and books are saved in one place, and when you attempt to open any type of file you will see only the files you created.

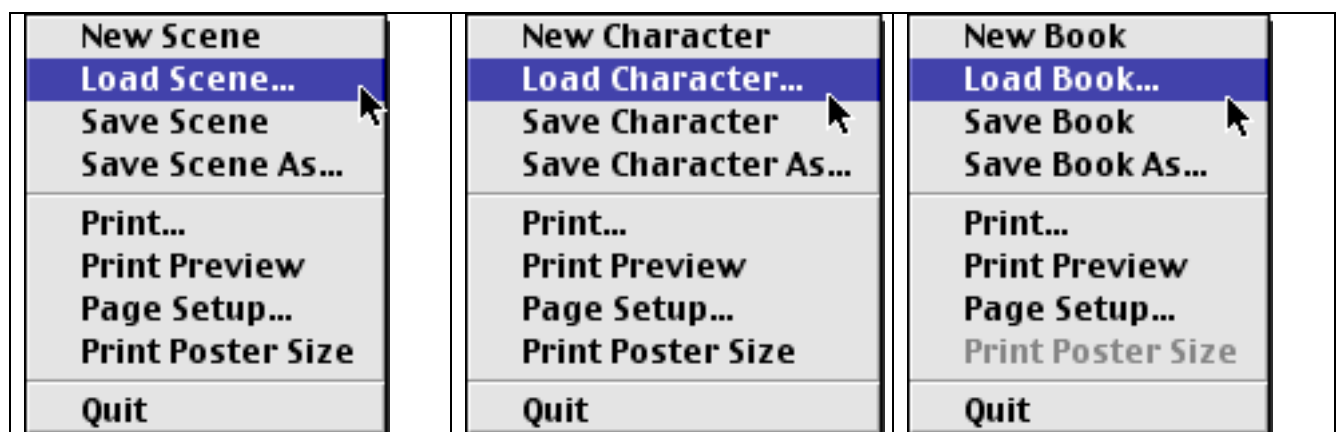
Note: If you want to do shared writing activities, simply create a common log-in for all the users who will be working on the file.

Opening a Scene

To open a file you have previously created, select **Load Scene** from the **File** menu. The **Open** window that pops up lists only those scenes that you saved under your log-in name.

Saving a Scene

To save a scene you are working on, select **Save Scene** from the **File** menu. A “Save” window pops up. Type in a name for the scene, and then click the **Save** button.



Note: The menu changes depending which mode you are in.

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Opening a Character

To open a file you have previously created, first click on the **Character Maker** button. Then, select **Load Character** from the **File** menu. The **Open** window that pops up lists only those characters that you saved under your log-in name.

Saving a Character

To save a Character you are working on, select **Save Character** from the **File** menu. A **Save** window pops up. Type in a name for the scene, and then click the **Save** button.

Opening a Book

To open a file you have previously created, select **Open Book** from the **File** menu. The **Open** window that pops up list only those books that you saved under your log-in name.

Saving a Book

To save a Character you are working on, select **Save Character** from the **File** menu. A **Save** window pops up. Type in a name for the scene, and then click the **Save** button.

Closing a File

To close the file and return to the main menu, select **Close** from the **File** menu, or use the **Cmd-W** keyboard command. The program automatically reminds you to save your work.