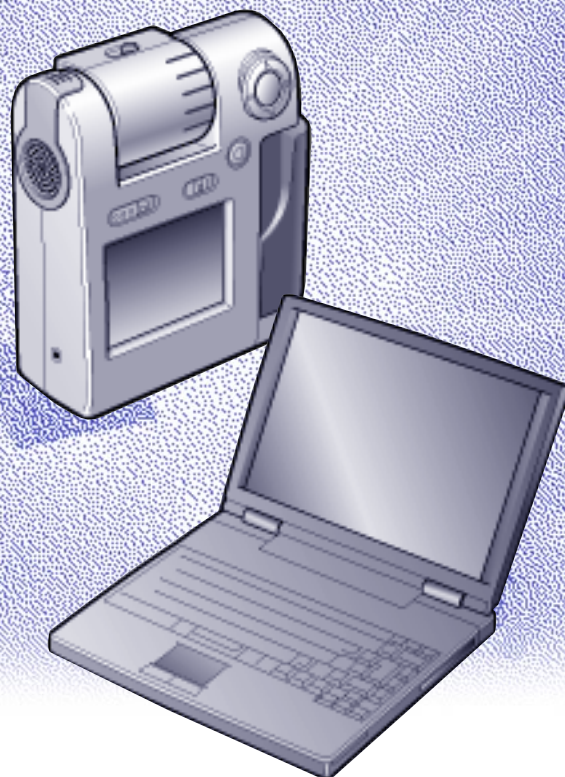


SHARP®

Integrated Digital Media Software for the VN-EZ1 MPEG-4 Digital Recorder

PixLab Integrated Digital Media Software



Please read this operation manual
carefully before using your software.

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INTRODUCTION

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PixLab includes the "PixLab Media Browser" for displaying thumbnails of movies and still images taken with the VN-EZ1, software for attaching image files to e-mail messages from the PixLab Media Browser and software for simple editing of movies. This software can be launched and used as necessary.



PixLab is an application for managing image files taken on the VN-EZ1 on the computer.

The files must be converted using the "Bit Rate Adapter" in order to use such Sharp media tools as the software for creating HTML document.

PixLab offers the features described below.

▶ PixLab Media Browser

- Thumbnails of movies with sound and still pictures stored on a SmartMedia card can easily be displayed.
- Movies with sound and still images stored on a SmartMedia card can be copied to and viewed on a computer.
- Thumbnails of movies with sound and still pictures stored on the hard disk can be created and displayed as lists.
- Software operation is similar to Windows Explorer, so the software is easy to operate even for those using it for the first time.



Images can also be loaded via a TWAIN driver. For details, refer to "IF YOU USE A TWAIN DRIVER" (page 40).

▶ Bit Rate Adapter

- The Bit Rate Adapter enables image files playable with the Windows Media Player (ASF, AVI, MOV, MPG, etc.) to be used with the ASF Extractor and other Sharp media tools.
- Files converted with the Bit Rate Adapter are stored in ASF.

▶ HTML Creator

- HTML document is created automatically.
- The background design and layout can be selected to combine HTML document with image files.
- Web pages can be made using the created HTML files.

▶ ASF Extractor

- The desired portion of movie files can be specified and cut out.

▶ ASB to ASF Converter

- Movies (ASB files) divided and edited on the VN-EZ1 can be converted into ASF files so they can be played with the Windows Media Player.

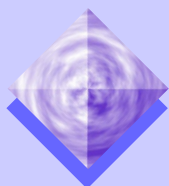
- The "Readme.txt" file on the root directory of the "PixLab Media Browser Installation CD-ROM" includes important new information that could not be included in this on-line manual.

The "Readme.txt" file can be read using the "Notepad" program provided with Windows. For instructions on using "Notepad", refer to the Windows operating instructions.

This on-line manual is written for users who already understand how to use Microsoft Windows and the mouse.

Should you have any questions on operating Windows or the mouse, refer to the Windows on-line manual, instruction manual, etc.

- The descriptions in this on-line manual may not correspond exactly to your computer's environment.



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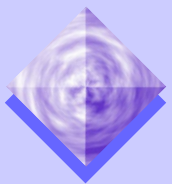
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USING SMARTMEDIA

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With PixLab, movies and still images stored on a SmartMedia card can easily be copied to and viewed on your computer. Below is a description of how to load the SmartMedia card onto the computer.

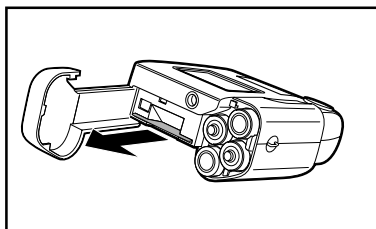


- The explanations in this manual presume that you are using the VN-EZ1.
- For instructions on loading models not described here, refer to the respective model's operating instructions.
- A driver for the floppy disk adapter for your computer must be pre-installed.
For details, refer to your floppy disk adapter's operating instructions.

► Using the Floppy Disk Adapter (FlashPath)

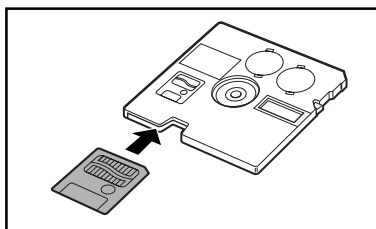
1 Remove the SmartMedia card from the VN-EZ1.

When doing so, be careful not to drop the battery.



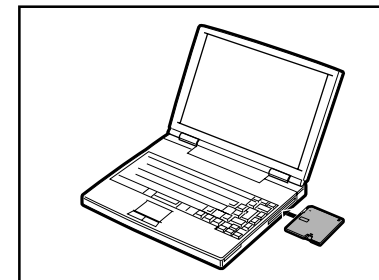
2 Load the SmartMedia card with its contact surface facing the opposite side of the FlashPath's metal surface.

Check that the SmartMedia card is in the direction indicated on the diagram on the adapter, then insert it fully to the rear.



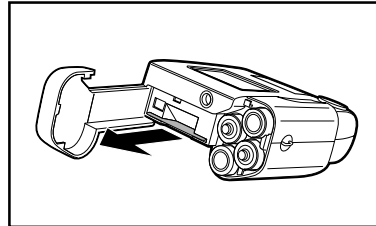
- notice**
- The SmartMedia card will not operate if it is not completely inserted.
 - The SmartMedia card will not operate if it is inserted upside-down.
 - Use a 3.3V SmartMedia.

3 Load the floppy disk adapter into the computer's floppy disk drive.

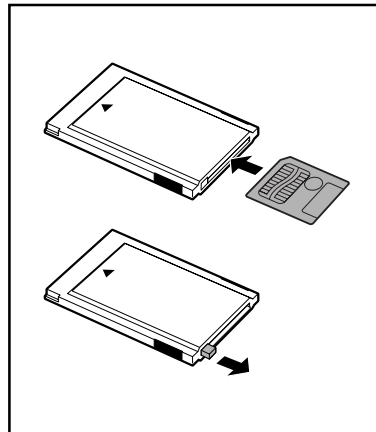


► Using a PC Card Adapter

- 1 Remove the SmartMedia card from the VN-EZ1.
When doing so, be careful not to drop the battery.

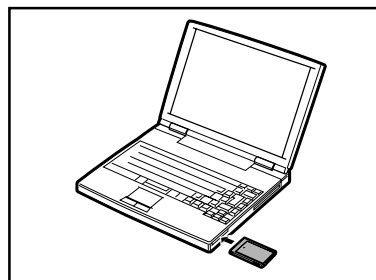


- 2 Insert the SmartMedia card properly into the adapter, as shown on the diagram.
Insert with the ▲ mark on the adapter and the contact surface of the SmartMedia card on the top.
The eject button pops out.



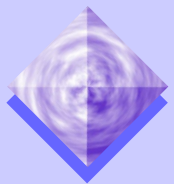
- notice**
- The SmartMedia card will not operate if it is not completely inserted.
 - The SmartMedia card will not operate if it is inserted upside-down.

- 3 Insert the PC card adapter into the computer's PC card slot.



► Copyrights

- The "Readme.txt" file on the root directory of the "PixLab Media Browser Installation CD-ROM" includes important new information that could not be included in this on-line manual.
- Microsoft and Windows are registered trademarks or trademarks of Microsoft Corporation in the United States and other countries.
- DirectX is a trademark of Microsoft Corporation of the United States and is copyrighted.
- Acrobat and Acrobat Reader are registered trademarks or trademarks of Adobe Systems Incorporated.
- SmartMedia is a trademark of Toshiba Corporation.
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- The contents of the on-line manual and installation guide have been prepared with care. If, however, you should have any doubts or notice any errors, please contact SHARP Corporation.
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- Please note that SHARP Corporation will accept no responsibility for damages, loss of income or claims by third parties resulting from the use of this software.
- Please note that the specifications of this software and the contents of the on-line manual and installation guide are subject to change without prior notice.
- Operation may be slow depending on the computer's operating environment and processing capabilities.
- The descriptions in this on-line manual may not correspond exactly to your computer's environment.
- Images or recordings you make on the MPEG-4 digital recorder may be used for your personal enjoyment only. They may not be used without the permission of the copyright holder per copyright laws. Also note that the use of certain performances, shows, exhibitions, etc., though intended for personal enjoyment, may be restricted.
- The software is based on modules developed by the Independent JPEG Group.



PLAYING MOVIES, SOUND AND VIEWING STILL IMAGES

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This section describes the basic use of PixLab.

PixLab is basically used in the following ways:

- Launching Microsoft Windows Media Player and playing movies and sound
- Launching the PixLab Viewer and viewing still images

▶ Preparations

Launching the PixLab Media Browser

- 1 Double-click on the shortcut on the desktop.
The PixLab Media Browser starts up.



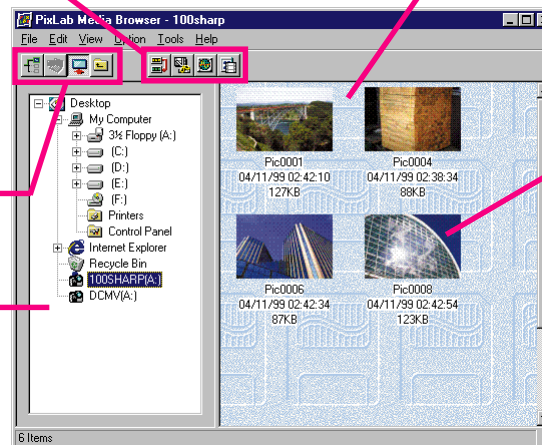
Tool buttons

The tool buttons are displayed by selecting "Tool Selection..." from the "Option" menu and putting check marks next to the various media tools.

Select TWAIN Source.../Acquire Images/Thumbnails/Move up

Tree view control area

This area is used to store images loaded from the VN-EZ1 and to specify the folder to be displayed on the screen.





The PixLab Media Browser can also be launched by clicking the "Start" button, then selecting "PixLab Media Browser" from "Program" then "PixLab Media Browser". If the program folder in which the PixLab Media Browser is installed was changed upon installation (pages 7 to 12 in the included installation guide), select the program folder set upon installation following the same procedure described here to launch the PixLab Media Browser.

List display area

Thumbnails of the first images of the movies/still images in the currently set folder are displayed here.

If the thumbnail cannot be displayed (for sound files, for example), that file's name and icon are displayed.

Thumbnails of movies taken on the VN-EZ1 and movies converted with the Bit Rate Adapter are indicated with the  mark.

Other movie thumbnails are indicated with the  mark.

Thumbnails

Thumbnails are reduced versions of images in the folder specified on the tree view.

A setting is necessary in order to display thumbnails. For details, refer to "Display Operations" (page 20).



The desktop folder is selected when the PixLab Media Browser is first launched.

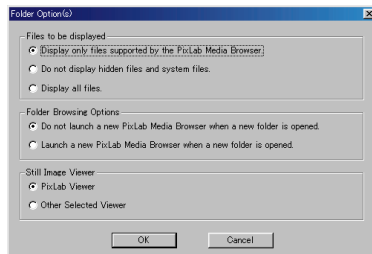
No thumbnails are displayed (only icons are displayed) if there are none of the following types of files on the desktop:

JPEG, BMP, ASF, AVI, MPEG, MOV

For details on file types, refer to "FILE TYPES" (page 39).

► Display Settings

- 1 Select "Folder Option(s)..." from the "View" menu.



Files to be displayed

● Display only files supported by the PixLab Media Browser.

Images of the following file types are displayed: .asf, .asb, .avi, .wav, .jpg, .jpeg, .bmp, .htm, .html, .mpeg, .mov

● Do not display hidden files and system files.

Hidden files and system files are not displayed.

● Display all files.

Display all the files in the folder.

Folder Browsing Options

● Do not launch a new PixLab Media Browser when a new folder is opened.

No new PixLab window is opened when another folder is opened.

● Launch a new PixLab Media Browser when a new folder is opened.

A new PixLab window is opened when another folder is opened.

Still Image Viewer

● PixLab Viewer

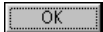
The PixLab Viewer is launched when you double-click on a thumbnail displayed in the list display area.

● Other Selected viewer

The associated Windows application ("Paint", etc.) is launched when you double-click on a thumbnail displayed in the list display area.

- 2 Set "Files to be displayed", "Folder Browsing Option's" and "Still Image Viewer"

Click the  mark of the various items to select them.

Once the necessary items are selected, click the  button.

► Playing Movies

Use the following procedure to play movie files stored on a SmartMedia card or on the hard disk.

- 1 Load the SmartMedia card in the computer as described in "US-ING SMARTMEDIA" (page 5).

- 2 Use the tree view to display the folder in which the file to be played is stored.

When using the VN-EZ1, select the folder indicated "DCMV(A:)".

- 3 In the list display area, double-click on the thumbnail (or icon) of the movie you want to play.

The Windows Media Player is launched and the movie is played.



- For instructions on using the Windows Media Player, refer to the Windows Media Player's help file.
- The window may differ according to the version, language and settings.

► Displaying Still images

- 1 Load the SmartMedia card in the computer as described in "US-ING SMARTMEDIA" (page 5).

- 2 Use the tree view to display the folder in which the image to be displayed is stored. When using the VN-EZ1, select the folder indicated "100SHARP(A:)".
- 3 In the list display area, double-click on the thumbnail of the picture you want to display.
The specified viewer is launched and the picture is displayed in actual size.



For instructions on using the PixLab Viewer, refer to "USING THE PIXLAB VIEWER" (page 23).

▶ Launching the PixLab Media Browser and Acquiring Movies/Still images Taken on the VN-EZ1 onto the Computer



Still images can also be loaded onto the computer using a TWAIN driver.
For details, refer to "IF YOU USE A TWAIN DRIVER" (page 40).

There are two ways to load images stored on a SmartMedia card onto the computer.


- A. Copy & paste
- B. Drag & drop

Steps 1 to 3 and 8 are the same for both these methods. Steps 4 to 7 differ.

Preparations

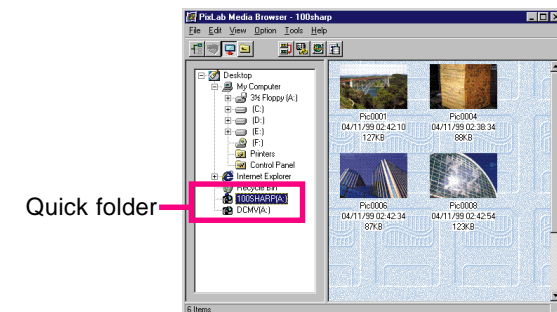
- 1 Load the SmartMedia card in the computer as described in "USING SMARTMEDIA" (page 5).
- 2 Launch the PixLab Media Browser.
 - A quick folder is displayed in the tree view control area. For a description of quick folders, refer to "Quick folder" (page 21).
 - For a description of the startup window, see page 7.

Selecting the picture

- 3 Use the tree view to open the Quick folder (the folder indicated with the  mark) on the desktop.
The tree view is operated much like Windows Explorer.
For details on operation, refer to the Windows on-line help manual.



To load the picture in a new folder, select "New folder" from the "File" menu in the PixLab Media Browser.

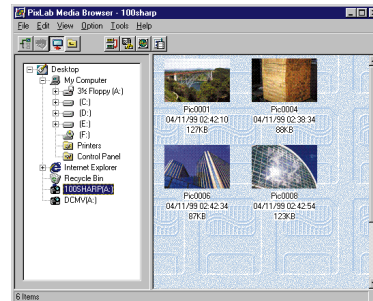


From here on, the procedure differs according to the method being used.

A. Acquire pictures using copy & paste

- 4 In the list display area, click on the thumbnail (or icon) of the picture you wish to load.
- 5 Select "Copy" from the "Edit" menu to copy the image.
 - You can also select "Copy" from the right click menu.
 - Images can also be copied by pressing the "C" key while pressing the "Ctrl" key on the keyboard.

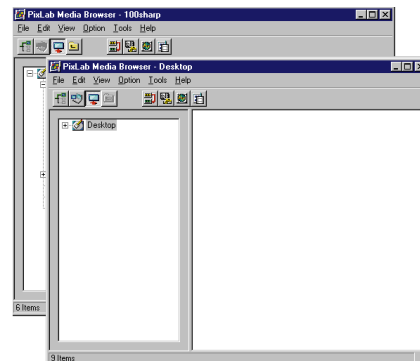
- 6 Use the tree view to open the folder into which you want to acquire the image.



- 7 Select "Paste" from the "Edit" menu to paste the image into the destination folder.
The image is copied into the destination folder.
Proceed to step 8 on [page 11](#).

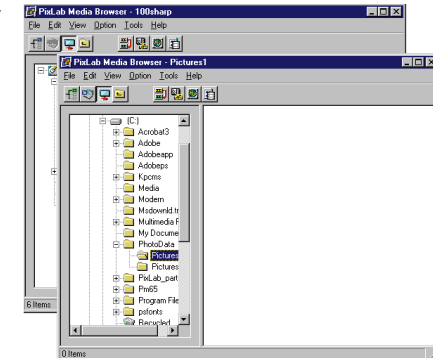
B. Acquire pictures using drag & drop

- 4 With the PixLab Media Browser launched, double-click on the "PixLab Media Browser" on the desktop. Another PixLab Media Browser window opens.

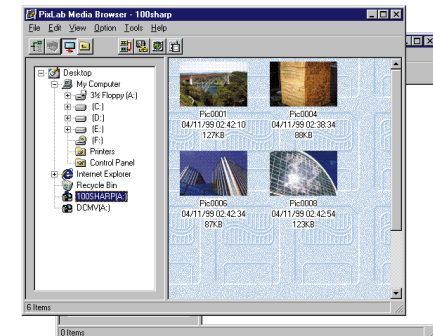


- Moving the two windows slightly apart makes it easier to drag & drop.
- It is also possible to drag & drop the icons or thumbnails in the list display area to the tree view folder.
Here we describe how to drag & drop from one PixLab Media Browser window to another.

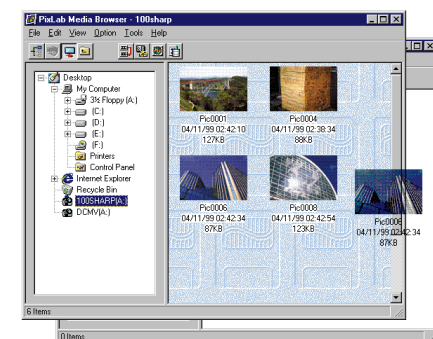
- 5 Use the tree view to specify the destination folder.



- 6 In the other window, select the thumbnail (or icon) of the picture you want to load.



- 7 Drag & drop the thumbnail (or icon) of the image you want to load to the destination list display area.
The picture is copied into the destination folder.
Proceed to step 8 on [page 11](#).



Exiting the PixLab Media Browser

8 Exit the PixLab Media Browser.



Still images can also be loaded onto the computer using a TWAIN driver. For details, refer to "IF YOU USE A TWAIN DRIVER" (page 40).


▶ Displaying On-line Help

Use the following procedure to view the on-line help manual using the PixLab Media Browser's help function.

- 1 Select "Table of Contents" from the "Help" menu.
 - You can also do this by pressing the "F1" key on the keyboard.
- 2 Select the desired item and following the instructions on the screen.

▶ Displaying the PixLab Version

Use the following procedure to display the PixLab's software version.

- 1 Select "About PixLab Media Browser" from the "Help" menu.
- 2 After reading, click the  button.

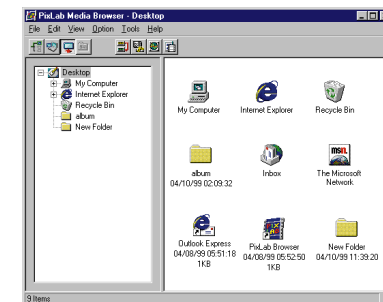
▶ Playing Movies and Viewing Still images Stored on the Computer on the VN-EZ1

Use the following procedure to play and view pictures which are stored on the computer on the VN-EZ1.

Preparations

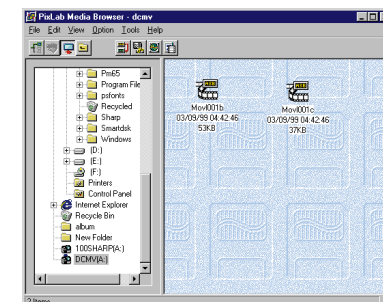
- 1 Launch the PixLab Media Browser.
For a description of the startup window, see page 7.

- 2 Load the SmartMedia card in the computer as described in "USING SMARTMEDIA" (page 5).
When "Refresh" is selected from the "View" menu or press the "F5" key, a quick folder is displayed in the tree view control area.



Selecting the picture

- 3 Open the folder containing the picture to be played on the VN-EZ1.



- 4 After selecting the desired picture, select "Copy" from the "Edit" menu to copy the picture.

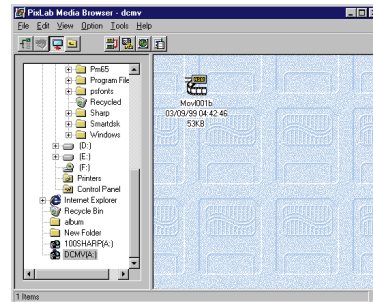
Putting the file in the quick folder

5 Click on the quick folder in the tree view control area to open it.

Quick folder for Movies are indicated

“DCMV(A:):”, still images

“100SHARP(A:):”.

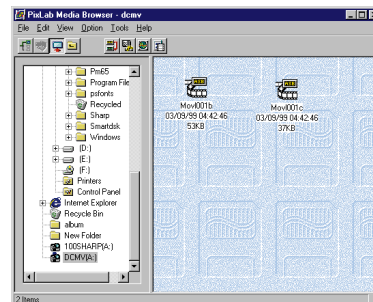


6 Select “Paste” from the “Edit” menu.

The file is automatically given a name compatible with the VN-EZ1 (movies or still images with file names which are not compatible with the VN-EZ1 cannot be played or viewed).

It is not possible to add more images once the maximum number of images on the VN-EZ1 is reached.

If this is the case, delete images from the SmartMedia card.



Images playable on the VN-EZ1

Movies:

Images taken on the VN-EZ1

ASF files converted with the Bit Rate Adapter

Still images:

Images taken on the VN-EZ1

Files stored in JPEG format using the PixLab Viewer so that 640 x 480 images are 128k or less in size (for instructions on settings, refer to “Changing the Image Size” (page 23).


Making movie files on the computer playable on the VN-EZ1


Use the following procedure to convert movie files on the computer (AVI files or other files playable with the Windows Media Player) into ASF files so they can be played on the VN-EZ1.



1 In the list display area, click on the movie you want to compress.

2 Select “Bit Rate Adapter” from the “Tools” menu. The Bit Rate Adapter is launched.



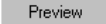
The Bit Rate Adapter can also be launched by clicking on the  mark on the tool bar.

To display the  mark, select “Tool Selection...” from the PixLab Media Browser’s “Options” menu, then select “Bit Rate Adapter”.

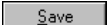
3 Select the desired image quality, referring to the  and  marks.

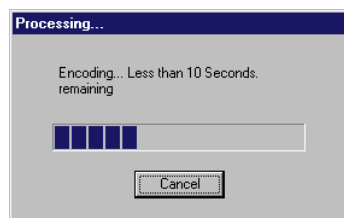


The file can be stored on the SmartMedia card with any quality setting, but the higher the quality, the greater the size of the stored image file.

- 4 Click on the  button to check the converted movie.
The Windows Media Player is launched and playback starts.
Close the Windows Media Player window when the movie is finished.

- 5 Click on the  button.

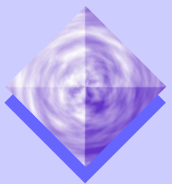
- 6 Specify where the converted file is to be stored and its file name, then click on the  button. Conversion starts.



The converted file is stored in the specified folder.



Some movie files cannot be converted.



USING THE PIXLAB MEDIA BROWSER

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This section describes the functions of the PixLab Media Browser, grouping them by those with similar operations. This section also includes [lists of the menu items](#) for your convenience.

The PixLab Media Browser lets you do the following:

- Display lists of thumbnails of the image files.
- Play movies or display still images in actual size by double-clicking on their thumbnails.
- Launch Sharp media tools ([HTML Creator](#), [ASF Extractor](#)).
(To play images which are stored on the computer on the VN-EZ1, the file must be given a name compatible with the VN-EZ1.)

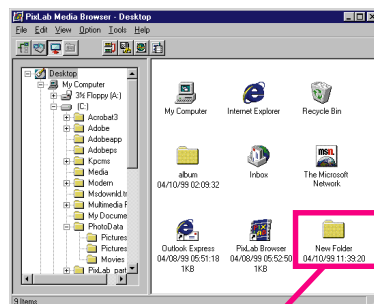
▶ Preparations

- 1 Launch the PixLab Media Browser.
For a description of the startup window, [see page 7](#).

▶ File Operations

Creating new folders

- 1 Select "New folder" from the "File" menu.



New folder

Changing the file name

- 1 Click on the folder or file (thumbnail) whose name you want to change to select it.
- 2 Select "Rename" from the "File" menu.
You can also select "Rename" from the right-click menu.
- 3 Change the displayed file name.



The file name cannot be changed in the following cases:

- When no folder or file is selected
- When multiple folders or files are selected
- When there is no check mark next to "File Name" in the "View" menu.



If the name of a file on a SmartMedia card is changed, it may no longer be possible to play the file on the VN-EZ1.
Do not change file names unnecessarily.

Deleting files

- 1 Click on the thumbnail of the image you want to delete.
For instructions on selecting thumbnails, refer to “Selecting thumbnails or icons” under “Editing Operations” ([page 19](#)).
- 2 Select “Delete” from the “File” menu.
You can also select “Delete” from the right-click menu.



Files can also be deleted in the following ways:

- By pressing the “Del” key on the keyboard.
- By dragging and dropping the thumbnail to the recycle bin on the desktop.

Displaying the file information

- 1 Click on the thumbnail for the image whose file information you want to display to select it.
For instructions on selecting thumbnails, refer to “Selecting thumbnails or icons” under “Editing Operations” ([page 19](#)).



The file information cannot be displayed if no thumbnail is selected, if multiple thumbnails are selected, or if the browser is not set to display thumbnails.

Instead, the properties displayed in Windows Explorer are displayed.

- 2 Select “Properties” from the “File” menu.
You can also select “Properties” from the right-click menu.
- 3 The properties dialog is displayed.
The items displayed depend on the type of file selected.

See the following page for a description of the displayed dialog.

▶ Movie properties

File information

File Name

This is the name of the file.

Created

This is the time and date the image file was created.

Modified

This is the time and date the file was last modified.

File Size

This is the amount of space occupied on the hard disk, etc.

File Type

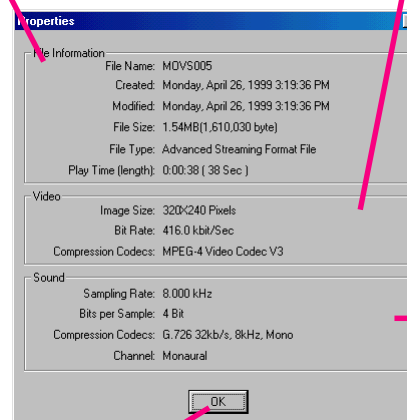
This indicates the file type.

Play Time(length)

This is the file's playing time.

OK button

Click this to close the properties dialog.



Video

Image Size

This is the vertical x horizontal size of the movie image, in pixels.

Bit Rate

This is the total amount of image data displayed in 1 second. (Units: Kbit/sec.)

Compression Codecs

This is the name of the compression method used when the movie image was filmed.

Sound

Sampling Rate

This is the sampling frequency used when the sound was recorded.

Bits per Sample

This is the amount of recorded data per sample when the sound was recorded.

Compression Codecs

This is the name of the compression method used when the sound was recorded.

Channel

This is the number of audio channels (1 for monaural, 2 for stereo).



- This dialog is displayed when the thumbnails are displayed in the list display area.
- When icons are displayed, the properties displayed in Windows Explorer are displayed.

► Still image Properties

File Information

File Name

This is the name of the file.

Created

This is the time and date the image file was created.

Modified

This is the time and date the file was last modified.

File Size

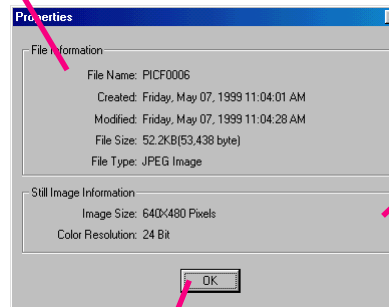
This is the amount of space occupied on the hard disk, etc.

File Type

This indicates the file type.

OK button

Click this to close the properties dialog.



Still Image Information

Image size

This is the vertical x horizontal size of the still image, in pixels.

Color Resolution

This indicates the degree of color detail.



- This dialog is displayed when the thumbnails are displayed in the list display area.
- When icons are displayed, the properties displayed in Windows Explorer are displayed.

► Sound Properties

File Information

File Name

This is the name of the file.

Created

This is the time and date the sound file was created.

Modified

This is the time and date the file was last modified.

File Size

This is the amount of space occupied on the hard disk, etc.

File Type

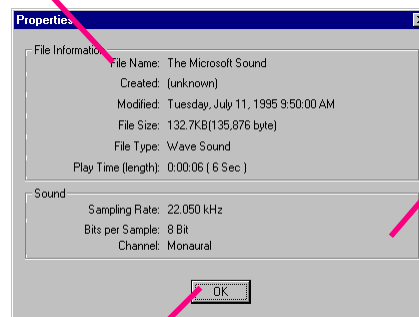
This indicates the file type.

Play Time (length)

This is the file's playing time.

OK button

Click this to close the properties dialog.



Sound

Sampling Rate

This is the sampling frequency used when the sound was recorded.

Bits per Sample

This is the amount of recorded data per sample when the sound was recorded.

Channel

This is the number of audio channels (1 for monaural, 2 for stereo).



- This dialog is displayed when the thumbnails are displayed in the list display area.
- When PixLab is not set to display thumbnails, the properties displayed in Windows Explorer are displayed.

Exiting the PixLab Media Browser

- 1 Select "Exit" from the "File" menu.
The PixLab Media Browser window is closed.

► Editing Operations

Selecting thumbnails or icons

The thumbnails or icons to be operated can be selected using one of the methods described below.

- Click on the thumbnail (or icon) to select it.
- Click on two thumbnails (or icons) successively while pressing in the "Shift" key on the keyboard to select everything between the first and second clicks.
- Click on two or more thumbnails (or icons) while pressing in the "Ctrl" key on the keyboard to select each of the thumbnails you have clicked.
- Select "Select All" from the "Edit" menu to select all the thumbnails (or icons) in the list display area. You can also do this by pressing the "A" key while pressing the "Ctrl" key on the keyboard.
- Groups of thumbnails (or icons) can be selected by clicking on an open section of the list display area and moving the mouse while still pressing the button. All the thumbnails or icons within the square are selected.

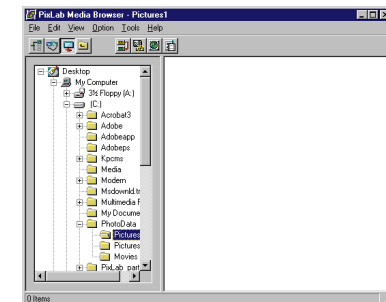
Copying images (sounds)

- 1 Click on the thumbnail (or icon) for the image (sound) you want to copy.
For instructions on selecting thumbnails, refer to "Selecting thumbnails or icons" under "Editing Operations".

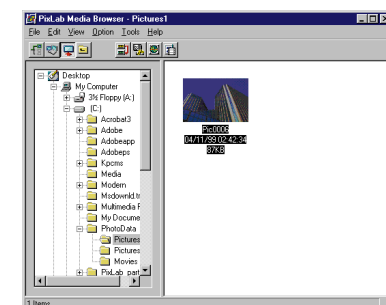
- 2 Select "Copy" from the "Edit" menu.
 - You can also select "Copy" from the right-click menu.
 - Images can also be copied by pressing the "C" key while pressing "Ctrl" key on the keyboard.

Pasting images (or sounds) from other applications

- 1 In the other application, copy the image (sound) onto the clipboard.
- 2 Specify the folder into which you want to paste the image (sound).



- 3 Select "Paste" from the "Edit" menu.
 - You can also do this by pressing the "V" key while pressing the "Ctrl" key on the keyboard.



Pasting still images into other applications

- 1 Select “Copy” from the “Edit” menu to copy the image.
- 2 In the application into which you want to paste the image, select paste command such as “Paste” from the “Edit” menu.

► Display Operations

Changing the displayed information (Thumbnails/Date and Time Modified/File Name/File Size/Width and Height/Play Time(length))

- Place check marks next to the various items (Thumbnails/Date and Time Modified/File Name/File Size/Width and Height/Play Time(length)) on the “View” menu.
- When the items are checked, the corresponding information is displayed along with the thumbnails.
- The check marks are added or removed each time the item is clicked.
- “Play Time(length)” is only displayed when movie or sound files are selected.



- When the thumbnails are displayed, more time may be required for movie files, etc.
- The “Width and Height”, and “Play Time(length)” are only displayed when thumbnails are displayed.

Changing the thumbnail's display size

- Select “Display Size” from the “View” menu and set the desired magnification.
Select a value between 5% and 50% to display the thumbnails at that magnification.
When “Zoom In” or “Zoom Out” is selected, the magnification increases or decreases by one step from the current magnification.
The thumbnails can only be displayed at the magnification values on the list.

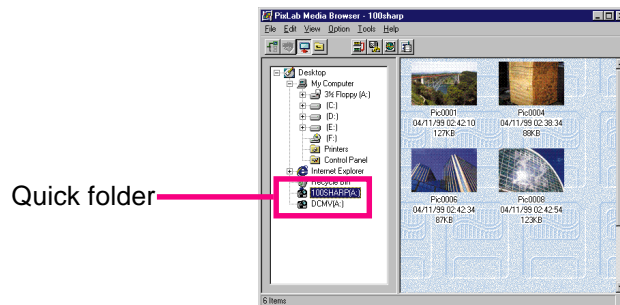
Displaying the thumbnails at the same size

- Select “Display Size” from the “View” menu, then select “Fixed Size”.
All the thumbnails in the list display area are displayed with the same size.

Quick folder

The “100SHARP(A:)” and other such folders displayed in the PixLab Media Browser’s tree view are called “Quick folder”.

When files are stored in these folders, they are automatically stored on the SmartMedia card. The file names are automatically changed so the files can be played and displayed on the VN-EZ1.



- Images on the computer must be given file names compatible with the VN-EZ1 in order to play them on the VN-EZ1.
- File names compatible with the VN-EZ1 are given automatically when:
 - (1) Image files are dragged & dropped into a quick folder
 - (2) Image files are copied onto the clipboard then pasted into a quick folder

Changing the order of display of the thumbnails

- 1 Select “Arrange Icons” from the “View” menu.
You can also select “Arrange Icons” from the right-click menu of the thumbnails.
- 2 Select “by Name”, “by Type”, “by File Size” or “by Date” .
The thumbnails are rearranged in the specified order.



It is not possible to select more than one item at once.

Updating to the latest information

Since Windows uses multi-tasking, new image files may be created in applications other than PixLab Media Browser and existing image files may be deleted. In this case, the browser can be updated to the latest information manually.

- Select “Refresh” from the “View” menu.
The PixLab Media Browser’s tree view and list display area are updated to the current information.

Clearing the cache

Use this procedure to delete the current cache file and create a new cache file corresponding to the current content of the folders.

- Select “Clear Cache” from the “View” menu.
This deletes the current cache file.

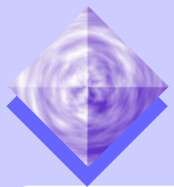


“Cache”

When a folder is first selected in the PixLab Media Browser, the folder is scanned and the file data and thumbnail images are stored in a file called the “Cache”. Creating this cache increases the speed with which the thumbnails in the folder are displayed.

Clear the cache in the following case:

- When the thumbnails differ from the actual images
(For example when a thumbnail could not previously be created because you did not have the CODEC for a certain movie, but that CODEC has been added by installing another application and the thumbnail can now be created.)



USING THE PIXLAB VIEWER

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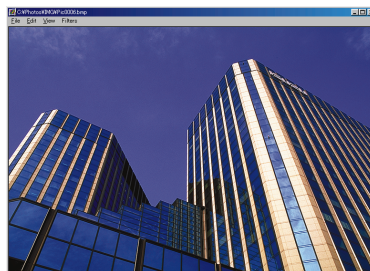
The PixLab Viewer is launched when you double-click on the thumbnail of a still image in the PixLab Media Browser.

(The associated Windows application is launched when you double-click on the icon of a still image.)

In this section we describe the functions that can be used with the PixLab Viewer.


▶ Launching the PixLab Viewer

- Double-click on the thumbnail of the still image you want to view. The PixLab Viewer opens and the image is displayed in actual size.



When the still image viewer is set to "Other Selected Viewer" under "Folder Options" in the "View" menu, the PixLab Viewer does not open. Instead, the associated Windows application is launched.

▶ Exiting the PixLab Viewer

- Select "Close" from the "File" menu. You can also exit by clicking the  mark in the upper right-hand corner of the viewer window. The window closes and the PixLab Media Browser reappears.

▶ Saving Still images

Select "Save", "Save As" or "Save at present size" from the "File" menu to save the still image.

- Select "Save" to save the still image, overwriting the previous data.
- Select "Save As" to save the file with another name.
- Select "Save at present size" to save the picture, reducing it to the currently displayed magnification.



notice The saved still picture cannot be restored to its original form.

▶ Changing the Display size

- Select "Display size" from the "View" menu and select the display size (25%, 33%, 50%, 66%, 71% or 100%).

▶ Changing the Image Size

- Select "Width and Height" from the "View" menu and select the image size (160 x 120, 320 x 240, 640 x 480 or 800 x 600).



Only files stored in JPEG format in such a way that 640 x 480 images are 128k or less in size can be played on the VN-EZ1. Such files can easily be created by selecting "100%" from "Display Size" in the "View" menu, selecting "640 x 480" from "Width and Height" in the "View" menu, selecting "Save at present size" or "Save As", adjusting the quality in "Details" so that the file size is 128K or less, and saving the image as a JPEG file (See page 12).

► Always showing the PixLab Viewer in Forefront

- Select “Always show in forefront” from the “View” menu and check it.
- The PixLab Viewer window is always displayed on top of other windows.



When the PixLab Viewer is set to “Always show in forefront”, the dialog boxes of other programs may be hidden or hard to see. Make this setting in function of your personal operating environment.

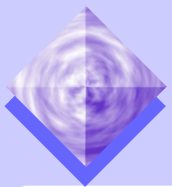
► Pasting Images into Other Applications

Use the Windows copy & paste function to paste still images to other applications.

- 1 Launch the application onto which you want to paste the still image.
- 2 Select “Copy to Clipboard” from the PixLab Viewer’s “Edit” menu.
 - You can also press the “C” key while pressing the “Ctrl” key on the keyboard.
 - The still image displayed in the viewer is copied onto the clipboard.
- 3 Select “Paste” from the “Edit” menu in the other application.
 - You can also press the “V” key while pressing the “Ctrl” key on the keyboard.
 - The still image displayed in the PixLab Viewer is pasted onto the other application.



For some applications, the procedure for pasting images may be different.
For details, refer to the application’s operating instructions.



ASSOCIATING THE PIXLAB MEDIA BROWSER WITH OTHER APPLICATIONS

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The PixLab Media Browser is OLE 2.0 compatible, so it can be associated with other OLE 2.0 compatible applications.

For example, thumbnail images can be dragged & dropped from the PixLab Media Browser onto the editing window of an OLE 2.0 compatible graphics application.

This comes in handy when you want to process images frequently. Just display the thumbnails in the PixLab Media Browser and load them as necessary into the graphics application.

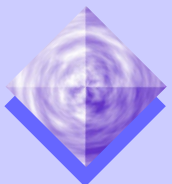


You can tell whether the other application is OLE 2.0 compatible from the shape of the mouse pointer while you drag. If the pointer is as shown below, the thumbnail can be dropped in that place (in that application).

If the pointer is not as shown below, the thumbnail cannot be dropped in that place. (The shape of the pointer differs according to the application and the computer's settings.)



- SHARP Corporation does not guarantee that this operation will function with all OLE 2.0 compatible applications.
In some cases the operation may also not function due to the settings of the other application.
- Note that some applications may operate in unexpected ways when thumbnails are dragged & dropped into them. It is best to save the original file beforehand.



ATTACHING IMAGE FILES TO E-MAIL MESSAGES

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This section describes how to attach movie files taken on the VN-EZ1 and displayed in the PixLab Media Browser to e-mail messages.



Movie files tend to be large, and sending them as such often results in errors or inconvenience to the receiver. "Bit Rate Adapter" is a tool for compressing movie files to an appropriate size.

▶ Preparations



- 1 Launch the PixLab Media Browser.
For a description of the startup window, [see page 7](#).

▶ Operations





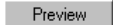
Compress the movie file using the Bit Rate Adapter.

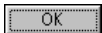
- 1 Select the movie file which you want to compress, from the list display area in "PixLab Media Browser".
- 2 Select "Bit Rate Adapter" from the "Tools" menu.
The Bit Rate Adapter is launched.

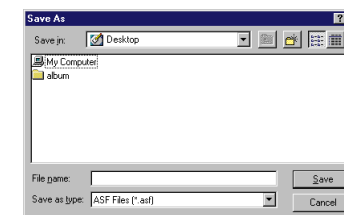


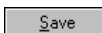
The Bit Rate Adapter can also be launched by clicking on the  icon on the tool bar.
To display the  icon, select "Tool Selection" from the "Option" menu and select "Bit Rate Adapter".

For a description of the startup window, see the following page.

- 3 Select the Image Quality, then click  to set to .
When sending the movie by e-mail, select a setting at which the File Condition indicator is  or .
- 4 Click the  button to check the movie after conversion.
The Windows Media Player is launched and the file is played.
Close the Windows Media Player when the Preview is finished.

- 5 Click the  button.



- 6 Specify where you want to save the file and the file name.
- 7 Click the  button.
Conversion starts.
- 8 Once conversion is completed, use your e-mail application to attach the file.

► Description of Startup Window

Information on file to be converted

File

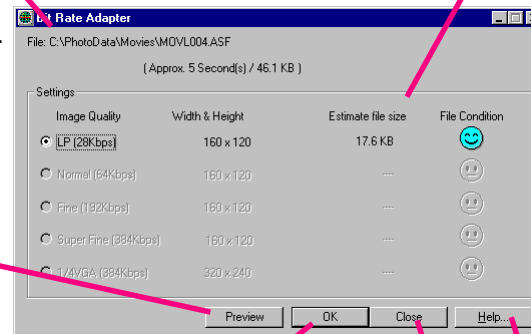
This is the name of the movie file to be converted.
The playing time and file size are displayed under the file name.

Preview button

Click this to play the converted file for about 10 seconds.

OK button

Click this to start compression.



Settings

Image Quality

Check "File Condition" icon and then Select the Image Quality.
It is not possible to select a Image Quality higher than the current Image Quality.

Width and Height

This indicates the vertical by horizontal size of the movie.

Estimate file size

This indicates the file size after conversion.
(This is only an estimate, and may differ from the actual size of the converted file.)

File Condition

The 😊 and 😞 marks indicate that the movie can be attached to an e-mail message without causing many problems.

Help

Click this for help.

Close button

Click this to exit the Bit Rate Adapter without compressing the movie.



EASILY CREATING HTML DOCUMENTS (HTML CREATOR)

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With PixLab you can paste image and sound files onto HTML document.

In this section we describe the functions that can be used with the HTML Creator.

Multiple images can be arranged neatly.

After selecting the images to be displayed, just choose the arrangement and background design and the HTML document is created automatically.

The created HTML document can easily be displayed on Internet Explorer or another web browser, so using the HTML Creator is smoother than the process of pasting images into a word processing application.

With HTML Creator, HTML document is created with the following procedure:

- Selecting the image file in the PixLab Media Browser
- Launching HTML Creator
- Selecting the folder in which the HTML file is to be created and saved
- Selecting the background design and image arrangement
- Pressing the Create button



- There are four preset screen arrangements and a choice of five background designs.
- HTML Creator handles the following file types:
 - Movie files ASF, AVI, MOV, MPG
 - Still image files JPEG, BMP
 - Sound files WAVE
- For details on file types, refer to "FILE TYPES" ([page 39](#)).

▶ Preparations

- 1 Launch the PixLab Media Browser.
For a description of the startup window, [see page 7](#).

▶ Operations


Selecting the image


- 2 Select the image to be used in creating the HTML document.

Launching the HTML Creator

- 3 Select "HTML Creator" from the "Tools" menu.
The HTML Creator is launched.



The HTML Creator can also be launched by clicking on the  icon on the tool bar.

To display the  icon, select "Tool Selection" from the "Option" menu and select "HTML Creator".

For a description of the startup window, see the following page.

► Description of Startup Window

Content Files

Content Files

The names of the files selected in step 4 are displayed here. The images are pasted onto the HTML document in the order displayed here.

Files can also be added to the list by dragging and dropping them from other windows.

Up/down buttons

Use these to change the order of the files.

The file name moves up or down one place each time one of the buttons is clicked.

Show Thumbnail

When this is checked, the files on the list are displayed as thumbnails.

Delete button

Use this to delete file names from the list.

Create button

Click this to start creating the HTML document.

Close button

Click this to close the HTML Creator.

Save HTML files to

Save HTML files to

Specify the folder in which the HTML document is to be saved.

The created image is given a new file name and saved in the folder specified here.

Browse button

Click this to select the folder in which the HTML document is to be saved.

HTML document design

Page Title

Input the title for the web page.

The title input here is displayed at the top of the HTML document.

Background

Click on one of these to select the background design for the HTML document.

Preview

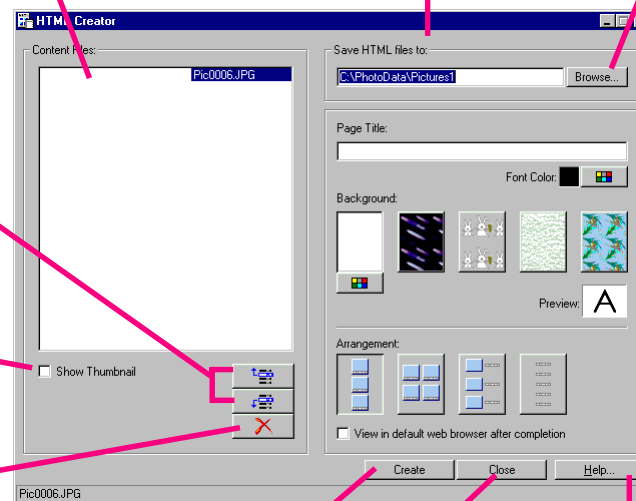
Use this to check the title's font colors against the background.

Arrangement

Select the arrangement of the images pasted on the HTML document.

View in default web browser after completion

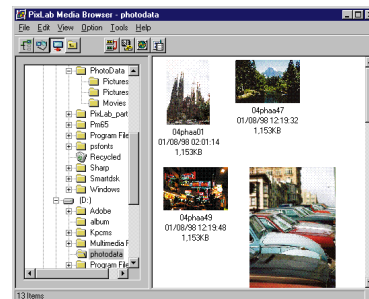
Once the HTML document is created, Internet Explorer or another web browser can be launched automatically to check the created HTML document.



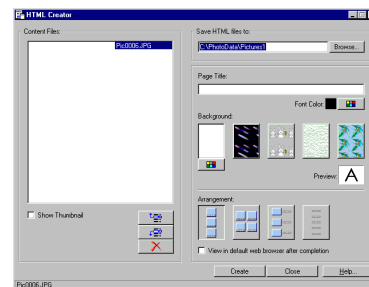
Adding files to the content file list

Files can be added to the files selected before launching HTML Creator.

- 4 In the PixLab Media Browser window or another window containing the image file, click on the file to be added to select it. If you do not want to add files, skip to step 10 on [page 31](#).



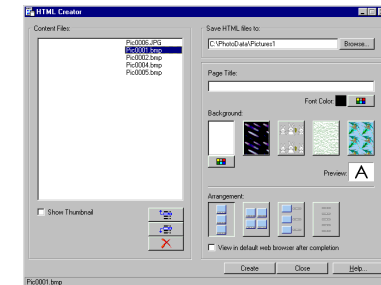
- 5 Drag & drop the file onto the HTML Creator's content file list display area. The file is added to the list.




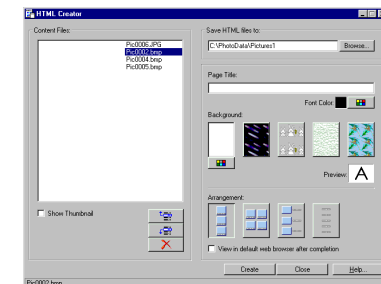
Deleting files from the file list

Unnecessary files can be deleted from the file list. If you do not want to delete files, skip to step 8.

- 6 Select the name of the file you want to delete from the file list. If you do not want to delete files, skip to step 8.





- 7 Press the  button. The file name is deleted from the list.



Changing the order of the files

To change in order in which the files are displayed on the HTML document, change the order of the files in the file list display area. If you do not want to change the order of the files, skip to step 10 on [page 31](#).

- 8 Click on the file you want to move. If you do not want to change the order of the files, skip to step 10 on [page 31](#).
- 9 Click on the  or  button. The file name moves up or down one place each time the button is clicked.

Specifying the folder in which the HTML document is to be saved

notice If you specify a folder containing the same file name, the old file is overwritten.
To avoid this, directly input a new folder name.
Example: C:\sample\image



10 Specify the name of the folder in which the HTML document is to be saved.

There are two ways to do this:

- Inputting the name of the folder directly in the dialog box.

Input the folder's path from the keyboard.

- Clicking the  button to select the folder name.

When the  button is clicked, a window for selecting the folder opens. Click on the folder name in this window, then click the  button.

Specifying the page title


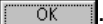
HTML documents can be given page titles.

MEMO HTML documents can be created even without inputting a page title.


11 Input the title from the keyboard.

notice The Enter key cannot be used here.


Choosing the page title color

12 Click , click on a color from the font color selection window to select that color, then click .


Choosing the background design

13 Click on one of the backgrounds  to select it.




- The text may be hard to see with some combinations of font colors and backgrounds. Display a preview to check.
- When the plain pattern (at the far left) is selected, the color can be specified with the  button.

Selecting the Image Arrangement

14 Click on one of the Arrangement  to select it.

Creating the HTML document


15 Once all the settings are made, click on the  button.
HTML creation starts.

notice BMP files are converted into JPEG files when the HTML document is created.
This is done because some web browsers cannot display BMP files.

Viewing the created HTML file

16 To view the HTML file, check "View in default web browser after completion" beforehand.
Once the file is created, the web browser is launched so you can view the created HTML document.

Exiting HTML Creator

- 17 HTML Creator closes automatically once the HTML document is created. If you wish to exit during the creation process, click the  button.

▶ Displaying HTML Files on the Computer’s Screen

Double-click on “Index.html” located among the created files. Internet Explorer or another web browser is launched automatically and the contents of the HTML documents are displayed.

▶ Creating Web Pages

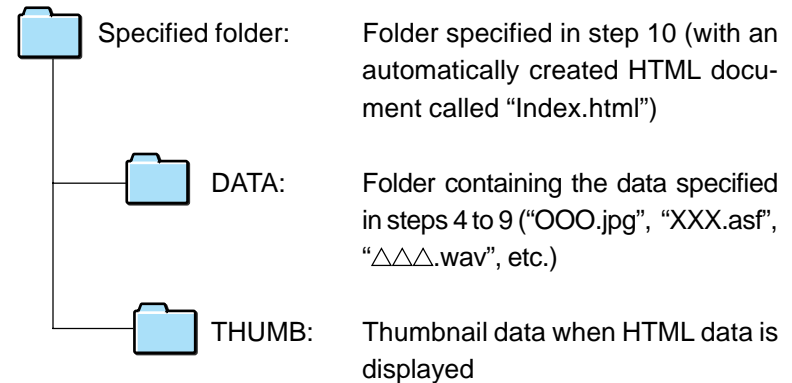
How would you like to have a web page to show the world pictures you have taken? With PixLab web pages can be created easily and automatically simply by selecting the arrangement and background design for the HTML document with the image files.



- You must have a contract with a provider in order to put a web page on the internet. Providers limit server usage space and sometimes have special rules for file names, and the method of up loading files may differ from provider to provider. For details, contact your provider.
- Note that when web pages are created with the HTML Creator using ASF files, other people may not be able to view the ASF files, depending on their computer’s environment.

Files and folders created with HTML Creator

The relationship between the created files and folders is as shown below. All these files and folders are required to display HTML documents with the browser.





EXTRACTING SPECIFIC PORTIONS OF MOVIES (ASF EXTRACTOR)

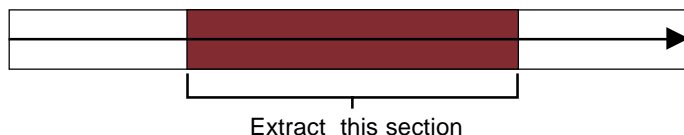
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In this section we describe how to extract specific sections from movies.

ASF Extractor allows you to:

- Extract your favorite movie scenes so you can keep things in order.
- Rearrange scenes of movies to create new stories, as if you were a movie director.

Original movie file (xxxxxx.asf)



Extracted movie file (xxxxxx_1.asf)



The extracted movie is saved as a new file.



notice

Only the following types of movie files can be extracted with ASF Extractor:

- ASF files taken on the VN-EZ1
- ASF files converted with Bit Rate Adapter
- For details on file types, refer to "FILE TYPES" ([page 39](#)).

▶ Preparations

- 1 Launch the PixLab Media Browser.
For a description of the startup window, [see page 7](#).

▶ Operations

Specifying the movie file to be edited (extracted)


- 2 From the list display area, click on the ASF file you want to edit to select it.


Launching ASF Extractor

- 3 Select "ASF Extractor" from the "Tools" menu.
ASF Extractor is launched.



ASF Extractor can be launched in one of the two following ways:

- Selecting "ASF Extractor" from the "Tools" menu.
- Clicking on the  icon on the tool bar.

To display the  icon, select "Tool Selection" from the PixLab Media Browser's "Options" menu, then select "ASF Extractor".

For a description of the startup window, see the following page.

► Description of Startup Window

Still image display area

The first picture in the movie to be extracted is displayed here.

Play/Pause buttons

Click these to play or pause the movie.

Starting point button

Click this when the picture from which you want to start extracting is displayed in the movie display area.

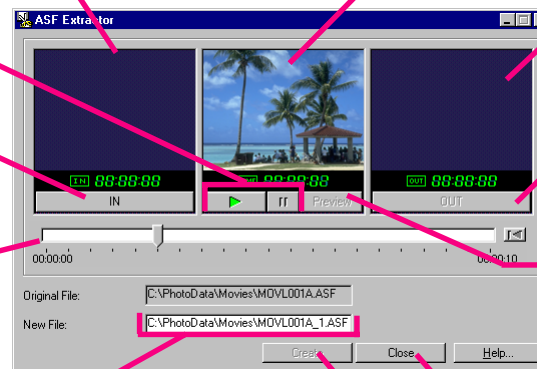
Seek bar

Drag the slider to move forward or backward in the movie.

Click or to display the selected part.

File name display area

The name of the file before extracting and the name of the extracted movie file are displayed here.



Movie display area

Select the section to be extracted here.

Still image display area

The last picture in the movie to be extracted is displayed here.

End point button

Click this when the picture at which you want to end extracting is displayed in the movie display area.

Preview button

Use this to preview the section that is to be extracted before saving it.


Close button

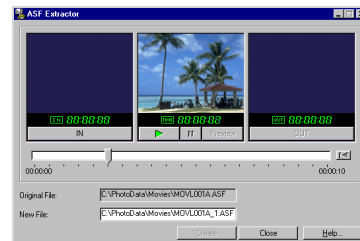
Click this to quit ASF Extractor and close the window.


Create button


Click this to create the extracted movie as a new file.

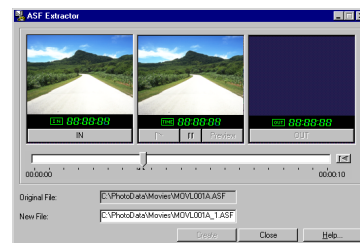
Selecting the scene to be extracted


- 4 Click  to play the movie. Select the section to be extracted.

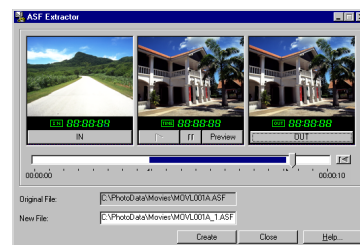


- Click  to play the selected image to check it before extracting.

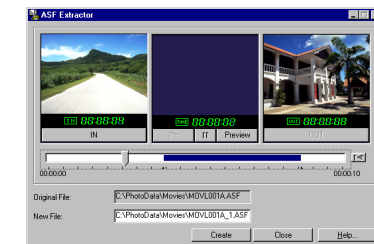
- 5 When the beginning of the section you want to extract is displayed, click .



- 6 When the end of the section you want to extract is displayed, click .



- Click the Preview button to play the section to be extracted to check it.
- If you have not selected the section to be extracted as desired, use the seek bar to reselect it.



Specifying where you want to save the file

- 7 Check the file name.

The file name is given automatically as follows:

D:\Sample.asf



D:\Sample_1.asf

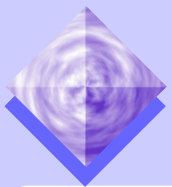
- 8 Click .

The extracted movie is created as a new file.

- 9 Click  to quit ASF Extractor.



- Due to the properties of ASF files, the extracted file may not be exactly the range you have selected.



CONVERTING TO FILES DISPLAYABLE WITH THE WINDOWS MEDIA PLAYER (ASB TO ASF CONVERTER)

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Movie files divided on the VN-EZ1 are divided into ASF files and ASB files.

ASB files cannot be viewed as such on the Windows Media Player. Use the ASB to ASF Converter to convert ASB files into ASF files so they can be displayed with the Windows Media Player.

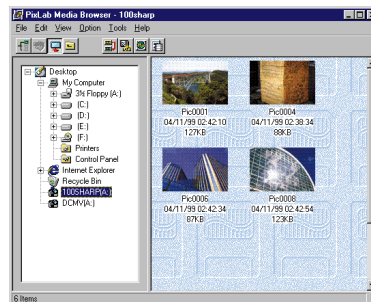


- Load the SmartMedia card in the computer before starting this operation.
- Only ASB files can be converted with the ASB to ASF Converter.
- For details on file types, refer to "FILE TYPES" (page 39).

▶ Preparations

- 1 Launch the PixLab Media Browser.
 - For a description of the startup window, see page 7.

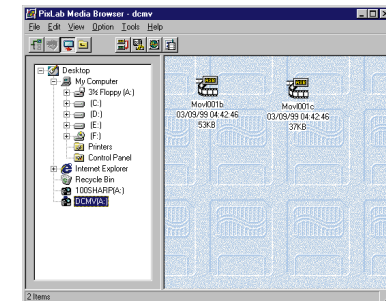
- 2 Remove the SmartMedia card from the VN-EZ1 and load it in the computer.
When "Refresh" is selected from the "View" menu, a quick folder is displayed in the tree view control area.




▶ Operations



Selecting the image

- 3 Click the quick folder such as displayed "DCMV(A:)" to open the folder.



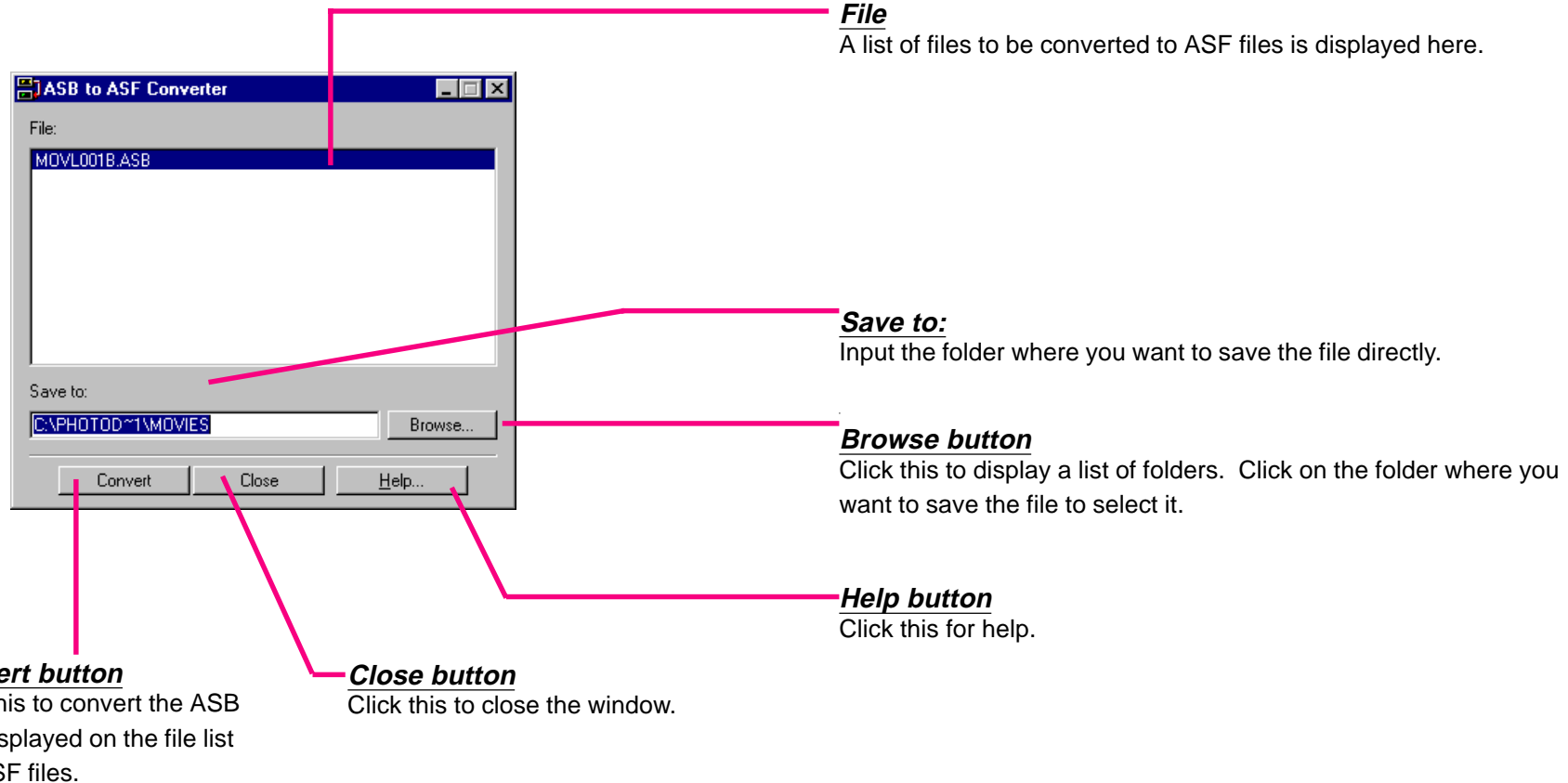
- 4 Double-click on the ASB file (a file indicated with the  icon) displayed in the list display area.
The ASB to ASF Converter is launched.



The ASB to ASF Converter can also be launched by clicking on the  icon on the tool bar after selecting the ASB file.
To display the  icon, select "Tool Selection" from the "Option" menu and select "ASB to ASF Converter".

For a description of the startup window, see the following page.

► Description of Startup Window



- 5 Input the folder where you want to save the file at "Save to:".
Input the folder directly or click the button to select it.

Converting the file

- 6 Click the button.
File conversion starts.

- 7 The converted file is named as follows:
Movf001c.asb



Movf001c.asf

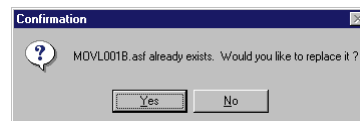
If a file with the name of the converted file already exists, the following dialog appears:

Yes

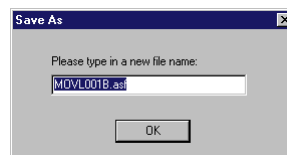
Overwrite the file.

No

A screen for inputting a new file name appears.



- Once you have input the new file name, click the button.



- 8 Click the button to quit the ASB to ASF Converter.
Once "The file has been successfully completed." is displayed, click the button.

Playing the movie

- 9 Double-click on the thumbnail (or icon) in the list display area.
The Windows Media Player is launched and playback starts.




The file must be given a name compatible with the VN-EZ1 in order to play it on the VN-EZ1.

Copy the converted ASF file into the quick folder to automatically give it a name compatible with the VN-EZ1.



The following file types can be used on PixLab.

► Movie files

- ASF** A standard Windows multimedia file type developed by Microsoft of the United States in consideration of file transfer on the internet. The VN-EZ1 records movie data in this format. ASF files that are compatible with the VN-EZ1 are indicated by the  icon on the thumbnail.
- ASB** The format of movie files divided and edited on the VN-EZ1. ASB files must be converted to ASF files with the ASB to ASF Converter in order to play them with Microsoft Windows Media Player.
- AVI** A file type for playing movies on Windows in which sound and image data is recorded alternately. AVI files can be played standardly on Windows 95 and later.
- MOV** A “QuickTime” movie file type.
- MPEG** A format in which the movie data is compressed.

► Still Image Files

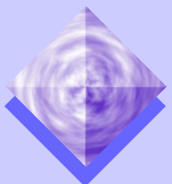
- JPEG** A format in which the data is compressed. The lower the set image quality, the higher the compression and the smaller the file size. Inversely, the higher the set image quality, the lower the compression.
- BMP** A format in which the data is not compressed. It offers virtually the same image quality as the original image, but the file size is large. Normally one image requires about 900 KB.

► Sound files

- WAVE** A file type for playing sound on Windows, reproducing PCM digital data recorded with a near natural tone color.

► Other Files

- HTML** A multimedia compatible language used for writing internet web pages, etc.



IF YOU USE A TWAIN DRIVER

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If you are using the previous version of PixLab (VR-PK100), you can load images using the PixLab TWAIN(YUV) included with the VR-PK100.

Other makes of cameras that are TWAIN compatible can also be used.

► Loading Images

Connecting the computer and viewcam/digital camera

- 1 Follow the instructions in your PixLab manual to connect the computer and viewcam/digital camera.

Loading images

- 2 Launch the PixLab Media Browser and specify the folder into which you want to load the image.
- 3 Select "Select TWAIN Source..." from the "File" menu to select the device.
- 4 Select "Acquire images" from the PixLab Media Browser's "File" menu. The TWAIN driver is launched. Operate the TWAIN driver to Acquire the image.

For detailed instructions, refer to your TWAIN driver's operating instructions.



SHARP Corporation does not guarantee that this operation will function with all TWAIN drivers.

Some functions may not operate properly with some TWAIN drivers.

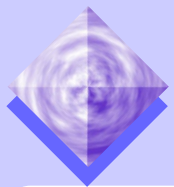


IMAGE ADJUSTMENT SETTINGS

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If you are using the VR-PK100 Image adjustment is a function for use with images loaded using the PixLab TWAIN(YUV) included with the VR-PK100.

It has no effect on images taken on the VN-EZ1.

► Why Image adjustment is Necessary

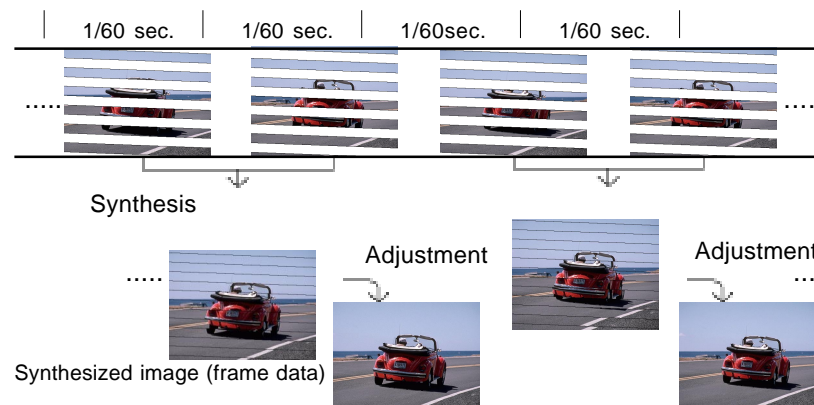
The following types of still images actually consist of movie data and not still images data like that of a still digital camera:

- Images loaded from a viewcam using the PixLab TWAIN

Viewcams use a data recording method suited for movies. In concrete terms, they record odd scan lines approximately every 1/60 seconds then the following even scan lines approximately 1/60 seconds later to achieve one still image about every 1/30 seconds. (Refer to the diagram below)

The data recorded in units of approximately 1/60 seconds is called a “field”, and the synthesized data for two fields (1/30 seconds) is called a “frame”. PixLab synthesizes fields to convert them into frames, thereby achieving a still image.

Image data recorded on a viewcam (field data)



If the subject is moving, however, the data for the two fields is slightly different, and it is not possible to achieve a clear still image simply by synthesizing the fields. “Image adjustment” refers to digital processing of the data to achieve a clear still image. PixLab offers a choice of two types of Image adjustment.

● Edge Smoothing

Two adjacent fields of even and odd are compared, movement is detected and the optimum adjustment is performed.

This is about the same processing as the “high quality frame still technology” used in viewcams, and in most cases choosing this mode results in a high quality still image.



For normal purposes we recommend setting this mode.

● Without adjustment (still Image/adjust later)

Frames are generated simply by putting one field on top of the adjacent field.

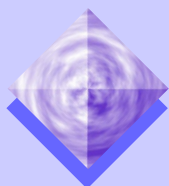
Use this mode when loading pictures of still subjects taken with the viewcam installed on a tripod or when adjustment will be performed later with the PixLab Viewer.

► Adjusting Images using the PixLab Viewer

To adjustment images loaded with the PixLab TWAIN set to “No adjustment”, select either “Edge Smoothing” or “Field Adjustment” in the PixLab Viewer.

● Field Adjustment

When only one part of the image is moving, the movement is small and there is a thin grid pattern over a wide area of the image, selecting “Field Adjustment” can sometimes result in a good quality image.



PIXLAB MEDIA BROWSER MENUS

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|------|------------------------|---|
| File | Select TWAIN Source | Display a list TWAIN Drivers |
| | Acquire Images | Launch the TWAIN driver |
| | New folder | Create new folder |
| | Delete | Delete the selected file or folder |
| | Rename | Rename the selected file or folder |
| | Properties | Display the selected file's information |
| | Exit | Exit the PixLab Media Browser |
| Edit | Select All | Select all the files in the list display area |
| | Copy | Copy the selected image to the clipboard |
| | Paste | Paste the image copied to the clipboard |
| View | Thumbnails | Checked: Display thumbnails in the list display area Not checked: Display icons in the list display area |
| | Date and Time Modified | Display the date the file was modified under the file |
| | File Name | Display the file name under the file |
| | File Size | Display the file size under the file |
| | Width and Height | Display the image size under the file |
| | Play Time (length) | Display the playing time under the file (movies and sound only) |
| | Display Size | Change reduction rate to 5%, 12.5%, 25%, 33% or 50% Zoom In: Increase the thumbnail display Size one step Zoom out: Decrease the thumbnail display Size one step Fixed Size: Display all thumbnails with the same size |

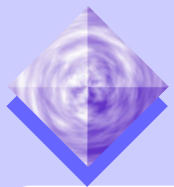
| | | |
|--------|-----------------------------|--|
| View | Arrange Icons | Sort files by name, size, type or date |
| | Refresh | Update the tree view and list display area to the latest information |
| | Clear Cache | Delete the cache file and create a new cache file |
| | Folder Option(s)... | Make folder settings |
| Option | Tool Selection... | Select tools to be displayed as tool buttons in the PixLab Media Browser |
| | Select Image File Type | Select the format for saving still images loaded via the TWAIN file |
| Tools | Launch Bit Rate Adapter | |
| | Launch HTML Creator | |
| | Launch ASF Extractor | |
| | Launch ASB to ASF Converter | |
| Help | Table of Contents | Launch Help |
| | About PixLab Media Browser | Display PixLab Media Browser version information |



PIXLAB VIEWER MENUS

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| | | |
|--------|--|---|
| File | Save | Save with displayed image file name |
| | Save As... | Save with a new image file name |
| | Save at present size | Reduce to currently displayed size and save |
| | Close | Exit the PixLab Viewer |
| Edit | Revert | Cancel the previous operation |
| | Copy to Clipboard | Copy the displayed image to the clipboard |
| | Width and Height | Change the image size to 160 x 120, 320 x 240, 640 x 480 or 800 x 600 |
| View | Display Size | Change the display size to 25%, 33%, 50%, 66%, 71% or 100% |
| | Always show in forefront | Always show forefront the PixLab Viewer in the forefront |
| Filter | Image Adjustment | Edge Smoothing: Apply moving adjustment to displayed image |
| | | Field Adjustment: Apply field adjustment to displayed image |



TROUBLESHOOTING

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In this section we discuss problems that may occur when using PixLab. If the problem persists after the following items are checked, try reinstalling PixLab Media Browser. In some cases this may solve the problem.

Microsoft Windows Media Player, Microsoft DirectX 6.1, DirectX Media 6.0, and Microsoft Internet Explorer 4 (Service Pack x) or Internet Explorer 5 must be installed for PixLab to operate normally. If the programs are not installed on your computer, use the PixLab CD-ROM to install them (Except Internet Explorer 4 (Service Pack x) or Internet Explorer 5).

The PixLab CD-ROM does not contain Internet Explorer 4 (Service Pack x) or Internet Explorer 5.

See Microsoft Corporation's homepage (<http://www.microsoft.com/>) for information on obtaining Microsoft Internet Explorer.

► Files are not displayed in the PixLab Media Browser

- Are there files compatible with the PixLab Media Browser in the opened folder?
- Try selecting "Refresh" from the "View" menu.
If images are added, deleted or edited in other applications while the PixLab Media Browser is running, these changes may not be reflected.
- Some time may be required for movie files to be displayed when the PixLab Media Browser is set to display thumbnails.
- Try changing the "Files to be Displayed" in "Folder Option(s)..." in the "View" menu.

► Thumbnails are not displayed in the PixLab Media Browser

- Is "Thumbnails" checked in the "View" menu?
- More time is required to create thumbnails of movie files than for still images. It may take a particularly long time for the thumbnails to appear when there are many ASF files in the folder. Turn the thumbnails display on or off as necessary.
- Try selecting "Clear Cache" from the "View" menu.

► SmartMedia contents are not displayed

- Is the SmartMedia card properly loaded in the computer?
If the SmartMedia contents cannot be seen in Explorer either, the problem may be with the floppy disk drive, the floppy disk adapter (FlashPath) or the PC card adapter.
- Does the SmartMedia card contain data taken on the VN-EZ1?
- Try selecting "Refresh" from the "View" menu.

► Movies are not played

- Are Microsoft Windows Media Player, Microsoft DirectX 6.1 and DirectX Media 6.0 installed on your computer?
If not, see the included "Installation guide" and use the PixLab CD-ROM to install them.
- It may not be possible to play movies not taken on the VN-EZ1, even if they are in ASF or AVI format.

► Changing the name of the displayed image

- Select the image whose name you want to change, then select "Rename" from the "File" menu and input the new name.



Note that if the name of an image on a SmartMedia card is changed it may no longer be possible to play it on the VN-EZ1. We recommend not changing names of images on a SmartMedia card.

► **Media tool buttons are not displayed on the tool bar**

- Is the media tool whose button you want to display selected under “Tool Selection”?

Choose “Tool Selection” from the “Option” menu and select the media tool whose button you want to display.

► **Images copied onto a SmartMedia card are not displayed on the VN-EZ1**

- Is the copied image file an ASF or JPEG file?
- Was the copied image file taken on the VN-EZ1 or converted by Bit Rate Adaptor?
- Files are named automatically when they are copied into a quick folder.

► **Files cannot be copied or moved**

- Is the file you are trying to copy or move currently being used?
- Is there enough Capacity on the disk to which you are trying to copy or move the file?
- If you have trouble copying a still image from the PixLab Media Browser to another application, try opening that image in the PixLab Viewer and selecting “Copy to Clipboard” from the PixLab Viewer’s “Edit” menu.

► **Images divided and edited on the VN-EZ1 are not displayed**

- When images are divided and edited on the VN-EZ1, ASB files are created. These files cannot be played as such. Use the ASB to ASF Converter tool to convert them to ASF format.

► **No device is displayed on the TWAIN selection window**

- Is a fully TWAIN compatible device (camera, scanner, etc.) driver installed?

Note that TWAIN device driver software is not supported by PixLab. For details, contact the TWAIN device’s manufacturer.

► **Problems in communications with a camera, scanner, etc.**

- Also read the online help of the TWAIN driver of the device with which you are trying to communicate.
- Is the device with which you are trying to communicate fully TWAIN compatible?
- Are the device with which you are trying to communicate and the computer properly connected by cable?
- Is the power of the device with which you are trying to communicate turned on?
- Are the “Communications settings”, etc., of the device with which you are trying to communicate properly set?

Note that TWAIN device driver software is not supported by PixLab. For details, contact the TWAIN device’s manufacturer.

► **HTML documents are not created with HTML Creator**

- Check the folder specified at “Save HTML files to” using PixLab Media Browser or Explorer.
If “View in default web browser after completion” is not checked, the HTML document is not displayed in the web browser once it is created.

► **HTML documents are not created as specified with HTML Creator**

- Try changing the web browser's window size, font, etc.
- Is the monitor set to 256 colors or less?
If so, the desired colors may not be displayed.
- Have you selected an existing folder at "Save HTML files to"?
All the created HTML files are given the same name ("Index.html"). If an existing folder already containing an "Index.html" file is set at "Save HTML files to", the previous "Index.html" file is overwritten.
To avoid this, we recommend creating a new folder in the PixLab Media Browser and specifying this folder at "Save HTML files to".

► **Created HTML documents are not displayed**

- Is Internet Explorer or another web browser installed?
- If you have copied the created HTML document onto another computer or folder, did you copy not only "Index.html" but also the "Data" and "Thumb" folders that were created at the same time?
These folders and their contents are also required when up loading the HTML document as a web page.

► **ASF Extractor is not launched**

- Is the image you are trying to extract a movie file taken on the VN-EZ1 or converted by Bit Rate Adaptor?



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