

PLAYBACK

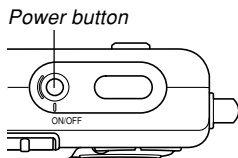
You can use the camera's built-in monitor screen to view images after you record them.

Basic Playback Operation

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

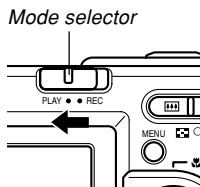
1. Press the power button to turn on the camera.

- 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.
- In order to allow for faster playback image scrolling, the image that initially appears on the monitor screen is a preview image, which is of somewhat lower quality than the actual display image. The actual display image appears a short while after the preview image. This does not apply to images copied from another digital camera.

Playing an Audio Snapshot

Perform the steps below to display an audio snapshot (indicated by a  indicator) and play its audio.

1. In the PLAY mode, use [◀] and [▶] until the image you want is displayed.

2. Press [SET].

- This plays back the audio that accompanies the displayed image.
- You can perform the following operations while audio is playing.



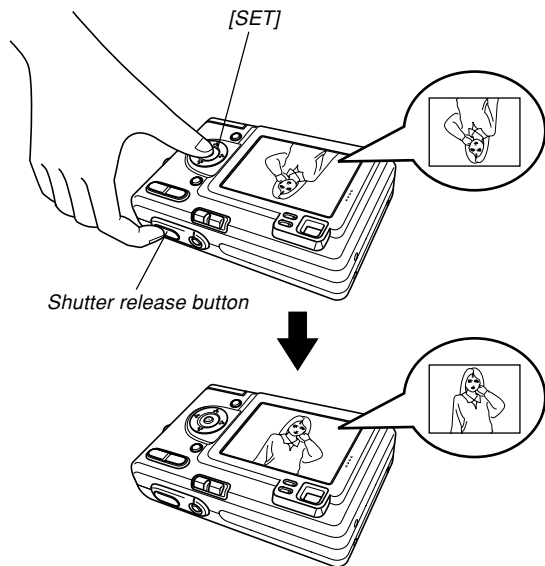
To do this:	Do this:
Fast forward or fast reverse the audio	Hold down [◀] or [▶].
Pause and unpause audio playback	Press [SET].
Adjust audio volume	Press [▲] or [▼].
Cancel playback	Press [MENU].

▶▶ IMPORTANT! ◀◀

- Audio volume can be adjusted only when playback is being performed or is paused.

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, an audio snapshot, or a voice recording file on the monitor screen while a flipped image is displayed.
- You cannot use the above procedure to flip an image while a zoomed image, 9-image screen, calendar screen image, a movie image, an audio snapshot, or a voice recording file image is on the display.

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 the zoom button (Q) to enlarge the image.

- This displays an indicator that shows the current zoom factor.
- You can toggle between the zoomed image and normal image by pressing [**MENU**].



Current zoom factor

3. Use [**▲**], [**▼**], [**◀**], and [**▶**] to shift the image up, down, left, or right.

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

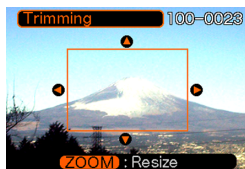
►► IMPORTANT! ◀◀

- 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.
- An image recorded using the 2304 x 1536 (3:2) pixel size cannot be resized.
- Note that you can resize snapshots recorded with this camera only.
- If the message “This 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 the zoom button (**⏏** **Q**) to make the cropping boundary larger or smaller.
 - The size of the cropping boundary depends on the size of the image on the display.



5. 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.
6. 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**].

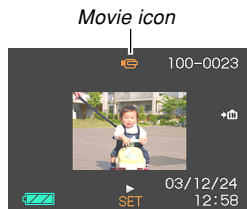
▶▶ IMPORTANT! ◀◀

- Cropping an image creates a new file that contains the cropped image. The file with the original image also remains in memory.
- An image recorded using the 2304 x 1536 (3:2) pixel size cannot be cropped.
- Movie and voice recording file images cannot be cropped.
- An image recorded using another camera model cannot be cropped.
- If the message “This 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.
- 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].
Adjust audio volume	Press [▲] or [▼].

▶▶ IMPORTANT! ◀◀

- You cannot repeat play a movie. To play a movie more than once, repeat the steps of the above procedure.
- This camera can also play back audio recordings. Note the following points when playing back audio.
 - Audio volume can be adjusted only when playback is being performed or is paused.

Displaying the 9-image View

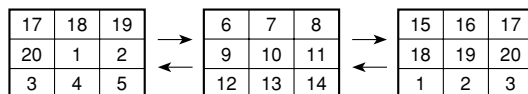
The following procedure displays nine images on the monitor screen at the same time.

1. In the PLAY mode, press the zoom button (⏏).

- This displays the 9-image screen with the image that was on the monitor screen in step 2 in the center, with a selection boundary around it.
- Pressing the zoom button (⏏) twice displays the calendar screen.
-  is displayed in the calendar screen to indicate voice recording file images (page 79).
- When there are nine or fewer images, they are displayed in order with Image 1 in the upper left corner, with the selection boundary around it.

2. Use [▲], [▼], [◀], and [▶] to move the selection boundary to the image you want. Pressing [▶] while the selection boundary is in the right column or [◀] while it is in the left column scrolls to the next full screen of nine images.

Example: When there are 20 images in memory, and Image 1 is displayed first



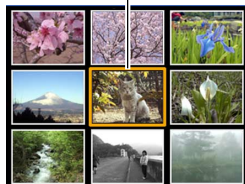
3. Pressing any button besides [▲], [▼], [◀], or [▶] displays the full-size version of the image where the selection boundary is located.

Selecting a Specific Image in the 9-image View

1. Display the 9-image view.

2. Use [▲], [▼], [◀], and [▶] to move the selection boundary up, down, left, or right until it is located at the image you want to view.

Selection boundary



3. Pressing any button besides [▲], [▼], [◀], or [▶] displays the selected image.

- This displays the full-size version of the image you selected.



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.

1. In the **PLAY** mode, press the zoom button (⏏) twice.

- You can also display the calendar screen (in the **PLAY** mode) by pressing [MENU], selecting the “PLAY” tab, selecting “Calendar”, and then pressing [▶].

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

- Use the procedure under “Changing the Date Format” on page 129 to specify the date format.
- The image displayed on the calendar for each date is the first image that was recorded on that date.



Month/Year

Date selection cursor

- 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] or the (Q) zoom button.
-  is displayed in the calendar screen to indicate voice recording file images (page 79).
-  appears in place of the image when the date contains data that cannot be displayed by this camera.

3. 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 99
Time	"To specify the slideshow time" on page 100
Interval	"To set the slideshow interval" on page 100

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

- This starts the slide show.

5. To stop Slide Show, press [SET].

- 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.
- When the slideshow comes to a movie file, it plays the movie once and advances to the next file.
- When the slideshow comes to an audio snapshot or voice recording file, it plays the audio once and then advances to the next file.
- While audio is playing, you can use [▲] and [▼] to adjust the volume level.
- 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 files in file memory in the slideshow	All images
Display a single file	One Image
Include all files in the FAVORITE folder (page 151) in the slideshow	Favorites

3. Use [▲] and [▼] to select “Start”, and then press [SET].
 - This starts the slideshow.
 - The audio of audio snapshot and voice recording files is also played back.

■ 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).

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.
 - When “MAX” is selected for the interval, only the first frame of movie files is played.
3. Use [▲] and [▼] to select “Start”, and then press [SET].
 - This starts the slideshow.

Using the Photo Stand Feature

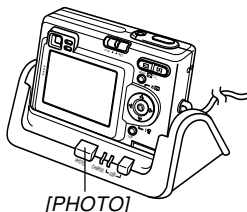
The “Photo Stand” feature lets you specify what should appear on the camera’s monitor screen while the camera is on its USB cradle. You can play a Photo Stand slideshow without worrying about remaining battery power, or you can specify display of a particular image. Photo Stand feature operations are performed in accordance with slideshow setting. See page 97 for information about configuring slideshow settings to suit your needs.

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 99).
- 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].
- While audio is playing, you can use [▲] and [▼] to adjust the volume level.



3. To stop the Phot Stand slideshow, press [PHOTO] again.

►► IMPORTANT! ◀◀

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

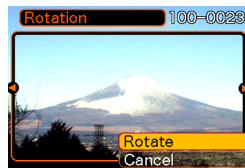
Rotating the Display Image

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 97) 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.
- You may not be able to rotate a digital image that was recorded with another type of digital camera.
- You cannot rotate movie or voice record images.

Using Image Roulette

Image Roulette cycles images like a slot machine on the display, before stopping at one of them. When you start an Image Roulette operation, images scroll randomly on the screen. At first, images scroll at high speed. Then the scrolling gradually slows down until a single image is stopped on the screen. The image that finally appears is random, and subject to no rules or system.

1. Align the mode selector with “PLAY”.
2. While the camera is turned off, hold down [◀] as you press the power button to turn it on.
 - Keep [◀] held down until images appear on the monitor screen.
 - This starts the Image Roulette operation, scrolling images on the display, finally stopping at one.
3. Press [◀] or [▶] to restart the Image Roulette operation.
4. To turn off Image Roulette, align the mode selector with “REC” to enter the REC mode or press the power button to turn off the camera.

►► IMPORTANT! ◀◀

- Image Roulette does not play movie files or display voice recording images.
- Image Roulette is disabled when there is only one snapshot image available.
- Note that Image Roulette works only with images recorded with this camera. Image Roulette may not operate properly when other types of images are in memory.
- If you do not start another Image Roulette operation for about one minute after the final image appears, the camera enters its normal PLAY mode.

Adding Audio to a Snapshot

The “after-recording” feature lets you add audio to snapshots after they are recorded. You can also re-record an audio image (one with a  icon on it).

- **Audio Format:** WAVE/ADPCM recording format
This is the Windows standard format for audio recording. The file extension of a WAVE/ADPCM file is “.WAV”.
- **Recording Time:**
Up to about 30 seconds per image
- **Audio File Size:**
Approximately 120KB (30-second recording of approximately 4KB per second)

1. In the PLAY mode, use [◀] and [▶] to scroll through snapshots until the one to which you want to add audio is displayed.

2. Press [MENU].

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



4. Press the shutter release button to start audio recording.

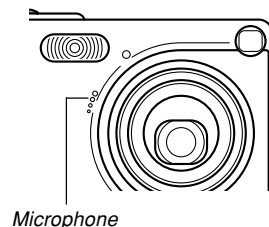
5. Recording stops after about 30 seconds or when you press the shutter release button.

To re-record audio

1. In the **PLAY** mode, use [◀] and [▶] to scroll through snapshots until the one whose audio you want to re-record is displayed.
2. Select the “**PLAY**” tab, select “**Dubbing**”, and then press [▶].
3. Use [▲] and [▼] to select “**Delete**”, and then press [SET].
 - If you merely want to delete the audio with re-recording, press [MENU] here to complete the procedure.
4. Press the shutter release button to start audio recording.
5. Recording stops after about 30 seconds or when you press the shutter release button.
 - This deletes the previous recording and replaces it with a new one.

▶▶ IMPORTANT! ◀◀

- Keep the microphone on the front of the camera pointed at the subject.
- Take care that you do not block the microphone with your fingers.



- Good recording results are not possible when the camera is too far from the subject.
- Operating camera buttons during recording can cause button noise to be included in the audio.
- The  (Audio) icon appears on the monitor screen after audio recording is complete.
- You will not be able to record audio when remaining memory capacity is low.
- The following types of audio recording are not supported.
 - Adding audio to a movie image
 - Adding audio to a protected snapshot (page 110)
- Audio that is re-recorded or deleted cannot be recovered. Make sure you no longer need audio before re-recording or deleting it.

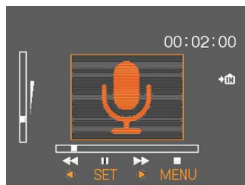
Playing Back a Voice Recording File

Perform the following steps to play back a voice recording file.

1. In the PLAY mode, use [◀] and [▶] to display the voice file (a file with  on it) you want to play.

2. Press [SET].

- This starts playback of the voice recording file through the camera's speaker.
- You can perform the following operations while audio is playing.



To do this:	Do this:
Fast forward or fast reverse the audio	Hold down [◀] or [▶].
Pause and unpause audio playback	Press [SET].
Adjust audio volume	Press [▲] or [▼].
Cancel playback	Press [MENU].

►► IMPORTANT! ◀◀

- Audio volume can be adjusted only when playback is being performed or is paused.
- If your recording has index marks (page 80) inside it, you can jump to the index mark before or after the current playback location by pausing playback and then pressing [◀] or [▶]. Next, press [SET] to resume playback from the index mark position.