

MINOLTA

Digital Camera



E Software Instruction Manual

Dimâge V

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Windows Version

Thank you for purchasing the Minolta Dimâge V with the Dimâge V Image Control Software. The Dimâge V Image Control software is the driver software for exchanging data between your computer and the camera. The software lets you:

- Display thumbnail previews of images on the computer monitor.
- Copy images to the camera, your hard disk, or removable media such as floppy disks.
- Delete images stored on the image memory card.
- Edit images copied to the hard drive or removable media. Try cropping, rotating adjusting brightness/contrast, or another editing function.
- Print your images.
- Save your images in a variety of convenient file formats.
- Trigger the camera's shutter remotely with the Computer.
- Create slide shows.

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Please take the time to read through this instruction manual so you will be able to take full advantage of the features.

This manual assumes you have a working knowledge of Windows® and its operating conventions. Familiarity with the mouse and standard Windows® menus and commands is necessary before operating the Dimâge V control software.

This manual does not instruct in the:

- basic use of personal computers.
- use of Windows® 95.
- use of Adobe® PhotoDeluxe™.

Please refer to the on-line help guide in the Adobe® PhotoDeluxe™ application.

Instructions for installing Adobe® PhotoDeluxe™ start on page 90 of this manual. Instructions for using Adobe® PhotoDeluxe™ are built into the PhotoDeluxe™ software.

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The official name for Windows® is Microsoft® Windows® Operating System.

i486 and Pentium are registered trademarks of Intel.

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CHECKING THE PACKING LIST

Check the packing list before you begin. If some parts are missing, contact your camera dealer or a Minolta Service Facility listed on the front cover of this manual.

Items you will need to operate the Windows software:

- “Dimâge V Image Control” Windows/Macintosh CD-ROM
(Software for Windows/Macintosh)
- “Dimâge V Instruction Manuals” Windows/Macintosh CD-ROM
(Software and Digital Camera Dimâge V)
- Serial Cable SC-232C for Windows
- Image Memory Card RM-2S
- Dimâge V Digital Camera
- 4 AA Batteries

Other items included in the package:

- Adobe PhotoDeluxe™ CD-ROM
- Lens Extension Cable LC-V100
- Camera Case CC-V1
- Hand Strap HS-V1
- Serial Cable SC-422 for the Macintosh
- Quick Reference Guide
- Warranty card



SYSTEM REQUIREMENTS

To use the Dimâge V control software, you need:

- IBM PC/AT compatible with a 486DX 33Mhz or Pentium 60Mhz or higher processor.
- Microsoft Windows 95.
- A minimum of 16MB available RAM.
- Monitor with a minimum 640 x 480 screen resolution and 16 bit depth color video card.
- A minimum of 20MB available hard disk space.
- A CD-ROM drive.

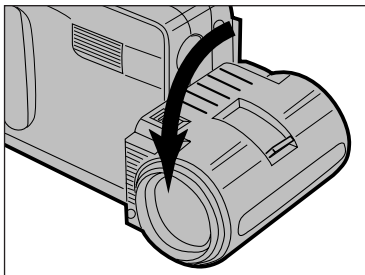
For Adobe PhotoDeluxe system requirements, please see page 90.

CONNECTING

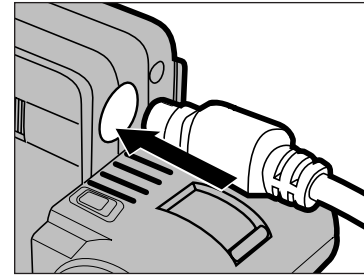
Use the SC-232C serial cable, included in this package, to connect the Dimâge V to your computer.

It is necessary to specify the COM port (serial port) number after the software is installed. If you have a modem installed in your PC (or another device that usually uses COM2), please use another COM port to connect to the Dimâge V (usually COM 1). To confirm the available COM ports (serial ports) in your computer, refer to your PC's or modem's instruction manual.

1 Turn off the Dimâge V and your PC.

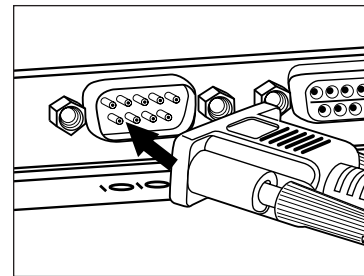


2 Put the lens in the standard lens position (the lens is rotated forward 90° until it stops).



3 Plug the Mini Din8 end of the cable (round, 8 pins) into the digital in/out of the Dimâge V.

- Note the pin configuration before plugging in the serial cable.



4 Plug the D-Sub 9 pin end of the cable into the serial port of the computer.

- Make sure the cable is securely attached to the camera and the computer.

- ✎ When serial port 1 (COM 1) will not be used to connect the Dimâge V, change the port setting number.
- ✎ NEC PC-9800 series users should check the configuration of the pins in the serial ports. If there is no D-Sub9 pin port, an RS232C serial port adapter is needed (available in most computer stores).
- ✎ Use the SC-232C serial cable included in this package. Other serial cables may lack the necessary pins for connection.

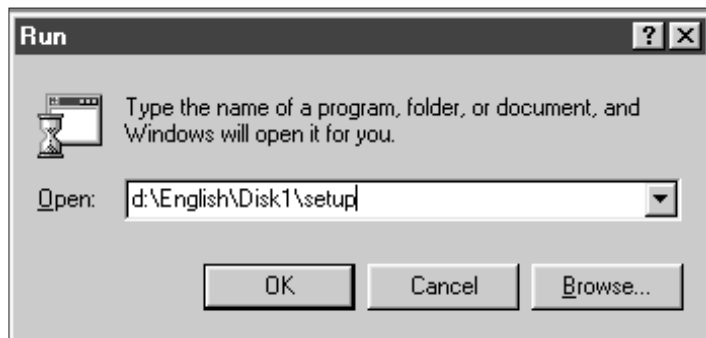
WINDOWS 95

The installation instructions assume the CD-ROM drive is the D drive and the hard disk is C drive.

1. Turn on the computer and start Windows 95.
2. Insert the “Dimâge V Image Control” CD-ROM into the CD-ROM drive.

3. Select **Run...** from the **Start** button.

- The Run dialog box will appear.



4. Type **D:\English\Disk1\setup** in the **Open** drop-down list, then click on **OK**.

- The Welcome dialog box will appear.



INSTALLING SOFTWARE



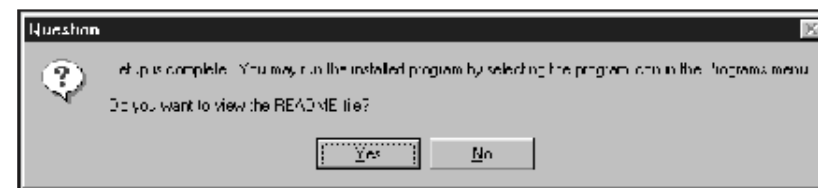
5. Click on **Next**.

- The Software License Agreement will appear. After reading the agreement, click on **Yes**.
- The Choose Destination Location dialog box will appear. To select another destination directory, click on **Browse...** and select the directory.



6. Click on **Next**.

- Setup will start.
- A message will appear when installation is complete. Click on **Yes**.



If your computer is not equipped with a CD-ROM drive, use another PC to copy the contents of the CD-ROM onto floppy disks. The five folders on the CD-ROM are marked as "disk1" through "disk5".

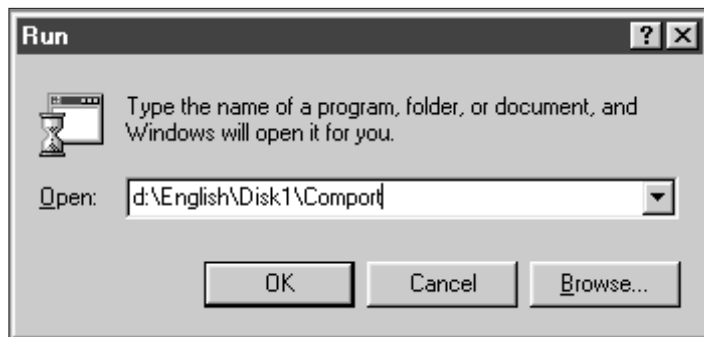
INSTALLING SOFTWARE

✎ When serial port 1 (COM 1) will not be used to connect the Dimâge V, change the port setting number.

1. Insert the “Dimâge V Image Control” CD-ROM into the CD-ROM drive.

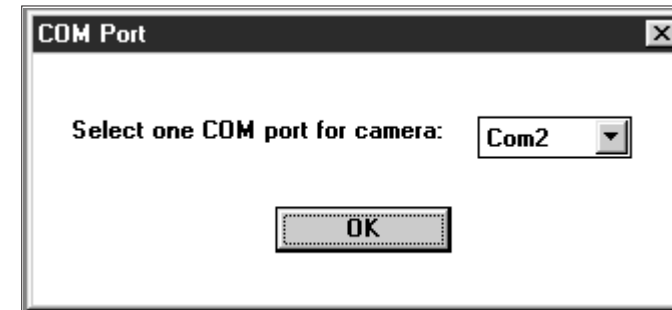
2. Select **Run...** from the **Start** button.

- The Run dialog box will appear.



3. Type **D:\English\Disk1\Comport** in the **Open** drop-down list, then click on **OK**.

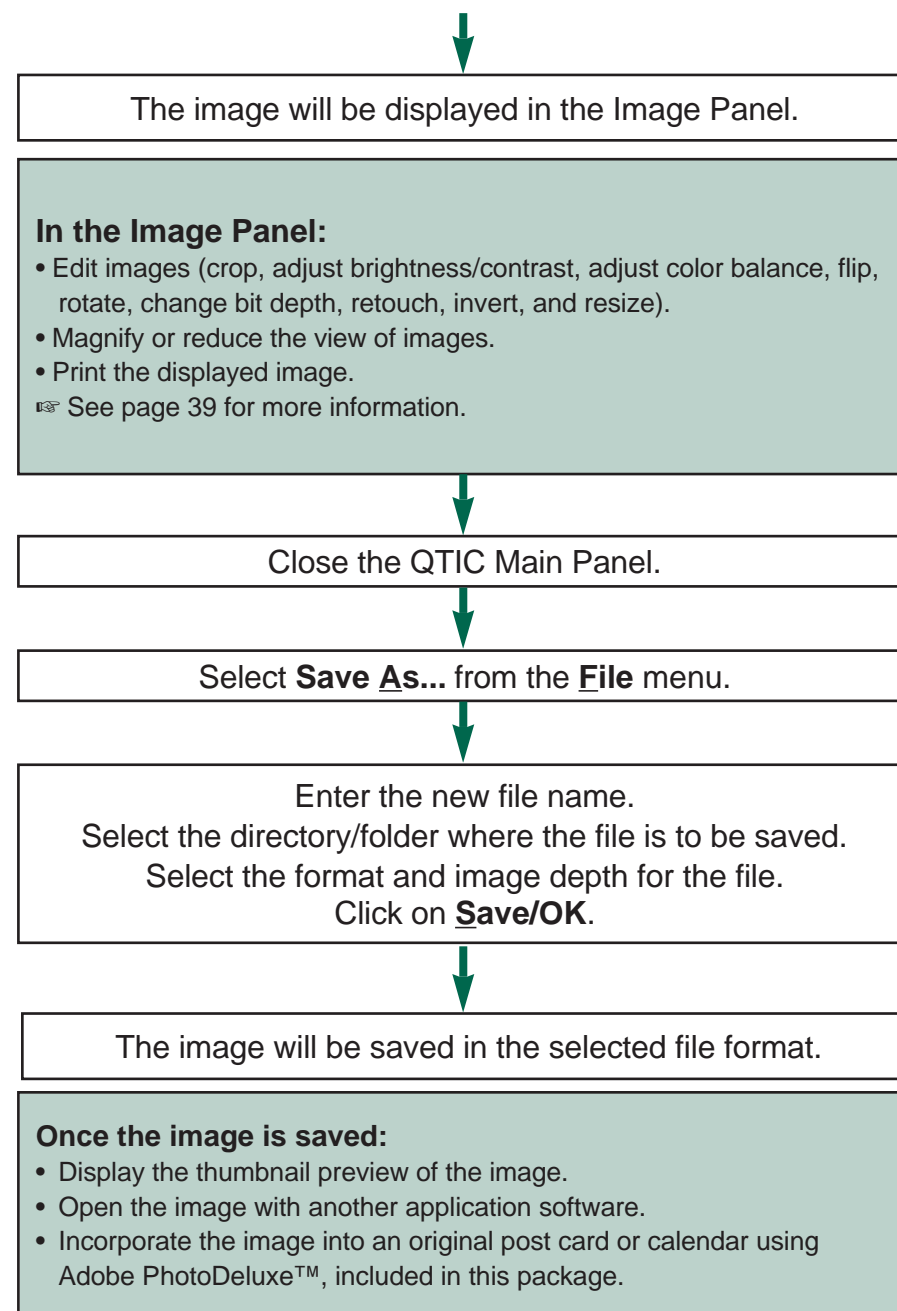
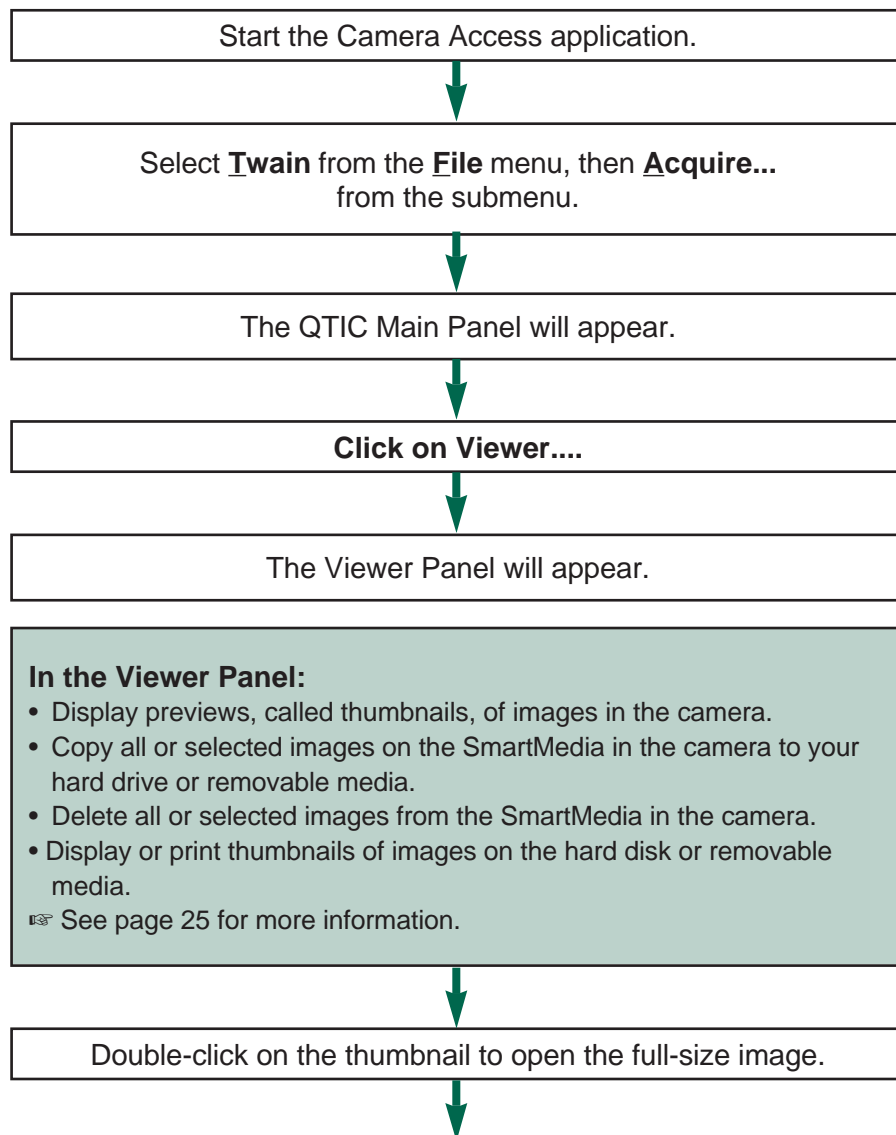
- The COM Port dialog box will appear.



4. Select the serial port that the Dimâge V is connected to, then click on **OK**.

QUICK OPERATION

FOR VIEWING AND RETOUCHING IMAGES



OPERATING THE CAMERA WITH THE COMPUTER

Start the Camera Access application.

Select **T**wain from the **F**ile menu, then **A**cquire... from the submenu.

The QTIC Main Panel will appear.

In the QTIC Main Panel:

- Control the Dimâge V functions (recording, flash mode, image quality mode, self-timer) with the computer.
 - Format SmartMedia.
 - Display the camera status (frames remaining, frames taken, and low battery warning).
- ☞ See page 61 for more information.

Select **R**ecord Mode from the **C**amera menu.

Set the flash mode and select the image quality, then click on **C**apture.

Open the viewer panel and double-click on the thumbnail of the captured image.

The image will be displayed in the Image panel.

In the Image Panel:

- Edit images (crop, adjust brightness/contrast, adjust color balance, flip, rotate, change bit depth, retouch, invert, and resize).
 - Magnify or reduce the view of images.
 - Print the displayed image.
- ☞ See page 39 for more information.

Select **S**ave As... from the **F**ile menu.

Enter the new file name.
Select the folder/directory where the file is to be saved.
Select the format and image depth for the file.
Click on **S**ave/**O**K.

The image will be saved in the selected file format.

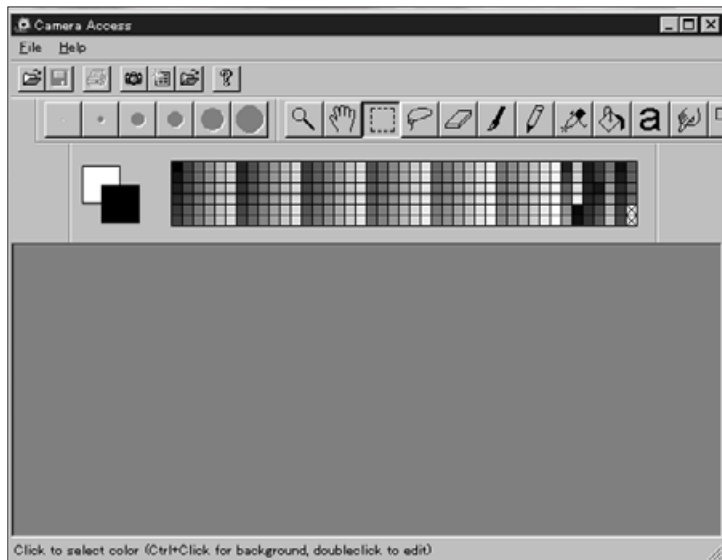
Once the image is saved:

- Display the thumbnail preview of the image.
- Open the image with another application software.
- Incorporate the image into an original post card or calendar using Adobe PhotoDeluxe™, included in this package.

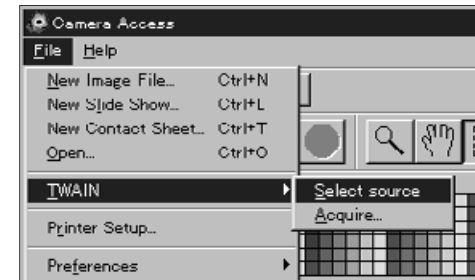
STARTING THE APPLICATION

1. Connect the camera to the computer (p. 8).
2. Turn the camera on.
3. Turn the computer on.
4. From the **Start** button, select **Programs**, then select **FlashPoint** from the submenu and **Camera Access** from the second submenu.

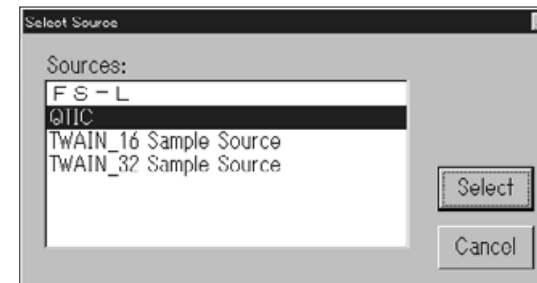
- The Camera Access window will open.



5. Select **TWAIN** from the **File** menu and **Select source** from the submenu.



6. Select **QTIC** from the TWAIN source list, then click on **Select**.

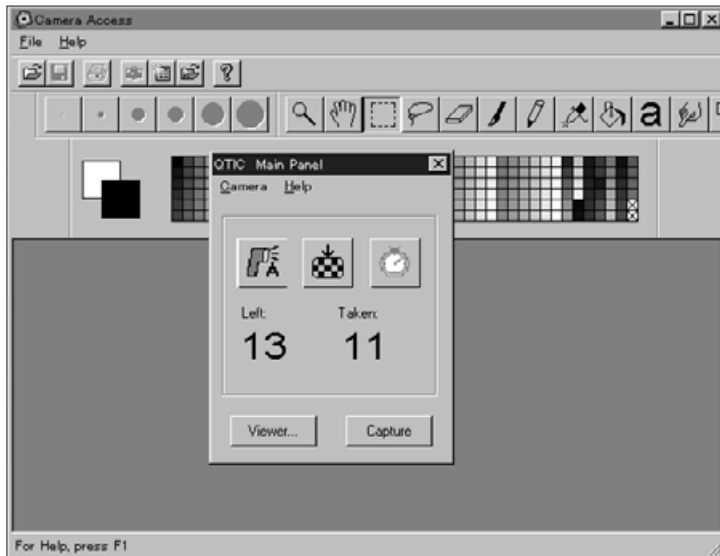


7. Select **TWAIN** from the **File** menu and **Acquire...** from the submenu.



STARTING THE APPLICATION

- The QTIC Main Panel will appear after the "Connecting to the camera. Please wait..." message is gone.



DIMMED OPTIONS

If the buttons, **Capture**, and **Viewer...** are dimmed (appear grey instead of black and do not function when clicked), the camera is either turned off or is not connected to the computer correctly. Check the following points when the options are dimmed, then quit and restart the application (p. 20).

- The Dimâge V is turned on.
- The serial cable has been securely plugged into both the camera and the computer (pp. 8-9).
- An image memory card is in the camera.
- The camera has been connected to the correct serial port (p. 8).

If the the options are still dimmed after restarting, reinstall the software.

- ✎ If only **Viewer...** is dimmed, there are no images on the image memory card.

VIEWER PANEL

VIEWER PANEL FUNCTIONS

The viewer panel displays previews, called thumbnails, of images. The viewer panel is similar to the index display on the camera.

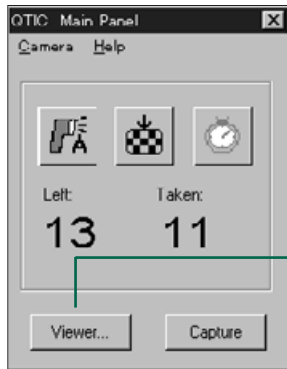
In the viewer panel, you can:

- Display the thumbnail previews of images on the SmartMedia in the camera. You can also display previews of images copied to your hard drive or removable media (p. 26).
- Copy all or selected images stored on the SmartMedia in the camera to your hard drive or removable media (pp. 28-31).
- Delete all or selected images stored on the SmartMedia in the camera (pp. 32-35).
- Print the "contact sheet" of thumbnail images on the hard drive or removable media (pp. 36-37).

OPENING THE VIEWER PANEL

The viewer panel differs slightly for images in the camera and for images on the hard drive or removable media. The first difference you will notice is the method used to open the viewer panel.

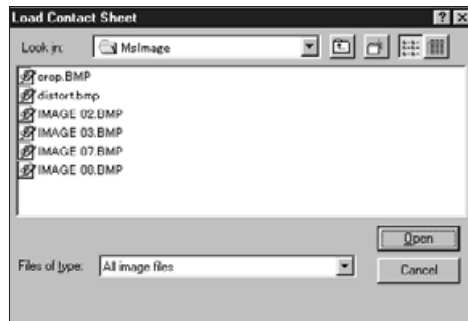
To Display Camera Images: Click on **Viewer....**



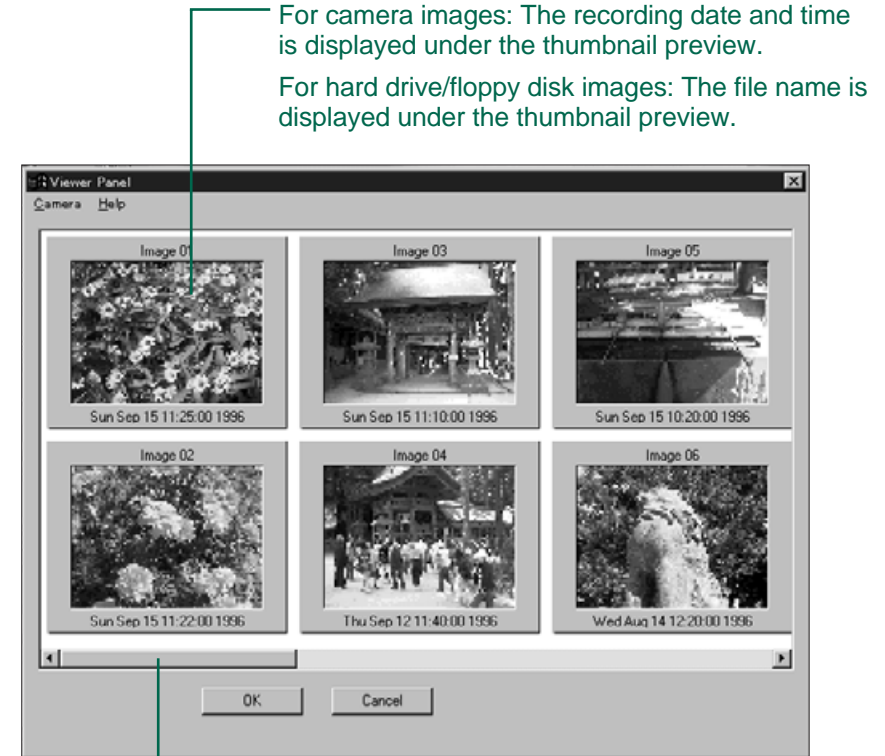
Click to display the previews of camera images.

To Display Hard Disk/Floppy Disk Images:

1. Select **New Contact Sheet...** from the **File** menu.
2. Select the directory/folder where the images are saved, then click on **Open**.



The thumbnail representations of images stored on the image memory card, computer hard drive, or removable media are displayed when the viewer panel is open.



For camera images: The recording date and time is displayed under the thumbnail preview.

For hard drive/floppy disk images: The file name is displayed under the thumbnail preview.

If the scroll bar is displayed, there are more images to view. Scroll through the images by moving the bar or clicking on the scroll arrows.

Images in the Dimâge V automatically receive the name "Image" and a numerical suffix. The suffix represents the frame number of the image in the camera.

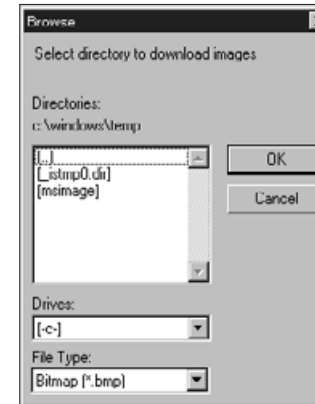
COPYING SELECTED IMAGES

Selected images on the image memory card can be copied to removable media or your computer's hard drive.

1. Display the thumbnail images from the camera in the viewer panel (p. 26).
2. Click on the image to be copied.
 - Select multiple images by pressing the *Ctrl* key while clicking on images.
 - A border will appear around the selected images.
 - Deselect an image by clicking on it while pressing the *Ctrl* key.
3. Select **C**opy Selected Images to Disk... from the **C**amera menu.



- The Browse dialog box will appear.



4. From the Drives drop-down list, select the drive where the images will be copied.
5. Select where the images will be saved from the Directories list box.
6. Choose the file format from the File Type drop-down list.
 - The file extension will change accordingly.
7. Click on **OK**.

The images copied from the SmartMedia will be saved to the selected drive and directory under the file name "imagex.zzz". Where xx is a number representing the chronological order in which the image was saved and zzz is the file type extension. Example: Two images are selected at one time and copied to a floppy disk. The file type chosen is JPEG. They will appear on the floppy disk as "image01.jpg" and "image02.jpg".

View the thumbnail previews of the copied images (p. 26).

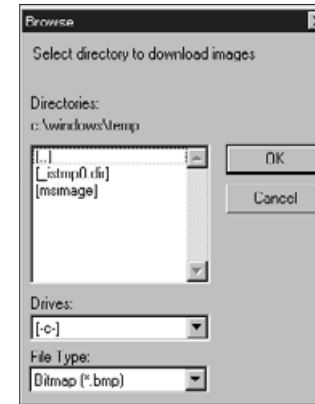
COPYING ALL IMAGES

All the images on the image memory card can be copied at one time to your hard drive or removable media.

1. Display the thumbnail images from the camera in the viewer panel (p. 26).
2. Select **Copy All Images to Disk...** from the **Camera** menu.



- The following dialog box will appear.



3. From the Drives drop-down list, select the drive where the images will be copied.
4. Select where the images will be saved from the Directories list box.
5. Choose the file format from the File Type drop-down list.
 - The file extension will change accordingly.
6. Click on **OK**.

The images copied from the SmartMedia will be saved to the selected drive and directory under the file name "imagexx.zzz". xx is the image number (assigned chronologically as the images are saved) and zzz is the file type extension. Example: The file type chosen is JPEG. There are four images on the image memory card. The images will appear on the floppy disk as "image01.jpg", "image02.jpg", "image03.jpg", and "image04.jpg".

View the thumbnail previews of the copied images (p. 26).

DELETING SELECTED IMAGES

Delete selected images from the image memory card in the camera.

1. Display the thumbnail images from the camera in the viewer panel (p. 26).
2. Click on the image to be deleted.
 - Select multiple images by pressing the *Ctrl* key while clicking on images.
 - A border will appear around the selected images.
 - Deselect an image by clicking on it while pressing the *Ctrl* key.
3. Select **Delete Selected Images from Camera...** from the **Camera** menu in the viewer panel.



- The following message will appear.



4. Click on **Yes** to delete the image.
Click on **No** to cancel the operation.
- The viewer panel will return when the operation is complete.
 - Protected images cannot be deleted. The following message will appear if you try to delete one or more protected images.



Never remove an image memory card during the delete operation.

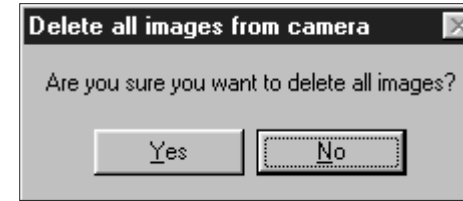
DELETING ALL IMAGES

It is possible to delete all of the unprotected images from the image memory card in the camera.

1. Display the thumbnail images from the camera in the viewer panel (p. 26).
2. Select **Delete All Images from Camera...** from the **Camera** menu in the viewer panel.



- The following message will appear.



3. Click on **Yes** to delete the images.
Click on **No** to cancel the operation.
- The viewer panel will return when the operation is complete.
 - Protected images cannot be deleted. The following message will appear if you try to delete one or more protected images.



Never remove an image memory card during the delete operation.

PRINTING THUMBNAIL IMAGES

Print an entire "contact sheet" of thumbnails from images stored in a directory/folder on the hard drive or removable media.

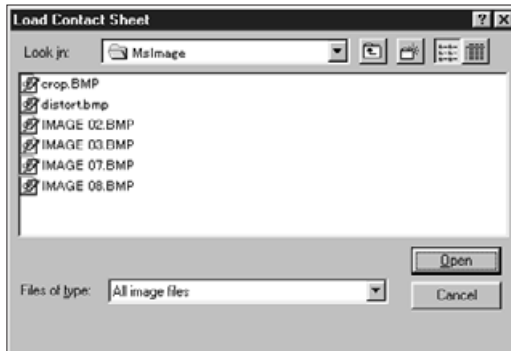
Thumbnail previews of images in the camera cannot be printed.

1. Select **New Contact Sheet...** from the **File** menu.

The Load Contact Sheet dialog box will appear.

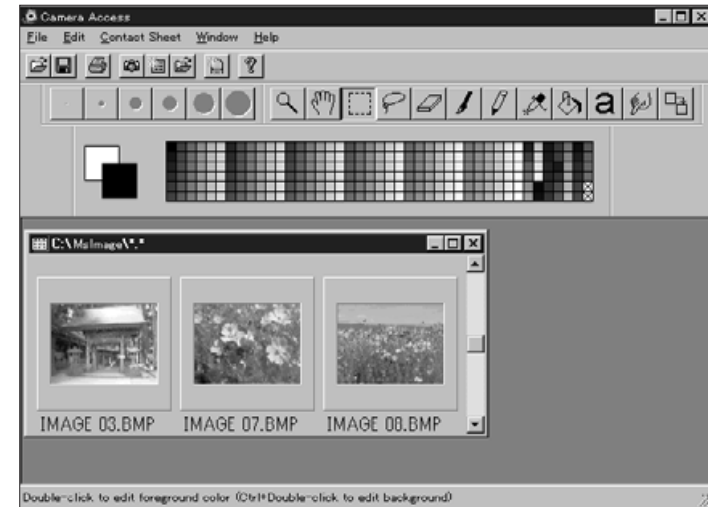


2. Select the directory/folder where the images are stored.



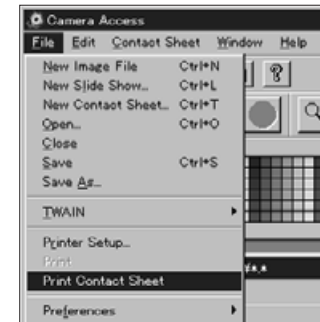
3. Click on **Open**.

The contact sheet of thumbnail previews will appear.



4. From the **File** menu, select **Print Contact Sheet**.

The printer dialog box will appear. The display will vary according to the printer.



5. Enter the number of copies and desired options, then click on **OK**.

Refer to your printer's instruction manual for information regarding printing options.

IMAGE PANEL

IMAGE PANEL FUNCTIONS

Images can be displayed full size in the image panel. In the image panel, the image can be edited, retouched, printed, or saved in a different file format.

In the image panel you can:

- View the full-image from the SmartMedia in the camera or from the hard disk or removable media (pp. 40-42).
- Magnify or reduce the view of an image (p. 44).
- Edit images in a variety of ways (pp. 45-51):
 - Invert images.
 - Adjust the brightness and contrast of an image.
 - Adjust an image's color balance.
 - Flip or rotate an image.
 - Change the bit depth of an image.
 - Change the image size.
- Retouch the image using the editing tools (pp. 52-55).
- Print images (p. 56).
- Save images to your hard drive or removable media in one of the following file formats (pp. 57-60):
 - Windows® BMP
 - JPEG
 - TIFF

OPENING THE IMAGE PANEL

Open the image panel by double-clicking on a thumbnail representation or opening an image file from the hard drive or removable media.

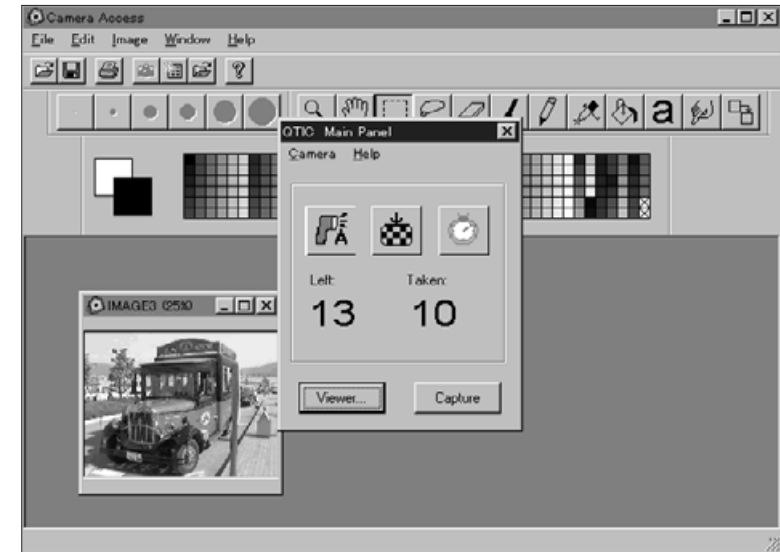
Double-clicking on a Thumbnail Representation:

1. Display the images from the image memory card in the camera or from a directory on the hard drive or removable media (p. 26).
2. Double-click on the thumbnail of the image to be displayed in the image panel.



Double-click to view the full image.

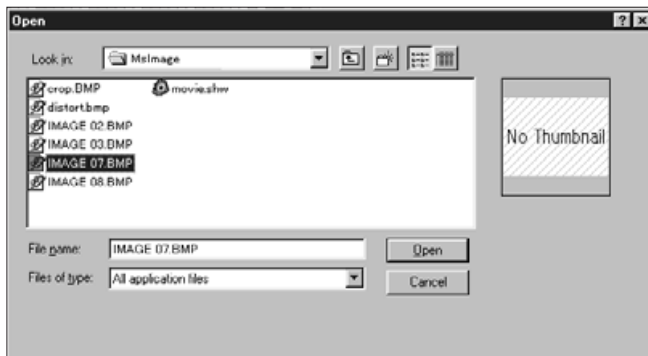
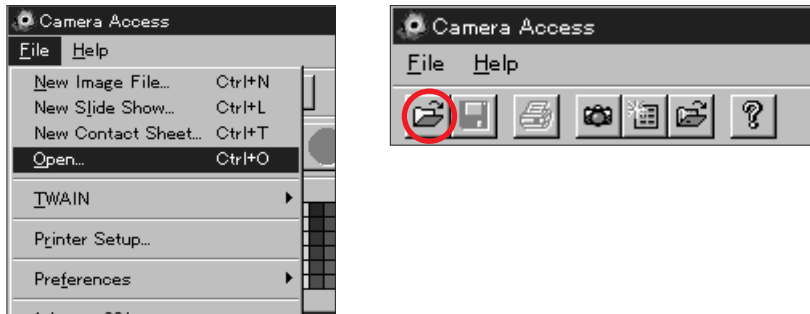
- A window with the image will appear in the image panel. The image will be displayed at 25% magnification. See page 44 to magnify or reduce the view.



- ✎ **Close the QTIC Main Panel after opening images from the memory card in the camera.** The image panel and the Camera Access toolbar and menus cannot be selected while the QTIC Main Panel is open.

OPENING AN IMAGE FILE:

1. Select **Open...** from the **File** menu or click on the Open button in the toolbar.



2. Select the folder/directory where the file is stored.

- Be sure the selection in the file type list includes your image file type.

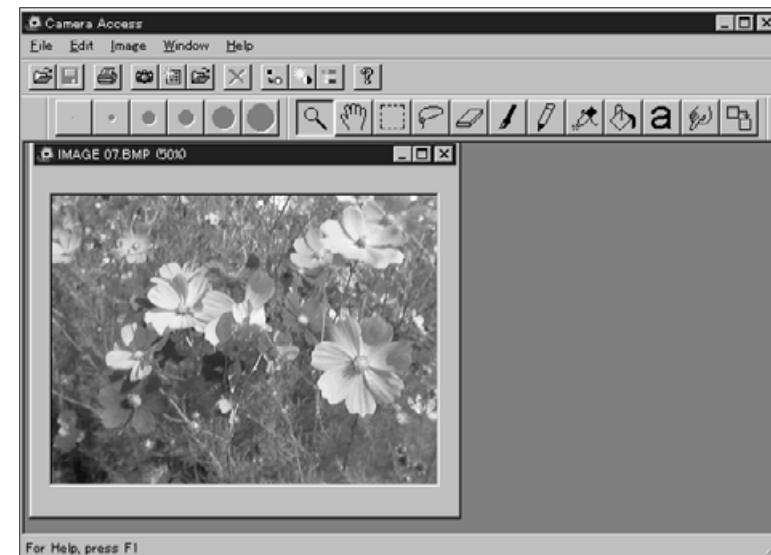
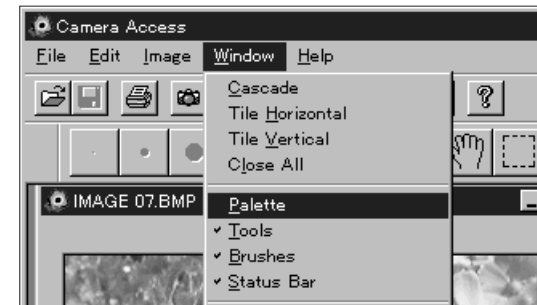
3. Click on the file, then click on **Open**.

- A window with the image will appear in the image panel. The image will be displayed at 25% magnification. See page 44 to magnify or reduce the view.

ENLARGING THE DISPLAY AREA

Close windows that are not in use to increase the display area.

From the Window menu, select the name of the window to be closed (open windows have ✓ next to them).



MAGNIFYING OR REDUCING THE VIEW

The image display can be magnified up to 800% or reduced to 12%. There are two ways to change the view.

Zoom Tool:

1. Click on the Zoom tool in the tool window.

- The arrow pointer will be replaced with a magnifying glass pointer.



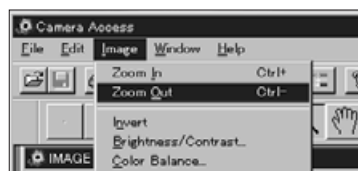
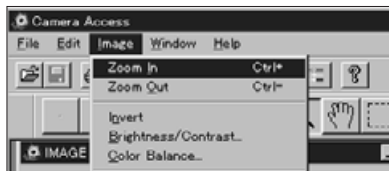
2. Click on the image to magnify the view. Click on the image while pressing the Ctrl key to reduce the view.

- The zoom tool will show the image at 12%, 25%, 50%, 100%, 200%, 400%, and 800%.

Zoom In/Zoom Out Commands:

Select **Zoom In** from the **Image** window to magnify the view.

Select **Zoom Out** from the **Image** window to reduce the view.



- The Zoom In/Zoom Out commands will show the image at 12%, 14%, 16%, 20%, 25%, 33%, 50%, 100%, 200%, 300%, 400%, 500%, 600%, 700%, and 800%.

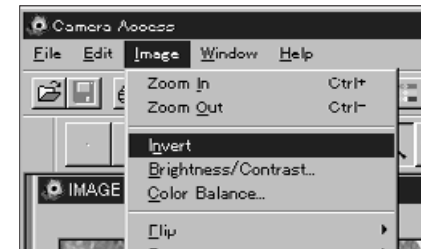
INVERTING IMAGES

Make a 'negative' of your image by inverting it. There are two ways to invert an image.

- Click on the Negative button in the toolbar.



- Select **Invert** from the **Image** window.

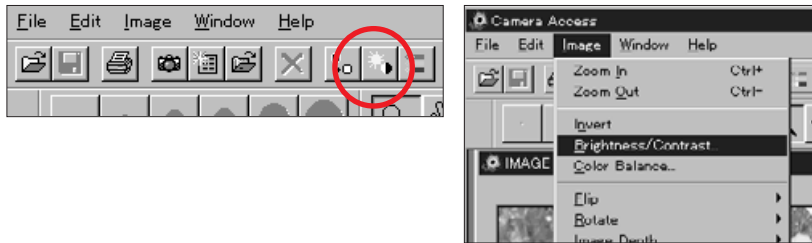


- Cancel the change by either repeating it (invert it again) or selecting **Undo** from the **Edit** menu.

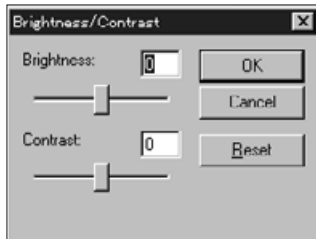
ADJUSTING BRIGHTNESS AND CONTRAST

Adjust the brightness and contrast of the actual image.

1. Click on the Brightness & Contrast button in the toolbar or select **Brightness/Contrast...** from the **Image** menu.



- The Brightness/Contrast dialog box will appear.

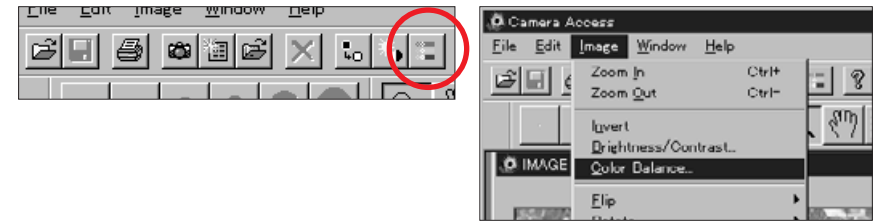


2. Click and drag the sliders to make the brightness and contrast adjustments or enter the values directly into the boxes above the bars.
- Return the values to 0 by clicking on **Reset**.
3. Click on **OK** to apply the changes.
- Click on **Cancel** to escape the dialog box without making any changes.

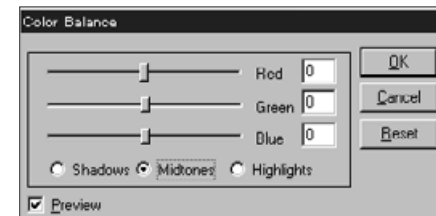
ADJUSTING COLOR BALANCE

Correct the color of the actual image.

1. Click on the Color Balance button in the toolbar or select **Color Balance...** from the **Image** menu.



- The Color Balance dialog box will appear.



2. Use the option buttons to choose to adjust the shadows, midtones, or highlights of the image.
- Making corrections in the midtones first may eliminate the need for further corrections.
3. Click and drag the sliders to make the color corrections or enter the values directly into the boxes next to the bars.
- Select the Preview check box (click on it so a ✓ appears) to view the changes as they are made.
 - Return the values to 0 by clicking on **Reset**.
4. Click on **OK** to apply the changes.
- Click on **Cancel** to escape the dialog box without making any changes.

FLIPPING IMAGES

Flip the image horizontally or vertically.

Select **Flip** from the **Image** menu and choose either **Horizontal** or **Vertical** from the submenu.



Horizontal

Vertical



- Cancel the operation by either repeating it (flip it again) or selecting **Undo** from the **Edit** menu.

ROTATING IMAGES

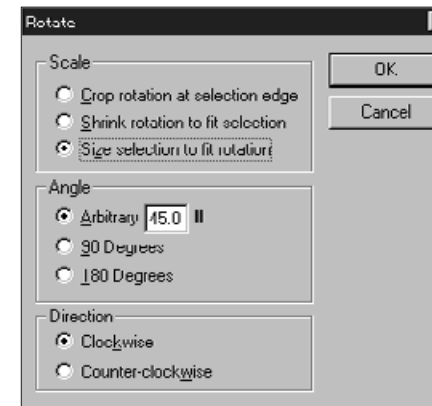
Rotate the image in any direction.

Select **Rotate** from the **Image** menu and choose one of the following selections from the submenu:

90 Degrees Left **180 Degrees**
90 Degrees Right **Arbitrary**



- The Rotate dialog box appears when **Arbitrary** is selected.



Use the option buttons to set the scale, angle, and direction of the image.

- Click on **Cancel** to escape the rotation dialog box without making changes.
- Cancel the operation by selecting **Undo** from the **Edit** menu. The Undo function will only cancel the last action or change made.


CHANGING THE IMAGE DEPTH

Changing the image depth modifies the number of colors or grayscale shades available in the image.

Select Image Depth from the Image menu, then choose the desired number of colors/shades available in the image from the submenu.



- Cancel the operation by selecting Undo from the Edit menu. The undo function will only cancel the last action or change made.

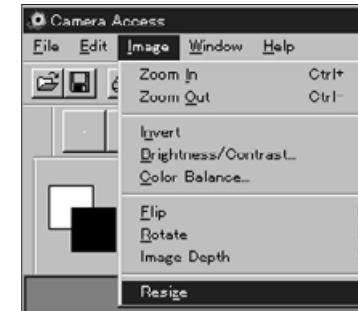
 The number of colors/shades available to the image is related to bit depth (or bit resolution). Bit depth is the number of bits per pixel allocated to the image. An increase in bit depth means an increase in the number of colors/shades your image can

Millions Of Colors	24 bit color image
Thousands Of Colors	16 bit color image
256 System Colors	8 bit image using system palette
256 Custom Colors	8 bit image using custom palette
256 Grays	8 bit grayscale palette
16 Grays	4 bit grayscale palette
Black and White	1 bit black and white (no gray) image

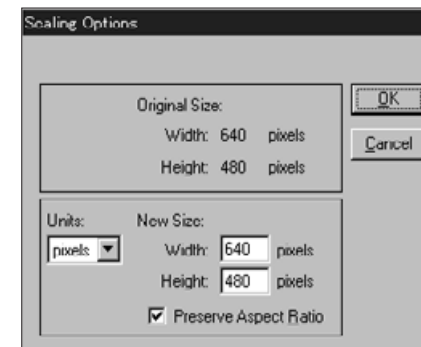
Changing the image size

Rescale the image to a new size.

1. Select **Resize** from the **Image** menu.



- The Scaling Options dialog box will appear.



2. Select the unit of measurement from the Units drop-down list.

- Select the Preserve Aspect Ratio check box (click on it so a ✓ appears) to constrain the image proportions so the image will not be distorted.

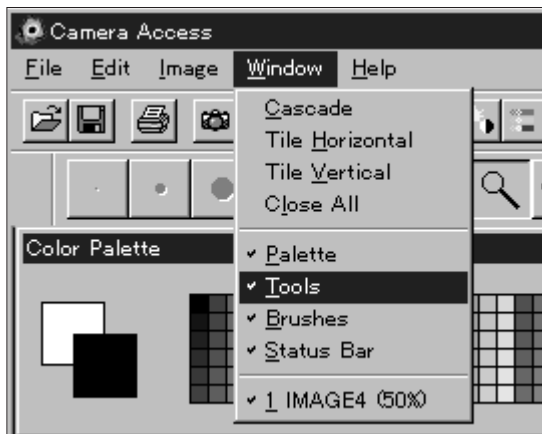
3. Enter the desired values in the Width and Height boxes, then click on **OK**.

- Click on **Cancel** to escape the dialog box without making changes.
- Cancel the operation by selecting **Undo** from the **Edit** menu. The Undo function will only cancel the last action or change made.

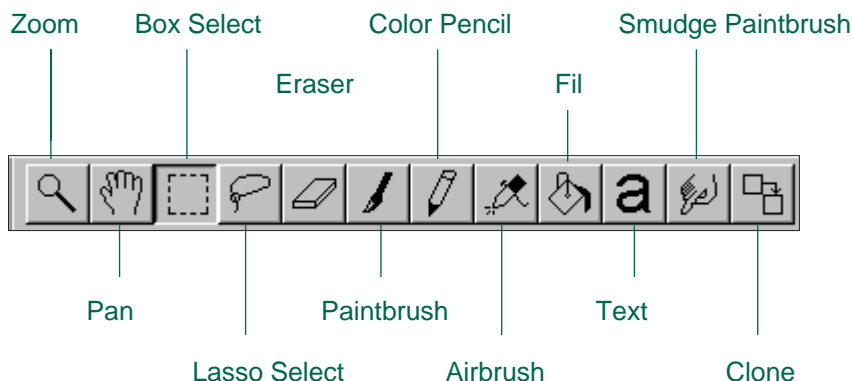
RETOUCHING IMAGES

Use the functions in the Tools window and Palette window to retouch images in the image panel. Try adding text to your images or remove the red-eye effect from flash exposures.

To display the retouching windows select **Palette**, **Tools**, and **Brushes** from the **Window** menu so a ✓ appears next to each.



Tools Window:



- Zoom Tool** The zoom tool allows you to zoom in/out of an image between 12% and 800% for viewing and editing.
- Pan Tool** With the Pan tool selected, reposition an image within the window by clicking and holding the mouse key while dragging the image.
- Box Select** Use Box Select to make a rectangular selection within an image. While the section is selected, editing will only be enabled for that area.
- Lasso Select** Use Lasso Select to make a freehand selection within an image. While the section is selected, editing will only be enabled for that area.
- Eraser** Erase parts of the image, the erased area will be replaced with the background color (p. 54). The Eraser uses the currently selected brush size.
- Paintbrush** The Paintbrush will evenly add the foreground color (p. 54) to the image using the currently selected brush size with a feathered edge.
- Color Pencil** Color Pencil adds the foreground color to the image using the currently selected brush size with a hard edge.
- Airbrush** The Airbrush will add the foreground color to the image using the currently selected brush size with a feathered edge. Holding down the mouse key in one place for a duration will result in thicker paint application.
- Fill** The Fill tool fills an entire selected area with the foreground color. This is a convenient way to change the color of text that has just been added to the image and is still selected.
- Text** The Text tool lets you add text to images (p. 55).
- Smudge Paintbrush** Using Smudge Paintbrush gives an effect similar to smearing your finger across a chalk drawing.
- Clone** The Clone tool lets you copy part of an image to another area in the same image or another image. While pressing the Ctrl key, click on the area to be cloned, then click and drag to paint the image to the desired area. The Clone tool uses the currently selected brush size.

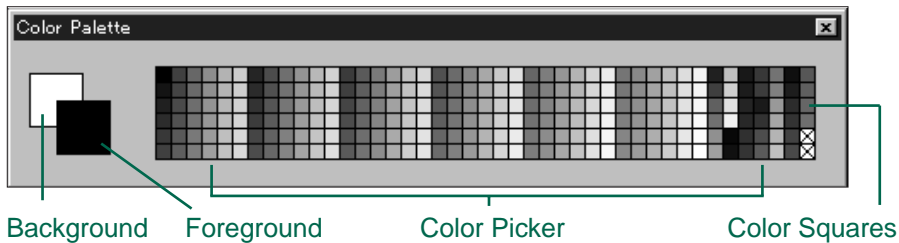
Brushes Window:

Choose a brush size from the Brushes window. The display will change to show feathered brushes (soft edge) or hard-edge brushes, depending on the tool selected.



Palette Window:

Change the background and foreground colors using the Palette.

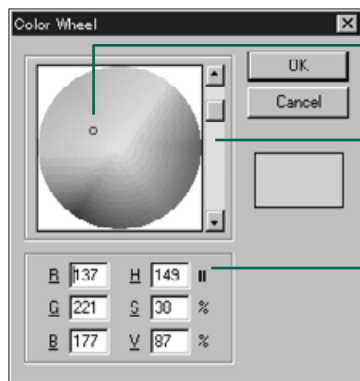


Foreground color: Used when the Paintbrush, Color Pencil, Airbrush, or Fill tool is selected.

Background color: Replaces areas deleted by the Eraser, Box Select, and Lasso select tools.

Click on a color square to change the foreground color. Hold down the Ctrl key and click on a color square to change the background color.

Double-click on any color square to display the Color Wheel. The Color Wheel lets you choose from a wide range of colors and shades.



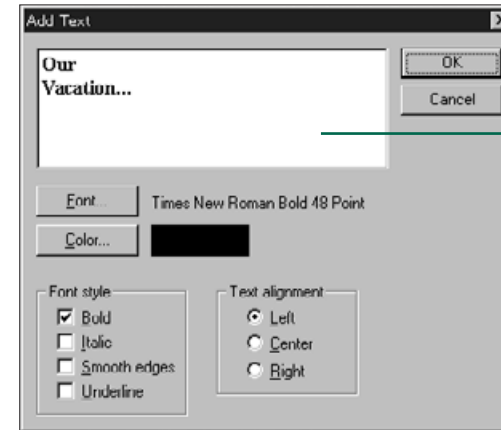
Click on the desired color

Change the shade of the color by scrolling up and down.

You can also enter Red Green and Blue (RGB) levels from 0 to 255 or Hue Saturation and Value (HSV) levels.

ADDING TEXT TO IMAGES

1. Click on the Text tool, then click on the image where the text is to be placed.
- The Add Text dialog box will appear.



Type the text into this window.

2. Enter the text in the window.
3. Click on **F**ont, then select the font type, style, and size from the list boxes, then click on **O**K.
4. Click on **C**olor and choose the text color from the Color Wheel, then click on **O**K.
5. Click on **O**K when selections are complete.



With the Text tool still selected, the text can be moved immediately after placement by clicking and dragging on it. Use a paint tool to change colors in the text immediately after placement.

PRINTING IMAGES

Make a hard copy of the displayed image by sending it to your printer.

1. Select **Print...** from the **File** menu.



- The Print dialog box will appear. The dialog box display will vary according to the printer.

2. Enter the number of copies and desired printing options, then click on **OK**.

- Refer to your printer's instruction manual for information about printing options.

SAVING IMAGES - FILE FORMATS

In the Image Panel, you can save the displayed image to your hard disk or removable media in one of the following file formats.

WINDOWS® BMP

The BMP graphic file format is for bit-mapped images. BMP images are supported by Windows and do not require a graphics application to open.

JPEG

The JPEG (Joint Photographic Experts Group) compression standard is capable of producing a high compression ratio while maintaining image quality. JPEG is a widely supported image file format.

TIFF

TIFF (Tag Image File Format) files contain bit mapped data. In addition to being a widely supported format, TIFF is able to handle the color palette needed for professional-quality images and graphics.

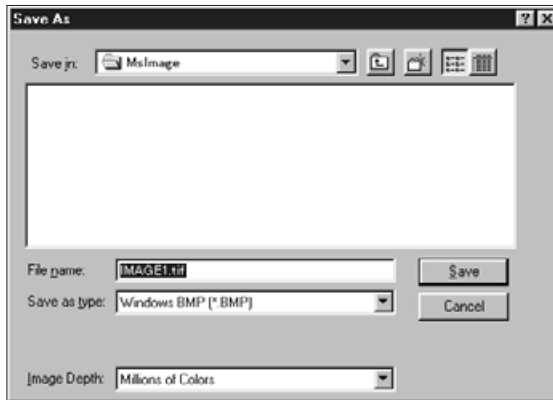
SAVING IMAGES

Make a hard copy of the displayed image by sending it to your printer.

1. Select **Save As...** from the **File** menu.



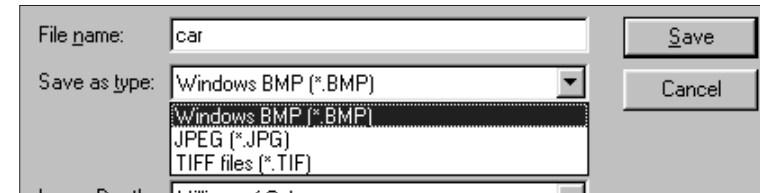
- The Save As dialog box will appear.



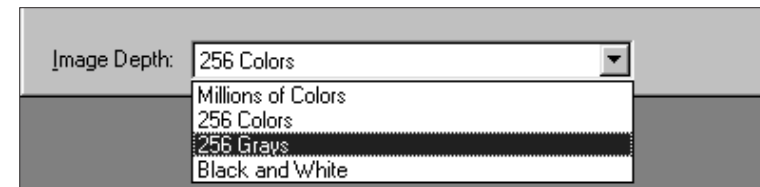
2. Select the folder/directory where the file will be saved.
3. Enter the desired file name in the box labeled File Name.

4. Select the file format from the drop-down list.

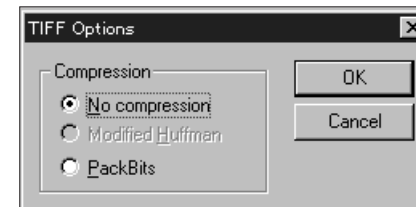
- The appropriate file extension will be added automatically.



5. Select the image depth for the file (p. 50).



- If TIFF was chosen for the file type, the TIFF Options dialog box will appear.



1. Select the compression type.
2. Click on **OK**.

- Images compressed with PackBits are not cross-platform compatible (they can only be opened in Windows operating systems).

- If JPEG was chosen for the file type, the JPEG Options dialog box will appear.



1. Drag the slider to select the image quality. The quality ranges from lowest (left) to highest (right).
2. Click on **OK**.

- Higher image quality will result in a lower compression ratio. Lower image quality will result in a higher compression ratio and smaller file size.

6. Click on **Save**.

- The image will be saved in the selected folder and format and the image panel will return when the operation is complete.

QTIC MAIN PANEL

QTIC MAIN PANEL FUNCTIONS

The QTIC Main Panel allows the camera operations to be controlled through the computer.

With the QTIC Main Panel you can:

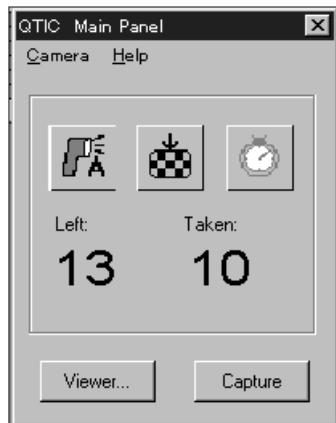
- Display the status of the Dimâge V (p. 63).
- Operate the Dimâge V with the computer:
 - Remote recording (pp. 64-65).
 - Recording with exposure compensation (p. 66).
 - Self-timer (p. 67).
 - Reset the Dimâge V clock (p. 68).
 - Format image memory cards (p. 69).
- Transfer image data to the SmartMedia in the camera from the hard drive or removable media (p. 70).
- Capture images in time lapse (p. 72).

QTIC MAIN PANEL

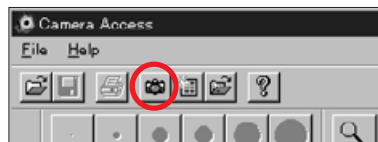
OPENING THE QTIC MAIN PANEL

There are two ways to open the QTIC panel.

- Start the software.
Select **T**WAIN from the **F**ile menu and **A**cquire... from the submenu (p. 20 - 22).
The panel will appear as shown below.

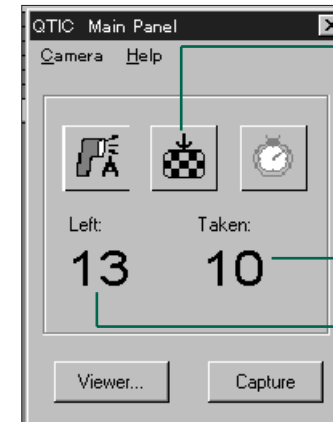


- Display the QTIC Main Panel from the viewer or image panel by clicking on the Acquire button in the toolbox.



DISPLAYING CAMERA STATUS

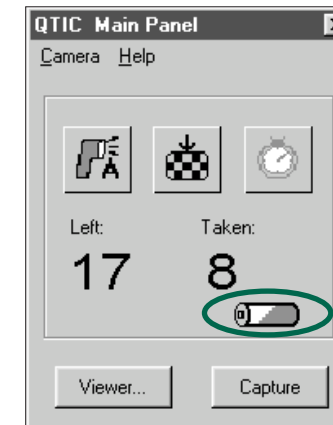
The number of frames remaining, the number of frames taken, and the camera's low-battery warning are displayed in the main panel.



Click to change the image quality mode. The estimated number of frames remaining will change accordingly.

Number of frames recorded on the image memory card in the camera.

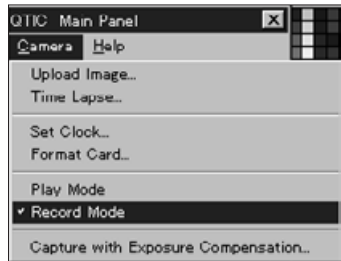
Frames remaining on the image memory card in the camera (estimated).



Appears when the battery power is low.

REMOTE RECORDING


Take pictures with the camera from your computer.



1. Select **Record Mode** from the **Camera** menu.


- Record mode will be set, regardless of the Record/Play switch setting on the camera.

2. Click on to select the flash mode.

- The flash will not fire if the lens unit of the camera is not in the standard lens position. See the Standard Lens Position section in the Dimâge V camera manual.
- Each time  is clicked, the display will change in the sequence below.



3. Click on to select the image quality.

- The estimated number of frames remaining will change accordingly.
- Each time  is clicked, the display will alternate between standard and fine mode.



4. Frame your image in the camera's LCD monitor, then click on **Capture**.



Click on **Capture** to record the image.

- The image is recorded to the image memory card.
- Repeat step 4 to record more images with the same settings.

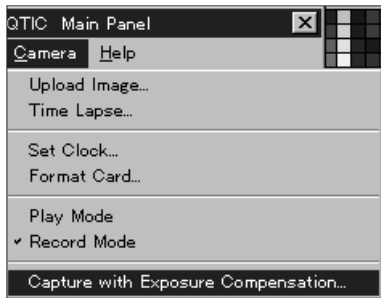
To view the captured image, switch to the viewer panel. Click on **Viewer...** (p. 26). The thumbnail previews will be displayed. To display the full image, double-click on the thumbnail preview (p. 40).

Leaving the Dimâge V in record mode will reduce the battery life. Switch the camera to play mode when not recording with the computer. Use of the AC adapter AC-V1 (sold separately) is recommended when recording remotely.

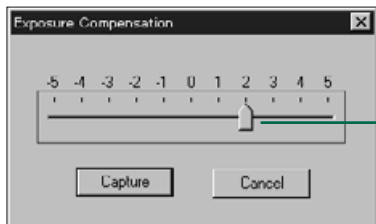
EXPOSURE COMPENSATION

Adjust the exposure before taking a picture.

1. Select **Record Mode** from the **Camera** menu.
2. Set the flash mode and image quality (p. 64).
3. Select **Capture with Exposure Compensation...** from the **Camera** menu.



- The Exposure Compensation dialog box will appear.




Slide the lever to the desired value. Values between the marks cannot be selected.

4. Select the exposure compensation level by sliding the lever to the desired increment.
- Values between the marks cannot be selected.
5. Frame your image in the camera's LCD monitor, then click on **Capture**.
- Exposure Compensation is automatically canceled after the shutter is released.

SELF-TIMER

Use the self-timer when recording remotely.

1. Click on .
- The display will alternate between On and Off each time it is clicked.



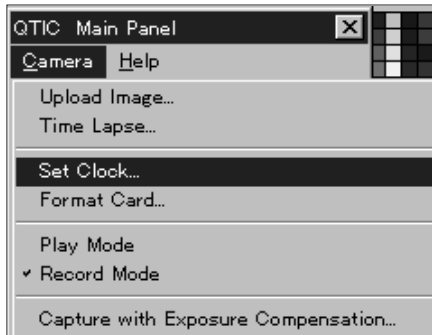
2. Select **Record Mode** from the **Camera** menu.
 3. Set the flash mode, image quality, and exposure compensation desired (p. 64).
 4. Frame your image in the camera's LCD monitor, then click on **Capture**.
- Self-timer is automatically canceled after the shutter is released.

RESETTING THE CAMERA DATE/TIME

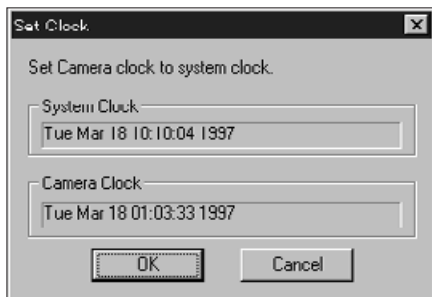
Use the computer's date/time information to reset the date and time in the camera.

Be sure the correct date and time are set on your computer before transferring the data to the camera.

1. Select **Set Clock...** from the **Camera** menu.



- The Set Clock message will appear.



2. Click on **OK**.

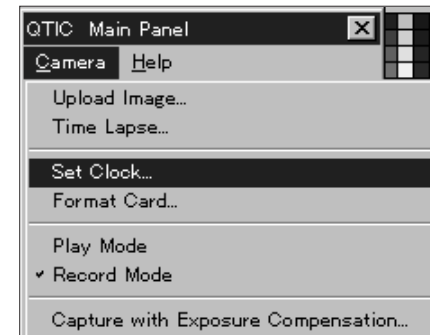
- Click on **Cancel** to escape the operation.

FORMATTING IMAGE MEMORY CARDS

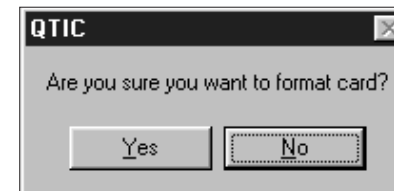
Format the image memory card in the camera while the camera is connected to the computer.

All protected and unprotected images on the SmartMedia will be permanently removed when the format function is used (see the Protecting Images section in the camera manual).

1. Select **Format Card...** from the **Camera** menu.



- The following message will appear.



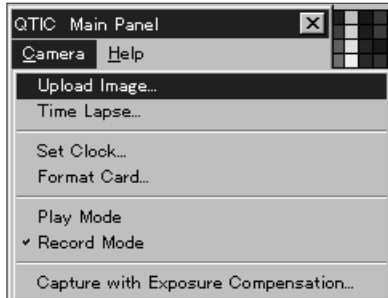
2. Click on **Yes**.

- **FORMAT COMPLETE** appears in the camera's LCD monitor when the card is formatted.

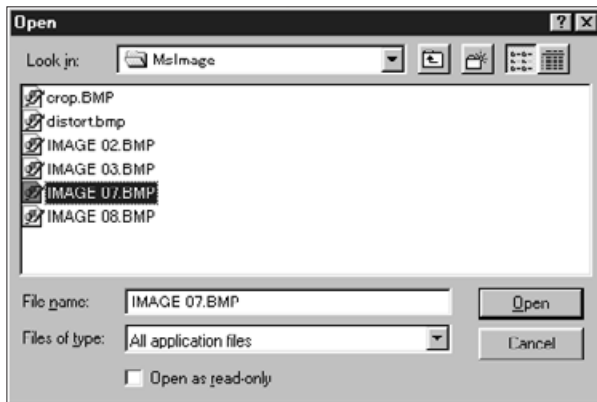
COPYING: FROM THE PC TO THE CAMERA

Transfer images from your hard drive or removable media to the image memory card in the camera.

1. Select **Upload Image...** from the **Camera** menu.



- The Open dialog box will appear.



2. Select the directory/folder where the file to be uploaded is stored.

3. Display the file format of the image from the drop-down list of file types.

4. Click on the image file to select it.

- The name of the file will appear in the box labeled File Name.

5. Click on **Open**.

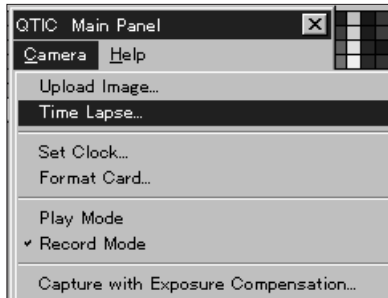
- While the image is being uploaded to the camera's image memory card, a bar graph will indicate the progress.

- Only images saved in JPEG or Windows® BMP file formats can be transferred to the SmartMedia in the camera.
- Images that are not VGA size (640 x 480 pixels) will be automatically sized to fit the VGA standard when uploaded to the image memory card in the Dimâge V. Resizing can result in image distortion.

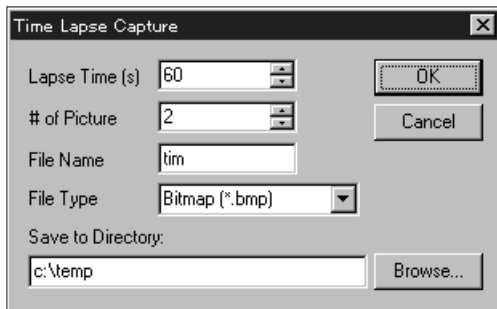
CAPTURING IN TIME LAPSE

Capture a series of images at regular time intervals and save them to your hard drive or removable media.

1. Select **Time Lapse...** from the **Camera** menu.



- The Time Lapse Capture dialog box will appear.



2. Enter the desired values for the the time interval in the **Lapse Time (s)** box and enter the number of frames to be taken the in the **# of Picture** box.

3. Name the file in the File Name box, then choose the file type from the File Type drop-down menu.

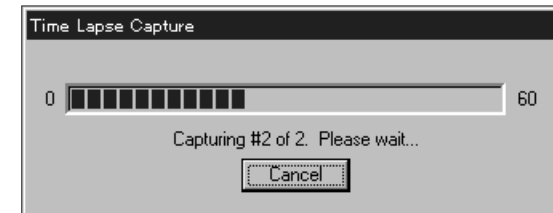
- Only Windows® Bitmap (bmp) and JPEG (jpg) can be selected.

4. Choose the directory where the file will be saved.

- Click on Browse... to change directories.

5. Click on **OK**.

- The camera will begin recording using the parameters set in steps 2 - 4.
- The following bar graph will appear to report progress.



- Because each image is temporarily written to the image memory card in the camera before it is uploaded to the hard drive or removable media, there must be available frames on the memory card before starting the time lapse function.

SLIDE SHOWS

SLIDE SHOW OPTIONS

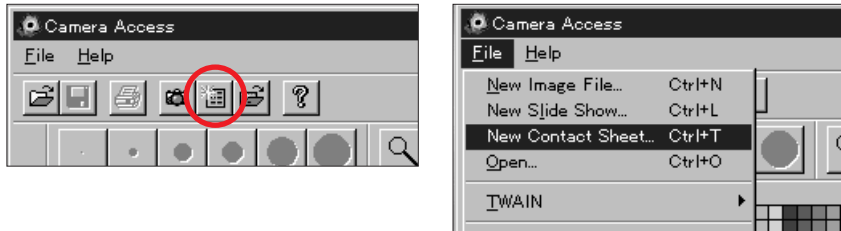
A slide show is a group of images that can be played back in sequence, using transitions. The Minolta Dimâge V control software lets you:

- Create a slide show from images stored on your hard disk or removable media (pp. 76-80).
- Add transitions and delays to the slide show (pp. 81-83).
- Use the Edit menu to change your slide show (p. 83).
- Open slide shows (p. 85).
- Play slide shows (p. 85).
- Save your slide show (p. 84).

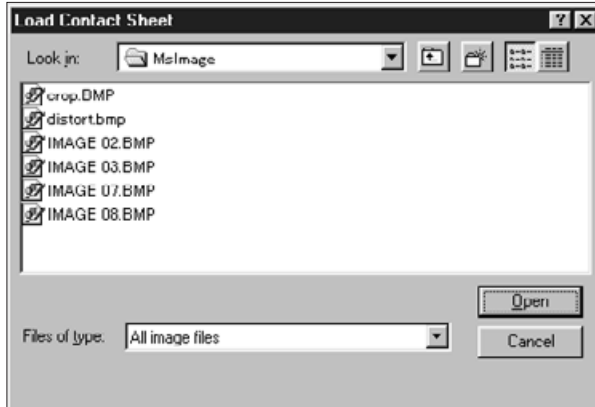
CREATING A SLIDE SHOW

Create an on-screen slide show using images stored on your hard drive or removable media.

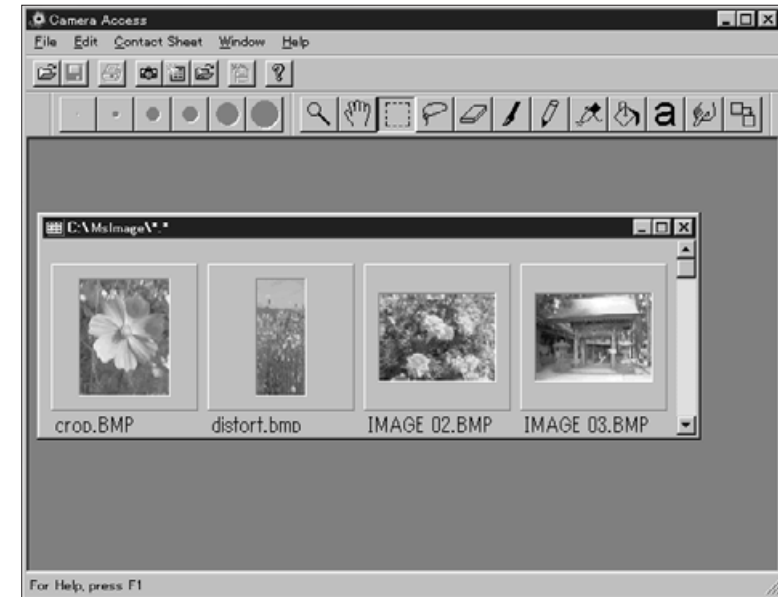
1. Click on the New Contact Sheet button in the toolbox or select **New Contact Sheet...** from the **File** menu.



- The Load Contact Sheet dialog box will appear.



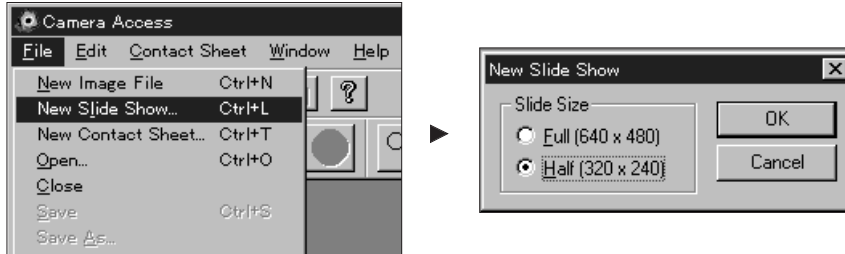
2. Select the folder/directory where the images are stored.
 3. Click on **Open**.
- The thumbnail images will appear in a new contact sheet.



SLIDE SHOWS

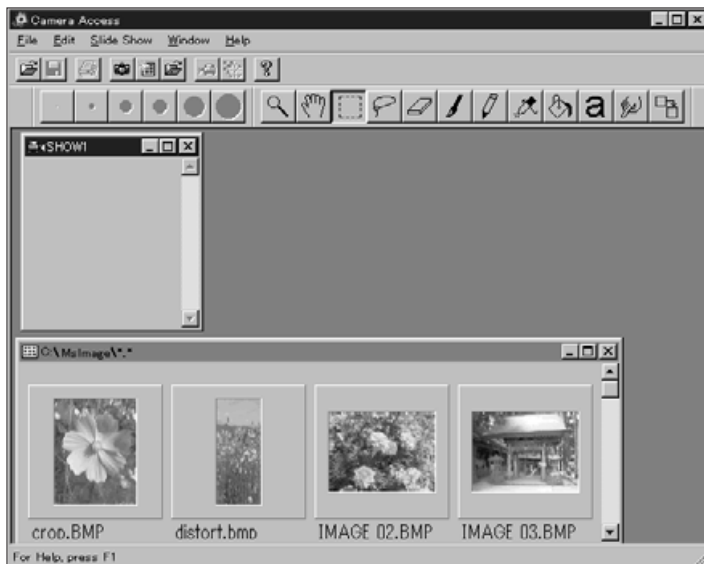
4. With the contact sheet displayed, select **New Slide Show...** from the **File** menu.

- The New Slide Show dialog box will appear.

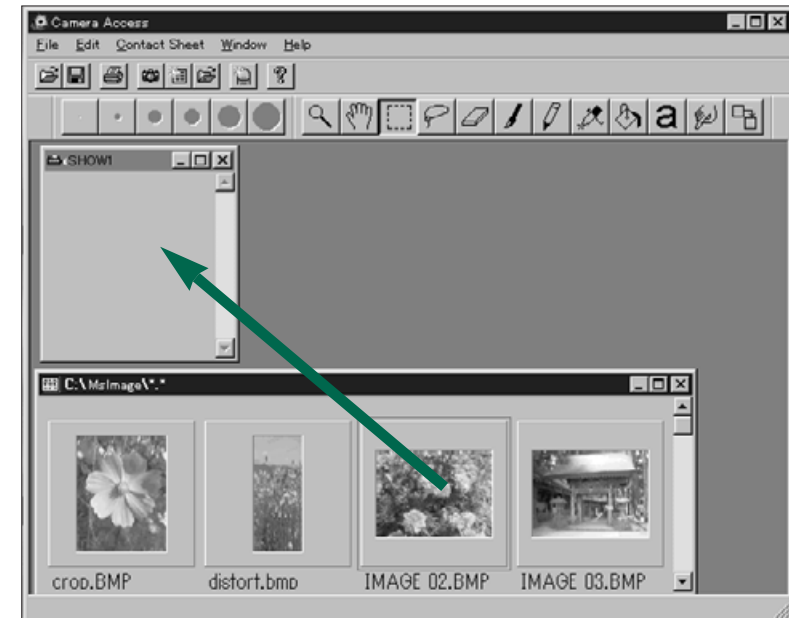


5. Click on the option button next to the desired size of the slide show to select it, then click on **OK**.

- A new slide show window, titled "Show", will appear.



6. Click on a thumbnail image, then drag it to the Show window and drop it in.



- The image will appear in the Show window.





7. Drag and drop the rest of the desired images into the Show window.

- Select multiple images by holding down the shift key while clicking on the images.

8. Close the contact sheet window.

- You are finished creating the slide show, now you can play (p. 85), edit (pp. 81- 83), or save the slide show (p. 84).

EDITING SLIDE SHOWS

Add transition effects between slides and choose the display time of each slide.

Time Delay Options

Wait for Mouse Click - The image will remain on the screen until the mouse button is clicked. The next slide will show after the mouse button is clicked.

Pause - Set the length of time the image will remain on the screen by entering the desired value in the box. If the mouse button is clicked before the set time has passed, the next image will appear.

Transition Type Options

Wipe Down - The slide appears on the screen from top to bottom (with the top appearing first).

Wipe Up - The slide appears on the screen from bottom to top (with the bottom appearing first).

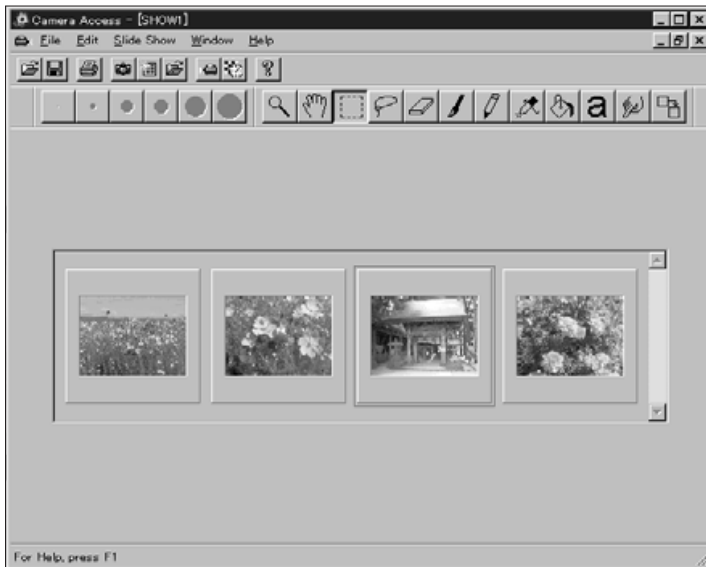
Wipe Left - The slide appears on the screen from right to left (with the right side appearing first). It "wipes" onto the screen in a left-ward direction.

Wipe Right - The slide appears on the screen from left to right (with the left side appearing first). It "wipes" onto the screen in a right-ward direction.

Fast Dissolve - The slide appears on the screen in many small squares (a random pattern).

SLIDE SHOWS

1. Maximize the Show window.



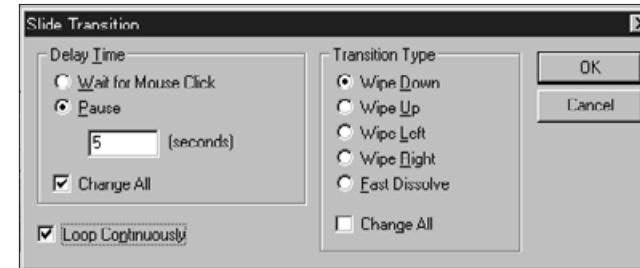
2. Select a slide to receive transition/timing adjustments by clicking on it.

- A border will appear around the selected image.


3. With a slide selected, click on the Transition button in the toolbar or select **T**ransitions... from the **S**lide Show menu.



- The Slide Transition dialog box will appear.



4. Select the delay time (length the slide will remain on the screen) and the transition type (effect that will appear between slides).

- Select the Change All checkbox to apply the options to all the slides in the slide show.
 - If Loop Continuously is checked, the slide show will play repeatedly, until any key on the keyboard is pressed.
 - Only one transition effect and one timing option can be selected for each slide.
-  You can also use the functions from the Edit menu to edit your slide show. Click on the slide to be cut, cleared, or copied and pasted, then select the function.

SAVING SLIDE SHOWS

Save your slide show to the hard drive or removable media.

1. With the Show window open, select **Save As...** from the **File** menu.



- The Save As dialog box will appear.

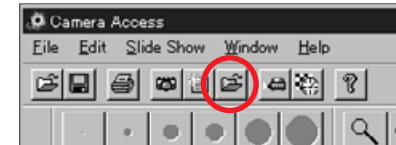


2. Select the folder/directory where the file will be saved.
3. Enter the desired file name in the box labeled File Name.
4. Click on **Save**.

OPENING SLIDE SHOWS

Open an existing slide show that has been saved to the hard disk or removable media.

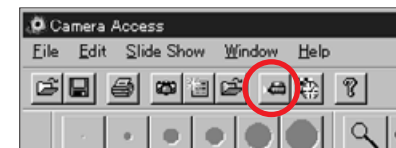
1. Click on the Open Slide Show button in the toolbar.
 - The Open dialog box will appear.



2. Select the folder/directory where the file is stored.
3. Click on the file, then click on **Open**.

PLAYING SLIDE SHOWS

With the Show window open, click on the Play button in the toolbox or select **Play Slide Show** from the **Slide Show** menu.



- Press any key to quit the slide-show playback and return to the Show window.

Throughout the application are instances where clicking on the right-hand mouse button will activate a submenu. These submenus can speed-up operations.

Contact Sheet Submenu

When the previews from images on the hard disk or removable media are displayed, the Contact Sheet submenu is available.

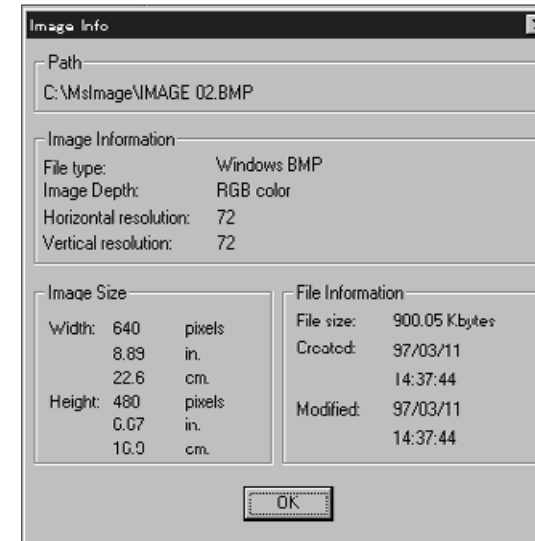
1. Display the thumbnail previews of images on the hard drive or removable media.
 2. Choose a thumbnail image and click once on it, then click once on the right mouse button.
- The Contact Sheet submenu will appear.



The functions in the submenu are listed in the table below.

Open Selected	Display the image in the image panel
Print ...	Print the selected image
Create Contact Sheet Image	*Creates thumbnail on contact sheet
Get Info ...	Image information will be displayed (see next page)

- The Image Info window appears when **Get Info...** is selected from the Contact Sheet submenu.



- * It is possible to have no thumbnails appear for images on the hard drive or removable media when the viewer panel is open. Select **Preferences** from the **File** menu, then select **Automatically Create Thumbnails** from the submenu to turn it ON or OFF. Automatically Create Thumbnails is ON when a ✓ appears to its left and is OFF when there is no ✓ next to it.

When Automatically Create Thumbnails is off, it is possible to have a thumbnail created for a single image by selecting **Create Contact Sheet Image** from the Contact Sheet submenu.

Slide Show Window Submenu

When a slide show is open (not playing) the Slide Show Window submenu is available.

1. Open the existing slide show (p. 85).
 2. Choose a slide (thumbnail image) and click once on it, then click once on the right mouse button.
- The Slide Show Window submenu will appear.



- The functions in the submenu are listed in the table below.

Cut	Deletes the slide and copies it to the Clipboard
Copy	Copies the slide to the Clipboard
Paste	Inserts the current Clipboard item
Play Slide Show	Plays back the slide show



System requirements

- i486 or Pentium processor.
- Windows 95.
- Minimum of 16MB available RAM.
- Minimum of 45MB available hard disk space.
- 256-color or greater video card.
- CD-ROM drive.

INSTALLING PHOTODELUXE

1. Turn on the PC and start Windows 95.
2. Insert the Adobe PhotoDeluxe CD-ROM.
3. Select **Run...** from the Start button.
 - The Run dialog box will appear.
4. Type **D:\ENGLISH\INSTALL\Setup.exe** in the Command Line box/Open drop-down list.
 - These instructions assume the CD-ROM drive is drive D.
5. Click on **OK**.
6. The Welcome dialog box will appear, click on **Next**.
7. You will be asked to enter the region where the software was purchased, enter the information, then click on **Next**.
8. The Software License Agreement will appear. After reading the license, click on **Yes**.
9. Select the desired set-up type, then click on **Next**.

10. You will be required to enter your name and a serial number. The serial number is located on the last page of the Dimâge V camera manual. Click on **Next**. Confirm the information, then click on **Yes**.
11. Follow the instructions that appear on the monitor until installation is complete.

STARTING PHOTODELUXE

In Windows 95

1. Turn on the computer and start Windows.
2. Select **Programs** from the Start button, then choose Adobe **PhotoDeluxe** from the submenu and **Adobe PhotoDeluxe 1.0** from the second submenu.