

# PLAYBACK

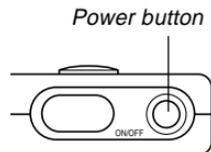
You can use the camera's built-in monitor screen to view images after you record them.

## Basic Playback Operation

Use the following procedure to scroll through files stored in the camera's memory.

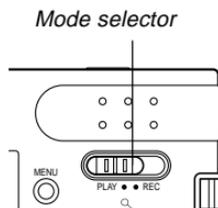
### 1. Press the power button to turn on the camera.

- This causes an image or a message to appear on the monitor screen.



### 2. Align the mode selector with "PLAY".

- This enters the PLAY mode.



### 3. Use [▶] (forward) or [◀] (back) to scroll through files on the monitor screen.

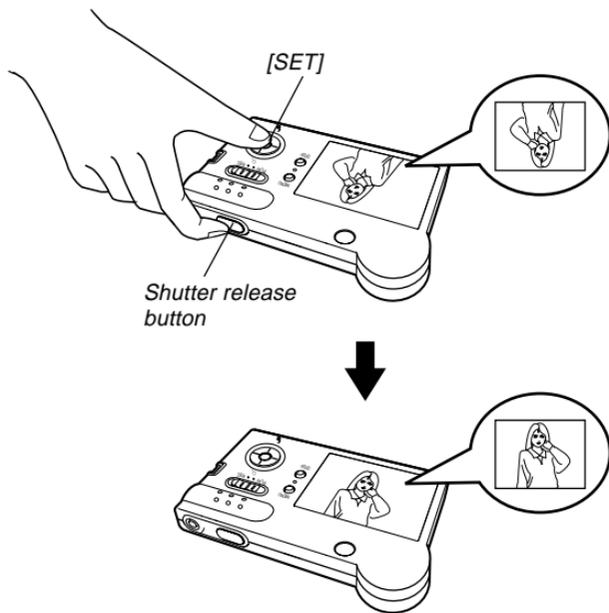


### NOTES

- Holding down [◀] or [▶] scrolls images at high speed.
- Note that the images produced on the monitor screen of this camera are simplified versions of the actual image stored in memory.

## Flipping the Display

The following procedure flips the image 180 degrees. This comes in handy when you want to show someone standing in front of you an image on the monitor screen.



1. In the PLAY mode, use [◀] and [▶] to scroll through images on the monitor screen and display the one you want.
2. Press the shutter release button and [SET] at the same time.
  - This flips the image 180 degrees. The histogram or any other display information you had displayed is cleared automatically whenever you flip the image.
  - While an image is flipped, you can use [◀] and [▶] to scroll to another image, if you want.
3. To return the image to its normal orientation, press any button other than [▲], [▼], [◀], or [▶].

### ▶▶ IMPORTANT! ◀◀

- Note that you cannot play a movie on the monitor screen while a flipped image is displayed.
- You cannot use the above procedure to flip an image while a zoomed image, or calendar screen is on the display, or while a movie is playing.

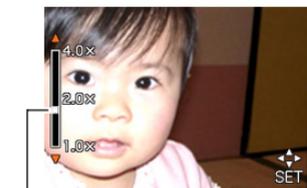
## Zooming the Display Image

Perform the following procedure to zoom the image currently on the monitor screen up to four times its normal size.

**1. In the PLAY mode, use [◀] and [▶] to display the image you want.**

**2. Press [▲] (Q) to enlarge the image.**

- This displays an indicator that shows the current zoom factor.



*Current zoom factor*

**3. To scroll the image on the display, press [SET] and then press [▲], [▼], [◀], or [▶].**

- To display the indicator for further zooming, press [SET] again.



**4. Press [MENU] to return the image to its original size.**

### ►► IMPORTANT! ◀◀

- You cannot enlarge a movie image.
- Depending on the original size of the recorded image, you may not be able to zoom a display image the full four times its normal size.

## Resizing an Image

You can use the following procedure to change a snapshot image to either SXGA size (1280 x 960 pixels) or VGA size (640 x 480 pixels).

- VGA is the optimum image size for attachment to e-mail messages or incorporation into Web pages.

1. In the **PLAY** mode, press **[MENU]**.

2. Select the **“PLAY”** tab, select **“Resize”**, and then press **[▶]**.



3. Use **[◀]** and **[▶]** to scroll through images and display the one you want to resize.

4. Use **[▲]** and **[▼]** to select the setting you want, and then press **[SET]**.

To do this:	Select this:
Resize to 1280 x 960 pixels (SXGA)	1280 x 960
Resize to 640 x 480 pixels (VGA)	640 x 480
Cancel the resizing operation	Cancel

### ▶▶ IMPORTANT! ◀◀

- Resizing an image creates a new file that contains the image in the size you select. The file with the original image also remains in memory.
- Images smaller than 640 x 480 pixels cannot be resized.
- Note that you can resize snapshots recorded with this camera only.
- If the message “The function is not supported for this file.” appears, it means that the current image cannot be resized.
- The resize operation cannot be performed if there is not enough memory to store the resized image.

## Cropping an Image

Use the following procedure when you want to crop a portion of an enlarged image and use the remaining part of the image as an e-mail attachment, Web page image, etc.

1. In the **PLAY** mode, use [**◀**] and [**▶**] to scroll through images and display the one you want to crop.

2. Press [**MENU**].

3. Select the “**PLAY**” tab, select “**Trimming**”, and then press [**▶**].

- This causes a cropping boundary to appear.



4. Use [**▲**] and [**▼**] to make the cropping boundary smaller or larger.

- The size of the cropping boundary depends on the size of the image on the display.

5. When the cropping boundary is the size you want, press [**DISP**] to lock it.

- After pressing [**DISP**] to lock the size of the cropping boundary, you can press [**DISP**] again to unlock it. After that, you can repeat steps 4 and 5 to change the cropping boundary size.



6. Use [**▲**], [**▼**], [**◀**], and [**▶**] to move the cropping boundary up, down, left, or right until the area of the image you want to extract is within the boundary.

7. Press [**SET**] to extract the part of the image enclosed in the cropping boundary.

- If you want to cancel the procedure at any point, press [**MENU**].

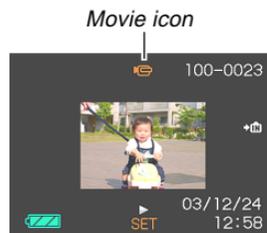
**▶▶ IMPORTANT! ◀◀**

- Cropping an image creates a new file that contains the cropped image. The file with the original image also remains in memory.
- A Movie mode image cannot be cropped.
- An image recorded using another camera model cannot be cropped.
- If the message “The function is not supported for this file.” appears, it means that the current image cannot be cropped.
- The cropping operation cannot be performed if there is not enough memory to store the cropped image.

**Playing a Movie**

Use the following procedure to play back a movie that was recorded in the movie mode.

- 1. In the PLAY mode, press [◀] and [▶] to scroll through images until the movie you want to play is displayed.**



- 2. Press [SET].**

- This start playback of the movie.

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- You can perform the following operations while a movie is playing.

To do this:	Do this:
Fast forward or fast reverse the movie	Hold down [◀] or [▶].
Pause and unpause movie playback	Press [SET].
Skip forward or back one frame while paused	Press [◀] or [▶].
Cancel playback	Press [MENU].

### ►► IMPORTANT! ◀◀

- You cannot repeat play a movie. To play a movie more than once, repeat the steps of the above procedure.
- Note that this camera cannot play back a movie's audio. You need to transfer the movie file to a computer (page 112) to hear the audio.

## Displaying the Calendar Screen

Use the following procedure to display a 1-month calendar. While the calendar is on the display, you can select a date, which displays the first image recorded on that date. This helps to make it easy to find the images you want.

- In the **PLAY** mode, press [MENU].
- Select the “**PLAY**” tab, select “**Calendar**”, and then press [▶].

- Use [▲], [▼], [◀], and [▶] to move the **date selection cursor**.

- Use the procedure under “Changing the Date Format” on page 102 to specify the date format.
- The image displayed on the calendar for each date is the first image that was recorded on that date.



Year/Month

Date selection cursor

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- Pressing [▲] while the date selection cursor is located anywhere in the top line of the calendar causes the previous month to appear.
  - Pressing [▼] while the date selection cursor is located anywhere in the bottom line of the calendar causes the next month to appear.
  - To exit the calendar screen, press [MENU].
  - ☒ appears in place of the image when the date contains data that cannot be displayed by this camera.
- 4. To view the large version of a date's image, move the date selection cursor to the date and then press [SET].**
- This displays the first image that was recorded on the selected date.

## Playing a Slide Show

Slide Show automatically plays back images in sequence at a fixed interval.



- 1. In the PLAY mode, press [MENU].**
- 2. Select the “PLAY” tab, select “Slideshow”, and then press [▶].**

### 3. Configure the slideshow settings.

- See the pages indicated below for more information.

For information about configuring this setting:	Go here:
Images	"To specify the slideshow images" on page 79
Time	"To specify the slideshow time" on page 80
Interval	"To set the slideshow interval" on page 80

### 4. Use [▲] and [▼] to select "Start", and then press [SET].

- This starts the slide show.

### 5. To stop Slide Show, press any button.

- The slideshow will also stop automatically after the amount of time you specified for "Time" elapses.

### ▶▶ IMPORTANT! ◀◀

- Note that all buttons are disabled while an image change is in progress. Wait until an image is stopped on the monitor screen before performing a button operation, or hold down the button until the image stops.
- Images copied from another digital camera or a computer may take longer time to appear than the slideshow interval time you specify.

## To specify the slideshow images

1. Use [▲] and [▼] to select “Images”, and then press [▶].
2. Use [▲] and [▼] to select the setting you want, and then press [SET].

To do this:	Select this setting:
Include all images in file memory in the slideshow	All images
Display a single image	One Image
Include all images in the FAVORITE folder (page 93) in the slideshow	Favorites

3. Use [▲] and [▼] to select “Start”, and then press [SET].
  - This starts the slideshow.

## ■ Selecting a Particular Image for a Slideshow

When you select “One image” as the slideshow type, the slide show displays only one image, without changing it. Use this setting when you want a particular image to remain on the display while the camera is on the USB cradle (Photo Stand feature). Perform the following steps to specify which image you want displayed.

1. Select “One image”, and then press [▶].
2. Use [◀] and [▶] to scroll through the images until the one you want to use is on the monitor screen.

3. Press [SET] to register your selection and return to the menu screen.

- Pressing [MENU] instead of [SET] returns to the menu screen without registering the setting.



## To specify the slideshow time

1. Use [▲] and [▼] to select “Time”.
2. Use [◀] and [▶] to specify the time setting you want, and then press [SET].
  - You can specify a time in the range of 1 to 60 minutes.
3. Use [▲] and [▼] to select “Start”, and then press [SET].
  - This starts the slideshow.

## To set the slideshow interval

1. Use [▲] and [▼] to select “Interval”.
2. Use [◀] and [▶] to specify the interval setting you want, and then press [SET].
  - You can specify “MAX”, or a value in the range of 1 to 30 seconds as the interval.
  - In the case of a movie file, the movie is played from beginning to end when the slideshow interval is a value from 1 to 30. If “MAX” is specified as the slideshow interval, only the first frame of the movie file is displayed.
3. Use [▲] and [▼] to select “Start”, and then press [SET].
  - This starts the slideshow.

## Using the Photo Stand Feature

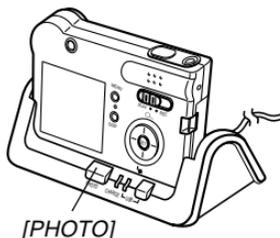
The “Photo Stand” feature lets you specify what should appear on the camera’s monitor screen while the camera is on its USB cradle. You can play a Photo Stand slideshow without worrying about remaining battery power, or you can specify display of a particular image.

### 1. Set the camera onto the USB cradle.

- Do not place the camera onto the USB cradle while it is turned on.

### 2. Press the USB cradle’s [PHOTO] button.

- This starts the Photo Stand slideshow with the images or image you specified under “To specify the slideshow images” (page 79).
- Pressing [MENU] displays a screen for configuring slideshow settings. To restart the slideshow, press [MENU] while the menu screen is displayed, or select “Start” and then press [SET].



### IMPORTANT!

- The battery is not charged while a Photo Stand slideshow is in progress. To charge the battery, stop the slideshow.

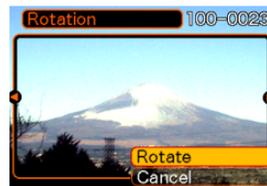
## Rotating the Display Image

Use the following procedure to rotate the image 90 degrees and register the rotation information along with the image. After you do this, the image is always displayed in its rotated orientation whenever it appears during a slideshow (page 77) or on your computer screen. Note that the image is rotated automatically during a slideshow only. Rotating an image ensures that images you recorded with the camera held sideways appear correctly during a slideshow.

1. In the **PLAY** mode, press **[MENU]**.
2. Select the **“PLAY”** tab, select **“Rotation”**, and then press **[▶]**.
3. Use **[◀]** and **[▶]** to scroll through images until the one you want to rotate is on the monitor screen.

4. Use **[▲]** and **[▼]** to select **“Rotate”**, and then press **[SET]**.

- This rotates the image 90 degrees to the right.



5. After you are finished configuring settings, press the **[MENU]** button to exit the setting screen.

### ▶▶ IMPORTANT! ◀◀

- You cannot rotate an image that is protected. To rotate such an image, first unprotect it.