



KONICA MINOLTA

DiMAGE Master Lite



INSTRUCTION MANUAL



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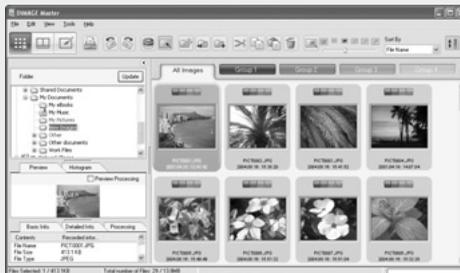
- 
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The full version of DiIMAGE Master gives you all the tools to organize, examine, and process your images. The Organizer window allows you to sort images quickly into four user-defined classifications. Outtakes can easily be hidden from view without the need to delete or remove them from the folder.

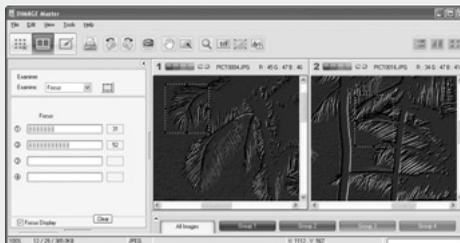
Is it difficult to decide which image is the best? The Examiner window allows you to compare up to four images for differences between color, exposure, white balance, and focus by sampling areas in each image.

The Photofinisher window has many features to process large numbers of images quickly. Jobs can be created for specific adjustments and applied to other images as well as used for batch processing. Processing can be simply cut and pasted from one picture to another.

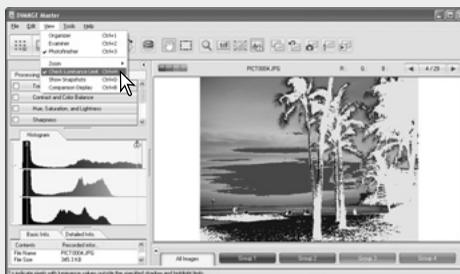
A luminance limit can be specified on the histogram and displayed on an image to show the pixels which are approaching the black and white levels. The focus checker enlarges the image so sharpness can be determined. These tools are available in the Organizer, Examiner, and Photofinisher.



Organizer



Focus Examiner



Photofinisher: Luminance Limit Display

For more on the other features in DiIMAGE Master, visit us on the web at:

North America: <http://kmpi.konicaminolta.us/>
 Europe: <http://www.konicaminoltasupport.com>

This instruction manual does not provide instruction in the basic operation of the personal computers or the basic operation of Windows or Macintosh operating systems; refer to the manuals supplied with the computer.

The examples in this manual use Windows XP software. The appearance of the screens may differ from the examples when using Macintosh or other Windows operating systems.

Every precaution has been taken to ensure the accuracy of this material. Contact Konica Minolta if you have any questions. Konica Minolta is not responsible for any loss or damage caused by the use of this software. This instruction manual may not be copied either in part or in its entirety without the prior permission of Konica Minolta.

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1.0 GETTING STARTED

This section cover DiMAGE Master Lite installation. Confirm the system requirements in the camera manual before installing the software.

Refer to the data-transfer section in the camera manual on how to connect the camera to a computer using a USB cable. The examples in this manual assume the camera is connected to the computer with a USB cable as described in the camera manual.

1.1 BEFORE INSTALLING THE SOFTWARE



RAM-stationed programs such as anti-virus or installation-monitoring software may cause the installer to fail. Remove or disable these programs before installing DiMAGE Master Lite.

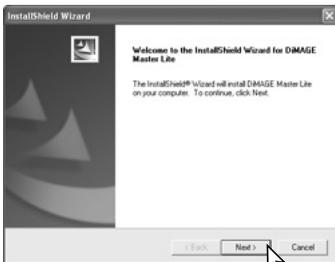
1.2 INSTALLING THE SOFTWARE - WINDOWS

In the example below, the hard disk drive is drive C. The letters designating the drives vary between computers. When using Windows 2000 or XP, the software should be installed with the Administrator privilege.



Turn on the computer to start Windows. Insert the Digital Camera Software CD-ROM into the CD-ROM drive. The launcher window opens automatically.

Click the “Camera Support Applications” button to display the installer buttons. Click the “Install DiMAGE Master Lite” button to begin installation.



The welcome window opens. Click “Next>” to continue.



The license agreement appears. If you accept the agreement, click “Yes” to continue the installation routine.

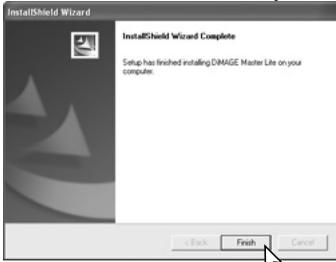
Read the entire license agreement carefully before continuing. If you do not agree to the terms, click “No” to exit the installation program.



To install the software in the default location - C:\Program Files\DiMAGE Master Lite, click “Next >.” To install the software in a different location, click browse button to display the folder selection window. Specify the directory in which to install the software.



The name of the default program folder is displayed. To install the software icons in this folder, click “Next>.” Installation begins.



To install the software icons in another folder, select one of the folders listed in the existing-folders box below. Click “Next>” to begin installation.

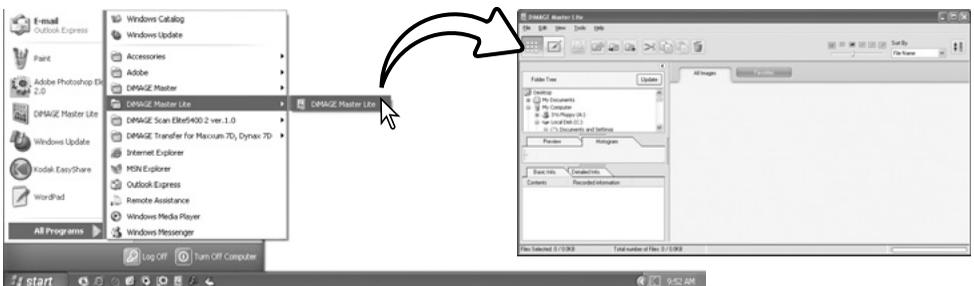
When the software installation is completed, a message is displayed. Click “Finish.”



Click the finish button to close the launcher window.

1.3 OPENING THE SOFTWARE - WINDOWS

Select DiMAGE Master Lite from the DiMAGE Master Lite folder in the program option of the start menu. The application starts up and the Organizer window is displayed.



1.4 INSTALLING THE SOFTWARE - MACINTOSH

Turn on the computer to start the operating system. When the desktop appears, insert the Digital Camera Software CD-ROM into the CD-ROM drive. The CD-ROM icon appears on the desktop; double click the CD-ROM icon to open it.



Open the utility folder, the DiMAGE Master Lite folder, and then open the appropriate language folder.

Double-click on the installer icon to start the installation program.



When the installation screen appears click “Next >>” to begin the setup.



The license agreement appears. If you accept the agreement, click “Yes” to continue the installation routine.

Read the entire license agreement carefully before continuing. If you do not agree to the terms, click “No” to exit the installation program.



The location for the DiMAGE Master Lite files must be specified. Click the reference button.



Using the folder-selection dialog box, select the location where the software should be installed. Click “Choose.”



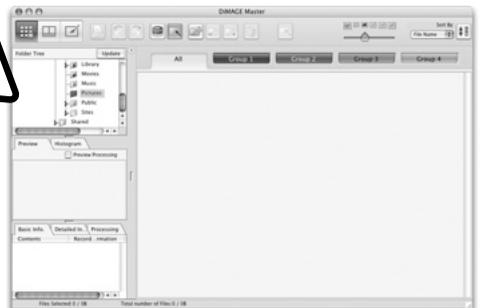
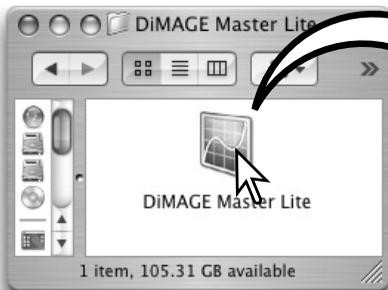
Confirm the installation location on the installer screen. Click “Next >>” to install DiMAGE Master Lite.



A window appears when the software has been installed. Click “Finish” to exit the installer.

1.5 OPENING THE SOFTWARE - MACINTOSH

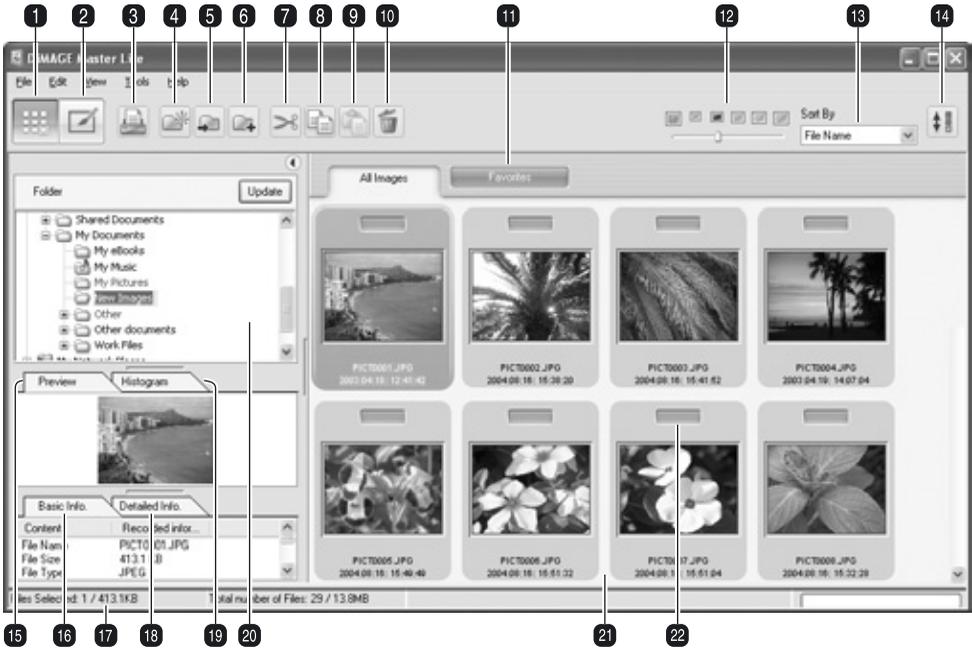
Open the DiMAGE Master Lite folder. Double-click the DiMAGE Master Lite icon to start up the application. The Organizer window is displayed.



2.0 IMPORTING AND EDITING IMAGES

The section covers the basic operation of the Organizer. The Organizer allows files to be viewed and sorted. For advanced Organizer functions, see section 6.0.

2.1 ORGANIZER WINDOW



1. Organizer button
2. Photofinisher button (p. 18)
3. Print button (p. 29)
4. New folder button (p. 14)
5. Move-to-folder button (p. 15)
6. Copy-to-folder button (p. 15)
7. Cut button (p. 16)
8. Copy button (p. 16)
9. Paste button (p. 16)
10. Delete button (p. 16)
11. Favorites tabs (p. 12)
12. Thumbnail size (p. 10)
13. Sort-by menu (p. 10)
14. Reverse-order button (p. 10)
15. Preview tab (p. 9)
16. Basic-information tab (p. 9)
17. Status bar
18. Detailed-information tab (p. 9)
19. Histogram tab (p. 9)
20. Folder tree (p. 9)
21. Thumbnail display
22. Favorites selector (p. 12)

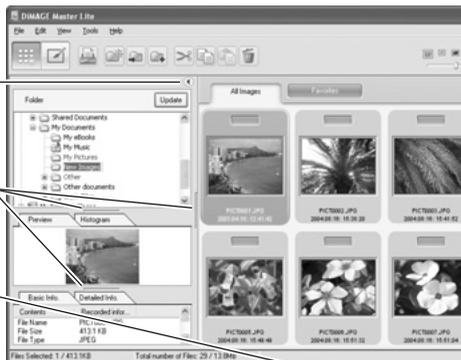
The Organizer and Photofinisher buttons switch between the main software functions. The status bar gives information on operation.

2.2 ADJUSTING THE WINDOW

The pane can be opened and closed by clicking the hide/show button.

The spacing between the folder tree, preview, histogram, and information displays can be changed by clicking and dragging the points between the displays.

The window can be resized by clicking and dragging on the frame.



2.3 LOADING IMAGE FILES

Images can be loaded directly from a digital camera or from folders located in the computer. Simply use the folder tree to select the file containing the images. For information on the camera's folder organization and connecting the camera to the computer, refer to the camera's instruction manual.

Click on the positive (+) nodes to display the contents of a folder. Click on a negative (-) node to hide the folder contents. The names of folders containing image and audio files are blue.

Click on the image folder to load the images. All still-image, audio, and movie files in the folder are loaded in the thumbnail display.

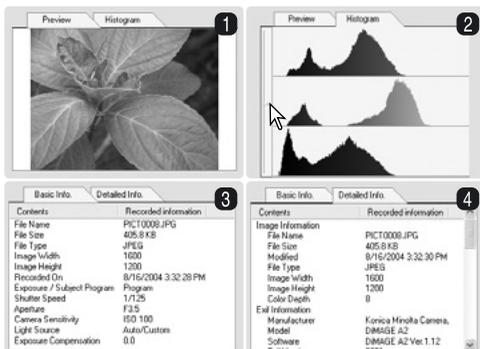
If any changes are made to the folder tree, for example, the camera is disconnected from the computer, the tree can be updated. Click the update button or select the update-folder-tree option from the view menu.



2.4 PREVIEW AND INFORMATION TABS

The tabs under the folder tree provide information on a selected image. Simply click on the tab to view it.

The preview tab (1) shows the selected image. The histogram (2) displays the pixel distribution of each color channel; use the slider to change the histogram scale. The basic-information tab (3) gives recording and file information; the display can be edited in the preferences window, see section 5.1. The detailed-information tab (4) shows all file and image information.



2.5 THUMBNAIL SIZE

The thumbnail size can be changed. Six sizes are available.

120x120

with data

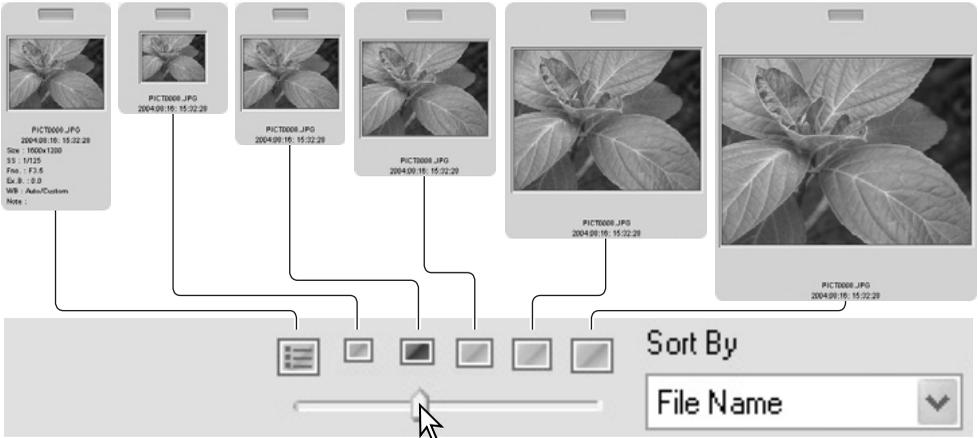
80x80

120x120

160x160

240x240

320x320



To change the size, use the thumbnail size slider on the tool bar or highlight the thumbnail preferences option on the view menu to display the size options. On the menu, highlight and click the desired thumbnail size; the thumbnail display changes accordingly.

To edit or add a user note in the data display see section 6.4.

2.6 SORTING IMAGE FILES

Image files can be sorted by date and time of recording, file name, file type, favorites, file size, or update in ascending or descending order. To sort the displayed images, use the sort-by drop-down menu on the tool bar or the sort option on the view menu. Simply highlight the sorting category with the mouse.

Reverse-order button



The sort menu can also be used to change the display between ascending and descending order. The reverse-order button on the tool bar also changes the display order.

2.7 SELECTING THUMBNAILS

Click on the thumbnail borders or file icon to select a single image or use the keyboard cursor keys. To select multiple images, click and drag over the thumbnails or press and hold the control key (Windows) or command key (Macintosh) and click on each image; the selected frames become dark. To deselect an image, click on the thumbnail or icon a second time while holding the control key (Windows) or command key (Macintosh). To select consecutive images, press and hold the shift key and then click on the first and last image of the series.

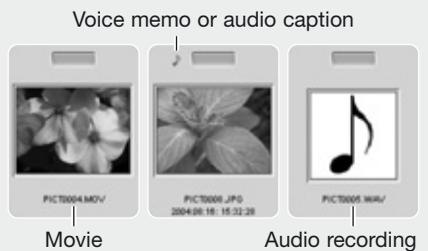
To select all files, select the select-all option in the edit menu or press the control key (Windows) or command key (Macintosh) and “A” key at the same time.



The reverse-selection option in the edit menu deselects all selected images and selects all unselected images. To deselect the images, select the deselect option in the edit menu or click on the white background in the index display.

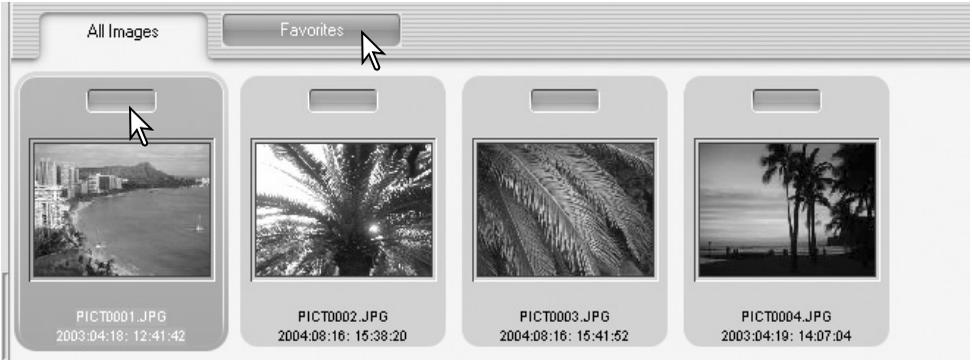
Master Notes

Some Konica Minolta cameras can record movie and audio files. Audio recordings, voice memos, and audio captions are indicated by an audio indicator. Movies use a .mov or .avi extension. QuickTime must be installed in the computer to view a thumbnail image of a movie file. See section 5.2 on how to set up DIMAGE Master Lite to open these files.



2.8 SELECTING FAVORITES

Image files can be classified as a favorite.



Simply click the favorites selector at the top of the thumbnail to add the image to the group. Click the favorites tab to view the group.



To remove an image from the favorites group, click the favorites selector again to remove the heart. Select the update option from the view menu to update the thumbnail display.

Master Notes

Files can be added to favorites by clicking on the thumbnail image and dropping it onto the favorites tab. Dropping it onto the all-images tab removes it from favorites.

The full version of DiIMAGE Master uses a more sophisticated method of classifying images. Four tabs, which can be named and color coded by the user, are used to organize image data. The groups can be copied to different folders. For more on DiIMAGE Master, visit us on the web at:

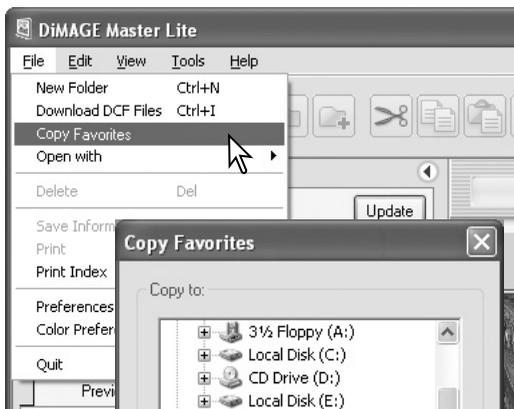
North America: <http://kmpi.konicaminolta.us/>
Europe: <http://www.konicaminoltasupport.com>

2.9 COPYING FAVORITES

A copy of the images in favorites can be made. Click the favorites tab to display the group.



Select the copy favorites option from the file menu.

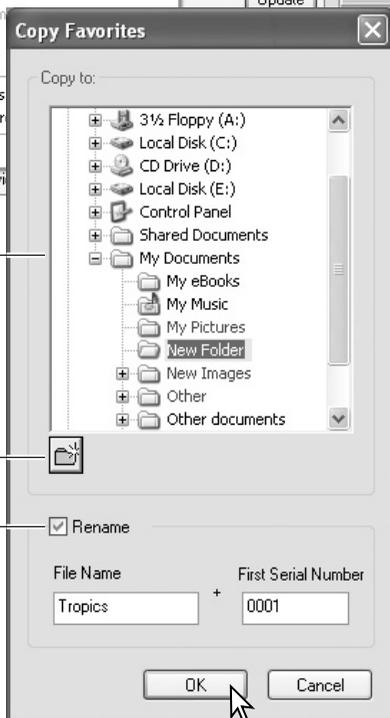


In the copy-favorites window, select the destination folder in the folder tree.

A new folder can be created in this window. Click on the location for the new folder and click the new-folder button; a folder appears on the folder tree. The folder can be renamed.

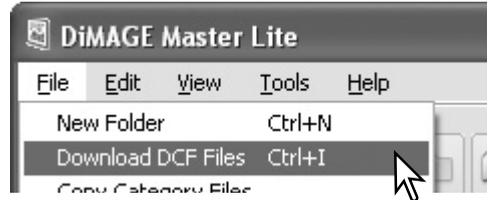
To rename the files, click the rename check box. Enter the new file name and the first serial number of the group.

Click the OK button to copy the group to the designated folder. If an image has an attached audio or thumbnail file, those files are also copied.



2.10 DOWNLOADING CAMERA FILES

Camera files can be downloaded directly to the computer hard drive. Connect a camera to the computer using a USB cable and select the Download-DCF-files option from the file menu. The download dialog box opens. This options also downloads images from a card reader.



Click the select-all check box to copy all images to the computer.

Select the file location on the camera's memory card. If the camera is changed, use the update button to update the folder tree.

Click the delete-original-files check box to erase the downloaded files from the camera.

Select the file destination in the computer.

The new folder button adds a folder to the folder tree.



Use the index display to select specific files to download. See section 2.7 on how to select files.

The update button updates the computer's folder tree.

Confirm the settings and then click the download button to complete the operation. The cancel button closes the window without downloading any images.

2.11 CREATING FOLDERS

New folders can be created to store images. Click on the desired location for the new folder. In this example the new folder is placed in the My Documents folder (1).

Click on the new-folder button (2) on the tool bar or select the new-folder option from the file menu. The new folder is created in the specified location. The folder name can be changed with the keyboard.

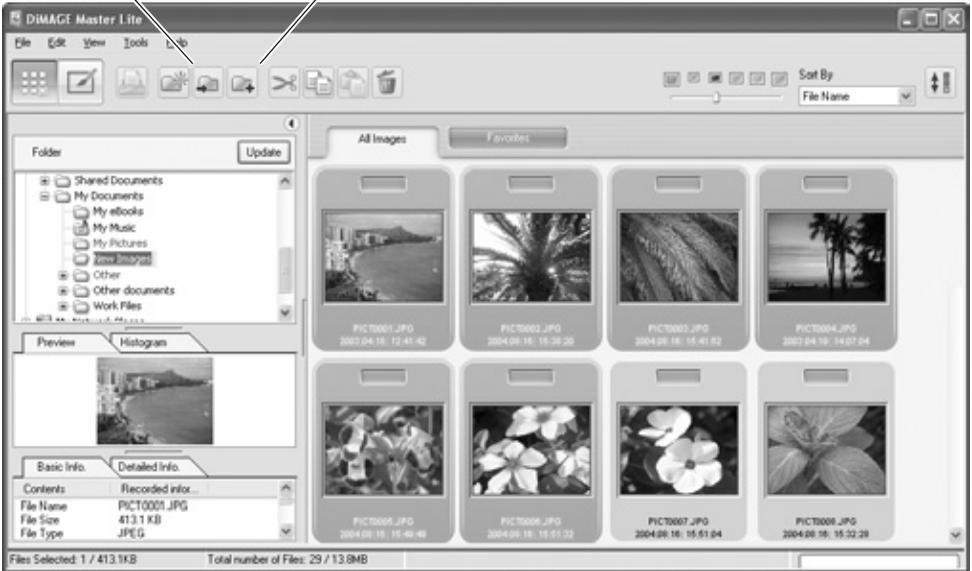


2.12 COPY & MOVE FILES TO ANOTHER FOLDER

Multiple files can be copied or moved from one folder to another. Click on the thumbnail borders to select the images. To select images, see section 2.7.

Move-to-folder button

Copy-to-folder button



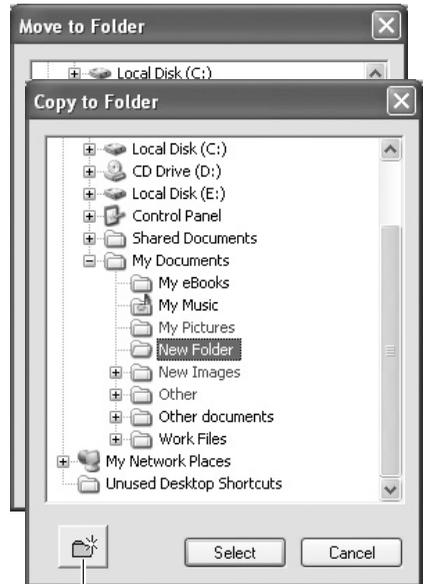
After selecting the files, click on the move-to-folder button or copy-to-folder button on the tool bar or select the corresponding option from the edit menu. The select-destination window opens.

In the select-destination window, click on the destination folder. Click the select button to move or copy the specified images to the designated folder. If an image has an attached audio, or thumbnail file, those files are also copied.

A new folder can be created in the select-destination window. Click on the location for the new folder and click the new-folder button; a folder appears in the folder tree in the window. The folder can be renamed.

Master Notes

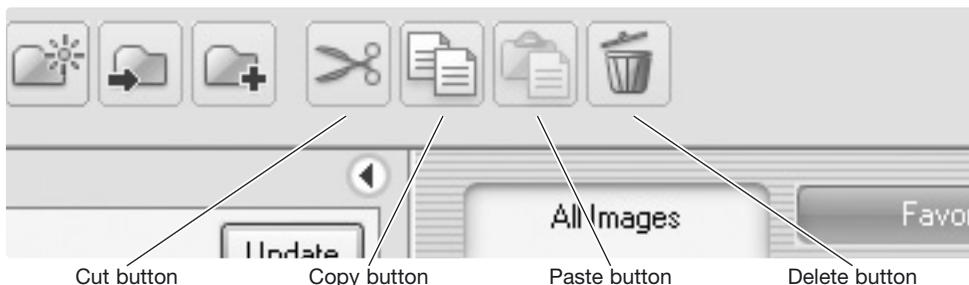
Files can also be copied by clicking on the thumbnail and dragging it to a folder in the folder tree.



New folder button

2.13 CUT, COPY, PASTE, AND DELETE - WINDOWS

The tool bar and edit menu can be used to cut, copy, and paste folders and files. The delete button and delete option on the file menu erases files. These functions affect any audio or thumbnail files attached to an image. The delete key on the keyboard also deletes folders and images.



Select the folder or images to be moved. Click the cut or copy button. The display does not change when a cut is made until the paste has been completed. Click on the new location for the folder or images. Click the paste button to complete the operation.

When a delete command is given, a confirmation screen appears. Clicking the yes button executes the command and deletes the data, clicking the no button cancels the delete command.

2.14 CUT, COPY, PASTE, AND DELETE - MACINTOSH

The cut, copy, and paste functions are located in the edit menu. They can be used for editing file and folder names, but they cannot be used to cut, copy, or paste files and folders.

The delete button on the tool bar or pressing the command and delete button on the keyboard erases files and folders. When a delete command is given, a confirmation screen appears. Clicking the yes button executes the command and deletes the data, clicking the no button cancels the delete command.



Master Notes

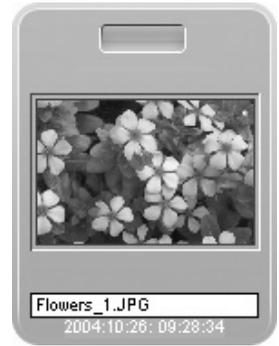
Images locked with the camera have the lock indicator displayed on the top left corner of the thumbnail. To unlock the image in Windows, right click on the file icon in the hard drive and select the properties option; uncheck the read-only attributes. In Macintosh, highlight the file icon in the hard drive and press command + i; uncheck the lock option in the dialog box.



2.15 RENAMING SINGLE FILES

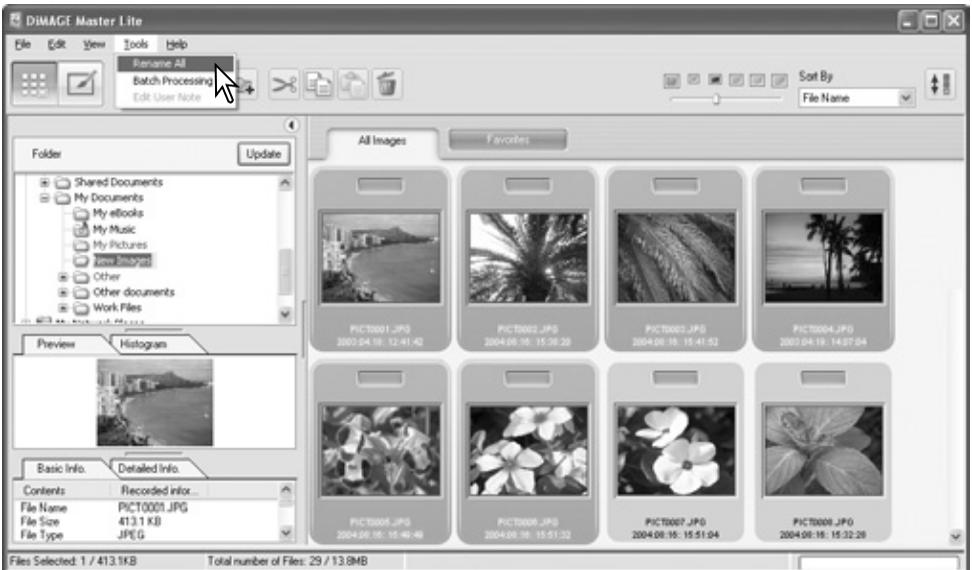
Single files can be renamed in the thumbnail and details displays. When rewriting file names, always include the original file extension.

Select the image. Click on the file name to activate the cursor. Use the keyboard to change the file name.



2.16 RENAMING MULTIPLE FILES

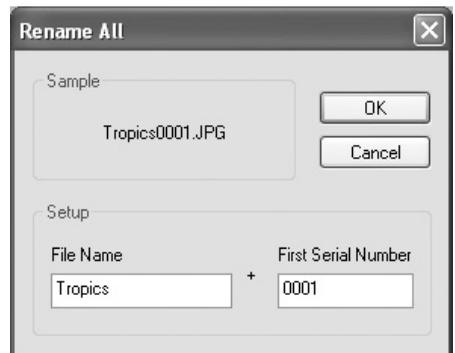
Multiple files can be renamed. See section 2.7 on how to select files.



After selecting the images to be renamed, select the rename-all option in the tool menu. The rename-all window opens.

In the rename-all window, enter the new file name and the first serial number. The first file name in the series is displayed in the sample area.

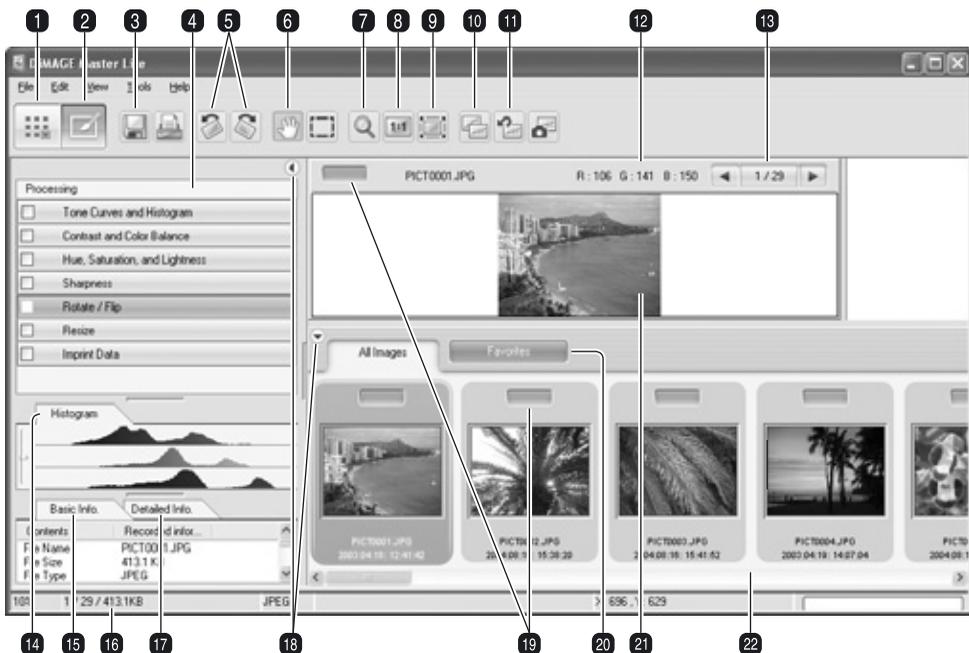
Click the OK button to change the file names of the selected images.



3.0 BASIC IMAGE PROCESSING

The section covers the basic operation of the Photofinisher. Images can be processed to improve them. For advanced Photofinisher functions, see section 7.0.

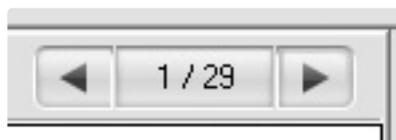
3.1 PHOTOFINISHER WINDOW



1. Organizer button (p. 8)
2. Photofinisher button
3. Save button (p. 28)
4. Photofinisher tool pane
5. Rotate buttons (p. 20)
6. Grab tool (p. 19)
7. Magnification tool (p. 19)
8. Actual-size button (p. 19)
9. Fit-to-window button (p. 19)
10. Comparison display button (p. 26)
11. Undo-all button (p. 26)
12. RGB display (p. 20)
13. Frame selector
14. Histogram tab (p. 9)
15. Basic-information tab (p. 9)
16. Status bar
17. Detailed-information tab (p. 9)
18. Hide/Show pane button (p. 9)
19. Favorites selector (p. 12)
20. Favorites tab (p. 12)
21. Preview display
22. Thumbnail display

The Organizer and Photofinisher buttons switch between the main software functions. The status bar gives information on operation.

The frame selector shows the number of the displayed image as well as the total number of images in the folder. Clicking the arrows displays the previous or next image.



3.2 IMAGE DISPLAY TOOLS

The tool bar contains tools to enlarge and scroll displayed images. Simply click on the appropriate button to activate the tool.



Fit to Window - click an image to select it and then the fit-to-window button, which resizes the image automatically to fit the display area.



Actual size - click an image to select it and then the actual-size button, which shows the image based on its pixel dimensions.



Grab - When an image is larger than the display area, the grab tool can scroll the image. Click the grab-tool button to select the tool; the cursor changes. Click and drag on the image to scroll.



Magnification tool - the display image can be enlarged or reduced. Click the magnification-tool button to select the tool; the cursor changes. Click on the image to enlarge. To reduce, hold down the alt (Windows) or option key (Macintosh) and click on the image. When the image has reached the magnification limit, the plus or minus sign in the magnifier icon disappears.



Enlarge

Reduce

The zoom option on the view menu controls the size of the display image. As well as the magnification tool's enlarge and reduce functions, fit-to-window, and actual-size functions, the menu can display the image at preset magnifications.

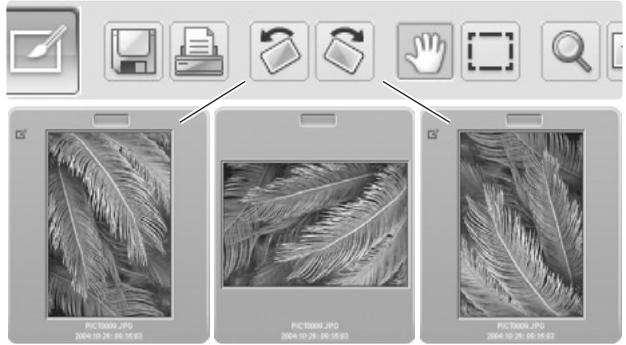


Master Notes

Tools can be selected using the keyboard. Press and hold the space bar to activate the grab tool. Press and hold the control key (Windows) or command key (Macintosh) to activate the magnification tool to enlarge an image. Press and hold the alt. key (Windows) or option key (Macintosh) to activate the magnification tool to reduce image size.

3.3 ROTATE IMAGES

The orientation of the displayed image can be changed with the rotate buttons on the tool bar or with the tools menu. Any changes to image orientation is applied to the selected thumbnail image(s). The rotate buttons rotate the thumbnail in 90° increments each time the buttons are clicked.



3.4 RGB DISPLAY

The RGB (red, green, blue) values for any point on the image can be displayed. Simply place the cursor on the image to display the information.



3.5 TONE PROCESSING

Automatic tone-curve processing can be applied to an image. Click the image thumbnail to display it in the preview area.

Click the tone-curves and histogram button to open the dialog box.

Select the appropriate processing from the tone-processing list box. The affect is visible in the preview image.

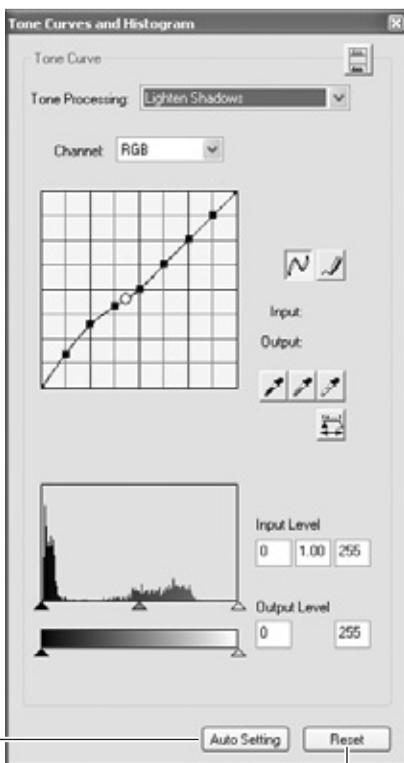
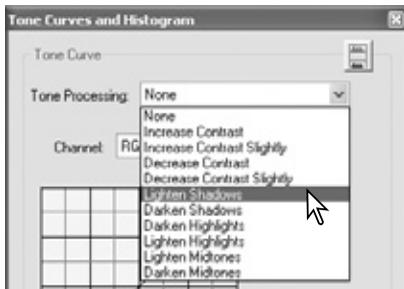
The selected processing is reflected on the tone curve. The curve can be adjusted further by clicking and dragging on the nodes. see section 7.2 for more on tone curves.

To cancel the tone processing, select the none option from the list box or click the reset button.

Click the close button to close the window. If a change is made, an indicator is shown on the tone-curves and histogram button. See Master notes on page 25.

Master Notes

The auto-setting button makes automatic tone-curve and histogram adjustments to the image. Adjustments to contrast and color are made. Simply click the button to see the results. Click the reset button to cancel the processing.

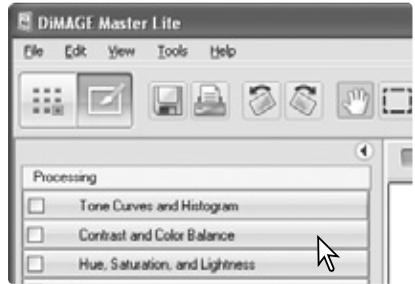


Reset button
Close button

3.6 CONTRAST & COLOR BALANCE

Contrast and color corrections can be applied to an image. Click the image thumbnail to display it in the preview area.

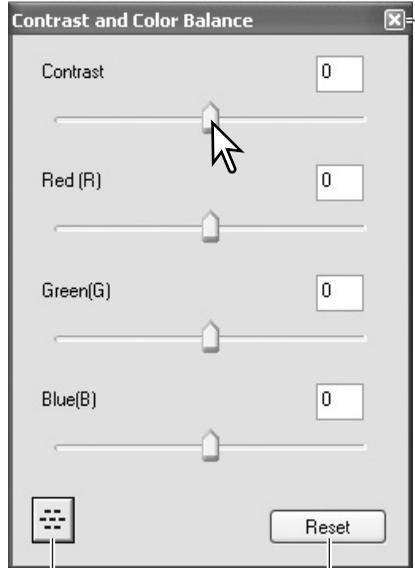
Click the contrast and color balance button to open the dialog box.



Click and drag on the sliders or enter a value in the text boxes to make adjustments: changes are applied to the preview image. For more on color, see section 3.7.

To cancel the changes click the reset button. Click the close button to close the window. If a change is made, an indicator is shown on the contrast and color balance button. See Master notes on page 25.

Click the variation button to open the variation palette, see below.



Variation button

Reset button
Close button

3.6.1 VARIATION PALETTE

The variation palette allows an image to be corrected by comparing it to other slightly corrected images surrounding it. This is an easy method to correct images for individuals who are inexperienced in image processing.

Click the variation button to display the palette.

Click the arrow next to the variation list box to select the image quality to be corrected: color balance or contrast. Each variation palette shows the current image in the center with corrected samples displayed around it.

Click the best image among the frames. The selected image becomes the new center surrounded by a set of new images; the change is applied to the preview image. This procedure can be repeated until the desired correction is obtained. Click the reset button to cancel all changes.

Click and drag the bottom right palette corner to resize. Sample images change accordingly.



The difference between the samples can be changed. Drag the correction-step slider, or enter a value into the text box to set the degree of correction between the samples. The initial setting is 10.



Click the close button to close the palette and apply any changes.

Checking the display-limit check box indicates with the complementary color when any of the image values exceed 0 (black limit) or 255 (white limit). For example, if the yellow channel exceeds those values, the area is displayed in blue.



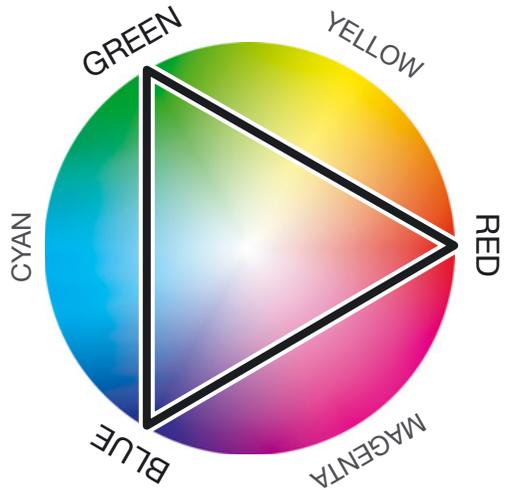
3.7 AN INTRODUCTION TO COLOR

In photography, red, green, and blue are the primary colors. The secondary colors, cyan, magenta, and yellow, are made from combining the primary colors: cyan = blue + green, magenta = blue + red, and yellow = red + green. The primary and secondary colors are grouped in complementary pairs: red and cyan, green and magenta, and blue and yellow.

Knowing the complementary colors is very important in color balancing. If the image has a specific color cast, either subtracting the color or adding its complementary color creates a natural looking image. For example, if the image is too red, decrease the amount of red; if the image is too yellow, increase the amount of blue.

Adding or subtracting equal parts of red, green, and blue has no effect on the color balance. However, it can change the overall image brightness and contrast. Usually, no more than two color channels are needed to color balance an image.

Color balancing is a skill that develops with practice. While the human eye is extremely sensitive in making comparative judgements, it is a poor tool when making absolute measurements of color. Initially, it can be very difficult to distinguish between blue and cyan, and red and magenta. However, adjusting the wrong color channel never improves an image; subtracting blue from an image that is too cyan creates a green cast.



3.8 HUE, SATURATION, & LIGHTNESS

Hue, saturation, and lightness corrections can be applied to an image. Click the image thumbnail to display it in the preview area.

Click the hue, saturation, and lightness button to open the dialog box.

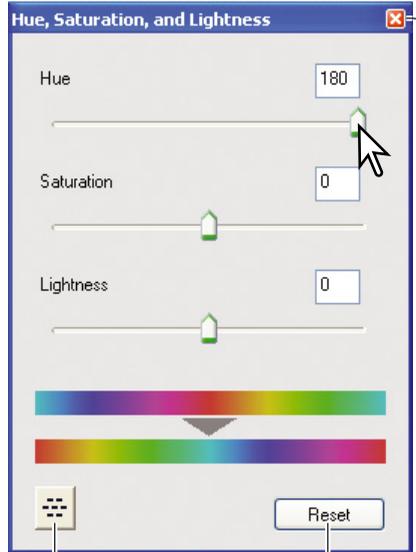


Click and drag on the sliders or enter a value in the text boxes to make corrections: changes are applied to the preview image. The hue slider rotates the colors in the image through the color space; the maximum position to the right (180°) is the same as the maximum position to the left (-180°).

Two color spaces are displayed at the bottom of the dialog box. The top bar indicates the color space of the original image. The bottom bar displays the relative changes to the color space.

To cancel the changes click the reset button. Click the close button to close the window. If a change is made, an indicator is shown on the hue, saturation, and lightness button.

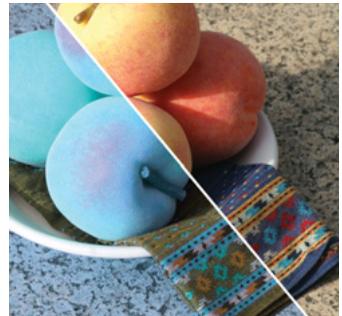
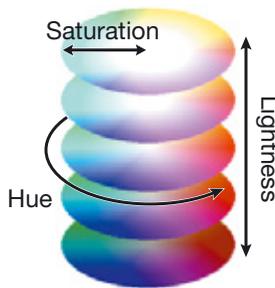
Click the variation button to open the variation palette, see the next section.



Variation button

Reset button
Close button

The hue, saturation and lightness controls adjust the image in reference to the HSL color model. Hue refers to each separate color in the model. Saturation is how vivid each colors is. Lightness describes how bright or dark a color is in the color space.



When changing hue, each color is assigned a new hue depending on the degree of rotation through the color space. In the example, the original image was rotated 180° through the color space.

3.8.1 VARIATION PALETTE

The variation palette allows an image to be corrected by comparing it to other slightly corrected images surrounding it. This is an easy method to correct images for individuals who are inexperienced in image processing.

Click the variation button in the hue, saturation, and lightness dialog box to display the palette.

Click the best image among the frames. The selected image becomes the new center surrounded by a set of new images; the change is applied to the preview image. This procedure can be repeated until the desired correction is obtained.

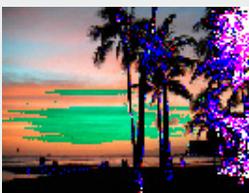


The difference between the samples can be changed. Drag the correction-step slider, or enter a value into the text box to set the degree of correction between the samples. The initial setting is 10.



Click the close button to close the palette and apply any changes.

Checking the display-limit check box indicates with the complementary color when any of the image values exceed 0 (black limit) or 255 (white limit). For



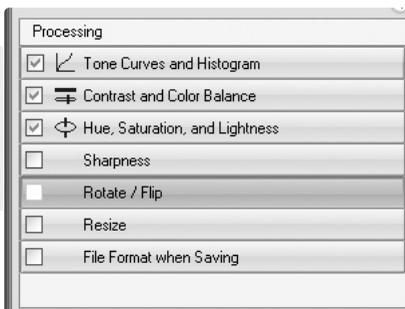
example, if the yellow channel exceeds those values, the area is displayed in blue.

Click to cancel all changes.

Click and drag to resize palette.

Master Notes

If any image-processing tool is used, an indicator is shown on the corresponding tool button. The check box allows the processing to be canceled or applied; the change is reflected in the preview image.



3.9 COMPARISON DISPLAY



Click the comparison display button to divide the preview display area in two. The original image data is on the left and the processed data is on the right. To display the processed image only, click the button again.



Original data

Processed data

Changes made with the display tools (p. 19) on one image is applied to the other. Using the fit-to-window button automatically resizes both images to fit the display area.

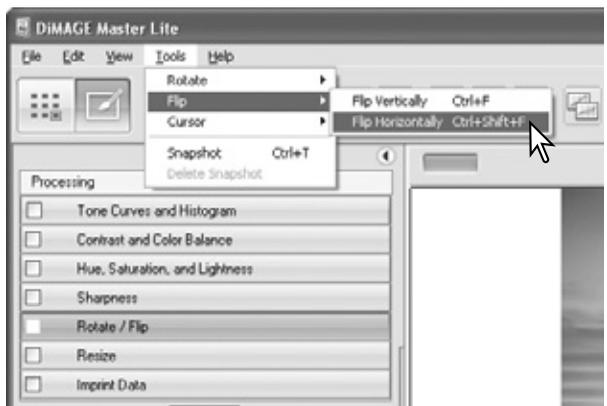
3.10 UNDOING IMAGE PROCESSING



Click the reset-all button to cancel all image processing applied to the displayed image.

3.11 FLIP

Select the appropriate flip option from the tools menu to flip the displayed image. The vertical option flips the image left to right. The horizontal option flips the image top to bottom.



3.12 RESIZE

An image can be resized. Click the image thumbnail to display it in the preview area.

Click the resize button to open the dialog box.

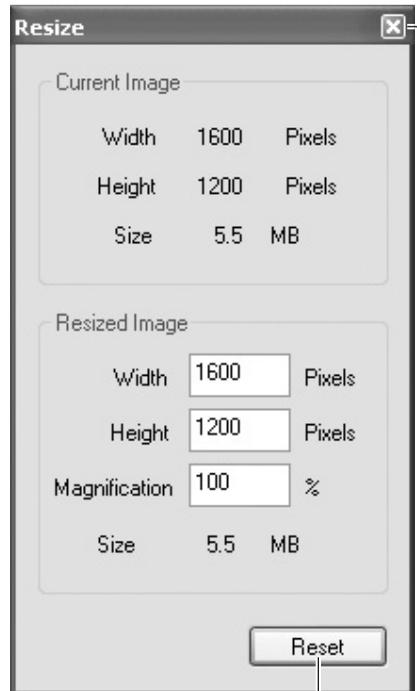
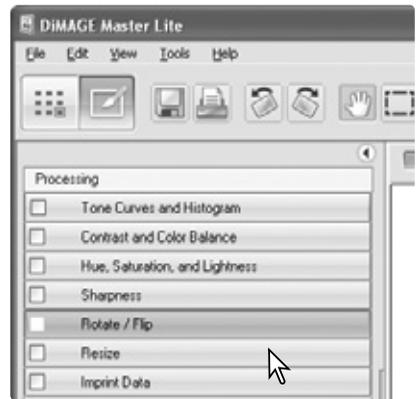
Enter the new width or height in the text boxes. Pixel dimensions must fall in the range of 90 to 3,500 pixels. The image can also be resized by a percentage of the original dimensions using the magnification field. Only one value needs to be entered, the other values adjust automatically to keep the image proportions unchanged.

Click the close button to set the new dimensions. The image is resized when it is saved or printed. The reset button cancels any changes.

If a change is made, it is shown with an indicator on the resize button. See Master notes on page 25.

Master Notes

Multiple files can be resized at one time using the batch-processing option in the tools menu in the Organizer. See section 6.3 for more information.



Reset button
Close button

3.13 SAVE

To save an image after applying processing, click the save button or select the save option from the file menu. The save command overwrites the original data. A confirmation screen appears before an images is saved. Click the yes button to save the file.



Save erases and replaces the original file data. To protect this data, use the save-as command to rename the file, see below.



3.14 SAVE AS

To save an image file under a new name or in a new file format, select the save-as option from the file menu. The operating system's save-as dialog box opens.

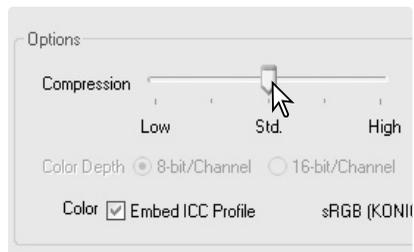
The save-as dialog box varies with the operating system. Refer to the operating system's help section for more information. The following should be specified:

- Specify the location to save the file.
- Enter the file name.
- Specify the file format of the image from the list box. The file does not need to be saved in the original file format.
- Embed color profile if appropriate. Unchecking the box deletes any embedded profile. Not available with all file formats.

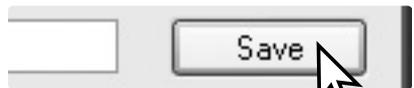


If JPEG is selected, the compression rate must be fixed using the slide bar in the option box. The higher the compression rate, the smaller the file size, and the lower the image quality.

If RAW data is saved as a TIFF file, the color depth must be specified between 8-bit per channel and 16-bit per channel.

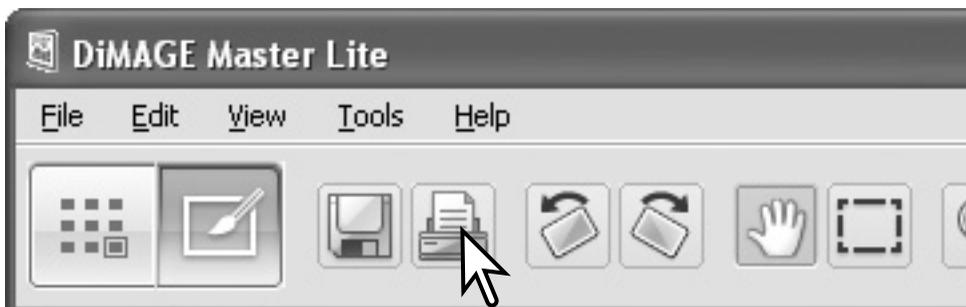


Click the save button to save the image.



4.0 PRINTING

The section covers the basic printing operation. Single or multiple images can be printed. The appearance of screens can vary with operating system and printer.



Simply click the print button to open the print dialog box. The print button is located in the Organizer and Photofinisher. The print dialog box can also be opened from the file menu.

Master Notes

The date and time of recording, file name, and user note can be imprinted into the image data. See section 7.10 for more information.

An area within an image can be selected for printing. See section 7.11 for more information.

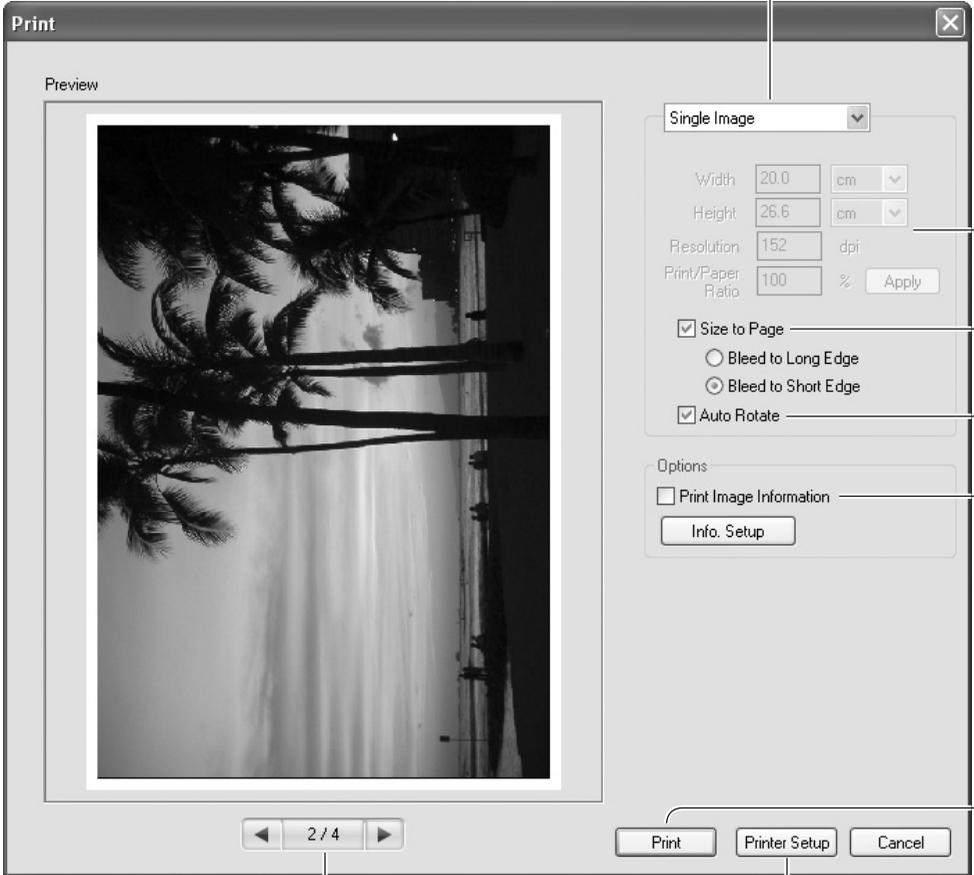
An index print of the images in a folder or in favorites can be made in the Organizer. See section 6.2.



4.1 PRINT - SINGLE

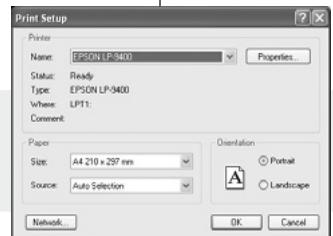
Select the image(s) to be printed and click the print button (p. 29). Use the print dialog box to set up the print parameters.

Select the single-image or multiple-image option from the list box depending on if a single image or multiple images are to be printed on each page. For information on multiple-image setup, see section 4.1.1.



Page / total number of pages - click the left/right buttons to show the next or previous page.

To access the dialog box for the printer. This screen varies with the operating system and printer. Refer to the operating system's help and the printer instruction manual.



4.1.1 PRINT - MULTIPLE

Select the image(s) to be printed and click the print button (p. 29). Use the print dialog box to set up the print parameters.

Select the single-image or multiple-image option from the list box depending on if a single image or multiple images are to be printed on each page. For information on single-image setup, see section 4.1.



Page / total number of pages - click the left/right buttons to show the next or previous page.

To access the dialog box for the printer. This screen varies with the operating system and printer. Refer to the operating system's help and the printer instruction manual.



Layout 1 x 2

Select the page layout from the layout list box; the setting is reflected in the print preview.

Auto Rotate

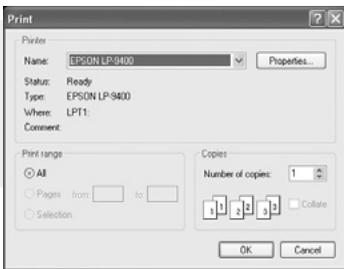
Auto rotate orients the images to best fit the page automatically; the print preview reflects the setting.



Click the check box to add information to the printout. Click the Info. setup button to select the information printed.

On the information-print-setup screen, click the appropriate check boxes. To make a user note, see section 6.4. Click the add-text check box and enter a comment in the text field below it. Click "OK" to complete the setup. Fonts can be selected and changed; click the font-setup or font-color buttons to open the appropriate dialog box.

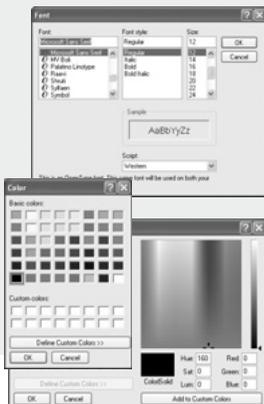
To open the font-setup and font-color dialog boxes, see Master notes below.



Click the print button to begin printing. The operating system's print dialog box opens before the document is sent to the printer; this screen varies with the operating system and printer. Refer to the operating system's help and the printer instruction manual.

Select the appropriate options from the print dialog box. Click the print button to start printing or the cancel button to close the window.

Master Notes



The font, font style, and point size can be specified with the font setup dialog box; click the button to open the box. The sample area reflects the settings. The script can be selected from the list box at the bottom. The fonts and scripts available vary with the computer system.

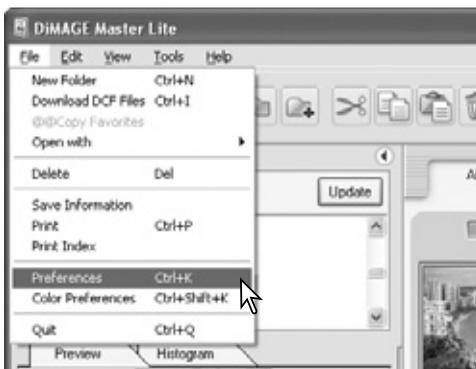
The text color can be specified with the font-color dialog box; click the button to open the box. This dialog box varies between operating systems. Refer to the operating system help for more information.

5.0 PREFERENCES

The preferences dialog box can customize the DiIMAGE Master Lite operation. The preferences dialog box can be opened from the Organizer and Photofinisher. Select the option from the file menu (Windows) or DiIMAGE Master Lite menu (Macintosh).

Master Notes

When using a Macintosh operating system, the DiIMAGE Master Lite menu opens the preferences and color preferences dialog boxes. The menu can also be used for opening other applications with the services option as well as hiding the DiIMAGE Master Lite or other windows.

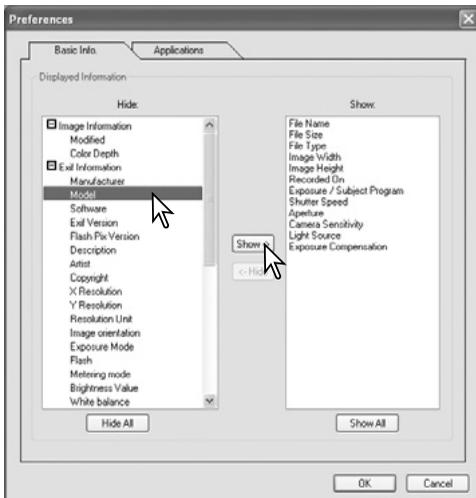


5.1 BASIC INFORMATION PREFERENCES

The information shown in the basic information tab in the Organizer and Photofinisher can be edited in the preferences dialog box. The preferences dialog box is opened from the file menu (Windows) or DiIMAGE Master Lite menu (Macintosh).

Click on an information heading to highlight it, then click the hide or show button to move it between the lists. The hide-all and show-all buttons move all headings from one list to another.

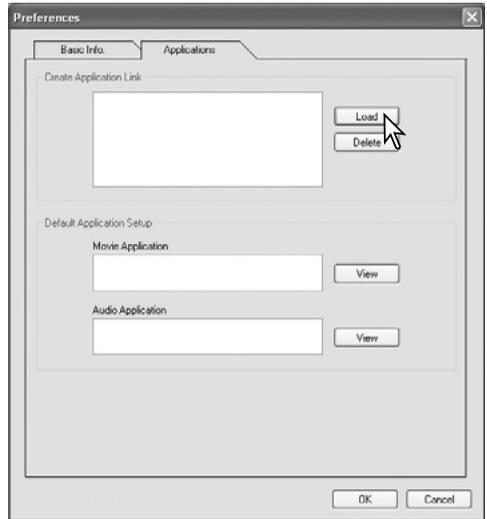
For more on the basic information tab, see section 2.4.



5.2 APPLICATION PREFERENCES

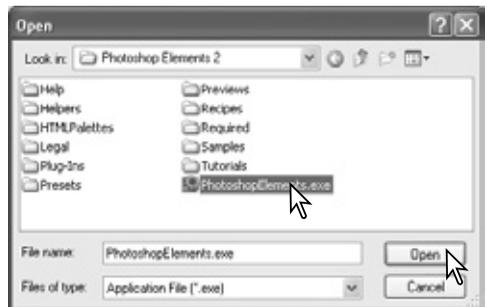
Files can be opened in other applications directly from the Organizer or Photofinisher. The preferences dialog box is opened from the file menu (Windows) or DiMAGE Master Lite menu (Macintosh).

To create a link to another image-processing application, click the load button.

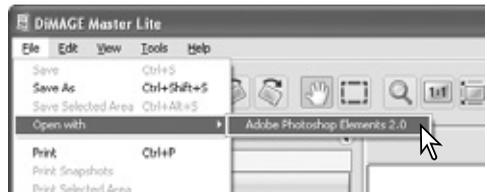


In the operating system's open dialog box, locate the application, select it, and click the open button to complete the operation. The application is displayed in the preferences dialog box.

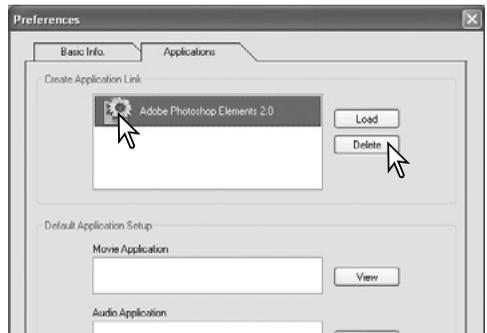
Links to multiple applications can be made.



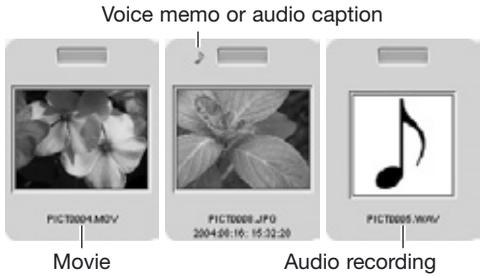
To open a single or multiple images in the linked application from the Organizer or Photofinisher, select the images from the thumbnail display and then select the application from the open-with option in the file menu.



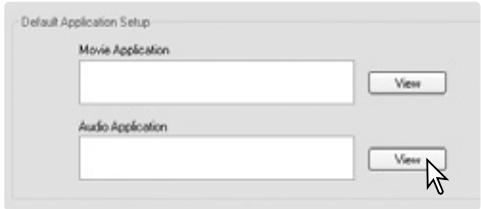
To delete a link, highlight the application in the preferences dialog box, and click the delete button.



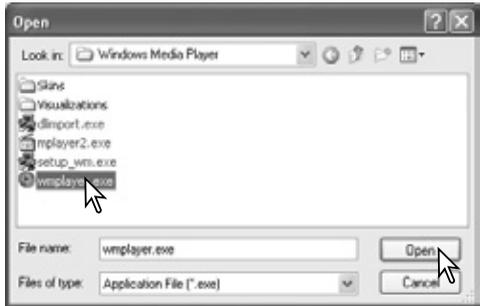
Some Konica Minolta cameras can record movie and audio files. Audio recordings, voice memos, and audio captions are indicated by an audio indicator. Movies use a .mov or .avi extension. QuickTime must be installed in the computer to view a thumbnail image of a movie file. The application to open these files must be specified in preferences.



Click a view button to locate the corresponding movie or audio application.



In the operating system's open dialog box, locate the application, select it, and click the open button to complete the operation.



The application is displayed in the preferences dialog box. Repeat the process to replace the current application.



To playback a movie or audio file, simply double click on the thumbnail. To playback an attached audio file, single click on the indicator next to the favorites selector. The selected application opens automatically.



6.0 ADVANCED ORGANIZER

The section covers advanced Organizer operation. See section 3 for information on the basic tools and functions.

6.1 SAVE IMAGE INFORMATION

Information on images can be saved. This data can be viewed in a spreadsheet application such as Microsoft Excel.

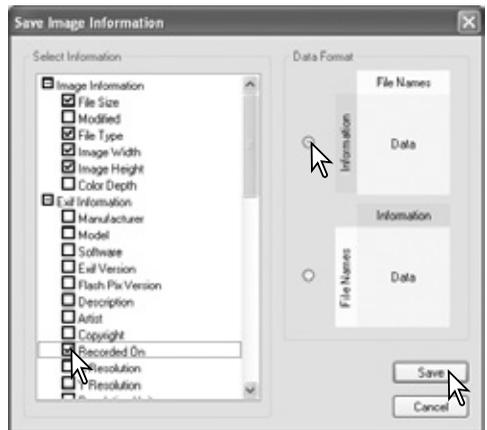
Select the images whose information is to be recorded and then select the save-information option from the file menu.



Select the type of information to be included by clicking on the check boxes next to the item in the select-information pane.

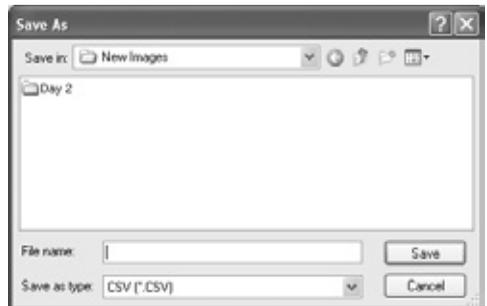
Click the appropriate radio button to specify the format of the compiled data.

Click the save button to continue.



In the operating system's save-as dialog box, specify the location and name of the file. Click the save button to complete the operation.

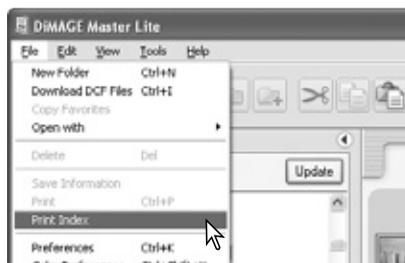
The document can be opened in a spreadsheet application the supports .CSV format files. Check the application's manual.



6.2 PRINT INDEX

Index prints or images in a folder or in favorites can be made in the Organizer.

Select the folder or the favorites tab and then select the print-index option from the file menu in the Organizer window. The print-index dialog box opens.



Print preview displays the images as well as the print options for title, page number, file name, and date of recording.

Title for each page.

Page number

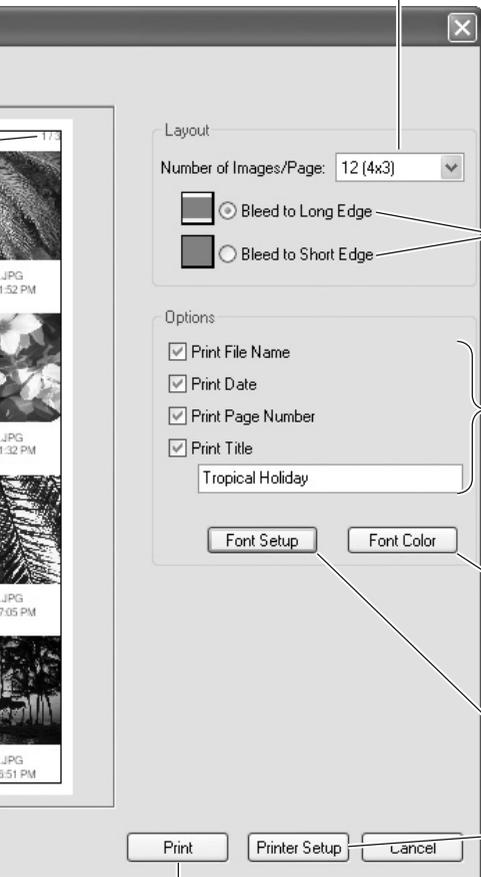
File name

Date and time of recording



Page / total number of pages - click the left/right buttons to show the next or previous index page.

Select the number of images per page from the list box. If the folder contains a large number of images, the preview display may take some time to show the new layout.



Select the appropriate option to justify the printing to the long or short dimension of the printed page.

To select the information printed on the index. Changes are reflected in the preview. Use the text box to enter the title.

To select the color of the text printed on the index. This dialog box varies with the operating system, see Master notes on page 33.

To select the text format on the index. For more on this dialog box, see Master notes on page 33.

To access the dialog box for the printer. This screen varies with the operating system and printer.



To print the index. The operating system's print dialog box opens before the document is sent to the printer; this screen varies with the operating system and printer.

Select the appropriate options from the index-print dialog box. Click the print button to start printing or the cancel button to close the window.

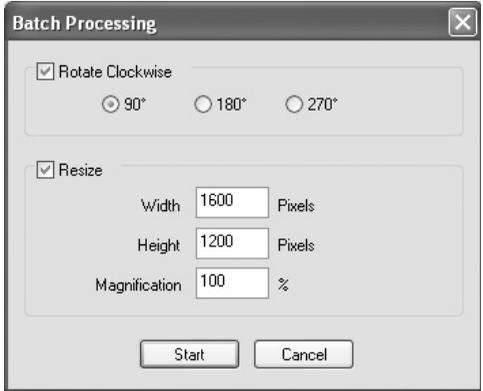
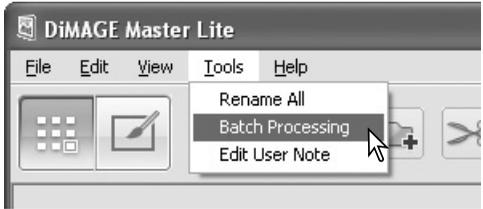
6.3 BATCH PROCESSING

Multiple images can be rotated and resized at one time and multiple RAW images can be converted to JPEG or TIFF files based on camera settings used during capture. Select the images to be processed and then select the batch-processing option from the tools menu.

Images can be rotated. Click the rotate-clockwise check box to activate the radio buttons. Each image in the batch will be rotated by the specified degree.

Images can be resized. Click the resize check box to activate the fields. Enter the new width or height in the text boxes between 90 and 3,500. The image can also be resized by a percentage of the original dimensions using the magnification field. Only one value needs to be entered, the other values adjust automatically to keep the image proportions unchanged.

Click the start button to begin processing. The select-folder dialog box opens.



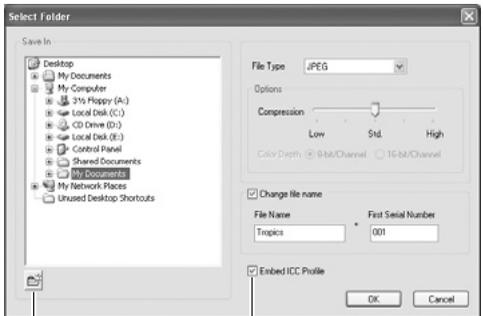
Master Notes

When resizing images in a batch, the pixel dimensions displayed are based on the first image in the batch. Any images with a different aspect ratio or orientation are resized to the width dimension; the height dimension changes to compensate for the proportions. To process image to approximately the same file size, the images in the batch should all have a horizontal or vertical orientation.

Select the destination folder from the folder tree. A new folder can be created with the new-folder button. Specify the file type from the list box. Select any available option below it. The compression rate for JPEG files can be set and RAW images can be saved as 8-bit or 16-bit TIFF files.

Click the change-file-name check box to make a new file name with serial number. Enter the name and number in the text boxes.

Click the OK button to begin batch processing.



New-folder button

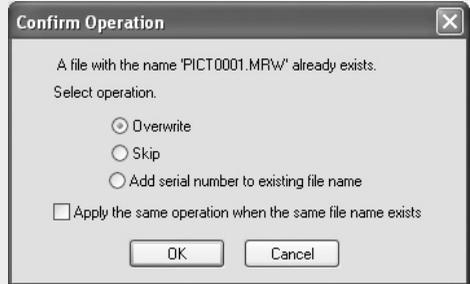
An ICC profile is embedded in the image. Unchecking the box removes any embedded profiles.

During a save operation, if a folder contains files with the same name as the ones being saved, the confirm operation dialog box opens. Three operations are available:

Overwrite - the old file is replaced with the new one erasing the original data.

Skip - the file is not saved and the batch processing continues. The file can be processed later.

Add serial number - the file serial number is extended with an extra digit to prevent overwriting the original file.



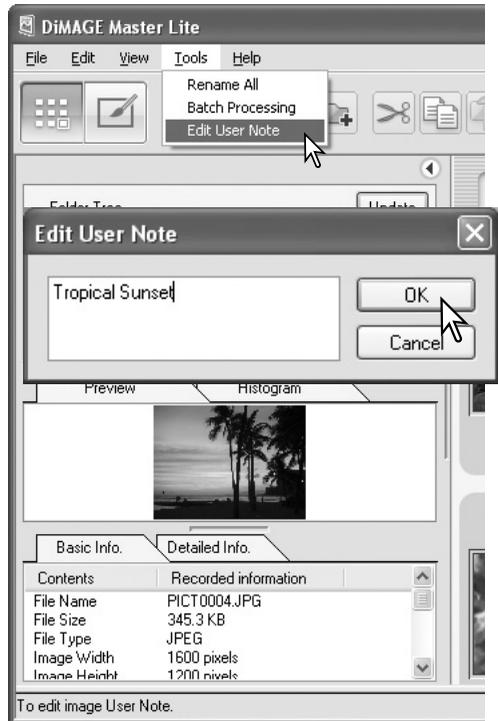
The apply check box repeats the selected operation if another file in the batch has a conflicting file name.

Click the OK button to continue. The cancel button stops the batch processing at that point.

6.4 EDIT USER NOTE

A user note can be added to an image. This note can be seen on the information thumbnail display (p. 10), in the information tabs (p. 9), and printed with an image (p. 30, 32). Exif 2.1 or later format images can have a user note.

Select the image(s). Choose the edit-user-note option from the tools menu to open the edit window. Enter the note and click the OK button to complete the operation.



6.5 SLIDE SHOW

The images in the all-images or favorites tab can be displayed automatically in the order specified by the sort-by list box.

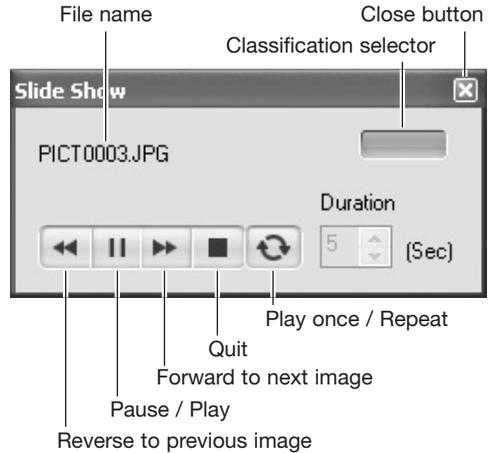
Click the appropriate tab. Select the slide-show option from the view menu.



The slide-show controller can pause, start, forward, reverse, repeat, and quit the slide show. When the slide show is paused, the duration each image is displayed can be specified; the duration does not include loading time, which depends on file size.

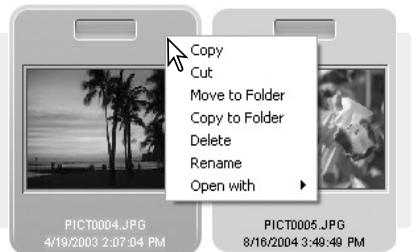
The favorites selector is active. Images can be added to or remove from favorites as they are displayed. For more on favorites, see section 2.8.

To hide the controller, right click (Windows) or press the control key and click (Macintosh) on the image and select the option. Press the escape key on the keyboard to exit the slide show.



Master Notes

Some commands and functions can be accessed with the mouse. Right click (Windows) or press the control key and click (Macintosh) on the thumbnail to display the options. The menu varies between the Organizer and Photofinisher as well as operating systems.

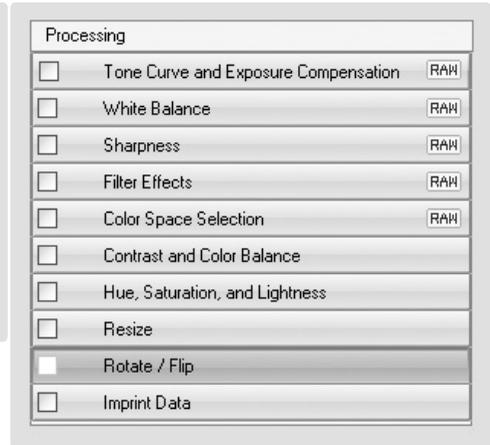
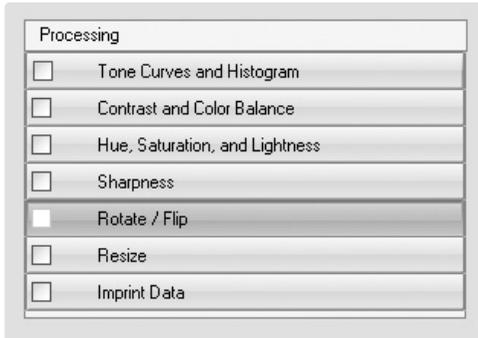


7.0 ADVANCED PHOTOFINISHER

The section covers advanced photofinisher operation including RAW processing. See section 4 for information on the basic tools and functions.

7.1 PROCESSING TOOLS

The processing tools available depends if the file type is RAW data or not. The thumbnails of RAW files are marked with an indicator. Simply click the tool buttons to open the palette. Rotate is located on the tool bar, see section 3.3. Flip is located on the tool menu.



Processing
Tone curve and histogram (exposure compensation - RAW only), p. 21, 44
White balance (RAW only), p. 50
Sharpness, p. 51
Filter effects (RAW only), p. 51
Color space selection (RAW only), p. 52
Contrast and color balance, p. 22
Hue, saturation, and lightness, p. 24
Resize, p. 27
Rotate / Flip, p. 20, 26
Imprint data, p. 53

Master Notes

The full version of DiIMAGE Master has dust-removal processing for digital SLRs. This processing uses a reference image to eliminate the affect of dust on the CCD from the captured image.

7.2 TONE CURVE AND HISTOGRAM

Tone Curve and Exposure Compensation (RAW) [Close button]

Exposure Compensation: [Slider from -2.0 to +2.0, value 0.0] — Exposure compensation slider and text box
 Exposure compensation is only available with RAW images.

Tone Curve [Color-histogram button]

Tone Processing: [None] — Tone-processing list box, see section 3.5.

Channel: [RGB] — Channel list box

[Freehand curve button] — Freehand curve button
 [Smooth curve button] — Smooth curve button

Input: [Tone curve] — Tone curve
 Output: [Tone curve]

[White, gray, and black-point buttons] — White, gray, and black-point buttons
 [Apply button] — Apply button

[Histogram] — Histogram

Input Level: [0] [1.00] [255] — Input shadow, gamma, and highlight text boxes
 Output Level: [0] [255] — Output shadow and highlight text boxes

[Input shadow and highlight sliders] — Input shadow and highlight sliders
 [Output shadow and highlight sliders] — Output shadow and highlight sliders

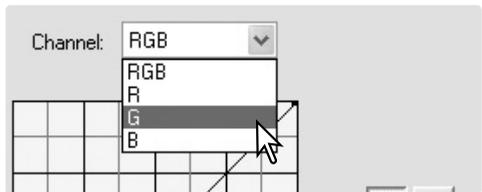
[Auto Setting] — Auto-setting button, see section 3.5.
 [Reset] — Reset button

Master Notes

When processing a RAW image with the tone curve and histogram palette, exposure compensation can be adjusted. Use the slider or enter an Ev value in the text box.

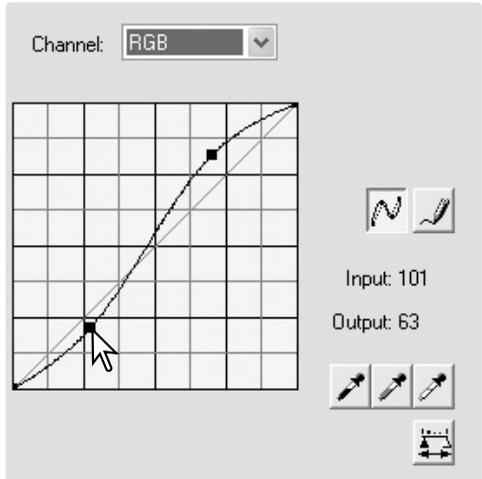


Click the arrow next to the channel list box to select the channel. To make adjustments to the color balance of the image, select the appropriate color channel. To adjust the contrast or brightness of the image without affecting the color, select the RGB channel.



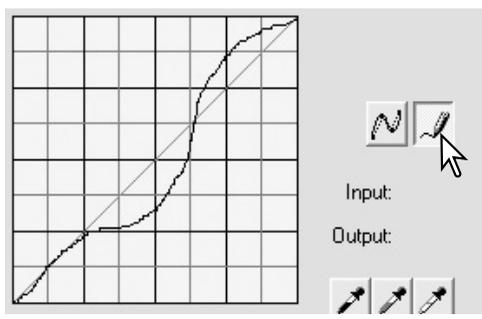
Place the mouse pointer over the tone curve. Click and drag the curve.

Each time the tone curve is clicked, a new node is attached. The nodes can be moved by clicking and dragging. The input and output levels of the node are displayed as it is moved. The input level (horizontal axis) refers to the original image, and the output level (vertical axis) refers to the new value in the adjusted image.



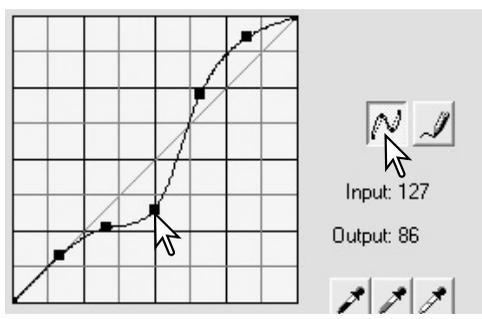
Any corrections made on the tone curve are immediately applied to the displayed image. By placing the mouse pointer on the image, the gray or color level of that point is indicated on the tone curve by a white circle.

To draw a tone curve, click the freehand-curve button. The mouse pointer changes to the pencil tool when placed in the tone-curve box.



Click and drag the pointer to draw a new curve. Extreme image manipulations are possible with the freehand curve tool.

To smooth a rough freehand curve, click the smooth-curve button. Nodes are automatically placed on the curve and can be adjusted with the mouse.



With extreme freehand curves, the smooth curve button may significantly change the shape of the curve. The reset button cancels all corrections in all channels.

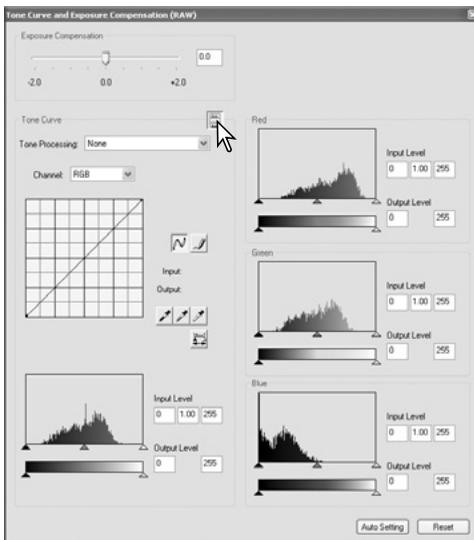
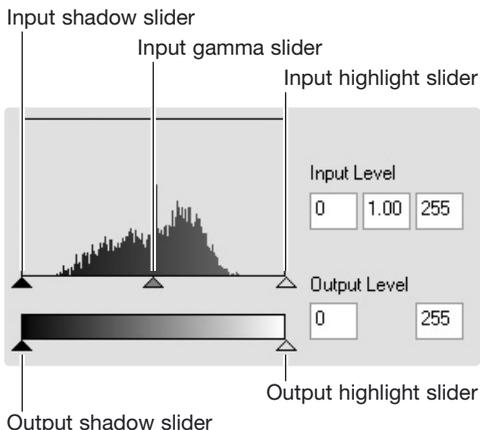
The histogram indicates the distribution of pixels with specific brightness and color values in the displayed image. Using the histogram can maximize the output of the image data. Changes made with the histogram are also displayed on the tone curve.

The highlight level, shadow level, and gamma can be set manually with the sliders under the histogram. These levels are displayed numerically to the right of the sliders and can be changed with the keyboard.

Gamma defines the mid-tones of the image. The input highlight slider sets the white level. All pixels to the right of the slider are set to 255 and any image detail they may contain is lost. The input shadow slider sets the black level. All pixels to the left of the slider are set to 0 and any image detail they may contain is lost.

The black and white output levels can be adjusted. By moving the output highlight and shadow sliders, the contrast of the image can be reduced.

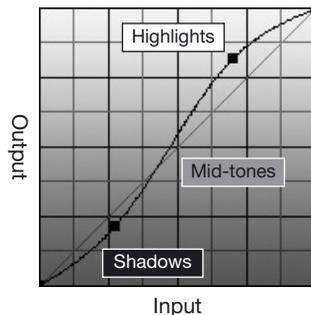
Click the color-histogram button to view the red, green, and blue histograms. Click the button again to hide the display.



7.3 TONE-CURVE PROCESSING GUIDE

The tone curve is a graphic representation of the brightness and color levels of the image. The bottom axis is the 256 levels of the original image (input data) from black to white. The vertical axis is the corrected image (output data) with the same scale from top to bottom.

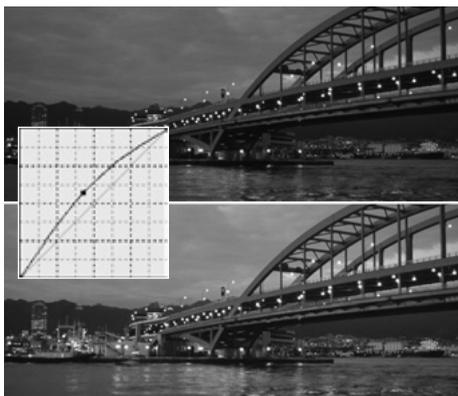
The bottom left portion of the graph represents the dark colors and shadow areas of the image. The middle section represents the mid-tones: skin, grass, blue sky. The top right section is the highlights: clouds, lights. Changing the tone curve can affect the brightness, contrast, and color of the image.



Changing brightness

This is a simple technique to make an image brighter.

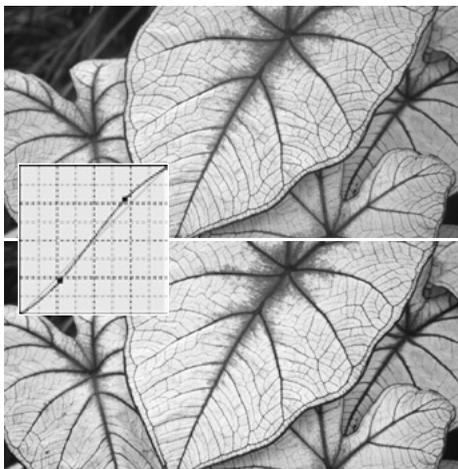
With the RGB channel selected, place the smooth-curve cursor on the center of the curve. Click and drag the curve up. Look at the displayed image to judge the result. The adjustment can be very small and still have a significant impact on the image. Moving the tone curve down makes the image darker.



Increasing contrast

The contrast of an image can be changed. The 45° line on the tone-curve graph represents the original contrast of the image. Making the angle of the tone curve greater than 45° increases the contrast. Making the angle less than 45° reduces contrast.

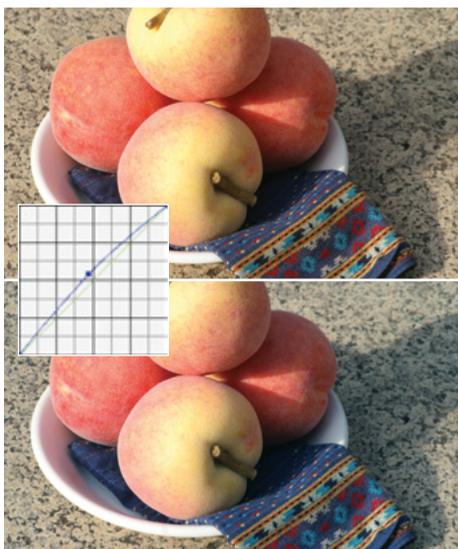
With the RGB channel selected, click on the tone curve near the top and bottom to add two nodes. Slightly move the top node up and the bottom node down. This increases the angle of the central portion of the tone curve and increases the contrast of the image without making an overall change in image brightness.



Correcting color

By selecting individual color channels on the tone curve, adjustments to the overall color of an image can be made. This can be used to eliminate unnatural color casts or add warmth to an image.

If the image is too red, green, or blue, simply drag the corresponding color-channel curve down until the color appears natural. If the color cast is predominantly one of the secondary colors, cyan, magenta, or yellow, move the curve of the complementary color up. For example, if the image is too yellow, move the blue curve up. For more on color, see section 3.7.



7.4 HISTOGRAM PROCESSING GUIDE

This guide shows simple corrections that can be made with a histogram. Unlike the tone curve, the histogram provides information on a specific image. This can be used to evaluate the image and make adjustments accordingly.

The pixel distribution in the histogram shows the entire tonal range of the image is not used. There is an absence pixels in the highlights.



By moving the highlight slider to the left to set the white level to where the pixel distribution begins, image contrast is improved.



The gamma slider can be used to change the relative distribution of the tones in the image. By moving the gamma slider to the left toward the shadows, the image becomes lighter. By moving the gamma slider in the opposite direction, the image becomes darker.



7.5 WHITE, BLACK, & GRAY-POINT PROCESSING

On the tone-curve / histogram palette, corrections can be made by specifying a white, black, and gray point within the image. When a dropper tool is placed over the image, the RGB display and tone curve show the value of that point. All changes are immediately reflected in the displayed image.



Sampled point

RGB display

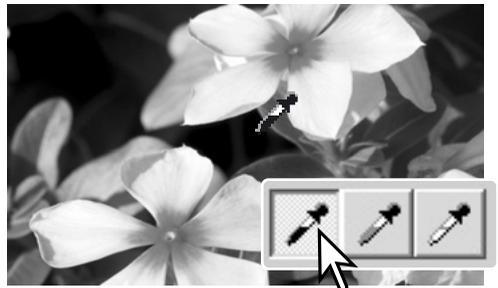
Click the white-point button; the mouse pointer changes to the white dropper tool.

With the dropper tool, click on the brightest neutral area of the image to define it as the white point. The values of the image are adjusted based on the selected point. The default level for the white point is 255 for each RGB channel.



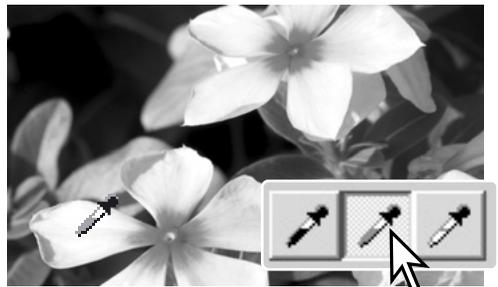
Click the black-point button.

With the dropper tool, click on the darkest neutral area of the image to define it as the black point. The values of the image are adjusted based on the selected point. The default level for the black point is 0 for each RGB channel.



Click the gray-point button. The gray point controls the color of the image.

With the dropper tool, click a neutral area of the image to be defined as the gray point. The area used to calibrate the gray point must be neutral. The brightness level of the area is not important, but if the area has a definite color, the color is not balanced correctly.



Click and hold the apply button to show the change on the histogram. To change the white and black point value, see the following section.

Click the reset button to cancel the processing.



7.5.1 WHITE AND BLACK-POINT VALUES

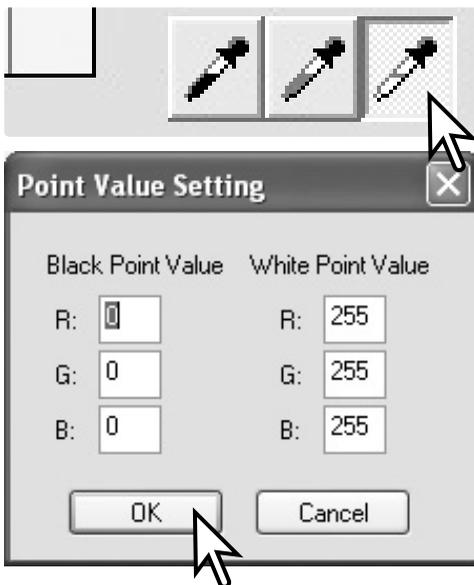
The white and black-point values are set to 255 and 0 for each RGB level. Changing these values allow the calibration of an image with no true white or black. This is an advanced image-processing tool.

Double-click on either the white-point or black-point button to activate the point-value-setting dialog box.

Input the new white-point or black-point values. Click the OK button.

With the point-value-setting dialog box open, the mouse pointer can be used to measure the color of any point on the displayed image.

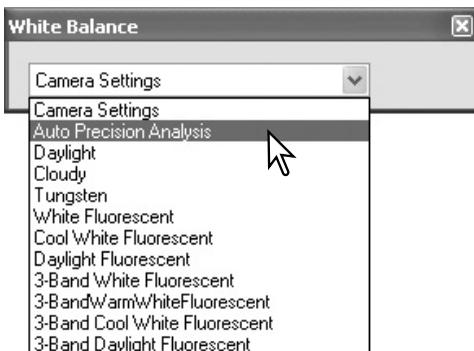
Calibrate the image following the steps in section 7.5: white, black, and gray point processing.



7.6 WHITE BALANCE (RAW ONLY)

White balance controls the overall color of the image. Adjust white balance before using the filter-effects palette so that image color can be judged accurately.

The list box automatically applies the camera white-balance setting used when the image was captured or balances it to a specific light source. The Auto Precision Analysis option automatically adjusts white balance.



Master Notes

The full version of DiIMAGE Master allows white balance to be calibrated with color temperature and CC index data collected with a color meter or using sampled neutral areas directly from the RAW image.

7.7 SHARPNESS

Basic sharpness processing can be applied to an image. Move the contrast slider among the soft, normal, and hard positions to change the degree of sharpness. Move the slider to the left most position in order to not apply any sharpness processing.

The affect of sharpness can be seen in the sample image. Click and drag on the sample to scroll it. Click the image-display-area-preview check box to see the affect in the Photofinisher display.



Master Notes

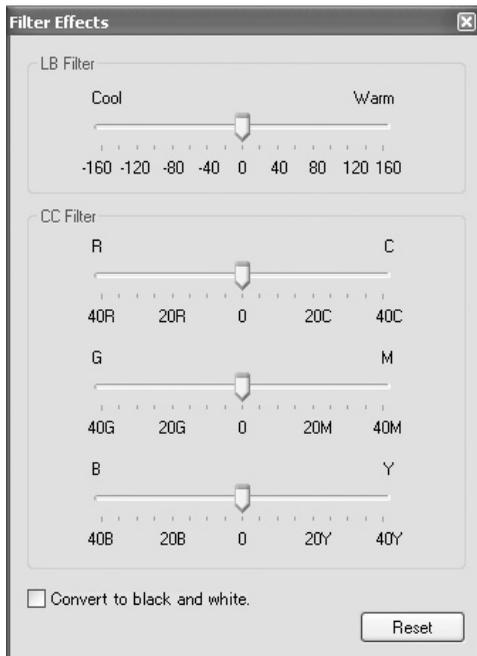
The full version of DiIMAGE Master allows sharpening with an unsharp mask for all image data as well as spatial frequency filtering for RAW images.

7.8 FILTER EFFECTS (RAW ONLY)

Filter effects specifies if the RAW image is to be color or black and white. The overall color of the image can be adjusted.

There are two sets of color slider: LB (Light Balancing) filter and CC (Color Compensating) filter controls. The LB filter scale is calibrated in mired. The CC filter sliders are for red/cyan, green/magenta, and blue/yellow adjustments. CC refers to optical density. 30CC has an optical density of 0.3 or 1.0Ev.

Click the check box at the bottom of the palette to convert the RAW data to black and white.



Master Notes

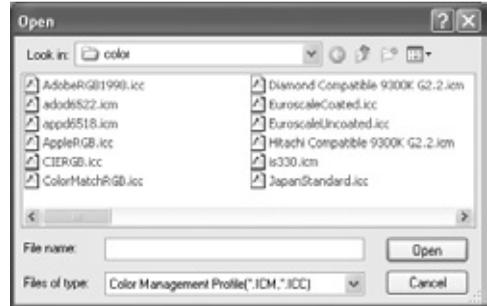
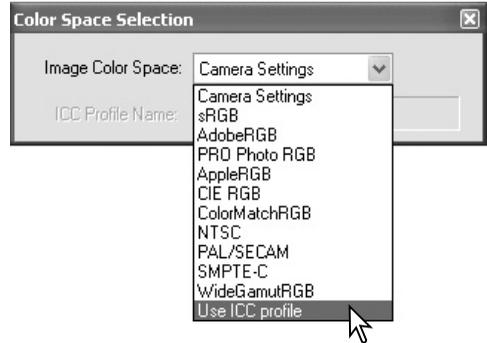
The full version of DiIMAGE Master can create toned black and white images as well as apply contrast filters to the black and white RAW data.

7.9 COLOR SPACE SELECTION (RAW ONLY)

Color space selection specifies the target color space for the RAW image when it is saved. Select the color space from the list box.

Ten standard color spaces are available. The camera-settings option employs the color space defined by the camera's color mode; see the camera's instruction manual.

To use a specific profile, select the use-ICC-profile option from the list box; the operating system's open dialog box opens. Locate and open the profile; the profile name is displayed in the color-space-selection dialog box.



Master Notes

sRGB - multi-media and internet standard.
Adobe RGB - graphic arts standard.
PRO Photo RGB - a Kodak standard.
Apple RGB - Apple display standard.
CIE RGB - specialized color space.

ColorMatch RGB - prepress standard.
NTSC - Japanese television standard.
PAL/SECAM - European television standard.
SMPTE-C - U.S. television standard.
Wide-gamut RGB - specialized color space.

7.10 IMPRINT DATA

The date and time of recording, file name, and user note can be imprinted into the image. To add a user note to an image, see section 6.4.

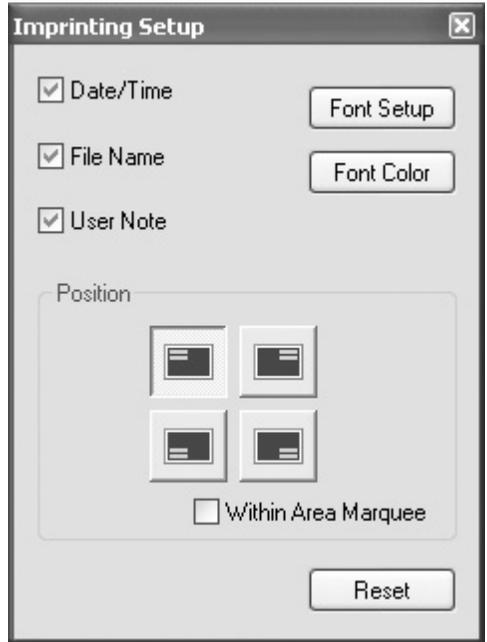
Select the information to be imprinted by checking the appropriate boxes.

Click the appropriate position button to select the corner to imprint the data. If the within-area-marquee check box is selected, the data appears inside the area marquee in the position selected. For more about the area marquee, see section 7.11.

The font-setup and font-color button allow the attributes of the imprinted text to be specified. See the Master notes on page 33 for more information.

The relative size of the imprinted data varies with image size. To cancel the imprinting function, click the reset button.

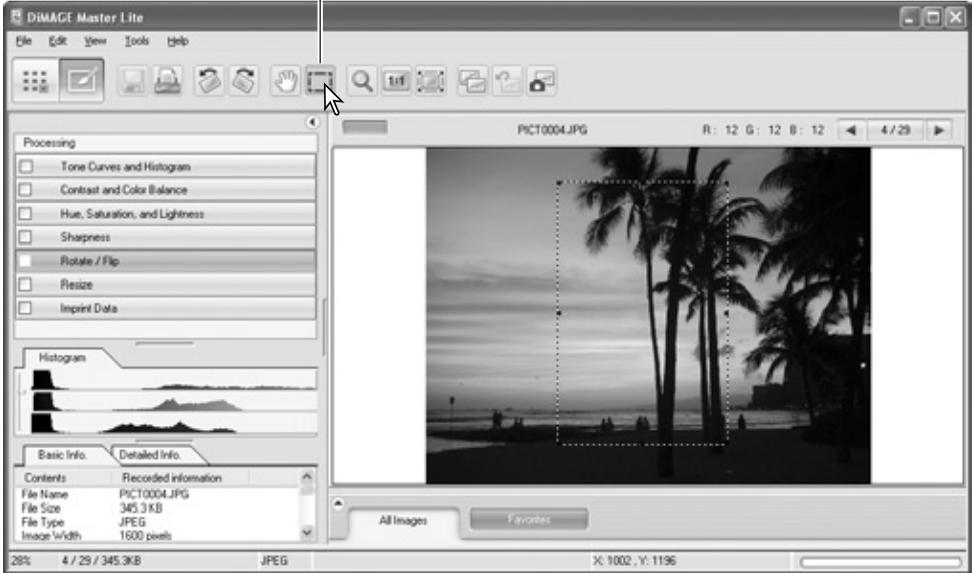
When the file is saved, the data is embedded into the image. Always rename the file to protect the original image data. RAW data cannot be saved as 16-bit TIFF files.



7.11 AREA MARQUEE

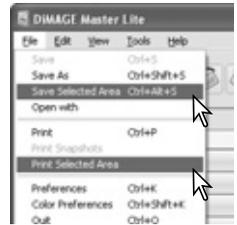
An area of an image can be selected and saved as a separate image file or printed. The marquee can also be used to specify the area used for data imprinting (p. 53). Click on the area-marquee button on the tool bar or select the area marquee from the cursor option of the tools menu.

Area-marquee button



Click and drag over the area of the image to be selected. The area-marquee tool creates a rectangle with a dashed border. The marquee can be moved by placing the cursor within the area and clicking and dragging. It can be resized by clicking and dragging on the borders.

Select the save-selected-area option or the print-selected-area option from the file menu.



When the print-selected-area option is chosen, the print dialog box opens. The selected area is seen in the preview display. See section 4 on how to make print settings.

When the save-selected-area option is chosen, the save-as dialog box opens. Enter the file name for the selected area, choose the file format, specify the location to which to save the file, and save the image, see section 3.14.

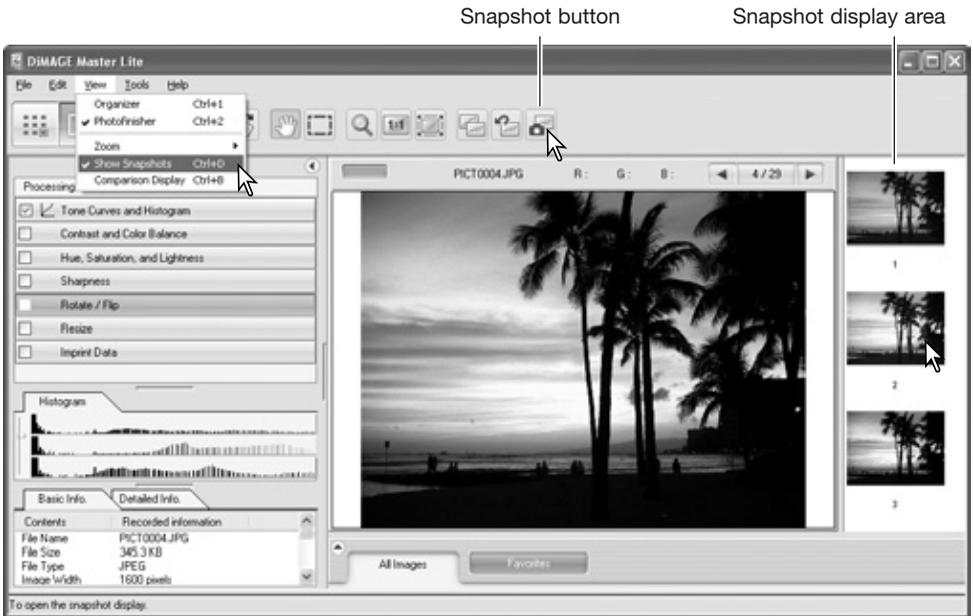
Master Notes

The copy-selected-area option on the edit menu, copies the data in the area marquee to the clipboard so it can be pasted in another application.



7.12 SNAPSHOT

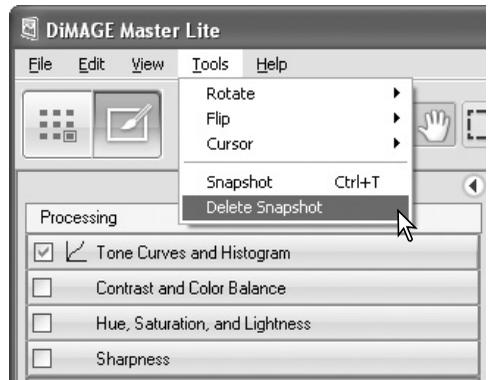
Image corrections can be stored temporarily as a thumbnail next to the displayed image. To open the snapshot display area, select the show-snapshots option from the view menu. Simply click the snapshot button on the tool bar or select the snapshot option from the tools menu to create a thumbnail with the current image processing.



To return to previous image-processing settings, click on the corresponding snapshot. The processing is applied to the displayed image. Up to 10 snapshots can be made depending on the computer memory available.

To delete a snapshot, click on the thumbnail and select the delete-thumbnail option from the tool menu or press the keyboard delete key.

Snapshots can be printed, see the following section.



7.12.1 PRINT SNAPSHOTS

The current snapshots can be printed. Select the print-snapshots option from the file menu to open the print-snapshots dialog box.



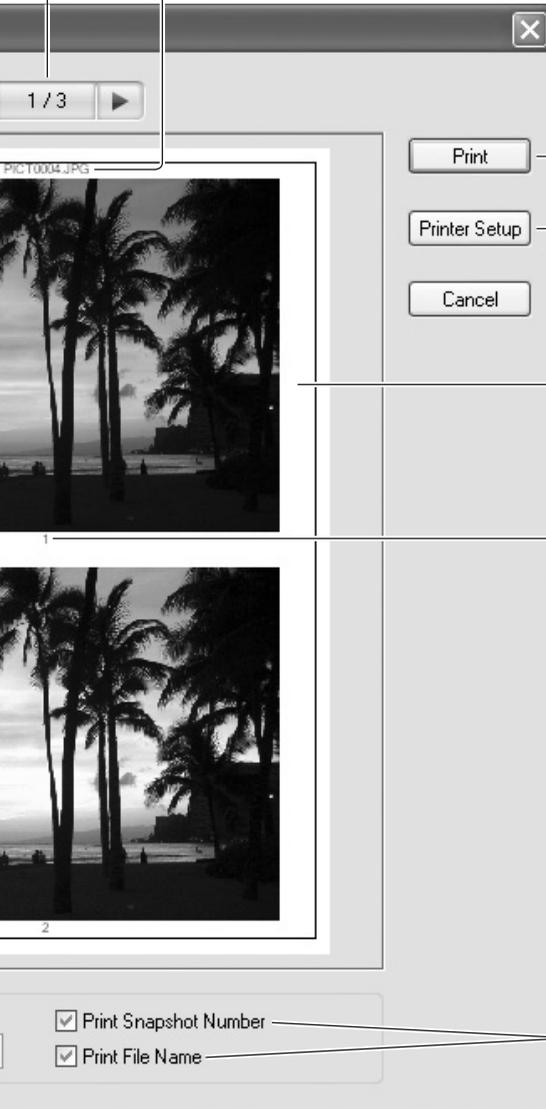
The snapshot pane shows the current snapshots. Uncheck the check boxes to remove them from the printing job.



Select the layout of the images per page from the list box.

Page / total number of pages - click the left/right buttons to show the next or previous page.

File name. Selected with options.



To print the snapshots. The operating system's print dialog box opens before the document is sent to the printer; this screen varies with the operating system and printer.



To access the dialog box for the printer. This screen varies with the operating system and printer.

Print preview displays the images as well as the print options for file name and snapshot number.

Snapshot number.

To select the information printed with the snapshots. Changes are reflected in the preview.

Select the appropriate options from the print-snapshots dialog box. Click the print button to start printing or the cancel button to close the window.

8.0 COLOR PREFERENCES

Specific monitor and printer ICC profiles can be used with DiIMAGE Master Lite. Select the color-preferences option from the file menu (Windows) or DiIMAGE Master Lite menu (Macintosh) to open the dialog box.



8.1 USING MONITOR ICC PROFILES

The computer system's monitor ICC profiles can be used with DiIMAGE Master Lite. Select the color-preferences option from the file menu to open the dialog box. In the dialog box, click the monitor-ICC-profile-name check box.

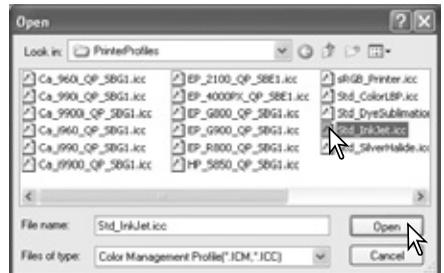
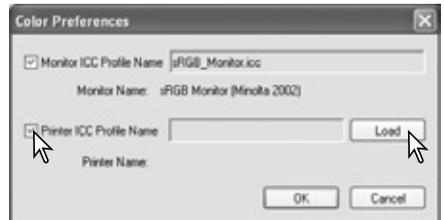
If the monitor ICC profile field is gray, the monitor profile has not been specified with the operating system. Refer to your operating system's manual or help on how to install monitor ICC profiles. For locations for specific profiles, see section 9.2. Generic monitor profiles are supplied with DiIMAGE Master Lite: Std_Monitor.icc for average monitors, sRGB_Monitor.icc for Windows sRGB monitors, and Apple_RGB_Monitor.icc for Apple monitors. See Master notes below for the profile location.



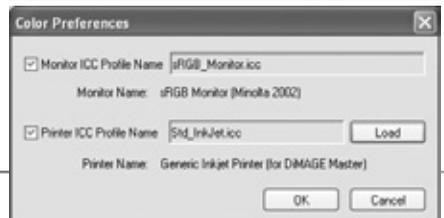
8.2 USING PRINTER ICC PROFILES

In the color-preferences dialog box, click the printer-ICC-profile-name check box. Click on the load button to display the open window.

Locate the ICC profile for the specific device. CMY or CMYK printer profiles cannot be used with DiIMAGE Master Lite. Click the open button to complete the operation.



When loaded correctly, the profile name is displayed. The profile can be temporarily disabled by clicking on the printer-ICC-profile-name check box.



Generic printer profiles are supplied with DiMAGE Master Lite. See Master notes below for the profile location.

Std_ColorLBP.icc	For color laser printers.
Std_DyeSublimation.icc	For dye-sublimation printers.
Std_InkJet.icc	For inkjet printers.
Std_SilverHalide.icc	For silver-halide dye-transfer printers.
sRGB_Printer.icc	For printers which use sRGB color space.

The following printer profiles are for use with Konica Minolta Inkjet Paper Professional Inkjet Photo Glossy Paper (North and Latin America) or Konica Minolta Inkjet Paper QP Professional Photo Paper Glossy (all other regions):

CA_960i_QP_SBG1.icc	For Canon 960i model printers.
CA_990i_QP_SBG1.icc	For Canon 990i model printers.
CA_9900i_QP_SBG1.icc	For Canon 9900i / 9950i model printers.
CA_i960_QP_SBG1.icc	For Canon i960 model printers.
CA_i990_QP_SBG1.icc	For Canon i990 model printers.
CA_i9900_QP_SBG1.icc	For Canon i9900 / i9950 model printers.
CA_iP7100_QP_SB1.icc	For Canon iP7100 model printers.
CA_iP8600_QP_SB1.icc	For Canon iP8600 model printers.
EP_2100_QP_SBG1.icc	For Epson Stylus Photo 2100 / 2200 model printers.
EP_4000PX_QP_SBG1.icc	For Epson PM-4000PX model printers.
EP_G5000_QP_SBG1.icc	For Epson PX-G5000 model printers.
EP_G800_QP_SBG1.icc	For Epson PM-G800 model printers.
EP_G820_QP_SBG1.icc	For Epson PM-G820 model printers.
EP_G900_QP_SBG1.icc	For Epson PX-G900 model printers.
EP_G920_QP_SBG1.icc	For Epson PX-G920 model printers.
EP_R800_QP_SBG1.icc	For Epson Stylus Photo R800 model printers.
HP_5850_QP_SBG1.icc	For HP Deskjet 5850 model printers.

The following settings need to be made in the printer setup dialog box, which can be accessed from the print dialog box:

For Canon models: set media type to “Photo paper pro,” color adjustment to “manual,” and print type to “none.”

For Epson models: in the advanced options, set paper & quality option to “premium glossy photo paper,” color management to “ICM,” and ICC/ICM profiles to “off.”

For HP models: set paper type to “hp premium plus photo paper, glossy,” print quality to “Best,” and hp digital photography contrast enhancement and digital flash to “off.”

For more information or ICC profiles for other printers, visit us at:
<http://konicaminolta.com/products/consumer/inkjet>

Master Notes

The Konica Minolta monitor profile and printer profile folders containing the supplied ICC profiles are in the following locations:

Windows XP: [Windows] > [System32] > [Spool] > [Drivers] > [Color] > [KonicaMinolta]

Windows 2000: [WINNT] > [System32] > [Spool] > [Drivers] > [Color] > [KonicaMinolta]

Windows 98, 98SE, Me: [Windows] > [System] > [Color] > [KonicaMinolta]

Mac OS X: [Library] > [ColorSync] > [Profiles] > [KonicaMinolta]

9.0 APPENDIX

9.1 UNINSTALLING DIMAGE MASTER LITE

Windows

Uninstall DiMAGE Master Lite using the add/remove programs or add/remove applications (XP) routine in the control panel. Afterwards, place the KonicaMinolta folder in the trash and empty it to complete the operation.

In Windows 2000 Professional and XP, the folder is located in:

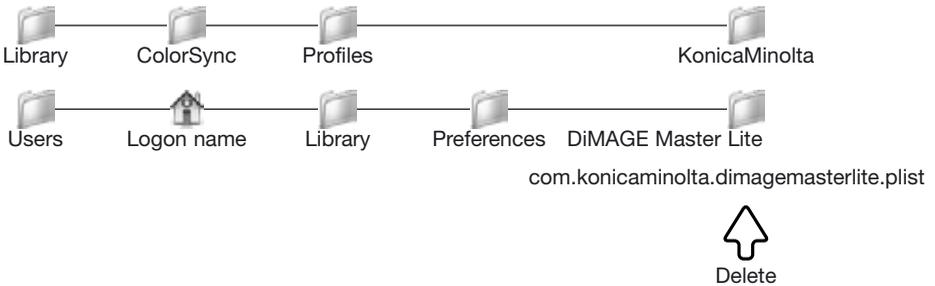
[Documents and Settings] > [Logon user] > [Application Data] > [KonicaMinolta].

In Windows 98, 98SE, and Me, the folder is located in:

[Windows] > [Application Data] > [KonicaMinolta].

Macintosh

As well as the DiMAGE Master Lite application folder, the following files and folders should also be deleted:



9.2 ICC PROFILE LOCATIONS

ICC profiles can be found in the following locations:

Windows XP:	[Windows] > [System32] > [Spool] > [Drivers] > [Color]
Windows 2000:	[WINNT] > [System32] > [Spool] > [Drivers] > [Color]
Windows 98, 98SE, Me:	[Windows] > [System] > [Color]
Mac OS X:	[Library] > [ColorSync] > [Profiles]

ICC profiles for a specific monitors or printers are available from the manufacturer. These may be downloaded from the manufacturer's web site. See the instruction manual of the specific device on how to install the ICC profile.

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Picture: Konica Minolta Photoworld Member Professor Claes Magnusson/Sweden



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