ImageMixer

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# Introduction About This Manual

## General notes

- This manual is an HTML document which explains the functions of ImageMixer Ver.1.5 for Sony (henceforth, 'ImageMixer').
  This manual does not explain the basics of Windows or Macintosh operating systems. Basic operations, such as working with individual windows, are based on general usage of Windows and Macintosh.
- Screenshots may differ slightly depending on each company's bundling of this product.
- Most screenshots currently used in this manual relate to the Windows version. The screenshots for Windows and Macintosh differ slightly. Moreover, images may vary according to monitor specifications.
- Due to the fact that the most recent information related to this software has not been added to the manual, please consult the Read Me file, included on the CD-ROM.

## Using this manual

This manual explains all ImageMixer's many functions. Any item can be referenced by clicking the menu (table of contents) displayed on left-hand side of the screen.

- Blue text indicates a link. Clicking it will display the relevant item.Once that item has been displayed, the link will appear in purple text.
- The end of the page can be referenced by clicking .
- The beginning of the page can be referenced by clicking .
- The preceding page (or preceding item) can be referenced by clicking .
- The following page (or following item) can be referenced by clicking .
- Issues of particular importance are indicated in red text. Please read them carefully.

## Homepage

The latest information on ImageMixer can be found on our home page:

http://www.ImageMixer.com/

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# Introduction Read Carefully

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ImageMixer

Introduction

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# 1-1 System Requirements

In order for ImageMixer to work correctly, your computer must meet the following minimum system requirements. Please confirm that your computer system meets these requirements before installing ImageMixer.

## Windows

| | |
|---|---|
| OS | Microsoft ® Windows ® 98/Windows ® 98 Second Edition/Windows ® Millennium Edition/Windows ® 2000 Professional/Windows ® XP Home Edition/Windows ® XP Professional (IBM PC/AT compatible)<br><br>(In Windows ® 98 and Windows ® 98 Second Edition, DV (IEEE1394) capturing is not supported. In Windows ® 98, USB capturing is not supported) |
| CPU | Intel MMX ® Pentium ® 200MHz or faster. (Pentium ® III 500MHz or faster for capturing a movie via USB or IEEE1394. Pentium ® III 800MHz or faster is recommended.) |
| Software | DirectX 8.0a or later |
| Sound | 16-bit stereo sound card with stereo speakers |
| Memory | 64MB or more (128MB or more is recommended) |
| Hard Disk | Approx. 250MB for program, 1GB or more of free space recommended for work space<br><br>However, when creating discs or disc images in video disc creation mode, you must have available space 3 times or more that of the disc to be created. |
| Graphics | 4MB or more of VRAM, minimum of 800x600 at 16-bit hi-color (65,000 colors); Direct Draw driver compatible<br>ImageMixer will not run correctly in a screen area of less than 800 x 600, or in less than 256 colors. |
| Other | DirectX must be installed.<br><br>If the standard Windows fonts are not installed on the system, characters will not be displayed correctly.<br><br>To install and use this software in Windows ® 2000 you must be authorized as a Power User or Administrator; for Windows ® XP you must be authorized as an Administrator. |

## Macintosh

| | |
|---|---|
| OS | Mac OS 8.5.1 or later (Mac OS X is not compatible)<br>Mac OS 8.6 or above is required for creating a disc image in the Video Disc Environment. |
| CPU | iMac, eMac, iBook, PowerBookG3/G4, PowerMacG4 series (G3 233MHz or better) |
| Memory | 96MB or more (128MB or more is recommended) |
| Hard Disk | Approx. 200MB for program, 1GB or more of free space recommended for work space.<br><br>However, when creating disc images in video disc creation mode, you must have available space 3 times or more that of the disc to be created. |
| Graphics | Minimum of 800x600 (32,000 colors)<br>ImageMixer will not run correctly in a screen area of less than 800 x 600, or in less than 256 colors. |
| Other | Pre-installed QuickTime 4 or later.<br><br>To create a video disc, you will also need to have an environment that can run a recording device and the writing software Roxio's Toast.<br><br>USB or IEEE1394 capturing is not available with Macintosh. |

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# 1-2 Uninstalling

## Windows

1. **From the Start menu, point to settings 'Settings' and open the 'Control Panel.'**
2. **Double-click the [Add/Remove Programs] icon.**
   The Add/Remove Programs property dialog box is displayed.
3. **Select ImageMixer from the list of programs and click the [Add/Remove] button.**
4. **Select the language of the currently installed version of ImageMixer and click [OK].**
   The uninstall process begins.
5. **When the dialog box says 'uninstall successfully completed,' click the [OK] button.**
   In some cases captured files may remain after the uninstall process is completed. To delete all ImageMixer information, delete the Program Files >Pixela > ImageMixer folder.

## Macintosh

1. **Drag the following folder to the Trash: 'System Folder: Preferences: IM Default Settings, ImageMixerPreferencesFile, IMx_VCDSPreferenceFolder, IMx_VCDS.prf '.**
2. **Drag the 'ImageMixer' folder from the HDD to the Trash.**

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# 1-3-1 Basic Operations

## Starting ImageMixer

### Windows

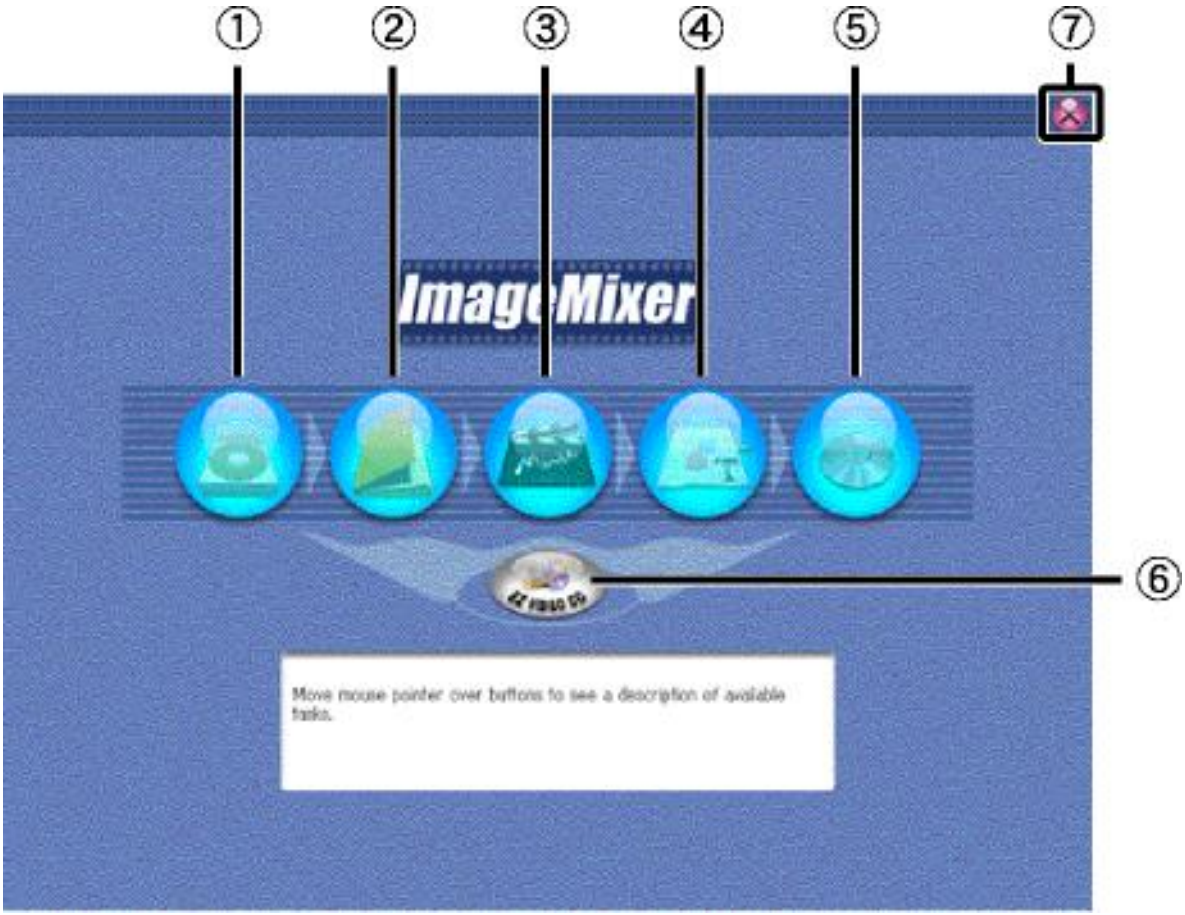
ImageMixer can be started by clicking on the Start Menu and pointing to Programs>Pixela>ImageMixer>ImageMixer Ver.1.5. for Sony
If a shortcut icon for ImageMixer was created at installation, an icon will be displayed on the desktop (see the example at right). Double-clicking this icon will also start ImageMixer.
Additionally, you can refer to this manual by selecting Start>Programs>Pixela>ImageMixer>Help.

### Macintosh

ImageMixer is started by double-clicking the ImageMixer icon (created during installation) in the ImageMixer folder on the HDD.

## ImageMixer startup screen (The Main Selector)

The first window displayed when ImageMixer is started is called the Main Selector.




| | | |
|---|---|---|
| ① | Capture Environment button | Click to begin tasks related to capturing media files. |
| ② | Album Environment button | Click to begin tasks related to albums. |
| ③ | Movie Editing Environment button | Click to begin tasks related to editing movie files. |
| ④ | Layout Environment button | Click to begin tasks related to graphic layouts. |
| ⑤ | Video Disc Environment button | Click to begin tasks related to video disc. |
| ⑥ | Easy Video CD start button | Click to begin tasks related to the ImageMixer Easy Video CD. |
| ⑦ | Exit button | Click to exit ImageMixer. |

## Outline of tasks

**Tasks related to capturing media files (Capture Environment)**

ImageMixer allows you to select which existing media you want to work with and import files from a memory card, such as one which is inserted in a digital camera connected to your computer. You can also record sound from audio CDs or by using a microphone. Capturing still shots or entire scenes from a digital movie camera is also easy with ImageMixer. You can then use the main screen to confirm these operations by double clicking the appropriate thumbnail and easily add media files to existing albums.

**Tasks related to albums (Album Environment)**

Albums help you organize media files to be used with ImageMixer. Available tasks include viewing still images and movies, running slide shows, displaying information related to individual files, performing file searches, and sorting files according to specific criteria. Using albums also means that you only need manage those files that serve the purposes you define.

**Tasks related to editing movie files (Movie Editing Environment)**

ImageMixer is a powerful application when it comes to editing movie files. To create professional quality movies, you can cut scenes, superimpose sound, add transition effects, and make custom tiles appear in specific places in the media stream. Also, since ImageMixer saves movie files in MPEG1 format, there is no degradation of image quality, since unedited portions do not need to be rewritten to disk.

**Tasks related to graphic layouts (Layout Environment)**

Creating customized labels for video cassettes, floppy disks, and other items is a snap with ImageMixer, as is designing other two-dimensional images. You can also choose from a wide variety of designing tools, such as those related to colors, text manipulation, shapes and textures.

**Tasks related to editing still pictures (Image Editor)**

Unlike conventional photographs, digital images can be altered in a variety of ways with ImageMixer, including applying masks to certain sections of an image, adding filters, changing background composition, etc.

**Tasks related to video disk (Video Disc Environment)**

You can create Video CDs with a slideshow format conforming to Video CD Ver 2.0 standards. The system has playback control functions that allow you to change the playback order using the menu, and supports playback of still images.

**ImageMixer Easy Video CD (Windows only)**

You can create Video CDs directly from digital movie camera images. The wizard format makes it easy to operate.

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# 1-3-2 Basic Operations

## Selector Bar

The buttons located on this bar control the desired working environment and general actions associated with the current environment.

| | | |
|---|---|---|
| ① | Capture Environment button | Click to begin tasks related to capturing media files. |
| ② | Album Environment button | Click to begin tasks related to albums. |
| ③ | Movie Environment button | Click to begin tasks related to editing movie files. |
| ④ | Layout Environment button | Click to begin tasks related to graphic layouts. |
| ⑤ | Video Disc Creation button | Click to begin tasks related to video disc. |
| ⑥ | Minimize button | Click to minimize the ImageMixer application window and display it in the task bar. (Windows only) |
| ⑦ | Help button | Click to bring up this manual and get help using ImageMixer. (Windows only) |
| ⑧ | Preferences button | Click to confirm or make changes to settings related to the currently selected mode. |
| ⑨ | Exit button | Click to exit ImageMixer. |

## Status Bar

The bottom part of ImageMixer's application window is called the 'Status Bar.' When the mouse pointer is placed over an object, an explanation of its function is displayed in the Status Bar.

## Exiting ImageMixer

Clicking the Exit button on either the [Main Selector] or the [Selector Bar] will close the ImageMixer application.

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# 1-3-3 Basic Operations

## Basic operations in ImageMixer

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### Selecting an album

Once you select the album you want to work with, its icon turns bright yellow, so you are able to easily distinguish which album is currently active.

### Selecting thumbnails

Thumbnails may be selected in a variety of ways.

- **Selecting one thumbnail**
  Click to select.
- **Selecting a series of thumbnails**
  Click the first thumbnail in the series, hold down the 'Shift' key, and then click the last thumbnail of the series.
- **Selecting only individual thumbnails**
  In Windows, click the thumbnails of your choice while holding down the 'Ctrl' key. In Macintosh, use the 'Command' key.
- **Selecting all thumbnails currently displayed**
  In Windows, hold down the 'Ctrl' key and press 'A.' In Macintosh, hold down the 'Command' key and press 'A.'

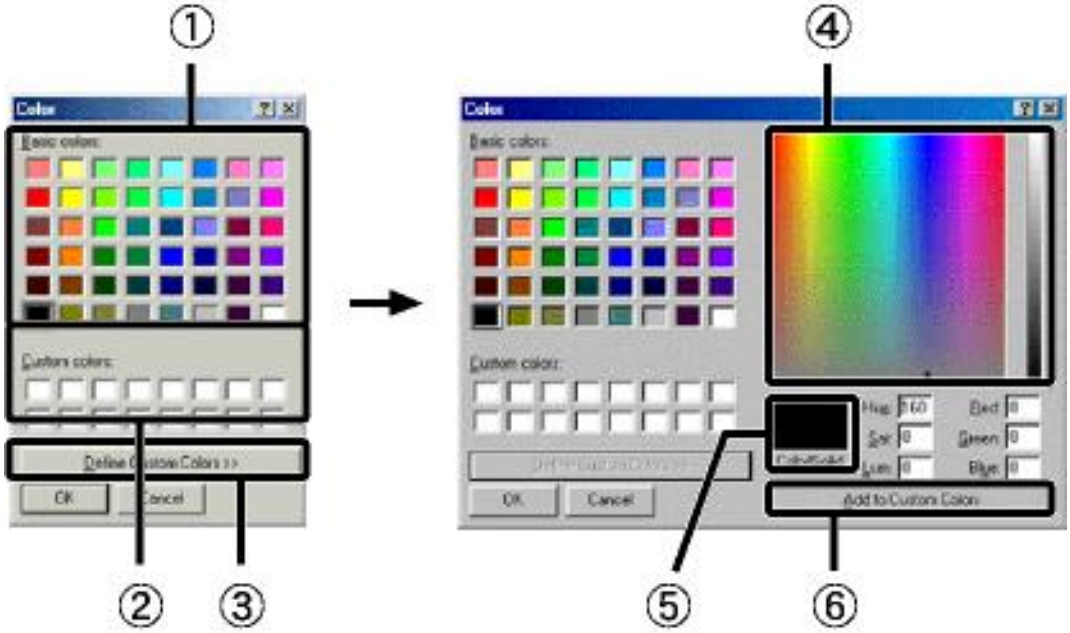
### Selecting objects

Objects in a certain layout may be selected in a variety of ways.

- **Selecting one object**
  Click to select.
- **Selecting only individual objects**
  In Windows, click the objects of your choice while holding down the 'Ctrl' key. In Macintosh, use the 'Command' key.
- **Selecting all objects in the layout**
  In Windows, hold down the 'Ctrl' key and press 'A.' In Macintosh, hold down the 'Command' key and press 'A.'
- **Canceling object selection**
  Click anywhere in the layout there is no object.

### Selecting a color in Windows (See below for Macintosh.)

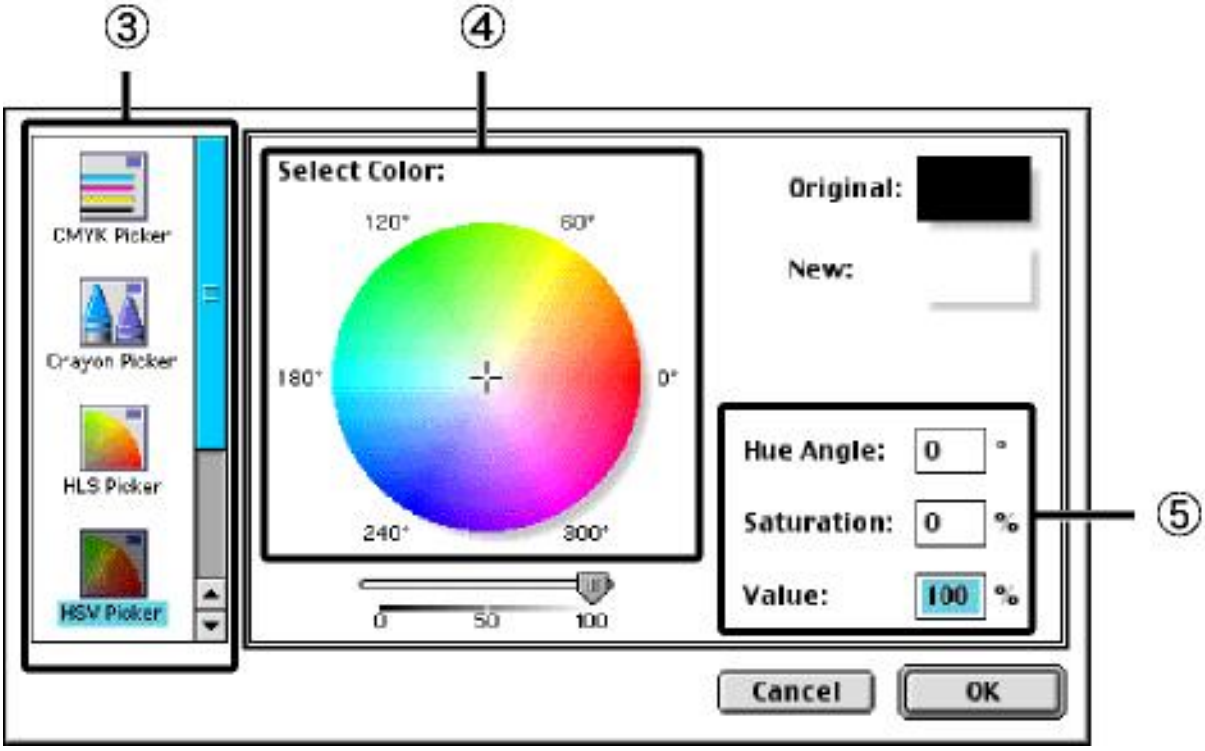
When selecting a color, the following dialog boxes are displayed.




| | |
|---|---|
| ① | Click the color you wish to work with. |
| ② | User-defined colors are displayed in ④ . Click the color you wish to work with. |
| ③ | Click to display ④ ⑤ and ⑥ . |
| ④ | A user-defined color can be created by clicking an area in the color spectrum or by inputting digits. |
| ⑤ | The color currently specified in ④ ① or ② is displayed here. |
| ⑥ | Click this button to add the color currently specified in ④ to ② . Once any color on the basic color palette or the custom color palette has been selected, the selected color will be displayed in ④ . |

## Selecting a color in Macintosh

The following color select dialog boxes are displayed by double-clicking ① . A color can be selected in the currently displayed color palette by clicking ② .




| | |
|---|---|
| ③ | Click the color palette type you wish to work with. |
| ④ | Click an area in the color spectrum to specify a color. |
| ⑤ | Input digits to specify a color. |

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# 1-4 Basic Terms

## Basic terms used in ImageMixer

### IEEE1394

Also called 'I Triple E 1394,' this interface is best known for facilitating very fast data transfer speeds (up to 400Mbps). It is used primarily as an output interface (DV connector) for digital video cameras or hard disk drives. Other names for this interface include i.LINK (in Windows), and FireWire (in Macintosh).

### MPEG

MPEG stands for Moving Picture Experts Group. MPEG is an international data compression format for digital movies and Hi-Fi audio. MPEG-1 is the approved format for Video CDs, and its brilliant audio/video quality is comparable to that of VHS videotape. MPEG movies are stored as smaller files than DV (digital video) movies of the same length, making it the standard movie format for Internet-related activities. The MPEG-2 format also creates high quality images, but is used primarily for DVDs and Digital Satellite Broadcasting.

### Exif

Based originally on JPEG and TIFF file types, this format is used for still pictures taken with digital cameras. Exif files contain detailed information (such as the date/time the photo was taken, image size, shutter speed, etc.) on individual pictures.

### MAPI

This is an acronym for "Messaging Application Programming Interface." It is the standard API (application programming interface) specification recommended by Microsoft for e-mail related activities. Usually, without MAPI, application software is unable to share data with other applications. (This would mean, for example, that ImageMixer would only be able to exchange data within itself.) In ImageMixer, MAPI acts as a sort of bridge between the ImageMixer application and your e-mail software. When MAPI compatible e-mail software is used, layouts created in ImageMixer can be sent via e-mail directly from the ImageMixer user interface.
MAPI compatible e-mail software includes Microsoft Outlook Express, Microsoft Exchange, Microsoft Outlook 97/2000, Eudora Pro, and others. Questions regarding the MAPI compatibility of your e-mail software should be addressed to the manufacturer.

**When using Outlook Express**

Depending on the version, you may need to set Outlook Express as the standard MAPI client.
Consult the Outlook Express user manual for instructions on MAPI client settings.

### Capture

This refers to activities related to bringing in still pictures and movie files from sources such as disks, cameras connected directly to your computer, and existing media, as would be the case in selecting and

saving a single frame from a movie file. Capturing is also a term used in ImageMixer to refer to the recording of sound, from audio CDs or through a microphone, as well as moving images via a video camera connected directly to your computer.

### Thumbnails

Thumbnails are small graphic representations of files which have been added to a particular album. They are linked not only to the file on your computer, but also to information pertaining to that file, such as name, size, save directory, etc. Windows users might think of a thumbnail as a 'shortcut,' and Mac users may make a relationship to the term 'alias.'

### Source files

Once movies, still pictures and sounds are added to the yellow albums, they become album files. All the information pertaining to album files is linked to their thumbnails.

### Album files

Source files refer to the media stored on your computer. As opposed to album files or thumbnails, they can be considered the 'original' data files.

### Trimming

This task refers to getting rid of unnecessary portions of an object.

### Transition

The point at which one movie scene ends and another one begins is called a transition.

### Templates

Upon installing ImageMixer, you will have a number of pre-designed pictures which you may like to use as backgrounds for your own layouts. These are called templates, and they may be accessed by clicking the [Templates] button.

Templates can neither be changed in size, nor edited.

### Custom templates

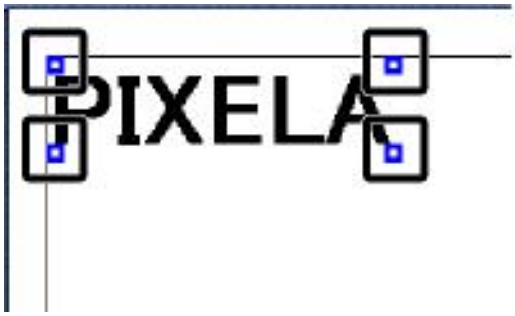
ImageMixer lets you save your own designs for use as backgrounds in future layouts. They may be accessed by clicking the [Custom Templates] button.

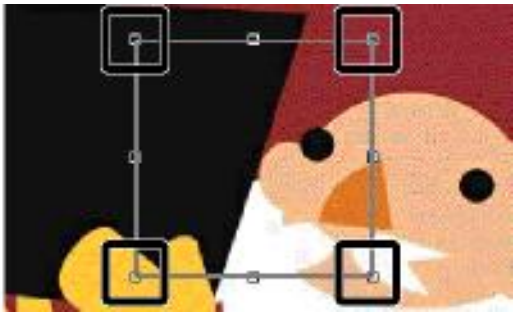
### Object

Figures, images, and text arranged in layouts are called objects.

### Control point

Once an object in a particular layout is selected, the four corners surrounding the object are displayed as control points.  They can be dragged to change the size the object.



Control points are displayed slightly differently in Windows and Macintosh.

## Blocks

Blocks are the square areas which surround the control points.

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ImageMixer

Introduction

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Chapter 2 Capture Environment

- Capture Environment
  - Opening Capture Environment
  - Capture window
- Capture Tasks
  - Import file mode display
  - Importing files
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  - Digital camera import display
  - Importing files from a digital camera
  - Preferences
- Audio CD Recording Mode
  - Control panel
  - Caution
  - Recording music files
  - Troubleshooting
  - Preferences
- Sound Recording Mode
  - Control panel
  - Recording sound files
  - Recording sound files while previewing movie images
  - Troubleshooting
  - Preferences
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  - Connection status
  - DV cassette indication
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Chapter 3 Album Environment

Chapter 4 Movie Editing Environment

Chapter 5 Layout Environment

Chapter 6 Image Editor

Chapter 7 Video Disc Environment

Chapter 8 ImageMixer Easy Video CD (Win)

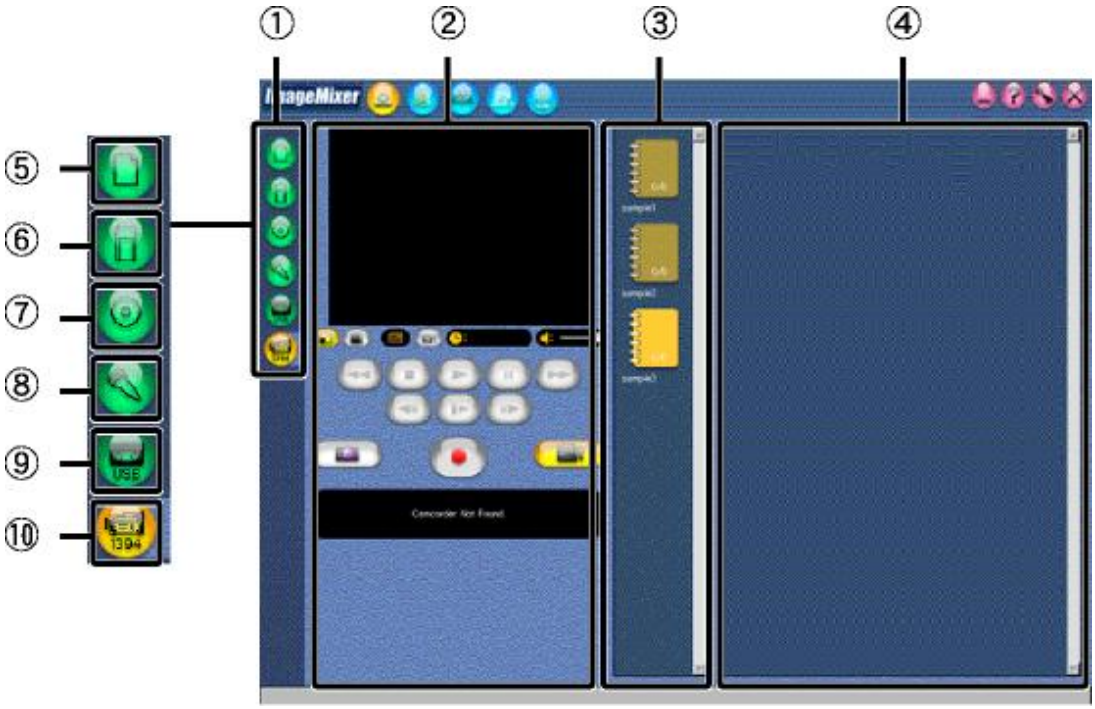
# 2-1 Capture Environment

ImageMixer allows you to select which existing media you want to work with and import files from a memory card, such as one which is inserted in a digital camera connected to your computer. You can also record sound from audio CDs or by using a microphone. Capturing still shots or entire scenes from a digital movie camera is also easy with ImageMixer. You can then use the main screen to confirm these operations by double clicking the appropriate thumbnail and easily add media files to existing albums.

## Opening Capture Environment

1. **Open ImageMixer.**
2. **Click the [Capture Environment]** **button on the Main Selector.**
3. **Click the Capture Mode Selector button which corresponds to the task you wish to perform.**
   The selected mode is displayed.

## Capture window




| | | |
|---|---|---|
| ① | Capture mode selector | Click either ⑤ ⑥ ⑦ ⑧ ⑨ or ⑩ , depending on the method by which you wish to bring in media. |
| ② | Control panel | This section changes depending on the mode selected. |
| ③ | Album list window | Albums are displayed in a list. |
| ④ | Thumbnail list window | Depending on the capture mode selected, album file thumbnails are displayed in a list. |

| | | |
|---|---|---|
| ⑤ | Import File Mode button | Click to start import file mode. |
| ⑥ | Digital Camera Import Mode button | Click to start digital camera import mode. |
| ⑦ | CD Recording Mode button | Click to start CD recording mode. |
| ⑧ | Sound Recording Mode button | Click to start sound recording mode. |
| ⑨ | USB Device Capture Mode button | Click to start USB device capture mode. (Windows only) |
| ⑩ | DV Camcorder Capture Mode button | Click to start DV camcorder capture mode. (Windows only) |

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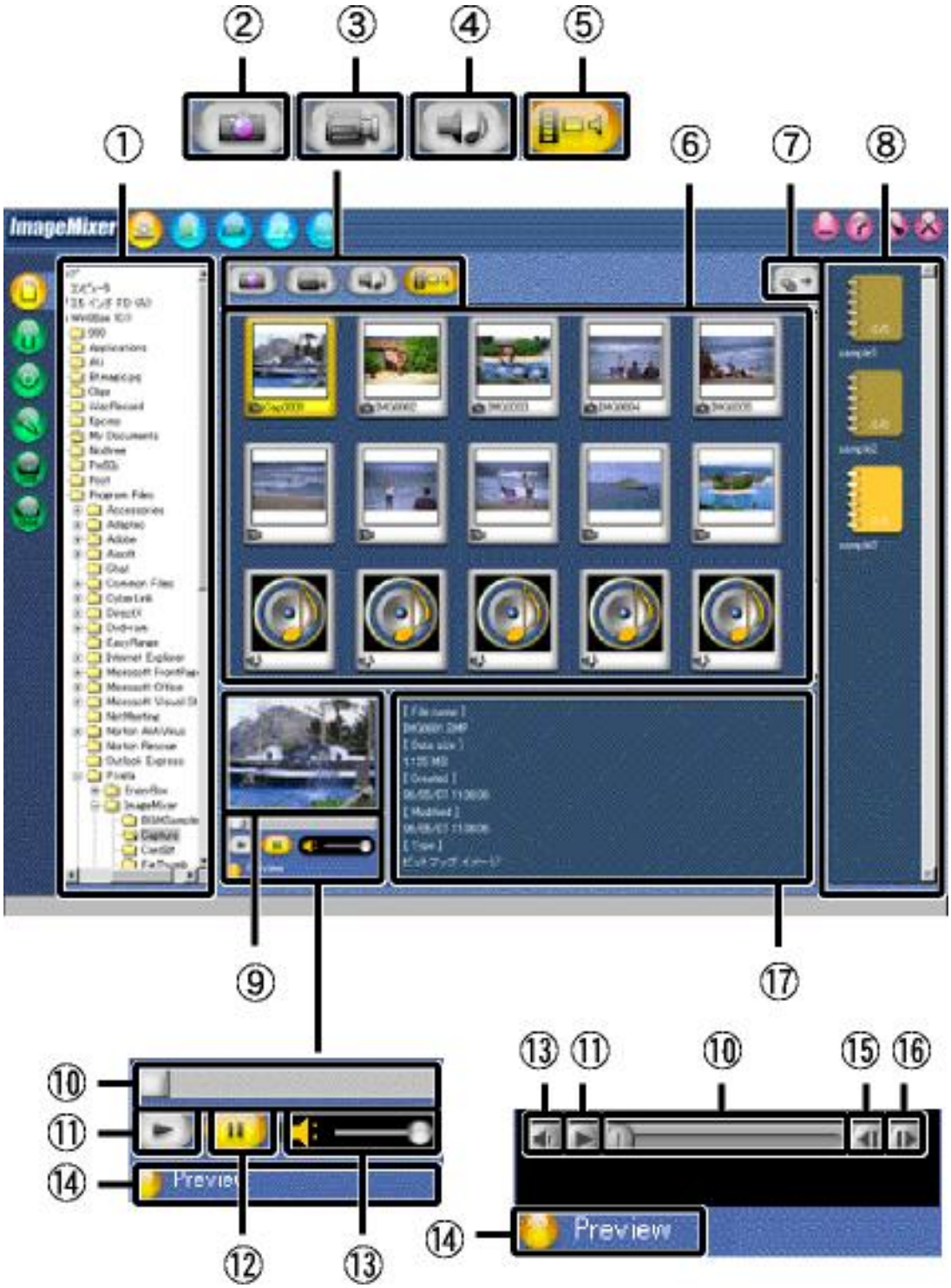
# 2-2-1 Capture Tasks

ImageMixer allows you to "drag and drop" media (still pictures, movies, and sound files) straight from disks on your computer into albums of your choice.

## Import file mode display



⑩ ⑪ ⑫ ⑬ ⑭ ⑮ and ⑯ are displayed only when the displayed thumbnails are not those related to still pictures.

| | | |
|---|---|---|
| ① | Folder list window | Folders in the HDD and removable disks are displayed here in a format which is similar to that of Explorer in Windows. In Macintosh, this window resembles the Finder. |
| ② | Still Picture File Display button | Click to display only thumbnails of still picture files in the selected folder. |
| ③ | Movie File Display button | Click to display only thumbnails of movie files in the selected folder. |
| ④ | Sound File Display button | Click to display only thumbnails of sound files in the selected folder. |
| ⑤ | Display All Files button | Click to display thumbnails of all media files in the selected folder. |
| ⑥ | Thumbnail list window | Here you can see thumbnails of those files in the selected folder that can be added to albums. They appear according to the file type(s) sorted by selecting one of the following buttons: ② ③ ④ or ⑤ . |
| ⑦ | Capture button | Click to add the selected thumbnail(s) to the album currently selected in the album list window. |
| ⑧ | Album list window | Albums are displayed in a list. |
| ⑨ | Preview window | Displays a preview of the source file and provides detailed file information. In the case of movie files, the entire movie can be previewed in this window. The preview window is not displayed when a sound file thumbnail is selected. |
| ⑩ | Play position slider | A single fame and its position in the movie can be previewed by dragging the slider. This is not displayed when a still picture is selected. |
| ⑪ | Play button | Begins playback of the currently selected movie. |
| ⑫ | Pause button | Pauses playback. |
| ⑬ | Volume control | In Windows, adjust the volume by dragging the slider. In Macintosh, click to display a vertical volume slider. Adjust the volume by dragging the slider up or down. |

| | | |
|---|---|---|
| ⑭ | Preview ON/OFF button | Switches the preview display on or off. |
| ⑮ | Single Frame Rewind button | Rewinds the movie frame by frame. (Macintosh only) |
| ⑯ | Single Frame Advance button | Advances the movie frame by frame. (Macintosh only) |
| ⑰ | Information Display button | Displays detailed information pertaining to the selected file. |

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# 2-2-2 Capture Tasks

## Importing files

1. **Select a disk/volume or folder from the folder list window.**
   Media files existing in a particular disk/volume or folder displayed in the folder list window can be added to albums. They appear as thumbnails in the thumbnail list window. In Windows, click ⊞ to open disks or folders and click ⊟ to close them. In Macintosh, click ▷ to open volumes or folders and click ▽ to close them.

2. **Select an album of your choice from the album list window**.
   This will be the album into which you will import files.

3. **Select a thumbnail from the thumbnail list window.**
   More than one thumbnail may be selected at a time.

4. **Click the [Import]** **button.**
   The source file of the thumbnail selected in step 3 is added to the album selected in step 2. At this point, a copy of the source file is created and saved into the directory designated in the Capturing/Recording Preferences.
   Files can also be imported by dragging and dropping thumbnails from the thumbnail list window into the desired album. See below.

In Macintosh, it may be impossible to create thumbnails for files which cannot be opened by QuickTime Player. Also, since Macintosh recognizes files by their contents rather than file extensions, some files may be added as certain file type which is not in accordance with their file extension.

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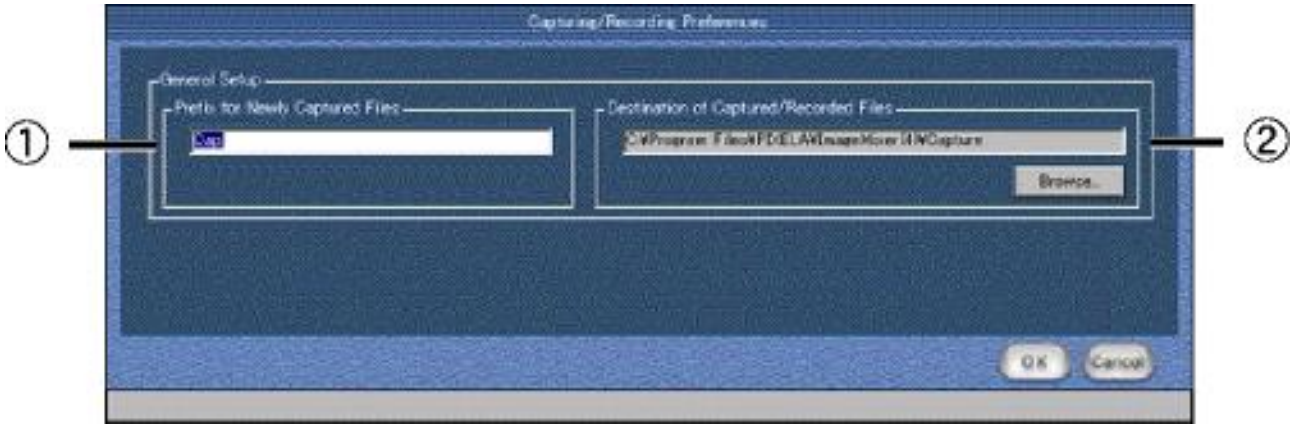
# 2-2-3 Capture Preferences

Sets the settings related to capture mode.

## Preference window

Check that the Capture Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| ① | Prefix for Newly Captured Files |
|---|---|
| Input and set the prefix for names used for capture files.<br>For example, if you input "ABC," then the file names will be, in order of capture, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which the file will be saved in capture mode.<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |

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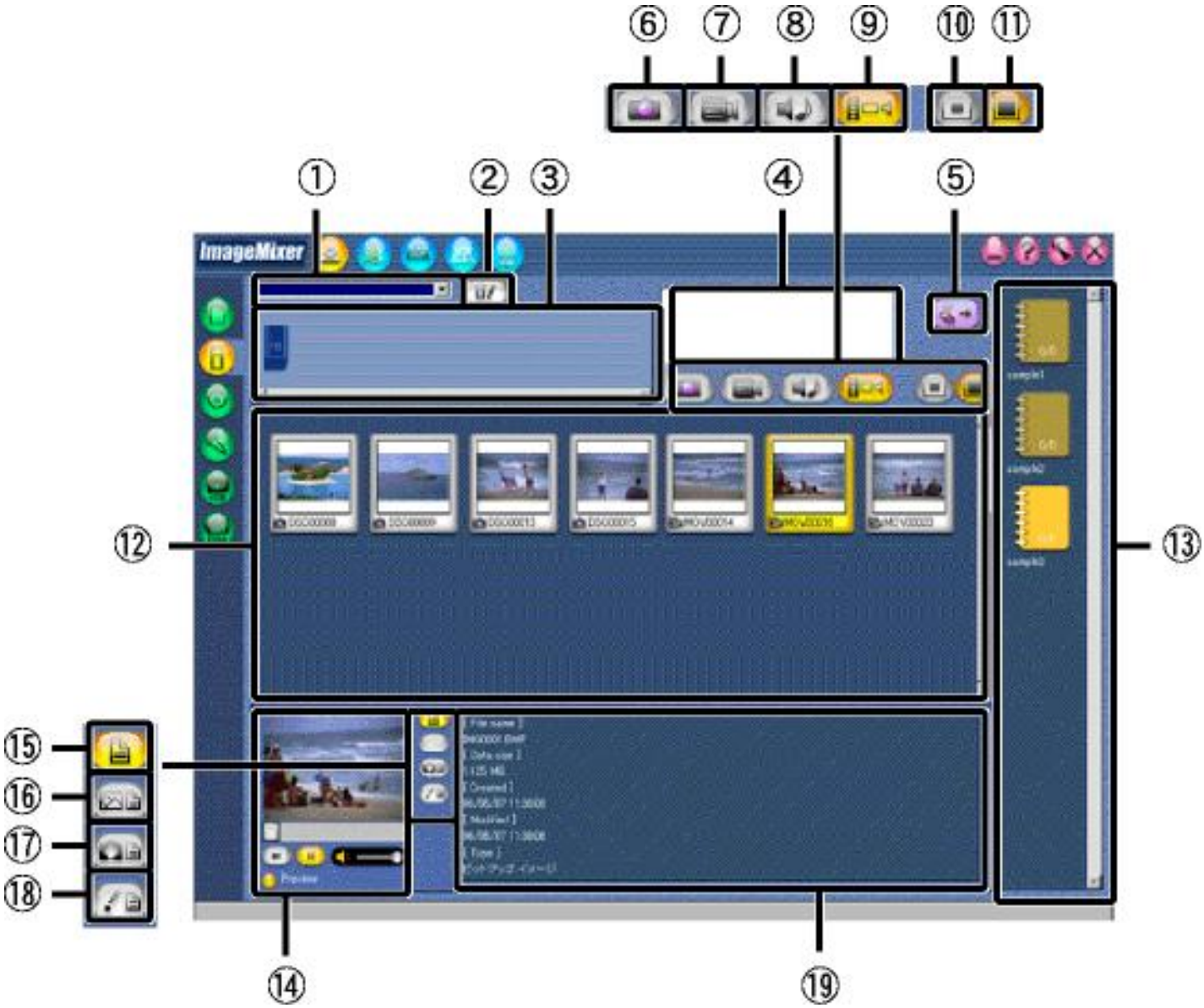
# 2-3-1 Digital Camera Import Mode

This mode allows you to import files from digital cameras and memory card reader devices.

This is possible when a removable disk is mounted.

## Digital camera import display



| | | |
|---|---|---|
| ① | Select memory card menu | Digital cameras and memory cards connected directly to the PC are displayed in a list. |
| ② | Refresh button | Click to refresh the reading of data from the source currently selected in ③ . |
| ③ | Memory card list window | Available memory cards and similarly formatted sources are displayed here. |
| ④ | Comment input pane | This pane allows you to add personalized comments which relate directly to individual files, which later may be added to albums. |
| ⑤ | Import button | Click to copy the source files of the selected thumbnails to the save location, and add them to the selected album. |
| ⑥ | Still Picture Display button | Click to display only thumbnails of still picture files stored on the selected memory card. |
| ⑦ | Movie Display button | Click to display only thumbnails of movie files stored on the selected memory card. |
| ⑧ | Sound File display button | Click to display only thumbnails of sound files stored on the selected memory card. |
| ⑨ | Display All button | Click to display thumbnails of all media stored on the selected memory card. |
| ⑩ | Small Thumbnail button | Click to display small thumbnails in the thumbnail list window. |
| ⑪ | Large Thumbnail button | Click to display large size thumbnails in the thumbnail list window. |
| ⑫ | Thumbnail list window | Here you can see thumbnails of those files stored on the memory card selected in ③ and which can be added to albums. They appear according to the file types sorted by selecting one of the following buttons: ⑥ ⑦ ⑧ or ⑨ . |
| ⑬ | Album list window | Albums are displayed in a list. |
| ⑭ | Preview window | Refer to file capture mode |
| ⑮ | Information Display button | Displays information pertaining to the selected file. |
| ⑯ | Exif File Information Display button | Displays file information pertaining to the selected Exif file. |
| ⑰ | Exif Device Information Display button | Displays Exif camera information pertaining to the selected file. |

| | | |
|---|---|---|
| ⑱ | Exif Photo Information Display button | Displays photo information pertaining to the selected Exif file. |
| ⑲ | Information display panel | Displays file information depending on which of the following buttons is currently active: ⑮ ⑰ ⑯ or ⑱ . |

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# 2-3-2 Digital Camera Import Mode

## Importing files from a digital camera

Files from a digital camera memory card or removable disk may be imported as follows:

1. **Select a digital camera from the menu.**
   Memory cards and sources with digital camera memory card formatting are displayed in the memory card list window.

2. **Select a source from the memory card list window.**
   Thumbnails of the files in the selected source are displayed in the thumbnail list window.

3. **Select a thumbnail from the thumbnail list window.**

4. **Comments for individual files may be added in the comment input pane.**

5. **Select a destination album from the album list window.**

6. **Click the [Import]** **button.**
   The source file of the thumbnail selected in step 3 is added to the album selected in step 5. At this point, a copy of the source file is created and saved into the directory designated in the Capturing/Recording Preferences.
   Files can also be imported by dragging and dropping thumbnails from the thumbnail list window into the desired album. See below.

Vertically oriented pictures are usually saved horizontally, though Exif files will contain information to the effect that the picture was taken vertically. ImageMixer creates vertical thumbnails for those files in accordance with the Exif information, even though they may have originally been saved as horizontal images.

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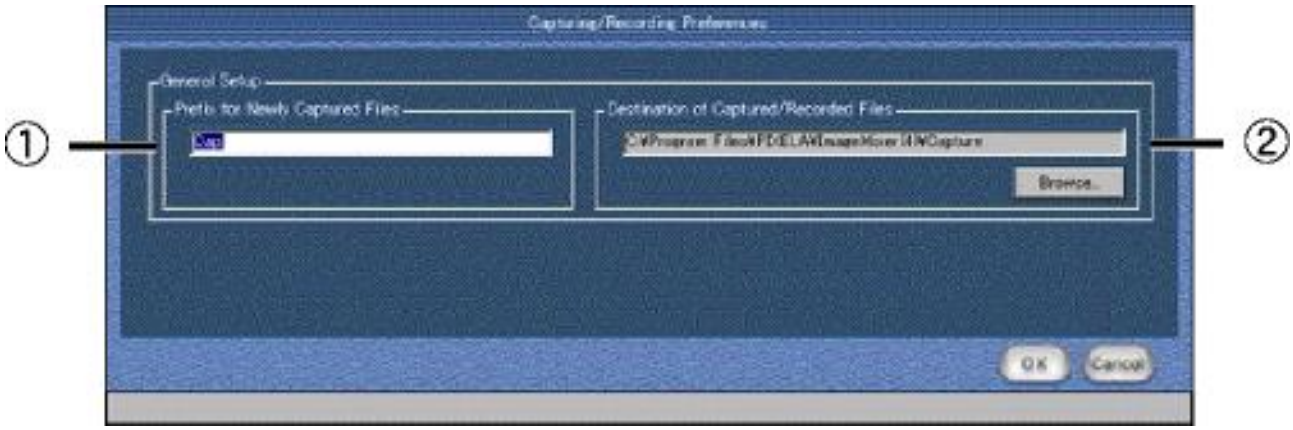
# 2-3-3 Digital Camera Import Preferences

Sets the settings related to the digital camera import mode.

## Preference Window

Check that the Digital Camera Import Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| | |
|---|---|
| ① | Prefix for Newly Captured Files |
| Input and set the prefix for names used for import files.<br>For example, if you input "ABC," then the file names will be, in order of import, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which the file will be saved in import mode<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |

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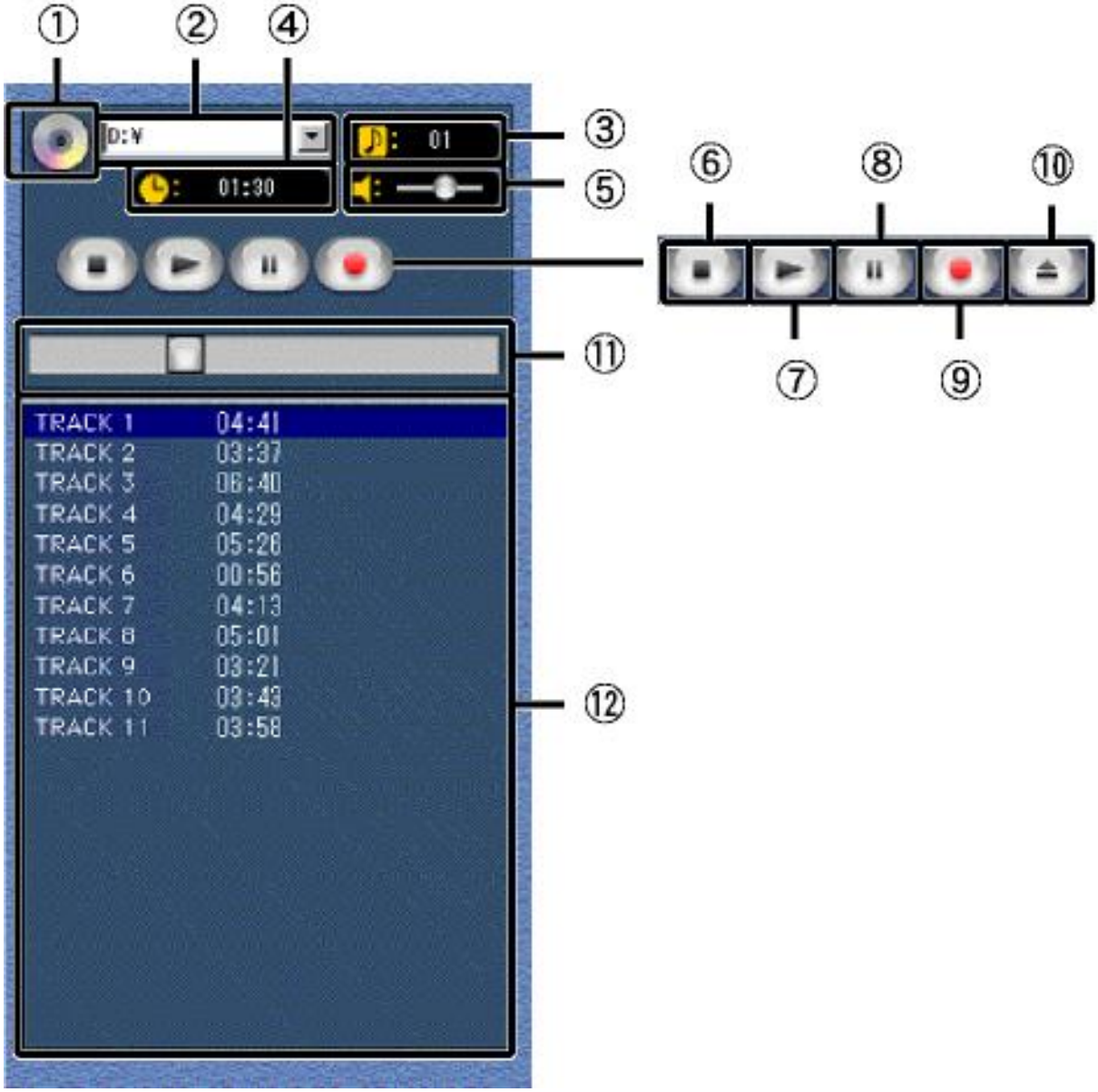
# 2-4-1 Audio CD Recording Mode

ImageMixer allows you to record CDs straight from your CD-ROM drive. Recorded files can be played or added to a movie media stream.

## Control panel

Audio CDs can be played or recorded using the control panel shown below.



| | | |
|---|---|---|
| ① | Audio CD mount indicator | In Macintosh, this is displayed when an audio CD is inserted into the CD drive.<br>In Windows, this appears regardless of whether or not an audio CD is present. |
| ② | Select CD drive menu | A list of available CD drives is displayed. Select the CD drive you wish to record from. (Windows only)<br><br>If 'Enable digital recording' is checked in the Capturing/Recording Preferences, the CD drive is displayed according to its drive name. If the setting above has not been made, the CD drive will appear according to its path. |
| ③ | Track number display | The number of the current track is displayed. |
| ④ | Time display | Displays the accumulated time of the track being played. |
| ⑤ | Volume control | Adjust the volume by dragging the slider. |
| ⑥ | Stop button | Click to stop playback. |
| ⑦ | Play button | Click to start playback. |
| ⑧ | Pause button | Click to pause playback. |
| ⑨ | Record button | Click to record. While recording, this button functions as a stop button. |
| ⑩ | Eject button | Eject the audio CD from the CD drive. (Macintosh only) |
| ⑪ | Play position slider | The play position for beginning playback may be selected by dragging the slider. |
| ⑫ | Track list pane | The track list pertaining to the currently present audio CD is displayed here. In Windows the total time of each track is also displayed. |

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# 2-4-2 Audio CD Recording Mode

## Caution

Please take note of the following points before recording an audio CD.

### Analog recording (Windows only)

- CDs mounted on an external drive can not be recorded.
- The output from the CD drive must be streamed through a sound card (meaning that the CD audio output jacks are connected to the CD input jacks on the sound card). Sound quality may be of a slightly lower quality than the original CD.
- When another sound recording application (wave form audio device, etc.) is running, it is impossible to record with ImageMixer.
- Having more than one CD player open may cause problems, such as the track list not being displayed. ImageMixer itself may also experience problems. Close other CD players before recording with ImageMixer.
- To avoid any possibility that ImageMixer is unable to record in Windows, go to Control Panel>System>Device Manager Tab>CD-ROM and select the brand name of the CD-ROM device installed on your computer.  From there, click the Properties button, and finally the Properties tab.  On this screen, make sure that there is no check next to "Enable digital CD audio for this CD-ROM device."

### Digital recording

- If digital recording from the CD drive is not possible, try analog recording.

### Macintosh supports only digital recording

### Recording in Macintosh

When another player is running, recording may not be possible. If [Auto Play] is selected in the QuickTime settings, playback will begin shortly after an audio CD is inserted. ImageMixer functions, such as Play and Record, are not available at this time. Change the settings of the relevant software to disable the automatic play option.

In Windows, the recording mode can be changed via the Capturing/Recording Preferences.

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# 2-4-3 Audio CD Recording Mode

## Recording music files

Follow these steps to record music from an audio CD.
The size of recorded sound files is approximately 10MB per minute of CD audio.

1. **Insert the music CD in the CD drive.**
   If the CD plays automatically, stop playback and close the audio software.

2. **Select an album.**
   Designate an album from the album list window into which to save the recorded sound files.

3. **In Windows, select the CD drive from the select CD drive menu.**

4. **Select a track from the track list window.**

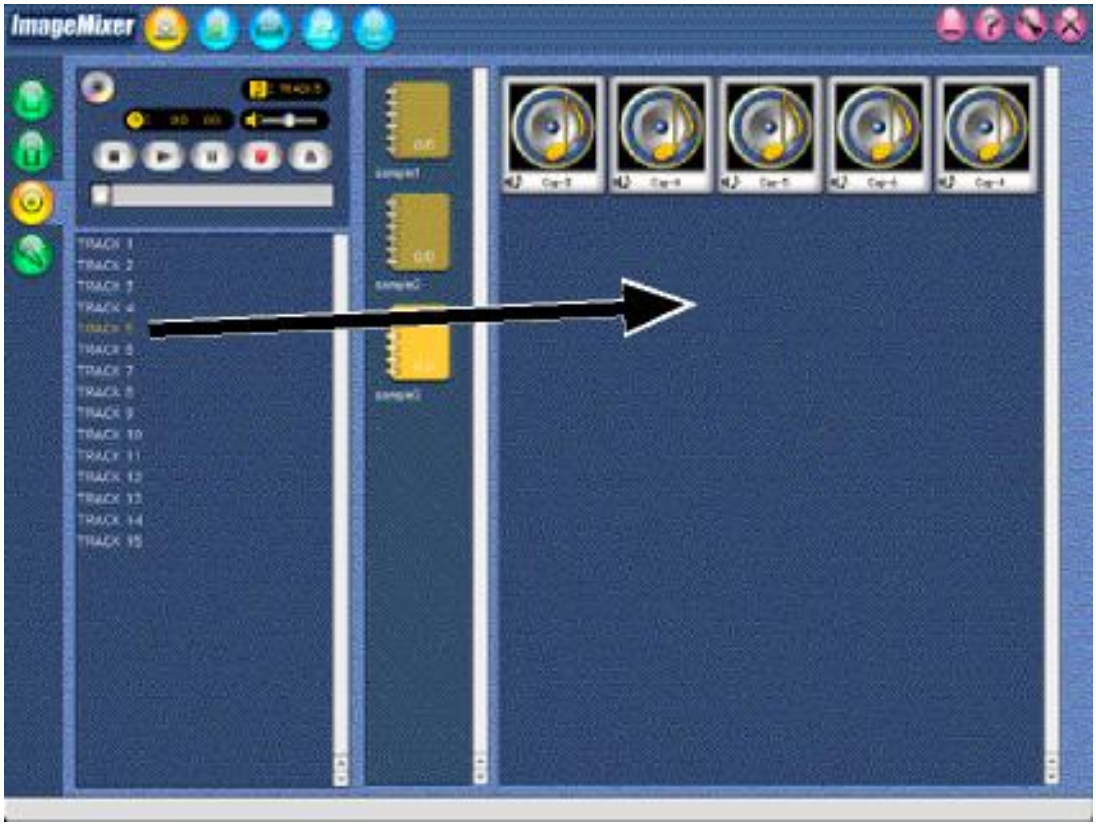
5. **If you wish to record only one portion of a track, cue up the track according to the instructions below.**
   To record an entire track, go directly to the next step.

6. **Click the [Play]** **button. Click the [Pause] button at the point you wish to begin recording.**
   (Tracks may also be played by double-clicking the track number in the track list window.)
   You may also choose to drag the slider to the desired record position.

7. **Click the [Record]** **button.**
   ImageMixer will begin recording and stop at the end of the track.
   To record another track, repeat the process. To stop recording, and thereby record only a portion of the track, see below.

8. **Click the [Stop]** **button at the point you wish to stop recording.**
   This step is necessary only if you wish to record a portion of the track.

   The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the save location designated in the Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.
   **Macintosh**
   Files are recorded is by dragging & dropping the track number from the track list window to the thumbnail list window. Tracks are recorded individually.

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# 2-4-4 Audio CD Recording Mode

## Troubleshooting

### Unable to record sound files (analog recording in Windows).

(See section 2-4-2)

There may be a problem with a driver. There may also be a problem with the connection between the CD drive and the sound card. If you expect this to be the case, contact the relevant manufacturer.

### Track list not displayed.

Confirm that the correct CD drive is selected (Windows only), that the CD currently in the drive is an audio CD, and that the CD drive is functioning properly.

### Sound files were created, but cannot be played.

Check the speaker power and volume.
Note that the ImageMixer volume control works independently of the volume control on the speakers.
In Windows, right click the speaker icon on the task bar and select 'Open Volume Controls.' If 'CD Audio' is muted or if the volume is too low, adjust accordingly and record again.
In Macintosh, open [Apple] menu>[Control Panels]>[Sound], to set the recording sound level.
The method for adjusting the volume may be different depending on your computer's configurations, in which case we recommend that you consult the manufacturer's technical support center.

### Recorded analog sound files contain noise and jump.

Check to see whether the volume level is too high.
Refer to 'Sound files were created, but cannot be played' above.
Also note that we do not recommend that you perform other tasks on your computer while recording is taking place.

### Recorded analog sound files jump. (analog recording)

Your computer hardware may be close to the minimum specifications required to run ImageMixer. Close all other applications before starting ImageMixer and try again. (When the CPU and HDD are not being used to run programs other than ImageMixer, system resources should not become depleted.

### Sound is not recorded from the starting point (sound begins late).

Although recording commences when the [Record] button is clicked, sound is not always recorded from this point. This is because there may be a time lag before play begins. It is therefore recommended that you set the point at which to begin recording slightly before the point from which you wish to record. Unnecessary portions can be cut in the Movie Editing Environment.

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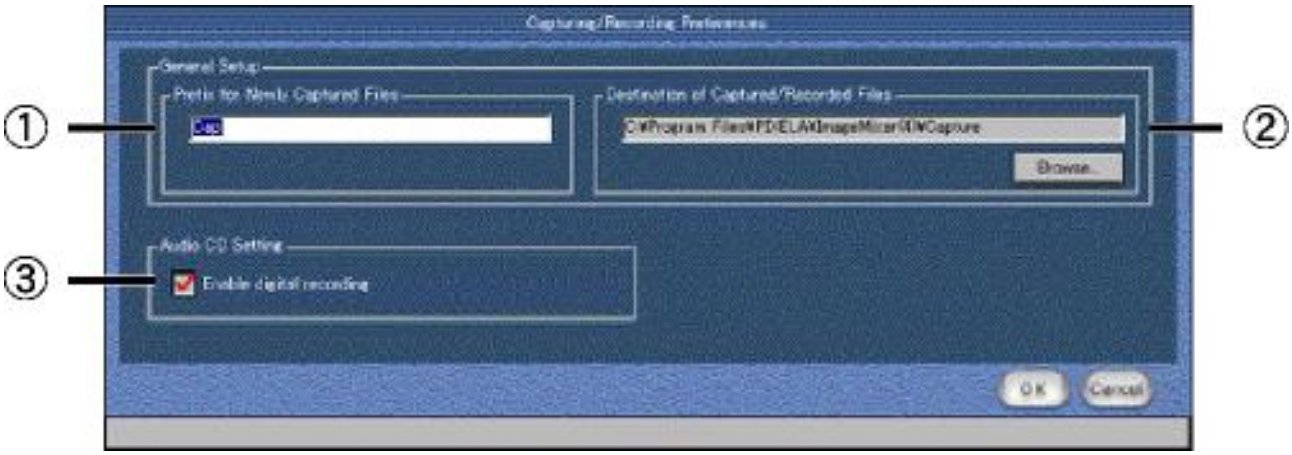
# 2-4-5 Audio CD Recording Preferences

Sets the settings related to the audio CD recording mode.

## Preference window

Check that the Audio CD Recording Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| | |
|---|---|
| ① | Prefix for Newly Captured Files |
| Input and set the prefix for names used for recording files.<br>For example, if you input "ABC," then the file names will be, in order of recording, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which recorded files and such will be saved in recording mode.<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |
| ③ | Audio CD setting (Windows only) |

Sets the audio CD recording mode settings.

- **Enable digital recording**
  By inserting a check, you can record from the pre-set CD in digital format. If the check is removed, recording is done in analog format.

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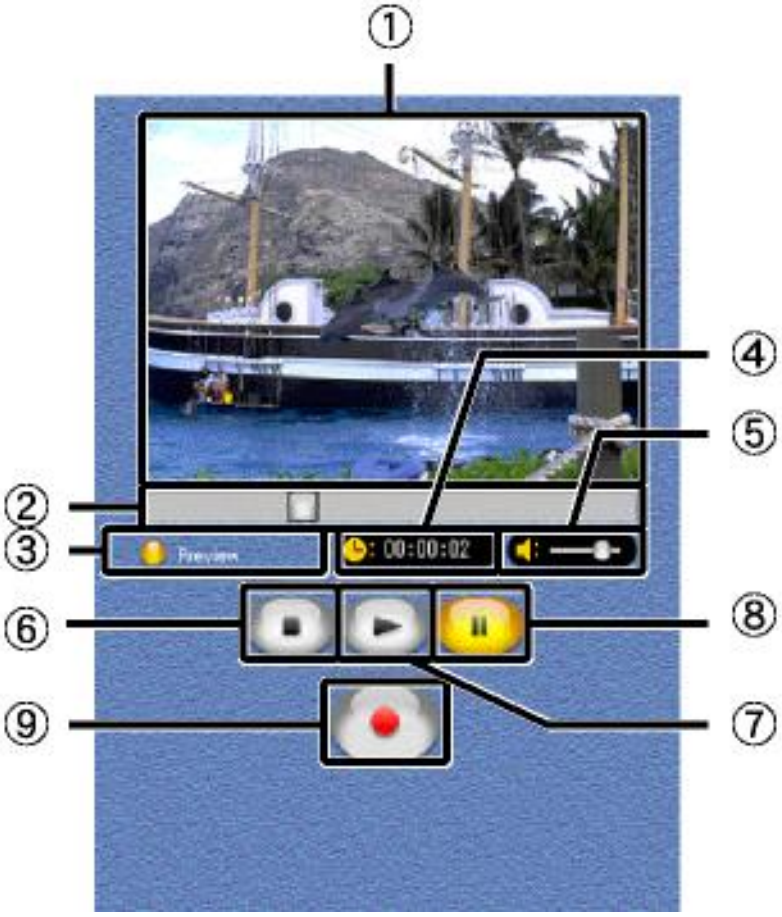
# 2-5-1 Sound Recording Mode

ImageMixer enables you to record sounds using a microphone or other sound output devices (such as a TV, cassette tape player, etc.) connected to an audio input jack on your computer. Sound effects and narration can be recorded, and then added to movies you create yourself with the ImageMixer software.

## Control panel

From the control panel, you can record sounds using a microphone or other sound output device connected to an audio input on your computer. You can also use the control panel (shown below) to playback recorded sounds.




| | | |
|---|---|---|
| ① | Preview window | Displays a preview of the selected thumbnail. |

| | | |
|---|---|---|
| ② | Playback position slider | The position at which you wish to begin playback can be selected by dragging the slider. |
| ③ | Preview ON/OFF button | Switches the preview display on or off. |
| ④ | Time display | Displays the accumulated time of the currently playing movie or sound file. |
| ⑤ | Volume control | Adjust volume by dragging the slider. |
| ⑥ | Stop button | Click to stop playback. |
| ⑦ | Play button | Click to start playback. |
| ⑧ | Pause button | Click to pause playback. |
| ⑨ | Record button | Click to record. During recording, this button functions as a stop button. |

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# 2-5-2 Sound Recording Mode

## Recording sound files

Follow these steps to record music from a microphone or other sound output device, such as a TV, cassette tape player, etc. The size of recorded sound files is approximately 10MB per minute of CD audio.

1. **Connect the microphone or other sound output device to the appropriate input jack on your computer.**

2. **Select an album.**
   Select the album from the album list window into which you wish to save the recorded sound files.

3. **Click the [Record]** **button.**

4. **Click the [Stop]** **button at the point at which you wish to stop recording.**
   The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the save location designated in the Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.

## Recording sound files while previewing movie images

Recording sound with a microphone or other sound output device can be performed while previewing a movie to which the sound will later be added. This is useful in synchronizing narration or background music to specific scenes of a movie. The files can then be added to movies you create yourself with the ImageMixer software.

1. **Connect the microphone or other sound output device to the appropriate input jack on your computer.**

2. **Select the thumbnail of the file to which the sound will later be added.**
   If necessary, change the currently selected album in the album list window.

3. **Confirm that the [Preview On/Off] button is active (colored bright yellow).**

A preview of the file selected in step 2 will be displayed.

4. **Confirm the "off" position of the volume control.**
   To prevent the original sound of the movie from interfering with the sound you are about to record, make sure that the volume control slider indicates the lowest volume possible, effectively turning it off.

5. **Select an album.**
   Select the album from the album list window into which you wish to save the recorded sound files.

6. **Cue up the movie playback by clicking the [Play] button or by dragging the play position slider to the point at which you later plan to add sound.**

7. **Click the [Record] button.**
   The movie will play and recording will start.

8. **Click the [Stop] button at the point you wish to stop recording.**
   The audio format of digitally recorded files is PCM, the sampling rate is 44.1KHz, and the bit rate is 16bit stereo. In Windows, the file type of recorded files is WAVE. In Mac, AIFF files are created. Files are saved in the Save location designated in the Capturing/Recording Preferences, but are, of course, added directly to the album selected in step 2. To confirm successful recording of sound files, double-click their thumbnail icon in the thumbnail list window.

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# 2-5-3 Sound Recording Mode

## Troubleshooting

### Sound files were created, but cannot be played.

Check the speaker power and volume.
Note that the ImageMixer volume control works independently of the volume control on the speakers.
In Windows, right click the speaker icon on the task bar and select 'Open Volume Controls.' If 'Line In' is muted or if the volume is too low, adjust accordingly and record again.
In Macintosh, open [Apple] menu>[Control Panels]>[Sound], to set the recording sound level.
The method for adjusting the volume may be different depending on your computer's configurations, in which case we recommend that you consult the manufacturer's technical support center.

### Recorded analog sound files contain noise and jump.

Confirm that the CD recording volume is suitable.
Refer to 'Sound files were created, but cannot be played' above.
Also note that we do not recommend that you perform other tasks on your computer while recording is taking place.

### Recorded analog sound files jump.

Your computer hardware may be close to the minimum specifications required to run ImageMixer. Close all other applications before starting ImageMixer and try again. (When the CPU and HDD are not being used to run programs other than ImageMixer, system resources should not become depleted.

### Due to the possibility of noise, etc., we do not recommend recording sounds with internal microphones.

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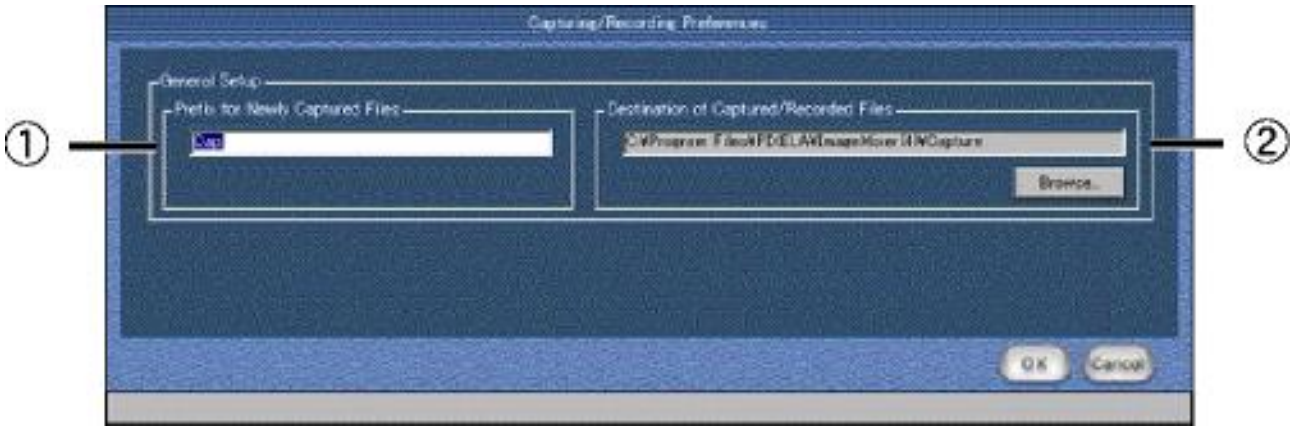
# 2-5-4 Sound Recording Preferences

Sets the settings related to the sound recording mode.

## Preference window

Check that the Sound Recording Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| ① | Prefix for Newly Captured Files |
|---|---|
| Input and set the prefix for names used for recording files.<br>For example, if you input "ABC," then the file names will be, in order of recording, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which the recorded files and such will be saved in recording mode.<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |

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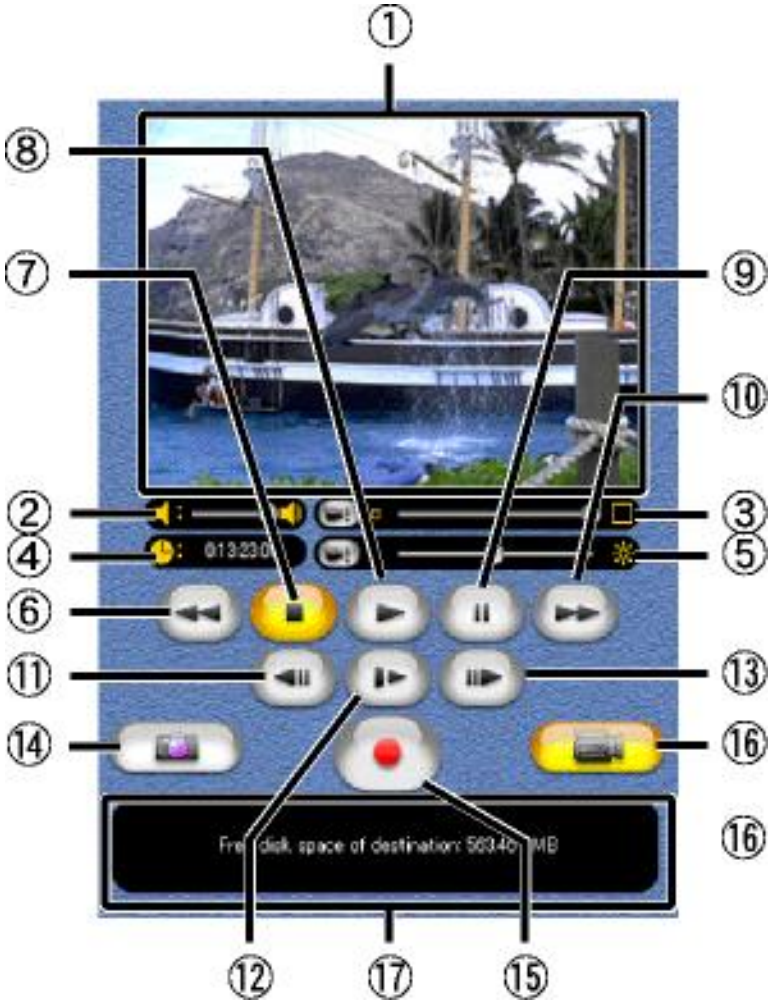
# 2-6-1 USB Device Capture Mode (Windows Only)

ImageMixer enables you to capture still pictures or movie scenes directly from devices connected to your computer's USB port, such as a digital camera.

## Control panel




| | | |
|---|---|---|
| ① | Monitor window | Displays images from the USB-connected device. |
| ② | Volume control | Adjust volume by dragging the slider. |
| ③ | Image quality control | Adjust image quality by dragging the slider. Move the slider to the right to improve the image quality. Click on the "Default settings" button to reset this setting to its initial value. |

| | | |
|---|---|---|
| ④ | Time display | Displays the current play time according to the counter on the video camera. |
| ⑤ | Brightness control | Adjust image brightness by dragging the slider. Move the slider to the right to increase the brightness. Click on the "Default settings" button to reset this setting to its initial value. |
| ⑥ | Rewind button | Clicking this button will rewind the DV cassette inside the video camera, as if you pushed the rewind button on the device itself. |
| ⑦ | Stop button | Click to stop playback. |
| ⑧ | Play button | Click to start playback. |
| ⑨ | Pause button | Click to pause playback. |
| ⑩ | Fast Forward button | Clicking this button will fast forward the DV cassette inside the video camera, as if you pushed the rewind button on the device itself. |
| ⑪ | Single Frame Rewind button | When the movie is paused, this button moves the movie backward one frame at a time. |
| ⑫ | Single Frame Play button | Plays the movie frame-by-frame (slow motion). |
| ⑬ | Single Frame Advance button | When the movie is paused, this button moves the movie forward one frame at a time. |
| ⑭ | Still Picture Capture button | Click to enable the capturing of still pictures. |
| ⑮ | Motion Picture Capture button | Click to enable the capturing of movie scenes. |
| ⑯ | Capture button | Click to capture either a still picture or a movie scene.<br>The function of this button depends on whether ⑭ or ⑮ is currently active. Note that this button functions as the STOP button during movie scene capturing. |
| ⑰ | Information display panel | Indicates current operation and connection status of the device. |

## Connection status

Connect the USB interface of the device (such as a digital video camera) to the USB port on the computer. Set the device to display images through the USB connection. Consult the instruction manual that came with your equipment for details on transferring images from your particular device.

**If the connection between the PC and the device is working properly:**
A blue monitor window is displayed. Depending on your selected task, the message in the information display panel will read 'There is ... of free space in the destination directory,' (for capturing movie scenes) or 'Ready to capture still picture.'

**If there is a problem with the connection between the PC and the device:**
A black monitor window will displayed. When the device is not ready to play or is not connected to the PC correctly, the message on the information display panel will read 'Connection with the peripheral is invalid. Please confirm the connection between your PC and the peripheral.'

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# 2-6-2 USB Device Capture Mode (Windows Only)

## Capturing movie scenes

Follow these steps to capture (record) a movie file from a USB-connected device.

1. **Select an album.**
   Designate an album from the album list window into which to save the captured movie file.

2. **Click the [Movie Scene Capture]** **button.**
   Capturing a movie scene is now possible.

3. **Adjust sound volume if necessary.**
   This setting does not effect the original sound level of the captured movie scene.

4. **Click the [Capture]** **button at the desired point to begin capturing.**

5. **Click the [Stop]** **button at the point you wish to end the capture.**
   If the 'Capture as MPEG1' box is checked in the Capturing/Recording Preferences, the status box below will be shown. After the capture is complete, the movie file will be automatically added to the album designated in step 1.

To view the newly captured file, double-click its thumbnail to open the view window. This function cannot be used while capturing is in progress.

## Capturing still pictures

Follow these steps to capture a still picture from a USB-connected device.

1. **Select an album.**
   Designate an album from the album list window into which to save the captured picture file.

2. **Click the [Still Picture Capture ]** **button.**
   Capturing a still picture is now possible.

3. **Click the [Capture]** **button.**
   After the capture is completed, the file will be automatically added to the album designated in step 1. To view the captured file, double-click its thumbnail to open the view window. This function cannot be used while capturing is in progress.

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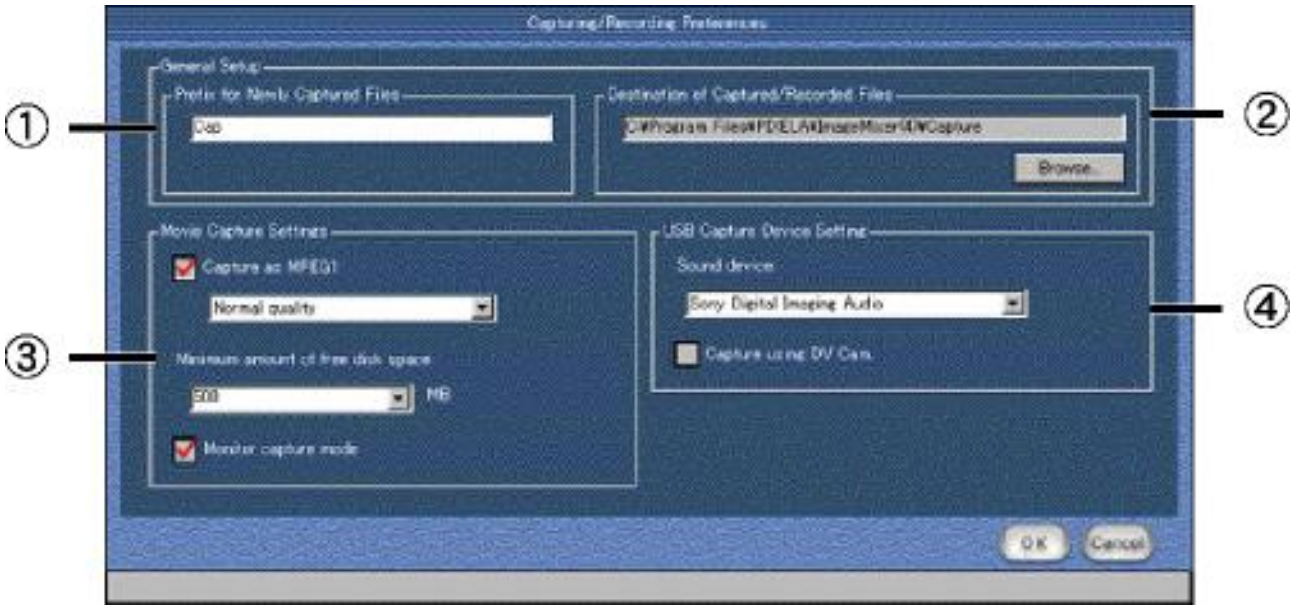
# 2-6-3 USB Capture Preferences (Windows only)

Sets the settings related to the USB capture mode.

## Preference window

Check that the USB Capture Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| | |
|---|---|
| ① | Prefix for Newly Captured Files |
| Input and set the prefix for names used for capture files.<br>For example, if you input "ABC," then the captured file names will be, in order of capture, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which the captured files and such will be saved in capture mode.<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |
| ③ | Movie Capture Settings |

Sets the settings for capturing moving picture files.

- **Capture as MPEG1**
  Normally moving pictures are captured as AVI format moving picture files, but you can capture them as MPEG1 format moving picture files by inserting a check. The converting MPEG1 is ImageMixer MPEG1.

- **Minimum amount of free disk space**
  The size of captured moving picture files becomes extremely large, so when you capture a lot of moving picture files for a long time, the available hard disk space may get too low. To prevent your available hard disk space from getting too low, you can set the amount of available hard disk space that is not to be used when capturing moving picture files. This prevents the available hard disk space from falling below the set value. You can set this either by selecting a value or inputting a value.

- **Monitor capture mode**
  Insert a check to display the image being captured in the monitor window when moving pictures are captured.

| ④ | USB Capture Device Setting |
|---|---|

- **Sound device**
  In the USB Capture Mode, select from a list the audio capture driver to be used when capturing from a device that supports moving picture playback through USB.
  Only set this when you cannot do normal USB capture.
- **Capture Using DV Cam.**
  Set whether or not to do capturing from the digital video camera's external input.
  By inserting a check, you can capture the images from an analog image output device connected to the digital video camera.

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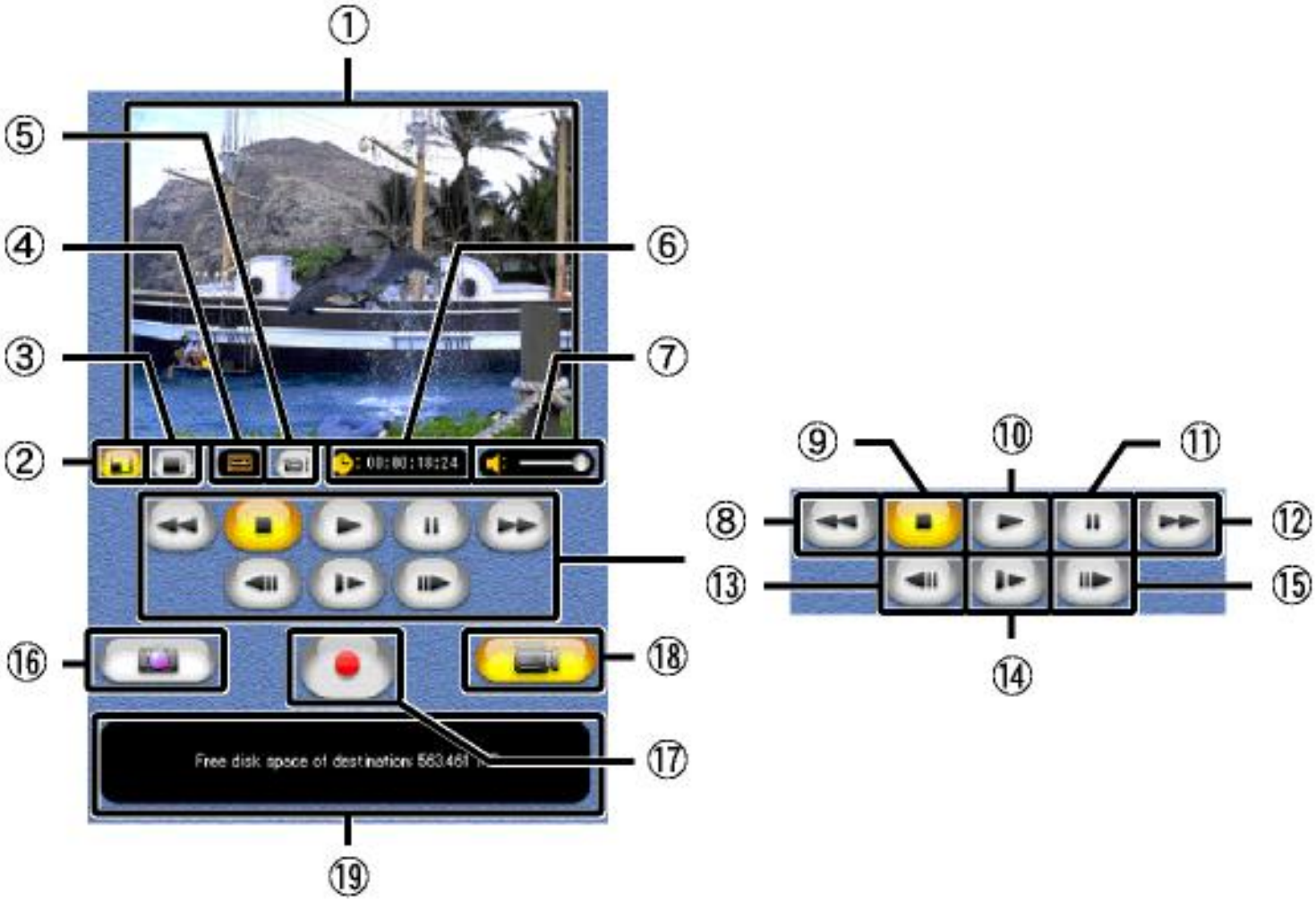
# 2-7-1 DV Camcorder Capture Mode (Windows Only)

ImageMixer enables you to capture both still pictures and movie scenes a digital video cameras connected to the IEEE1394 port of your computer.

## Control panel

From the control panel, you can play or record media from a digital video camera connected to your PC.




| | | |
|---|---|---|
| ① | Monitor window | Displays the movie directly from the digital video camera. |

| | | |
|---|---|---|
| ② | Small Monitor button | Click to display the movie in the small monitor window. |
| ③ | Large Monitor button | Click to display the movie in a large monitor window. |
| ④ | Cassette indicator | This icon becomes active (glows) when a DV cassette is present in the digital video camera. |
| ⑤ | Refresh connection button | Click to refresh the connection between the PC and the digital video camera. |
| ⑥ | Time display | Displays the current play time according to the counter on the video camera. |
| ⑦ | Volume control | Adjust the volume by dragging the slider. |
| ⑧ | Rewind button | Clicking this button will rewind the DV cassette inside the video camera, as if you pushed the rewind button on the device itself. |
| ⑨ | Stop button | Click to stop playback. |
| ⑩ | Play button | Click to start playback. |
| ⑪ | Pause button | Click to pause playback. |
| ⑫ | Fast Forward button | Clicking this button will fast forward the DV cassette inside the video camera, as if you pushed the rewind button on the device itself. |
| ⑬ | Single Frame Rewind button | When the movie is paused, this button moves the movie backward one frame at a time. |
| ⑭ | Single Frame Play button | Plays the movie frame-by-frame (slow motion). |
| ⑮ | Single Frame Advance button | When the movie is paused, this button moves the movie forward one frame at a time. |
| ⑯ | Still Picture Capture button | Click to enable the capturing of still pictures. |
| ⑰ | Capture button | Click to capture either a still picture or a movie scene.<br>The function of this button depends on whether ⑯ or ⑱ is currently active. Note that this button functions as the STOP button during movie scene capturing. |
| ⑱ | Movie Scene Capture button | Click to enable the capturing of movie scenes. |
| ⑲ | Information display panel | Indicates current operation and connection status of the device. |

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# 2-7-2 DV Camcorder Capture Mode (Windows Only)

## Changing the display size

When capturing files from a digital video camera (DV camcorder), there are two monitor sizes from which to choose: ① small monitor and ② large monitor.

Click the [small monitor] button or the [large monitor] button to change the monitor size.

①

②

## Connection status

Connect your digital video camera to the IEEE1394 port on your PC and set it to play mode. That is, your device should be set in the mode you would normally use to view scenes already recorded on the tape inside the machine.

**If the connection between the PC and the device is working properly:**
A blue monitor window is displayed. Depending on your selected task, the message in the information display panel will read 'There is ... of free space in the destination directory,' (for capturing movie scenes) or 'Ready to capture still picture.'

**If there is a problem with the connection between the PC and the device:**
A black monitor window will be displayed. If the digital video camera is not properly connected to the PC, or is not set to play mode, or if a DV cassette isn't present in the machine, the message on the information display panel will say "Camcorder Not Found."

If there seems to a problem with the connection between the PC & the digital video camera, try clicking the [refresh connection] button.

## DV cassette indication

When a DV cassette is present in the digital video camera, this icon becomes active (glows). When a cassette is not present, the icon is inactive (appears gray).

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# 2-7-3 DV Camcorder Capture Mode (Windows Only)

## Capturing movie scenes

Follow the steps below to capture movie scenes.

1. **Select an album.**
   Designate an album from the album list window into which to save the captured movie file.

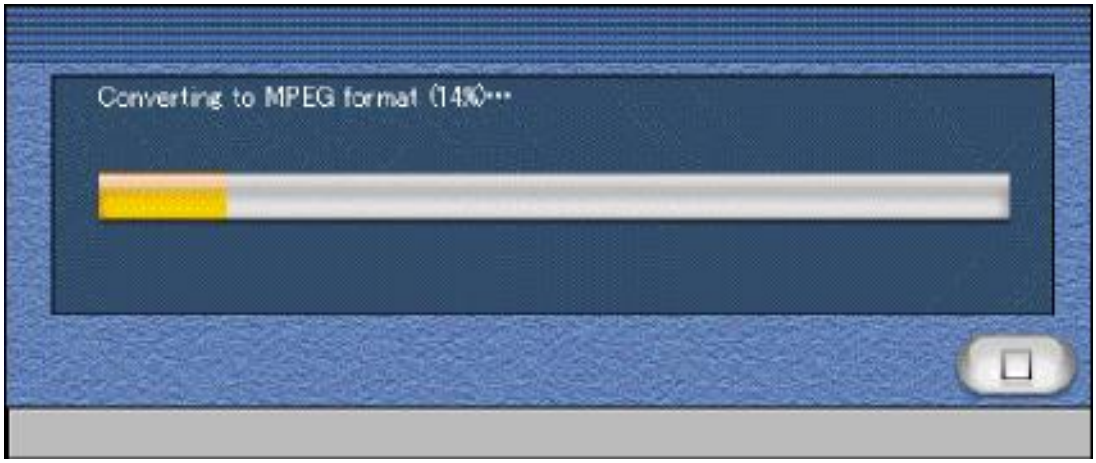
2. **Click the [Movie Scene Capture]** **button.**
   Capturing a movie scene is now possible.

3. **Click the [Play]** **button to start the movie in the monitor window.**
   You can also fast forward, rewind, pause, etc., to find the point at which you plan to begin recording.

4. **Adjust sound volume if necessary.**
   This setting does not effect the original sound level of the captured movie scene.
   To prevent frame jumping on low-spec machines, it may be impossible to hear sound. In such cases, the volume should be adjusted during playback.

5. **Click the [Capture]** **button at the desired point to begin capturing.**

6. **Click the [Stop]** **button at the point you wish to end the capture.**
   If the 'Capture as MPEG1' box is checked in the Capturing/Recording Preferences, the status box below will be shown. After the capture is complete, the movie file will be automatically added to the album designated in step 1.




To view the newly captured file, double click its thumbnail to open the view window. This function cannot be

used while capturing is in progress.

## Capturing still picture files

You can capture a still picture by following the steps below.

1. **Select an album.**
   Designate an album from the album list window into which to save the captured picture file.

2. **Click the [Still Picture Capture ]** **button.**
   Capturing a still picture is now possible.

3. **Click the [Play]** **button to start the movie in the monitor window.**
   You can also fast forward, rewind, pause, etc., to find the point at which you plan to begin recording.

4. **Click the [Capture]** **button.**
   After the capture is completed, the file will be automatically added to the album designated in step 1. To look at the captured file, double-click its thumbnail to open the view window. This function cannot be used while capturing is in progress.

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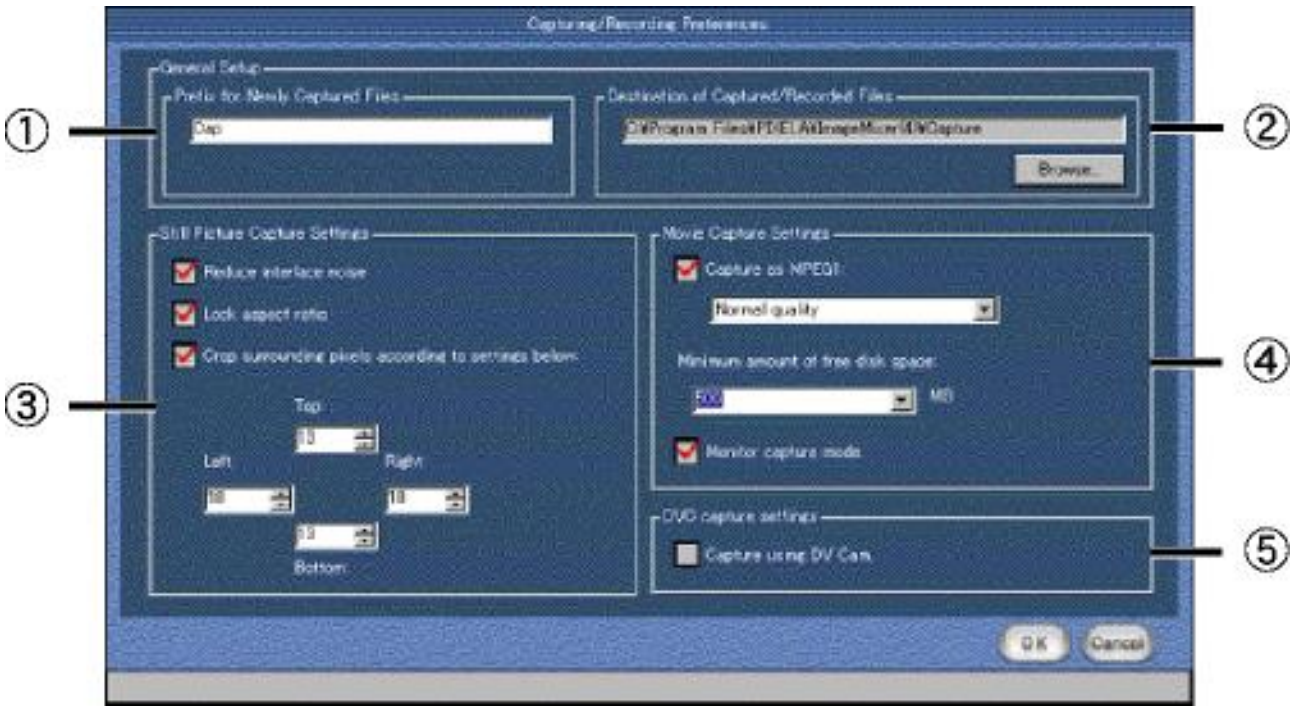
# 2-7-4 DV Camcoder Capture Preferences (Windows only)

Sets the settings related to the DV camcorder capture mode.

## Preferences window

Check that the DV Camcorder Capture Mode is selected, then click the "Preferences" button on the selector bar to display the preference window described below.




| ① | Prefix for Newly Captured Files |
|---|---|
| Input and set the prefix for names used for capture files.<br>For example, if you input "ABC," then the captured file names will be, in order of capture, "ABC0001", "ABC0002", "ABC0003". | |
| ② | Destination of Captured/Recorded Files |
| Sets the location to which the captured files and such will be saved in capture mode.<br>To change the destination, click the "Browse" button, select the new destination folder and click the "OK" button. | |

| ③ | Still Picture Capture Settings |
|---|---|

Sets the settings used when you capture still picture files. You can perform processing to make the files suitable for use on a PC.

- **Reduce interlace noise**
  For images taken with a digital video camera, a new image is displayed every 1/30th of a second, similar to TV images. The format used does not rewrite a whole frame (one page of the screen) all at once, but rather rewrites a frame's image one half at a time every 1/60th of a second. On a PC, a frame screen is captured as a single page of still pictures. Because of this, if there is rapid movement in the image, blurring can occur between the image halves. The processing done to compensate for this blurring and create a file without jagged edges is interlace processing. If interlace processing is done, one page of a frame image is created by using half the image to fill in the gaps of the other half, so the resolution deteriorates compared to images not processed this way. It is probably not necessary to do interlace processing when capturing images with little movement.
- **Lock aspect ratio**
  When the digital video camera uses the NTSC format, the captured still image file has a resolution of 720 x 480 dots, which is longer vertically than the dots on a PC screen. The dots on a PC screen form a square, so if the image is displayed as is on the PC, it will be stretched out horizontally. This is similar to viewing a normal TV screen on a wide screen. Aspect conversion corrects this problem. The number of horizontal dots is corrected from 720 to 640 to be able to obtain an image with an accurate ratio. However, because the correction is done by reducing the number of dots, the image quality deteriorates.
  When the digital video camera uses the PAL format, the captured still image file has a resolution of 720 x 576 dots, which is longer vertically than the dots on a PC screen. The dots on a PC screen form a square, so if the image is displayed as is on the PC, it will be stretched out vertically. Aspect conversion corrects this problem. The number of vertical dots is corrected from 576 to 540 to be able to obtain an image with an accurate ratio. However, because the correction is done by reducing the number of dots, the image quality deteriorates.
- **Crop surroundings pixels according to settings below**
  Trims off the unnecessary parts around the frame. The values for trimming the top, bottom, right and left are input in units of dots.

| ④ | Movie Capture Settings |
|---|---|

Sets the settings for capturing moving picture files.

- **Capture as MPEG1**
  The files are normally captured as AVI format moving picture files, but you can capture them as MPEG1 format moving picture files by inserting a check. The converting MPEG1 is ImageMixer MPEG1.

- **Minimum amount of free disk space**
  The size of captured moving picture files becomes extremely large, so when you capture a lot of moving picture files for a long time, the available hard disk space may get too low. To prevent your available hard disk space from getting too low, you can set the amount of available hard disk space that is not to be used when capturing moving picture files. This prevents the available hard disk space from falling below the set value. You can set this either by selecting a value or inputting a value.

- **Monitor capture mode**
  Insert a check to display the image being captured in the monitor window when moving pictures are captured.

| | |
|---|---|
| ⑤ | DVC capture settings |

- **Capture using DV Cam.**
  Set whether or not to do capturing from the digital video camera's external input.
  Insert a check to capture the images from an analog image output device connected to the digital video camera.

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ImageMixer

Introduction

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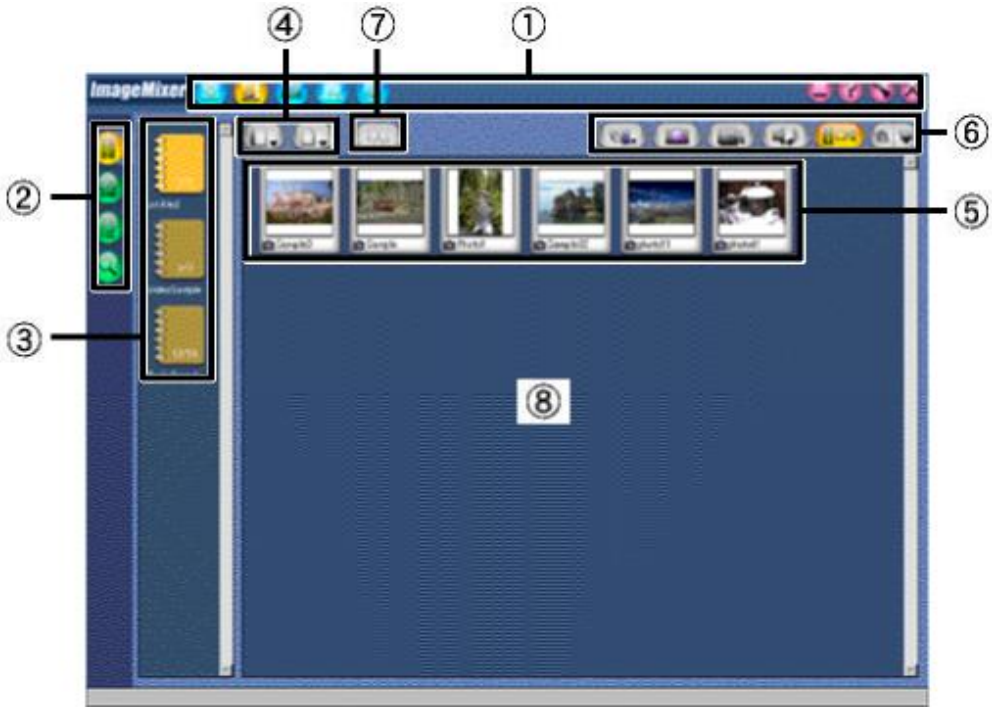
# 3-1 Album Environment

Albums help you organize media files to be used with ImageMixer. Available tasks include viewing still images and movies, running slide shows, displaying information related to individual files, performing file searches, and sorting files according to specific criteria. Using albums also means that you only need manage those files that serve the purposes you define.

## Opening Album Environment

1. **Open ImageMixer.**
2. **Click the [Album Environment]** **button on the Main Selector.**

## Nomenclature




| | | |
|---|---|---|
| ① | Selector Bar | The buttons located on this bar control the desired working environment and general actions associated with the current environment. |
| ② | Thumbnail Display buttons | These buttons change the way album file thumbnails are displayed. |
| ③ | Album list window | Existing albums (those you have created, etc.) are shown here. |
| ④ | Menu buttons | The Album Menu button and the File Menu button are located here. |
| ⑤ | Thumbnails | Thumbnails are the small graphic representations of files which have been added to a particular album. |

| | | |
|---|---|---|
| ⑥ | Display Control buttons | Buttons for sorting thumbnails are also located here. |
| ⑦ | Image Edit button | Allows the source file of a selected still picture thumbnail to be edited. |
| ⑧ | Thumbnail list window | Thumbnails related to movies, still pictures, and sound files are shown here. You can use the display control buttons to effectively "filter out" those file types you do not wish to be displayed. |

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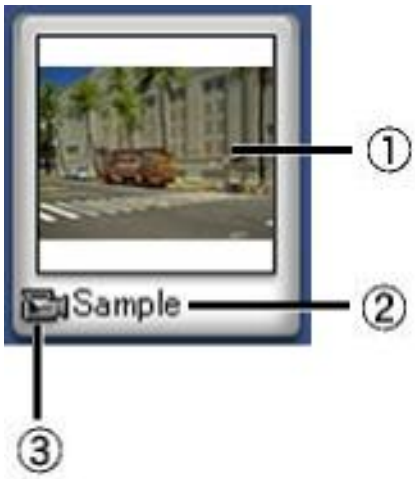
# 3-2 Thumbnails

Thumbnails are small graphic representations of files which have been added to a particular album. Thumbnails for a selected album are displayed in the 'thumbnail list window.'

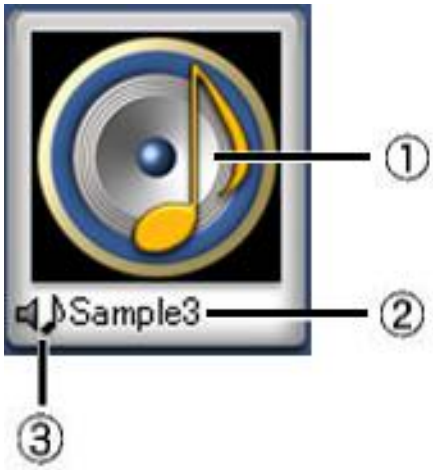
## Movie file thumbnails

| | |
|---|---|
| ① | The graphic representation, or thumbnail image, consists of the first frame of the movie. |
| ② | The title of the movie is shown here. |
| ③ | This is the icon used for movie files. |



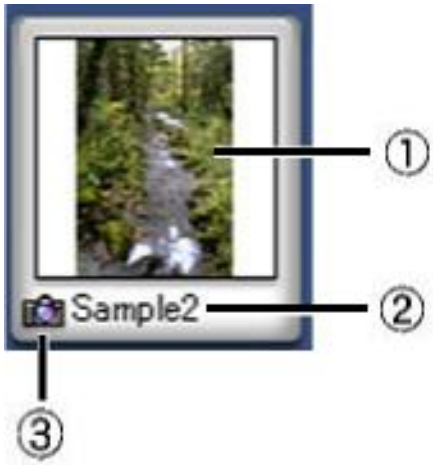

## Sound file thumbnails

| | |
|---|---|
| ① | This is the ImageMixer thumbnail image used for sound media. |
| ② | The title of the sound media is shown here. |
| ③ | This is the icon used for sound media. |




## Still picture file thumbnails

| | |
|---|---|
| ① | The thumbnail image consists of a miniature image of the picture itself. |
| ② | The title of the still picture is shown here. |
| ③ | This is the icon used for still pictures. |

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# 3-3 Album Menu

Clicking this button displays the album menu.

## Create new album

Creates a new album. Clicking this command displays the 'Save As' dialog box. Enter the file name, define the destination directory, then click [Save]. The newly created album will appear in the album list window.

## Add album

Adds, or retrieves, a saved album which was previously removed. Clicking this command displays the 'Open' dialog box. Selecting and opening an album file here adds it to the other albums currently displayed in the album list window.

## Remove album

Removes the selected album from the album list window. Note that the album file itself is not deleted.

When an album has been deleted or moved from the directory in which it was saved, a question mark (?) will be displayed on the album's icon. In this case, remove the album and add it again.

## Rename album

Allows you to change an album's name. After selecting an album from the album list window and clicking this command, a dialog box appears. Enter the new album name and click the [OK] button.

## Backup album

Creates a duplicate file of the currently selected album. Clicking this command displays the 'Save As' dialog box. Enter the file name, define the destination directory, then click [Save]. The newly created backup album is displayed in the album list window.
A folder with the same name as the backup album is created in the destination directory. The backup album file and backup files of the files added to the original album are saved in this folder.
In Windows, the album file and its thumbnails' source files are copied into the backup folder. In Macintosh, the copies of the original source files are renamed with the prefix "BackUP," followed by consecutive numbers.

## Delete album

Deletes the selected album. Clicking this command displays a confirmation dialog box. Clicking the [Yes] button deletes the selected album.
Only the album itself, and not the source files associated with it, is deleted.

## Create album with selected thumbnails

Creates a new album with the selected source files (according to the currently selected thumbnails) as its initial contents.
In Windows, clicking this menu item displays the 'Save As' dialog box. Enter the album file name, define the destination directory, and then click [Save]. The newly created album is added to the album list window.
In Macintosh, clicking this menu item creates an album with the selected thumbnail files and adds it to the album list window.

## Add thumbnail

Adds thumbnails into the selected album. Clicking this command displays the 'Open' dialog box. Select the directory in which the file you want to add is saved. Selecting and opening files adds them to the album selected in the album list window. Thumbnails of the newly added files are then displayed in the thumbnail list window.
Unlike adding thumbnails via the import file mode, this command does not create a copy of the thumbnail's source file. When a thumbnail is added, its name is the same as that of its source file. Because ImageMixer manages thumbnail names and source file names separately, they do not always have to be the same. Thumbnail names can be changed in the 'title' field of the Thumbnail/Detailed file information view. File names can be changed by the 'rename file' command in the file menu.

In Macintosh, it may be impossible to create thumbnails for files which cannot be opened by QuickTime Player. Also, since Macintosh recognizes files by their contents rather than file extensions, some files may be added as certain file type which is not in accordance with their file extension.

## Add folder contents

Adds all the importable files from a particular folder into the selected album. Clicking this command displays the 'Browse for Folder' dialog box. After selecting the folder from which you would like to add files, click [OK] in Windows, or click [Select] in Macintosh. Thumbnails of the newly added files are then displayed in the thumbnail list window. Files from sub-folders can also be added by checking 'Include Sub-folders.'

## Test thumbnail integrity

Since thumbnails are merely graphic representations of the actual files that exist on your computer, there may be cases where the source file is changed (renamed, moved, etc.), thereby changing the information which links it to its corresponding thumbnail in ImageMixer. To see if this is the case with any of the thumbnails within a particular album, first select those you wish to check, and then click the 'Test thumbnail integrity' command.

In Windows, when a file added in an album cannot be found because it has been deleted or moved from the directory in which it was saved, a question mark (?) will be displayed on the file's thumbnail. This is not displayed in Macintosh.

## Cut thumbnail

Cuts, or removes, the currently selected thumbnail from the album. The cut thumbnail can then be pasted into another album of your choice by selecting the 'Paste thumbnail' command.

## Copy thumbnail

Copies the selected thumbnail. The cut thumbnail can then be pasted into another album of your choice by selecting the 'Paste thumbnail' command.

## Paste thumbnail

Pastes a cut or copied thumbnail into the album of your choice.
A cut or copied thumbnail cannot be pasted into an album in which a copy of that thumbnail already exists.

## Delete thumbnail

Deletes the selected thumbnail from the album. Clicking this command displays a confirmation dialog box. Clicking the [Yes] button deletes the selected thumbnail.
Only the thumbnail itself, and not the source file associated with it, is deleted.

## Change size of thumbnails

Allows you to display either large or small thumbnails.

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# 3-4 File Menu

Clicking this button displays the file menu.

## Move

Moves the source file of the selected thumbnail. Clicking this command displays the 'Browse for Folder' dialog box. Select the destination location and click [OK] to move the source file.

## Copy

Copies the source file of the selected thumbnail. Clicking this command displays the 'Browse for Folder' dialog box. Select the destination location and click [OK] to copy the thumbnail source file.

## Delete

Deletes the source file of the selected thumbnail. Clicking this command displays a confirmation dialog box. Clicking the [Yes] button deletes the selected source file.

## View/Play

Clicking this command will allow pictures and movie files to be viewed and sound files to be played.

## Display file location (Windows only)

Displays the contents of the directory containing the source file of the selected thumbnail. This function utilizes the standard Windows Explorer interface.

## Rename file

Allows you to change the name of the source file associated with the selected thumbnail. Clicking this command displays a dialog box. Enter the new name and click the [OK] button.

Thumbnail names cannot be changed through this operation. Change thumbnail names in the 'title' field of the Thumbnail/Detailed file information view.

## Edit Picture

Allows the source file of the selected still picture thumbnail to be edited.
The edited still picture is created as a new file and its thumbnail is automatically added to the album when exiting the Image Editor. The original still picture file remains unchanged after editing. A duplicate of the still picture file which is to be edited is created when Image Editor is started.

## Export within album as new movie

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

## Export within album as new picture

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected picture thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the picture according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

## Send mail (Windows only)

Enables e-mail to be sent by automatically activating the mail software and attaching the source file of the thumbnail selected in the thumbnail list window to a new message.
In order to use this function your e-mail software must be MAPI compatible.

## Output to memory card

Outputs a copy of the source file associated with the selected thumbnail to a memory card.

## Print

Prints out the source file of the selected thumbnail. Clicking this command displays the Print Layout Settings dialog box, providing you with a variety of options related to paper size, etc.

## Run slide show

Runs a slide show of still pictures as well as the first frame of movies according to the selected thumbnails. Slide shows run according to settings you define in Album Preferences.

In Macintosh, these buttons are not displayed. The slide show can be ended by pressing the [Command (Apple)] key, [.(period)] key or [Esc] key.

| | | |
|---|---|---|
| ① | Play button | Runs the slide show. |
| ② | Stop button | Stops the slide show. |
| ③ | Return button | Stops the slide show and returns to main screen of the Album Environment. |

## Apply as wallpaper (Windows only)

Sets the source file of the selected still picture thumbnail as the desktop wallpaper.

When Active Desktop is on, files set as wallpaper will not be displayed. Make sure that Active Desktop is off.

## Use as screen saver (Windows only)

Sets the source file of the selected movie thumbnail as the screen saver.
MPEG and AVI format files may be used as the screen saver.

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# 3-5 Context Menus

Context menus provide a variety of commands related to working with thumbnails and their respective source files. They can be displayed in Windows by right-clicking the thumbnail you wish to work with. In Macintosh, hold down the control key while clicking the appropriate thumbnail.

## Copy thumbnail

Copies the selected thumbnail. The cut thumbnail can then be pasted into another album of your choice by clicking the 'Paste' command.

## Paste thumbnail

Pastes a cut or copied thumbnail into an album of your choice.
A cut or copied thumbnail cannot be pasted into an album in which a copy of that thumbnail already exists.

## Delete thumbnail

Deletes the selected thumbnail from the album. Clicking this command displays a confirmation dialog box. Clicking the [Yes] button deletes the selected thumbnail.
Only the thumbnail itself, and not the source file associated with it, is deleted.

## View/Play

Clicking this command will allow pictures and movie files to be viewed and sound files to be played.

## Export within album as new picture

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected picture thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the picture according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

## Export within album as new movie

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. Clicking this command will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

## Print

Prints out the source file of the selected thumbnail. Clicking this command displays the Print Layout Settings dialog box, providing you with a variety of options related to paper size, etc.

## Send mail (Windows only)

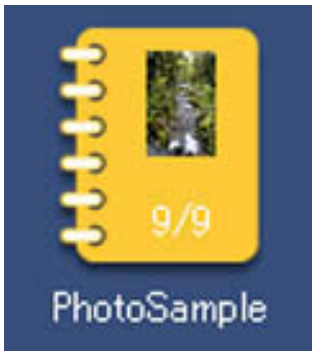
Enables e-mail to be sent by automatically activating the mail software and attaching the source file of the thumbnail selected in the thumbnail list window to a new message.
In order to use this function your e-mail software must be MAPI compatible.

## Output to memory card

Outputs a copy of the source file associated with the selected thumbnail to a memory card.

## Insert image as cover of album

This command makes the currently selected thumbnail image appear as part of the icon of the currently selected album.




## Edit picture

Allows the source file of the selected still picture thumbnail to be edited.
The edited still picture is created as a new file and its thumbnail is automatically added to the album when exiting the Image Editor. The original still picture file remains unchanged after editing. A duplicate of the still picture file which is to be edited is created when Image Editor is started.

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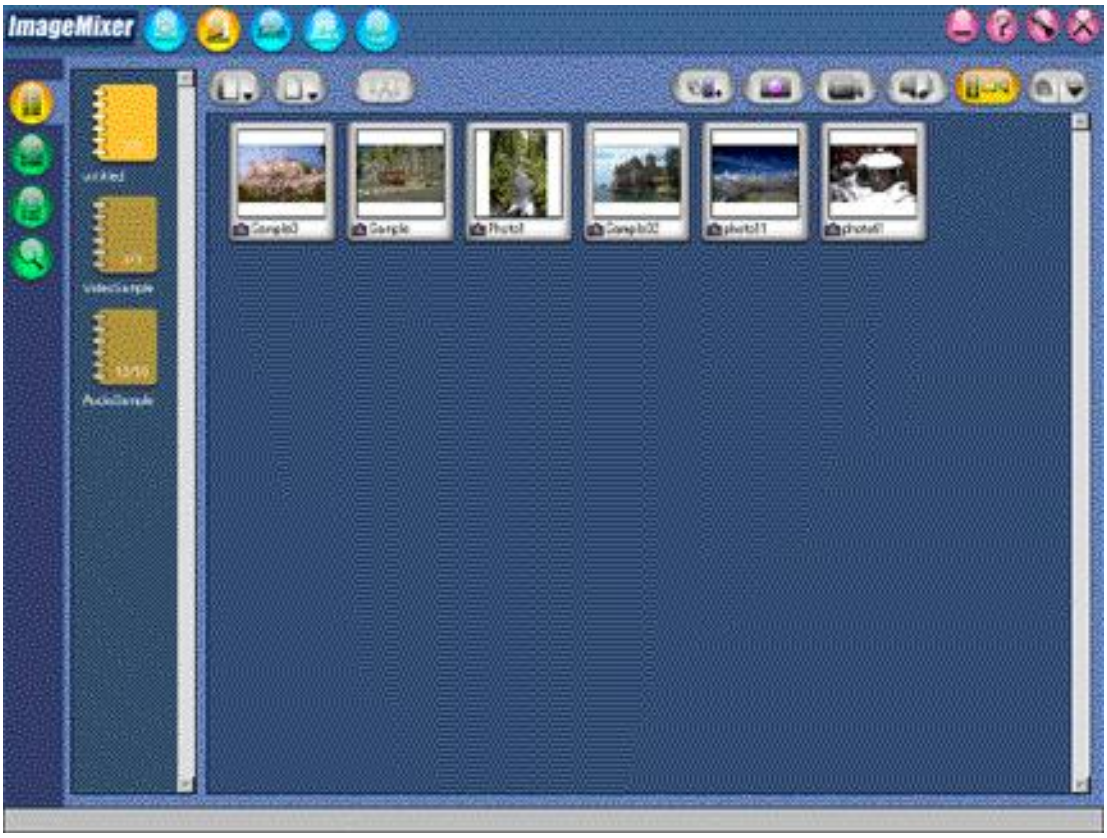
# 3-6 Thumbnail Views

Thumbnails of files existing in the currently selected album are displayed in the thumbnail list window. There are a variety of views available, each with their own special properties.

## Thumbnail view

Displays thumbnails existing in the selected album. This is the default view.

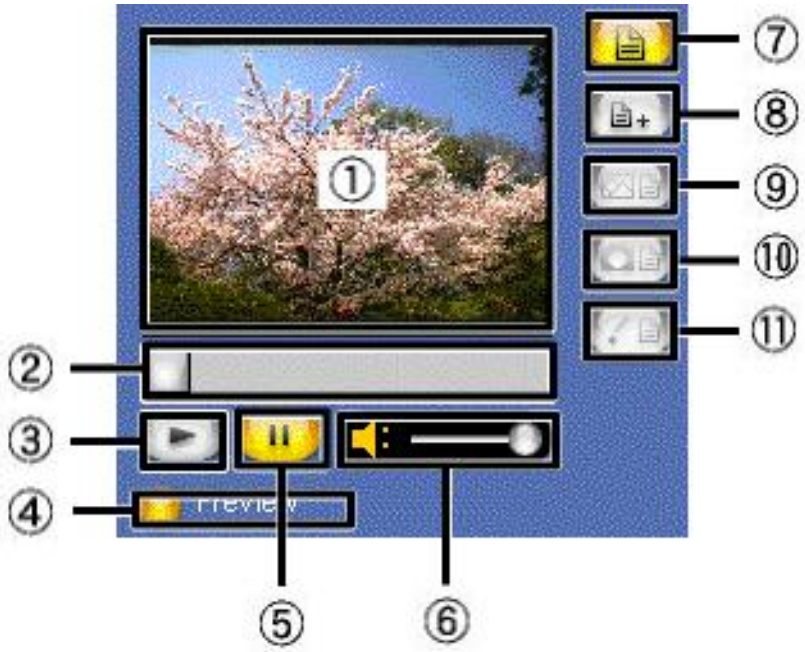



## Thumbnail/File information view

Thumbnails are displayed in a list with accompanying file information relative to title, file type, present location on your HDD, date created, date modified and any comments you may have entered.

## Thumbnail/Detailed file information view (Windows)

Selecting individual thumbnails provides you with a wide variety of information, including that which relates to Exif formatted files. In particular, these files contain all sorts of information relative to specific dates/times, camera information, and camera settings. This view also allows you to add your own information, such as titles and comments that will help you remember certain details associated with individual files. A small preview pane (described below) is also available.

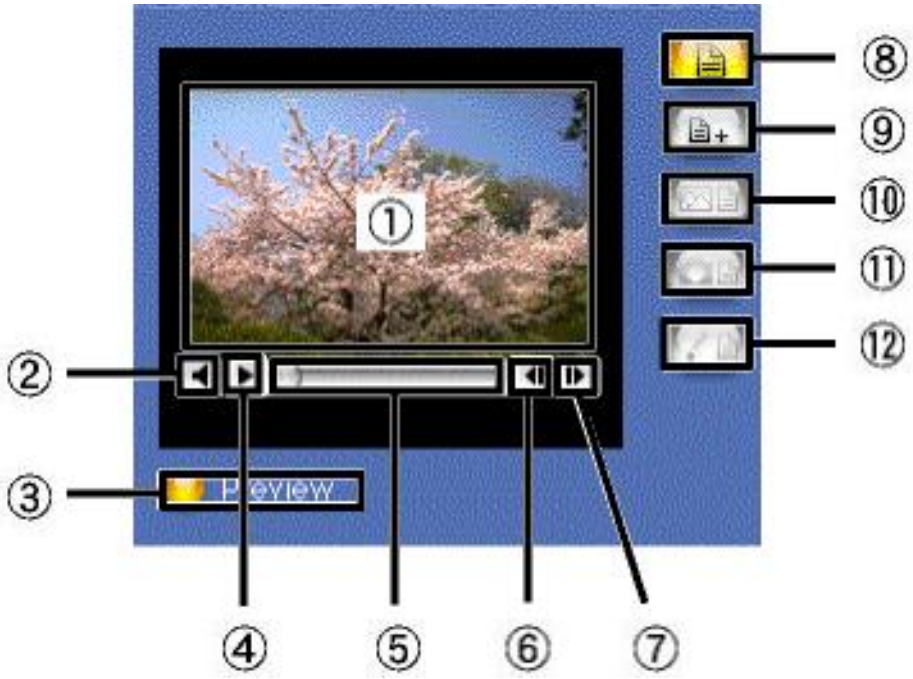



| | | |
|---|---|---|
| ① | Monitor | Displays a preview of the selected thumbnail, though this monitor does not appear at all when the thumbnail corresponds to a sound file. |
| ② | Play position slider | The position at which you wish to begin playback can be set by dragging the slider, though this slider does not appear at all when the thumbnail corresponds to a still picture. |
| ③ | Play button | Begins playback, though this button does not appear at all when the thumbnail corresponds to a still picture. |
| ④ | Preview ON/OFF button | Turns the preview display on or off. |
| ⑤ | Pause button | Pauses movie/sound playback, though this button does not appear at all when the thumbnail corresponds to a still picture. |
| ⑥ | Volume control | Drag the slider to adjust the volume of movie or sound files, though this slider does not appear at all when the thumbnail corresponds to a still picture. |

| | | |
|---|---|---|
| ⑦ | File Information Display button | Displays file information relative to the selected file, including file name, file type, and file location. You can also use fields here to enter your own title or comments. |
| ⑧ | Detailed Information Display button | Displays detailed information (Exif files only), including image dimensions (in pixels), file data size, playing time, date added to the current album, date modified, and file creation date. |
| ⑨ | Exif File Information Display button | Displays Exif file information relative to the selected file, including a description of the image, date/time the picture was taken, Exif version, image size, and whether or not the picture is meant to appear vertically or horizontally (orientation). |
| ⑩ | Camera Information Display button (Exif files only) | Displays information relative to the camera with which the Exif picture was originally taken, including the name of the camera manufacturer, camera model, and the camera's maximum aperture value. |
| ⑪ | Photo Information Display button (Exif files only) | Displays information relative to the settings under which the Exif photograph itself was taken, including lens focal length, shutter speed, aperture value, exposure value, exposure program, metering mode, ISO, white balance, and whether or not a flash was used. |

## Thumbnail/Detailed file information view (Macintosh)

Selecting individual thumbnails provides you with a wide variety of information, including that which relates to Exif formatted files. In particular, these files contain all sorts of information relative to specific dates/times, camera information, and camera settings. This view also allows you to add your own information, such as titles and comments that will help you remember certain details associated with individual files. A small preview pane (described below) is also available.




| | | |
|---|---|---|
| ① | Monitor panel | Displays a preview of the selected thumbnail, though this monitor does not appear at all when the thumbnail corresponds to a sound file. |
| ② | Volume control | Drag the slider to adjust the volume of movie or sound files, though this slider does not appear at all when the thumbnail corresponds to a still picture. |
| ③ | Preview ON/OFF | Turns the preview display on or off. |
| ④ | Play button | Begins playback, though this button does not appear at all when the thumbnail corresponds to a still picture. |
| ⑤ | Play position slider | Pauses movie/sound playback, though this button does not appear at all when the thumbnail corresponds to a still picture. |
| ⑥ | Single Frame Rewind button | Rewinds the movie one frame at a time. |
| ⑦ | Single Frame Advance button | Advances the movie one frame at a time. |
| ⑧ | File Information Display button | Displays file information relative to the selected file, including file name, file type, and file location. You can also use fields here to enter your own title or comments. |

| | | |
|---|---|---|
| ⑨ | Detailed Information Display button | Displays detailed information (Exif files only), including image dimensions (in pixels), file data size, playing time, date added to the current album, date modified, and file creation date. |
| ⑩ | Exif File Information Display button | Displays Exif file information relative to the selected file, including a description of the image, date/time the picture was taken, Exif version, image size, and whether or not the picture is meant to appear vertically or horizontally (orientation). |
| ⑪ | Exif Device Information Display button | Displays information relative to the camera with which the Exif picture was originally taken, including the name of the camera manufacturer, camera model, and the camera's maximum aperture value. |
| ⑫ | Exif Photo Information Display button | Displays information relative to the settings under which the Exif photograph itself was taken, including lens focal length, shutter speed, aperture value, exposure value, exposure program, metering mode, ISO, white balance, and whether or not a flash was used. |

## Search mode

Displays a list of thumbnails and allows you to Search for a specific file or type of file within those thumbnails according to the criteria you select in the accompanying pane.

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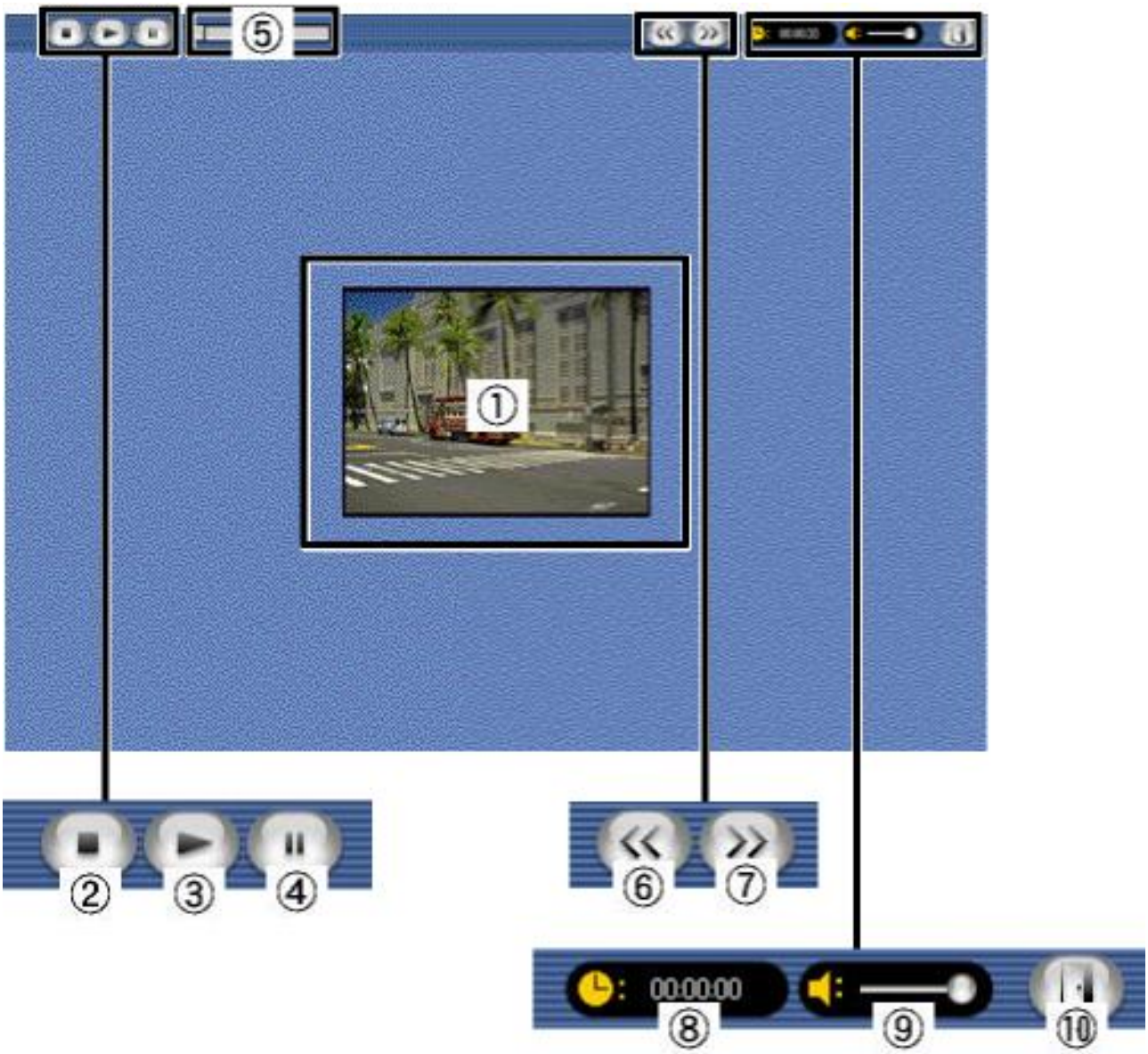
# 3-7 View/Play Window

This window allows pictures and movie files to be viewed and sound files to be played. To bring up this window, follow the steps below.

1. **Select the thumbnail which corresponds to the file you want to view or play.**
2. **Clicked View/Play on the pull-down file menu or click View/Play from the context menu.**
   Files can also be viewed or played by double-clicking their corresponding thumbnail.

## Playing movies and sound files (Windows)

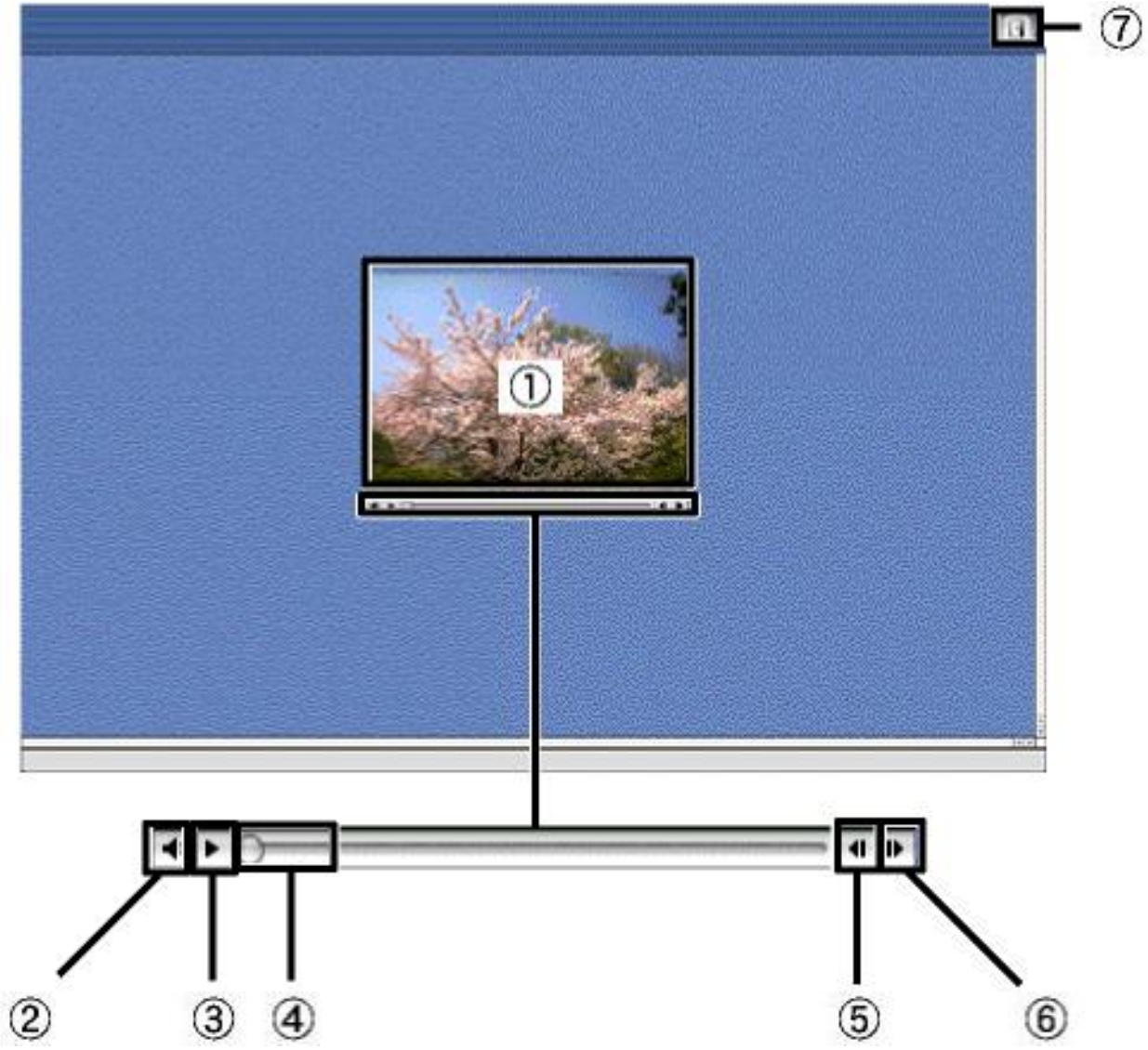
View/Play window for movies and sound files.



| | | |
|---|---|---|
| ① | Display | Movies are shown here. When playing sound files, an animated speaker icon appears. |
| ② | Stop button | Stops movie playback. |
| ③ | Play button | Click to begin playback from the current position on the play position slider. |
| ④ | Pause button | Pauses movie playback. |
| ⑤ | Play position slider | Used to define the position at which to begin/resume playback by dragging the slider. The corresponding frame is shown. |
| ⑥ | Display Previous button | When two or more files have been selected for viewing, clicking this button moves you to the previous file in the series. |
| ⑦ | Display Next button | When two or more files have been selected for viewing, clicking this button moves you to the next file in the series. |
| ⑧ | Time display | Displays the accumulated play time of the movie or sound file currently being played. |
| ⑨ | Volume control | Drag the slider to control volume. |
| ⑩ | Close button | Closes the view/play window and returns to the main screen of the Album Environment. |

## Playing movies and sound files (Macintosh)

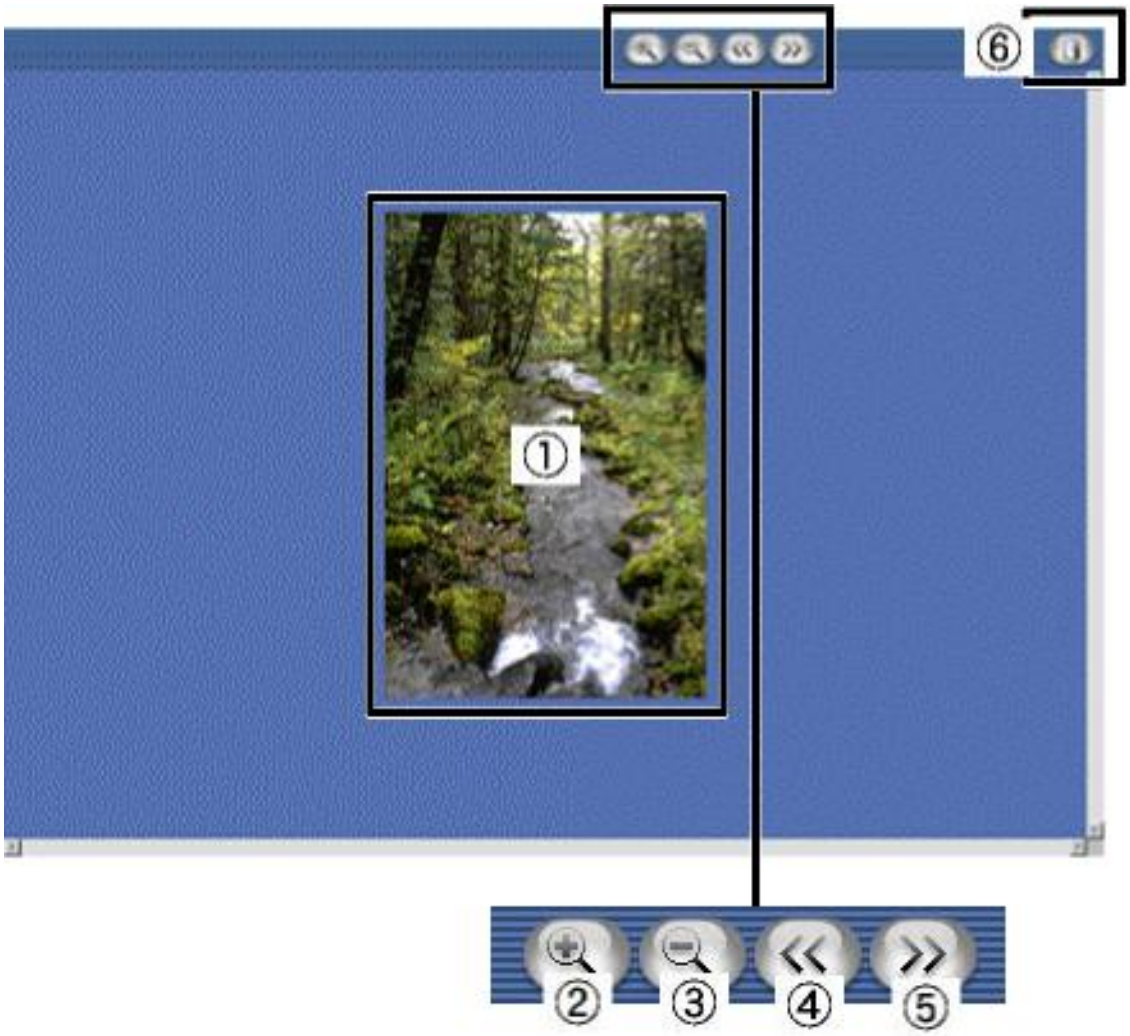
View/Play window for movies and sound files.




| | | |
|---|---|---|
| ① | Display | Movies are shown here. |
| ② | Volume control | Drag the slider to control volume. |
| ③ | Play button | Click to begin playback from the current position on the play position slider. |
| ④ | Play position slider | Used to define the position at which to begin/resume playback by dragging the slider. The corresponding frame is shown. |
| ⑤ | Single Frame Rewind button | Rewinds the movie one frame at a time. |
| ⑥ | Single Frame Advance button | Advances the movie one frame at a time. |
| ⑦ | Close button | Closes the view/play window and returns to the main screen of the Album Environment. |

# Viewing still pictures

View window for still pictures.




| | | |
|---|---|---|
| ① | Display | Displays the selected file(s). |
| ② | Zoom In button | Clicking this button enlarges the display size. |
| ③ | Zoom Out button | Clicking this button reduces the display size. |
| ④ | Display Previous button | When two or more files have been selected for viewing, clicking this button moves you to the previous file in the series. |
| ⑤ | Display Next button | When two or more files have been selected for viewing, clicking this button moves you to the next file in the series. |
| ⑥ | Close button | Closes the view display and returns to the main screen of the Album Environment. |

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# 3-8 Exporting Album Files

Exporting is a term used to refer to the action of creating a new file according to a pre-designated format. This action will not change the source file of the selected movie thumbnail. Rather, ImageMixer will, regardless of the format of the original file, save the movie according to the settings you define in the accompanying dialog box. After the process is complete, a thumbnail associated with the new file will appear in the current album.

## Exporting movies

Exported files will appear in the current album and their source files will be saved according to the destination folder defined under 'Destination of exported files' in the Album Preferences.

1. **Select the thumbnail of the movie file to be exported from the thumbnail list window. Click 'Export within album as new movie' in the pull-down File Menu or the Context Menu.**
   The Movie Format Settings dialog box will appear.

2. **Define the file format options (described below) and click the [Export] button.**

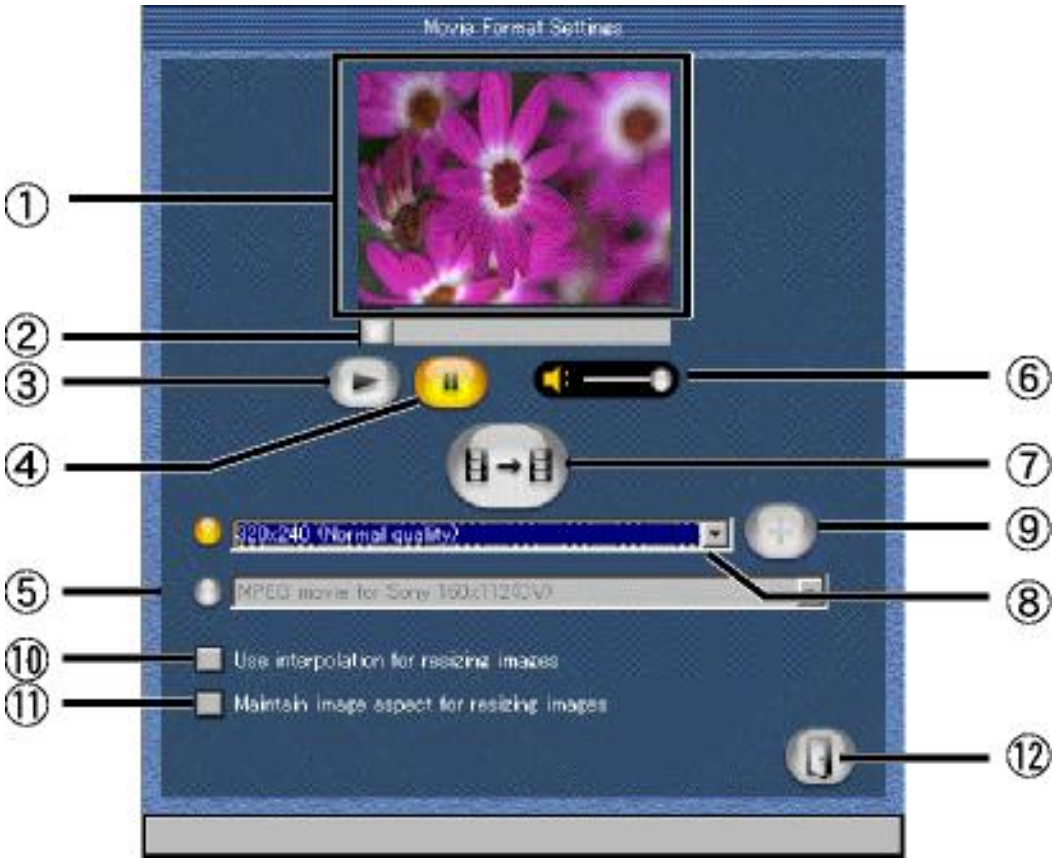
   **ImageMixer MPEG1 format:**
   Select the conversion quality.

   Select [320 x 240] or [640 x 480] to convert a file at that size quality.
   Select [Video CD] to convert a file to a file optimized for Video CD. NTSC is a video format used in Japan and the U.S., and PAL is a video format used in China and Europe.
   Select [For e-mail] to convert a file to a smaller file that can be attached to emails.
   Select [DV/AVI] to convert a file to an AVI format file.
   If you select [Custom], you can set the conversion file by clicking on the [+] button.

   When using a moving picture file that has a non-standard frame size in Video CD creation, it will be necessary to change the size. In this case, the image quality improves if you check [Use interlace process in size changes]. However, file conversion takes longer when this process is used, so only select it as needed. In addition, by checking [Maintain ratios in size conversions], the file size is changed but the image angles of the moving picture file being converted are kept the same. Because of this, black background is filled in as needed to make it a 4:3 ratio.

   **MPEG movie for Sony**
   Converted as MPEG movies for Sony cameras. Select from [MPEG movie for Sony 160×112 (QCIF)], [MPEG movie for Sony 160×112 (CV)], [MPEG movie for Sony 320×240 (CIF)], [MPEG movie for Sony 320×240 (HQ)], [MPEG movie for Sony 640×480 (VGAL)].

## Movie Format Settings dialog box




| | | |
|---|---|---|
| ① | Preview display | Allows you to preview the movie before proceeding with file export. |
| ② | Play position slider | Used to define the position at which to begin/resume preview by dragging the slider. The corresponding frame is shown. |
| ③ | Play button | Click to begin preview from the current position on the play position slider. |
| ④ | Pause button | Pauses movie playback. |
| ⑤ | MPEG exporting options for SONY | Defines size and quality options relative to the Sony MPEG movie format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large. |
| ⑥ | Volume control | Drag the slider to control volume. |
| ⑦ | Export button | Exports movie according to the format selected in ⑤ or ⑧ . |

| | | |
|---|---|---|
| ⑧ | MPEG exporting options for ImageMixer | Defines quality options relative to the ImageMixer MPEG1 movie format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large. |
| ⑨ | Custom button | You can use this button when you select [Custom] in ⑧ . Sets the export settings. |
| ⑩ | Use interpolation for resizing images. | Resizing movie by interpolation will improve image quality. |
| ⑪ | Maintain image aspect for resizing images. | Resizing the movie images while maintaining the image aspect. |
| ⑫ | Close button | Closes the dialog box and returns to the main screen of the Album Environment. |

## Exporting pictures

Exported files will appear in the current album and their source files will be saved according to the destination folder defined under 'Destination of exported files' in the Album Preferences.

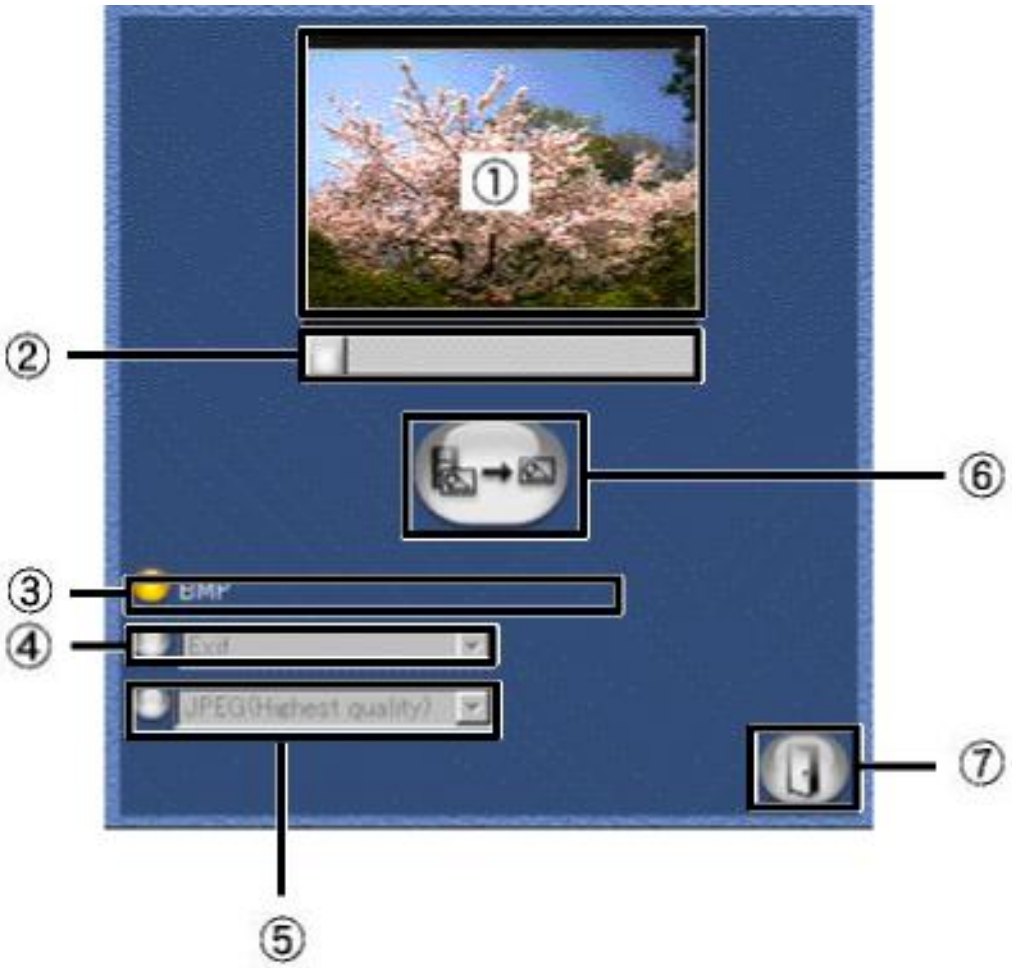
1. **Select the thumbnail of the movie or still picture to be exported. Click 'Export within album as new picture' in the pull-down File Menu or the Context Menu.**
   The Still Picture Format Settings dialog box will appear.

2. **When exporting a still picture from a movie file, select the desired frame by dragging the play position slider.**

3. **Define the file format options (BMP for Windows, PICT for Macintosh, Exif or JPEG) and click the [Export] button.**

4. **Once the file is exported, the dialog box will close and the new file will appear in the thumbnail list window of the current album**

## Still Picture Format Settings dialog box




| | | |
|---|---|---|
| ① | Preview display | Allows you to preview the still picture before proceeding with file exportation. |
| ② | Play position slider | Used to select the frame of the movie from which you wish to create (export) a new picture.<br>This is not displayed when exporting from a still picture. |
| ③ | Exif | Converts the selected movie or still picture file into the Exif file format used by digital cameras. Original size or 640 x 480 pixels may be selected. |
| ④ | BMP/PICT | Exports the selected movie frame or still picture in BMP (Windows) or PICT (Macintosh) format. |
| ⑤ | JPEG | Exports the selected movie frame or still picture in JPEG format. Note that when a low image quality is selected, the compression speed (rate at which the file is exported) is relatively fast, while the data size of the newly created (exported) picture is relatively small. Conversely, when a higher image quality is selected, the compression speed (rate at which the file is exported) is relatively slow, while the data size of the newly created (exported) picture is relatively large. |
| ⑥ | Export button | Exports movie according to the defined format. |

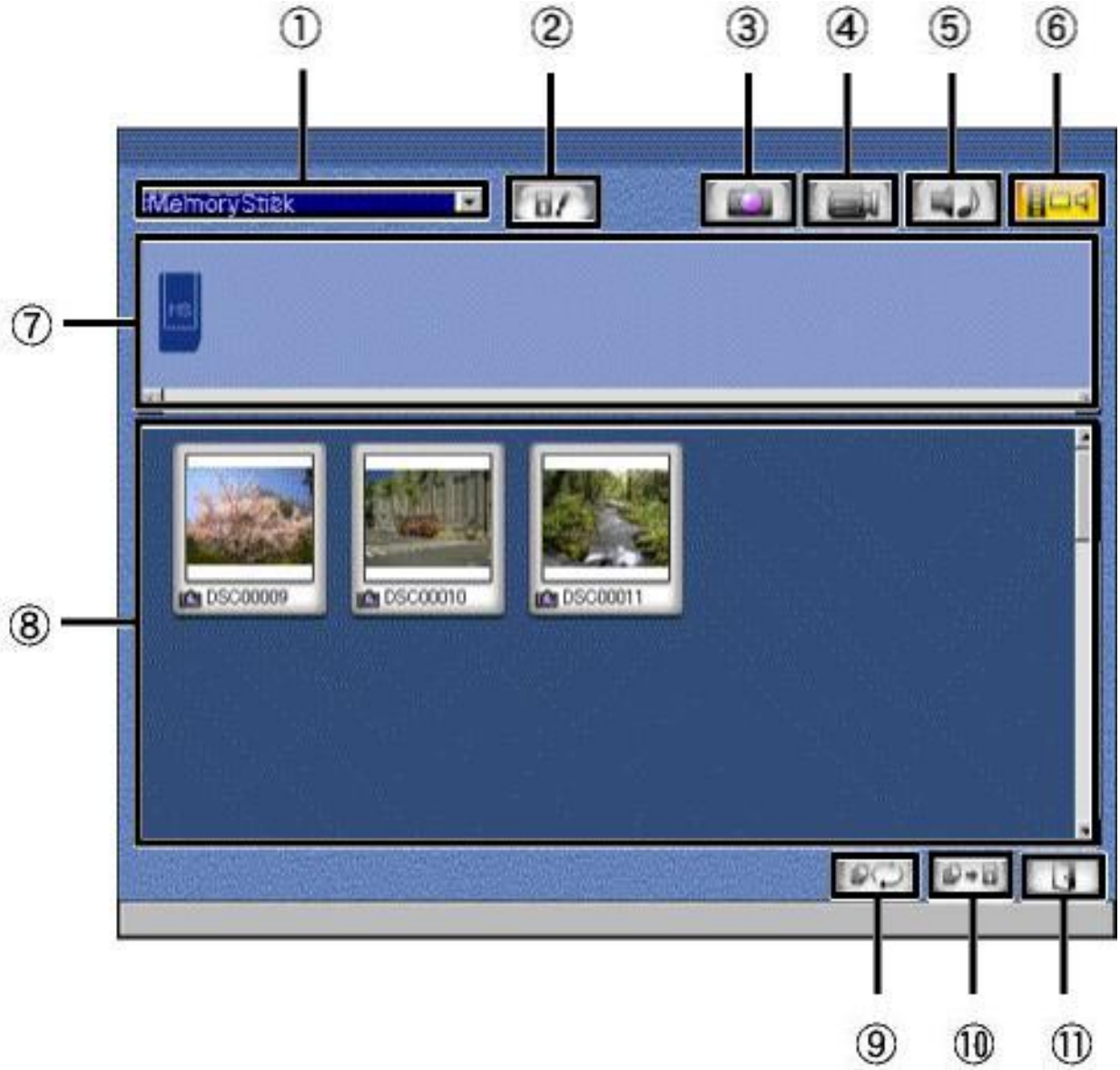
| | | |
|---|---|---|
| ⑦ | Close button | Closes the view/play window and returns to the main screen of the Album Environment. |

## Output to memory card

Outputs a copy of the source file of the selected thumbnail to a memory card.

1. **Select the thumbnail to be output.**
2. **Click 'Output to memory card' in the pull-down File Menu or the Context Menu.**
3. **The Memory Card Output dialog box is displayed. Select a memory card present either in a camera or in a memory card reader connected to your computer. Click the [Output] button.**
4. **A progress bar is shown and the file is saved to the selected memory card.**

### Memory Card Output dialog box




| | | |
|---|---|---|
| ① | Selection menu | Defines the output destination. |
| ② | Card Search button | Searches for any memory cards present, either in a camera or in a memory card reader connected to your computer. |
| ③ | Still Picture Display button | Displays only thumbnails of still picture files in the thumbnail list window. |
| ④ | Movie Display button | Displays only thumbnails of movie files in the thumbnail list window. |
| ⑤ | Sound Display button | Displays only thumbnails of sound files in the thumbnail list window. |
| ⑥ | Display All Files button | Displays thumbnails of all files in the thumbnail list window. |

| | | |
|---|---|---|
| ⑦ | Memory card list window | Available memory cards are displayed in a list. Clicking a memory card icon here displays all the relevant files as thumbnails in the thumbnail list window. Note that files stored on floppy disks and other similarly formatted media will appear here as well. |
| ⑧ | Thumbnail list window | Displays thumbnails of the files existing on the selected memory card. |
| ⑨ | Refresh button | Refreshes (rereads) the data existing on the currently selected memory card. |
| ⑩ | Output button | Outputs a copy of the file selected in the thumbnail list window to the selected memory card. |
| ⑪ | Close button | Closes the memory card output dialog box and returns to the main screen of the Album Environment. |

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# 3-9 Printing Within the Album Environment

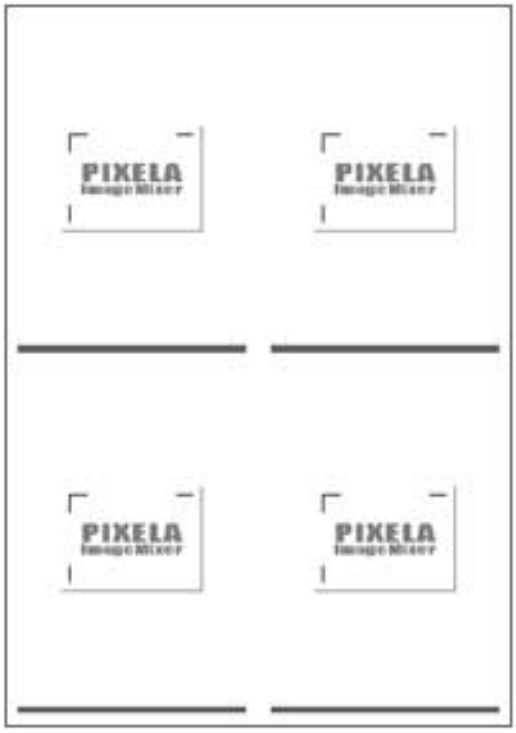
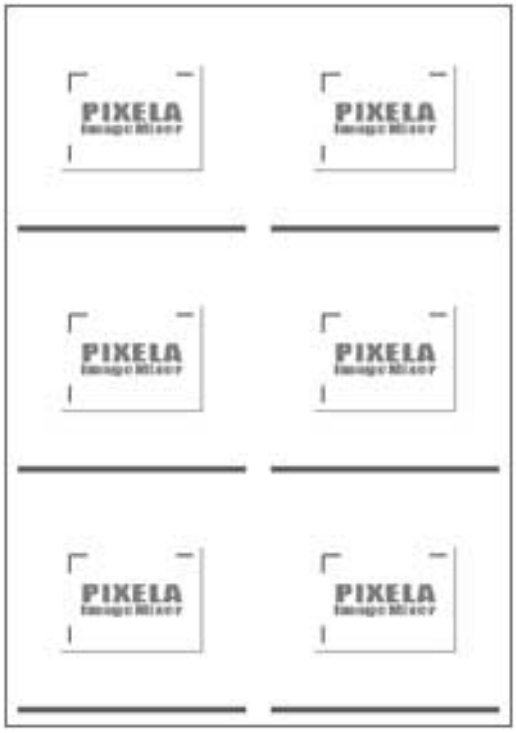
Whether you would like to print out snap shots of your favorite pictures or create a physical record of your album files, ImageMixer provides you with a variety of printing options, conveniently located within the album environment. Furthermore, the printing process itself is made quite efficient by the fact that you choose only those pictures you would like to print by simply selecting their corresponding thumbnails.

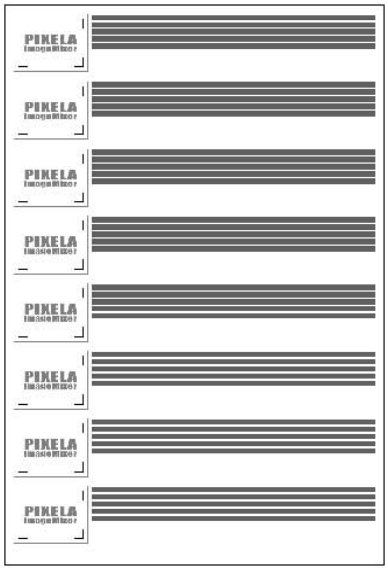
When sound files are selected, the speaker icon (standard sound file thumbnail image) is printed. When movie files are selected, only the first frame of the movie is printed.

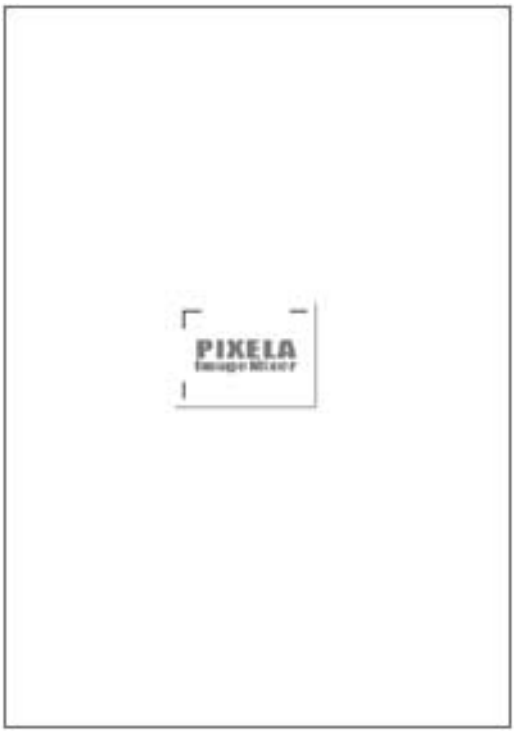
1. **Select the thumbnail(s) of the file(s) to be printed.**
2. **Click Print in the pull-down File Menu or the Context Menu.**
3. **The Print Layout Settings dialog box is displayed. After the options are set, click the [Print] button to print out the selected file.**

| | |
|---|---|
| | Brings up the Print Layout Settings dialog box. |
| | Print. |
| | Closes the Print Layout Settings dialog box and returns to the main screen of the Album Environment. |

## Print Layout Settings

| | | |
|---|---|---|
| Index Printing<br> <br>Prints thumbnails and their source file names. | Defines the number of thumbnails printed per page.<br> <br><br>Example: 4 pictures per page.<br>  | Defines the number of thumbnails per page by columns and rows.<br> <br><br>Example: 2 columns, 3 rows per page.<br>  |
| Information Printing<br> <br>Prints thumbnails and information pertaining to their corresponding source files. | Defines the number of thumbnails printed per page.<br> <br><br>Example: 2 pictures per page. | Only the file information that is checked will be printed.<br>• File Name<br>• Title<br>• Type<br>• Location<br>• Image Size<br>• Date Created<br>• Date Modified<br>• Data Size<br>• Length<br>• Comments |

| | | |
|---|---|---|
| | | The number of boxes that may be checked depends upon the number of images per page as well as the paper size.<br><br>When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture. |
| List Printing<br> <br>Prints thumbnails and information pertaining to their corresponding source files. |  | Only the file information which is checked will be printed.<br><br>• File Name<br>• Title<br>• Type<br>• Location<br>• Image Size<br>• Date Created<br>• Date Modified<br>• Data Size<br>• Length<br>• Comments<br><br>The number of boxes that may be checked depends upon the number of images per page as well as the paper size.<br><br>When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture. |

| | | |
|---|---|---|
| Print Image Only<br> <br>Prints the selected picture according to its actual size. The date can also be printed in the lower right-hand corner of the picture by checking the 'Indicate Date' box.<br><br>When the file to be printed is an Exif file, checking the 'Indicate Date' box allows the photo date/time to appear in the lower right-hand corner of the picture. |  | |

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# 3-10 Finding Specific Files

These controls make it easy to find a certain album file, even among a large number of thumbnails. There are two methods by which you may find a desired file. Moreover, the thumbnails currently displayed can be searched according to specific criteria.

## Search by file type

### Memory Card Output File Display button

Displays only files that can be output to a memory card.

### Still Picture Display button

Displays only still picture files in the thumbnail list window.

### Movie File Display button

Displays only movie files in the thumbnail list window.

### Sound File Display button

Displays only sound files in the thumbnail list window.

### Display All Files button

Displays all files in the thumbnail list window.

## Search according to specific criteria

1. **Click the [Search Mode] button.**

2. **Select the search criteria.**
   Search criteria include file type, title, comments, file creation date, date modified, and the date the file was added to the current album.

3. **Specify the contents of the search criteria.**
   Contents vary according to the selected search criteria.

   **When 'Type' is selected:**
   Select the file type from the pull-down list and specify whether to include or not include the specified file type in the search.

   **When 'Title' is selected:**
   Enter the text of a title and specify whether the file you are looking for should match exactly, include, or not include the specified text.

   **When 'Comments' is selected:**
   Enter the text of a comment and specify whether the file you are looking for should match exactly, include, or not include the specified text.

   **When 'Date Created' is selected:**
   Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

   **When 'Date Modified' is selected:**
   Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

   **When 'Date Added' is selected:**
   Define either a range of dates or enter a single date and select whether the date of the file you are looking for should match exactly, exclude, come before, or come after the specified date.

4. **Select the search range.**
   Select whether all files or only those just searched should be included in the present search.

5. **Click the [Search] button.**
   Files are searched according to the specified criteria. Files that match the specified criteria are highlighted (appear bright yellow) in the thumbnail display window.

Search results can be canceled by clicking the [Reset] button. The Create album with selected thumbnails item in the pull-down album menu can be used to create a new album with the files found in a particular search. Until the [Reset] button is clicked, some commands, such as 'Add thumbnail,' 'Export within album as new movie/picture,' 'Edit picture,' 'Sort,' cannot be used.

## Sort

Thumbnails can be arranged within the thumbnail list window according to file name, file type, data size, or date modified.

The currently displayed thumbnails can also be arranged arbitrarily by dragging them to the desired location within the thumbnail list window.

| | | |
|---|---|---|
| ① | Sort in Ascending Order button | Alphanumerically sorts thumbnails in the currently displayed album in ascending order, according to file name, file type, data size, or date modified. |
| ② | Sort in Descending Order button | Alphanumerically sorts thumbnails in the currently displayed album in descending order, according to file name, file type, data size, or date modified. |

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# 3-11 Album Preferences

Click the [Preferences] button to make changes relative to the Album Environment.

## Format Settings of Edited Files

Defines the file format in which to save edited still pictures.
When the source file is in Exif or JPEG format, the following settings will not apply. The edited file will be saved in its original format.

### Save as BMP (Windows)

This is the still picture file format generally used in Windows.

### Save as PICT (Macintosh)

This is the still picture file format generally used in Macintosh.

### Save as JPEG

This is the still picture file format generally used for Internet-related activities (attaching images to e-mail, building web sites, etc.). The default image quality can be set to 'highest,' 'high,' 'standard,' and 'low.' The 'highest' image quality setting uses the lowest rate of compression and the 'low' image quality setting uses the highest compression rate.

## Print Setting

### Only selected files

When printing from the pull-down File Menu or the Context Menu, checking this box limits printing to the selected files. If this box is not checked, all the files currently displayed in the thumbnail list window will be printed.

## View Settings

Settings for the View/Play command in the File Menu and Context Menu can be defined.

### Only selected files

When clicking View/Play on the pull-down File Menu or the Context Menu, checking this box limits view/play to the selected files. If this box is not checked, all the files currently displayed in the thumbnail list window will be viewed or played.

### Display size (Windows only)

Defines the size movies will be shown when clicking View/Play on the pull-down File Menu or the Context Menu.

## Slide Show Settings

Defines slide show options.

### Only selected files

Checking this box limits the slide show to selected files only. If this box is not checked, all files displayed in the thumbnail list window will be displayed in the slide show.

### Repeat

If this box is checked, the slide show display will be repeated, or looped, until the slide show window is closed.

### Interval

Defines the time each image is shown during the slide show.

### Display size

Defines the display size of movie files shown in the slide show.

## Prefix for Newly Saved Files

Defines the characters (letters, numbers, etc.) added to the names of all files created in ImageMixer, such as those created through exporting movies/still pictures or those you have altered, or edited yourself. The prefix characters will be followed by consecutive numbers and the file will be saved in the destination folder defined in 'destination of exported files.' Newly created files always appear in the album from which the source files were taken.

## Destination of Exported Files

Defines the location in which the source files of exporting movies/still pictures are saved, as well as those you have altered, or edited yourself. The [Browse] button makes it easy to specify the save directory.

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ImageMixer

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Chapter 4 Movie Editing Environment

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Chapter 5 Layout Environment

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# 4-1 Movie Editing Environment

Movies and sound files existing in albums can be edited and arranged into longer works, called media streams. Transition effects and titles can also be inserted.

## Opening Movie Editing Environment

1. **Open ImageMixer.**
2. **Click the [Movie Editing Environment]** **button on the Primary Selector.**

## Nomenclature

| | | |
|---|---|---|
| ① | Monitor panel | Displays the media stream currently arranged on the storyboard and allows you to preview the results of changes you have made. |
| ② | Mode Selector | Changes Monitor Panel to Edit Mode or Preview Mode. |
| ③ | Media selection panel | Provides tools related to opening and saving projects, creating MPEG1 media streams, and thumbnail display options. |
| ④ | Thumbnail list window | Displays thumbnails of movies and sound files existing in the selected album. Also displays transition effects and titles. |
| ⑤ | Storyboard | Shows the arrangement of files used in the media stream. |
| ⑥ | Timeline | Details the linear progression of media within the stream. Double-clicking sound media here also provides you with trimming options. |

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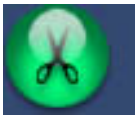
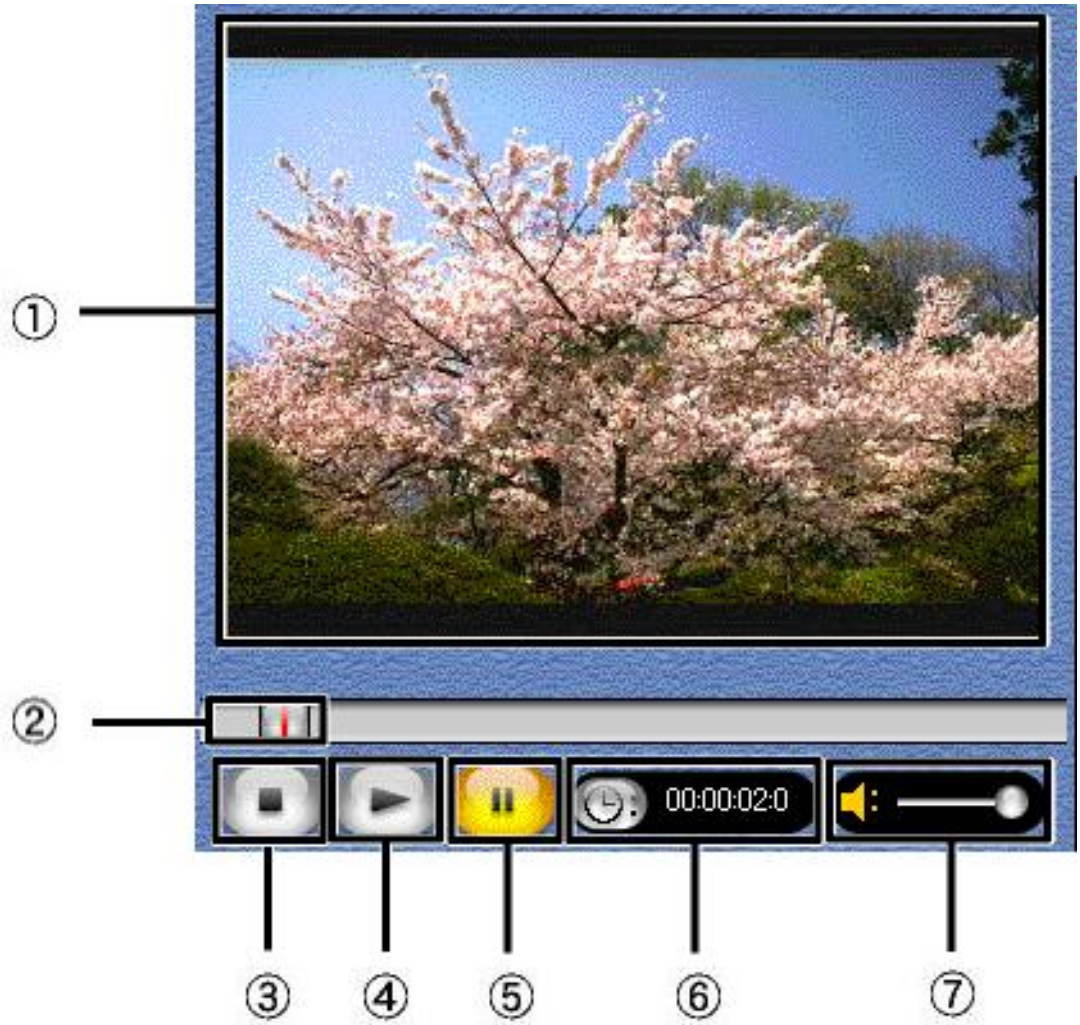
# 4-2 Monitor Panel

## Edit mode

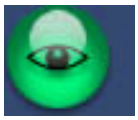
Click the [Edit Mode]  button.

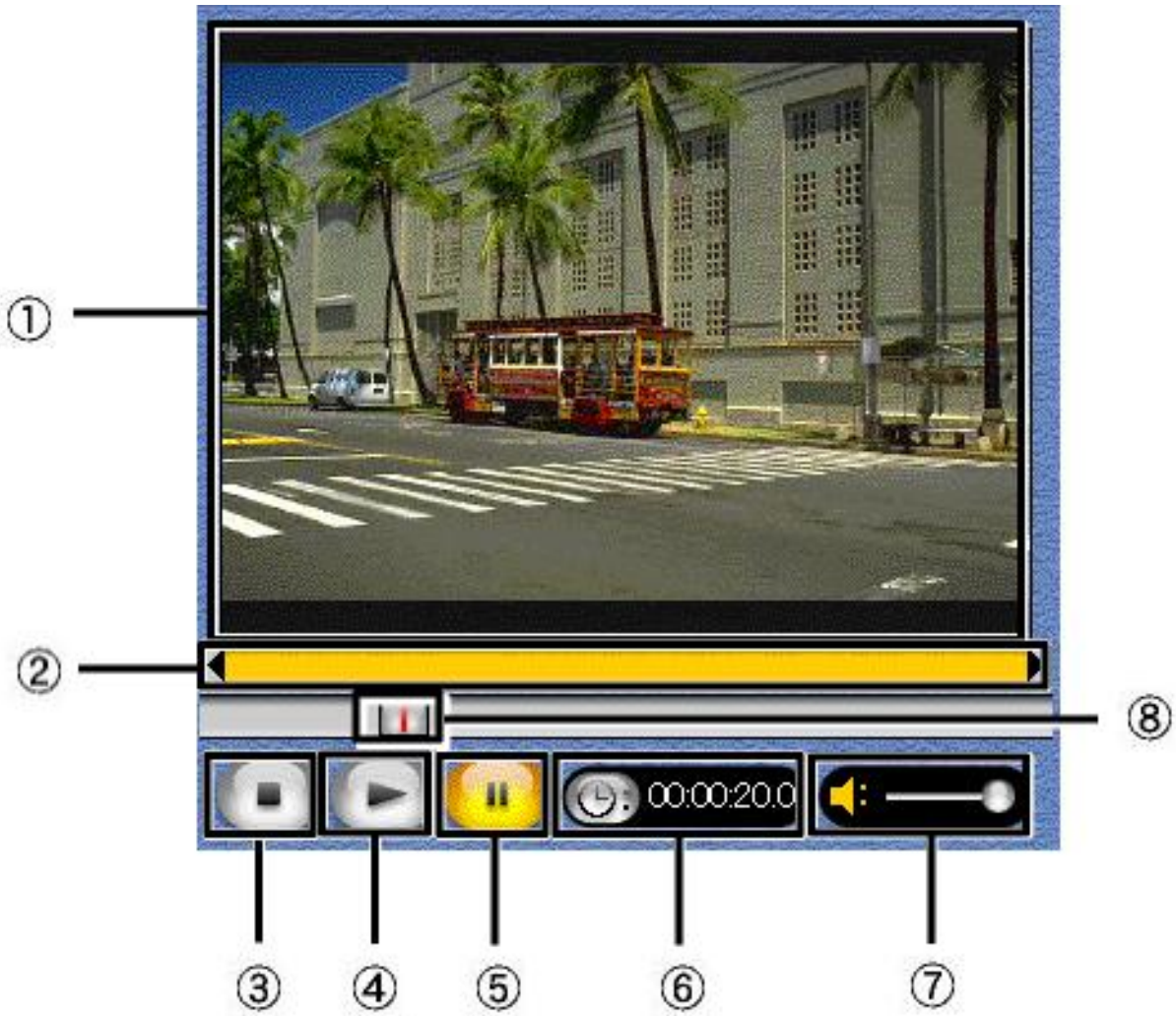



| | | |
|---|---|---|
| ① | Monitor | Displays the media stream currently arranged on the Storyboard. |
| ② | Play position slider | The position at which to begin playback can be defined by dragging the slider. |
| ③ | Stop button | Stops playback and returns the movie to the beginning. |

| | | |
|---|---|---|
| ④ | Play button | Plays from the current position of the play position slider. |
| ⑤ | Pause button | Pauses playback. |
| ⑥ | Time display | Displays the currently accumulated playing time of the movie or sound file being previewed. |
| ⑦ | Volume control | Drag the slider to control volume. |

## Preview mode

Click the [Preview Mode]  button.




| | | |
|---|---|---|
| ① | Monitor | Click the [Play] button to preview the media stream currently being edited. |

| | | |
|---|---|---|
| ② | Preview range select slider | Defines the range of the media stream to be previewed. |
| ③ | Stop button | Stops playback and returns the movie to the beginning. |
| ④ | Play button | Plays from the current position of the play position slider. |
| ⑤ | Pause button | Pauses playback. |
| ⑥ | Time display | Displays the currently accumulated playing time of the movie or sound file being previewed. |
| ⑦ | Volume control | Drag the slider to control volume. |
| ⑧ | Play position slider | The position at which to begin playback can be defined by dragging the slider. |

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# 4-3 Media Selection Panel

## Create new project

While the media stream is being edited and before it is saved as an MPEG1 file, it exists as a project. Saved projects (which have not yet been formatted as MPEG1 files) are called project files.

## Open a project file

Clicking this button displays the 'Open' dialog box, allowing you to browse the folders on your computer.

## Save project

Clicking this button displays the 'Save As' dialog box. Enter the file name and click [Save] once you have defined a location on your computer where you would like the project to be stored.

## Movie display button

Displays only thumbnails of movie files existing in the current album.

Since they can also be added to the media stream, still picture files are treated as movies, the "playing time" of which you can set yourself.

## Sound file display button

Displays only thumbnails of sound files existing in the current album.

## Transition effect display button

Displays thumbnails corresponding to the transition effects that can be used by ImageMixer.

## Title display button

Displays thumbnails of titles created in the Layout Environment.

## Generate movie

Clicking this button saves the edited media stream as an MPEG1 movie file. Enter the file name and click [Save] once you have defined a location on your computer where you would like the movie to be stored.

## Select album

Select which thumbnails you wish to appear in the thumbnail list window. When you click the arrow, a dropdown list of available album files will be displayed.

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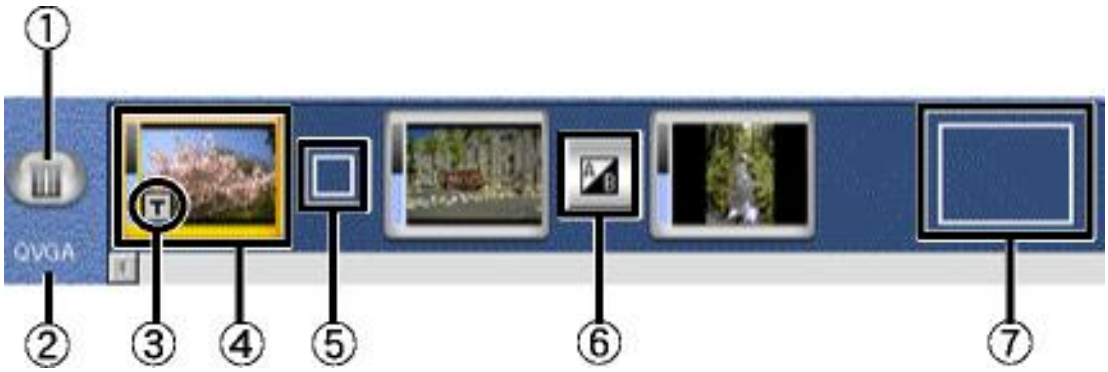
# 4-4 Storyboard

Movie files (and picture files which are treated as movie files) can be arranged on the Storyboard by dragging & dropping their thumbnails from the thumbnail list window.




| | | |
|---|---|---|
| ① | Trash can button | Click to delete a selected movie clip, sound clip, or transition effect from the storyboard or timeline. The source file is not deleted. |
| ② | Edit size display | The edit size is displayed as [VGA (640 x 480)] or [QVGA (320 x 240)].<br>When a moving picture file to be arranged on a storyboard is the first file put on the storyboard, make a selection using the displayed dialog box to display this. |
| ③ | Title icon | This icon indicates clips in which titles have been inserted. Double-clicking a clip thumbnail with this icon will open the Movie Editor. From there, switch to the title editing mode to make changes relative to the appearance of the title within the clip. |
| ④ | Clip thumbnail | This is the term given to the graphic representation of movies or still picture files that have been placed on the storyboard. Double-clicking a clip thumbnail will open the Movie Editor, whereby you can perform operations such as movie trimming. |
| ⑤ | Transition box | Indicates an area in the media stream into which transition effects may be added by dragging transition effect thumbnails from the thumbnail list window. |
| ⑥ | Transition effect thumbnail | This icon indicates the location of a transition effect which has already been added to the media stream. Double-clicking it will open the Transition Settings. |

| | | |
|---|---|---|
| ⑦ | Clip box | Indicates an area in the media stream into which editable media may be added by dragging thumbnails from the thumbnail list window. |

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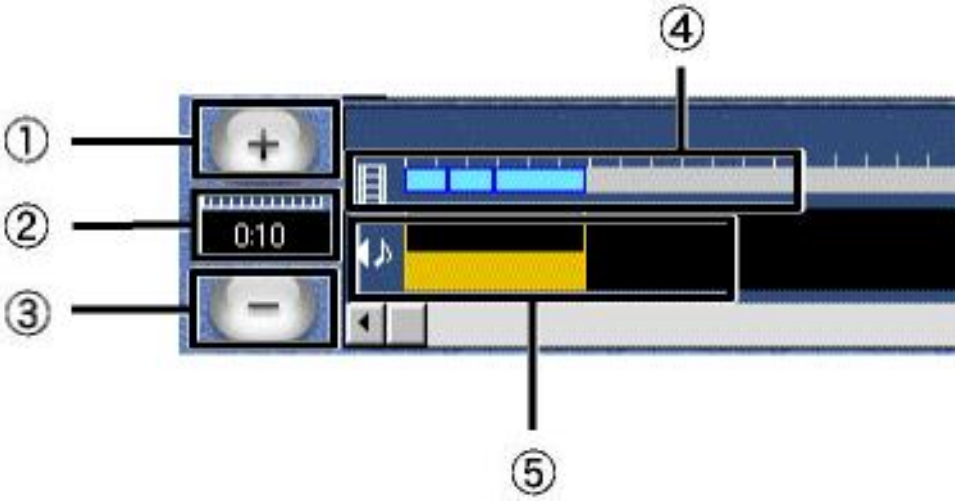
# 4-5 Timeline

The timeline provides you with a graphic representation of exactly where each media clip appears in the media stream. Thumbnails corresponding to sound media can be dragged to the timeline and then moved to play automatically at specified points in the linear sequence of streaming media.




| | | |
|---|---|---|
| ① | Decrease Increment button | Expands the scale of the timeline (decreases the number of measured increments on the clip ruler), thereby facilitating detailed editing of the media stream. |
| ② | Increment display | Indicates the length of time that elapses between each line on the clip ruler. |
| ③ | Increase Increment button | Shrinks the scale of the timeline (increases the number of measured increments on the clip ruler), thereby facilitating rough editing of the media stream. |
| ④ | Clip ruler | Indicates the exact starting and stopping points of visual media clips arranged on the Storyboard. |
| ⑤ | Soundtrack | Dragging & dropping sound file thumbnails from the thumbnail list window adds them to the movie soundtrack. Once added, sound clips can be dragged to the desired position within the media stream. Placing your mouse pointer at either end of a sound clip makes it possible to trim the play duration of the sound and double-clicking the sound clip opens the sound editor, whereby you can also Trim the sound and control other aspects related to this particular sound. |

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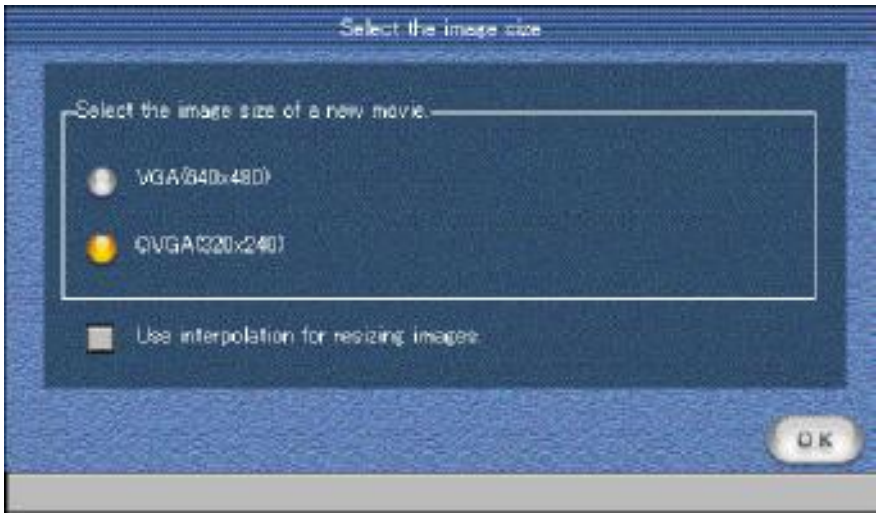
# 4-6 Trimming

Movie files (and picture files treated as movie files) can be arranged on the Storyboard by dragging & dropping their thumbnails from the thumbnail list window. If necessary, ImageMixer will automatically export an MPEG1 version of the media to facilitate the editing process.

1. **Double-click a movie clip already placed on the Storyboard.**
   When a movie or still picture file arranged on the Storyboard is not in the MPEG1 format used in the Movie edit mode, ImgeMixer will automatically export the file as an MPEG1 formatted file. In this case, the original file remains and the exported file that is created is saved and added to the album.

   In Macintosh, when a movie file is arranged on the Storyboard system memory is consumed. When many movie files are arranged and there is a low amount of free memory an insufficient memory error message may be displayed. In this case, increase the amount of free memory by increasing the virtual memory size. Virtual memory size can be adjusted from the memory control panels under the Apple menu.

2. **When a moving picture file to be arranged on a storyboard is the first file put on the storyboard, the dialog below is displayed for selecting the edit size. Select the edit size and click [OK].**




   When using a moving picture file that has a non-standard frame size in Video CD creation, it will be necessary to change the size. In this case, the image quality improves if you check [Use interlace process in size changes]. However, file conversion takes longer when this process is used, so only select it as needed. This dialog box will not be displayed when the moving picture file is not the first one placed on the storyboard. When the settings are completed, the selected edit size is displayed on the storyboard.

3. **The Movie Editor window will appear.**

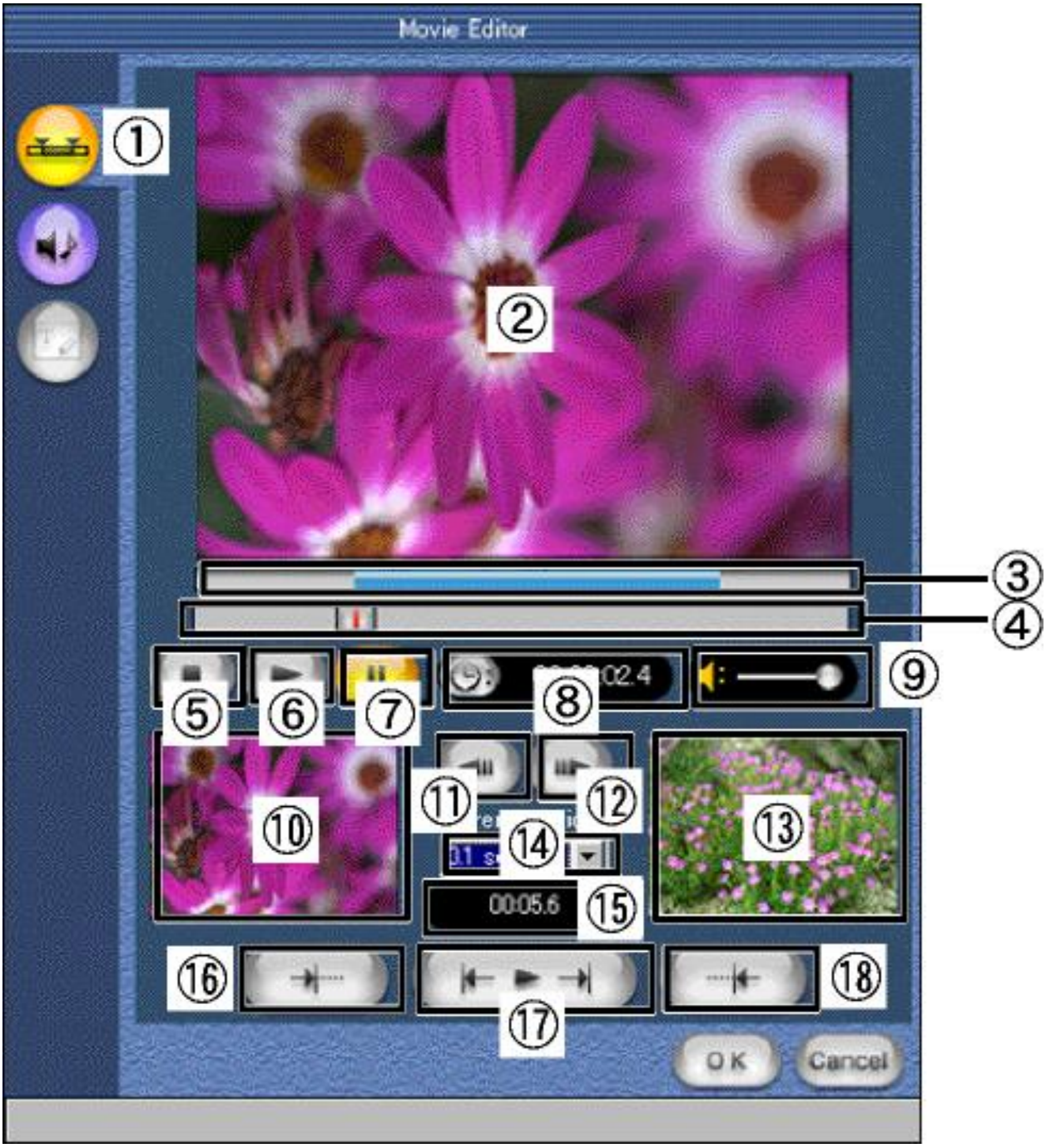
4. **Use the play position slider to define the point (frame) at which you want the movie to begin playing. Click the [In-point] button.**

5. **Use the play position slider to define the point (frame) at which you want the movie to stop playing. Click the [Out-point] button.**

6. **Preview the edited scene by clicking the [Trimmed range preview] button.**

7. **Click the [OK] button to accept the defined range.**

## Movie editor window (trimming options)



| | | | | | |
|---|---|---|---|---|---|
| ① | Movie Editor button | Switches, if necessary, to the movie edit mode. | ⑩ | Trimming range bar | Displays the first frame of the selected trimming range. Double-clicking this window returns the play position slider to the trimming range in-point. |
| ② | Monitor | Displays the movie to be edited. | ⑪ | Single Increment Rewind button | Rewinds the movie one increment. |
| ③ | Trimming range bar | Indicates trimmed range | ⑫ | Single Increment Advance button | Advances the movie one increment. |
| ④ | Play position slider | Used to define the play position and the in/out-points relative to the movie currently being edited. Drag the slider to adjust position. | ⑬ | Out-point frame window | Displays the last frame of the selected trimming range. Double-clicking this window returns the play position slider to the trimming range out-point. |
| ⑤ | Stop button | Stops playback, and returns the slider to the beginning of the movie. | ⑭ | Incrementation selector | Defines the duration (in seconds) of each increment. |
| ⑥ | Play button | Plays from the current position of the play position slider. | ⑮ | Clip duration | Indicates the total playing time of the trimmed movie clip. |
| ⑦ | Pause button | Pauses playback. | ⑯ | In-point button | Click this button to define the starting point of the trimmed movie clip. |
| ⑧ | Time display | Displays the currently accumulated playing time of the movie or sound file being previewed. | ⑰ | Trimmed Range Preview button | Plays the trimmed movie clip from in-point to out-point. |
| ⑨ | Volume control | Drag the slider to control volume. | ⑱ | Out-point button | Click this button to define the ending point of the trimmed movie clip. |

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# 4-7-1 Sound Editing

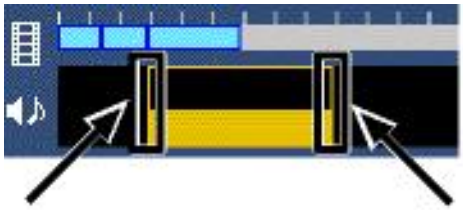
Various operations, such as trimming, fade-in/fade-out settings, and volume level, can be performed relative to both primary and superimposed soundtracks.

## Primary soundtrack editing

Double-click the thumbnail of a movie file on the Storyboard to display the Movie Editor. From there, click the [Sound Editor] button. Here operations can be performed relative to trimming, fade-in/fade-out settings, and volume level.

## Trimming superimposed sound

Upon placing your mouse pointer at either end of a superimposed sound clip, the standard mouse pointer turns into a two-way arrow type pointer. Drag this pointer to trim the play duration of the sound.



## Editing superimposed sound

Double-click the sound icon on the Timeline that is associated with the sound you want to edit. The Sound Editor will appear, allowing you to make changes relative to trimming, volume level and fade-in/fade-out points.

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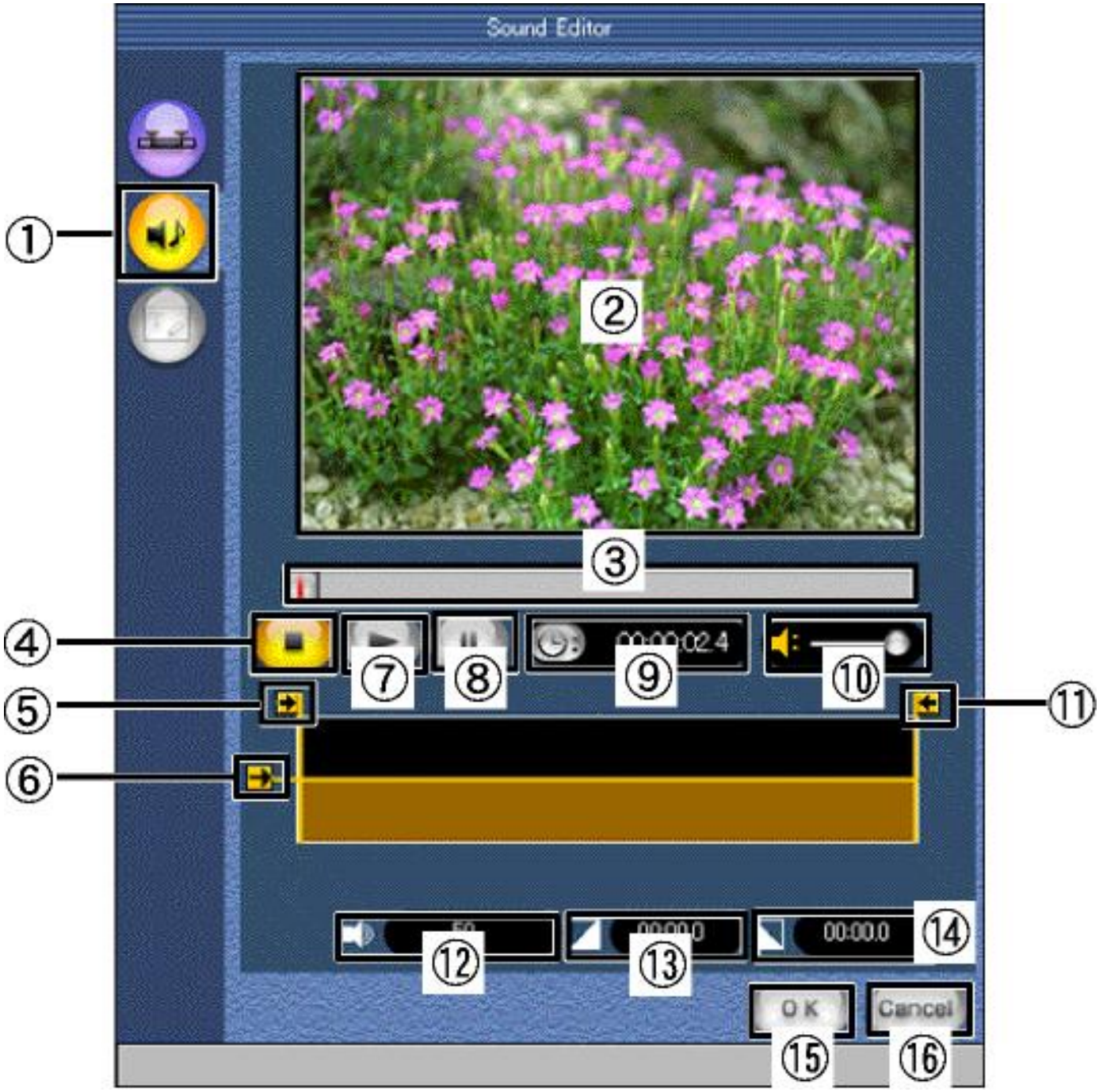
# 4-7-2 Primary Soundtrack Editing

## Defining fade-in/fade-out settings

1. Double-click the thumbnail of a movie file on the Storyboard to display the Movie Editor. From there, click the [Sound Editor] button.
2. Drag the fade-in slider to define the ending time of the soundtrack fade-in. The play position slider moves simultaneously with the fade-in slider, so the fade-in time can be set in relation to the desired movie frame.
3. Drag the fade-out slider to set the starting time of the soundtrack fade-out. The play position slider moves simultaneously with the fade-out slider, so the fade-out time can be set in relation to the desired movie frame.
4. Drag the volume level slider to adjust the volume level.
5. Click the [OK] button to apply the changes you have made.

Confirm that you have made the desired changes by playing the movie in the Preview Mode, as changes will not be reflected in the editing mode.

## Sound Editor window




| | | | | | |
|---|---|---|---|---|---|
| ① | Sound editor window | Switches, if necessary, to the sound edit mode. | ⑨ | Time display | Displays the currently accumulated playing time of the movie or sound file being previewed. |
| ② | Monitor | Displays the movie to be edited. | ⑩ | Volume control | Drag the slider to control playback volume. |

| | | | | | |
|---|---|---|---|---|---|
| ③ | Play position slider | Used to define the play position relative to the movie currently being edited. | ⑪ | Fade-out slider | Drag the slider to set the starting time of the soundtrack fade-out. |
| ④ | Stop button | Stops playback, and returns the slider to the beginning of the movie. | ⑫ | Volume level display | Indicates the soundtrack volume level setting. |
| ⑤ | Fade-in slider | Drag the slider to set the ending time of the soundtrack fade-in. | ⑬ | Fade-in ending time display | Indicates time (from beginning of clip) of fade-in ending position. |
| ⑥ | Volume level control | Drag the slider to edit volume. | ⑭ | Fade-out starting time display. | Indicates time (from end of clip) of fade-out starting position. |
| ⑦ | Play button | Plays from the current position of the play position slider. | ⑮ | OK button | Applies changes and closes window. |
| ⑧ | Pause button | Pauses playback. | ⑯ | Close button | Cancels changes and closes window. |

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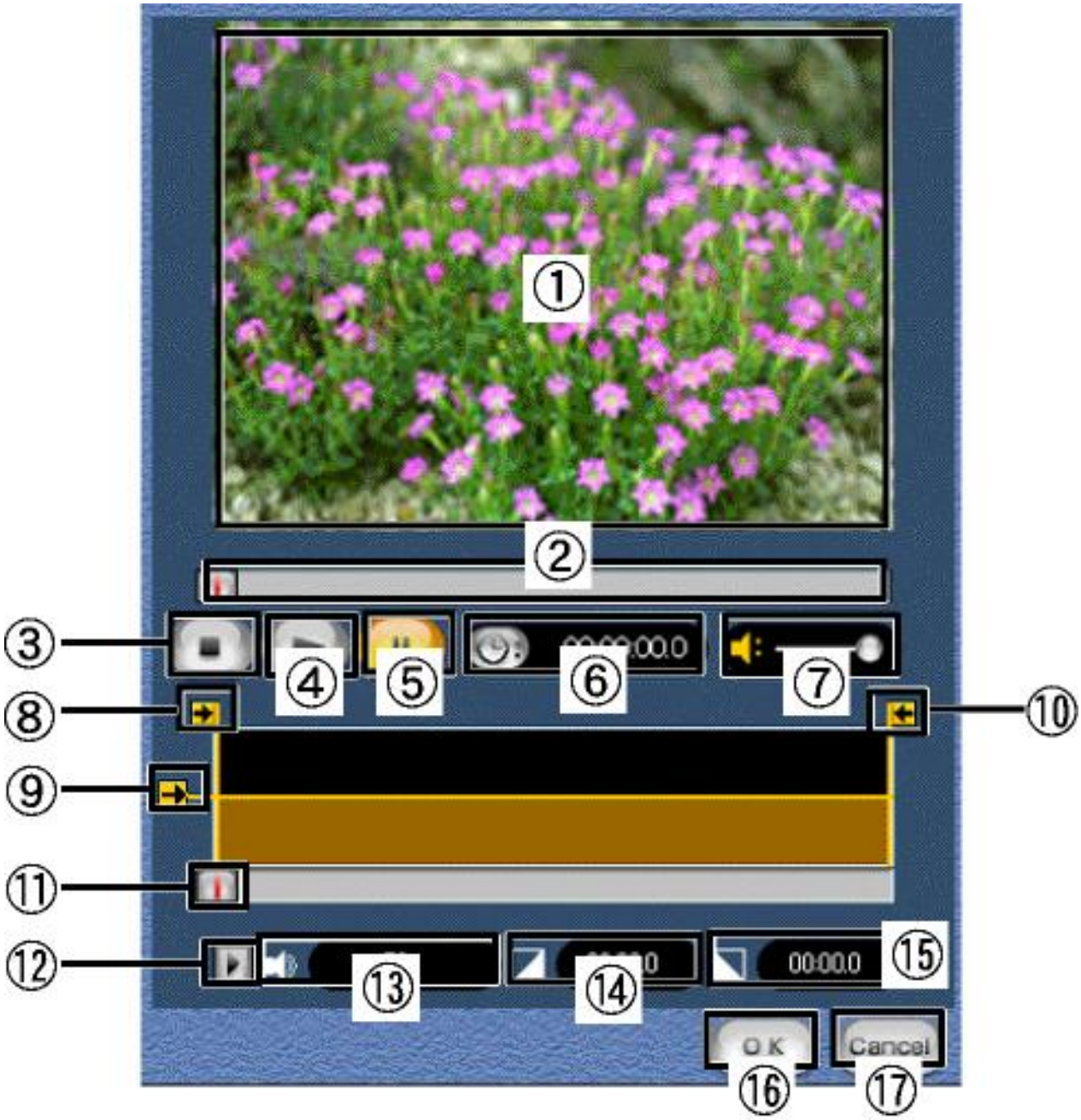
# 4-7-3 Superimposed Sound Editing

## Defining fade-in/fade-out settings

1. **Double-click the sound file on the Timeline to display the Movie Editor. From there, click the [Sound Editor] button.**
2. **Drag the fade-in slider to define the ending time of the soundtrack fade-in.**
   The play position slider moves simultaneously with the fade-in slider, so the fade-in time can be set in relation to the desired movie frame.
3. **Drag the fade-out slider to set the starting time of the soundtrack fade-out.**
   The play position slider moves simultaneously with the fade-out slider, so the fade-out time can be set in relation to the desired movie frame.
4. **Drag the volume level slider to adjust the volume level.**
5. **Click the [OK] button to apply the changes you have made.**

Confirm that you have made the desired changes by playing the movie in the Preview Mode, as changes will not be reflected in the editing mode.

## Sound Editor window




| | | | | | |
|---|---|---|---|---|---|
| ① | Monitor | Displays the portion of the media stream to which the sound to be edited has already been superimposed. | ⑩ | Fade-out slider | Drag the slider to set the starting time of the soundtrack fade-out. |
| ② | Play position slider | Used to define the play position relative the media stream to which the sound to be edited has already been superimposed. | ⑪ | Superimposed sound play position slider | Drag to define play position of the superimposed sound. The monitor play position slider will move simultaneously. |

| | | | | | |
|---|---|---|---|---|---|
| ③ | Stop button | Stops playback, and returns the slider to the beginning of the movie. | ⑫ | Superimposed Sound Play button | Plays superimposed sound from the current position on the sound play position slider. |
| ④ | Play button | Plays from the current position of the play position slider. | ⑬ | Volume level display | Indicates the soundtrack volume level setting. |
| ⑤ | Pause button | Pauses playback. | ⑭ | Fade-in ending time display | Indicates time (from beginning of clip) of fade-in ending position. |
| ⑥ | Time display | Displays the currently accumulated playing time of sound file being previewed. | ⑮ | Fade-out starting time display. | Indicates time (from end of clip) of fade-out starting position. |
| ⑦ | Volume level display | Indicates the soundtrack volume level setting. | ⑯ | OK button | Applies changes and closes window. |
| ⑧ | Fade-in slider | Drag the slider to set the ending time of the soundtrack fade-in. | ⑰ | Close button | Cancels changes and closes window. |
| ⑨ | Volume level control | Drag the slider to edit volume. | | | |

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# 4-8 Inserting Titles

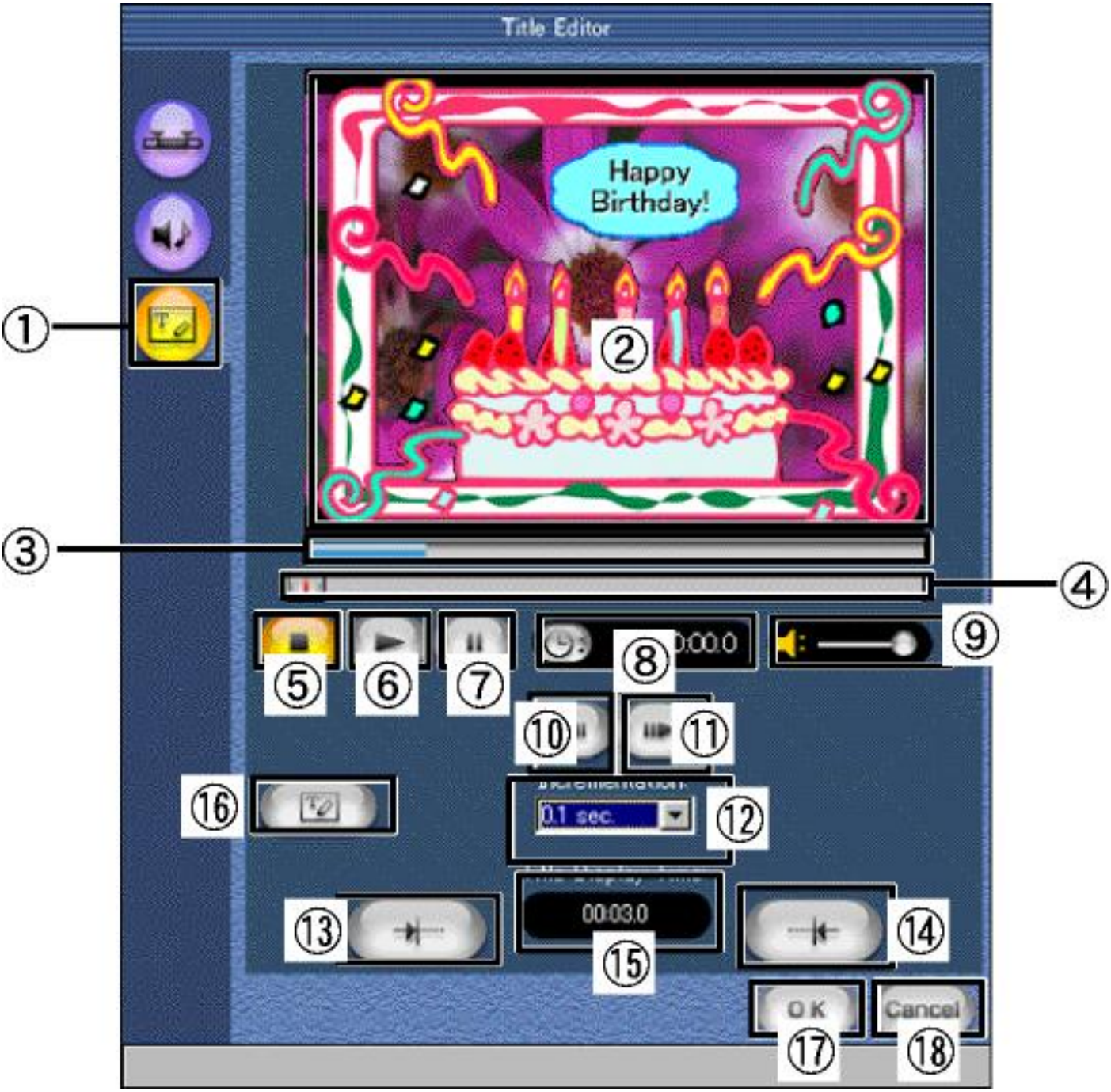
ImageMixer allows you to insert titles you created in the Layout Environment into a movie.

1. **Click the [Title] button.**
2. **Thumbnails of available titles will be displayed in the thumbnail list window. Drag the title thumbnail you wish to use directly into the desired movie clip already placed on the Storyboard.**
3. **A [T] will appear in the lower left-hand corner of the movie clip thumbnail into which the title has been inserted.**

4. **Double-click the movie clip containing the title. This will open the Movie Editor. From there, click the [Title Editor] button.**
5. **Changes can be made relative to the range of the movie clip in which the title appears (in-point and out-point) as well as whether you would like the title to appear at all.**
6. **Click the [OK] button to apply changes and exit the window.**

## Title Editor window




| | | | | | |
|---|---|---|---|---|---|
| ① | Title Editor button | Switches, if necessary, to the title edit mode. | ⑩ | Single Increment Rewind button | Rewinds the movie one increment. |
| ② | Monitor window | Displays the movie being edited. | ⑪ | Single Increment Advance button | Advances the movie one increment. |
| ③ | Title range bar | Indicates the range of the associated movie clip in which the title is to appear. | ⑫ | Incrementation selector | Defines the duration (in seconds) of each increment. |

| | | | | | |
|---|---|---|---|---|---|
| ④ | Play position slider | Defines the in/out-points by dragging the slider. | ⑬ | In-point button | Click this button to define the point at which you wish the title to appear. |
| ⑤ | Stop button | Stops playback, and returns the slider to the beginning of the movie. | ⑭ | Out-point button | Click this button to define the point at which you wish the title to disappear. |
| ⑥ | Play button | Plays from the current position of the play position slider. | ⑮ | Title Display Time | Displays the total time the title appears. |
| ⑦ | Pause button | Pauses playback. | ⑯ | On/off button | Defines whether or not the title appears at all. |
| ⑧ | Time display | Displays the currently accumulated playing time of the movie being previewed. | ⑰ | OK button | Applies changes and closes window. |
| ⑨ | Volume control | Drag the slider to control volume. | ⑱ | Close button | Cancels changes and closes window. |

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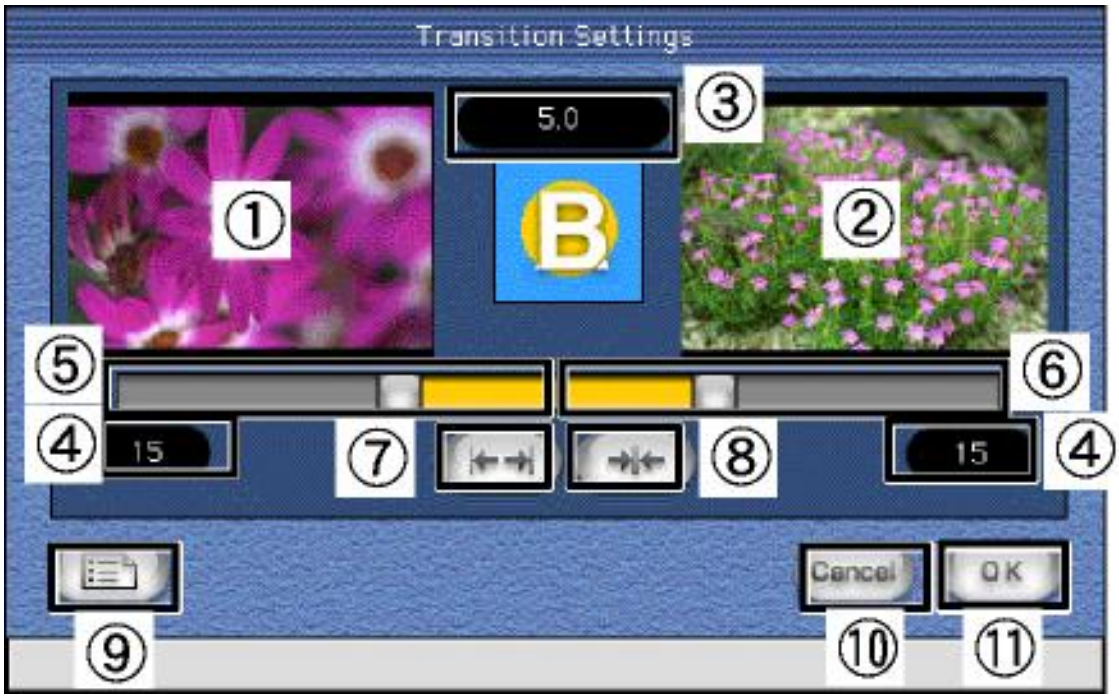
# 4-9 Transition Effects

When you create a movie by combining two or more movie clips, ImageMixer allows you to insert ready-made transition effects between the scenes.

1. **Click the [Transition Effects] button.**
2. **Drag & drop the desired transition effect thumbnail into the transition box (which appears between any two movie clip thumbnails) on the Storyboard.**
3. **Double-click the transition effect thumbnail on the storyboard to open the Transition Settings window.**
4. **Use the slider to drag either the starting point or the end point of the transition effect. The point not being dragged will be set automatically.**
5. **Click the [OK] button to apply changes and exit the window.**

## Transition Settings window




| | | |
|---|---|---|
| ① | Start point preview | Displays the first frame of the selected transition range. |

| | | |
|---|---|---|
| ② | End point preview | Displays the last frame of the selected transition range. |
| ③ | Transition effect duration display | Indicates the total time (in seconds) currently applied to the transition effect. |
| ④ | Maximum duration display | Indicates the maximum time the transition effect may be shown. The maximum time here will always be exactly the length of the shorter of the two movie clips. |
| ⑤ | Start point slider | Drag this slider to define the starting point of the transition effect. The point not being dragged will be set automatically. |
| ⑥ | End point slider | Drag this slider to define the ending point of the transition effect. The point not being dragged will be set automatically. |
| ⑦ | Increase Duration button | Increases, one frame at a time, the length of time the transition effect appears. |
| ⑧ | Decrease Duration button | Decreases, one frame at a time, the length of time the transition effect appears. |
| ⑨ | Transition Effect Settings button (Macintosh only) | Allows changes to certain aspects of the currently selected transition effect. |
| ⑩ | OK button | Applies changes and closes window. |
| ⑪ | Close button | Cancels changes and closes window. |

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# 4-10 Saving

## Saving unfinished projects

While the media stream is being edited and before it is saved as an MPEG1 file, it exists as a project. Saved projects (which have not yet been formatted as MPEG1 files) are called project files. Saving projects allows you to work on them at a later time.

1. **Click the Save Project button.**
2. **The 'Save As' dialog box will appear. Enter the file name and click [Save] once you have defined a location on your computer where you would like the project to be stored.**

To open a saved project, click the Open Project File button. Clicking this button displays the 'Open' dialog box, allowing you to browse the folders on your computer.

## Generate movie

ImageMixer saves completed projects as MPEG1 movies.

1. **Click the Generate Movie button.**
2. **The 'Save As' dialog box will appear. Enter the MPEG1 file name and click [Save] once you have defined a location on your computer where you would like the movie to be stored.**

The saved MPEG1 movie will be added to the currently selected album.

## Additional information about generating movies

ImageMixer is a powerful application when it comes to generating movies in that it allows you to create movies in MPEG1 format, a hallmark of which is that the only visual media which actually needs to be rewritten to disk are those portions in which transition effects or titles appear. Since the remaining portions do not need to be rewritten in this way, they experience no deterioration of image quality. As for sound media, they are completely re-encoded.

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# 4-11 Movie Editing Preferences

Click the [Preferences] button.

## Still Picture Capture Setting

When still pictures are arranged on the storyboard, they are automatically enlarged or reduced according to the size of the movie clips used. Checking 'Lock aspect ratio' prevents changes to the proportions of still pictures added to movies you create yourself.

## Soundtrack Grid Setting

Checking 'Snap to stream grid' will allow sound media to be easily placed in the soundtrack according to other items placed in the media stream.

## MPEG1 Quality Settings

This section allows you to select the image quality of MPEG1 movies you create yourself. The higher the quality setting, the more disk space required.

## Work Disk Setting (Macintosh only)

Defines the disk to be used as virtual memory for temporary files.

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ImageMixer

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Chapter 2 Capture Environment

Chapter 3 Album Environment

Chapter 4 Movie Editing Environment

Chapter 5 Layout Environment

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Chapter 6 Image Editor

Chapter 7 Video Disc Environment

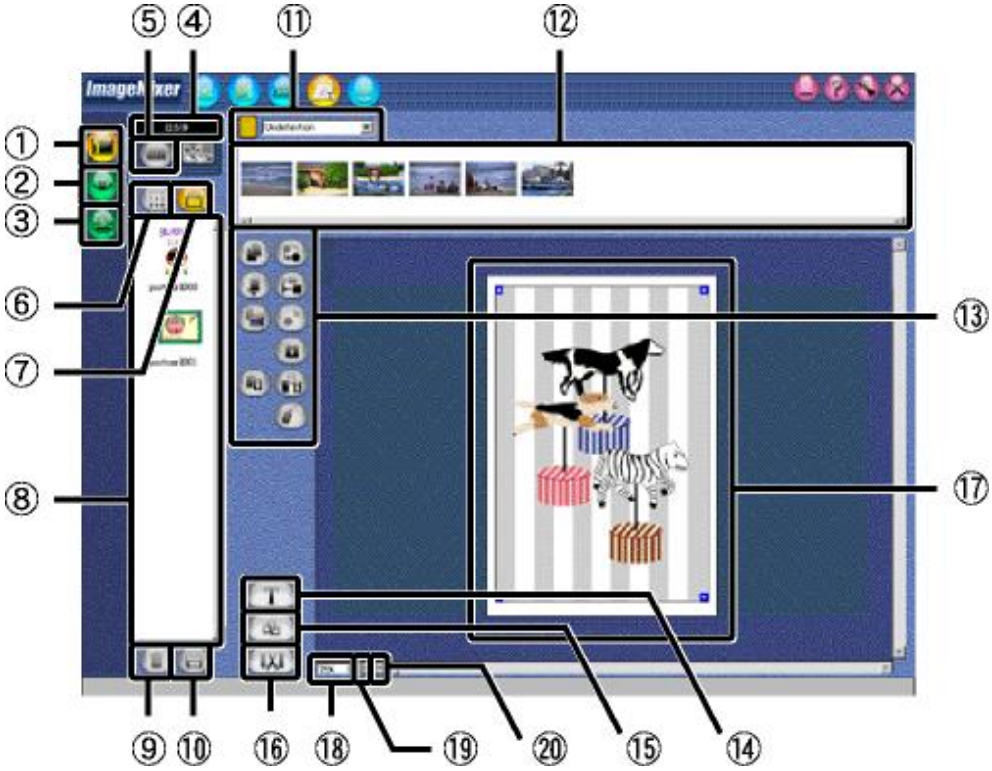
# 5-1-1 Layout Environment

ImageMixer helps you use still pictures and design tools to create your own 3.9 X 5.8 inch (100 X 148 mm) postcards, as well as labels for video tapes, disks, etc. You can also create titles to be inserted into your own movie media streams.

## Opening Layout Environment

1. **Open ImageMixer.**
2. **Double-click the [Layout Environment]** **button on the Main Selector or Mode Select Bar.**
   The display will be switched to the layout window.

## Layout window




| | | |
|---|---|---|
| ① | Layout button | Click to select layout mode. |
| ② | Preview button | Click to display current layout in the preview window.<br>This button is not displayed when working with titles. |
| ③ | Print button | Click to print the current layout.<br>This button is not displayed when working with titles. |
| ④ | Layout menu display | Displays the type of layout currently shown in the layout menu. |

| | | |
|---|---|---|
| ⑤ | Layout Menu button | Click to change the layout type from the layout menu. |
| ⑥ | Template button | Click to display ImageMixer's pre-designed templates in the template list window. |
| ⑦ | Custom Template button | Click to display custom templates in the template list window. |
| ⑧ | Template list window | Displays templates and custom templates. |
| ⑨ | Custom Template Delete button | Click to delete the custom template selected in the template list window. |
| ⑩ | Save button | Click to save the current design as a custom template. |
| ⑪ | Album select menu | Click to select an album from the dropdown list. |
| ⑫ | Thumbnail list window | Thumbnails from the currently selected album are displayed in a list.<br>Only still picture thumbnails are displayed. |
| ⑬ | Task panel | Buttons for layout/object-related operations are arranged on this panel.<br>The buttons displayed depend on the type of layout and object selected. |
| ⑭ | Create Text button | Click to create new text. |
| ⑮ | Create Shape button | Click to create a new shape. |
| ⑯ | Image Edit button | Click to edit the currently selected image object. |
| ⑰ | Layout area | Area used to arrange objects such as images, shapes and text. |
| ⑱ | Magnification display | Displays the magnification of the layout area as a percent. |
| ⑲ | Zoom In button | Click to increase the magnification of the layout area. |
| ⑳ | Zoom Out button | Click to decrease the magnification of the layout area. |

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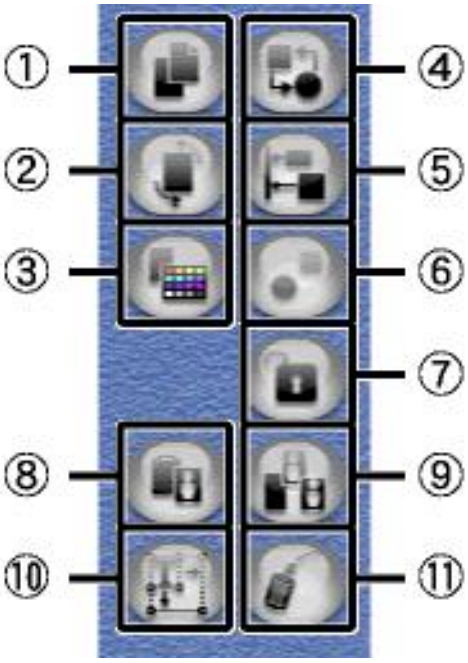
# 5-1-2 Layout Environment

## Task panel




| | | |
|---|---|---|
| ① | Create New button | Click to create a new layout. |
| ② | Orientation button | Click to change the orientation (horizontal/vertical positioning) of the current layout. |
| ③ | Background Color button | Click to change the background color. |
| ④ | Overlap Order button | Click to change the order of the selected overlapping objects. |
| ⑤ | Alignment button | Click to line up selected objects in relation to one another. |
| ⑥ | Group button | Click to work with the selected objects while maintaining their position with one another. When a group is already set, clicking this button will release them from the group. |
| ⑦ | Lock button | Click to lock or unlock the position of the selected object(s). |

| | | |
|---|---|---|
| ⑧ | Copy button | Click to copy the selected object(s). |
| ⑨ | Paste button | Click to paste copied object(s). |
| ⑩ | Transform Text button | Click allow changes to the 3-dimensional properties of the selected text. (Windows only) |
| ⑪ | Delete button | Click to delete the selected object(s). |

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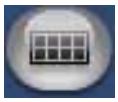
# 5-2 Layout Menu

## Selecting layout type

1. **Open the Layout Environment**.

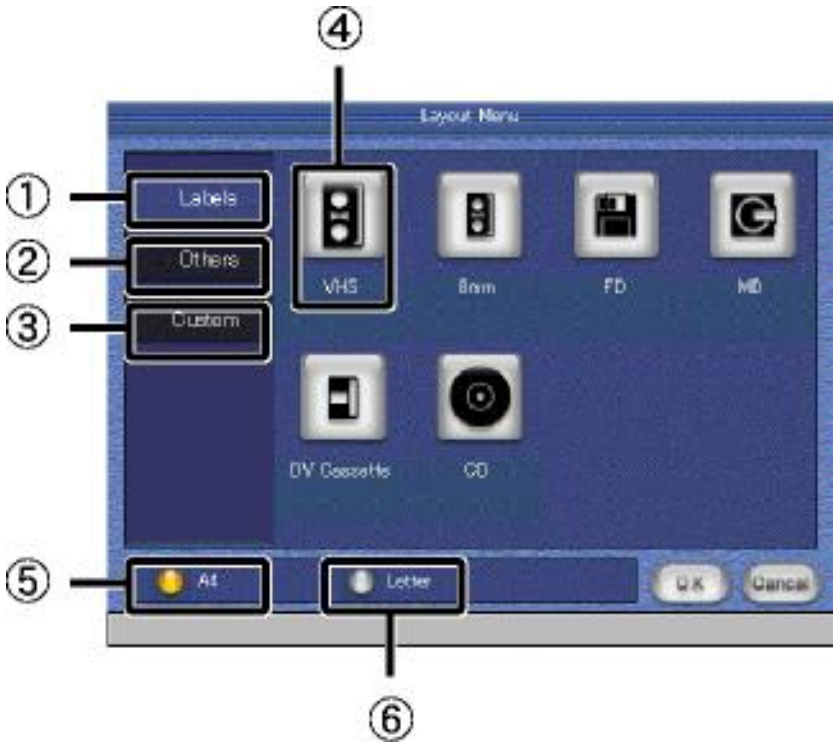
2. **Click the [Layout Menu]**  **button**.
   The layout menu dialog box is displayed.

3. **Select the layout type from the layout menu**.

   In the menu window, click the desired layout type and click the [OK] button. The layout type can also be selected by double-clicking its icon.
   In Macintosh, click the layout menu to select the layout type.

   In the Layout Environment, the size of the layout is acquired from the paper size of the printer. When the printer driver is not specified, a new layout cannot be created and an error message will be displayed when the Layout menu is selected. In Windows, right-click the printer driver and select [Set As Default]. In Macintosh, select the printer driver from the [Chooser] under the [Apple] menu. If you don't have a printer connected to your machine, select a printer driver that is pre-installed in your computer.

## Layout menu




| | | |
|---|---|---|
| ① | Labels tab | Click to display the layout types for VHS tape, 8mm tape, floppy disk, MD, DV cassette and CD labels. |
| ② | Others tab | Click to display title and postcard layouts. |
| ③ | Custom tab | In Windows, click to display the list of printer paper types. In Macintosh, the custom button is displayed. |
| ④ | Layout Type button | Click to select the desired layout type. Click the [OK] button to start working on the layout. |
| ⑤ | A4 button | Select to start the layout in A4 size. This is only displayed after selecting ①. |
| ⑥ | Letter button | Select to start the layout in letter size. This is only displayed after selecting ①. |

## Available layouts

## Labels

| | |
|---|---|
| VHS | Create a VHS tape label. |
| 8mm | Create an 8mm tape label. |
| FD | Create a floppy disk label. |
| MD | Create a Mini Disc label. |
| DV cassette | Create a digital video camera cassette label. |
| CD | Create a CD jewel case insert. |

## Others

| | |
|---|---|
| HAGAKI | Create a 3.9 X 5.8 inch (100 X 148 mm) postcard layout. |
| Title | Create a title to be inserted into a movie media stream. |

## Custom

In Windows, suitable paper sizes are displayed in a list.
In Macintosh, the [Custom] button is displayed. Click it to display the paper settings dialog box for the currently selected printer.
Layout will start using the selected paper size.

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# 5-3-1 Layout Operations

## Creating a new layout

Create a new layout by clicking the [Create new] button in the task panel. If a layout is currently displayed, a dialog box will appear asking if you want to save the current layout.

Click the [Yes] button to save the current layout. Environment a name for the layout in the next dialog box and click the [OK] button. After saving, a new layout will be displayed.

Click the [No] button to create a new layout without saving the current layout. A new layout will then be displayed.

Click the [Cancel] button to cancel creating a new layout, and return to the currently displayed layout.

## Changing the orientation of a layout

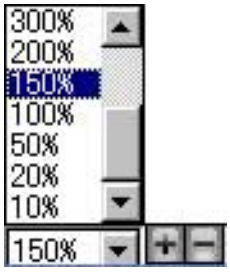
Click the or [Orientation] button to change the vertical/horizontal positioning of the current layout. If a layout is currently displayed, a dialog box will appear asking if you want to save the current layout. See Creating a new layout.

## Changing background color

Click the [Background Color] button to change the current layout's background color. The color palette will be displayed, allowing you to select a new background color.
To undo any actions here, set the color to white or create a new layout.

## Magnifying or reducing layout display

Click the [Magnify] button to enlarge the layout display by increments. Click the [Reduce] button to shrink the layout display by increments.
You can also select a layout display size by clicking the magnification display window.

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# 5-3-2 Layout Operations

## Save layout

Click the [Save] button to save the currently displayed layout.
A dialog box will be displayed. See Creating a new layout.

Saved layouts are referred to as custom templates. Click the [Custom Templates] button to see the saved custom template in the custom template list window. Newly saved layouts (custom templates) will be added to the end of the list.

### Custom template save location

In Windows, custom templates are saved in the Program Files>Pixela>ImageMixer>User Data>Layout Menu Display>Custom Templates.
In Macintosh, custom templates are saved in the following location: 'ImageMixer: User Data: Layout Menu Display: Custom Templates.'

## Delete layout

Click the [Delete] button to delete the layout selected in the template list window.

## Preview layout

Click the [Preview] button to preview the current layout before printing.

When the preview is being displayed, the buttons on the Mode Select Bar do not work. The [Preview] button is not displayed when 'Title' is selected from the layout menu.

## Print layout

Click the [Print] button to print the current layout.
In Windows, the print settings dialog box will be displayed.
In Macintosh, select the paper size to be used in the paper settings dialog box chosen under Selector.
In both cases, continue by clicking the [OK] or [Print] button.

The [Print] button is not displayed when 'Title' is selected from the layout menu.

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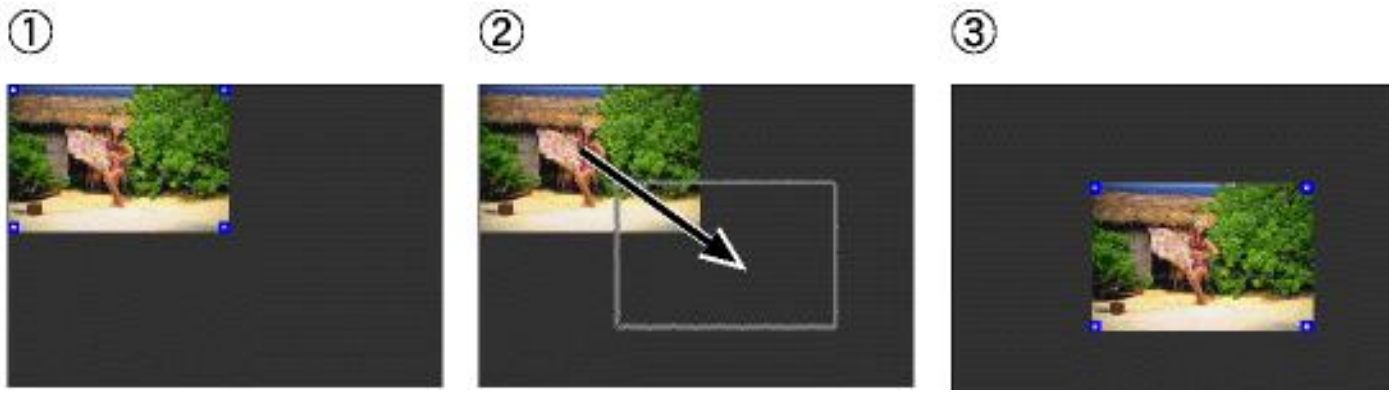
# 5-4-1 Object Operations

## Arranging Objects

See Arranging and editing text objects to learn about character objects, Arranging and editing figure objects to learn about figure objects, and Arranging and editing image objects to learn about image objects.

## Moving objects

Click and drag to move objects.




① Right-click on an object, hold down the mouse button, ② drag the object to the desired location, and finally ③ release the mouse button.

Click inside the object to be moved (inside the Blocks). If you click and drag a Control point, you will change the size of the object.

### Moving more than one object

In Windows, select the objects to be moved and drag the one defined by the blue Control points.
In Macintosh, drag any of the selected objects.

### Moving objects with the keyboard

Use the arrow keys to move objects without using the mouse. Select one object and move it by pressing an arrow key, or hold down 'Shift' + an arrow key to move multiple objects.
In the preferences window, you can set the distance objects move each time the arrow keys are pressed. Different values can be set for both the arrow key and the 'Shift' + arrow key operations.

# Changing an object's size

Drag a control point to change the size of an object.

① Right-click on a control point, hold down the mouse button, ② move the frame until the object is the desired size, ③ then release the mouse button.

Click inside the control points (inside the Blocks). If you click inside the object itself, you will move the object.
If the control points seem too small to drag, magnify the size of the layout.
It is impossible to change the size of objects which are Locked or Grouped, making it necessary to unlock the desired object or release it from its group.

## Changing object size while maintaining aspect ratio

Hold down the 'Shift' key while dragging the control point.

## Changing object size with the keyboard

You can change an object's size by using the arrow keys on your computer keyboard.
In Windows, hold down the [Ctrl] key while using the arrow keys.
In Macintosh, hold down the [Control] key while using the arrow keys.
The size of the object will change according to the direction of the arrow keys.
You can use the preferences settings to define the increments relative to the changes in size each time the arrow keys are pressed.

## Altering text objects

Double click text objects to edit actual content, change font color, etc.

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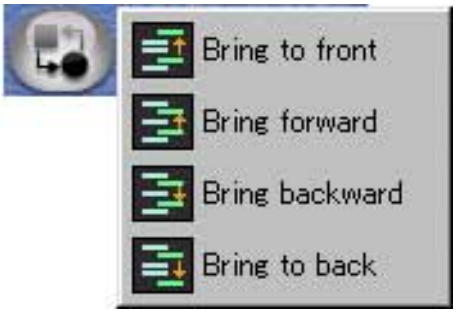
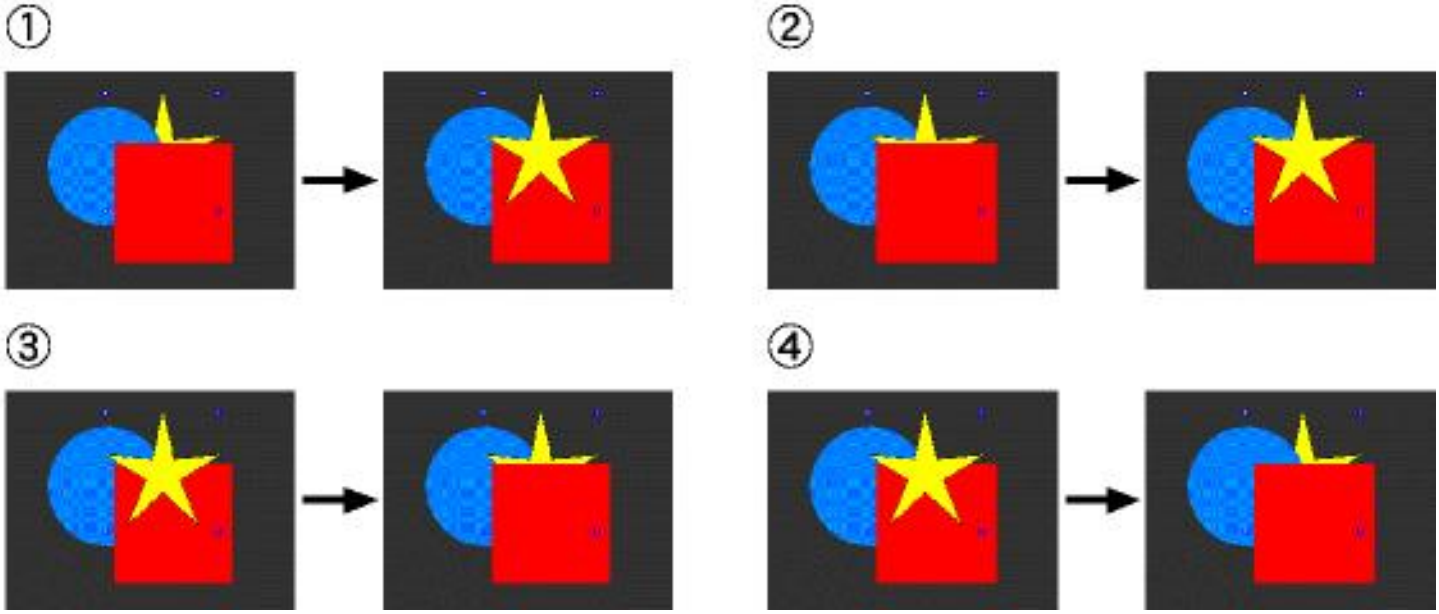
# 5-4-2 Object Operations

## Changing the overlap order of objects

When new objects are added to the layout, they will appear on top of previously placed objects.
Select the object for which you would like to change the overlap order, and click the [Change Overlap Order] button.
A dropdown menu will be displayed. Select the object's new position.



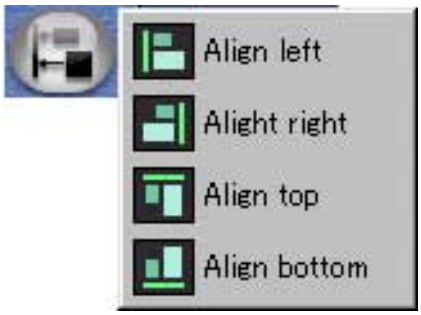



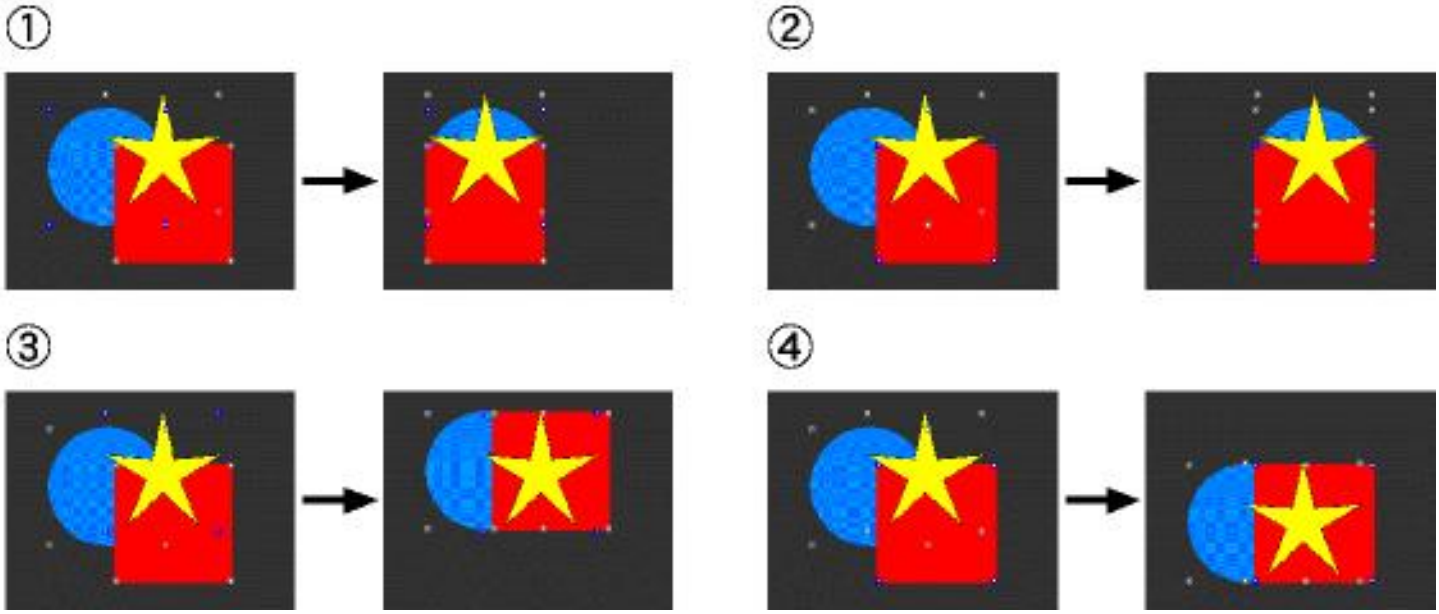

| | | |
|---|---|---|
| ① | Bring to front | Moves the selected object to the front of all the overlapping objects. |
| ② | Bring forward | Moves the selected object forward one level. |
| ③ | Bring backward | Moves the selected object backward one level. |

| | | |
|---|---|---|
| ④ | Bring to back | Moves the selected object to the back of all the overlapping objects. |

## Aligning objects

Click the [Alignment] button to align the selected objects in relation to one another. A dropdown menu is displayed. Select the objects' new alignment.
In Windows, the object defined by the blue control points will be the reference object of all selected objects.
In Macintosh, the object placed farthest away in the desired direction of alignment will be the reference.




| | | |
|---|---|---|
| ① | Align left | Align the left side of all selected objects according to the control points on the left side of the reference object. |
| ② | Align right | Align the right side of all selected objects according to the control points on the right side of the reference object. |
| ③ | Align top | Align the top of all selected objects according to the control points on the top of the reference object. |

| | | |
|---|---|---|
| ④ | Align bottom | Align the bottom of all selected objects according to the control points on the bottom of the reference object. |

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# 5-4-3 Object Operations

## Locking objects

When you do not wish to make further changes to a design, you can lock the objects so that they cannot be Moved or Change size.

Select objects to be locked into place and click the [Lock] button. The control points of the locked object(s) will turn Yellow (Windows) or Gray (Macintosh).

The [Lock] button will change to the [Unlock] button.

When no object is selected, the [Lock]/[Unlock] button is shaded gray and cannot be clicked.

## Grouping objects

Certain operations can be performed with entire groups of objects.

Select the objects to be grouped, then click the [Group] button. In Windows, the control points of the grouped objects will turn red and the [Group] button will change to the [Release group] button. In Macintosh, the color of the control points does not change.
To release objects from a group, select the group and click the [Release Group] button.

When no object is selected, the [Group]/[Release group] button is shaded gray and cannot be clicked.

## Copying and pasting objects

You can copy and paste objects when designing a layout.

Select an object and click the [Copy] button. Click the [Paste] button to paste a copy of the object in the same or a different layout.

You can copy and paste multiple objects, though doing so may take more time for your computer to execute.

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# 5-4-4 Object Operations

## Deleting objects

Select an object and click the [Delete] button. Multiple objects may be selected and deleted at once.

## Transforming 3-D appearance of text objects (Windows only)

Text objects can be altered to appear 3-dimensional both on the screen and when printed out.

Select a text object and click the [Transform Text] button. Next, simply drag the desired control point(s). When the Transform Text button is displayed in this form , clicking it will change it back to this form , thereby allowing you to change the size of the object while maintaining its original proportions.

- If the text object 's Style is set to italic or bold italic, the text object cannot be transformed.
- If you make changes to the content of the actual text, be aware that you may not see those changes on the screen unless you have chosen the proper setting under 'Appearance in text box' in the Text Creator/Editor.

- Note that 3-dimensional transformations can only be done when the text box has been set to fit all text horizontally according to the longest line.
- Once you have made 3-dimensional transformations to a text object, clicking the button will revert the text object back to its original appearance and size. Once you move the text box or change its size, the text box will be automatically adjusted to the new text size. Please also note that if the size of the text box is too small, it might not be displayed correctly when reverted to its original appearance. Change Font Size to avoid this.

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# 5-5-1 Arranging and Editing Text

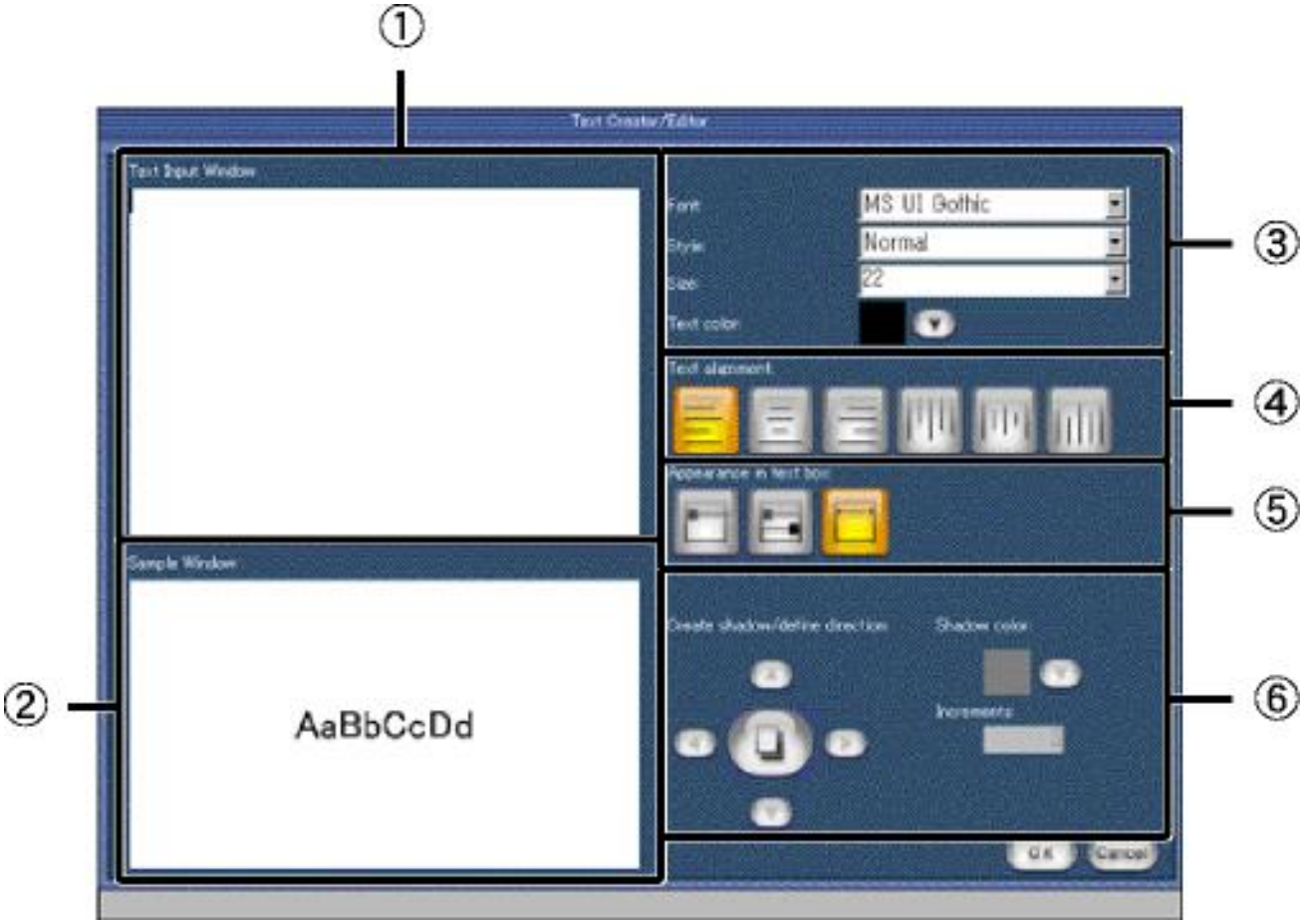
## Creating new text and arranging it as a text object

Click the [Create Text] button to display the Text Creator/Editor. Type the desired text in the text input window. After making the appropriate settings relative to font, color, etc., click the [OK] button to arrange the text as a text object in the layout window.

## Editing existing text objects

You can change settings relative to font, color, etc., and make changes to the actual content of existing text boxes by double-clicking the text object in the layout window.

## Text Creator/Editor window




| | | |
|---|---|---|
| ① | Text Input Window | Input text to be arranged as a text object in the layout. |
| ② | Sample Window | According to the settings in ③ and ⑥, the sample window gives you an idea of how your text will appear in the layout. |
| ③ | Style settings | These define the font, style, size, and color of the text. |
| ④ | Text alignment | Defines the alignment of text in the text box. |
| ⑤ | Appearance in text box | Defines how individual lines will appear in the text box. |
| ⑥ | Shadow settings | Allows and defines settings relative to creating shadow effects. |

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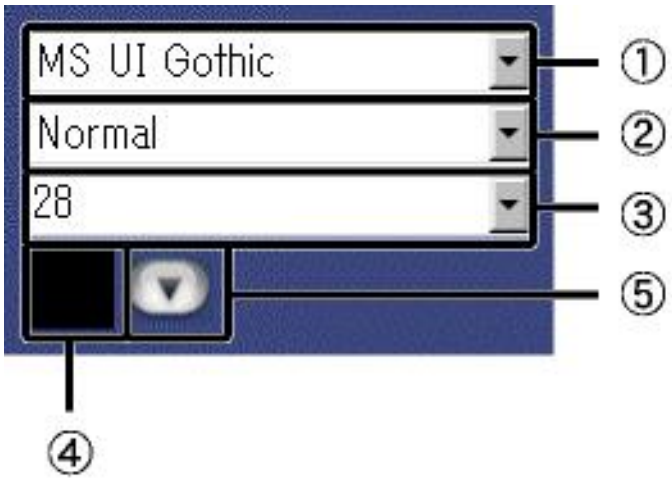
# 5-5-2 Arranging and Editing Text

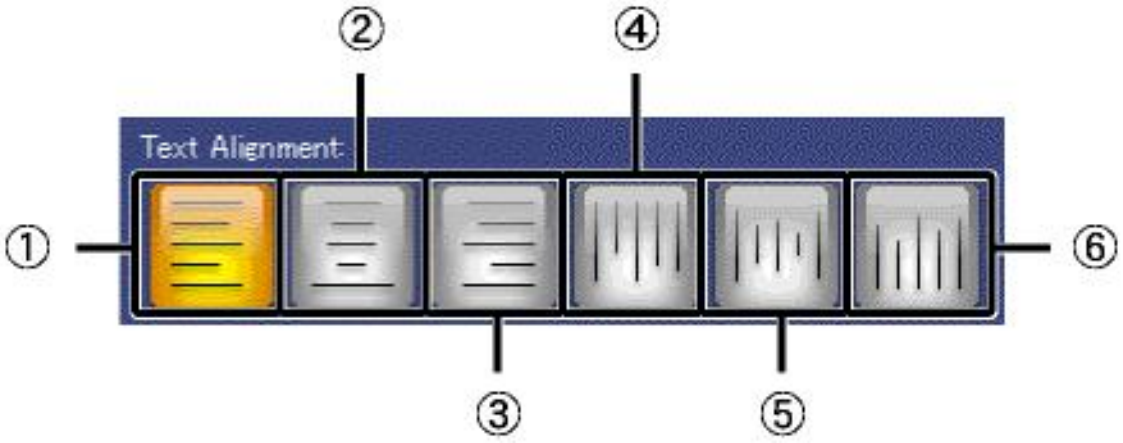
## Text object settings

### Style settings




| | | |
|---|---|---|
| ① | Font | Defines the font, such as Times New Roman, Arial, etc. |
| ② | Style | Defines the text style, such as italic, bold, etc. |
| ③ | Size | Defines the font size. |
| ④ | Text color | Displays the currently selected text color. |
| ⑤ | Color Select button | In order to define a color for your text, click this button to display the color palette. |

### Text alignment settings




| | | |
|---|---|---|
| ① | Align left | Arranges text horizontally along the left side of the text box. |
| ② | Align center | Arranges text horizontally in the center of the text box. |
| ③ | Align right | Arranges text horizontally along the right side of the text box. |
| ④ | Top vertical alignment | Arranges text vertically along the top of the text box. |
| ⑤ | Center vertical alignment | Arranges text vertically in the center of the text box. |
| ⑥ | Bottom vertical alignment | Arranges text vertically along the bottom of the text box. |

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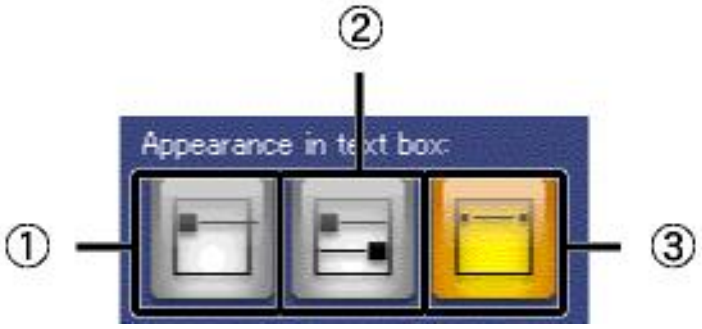
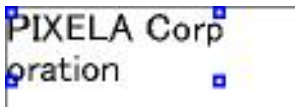
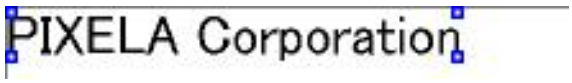
# 5-5-3 Arranging and Editing Text

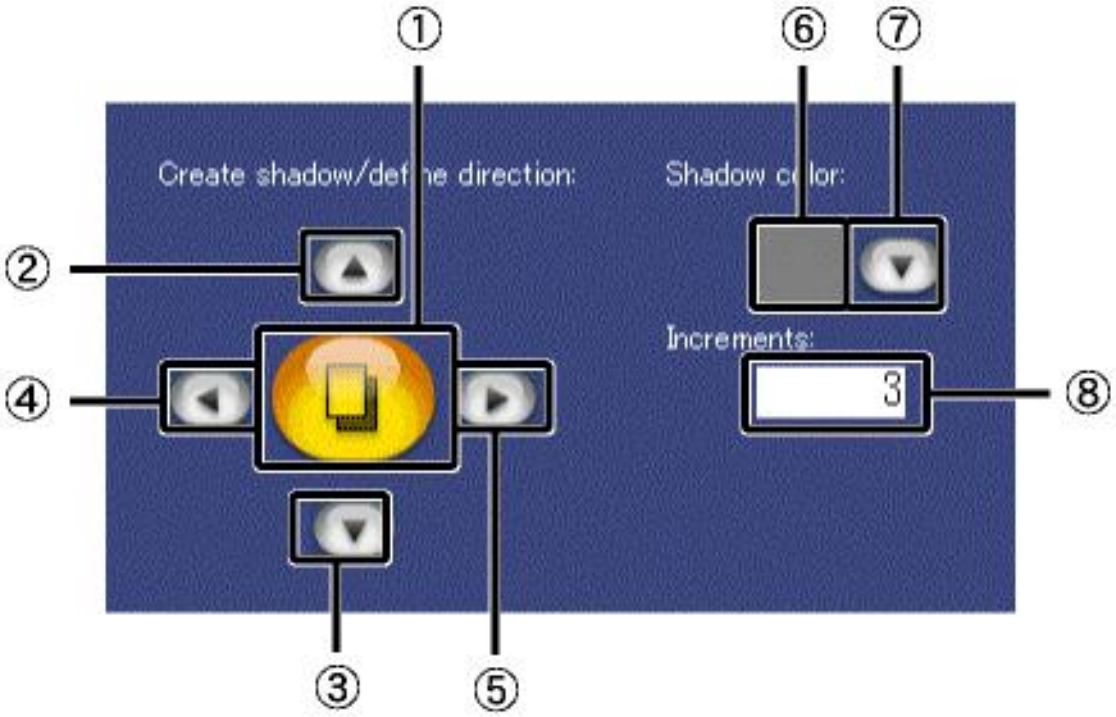
## Text object settings

### Text box settings




| | | |
|---|---|---|
| ① | No wrapping | The text in the text box is not wrapped. The text cannot be displayed any larger than the font size set.<br> <br><br>If the text box is too small, some text will not be displayed at all. |
| ② | Wrapped text | The entire text will be wrapped according to the shape of the text box.<br>  <br> |
| ③ | Auto fit | The text size is automatically adjusted to fit the text box.<br>  <br> |

### Create shadow




| | | |
|---|---|---|
| ① | Create shadow | Click to add a shadow to the text. |
| ② | Up | Click to move the shadow up. |
| ③ | Down | Click to move the shadow down. |
| ④ | Left | Click to move the shadow left. |
| ⑤ | Right | Click to move the shadow right. |
| ⑥ | Shadow color | Displays the currently selected color of the shadow. |
| ⑦ | Select color | Click to select a different color of the shadow from the color palette. |
| ⑧ | Increments | This figure defines the distance the shadow moves each time you click the ② ③ ④ or ⑤ button. |

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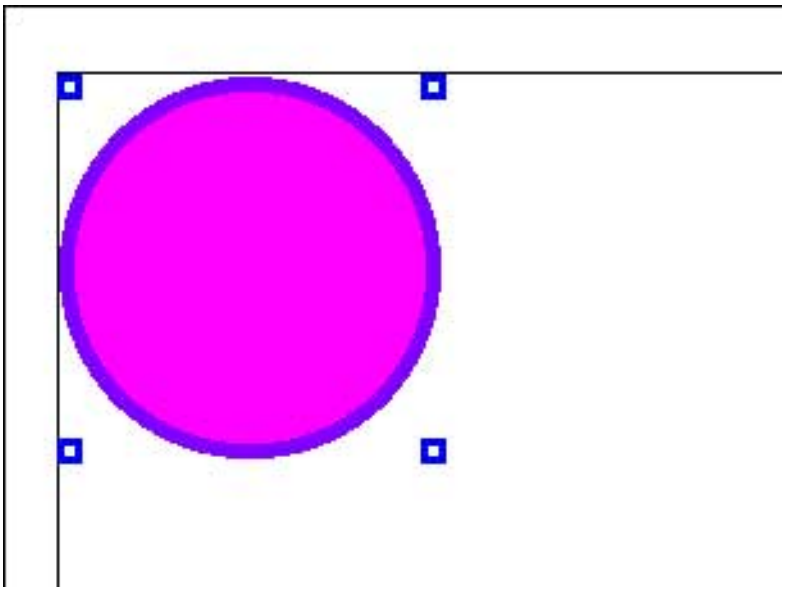
# 5-6-1 Arranging and Editing Shapes

## Arranging shape objects

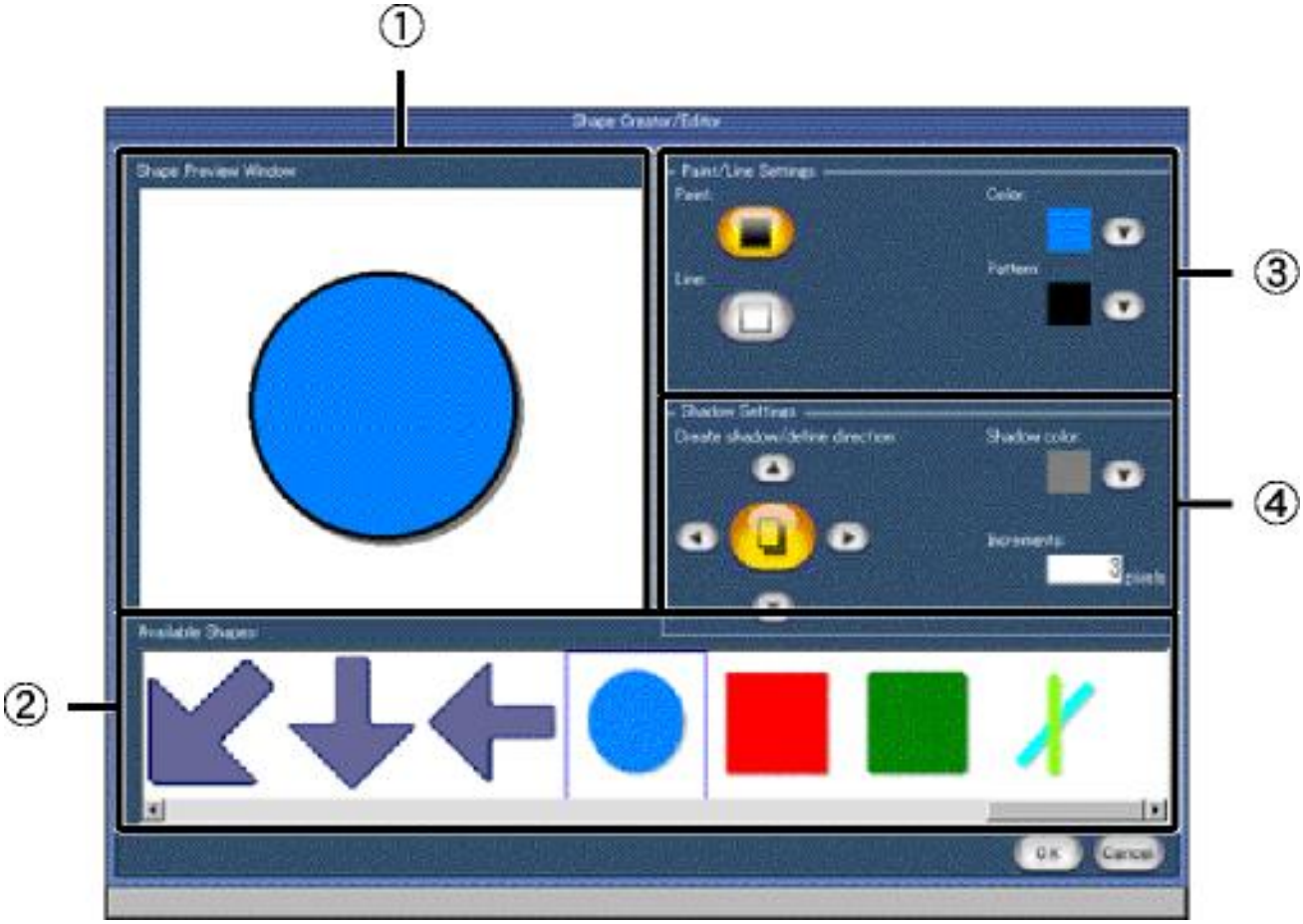
Click the [Create New Shape] button to display the Shape Creator/Editor. Select a shape to work with and make the appropriate changes relative to color, shadow properties, etc. Click the [OK] button to arrange the shape in the layout.



## Editing shapes

Double-clicking the shape object will display the Shape Creator/Editor.

## Shape Creator/Editor




| | | |
|---|---|---|
| ① | Shape Preview Window | Displays the current shape according to ② ③ and ④ . |
| ② | Available Shapes | Defines the shape to be arranged in the layout. |
| ③ | Paint/Line Settings | Defines paint and line effects. |
| ④ | Shadow Settings | Defines shadow effects. |

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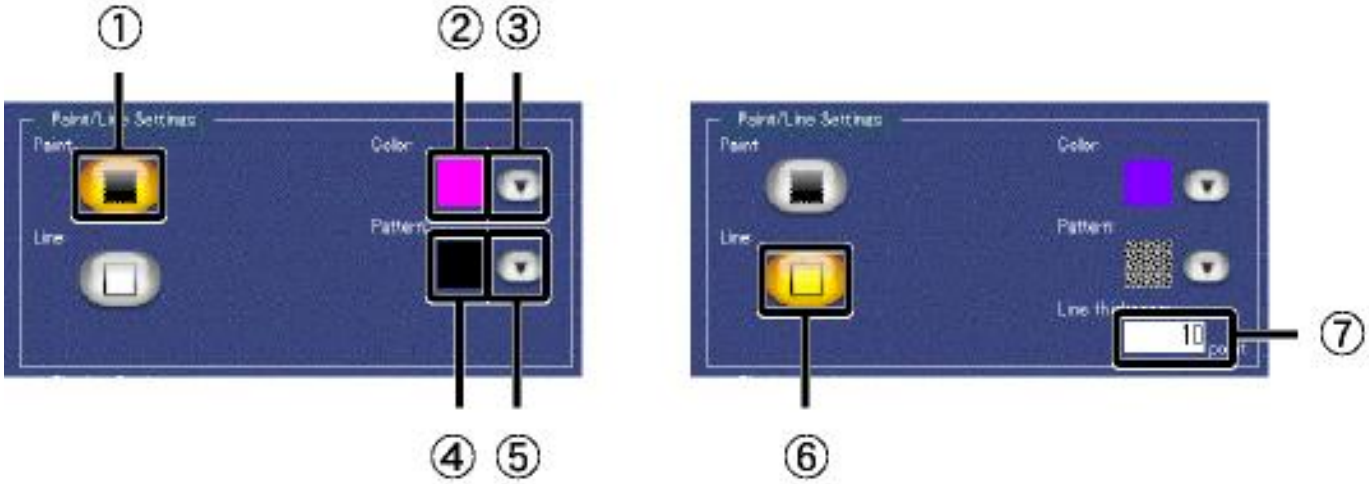
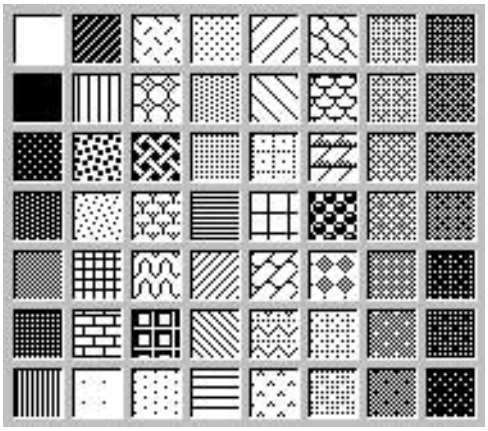
# 5-6-2 Arranging and Editing Shapes

## Shape object settings

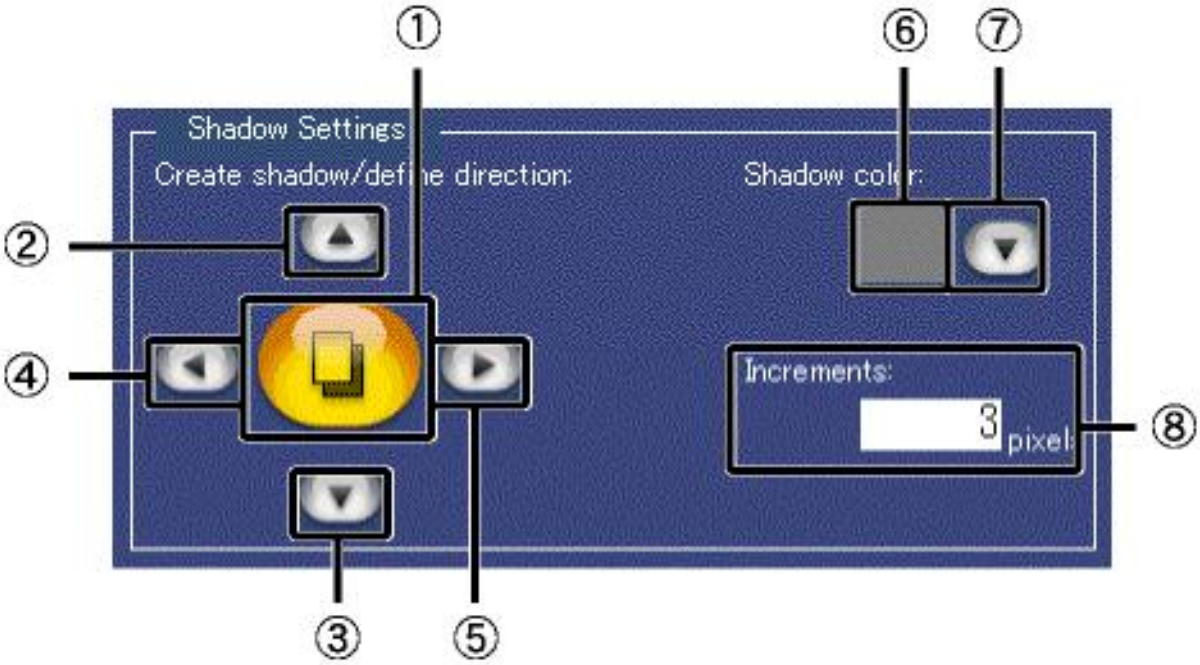
### Paint/Line Settings




| | | |
|---|---|---|
| ① | Paint button | Click to define the color of the shape. |
| ② | Paint/Line color | Indicates the currently selected color of the shape or its outline. |
| ③ | Color Select button | Click to display the Color palette. Select the desired color of the shape or its outline. |
| ④ | Pattern | Indicates the currently selected pattern. |
| ⑤ | Pattern Select button | Click to display the pattern palette below. Click to select the pattern of the shape or, in the case of circles, squares and rounded squares, the pattern of the surrounding line. |

| | | |
|---|---|---|
| | |  <br>It is not possible to define a line pattern for shapes other than circles, squares, and rounded squares. Also, selecting no pattern (in the upper left hand corner of the pattern palette) will effectively get rid of any color settings.<br>The line pattern can't be defined when a polygon or a straight line is selected in the shape list. |
| ⑥ | Line | Click to define an outline to the shape. |
| ⑦ | Line thickness | The line thickness can be changed by defining a numerical line point size.<br>A value of '0' is invalid. To prevent the outline from appearing at all, set the value to 1 and set white as the color. |

## Shadow Settings




| | | |
|---|---|---|
| ① | Create Shadow button | Click to add a shadow to the figure. |

| | | |
|---|---|---|
| ② | Up | Click to move the shadow up. |
| ③ | Down | Click to move the shadow down. |
| ④ | Left | Click to move the shadow left. |
| ⑤ | Right | Click to move the shadow right. |
| ⑥ | Shadow color | Displays the color of the shadow. |
| ⑦ | Select color | Click to select the color of the shadow from the Color Palette. |
| ⑧ | Increments | This figure defines the distance the shadow moves each time you click the ② ③ ④ or ⑤ button. |

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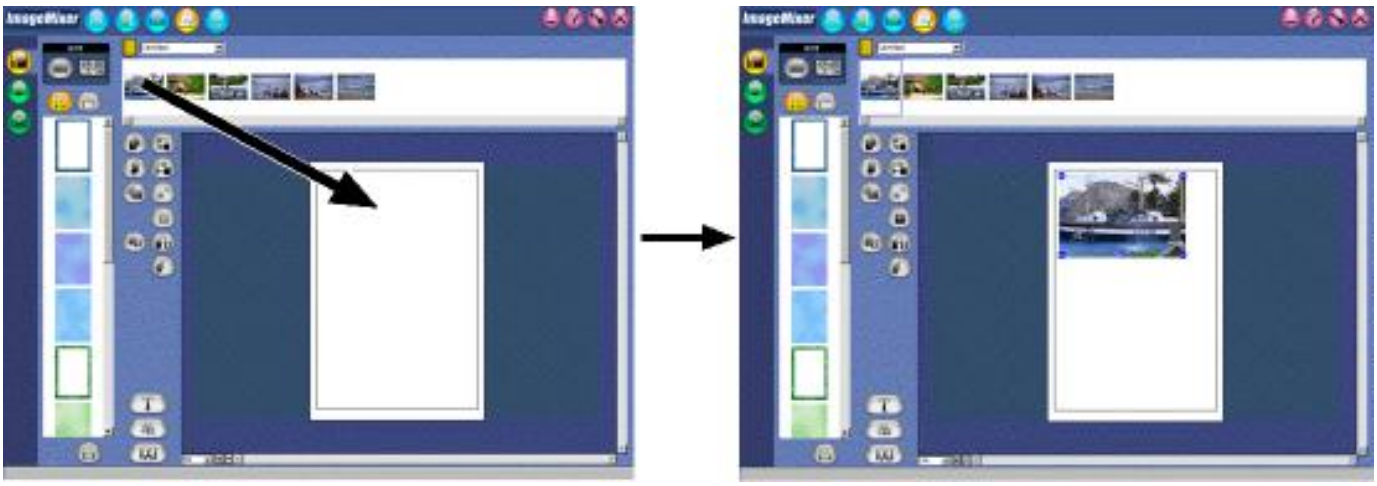
# 5-7 Arranging and Editing Images

## Arranging image objects

### Using album files

1. **Use the album menu and select an album which contains a file that you would like to include in your layout.**
   The selected album's thumbnails will be displayed in the thumbnail list window. Only still picture thumbnails are displayed.

2. **Drag or double-click a thumbnail from the Thumbnail list window.**
   The still picture associated with the thumbnail will appear in the layout as an image object.



### Using templates

1. **Click the [Templates]** **button or the [Custom Templates]** **button.**

2. **Double-click the template you wish to use.**
   The selected Template will appear in the layout window.
   In Windows, you can drag a template from the templates list window, as shown below.

## Editing an image object

Double-click the image object you wish to work with or select it and click the [Image Edit] button to open the Image Editor.

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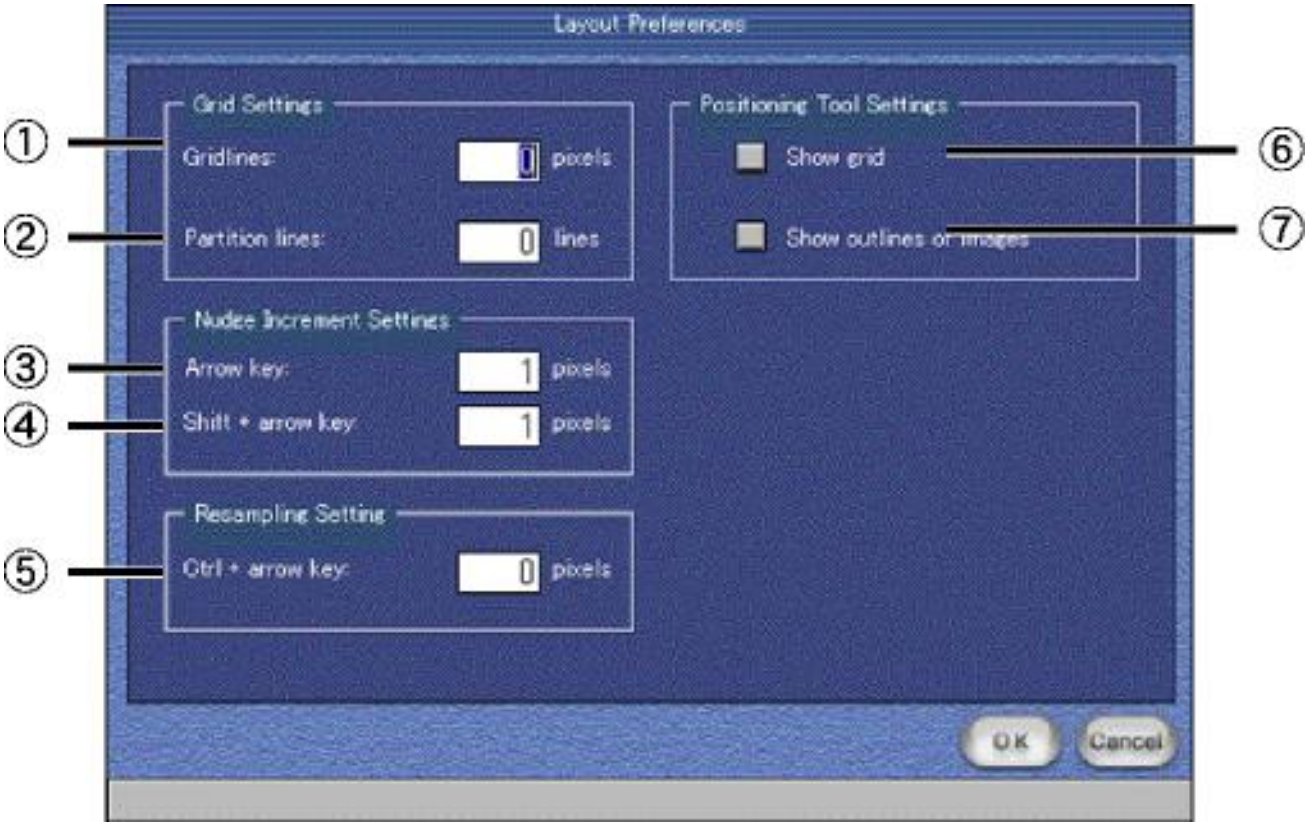
# 5-8 Layout Preferences

Open the layout environment.

## Display preferences

1. **Open ImageMixer.**
2. **Click the [Layout Environment]** **button on the Main Selector to open the layout window.**
3. **Click the [Preferences]** **button on the Selector Bar.**
   The layout preferences window will be displayed.

## Layout Preferences window




| | | |
|---|---|---|
| ① | Gridline interval | Defines the number of pixels between gridlines.<br>Unless 'Display grid' is checked, this setting is not recognized. |
| ② | Partition line interval | Defines the number of gridlines between partition lines.<br>Unless 'Display grid' is checked, this setting is not recognized. |
| ③ | Arrow key | Defines the distance an object moves each time the arrow keys are pressed. |
| ④ | Shift + Arrow key | Defines the distance an object moves each time the 'Shift' + arrow keys are pressed. |
| ⑤ | Ctrl + Arrow key | In Windows, defines the incremental change to an object's size each time the 'Ctrl' + arrow keys are pressed. In Macintosh, the 'Control' key is used in conjunction with the arrow keys. |
| ⑥ | Grid display | Check this box to display grid lines and partition lines in the layout window. |
| ⑦ | Outline display | Check this box to display only the outline of image objects in the display window. |

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ImageMixer

Introduction

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Chapter 2 Capture Environment

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Chapter 7 Video Disc Environment

Chapter 8 ImageMixer Easy Video CD (Win)

# 6-1-1 Image Editor

ImageMixer provides you with a variety of tools for editing still pictures. You can start from either the Album Environment or the Layout Environment.

## Opening Image Editor

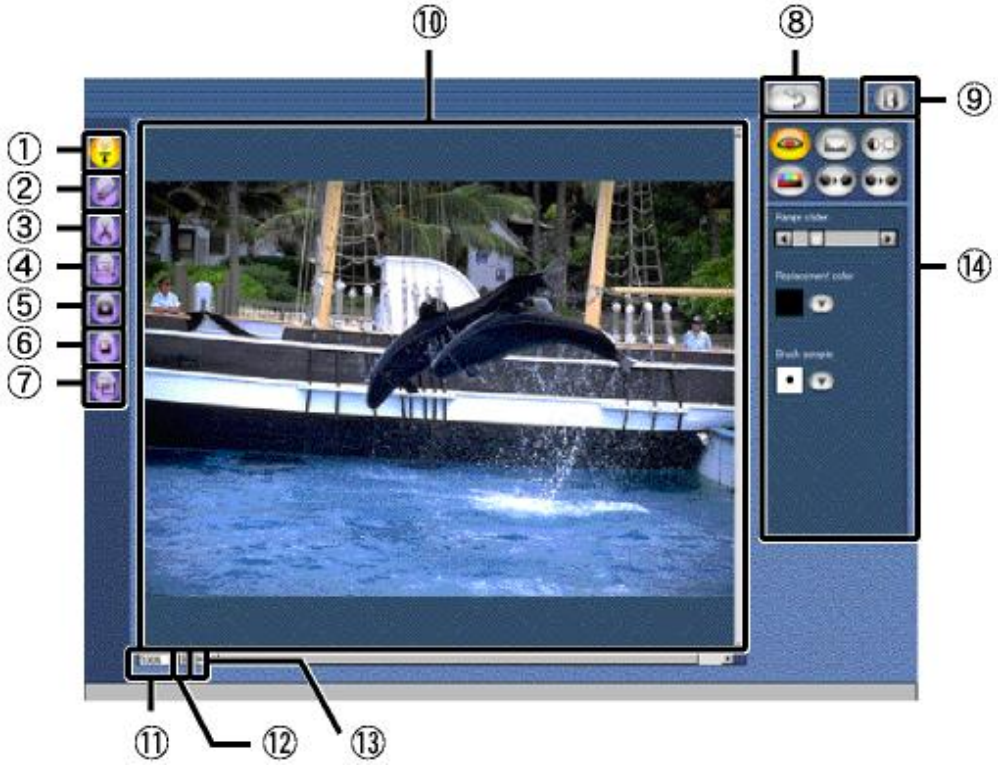
### From Album Environment

1. **Open ImageMixer.**
2. **Click the** **button on the Main Selector or Mode Select Bar to open the Album Environment.**
3. **Select the thumbnail of the still picture you want to work with.**
   Change album if necessary.
4. **Click the Image Edit** **button.**

### From Layout Environment

1. **Open ImageMixer.**
2. **Click the [Layout Environment]** **button on the Main Selector or Mode Select Bar to start the Layout Environment.**
3. **Start layout (create a new layout or open a saved layout).**
4. **Arrange a still picture object in the layout area if necessary.**
5. **Select the picture object you want to work with.**
6. **Click the Image Edit** **button.**
   The same process can be repeated by clicking other picture objects.

## Image Editor display




⑤ ⑥ and ⑦ will not be displayed when starting the Image Editor from the Album Environment.

| | | |
|---|---|---|
| ① | Filter Mode button | Click to change to Filter mode. |
| ② | Draw Mode button | Click to change to Draw mode. |
| ③ | Crop/Rotate/Flip Mode button | Click to change to Crop/Rotate/Flip Mode. |
| ④ | Image Resizing Mode button | Click to change to Image resizing mode. |
| ⑤ | Mask button or Chroma Key button | In Windows, click to change to Mask mode. In Macintosh, this button will take you to Chroma Key mode. |
| ⑥ | Create Shadow button | Click to change to Create shadow mode. (Windows only.) |
| ⑦ | Blend button | Click to change to Blend mode. (Windows only.) |
| ⑧ | Undo button | Click to undo the previous operation. |
| ⑨ | Close button | Clicking this button will return ImageMixer to the Image Editor. |
| ⑩ | Editing window | Displays the image being edited. |
| ⑪ | Magnification | Indicates the present magnification (as a %) of the picture currently displayed in the editing window. In Macintosh, clicking here will display picture information. |
| ⑫ | Zoom In button | Click to increase the magnification of the picture currently displayed in the editing window. |
| ⑬ | Zoom Out button | Clicking here decreases the magnification of the picture currently displayed in the editing window. |
| ⑭ | Mode buttons | Editing tools are grouped into various 'modes' in ImageMixer. Click the mode that includes those tools you want to use to edit the picture currently displayed in the editing window. |

⑪ ⑫ and ⑬ are not displayed when in mode ⑦ .

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# 6-1-2 Image Editor

## Undo

Click to undo the previous operation.

## Tool bar (Macintosh Only)

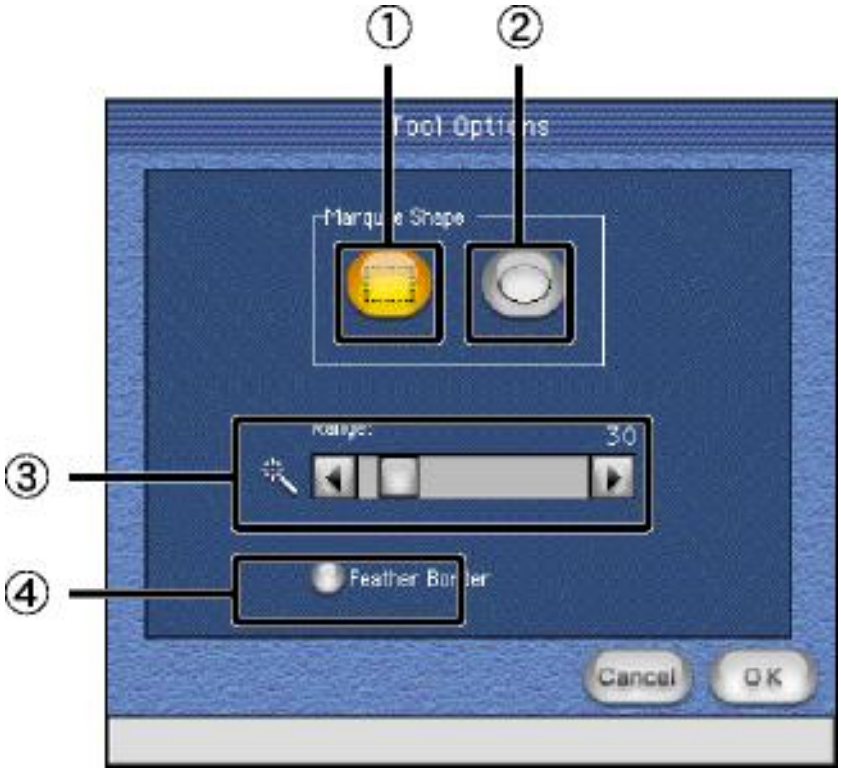
Macintosh displays a tool bar in the upper portion of the Image Editor window.
This tool bar is only displayed when working within one of the editing modes.

| | | |
|---|---|---|
| ① | Select tool | Click to switch the mouse pointer to the selection tool. The shape of the selection area can be set by clicking ⑥ . |
| ② | Lasso tool | Click to switch the mouse pointer to the freehand selection tool. |
| ③ | Magic Wand | Click to switch the mouse pointer to the Magic Wand. This tool enables you to select entire areas connected by a common color, the range of which can be set by clicking ⑥ . |
| ④ | Select All button | Click to select the entire picture. |
| ⑤ | Reverse Selection button | Click to select the area outside that portion of the image currently selected. |
| ⑥ | Tool options | Click to display the Tool options. |

| | | |
|---|---|---|
| ⑦ | Copy button | Click to copy the selected area. |
| ⑧ | Cut button | Click to cut the selected area. |
| ⑨ | Paste button | Click to paste a cut or copied selection. |

## Tool options dialog box

Click the [Tool Options] button on the Tool bar to bring up the dialog box.




| | | |
|---|---|---|
| ① | Rectangular selection | Click to enable the [Select] tool to use rectangular marquees. |
| ② | Elliptical selection | Click to enable the [Select] tool to use elliptical marquees. |
| ③ | Selection range | Drag the slider to define the range of colors that may be selected with the [Magic Wand] . |

| | | |
|---|---|---|
| ④ | Feather Border | Blurs the edges of selected areas. |

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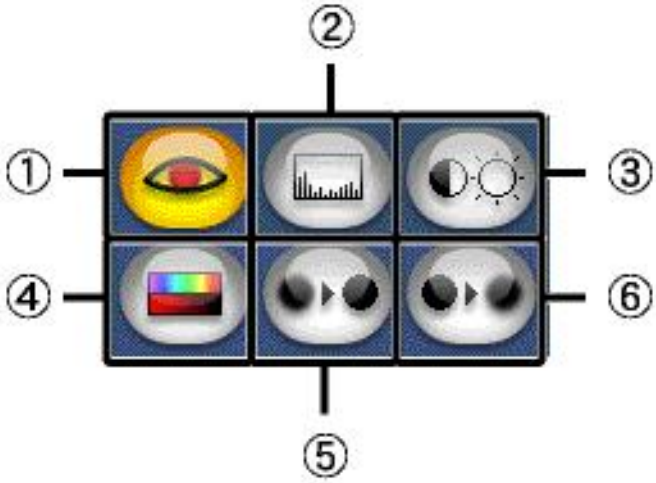
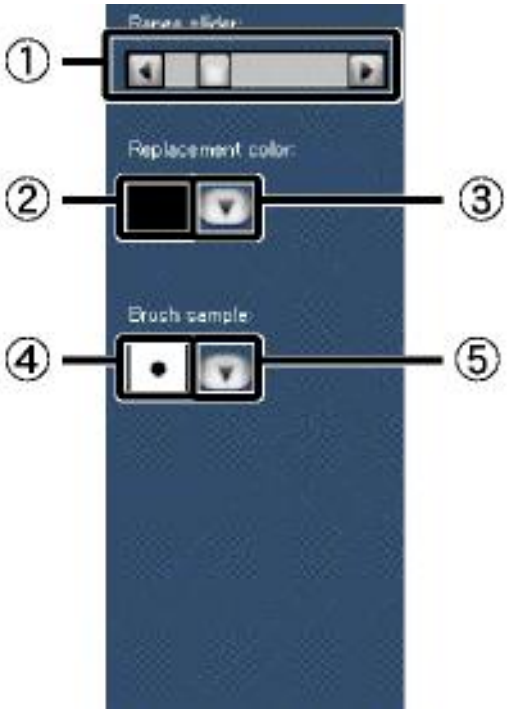
# 6-2-1 Filter Mode




| | | |
|---|---|---|
| ① | Red-eye Compensation button | Click to compensate for photos in which the subject's eyes appear red. |
| ② | Auto Enhance button | Allows ImageMixer to automatically enhance image quality. |
| ③ | Brightness/Contrast button | Click to control brightness and contrast. |
| ④ | Hue/Saturation button | Click to control color hue (tone), saturation and lightness. |
| ⑤ | Sharpness button | Click to sharpen the image. |
| ⑥ | Blur button | Click to blur the image. |

## Red-eye compensation

After setting the options, draw directly on the image displayed in the editing window.



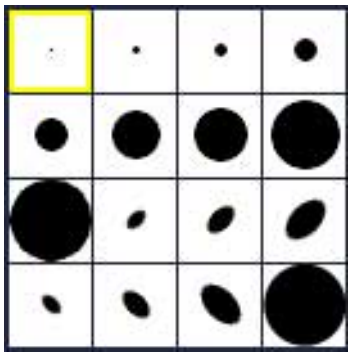

① Range slider
Drag the slider to specify the color range for red-eye compensation.

② Replacement color indicator
Displays the color you have chosen to replace red-eye areas.

③ Color Select button
Click to display the Color palette and select the replacement color.

④ Brush type indicator
Shows currently selected brush type and size.

⑤ Brush Type Selector button
Click to display available brush types and sizes. (See below.)
There are slight differences in the brush types available in Windows and Macintosh.



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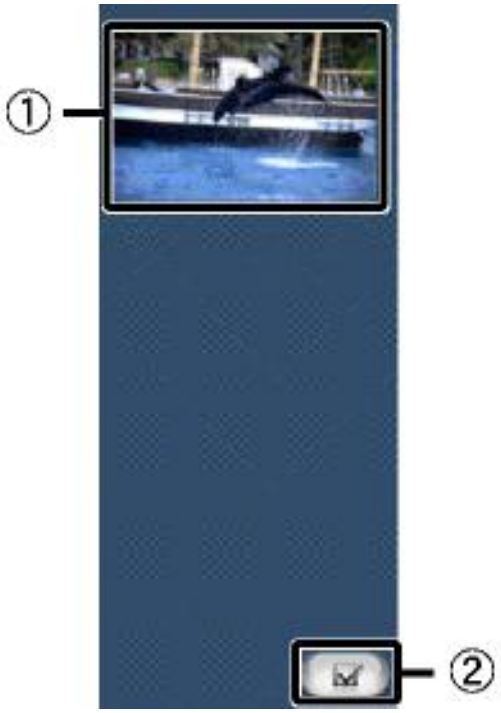
# 6-2-2 Filter Mode

## Auto enhance

ImageMixer can automatically enhance the image quality of your pictures.

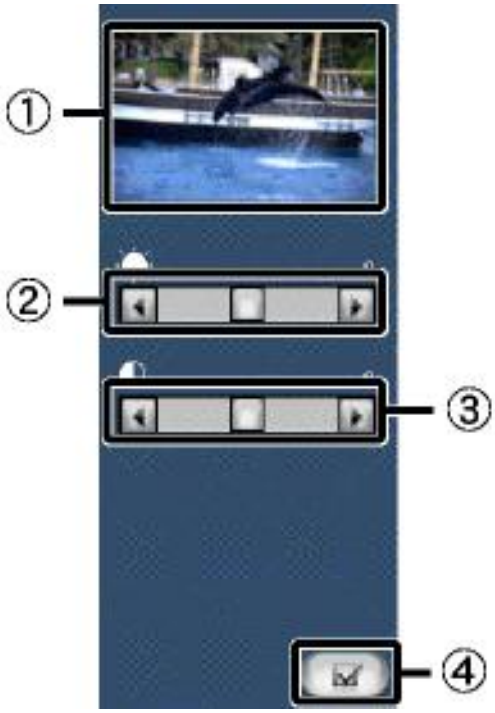



① Preview window
Displays a preview of the enhanced image.

② [OK] button
Click to execute auto enhancement of the image.

## Brightness/Contrast

As you adjust these qualities by operating the sliders, the resulting picture will be displayed in the preview window.




① Preview window
Displays a preview of the altered image.

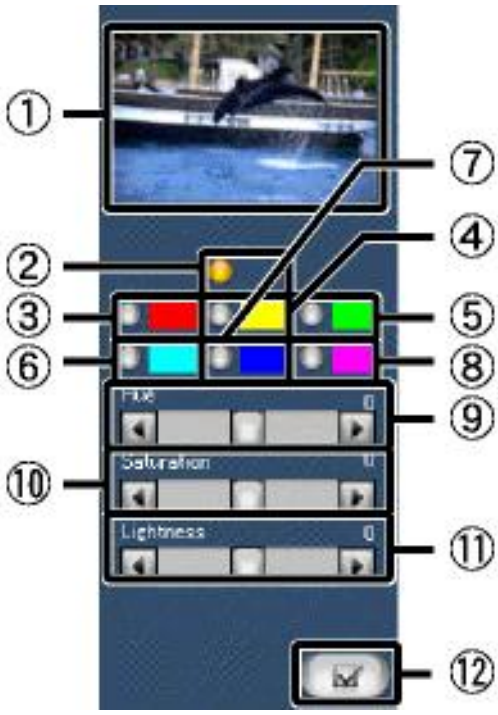
② Brightness
Drag the slider to adjust the brightness of the image.

③ Contrast
Drag the slider to adjust the contrast of the image.

④ [OK] button
Click to apply the adjusted brightness/contrast.

## Hue, Saturation

After selecting the color you want to adjust, drag the slider while checking the results in the preview window.




① Preview window
Previews the results of changes made to hue, saturation and lightness settings.

② All
Click to adjust the hue, saturation and lightness of all colors in the image.

③ Red
Select to adjust the hue, saturation and lightness of this color.

④ Yellow
Select to adjust the hue, saturation and lightness of this color.

⑤ Green
Select to adjust the hue, saturation and lightness of this color.

⑥ Cyan
Select to adjust the hue, saturation and lightness of this color.

⑦ Blue
Select to adjust the hue, saturation and lightness of this color.

⑧ Magenta
Select to adjust the hue, saturation and lightness of this color.

⑨ Hue
Drag the slider to adjust the hue of the selected color(s).

⑩ Saturation
Drag the slider to adjust the saturation of the selected color(s).

⑪ Lightness
Drag the slider to adjust the lightness of the selected color(s).

⑫ [OK] button
Click to apply the changes you have made to hue, saturation and lightness of colors in the picture.

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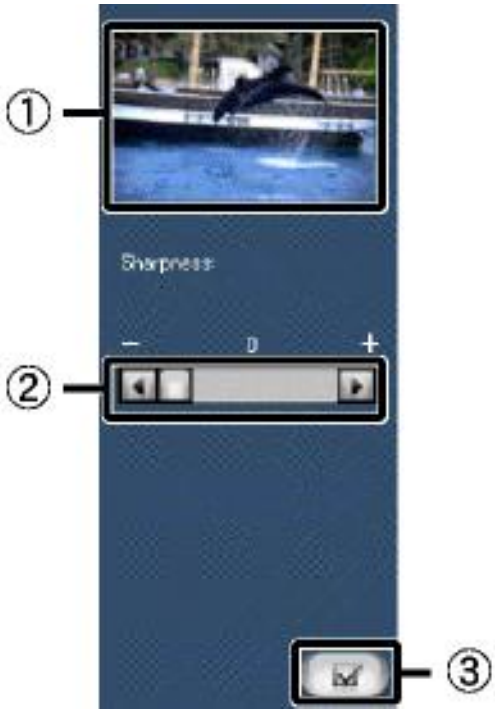
# 6-2-3 Filter Mode

## Sharpness

Adjust by dragging the slider while checking results in the preview window.



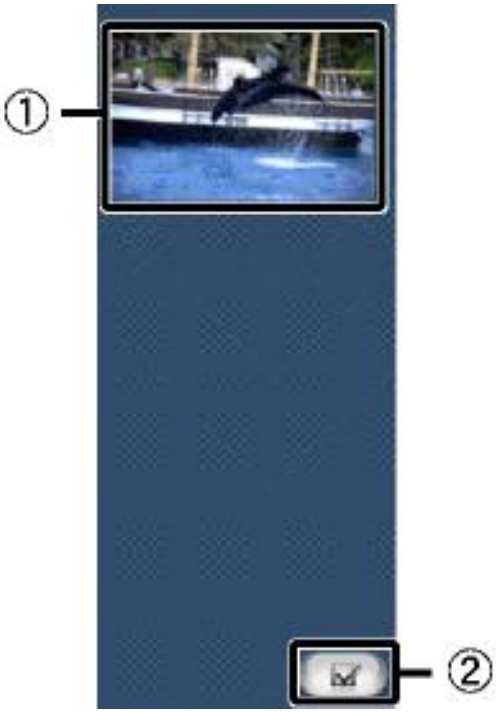

① Preview window
Displays the result of the sharpness setting.

② Sharpness
Drag the slider to adjust sharpness.

③ [OK] button
Click to apply the sharpness setting.

## Blur

In Windows, ImageMixer will automatically blur an image. In Macintosh, a slider will be displayed. Drag the slider to control the blur.




① Preview window
Displays the result of applying the blur filter.

② [OK] button
Click it to apply the blur filter.

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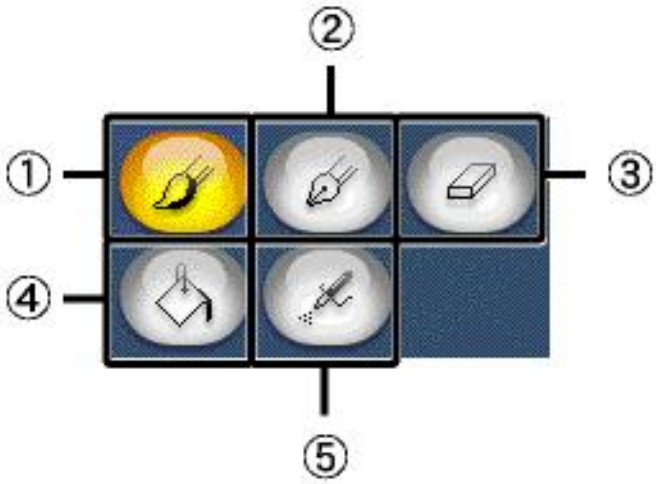
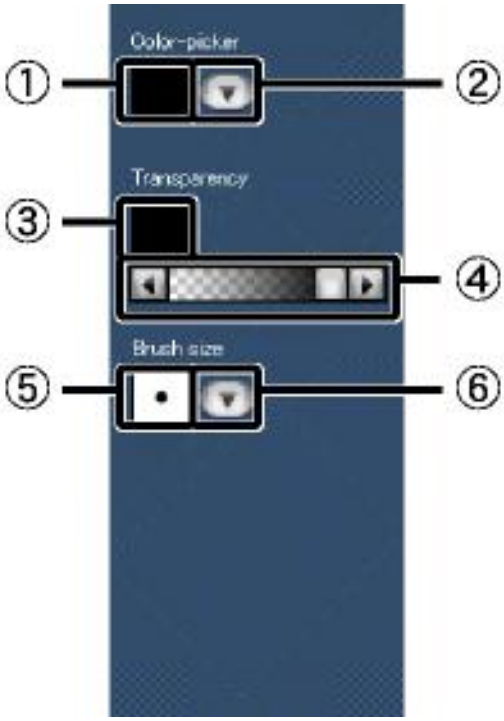
# 6-3-1 Draw Mode

After setting the tool options, use the mouse to draw directly on the image in the edit window.




| | | |
|---|---|---|
| ① | Brush button | Click to draw with the brush. |
| ② | Pen button | Click to draw with the pen. |
| ③ | Eraser button | Click to erase portions of the picture. |
| ④ | Paint button | Click to paint areas of the image according to a specified range. |
| ⑤ | Airbrush button | Click to draw with the airbrush. |

## Brush




① Brush color
Indicates the currently selected brush color.

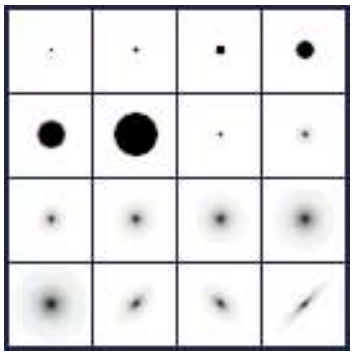
② Color Select button.
Click to display the Color palette and choose a brush color.

③ Transparency
Indicates the currently defined transparency.

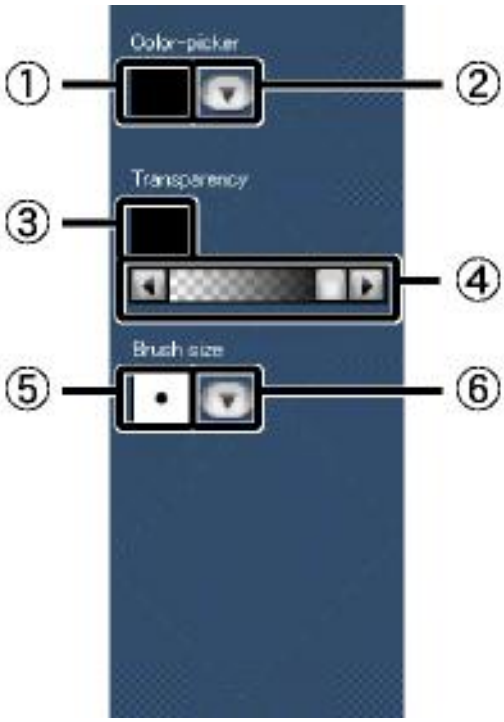
④ Transparency slider
Drag to define transparency.

⑤ Brush type indicator
Shows currently selected brush type and size.

⑥ Brush Type Selector button
Click to display available brush types and sizes. (See below.)
There are slight differences in the brush types available in Windows and Macintosh.



## Pen




① Pen color
Indicates the currently selected pen color.

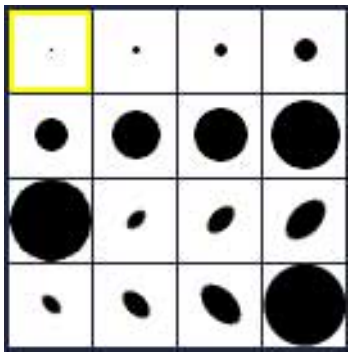
② Color Select button
Click to display the Color palette and choose a pen color.

③ Transparency
Indicates the currently defined transparency.

④ Transparency slider
Drag to define transparency.

⑤ Pen style indicator
Indicates the currently selected pen style and size.

⑥ Pen Style Selector button
Click to display available pen styles and sizes. (See below.)
There are slight differences in the pen styles available in Windows and Macintosh.



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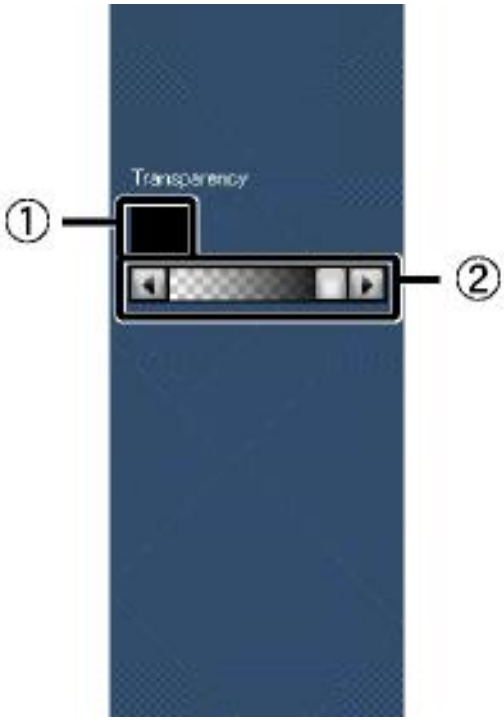
# 6-3-2 Draw Mode

## Eraser

① Transparency
Indicates the currently defined transparency.

② Transparency slider
Drag to define transparency.

In Macintosh, you can also define the eraser size and color relative to the background picture.




## Paint

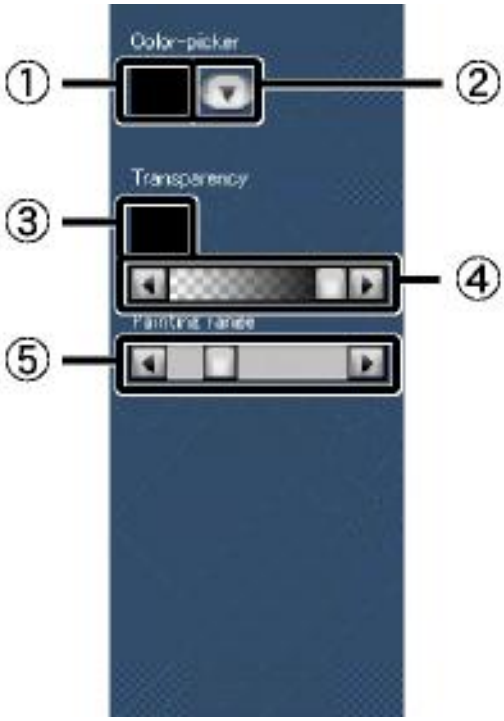
① Paint color
Indicates the currently selected paint color.

② Color Select button.
Click to display the Color palette and choose a color.

③ Transparency
Indicates the currently defined transparency.

④ Transparency slider
Drag to define transparency.

⑤ Paint range
Drag the slider to specify the range.




## Airbrush

① Airbrush color
Indicates the currently selected airbrush color.

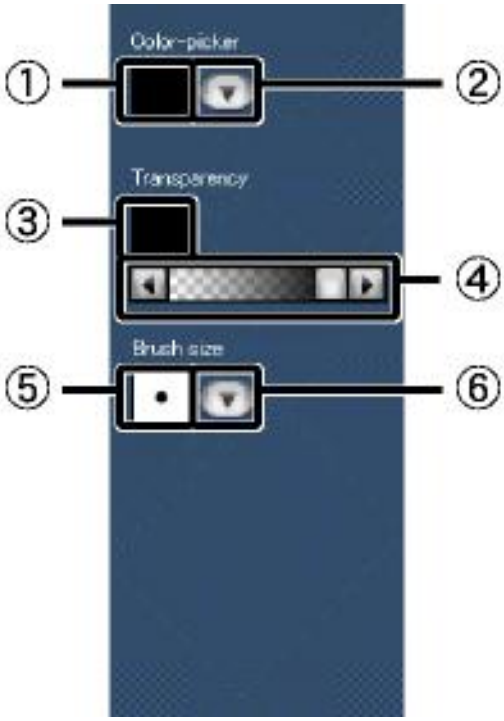
② Color Select button.
Click to display the Color palette and choose an airbrush color.

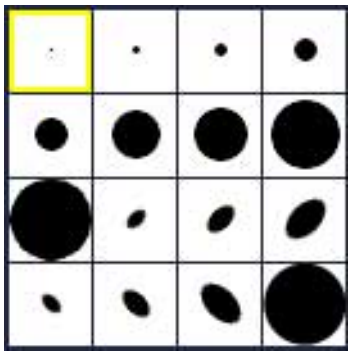
③ Transparency
Indicates the currently defined transparency.

④ Transparency slider
Drag to define transparency.

⑤ Airbrush type indicator
Shows currently selected airbrush type and size.

⑥ Airbrush Type Selector button
Click to display available airbrush types and sizes. (See below.)
There are slight differences in the airbrush types available in Windows and Macintosh.





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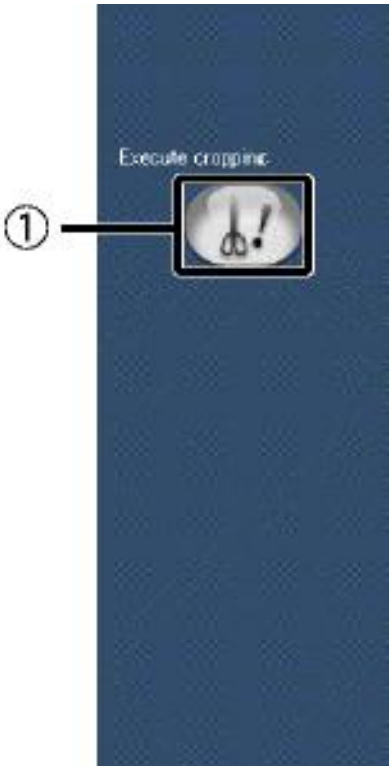
# 6-4 Crop/Rotate/Flip Mode

| | | |
|---|---|---|
| ① | Crop button | Click to crop the picture. Specify the crop area by dragging the Control points displayed in the image edit window. |
| ② | Rotate/Flip button | Click to rotate or flip the image. |

## Cropping

① Crop button
Click to crop image to the area defined by the rectangular box that appears on top of the picture in the image edit window. Drag the control points to enlarge or reduce the crop area.



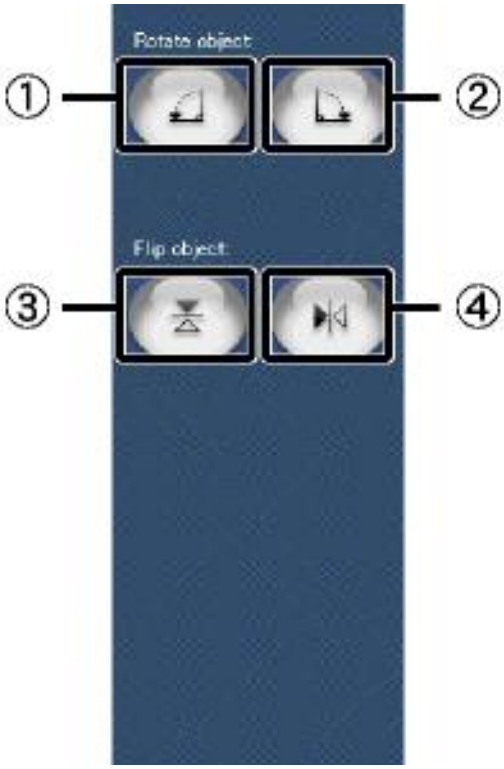
## Rotating/Flipping

① Rotate Counterclockwise button
Rotates the image counterclockwise 90 degrees.

② Rotate Clockwise button
Rotates the image clockwise 90 degrees.

③ Vertical flip
Flips the image vertically, along the horizontal axis with each click.

④ Horizontal flip
Flips the image horizontally, along the vertical axis with each click.

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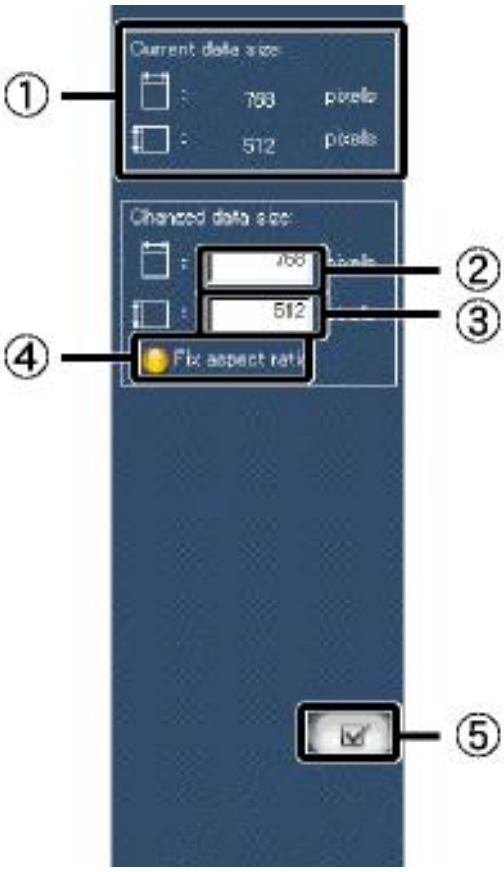
# 6-5 Image Resizing Mode




| | | |
|---|---|---|
| ① | Current image size | Displays the height and width (in pixels) of the picture currently displayed in the image edit window. |
| ② | Width | Enter a value (in pixels) for the new width of the image. |
| ③ | Height | Enter a value (in pixels) for the new height of the image. |
| ④ | Lock aspect ratio | Select this option to maintain the original proportions of the image. When this option is selected, changing the value of the width will automatically change the height and vice versa. |
| ⑤ | [OK] button | Applies the new image size. |

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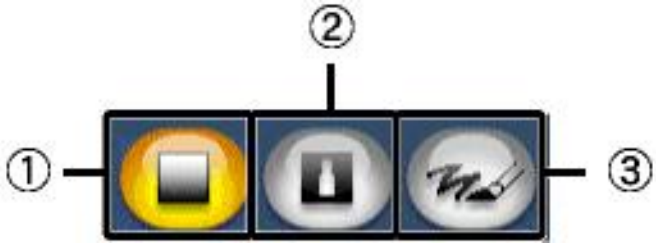
# 6-6 Mask Mode (Windows Only)

Masks allow you to apply certain limitations to the appearance of pictures by using stencils, changing the opacity (transparency) of the image, etc.

This mode is not available when opening the Image Editor from the Album Environment.

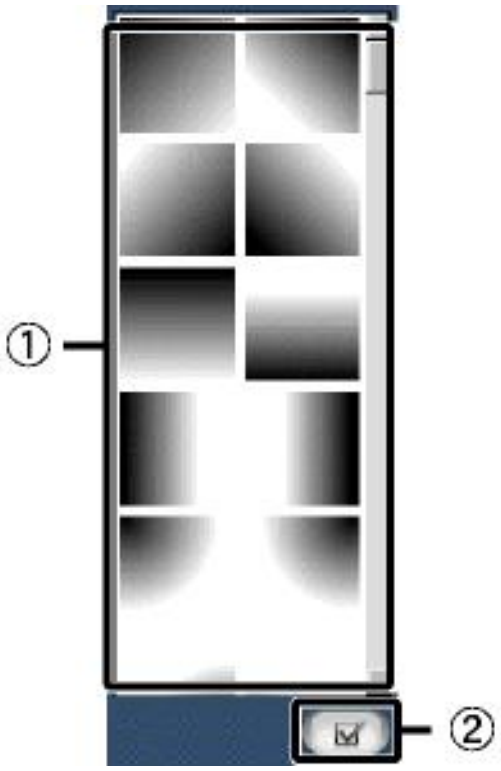



| | | |
|---|---|---|
| ① | Gradation mask | Click to display a list of available gradation masks. |
| ② | Stencil mask | Click to display a list of available stencil masks. |
| ③ | Drawn mask | Click to create a custom mask. |

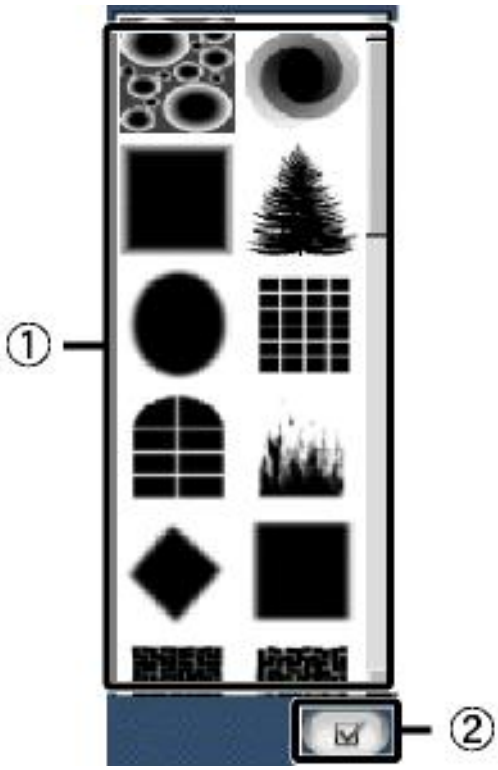
## Gradation masks

① Gradation masks
Available gradation masks are listed here.

② [OK] button
Click to apply the selected gradation mask.



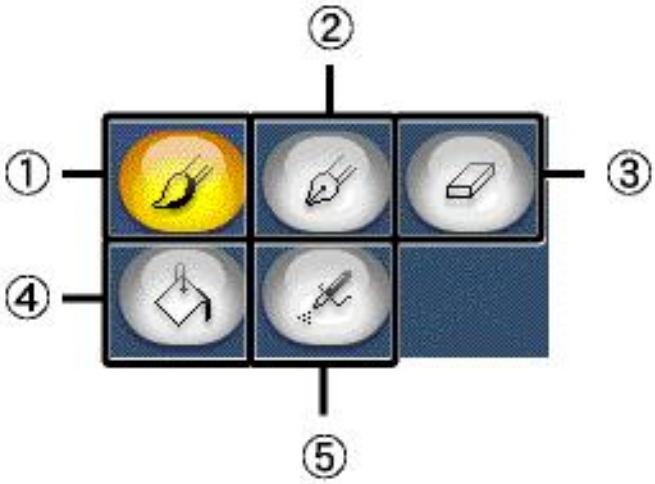
## Stencil masks




① Stencil masks
Available stencil masks are listed here.

② [OK] button
Click to apply the selected stencil mask.

## Drawn masks




After selecting a tool, use the mouse to draw your custom mask directly on the image in the editor window. Changes will be applied upon returning to the layout environment.

① Brush button
Click to draw a custom mask with the brush.

② Pen button
Click to draw a custom mask with the pen.

③ Eraser button
Click to erase portions of the custom mask currently being drawn.

④ Paint button
Click to apply a mask to the entire picture.

⑤ Airbrush button

Click to draw a custom mask with the airbrush.

Refer to Draw mode to see a description of each drawing tool.

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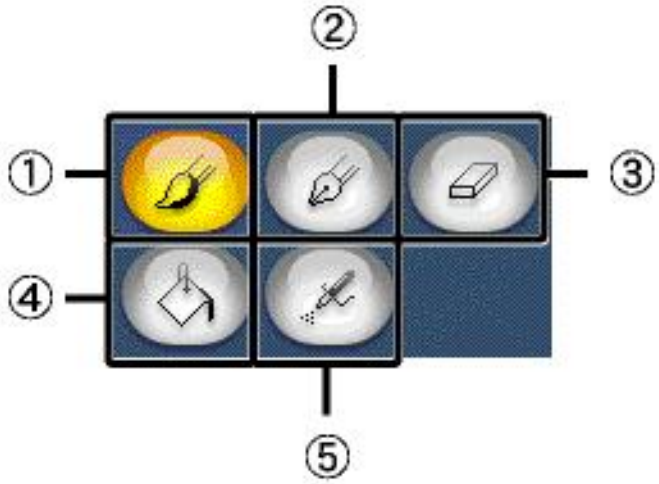
# 6-7 Chroma Key Mode (Macintosh Only)

Applying a fixed blue tone to areas of an image will render it transparent upon returning to the Layout Environment.

This mode is not available when opening the Image Editor from the Album Environment.
Complete transparency cannot be achieved when drawing with the gradated brush or airbrush tool. Draw with the pen tool to achieve complete transparency.




① Brush button
Click to draw a custom chroma key area with the brush.

② Pen button
Click to draw a custom chroma key area with the pen.

③ Eraser button
Click to erase portions of the chroma key area currently being drawn.

④ Paint button
Click to apply chroma key to the entire picture.

⑤ Airbrush button
Click to draw a custom chroma key area with the airbrush.

Refer to Draw mode to see a description of each drawing tool.

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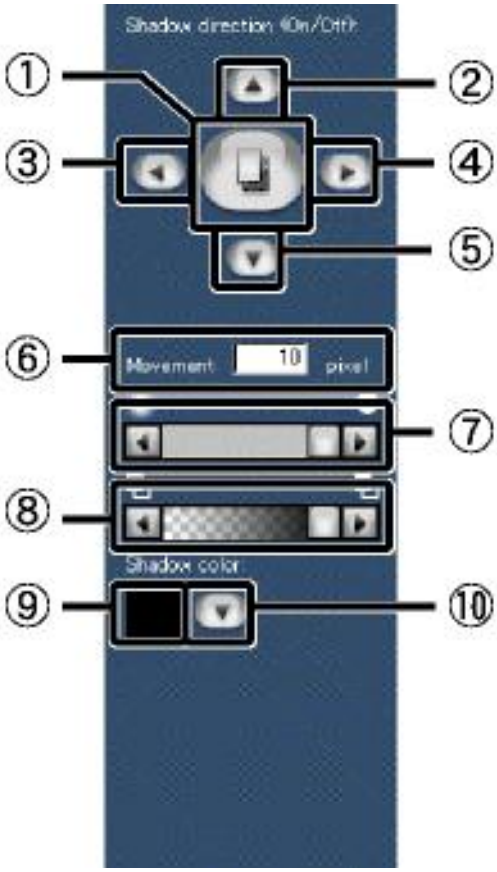
# 6-8 Create Shadow Mode (Windows Only)

This mode is not available when opening the Image Editor from the Album Environment.




Set ⑦ ⑧ ⑨ and ⑩ before clicking ①.

| | | |
|---|---|---|
| ① | Create Shadow button | Click to create a shadow. Clicking this button applies qualities defined in ② ③ ④ ⑤ and ⑥. |
| ② | Up button | Moves the shadow up one increment, which is based on the predefined number of pixels. |
| ③ | Left button | Moves the shadow left one increment, which is based on the predefined number of pixels. |
| ④ | Right button | Moves the shadow right one increment, which is based on the predefined number of pixels. |
| ⑤ | Down button | Moves the shadow down one increment, which is based on the predefined number of pixels. |
| ⑥ | Increment | The numerical value entered here specifies the distance (in pixels) the shadow moves each time ② ③ ④ or ⑤ is clicked. |

| | | |
|---|---|---|
| ⑦ | Gradation slider | Drag to adjust the gradation of the shadow. |
| ⑧ | Transparency slider | Drag to specify the transparency of the shadow. |
| ⑨ | Shadow color indicator | Indicates the currently selected shadow color. |
| ⑩ | Color selector | Click to display the Color palette and choose a color for your shadow. |

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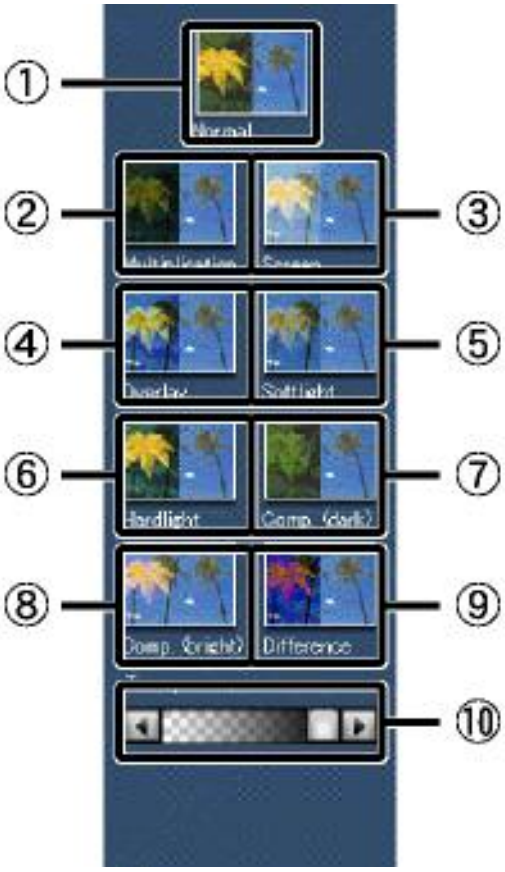
# 6-9 Blend Mode (Windows)

This mode is not available when opening the Image Editor from the Album Environment.




| | | |
|---|---|---|
| ① | Normal | Click to display or revert to the unaltered picture. |
| ② | Multiply | Click to darken the pixels of the foreground image depending on the color of the background image. |
| ③ | Screen | Click to lighten the pixels of the foreground image depending on the color of the background image. |
| ④ | Overlay | Multiplies or screens the colors of the foreground image depending on the color of the background image. |
| ⑤ | Soft Light | The pixels of the foreground image will be lightened if they are 50% brighter than the pixels of the background image, or darkened if they are 50% darker than the pixels of the background image. |

| | | |
|---|---|---|
| ⑥ | Hard Light | The pixels of the foreground image will be lightened if they are 50% brighter than the pixels of the background image. Black and white pixels remain unchanged. |
| ⑦ | Darken | Displays only the parts of the foreground image that are darker than the background image. |
| ⑧ | Lighten | Displays only the parts of the foreground image that are lighter than the background image. |
| ⑨ | Difference | Subtracts the foreground color from the background color, or vice versa, depending on which has the greater brightness value. |
| ⑩ | Transparency slider | Drag the slider to specify the transparency of the picture. |

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## Process of creating a Video CD

With this ImageMixer, you can create a Video CD or Video CD image which support Video CD 2.0 specification. Video CD 2.0 features of playing slideshow for still image contents, and interactive playback control which allows you to change playback order by using menu. Your main work will be creating a main menu screen that will be displayed during the playback, then writing to a disc. Please see the steps below for creating a Video CD. For details, please refer to each page of their functions. I

First you will be creating a main menu in the layout screen. When you drag contents or album icons and drop them onto the layout screen, slideshow buttons will be created.

Note
Each of slideshow buttons is numbered so that your selected number on the remote control will correspond to the specific slideshow.

If you want to change order of slideshow contents, you can double click on the slideshow button that you want to edit. Then you will be in the Album environment, and start changing the order of thumbnails.

In the Writing environment, you can confirm before writing by viewing the preview of your creating disc, which shows how to be played with a player.

After you specify all of writing settings, click on the 'Output' button to start writing a disc or creating a disc image.

Important
Please be sure to read the operation warnings.
In the Macintosh, it supports to create a Video CD image supported by ROXIO's Toast, but not the direct disc writing.

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## Layout environment/Screen composition

In this layout environment, you can setup the design of your main menu. The screen composition of a "Layout environment" is explained below:

Important

You can continue adding albums and contents until the used space bar becomes full.
If you add contents as the numbers below, the adding operation will not be proceeded. For movie contents within a project: 97 or more. For slideshow buttons within a project: 900 or more. For any contents within a slideshow button: 1,000 or more.

① Navigation bar:
The navigation bar is always displayed in Video disc mode. These buttons are the environment and other main functions when you take steps for output.

② Main menu:
This layout screen will be the main menu displayed during the playback. You can add a slideshow button by dragging an album icon or thumbnails of contents in an album, and dropping onto the screen.

Important

If there is no slideshow buttons placed in the layout screen, the preview function cannot be used, and it will not be recorded on a disc.

Note

You can also add contents to any placed buttons by using the drag and drop method.

③ Slideshow button:
When you place an album or a content onto the layout screen, the slideshow buttons will be inserted. The slideshow button is a button to start a slideshow. You can place the maximum of 6 slideshow buttons.

④ Slideshow number
Slideshow number corresponds with the selected number on the remote control of the device you are playing the Video CD. Example, if you press [2] on the remote control, the slideshow No.2 will start playing.

⑤ Menu for slideshow "number selection" button.
You can use this menu to select the number of slideshow buttons you wish to add to the main menu. 1 to 6 slideshow buttons can be placed and set up on one main menu. To insert a new main menu, choose "New menu" and a new main menu screen will be added to the back.

⑥ "Page transfer" menu
When there are several main menu screens in one project, use this menu to move from one main menu screen to another. The selected main menu screen will be displayed.

⑦ Album menu:
The albums you have created will be shown in a list. By selecting one of albums will show the thumbnails of its content in the contents list window.

⑧ Filter button:
Clicking 'Display still picture' will display the still picture thumbnails; 'Display movie' will display the movie thumbnails; 'Display sound' will display the sound thumbnails; 'Display all' will display all types of file thumbnails.

⑨ Album icon:
If you drag this album icon and drop onto the layout screen, this icon will work as a slideshow button including the contents of the currently selected album.

⑩ Content list:
In this area shows the contents of a selected album as thumbnails. By dragging thumbnails onto the layout screen will place a slideshow button.

Note
To add contents to the slideshow button that you have already placed on the layout screen, drag contents and drop onto the slideshow button or add contents in the Album environment.

⑪ Panel:
There are 3 panels, style, slideshow button and title.

⑫ Used space:
It displays the project data size be used in a disc. The level increases as more contents are added. Always displayed in the Video Disc mode.

Important
Contents cannot be added when the bar gets full.

⑬ Status bar :
Move the mouse pointer over botton or tab to display the explanation on the botton of window.

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## Style panel

Click the style tab to display the style panel. Choose style templates.

① "Style" tab:
Click to display the style panel. You can set the menu composition, background, etc. for the main menu.

② "Style category" menu:
You can choose a category from the pull down menu, which displays style templates depending on the category.

③ Style template:
Displays the templates selected in the "Style category." Click the thumbnail of the template to apply to the main menu.

④ "Apply BGM" button:
Applies sound (BGM) to main menu. Click this button to open the dialog box and select your sound file. If a sound file has already been applied, it will automatically be replaced. Put a check mark on "Loop sound" if you wish to have music playing while the main menu screen is being displayed. The name of the sound file being used will be displayed on the layout.

Note
By dragging & dropping thumbnails related to sound file of contents list on this button you can also apply BGM to background image

⑤ "Apply background image" button:
Adds background image to the main menu. Click this button to display the dialog box and select a still image file. If a file has already been applied, it will automatically be replaced. The name of the still image file being used will be displayed on the layout.

Note

By dragging & dropping thumnails related to still image on this button you can also apply to background image.

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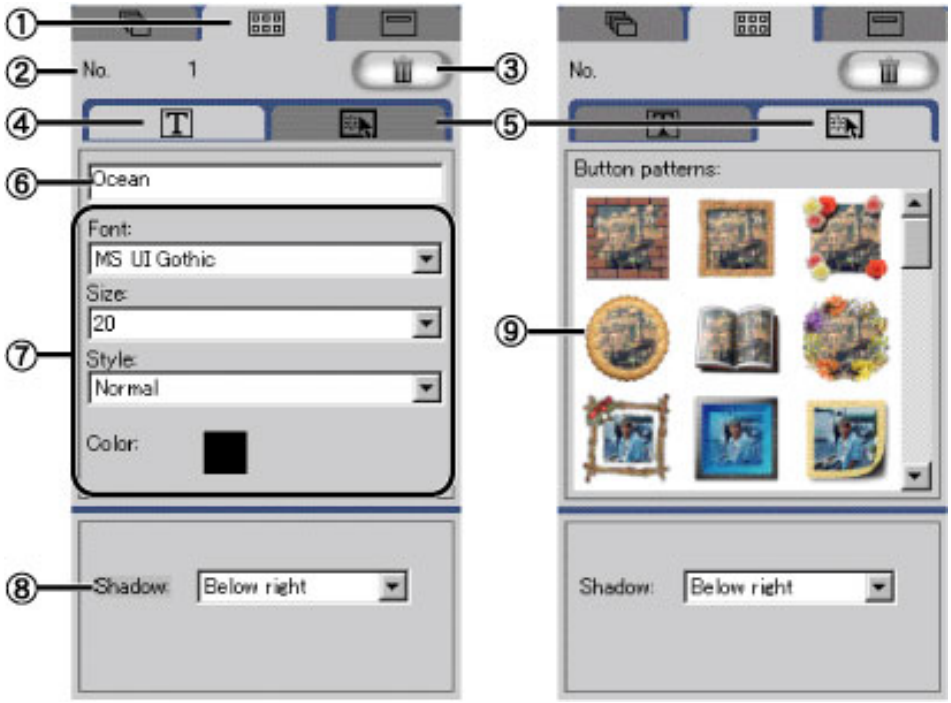
## Slideshow button panel

If you click on the 'Slideshow button' tab in the layout screen, the Slideshow button panel will appear to let you setup slideshow buttons.




① "Slideshow button" tab:
Click to display the slideshow button panel.

② No. (Slideshow number):
The number of slideshow buttons on the main menu will be displayed.

③ "Delete" button
Deletes your selected slideshow button on the main menu. Deleted buttons cannot be retrieved.

④ "Text" tab:
Click to display text panel for the name of slideshow button.

⑤ "Button" tab:
Click this tab to display templates of slideshow buttons.

⑥ Slideshow button title:
Editing the name in the text box will let you change the title of slideshow button. Even you edit the slideshow button title, the original file name does not change. The maximum characters are 63 letters.

⑦ Font, size, style and color:
You can set the font, size, style and color. For the font, size and style you can choose from the pull down menu. For selecting a color, you can click the font color preview box and select from the opened color palette.

⑧ Shadow:
Choose the shadow direction from the menu, and the effect will be applied to the slideshow button choosen from the layout menu.

⑨ Shape of button

There are templates of slideshow button and page guide button to choose from.

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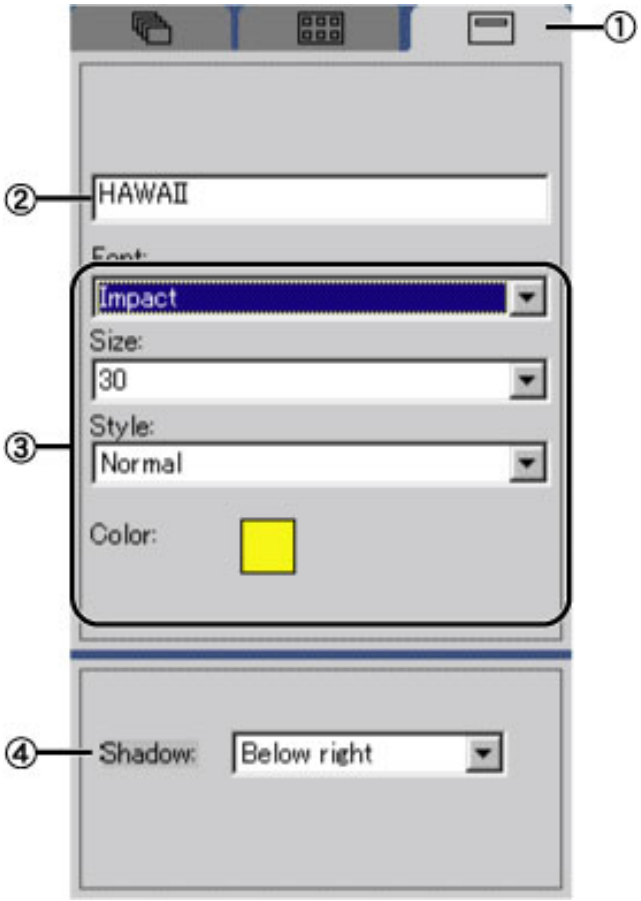
## Title panel

Click the "Title" tab to display the "Title" panel where you can edit the title of main menu.




① "Title" tab:
Click to display the "Title" panel.

② Title:
This is displayed on the main menu. The maximum characters are 63.

③ Font, size, style and color:
You can set the font, size, style and color.
For the font, size and style you can choose form the pull down menu. For selecting a color, you can click the font color preview box and select from the opened color palette.

④ Shadow:
Choose the shadow direction from the menu and apply the effect to the title.

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## Album environment/Screen composition

The slideshow buttons with its contents are managed as albums in the Album environment. In this environment, you can organize the contents or changing playback order.
You can go to Album environment by either selecting a placed slideshow button and click "Album environment" button on the Navigation bar, or double clicking a slideshow button.

① Album menu:
The albums you have created will be shown in a list. By selecting one of albums will show the thumbnails of its content in the contents list window.

② Filter button:
Clicking 'Display still picture' will display the still picture thumbnails; 'Display movie' will display the movie thumbnails; 'Display sound' will display the sound thumbnails; 'Display all' will display all types of file thumbnails.

③ Content list:
In this area shows the contents of a selected album as thumbnails.

Note
To add contents to a slideshow button, drag thumbnails from the content list, and drop onto the thumbnail list window.

④ Thumbnail list window:
The contents of the selected slideshow button on the main menu will appear as thumbnail in the thumbnail list window.

⑤ Thumbnail:
A thumbnail is a miniature display of the content added to the selected slideshow button on the main menu. Slideshow plays by the thumbnail order.

⑥ Sort menu:
Select a category from the sort pull down menu to sort thumbnail in the thumbnail list window.

⑦ Album panels:
You can change the general settings and the edit contents in the folder.

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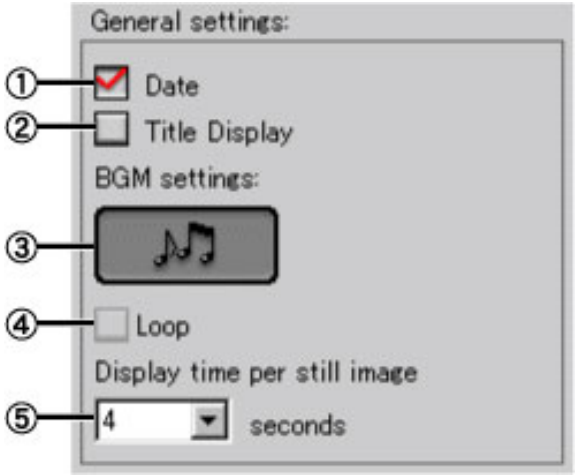
# General settings/Content settings

The "General settings" of the slideshow botton and "Content settings" of the thumbnail are explained below.

## General settings




① Date:
By putting a check mark, the date will be displayed on the still image contents during the slideshow.

Important
Only effective when the contents are still images. No matter how you setup, clip number will always appear.

② Title display
By putting a check mark, the title and the content of the still image are displayed together during playback time.

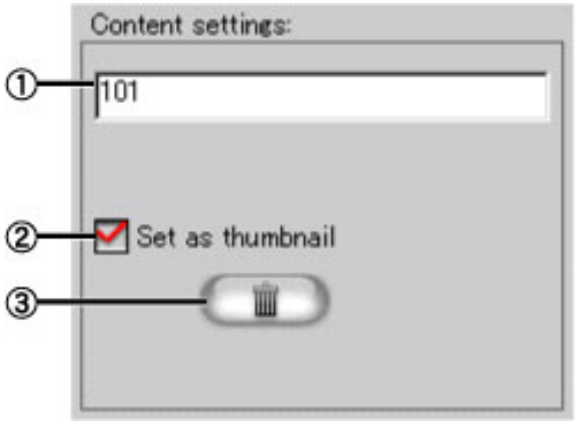
③ "Apply BGM" button:
You can apply sound (BGM) to each slideshow. You can apply sound by clicking the button. The sound (BGM) will be played during the slideshow of still image contents.

Important
The selected BGM is played during the slideshow.

④ Loop:
Put a check mark to loop sound.

⑤ Display time per still image
Set the time interval you want the still image content to be displayed anywhere between 4 and 20 seconds.

## Content settings




① Content title:
Editing the name in the text box will let you change the title of content. Even you edit the content title, the original file name does not change. The maximum characters are 63 letters.

② Set as thumbnail:
Put a check mark if you wish to use the image of the thumbnail as the thumbnail of slideshow button.

③ 'Delete' button:
Deleting a selected thumbnail, which does not delete the original file.

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# Operation of thumbnail list window

Explanations below on the operation of thumbnail list window in the Album environment.

## About thumbnail

The thumbnails displayed in the thumbnail list window are the miniature image of file contents. If the contents are movie files, the image will be the first frame of the movie. All movie or sound contents have a symbol on their thumbnails.

music1

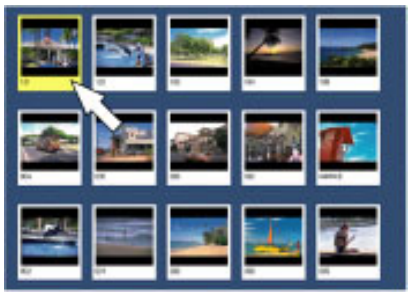
movie1

## Selecting thumbnails

Select thumbnails using the mouse or the keyboard.

### Selecting one thumbnail

Click the thumbnail.



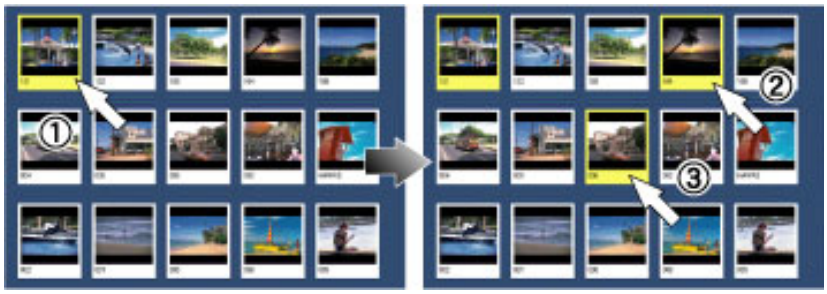
### Selecting multiple thumbnails (next to each other)

① Click the fist thumbnail, then ② press and hold the [Shift] key on the keyboard and click the last thumbnail.

Selecting multiple thumbnails (scattered)

Windows:
Press and hold the [Ctrl] key on the keyboard and click all thumbnails.

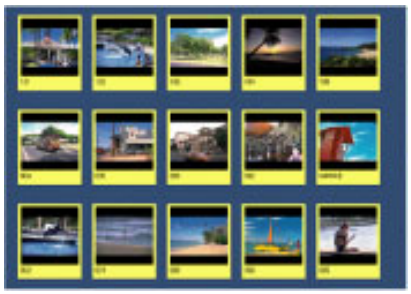
Macintosh:
Press and hold the [Command] key on the keyboard and click all thumbnails.




Select entire thumbnails

Windows:
Press and hold the [Ctrl] key and press [A] key on the keyboard.

Macintosh:
Press and hold the [Command] key and press [A] key on the keyboard.



## Switching thumbnails

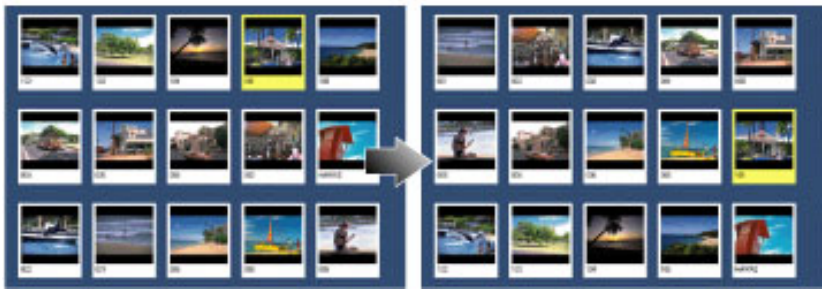
You can switch between thumbnails by clicking the ① [decrease] and ② [increase] buttons.

## Sorting/Changing thumbnail order

There are two ways to sort/change thumbnail order as below:

## Sorting thumbnails from using the menu

Choose a category from the sort menu.



## Changing thumbnail order manually

Manually drag and drop your selected thumbnail to change order.

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## Writing environment/ Screen composition

How you can preview your authoring result, and how you can create/write disc are explained below:
You can go to the Writing environment by clicking the 'Writing environment' button.

① Preview window
You can preview and check the playback of the writing result.

② Slideshow number
This number corresponds with the number in the control button of the preview panel. It corresponds with the selected number on the remote control device.

③ Preview panel:
There are control buttons to operate preview.

④ 'Output' button:
If you click this button, the Output dialog will appear, which is different between Windows and Macintosh.

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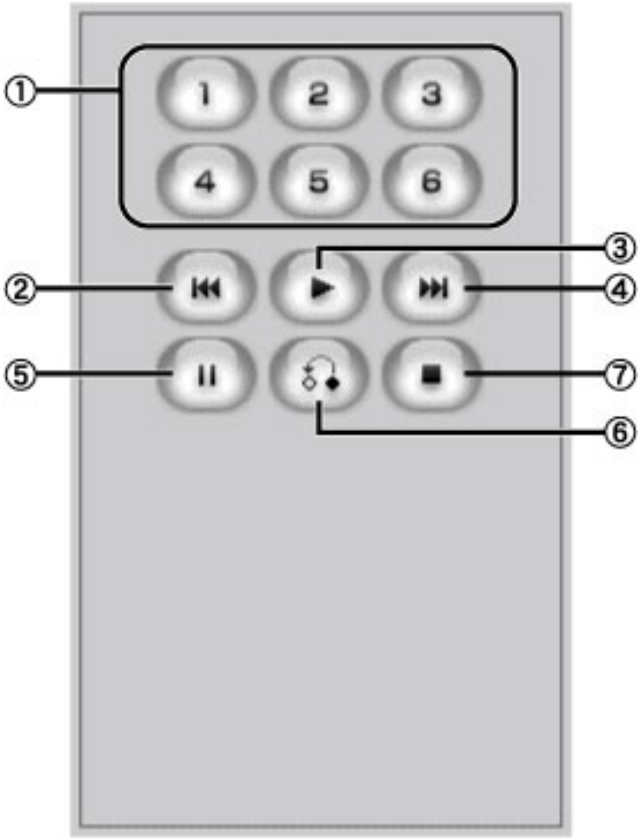
## Preview panel

For Video CD, the Slideshow number of the slideshow button corresponds to the remote control of the playback device. Start to preview by using the control button in the preview panel.

Important

If there is no slideshow buttons placed in the layout screen, the preview function cannot be used. Also, it will not be recorded on a disc.




① Number button:

Click any of the buttons to play the slideshow corresponding to the clicked number in the preview panel.

Note

When the writing environment appears, if the background image in the main menu has set a BGM, the BGM will be ready to play. If there are more than one main menus, the first main menu will be displayed.

② "Previous" button

Click to view previous content or previous main menu.

③ "Play" button

Click to play or start playback from stop or pause condition.

④ "Next" button

Click to view next content or next main menu.

⑤ "Pause" button

Click to temporarily stop playback.

⑥ "Return" button
Click to go back to the main menu where the current slideshow is placed.

⑦ "Stop" button
Click to stop playback.

Important
There are cases when the slideshow and the remote control device do not correspond. For example, after pressing "1," you still need to press the "Play" button to start the slideshow. In this case, please read the manual of the device for explanation.

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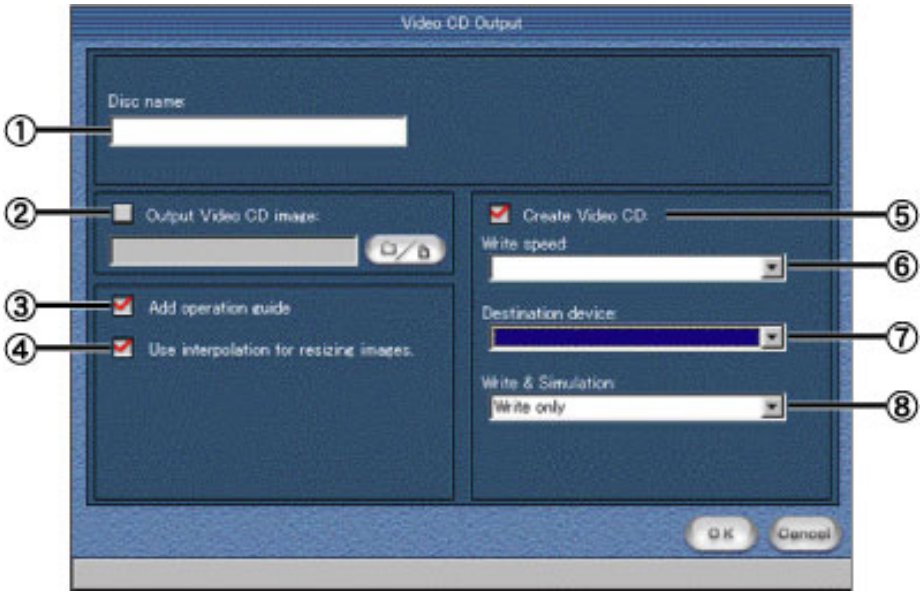
## Output Video CD (Windows)

Explanations on the "Video CD Output" dialog box (Windows) that appears when you click the "Output" button.

Important
Please read this operation warning:




① Disc name:
Type in the name of the Video CD you are going to create. The letters you can use are as follows: one byte capital letter of numbers 1 - 9, alphabet A - Z, underbar "_", a maximum of 30 characters.

② Output Video CD image:
Put a check mark if you wish not to write directly to disc and instead only create a Video CD image. Click the "Browse" button and choose the destination folder for storage location. You can also put a check mark on "Create Video CD" to create Video CD while outputting the Video CD image.

Important
The created Video CD image will be saved to the destination folder named "Cdimage". Do not move or change the file name or location. If there is already an existing folder with that name, new coming Video CD images will be saved in the different folders which will be name as "Cdimage1", "Cdimage2", "Cdimage3", etc...

③ Add operation guide:
Put a check mark if you wish to have the operation guide of remote control for Video CD Video playback to be played just before the slideshow playback.

④ Use interpolation for resizing images:
If you are using a movie which image aspect is other than Video CD standard, the image aspect need to be resized. By using Interpolation function during resizing, it takes much time than without this function, but you can improve the image quality. Use it when it is necessary.

⑤ Create Video CD:
Put a check if you wish to write directly to disc to create a Video CD. Also put a check on "Output Video CD image" to output Video CD image while creating a Video CD.

⑥ Write speed:

You can select the writing speed from the pull down menu. Example, "2x" means double speed and "4x" means 4 times the original speed. This setting is effective when the "Create Video CD" is selected.

Important

If you are using a slow speed writing device such as USB connection, setting the write speed too high may fail from writing successfully. Please refer to the device manufacture manual and set as it recommends.

⑦ Destination device:

Available device will appear in the pull down menu. Select a writing device. This setting is effective when the "Create Video CD" is selected.

⑧ Write & Simulation:

Choose whether you want to test before writing from the pull down menu. This setting is effective when the "Create Video CD" is selected.

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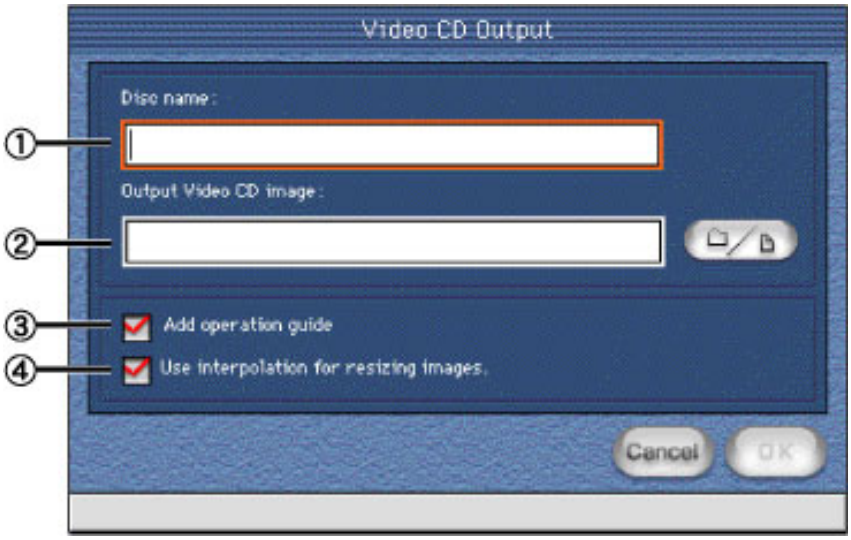
## Output Video CD image (Macintosh)

Explanations on the "Video CD Output" dialog box (Macintosh) that appear when you click the "Output" button.

Important

Please read this operation warning:

Video CD cannot be created with a Macintosh machine. You can only create Video CD Image that is supported by Toast ( a software by ROXIO company). Please use the Toast software to write contents or data to your disc.




① Disc name:

Type in the name of the Video CD image you are going to create. The letters you can use are as follows: one byte capital letter of numbers 1 - 9, alphabet A - Z, underbar "_", a maximum of 30 characters.

② Output Video CD image:

Create a Video CD image of your present project. Click "Browse" and select the destination folder for the storage location.

Important

The created Video CD image will be saved to the destination folder named "Cdimage". Do not move or change the file name or location. If there is already an existing folder with that name, new coming Video CD images will be saved in the different folders which will be named as "Cdimage1", "Cdimage2", "Cdimage3", etc...

③ Add operation guide:

Put a check mark if you wish to have the operation guide of remote control for Video CD Video playback to be played just before the slideshow playback.

④ Use interpolation for resizing images:

If you are using a movie which image aspect is other than Video CD standard, the image aspect need to be resized. By using Interpolation function during resizing, it takes much time than without this function, but you can improve the image quality. Use it when it is necessary.

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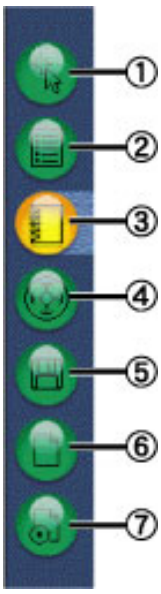
## Navigation Bar

The navigation bar is always displayed in the Video Disc mode. These buttons are the environment and other main functions when you take steps for writing a disc.




① "New project" button
Click to create a new project.

② "Layout environment" button
Click to go to the layout environment.
Select a slideshow button on the main menu and click this button to go to the album environment. You can then edit the contents of the slideshow button.

③ "Album environment" button
Click to go to the album environment.
Here you can organize and edit the contents of the slideshow button selected in the layout environment.

④ "Writing environment" button
Click to go to the writing environment.
Here you can preview authoring results, and write/create a disc and disc image.

⑤ "Save" button
Click to save the present authoring work as a project file. Therefore, you can continue to work on your project where you have left off.

⑥ "Open project" button
It let you continue to start your project you've saved by clicking the "Open Project" button. The extension of the file is "pvd".

⑦ "Write Saved Image" button
Click to display a dialog box showing saved disc images. Select any of them to to open the Create Disc dialog box from where you can write content directly to disc. (Windows only)

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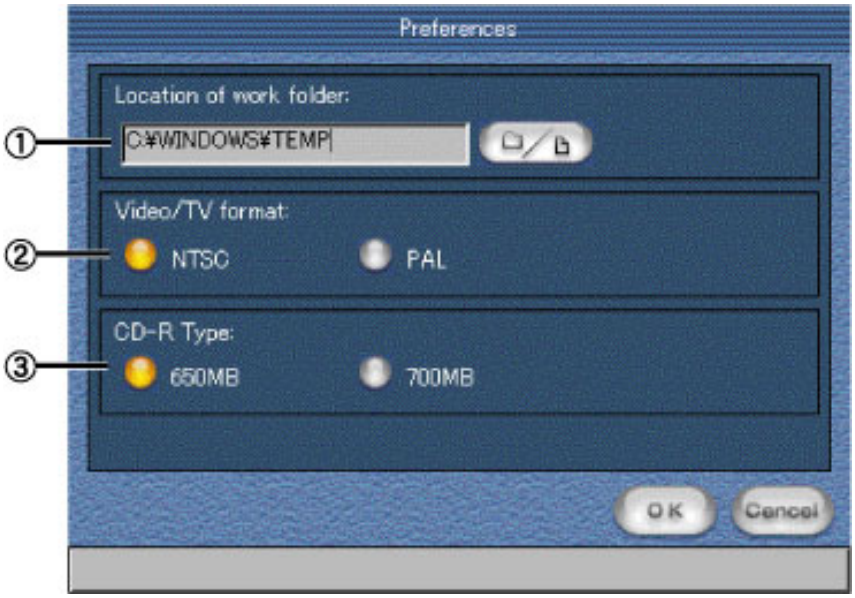
## Preferences

Setting Video disc mode preferences:
You can go to the 'Preference' by clicking the 'Preference' on the Selector bar.




① Location of work folder (Windows) or work disk (Macintosh):
Select a folder or disk as your work place. Choose where there are plenty of space so that you can operate this program without having problems.

② Video/TV format:
Select a video/TV format you wish to create.
There are 2 types of video/TV format such as NTSC and PAL. NTSC is the general video/TV format used in Janan, USA and etc... It has 525 scanning lines and 30 frames are displayed per second. PAL is the general video/TV format used in Europe, China, etc. It has 625 scanning lines and 25 frames are displayed per second.

Note
For Windows users, selecting the area or country where you live during ImageMixer installation process aligns the video system to the area you live.

| | |
|---|---|
| NTSC | Bahama Islands, Bolivia, Canada, Central America, Chile, Colombia, Ecuad or, Jamaica, Japan, Korea, Mexico, Peru, Surinam, Taiwan, the Philippines, the U.S.A., Venezuela, etc. |
| PAL | Argentina, Australia, Austria, Belgium, Brazil, Bulgaria, China, Czech Republic, Denmark, Finland, France, Germany, Great Britain, Guyana, Holland, Hong Kong, Hungary, Iran, Iraq, Italy, Kuwait, Malaysia, Monaco, New Zealand, Norway, Paraguay, Poland, Portugal, Russia, Singapore, Slovak Republic, Spain, Sweden, Switzerland, Thailand, Ukraine, Uruguay etc. |

③ CD Type:
Choose the disc capacity of your CD-R.

## File format handled in the Video Disc mode:

Below are the file formats handled in the Video Disc mode:

Movie files:
AVI, QuickTime Movie(Macintosh Only), MPEG-1 (Windows Only)
WMV, compressed AVI format. (Windows only)

Still image file:
Exif-JPEG, Exif-TIFF, JFIF, BMP, PICT (Macintosh Only)

Sound files:
WAV, AIFF (Macintosh Only), MP3

## Operation warning

Please read carefully the things below:

- Please confirm that your storage device (drive) operates correctly before creating a disc with ImageMixer.
- In order to create a disc, you need to meet the requirements recommended by your storage device (drive) manufacturer. Also, make sure to observe warning and directions given by the storage device (drive) manufacturer.
- Please use the disc which the storage device (drive) manufacturer recommends.
- Please confirm that software, driver, etc. which affect the disc writing are not installed in your computer.
- In order to create a Video CD, a separate CD-R drive is required.
- The drives listed have been passed our evaluation test. We do not guarantee other drives not on this list for the operation of disc writing.
- Some players are not compatible with Video CD playback which is created by the CD-R drive.
- For Windows users, we recommend that you have the DMA transfer mode of your hard disk turned ON.
- Screen savers, System agents and other software that uses the timer to run application may affect disc writing process. No other applications other than ImageMixer should be running at the time of disc writing.
- Please confirm that your hard disk has enough memory. When memory is extremely low, this could affect the disc writting process.
- Using a damaged disc with scratch or dust will not complete disc writing process properly.

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## Term description

**DVD Video:**
This is a read only digital media with recorded high quality image and sound.
The images are generally recorded in MPEG-2 format and can be played using any DVD player.

**MPEG:**
MPEG is the abbreviation for “Moving Picture Experts Group”, and is the International Standard for information compression system to digital image and high-fi audio. MPEG-1 quality averages that of a VHS tape, such as those used for playback of VideoCD. Compared to DV (digital video) form, MPEG has the feature of prolonging recording time while maintaining a smaller file size and is becoming the standard form of operation in the Internet MPEG-2 maintains a high quality image and are used for DVD, digital satellite broadcasting, etc.

**Video CD:**
This is one of the CD format for recording images and sounds on the CD media.
It is the compressed video data recorded as MPEG-1, with resolution of 352x240 pixels. The number of frames per second is 24 or 29.97 frames. Same as an audio CD, about 74 minutes of data (audio + sound) can be recorded in one CD. The audio format is MPEG-1 Layer2. Video CD and Video CD Image created by ImageMixer, like DVD Video, support playback control. It can be played using any Video CD player or a DVD player which supports Video CD.

**Authoring:**
The process of creating the video disc is called authoring. Setting up menu composition, contents, navigation, etc.

**Contents:**
This refers to the source included in the slideshow, such as movies, still pictures, sound, etc.

**Thumbnails:**
The miniature image of the content or a template is called thumbnail. You can distinguish between the files at a glance.

**Slideshow:**
Like a slide, it plays the contents continuously. In ImageMixer, you can create slideshow form of a video disc.

**Slideshow button:**
t is a button for playing slideshow. It is created when a folder is added to the main menu in the layout environment.
The slideshow number corresponds with the remote control of the playing device. Press a number button on the remote control of the device to play Video CD.

**Disc image, Video CD image:**
When a file composition is made into one image, it is called a disc image, Video CD (VCD) image. A Video CD is when a file composition is made into one image in the Video CD Ver2.0 standard.

**Video Disc:**
This is a term used to refer to Video CD and DVD Video in ImageMixer. It can be simply called a disc.

**Video/TV Format:**
There are 2 types of Video/TV format, NTSC and PAL. NTSC is a general Video/TV format used in Japan, USA, etc. It has 525 scanning lines and 30 frames are displayed per second.

PAL is a general video/TV format used in Europe, China, etc. It has 625 scanning lines and 25 frames are displayed per second.

| | |
|---|---|
| NTSC | Bahama Islands, Bolivia, Canada, Central America, Chile, Colombia, Ecuad or, Jamaica, Japan, Korea, Mexico, Peru, Surinam, Taiwan, the Philippines, the U.S.A., Venezuela, etc. |
| PAL | Argentina, Australia, Austria, Belgium, Brazil, Bulgaria, China, Czech Republic, Denmark, Finland, France, Germany, Great Britain, Guyana, Holland, Hong Kong, Hungary, Iran, Iraq, Italy, Kuwait, Malaysia, Monaco, New Zealand, Norway, Paraguay, Poland, Portugal, Russia, Singapore, Slovak Republic, Spain, Sweden, Switzerland, Thailand, Ukraine, Uruguay etc. |

**Project:**
The work currently working (authoring) is called a 'Project.' The Video Disc mode lets you save your project even before completing the entire process. Next time, just open the project you have saved and continue authoring the content from where you have left off.

**Main menu:**
The screen you are editing in the layout environment is called Main menu that will be the menu screen of the Video CD. You can edit this main menu in the Layout environment. You can create more than one main menu; one main menu only can hold 6 slideshow buttons.

**Slideshow number:**
These are the numbers that are displayed on the slideshow buttons in the main menu. These numbers correspond to the number buttons on the remote control of your playing device. For example, when you press No. 1 on your remote control, the slideshow No.1 on the main menu will start to play. And if you press the No.3 button, slideshow No.3 will start to play.

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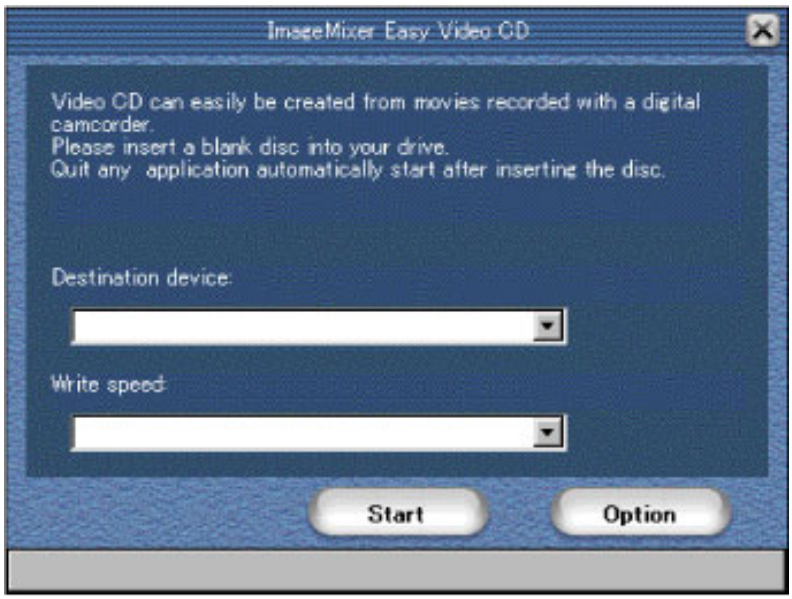
## Creating Video CD easily

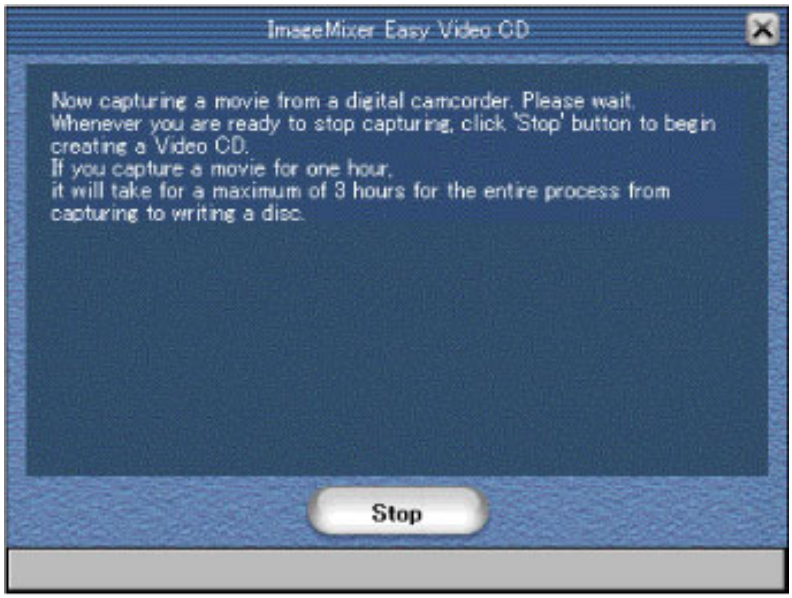
ImageMixer Easy Video CD (Easy Video CD) is a wizard-based program that lets you easily create Video CD from tape in a video camera connected through a USB cable.

Important
Please make sure the drive you are using is functioning properly before creating a Video CD.

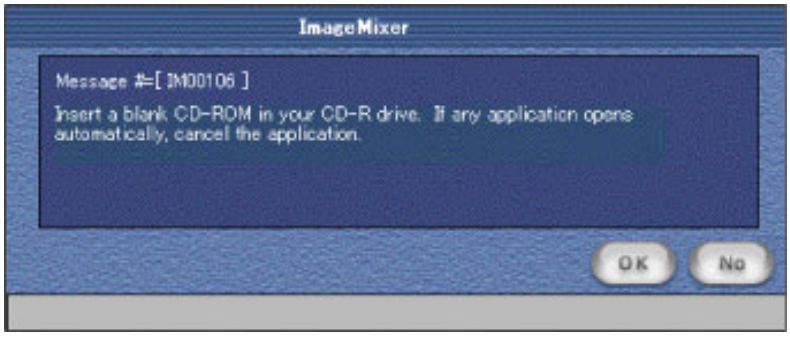
1. Connect the video camera to your PC and insert a blank disk in the drive. At this time, set the video camera to Video mode.
2. When you start Easy Video CD, the following screen is displayed. Select the connected drive.




3. Select the speed for writing to the disk.
   In cases where the drive has a slow transfer speed (e.g., if it is connected through a USB cable), writing to the disk may not work properly if the speed setting is too high. Therefore, the speed should be set to the setting recommended by the drive manufacturer.
4. Click the "Option" button to set options.
5. Click the "Start" button.
   The screen shown below is displayed, and the process of downloading video from the video camera's tape starts automatically.

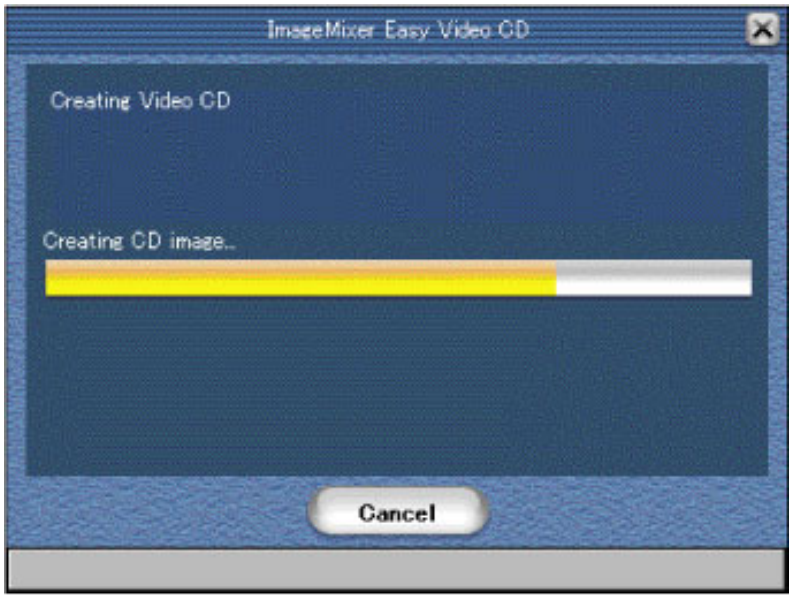



6. Click the "Stop" button. The message shown below is displayed. Insert a blank disc in the drive, then click "No".

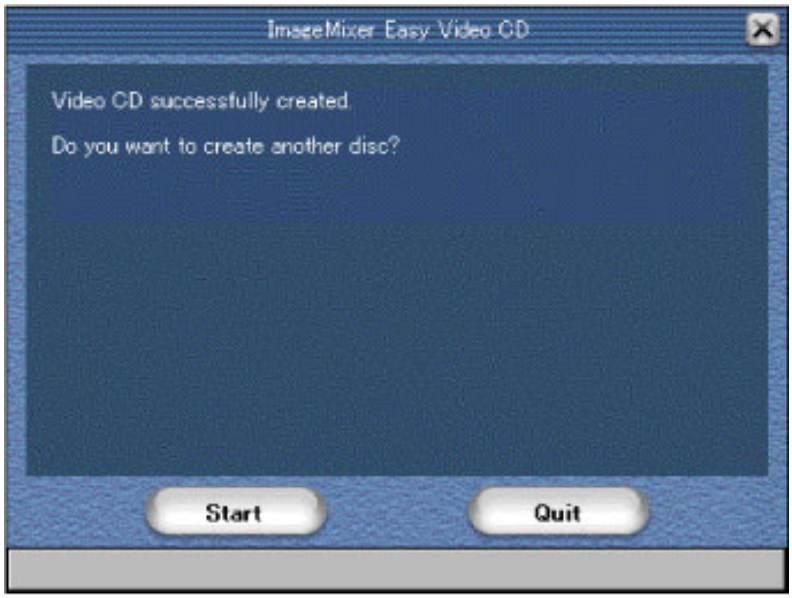



Point
When you insert the blank disc in the drive, if a software program installed on your PC starts automatically, close the program.

7. The screen shown below is displayed and the writing process starts.
To stop the writing process, click the "Cancel" button.




8. When the writing process ends, the screen shown below is displayed.
To create another copy of the same Video CD, click the "Start" button.
To exit Easy Video CD, click the "Quit" button.

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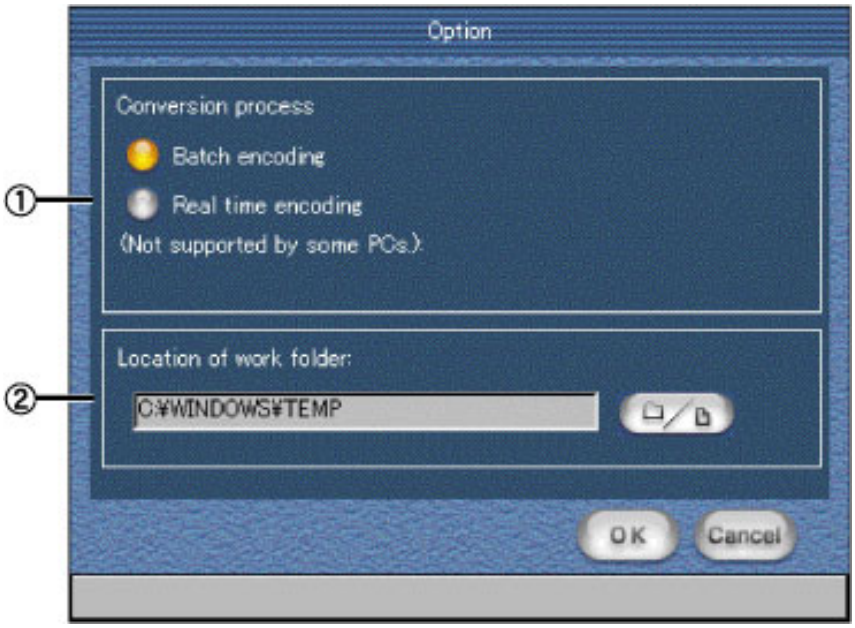
## Option Settings

When you click the "Option" button on the Easy Video CD startup screen, you can set the options in Easy Video CD.




① MPEG exporting options

When you select "Batch encoding", the video on the video camera's tape is downloaded to the PC in AVI format, then converted to MPEG1 format (which conforms to the Video CD standard), after which the Video CD is created.

When you select "Real time encoding", the video on the video camera's tape is downloaded to the PC in MPEG1 format, after which the Video CD is created.

If you download one hour of motion video and it will take some time before writing to the disk, the total length will be about three hours for "Concurrent encoding", and about one and one-half hours for "Real time encoding".

Important

If you select "Real time encoding", the data may not be downloaded properly in some environments (e.g., if you are using Easy Video CD on a PC that is not very powerful).

Point

Downloaded video is saved as a motion video file in MPEG1 format, which conforms to the Video CD standard.

② Work folder

Specify a work folder. Downloaded motion video files will be saved in this folder.

If there is not enough free disk space, operations may not work properly, so select a hard drive with as much free space as possible.

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