

2Do it Yourself FAQ

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Errors

Q: "Run-time error 52: Bad file name or number"

A: Open the "2diy.ini" settings file located where the program is installed, usually C:\Program Files\2Simple Software\2DIY. Check all the *file location settings* (such as VidsLocation , dataPath, soundPath, ClipartLocation, AScodeEgPath) actually refer to paths which exist and are accessible to the program. One cause of this error is if you have installed the program to the server only and then try access it from a workstation, the ini file contain references to a local C or D drive of the server but from the perspective of the workstation it needs to be referred to through a mapped drive such as P: for example.

Q: "Run-time error 339: Component Flash10b.ocx or one of its dependencies not correctly registered..."

A: Go to www.adobe.com and install the latest Flash player. If this does not fix the problem, see http://support.2simpleweb.com/public/docs/general/Playing_swf_files.pdf

Q: "Run-time error 429: ActiveX component can't create object"

A: Un-installing and re-installing the program should fix this, or alternatively run the DLL installer for this program which you can download from www.2simple.com > support > downloads. Additionally, go to www.adobe.com and install Adobe Flash Player.

Q: “2DIY is already running on your computer”

A: This error can occur if you try to start 2DIY but it is already running on your computer.

Tablet PCs: On Tablet PCs, this error can occur even after you have exited 2DIY and try to start it up again. To confirm you have a Tablet PC edition of Windows, right click My Computer and choose Properties. On Tablet PCs, 2DIY remains running in the *processes* tab in the Task Manager even after you have exited the program (it won't show up in the *applications* tab). You can stop the process manually from the Task Manager for a quick workaround, but we recommend the following which will properly fix the problem:

1. Make sure you are using the latest version of 2DIY (currently 1.3.172 as displayed in the bottom right corner of the main launcher window of the program). If you do not have the latest version, contact 2Simple for a download link.
2. Once you have the latest version installed, run the program once and then exit it, to generate the “2diy.ini” file.
3. Open the 2diy.ini file which is by default located in C:\program files\2Simple Software\2DIY. Look for the entry near the bottom “run2DIYStopperOnExit=False” and change “False” to “True”. Save and exit the file, and now try 2DIY again.

ActionScript

Q: Where can I find examples of using Actionscript code with 2DIY?

A: See http://support.2simpleweb.com/public/docs/FAQ/2DIY_ActionScript.pdf

Games

Q: When playing a game activity within my browser, I press a direction key but nothing happens

A: You need to first click with your mouse anywhere within the game, so that it has the "focus". After this, it should be able to respond to the keyboard.

Q: When I drag all 10 suns to the canvas, a sun with a plus appears on the right

A: If you press the sun icon with the plus, 10 additional suns will be generated for you, which you can then drag to the main canvas again (similarly for apples and monsters). The maximum number of objects allowed in the game is 100, although you will probably find the performance will degrade well before this limit is reached.

Q: If I edit any duplicated object its picture goes blank

A: Yes, this is a minor bug with the current version of the program. 2DIY by default shows pictures of suns / apples / baddies so that you know which object is which to start off with. When you start drawing on an object, this default picture will disappear. The same thing happens with duplicated objects because 2DIY still thinks the object is “clean” and has not been edited yet. The workaround for when this issue happens is to go back to the original object which you first edited, right-click and copy the picture and then paste it into the object whose picture blanked out.

Q: I am unable to add text to objects in the games screens

A: It is possible to do this, but after you have finished typing your text within the object picture, you must remember to click elsewhere on the object picture, or select a different painting tool, or press enter, to finalize the text you have added. If you do not do this, the text will be lost. Note that once you have finalized this text in this way, it becomes part of the background graphic, and the only way you can subsequently edit it is to remove the text using the eraser and retype it

General

Q: There are no teacher options when I press ctrl + shift + the letter “o”

A: Correct, there are no teacher options for 2DIY

Q: How do I change a printer?

A: When you click print, the print dialog box appears with the selected printer displayed in grey. If you click on the printer, the grey text becomes a dropdown box and you can select a different printer.

Q: How do I change the default open and save folder ?

A: On other 2Simple programs you would be able to do this via the teacher options. Here you need to edit the "ini" file manually. Make sure 2DIY is closed, then navigate to C:\Program Files\2Simple Software\2DIY and open the file "2diy.ini". Amend the line "WorkingDir=MYDOCS" as required, for example if you want to make P:\ the default folder, amend it to be "WorkingDir=P:\"

Q: How do I upload and embed SWF files online?

A: See http://support.2simpleweb.com/public/docs/general/Playing_swf_files.pdf

Q: I installed Flash Player from www.adobe.com but I still get a flash-related error message

A: See http://support.2simpleweb.com/public/docs/general/Playing_swf_files.pdf

Q: The program does not seem to display correctly on screen

A: You may have large fonts enabled. To disable this, right-click your desktop and choose PROPERTIES > SETTINGS > ADVANCED. In the DPI dropdown, choose "Normal size" rather than "Large size" and click Apply. You may need to restart your machine for the settings to take effect.

Q: Can I use the keyboard only when using 2DIY?

A: To a limited extent, yes. See the Switch Access section of the General FAQ in www.2simple.com > support.

Q: How can I print out work that a child has done?

A: Once a child has created an activity within 2DIY, there is a print button at the top left of the screen which can be used to print out the activity. If you want to print out work that has been done within a particular activity once it has already been started, you need to do this as follows: Save your work as an SWF file (see the user guide for more info on how to do this: www.2simple.com > support > downloads and updates), and then open the SWF file using your web browser (such as Internet Explorer or Firefox). Now at any stage during your use of the activity, you can print from the browser.

Q: The "furry"pen tool is displayed on screen with a normal felttip icon instead?

A: This occurs on screen resolution 800x600. The user guide specifies 1024x768 as the minimum supported resolution for this program. It is possible to remain using 800x600 but then switch to a higher res when running this program – see <http://support.2simpleweb.com/public/docs/general/general.pdf> for more information on switching between screen resolutions.

Q: In Puzzles > Jigsaw, I try change the background colour but nothing happens

A: The background colour can be changed by clicking the button just below the white canvas. Note that the colour change is only shown when you click on the play button (the green triangle).

Q: Any text I add becomes non-editable

A: Text that is added using the text tool in 2DIY remains editable until you press play or save your file, after which it becomes part of the background graphic. If you still want to edit the text at this stage, you will need to remove it with the eraser and then retype the text. Note that while the text is editable, you can also move it, resize it, and recolour it. Text within game objects works slightly differently –see below.

Q: How do I change the text formatting in the Cloze activity

A: You can change the text size using the two "A" buttons at the bottom left of the cloze area. If you want to change the font or colour, the only way is to type the text into a text editor outside of 2DIY (for example Microsoft WordPad). When you are done, select the text, copy it, and paste it (using ctrl+ "v" rather than the paste button) into 2DIY cloze. The "import" button in 2DIY cloze can be used to import text, but it does





















not preserve any text formatting.

Q: In the Placing activity, I cannot get the items to snap back if not placed correctly

A: The “snapBackIfWrong” option (accessible by right-clicking the play button) needs to be set to “true”. Additionally, this option only has any effect when used in the [last 3 Placing activities](#) (this is indicated by a green arrow appearing in the thumbnail for these 3 activities). This setting is ignored in the first 3 activities.

Q: Please provide descriptions of each animation

A: These animations are accessible from MultiDrag, Placing, and all games except Catching.

	No animation
	Move left
	Move right
	Move up
	Move down
	Rock
	Spin anticlockwise
	Spin clockwise
	Walk left
	Walk right
	Fade (multidrag, placing)
	Roll right (multidrag, placing)
	Grow
	Oscillate horizontally
	Oscillate vertically
	Random (monsters)
	Chase (monsters)
	Flip horizontally (apples and suns)
	Flip vertically (apples and suns)
	Add actionscript code

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