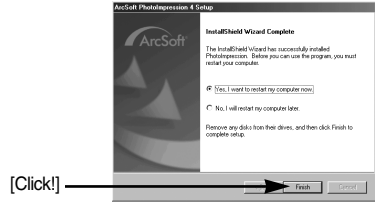


Setting up the application software

27. PhotoImpression Installation is complete.

Click the [Finish] button to install
VideoImpression 2.0.

* The system will not reboot even the [Yes, I
want to restart the computer now] option is
selected.

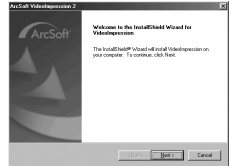


Setting up the application software

28. The VideImpression 2.0 installation window will be displayed as shown alongside.
Click the [OK] button.

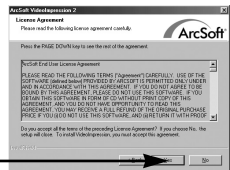


29. [VideImpression InstallShield Wizard] window will be displayed. Click the [Next >] button and a window will be displayed for the next step.

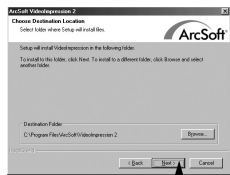


30. The Software License Agreement window will be displayed. If you agree to this, click [Yes], the window will then move to the next step. If you disagree, click [No] and the installation program will be canceled.

[Click!]



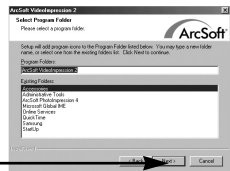
31. A destination selection window will open. Click [Next >].
To copy to the files to another folder, click [Browse...] and choose a folder you want.



[Click!]

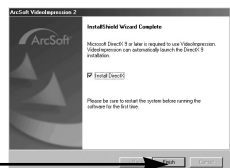
32. A window will open, asking you to choose a folder to which program icons will be added. Click [Next >] button. If you want to add the program icons to a different folder, choose another folder, and then click [Next >] button.

[Click!]



33. VideImpression 2.0 Installation is completed. Click the [Finish] button and DirectX 9.0 installation will be started.

[Click!]

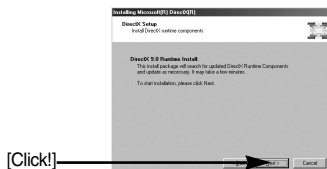


Setting up the application software

34. The Software License Agreement window will be displayed. If you agree to this, select [I accept the agreement] and click the [Next >] button, the window will then move to the next step. If you disagree, select [I don't accept the agreement] and click the [Next >] button. The installation program will be canceled.



35. Installation is complete. Click the [Next >] button.



36. To apply changes, you must restart the computer. Select [Yes, I want to restart my computer now], and then click [Finish].



37. The frame 39 may be displayed according to the system requirements. Click the [Finish] button to restart the computer.



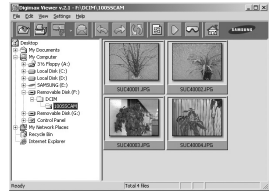
Setting up the application software

38. After restarting the computer, connect the PC to the camera with the USB cable.

39. Turn the camera power on.

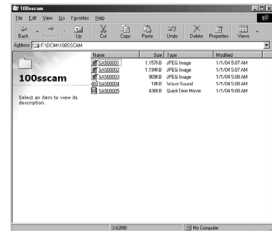
[Found New Hardware Wizard] will open and the computer will recognize the camera.

- ※ If you have ever installed an image viewer program or your OS is Windows XP, an image viewer program will open. If the image viewer program opens, the camera driver was setup successfully.



40. If you can see [Removable Disk] under [My computer], the camera driver installation was successful.

Now you can transfer image files from the camera to PC via the USB cable.



Setting up the application software

INFORMATION

- If you have installed the camera driver, [Found New Hardware Wizard] may not open.
- On a Windows 98 or 98 SE system, the Found New Hardware Wizard dialog box opens and a window asking you to select a driver file may appear. In this case, specify "USB Driver" in the CD supplied. (for Windows 98 and 98 SE).
- When connecting the camera to your PC, it is recommended that you use an AC power adapter.
- Before connecting the camera to the PC, You should first install the camera driver.
- After installing the camera driver, you have to restart your PC.
- If you connect the camera to the PC before installing the camera driver, the [Found New Hardware Wizard] will open.
In this case, cancel the [Found New Hardware Wizard] and disconnect the camera.
Install the camera driver and connect the camera to the PC again.
- Should the computer not find the camera driver after installation, please try one or more of the following measures.
 1. Delete the camera driver (p.112), and re-install the driver.
 2. Refer to FAQ (p.119) to check for a possible solution to the problem.
 3. If your PC's central processing unit is VIA chip (This is shown in the USB Host Controller), download the patch file from the Samsung Camera web page.
(<http://www.samsungcamera.com>)

DigiStudio Installation guide

■ System Requirements for DigiStudio

DigiStudio requires the following minimum system configuration for smooth 3D performance. If your system does not meet the requirements, you will receive error messages and the installation will not continue.

DigiStudio		
	Recommended System Requirements	Minimum System Requirements
CPU	Pentium III 500Mhz	Pentium II 400Mhz
RAM	128MB	64MB
Graphic Card	Graphic card with 3D acceleration and at least 16MB of video RAM	Graphic card with 3D acceleration and at least 8MB of video RAM
Sound Card	16 Bit Stereo Sound Card	
Hard Disk	150MB or more available space	
Operating System	Windows 98SE/2000/ME/XP	
Web Browser	Internet Explorer 5.0 or later	

■ System Requirements for DirectX 9.0

1. If your PC does not have DirectX (version 9.0 or later) installed, follow the instructions provided during the installation process to install DirectX.
2. If you are asked to confirm the installation of DirectX, click [Next >].
3. You will be asked to reboot after DirectX is installed.
Once the installation of DigiStudio is complete, be sure to reboot your PC.

■ System Requirements for QuickTime

1. In order to view 3D avatars you created with DigiStudio in MOV format from the camera or PC, you must follow the instructions provided during the installation process and install the QuickTime Player (version 6.0 or later).
2. If you are asked to confirm the installation of QuickTime, click [Next >].
3. Please select the [Recommended] installation type.(p.106)

DigiStudio Installation guide

■ Cautions on the Graphic Card (VGA)

The DigiStudio software will not install on a PO with a graphic card that does not support 3D acceleration and that has less than 8 MB video RAM. If the graphic card error screen appears while using DigiStudio, please go through the following steps:

Step 1 : Go to My Computer → Control Panel → Display → Settings, check the display type and color palette settings.

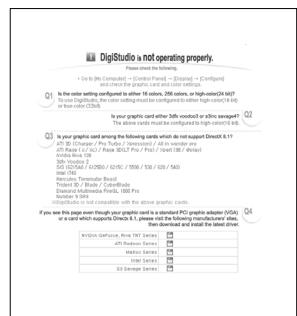
Step 2 : Set the color palette to High Color (16 bit) or True Color (32 bit).
※ For Voodoo3 or Savage4, set the color palette to High Color (16 bit).

Step 3 : The following graphic cards do not support 3D acceleration and cannot be used with DigiStudio:

- (1)ATI 3D (Charger /Pro Turbo /Xpression)/All in wonder pro
- (2)ATI Rage (i /iic)/Rage 3D(LT Pro /Pro)/Xpert (98 /@play)
- (3)nVidia Riva 128
- (4)3dfx Voodoo 2
- (5)SiS (6215A0 /6125B0 /6215C /5598 /530 /620 /540)
- (6)Intel i740 graphics chip
- (7)Hercules Terminator Beast
- (8)Trident 3D /Blade /CyberBlade
- (9)Diamond Multimedia FireGL 1000 Pro
- (10)Number 9 SR9

※ Depending on your graphics card, 3D avatars may not be supported.

Step 4 : If the display type is set to Standard PCI Graphic Adapter (VGA), refer to the graphic card error screen and install the latest graphic card driver.



Graphic Card Error Screen

DigiStudio Installation

- DigiStudio is a 3D avatar creation program. You can store 3D avatar files on the camera and use one of the avatars as the startup image.
- This software is available in the Windows version only.
- Be sure to install the camera driver before transferring the avatars to the camera. (See page 95.)
- For instructions on how to use DigiStudio, please refer to Help.



1. When the installation screen shown on the right appears, click [Install].

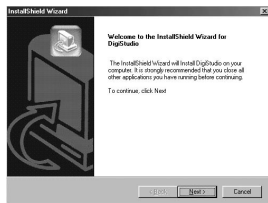
- ※ Be sure to check the system requirements (p. 103) before installing the program.



2. The Language Selection window will open. Click [Next >].



3. An installation start window will open. Click [Next >].



4. The QuickTime 6.3 Installation window will open. Click [Next >].

*For more information on the QuickTime installation, please refer to page 95.

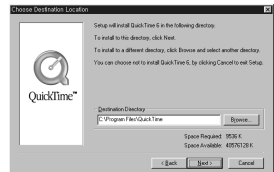
5. The Welcome window will appear. Click [Next >].

DigiStudio Installation

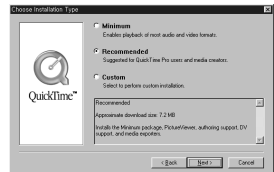
6. The Software License Agreement window will appear, asking you to agree to the licensing. Use the button on the bottom left to select the language of your choice, and then click [Agree] to accept the license agreement. The installation will proceed to the next stage. If you do not agree to the license agreement, click [Disagree]. The installation will be canceled. If the language of your choice is not listed, please select [English].



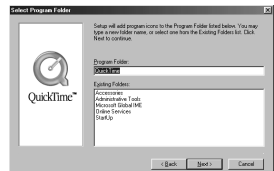
7. The Choose Destination Location window will open. Click [Next >]. To copy the files to a different folder, click [Browse..] Browse to a folder you want to copy the files to.



8. The Choose Installation Type will open. Select [Recommended], and then click [Next >].



9. The Select Program Folder window will open. Click [Next >]. If you want to add the program icons to a different folder, choose another folder, and then click [Next >].



10. The Enter Registration window will open. Enter your name and organization in the respective fields, and then click [Next >]. You may skip the Registration Number field.

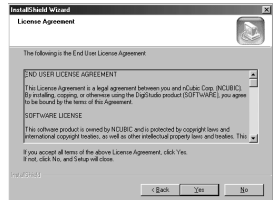


11. The QuickTime program folder will appear. Click on the Close button to close the folder.
12. The Introduction window will open. Click [Next].

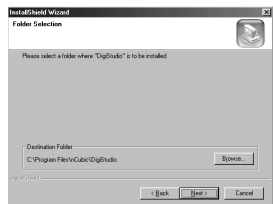
DigiStudio Installation

13. The [Connection Speed] window will open. Click [Next]. To choose another transfer rate, click ▼ and select the desired transfer rate.
14. The Browser Plug-in window will open. Click [Next].
15. The File Type Association window will open. Click [Finish]. If you want to associate other file formats with QuickTime, put a checkmark (V) besides the file formats you want.
16. The Finished window will open. Click [Close].
- * The QuickTime Player will launch, the readme file will open, and the DirectX 9.0 Installation window will open. Click on the Close button to exit the program.
17. The DirectX 9.0 Installation window will open. Click [Next >].

18. A window asking you to agree to licensing will open. Click [Yes] to agree to the license agreement. The installation will proceed to the next stage. If you do not agree to the license agreement, click [No]. The installation will be canceled.



19. The Folder Selection window will open. Click [Next >]. To copy the files to a different folder, click [Browse..] Browse to a folder you want to copy the files to.



20. Your installation is complete. Be sure to reboot your PC by clicking [Finish].

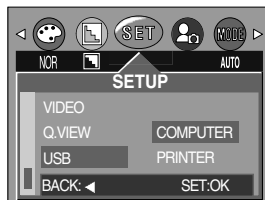


Starting PC mode

- If you connect the USB cable to a USB port on your PC and then turn on the power, the camera will automatically switch to "computer connection mode".
- In this mode, you can download stored images to your PC through the USB cable.
- The LCD monitor is always turned off in PC mode.
- The camera status lamp will blink when the files are transferring via the USB connection.

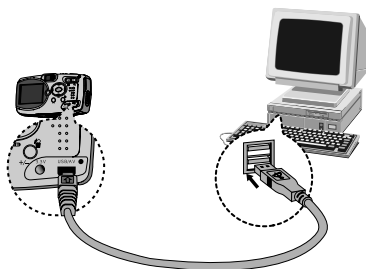
■ Connecting the camera to a PC

1. Turn the PC power on.
2. Turn the camera power on.
3. In any mode other than Voice Recording mode, press the MENU button.
4. Press the LEFT/ RIGHT button and select the [SETUP] menu tab.
5. Select the [USB] menu by pressing the UP/ DOWN button and press the RIGHT button.
6. Use the UP and DOWN buttons to select [COMPUTER], and then press the OK button.
7. Press the menu button twice and the menu will disappear.
8. Connect the PC and the camera via the USB cable.



- Insert the small plug of the USB cable into the camera USB connection terminal.
- Insert the large connector of the USB cable into the USB port of the PC.
- The plugs must be firmly inserted.

※If you selected [Printer] in Step 6, when you connect the camera to your printer, the [PLEASE WAIT USB:PRINTER] message will be displayed on the LCD monitor and the connection will not be established. In this case, disconnect the USB cable, and then follow the procedure from Step 3 and onward.



- Disconnecting the camera and PC : Refer to page 110 (Removing the removable disk).

INFORMATION

- The camera driver must be installed before using PC mode.
- To save battery power, it is recommended that you use an AC adapter (Optional) when connecting the camera to a computer

Starting PC Mode

■ Downloading stored images

You can download the still images stored on the camera to your PC's hard disk and print them or use a photo editing software to edit them.

1. Connect the camera to your PC with the USB cable.

2. On your computer's desktop display, select [My computer] and double click [Removable Disk → DCIM → 100SSCAM].

The image files will then be displayed.

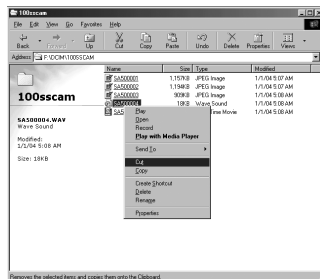
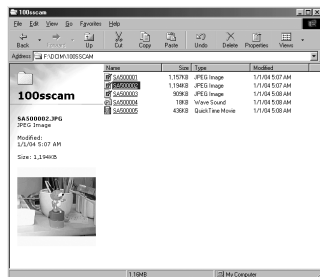
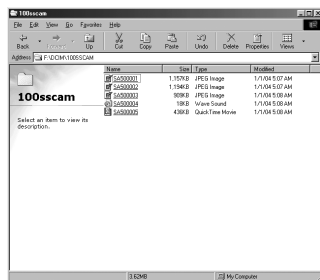
3. Select an image and press the right mouse button.

4. A pop-up menu will open.

Click [Cut] or [Copy] menu.

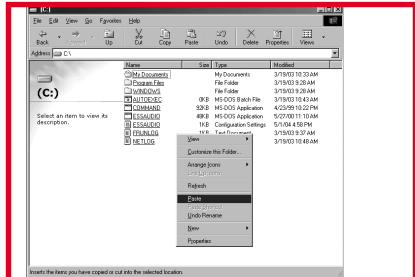
- [Cut] : cuts a selected file.
- [Copy] : copies files.

5. Click a folder where you want to paste the file.

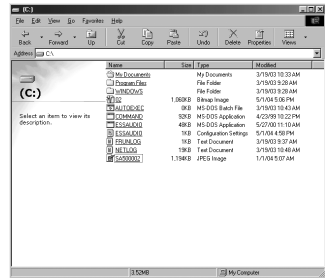


Starting PC Mode

6. Press the right mouse button and a pop-up menu will open. Click [Paste].



7. An image file is transferred from the camera to your PC.

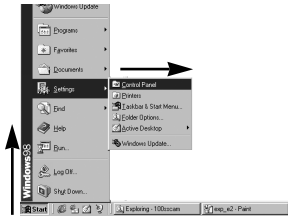


- By using [Digimax Viewer], you can see the stored images in the memory directly on the PC monitor and you can copy or move the image files.

Removing the USB Driver for Windows 98SE

■ To remove the USB driver, refer to the process shown below.

1. Trace [Start → Settings] and click [Control Panel].

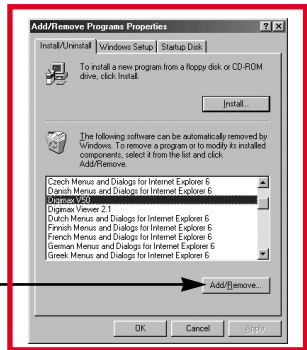


2. Double-click [Add/Remove programs].



3. The [Add/Remove Programs Properties] window will open. Click [Digimax V50] and click the [Add/Remove] button.

[Click !]



4. Uninstallation is complete.

Click the [Finish] button and the window will disappear.



[Click !]

Removable Disk

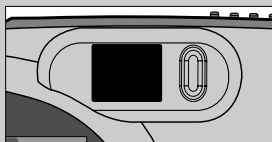
■ To use this camera as a Removable Disk, install (p.101) the USB Driver.

1. Before turning the camera power on, connect the camera to the PC with the USB cable.
2. Click [Removable Disk] under [My computer] or [Windows Explorer].
3. Image files stored in the Removable Disk (DCIM → 100SSCAM) can be transferred to the PC.

INFORMATION

Important information whilst using the Removable Disk

- The [Removable Disk] indicator will not show when the camera power is off or the USB cable is removed.
- We recommend that you should copy the images to the PC to view them. Opening images directly from the removable disk may be subject to unexpected disconnection.
- When uploading images from the PC to the camera, ensure that the uploaded file names are not the same as those already stored on the memory.
- When you upload a file that is not taken by this camera to Removable Disk, the [FILE ERROR!] message will be displayed on the LCD monitor in the PLAY mode, and nothing is displayed in THUMBNAIL mode.
- The auto focus lamp will blink, when a file is transferred (copy or deletion) between the PC and the camera. Do not remove the USB cable until the lamp stops blinking. To remove the USB cable in Windows 2000/ME/XP, use the [Unplug or Eject Hardware] icon on the task bar.



Removing the removable disk

■ Windows 98SE

1. Check whether the camera and PC are transferring a file. If the auto focus lamp blinks, you have to wait until the lamp illuminates.
2. Unplug the USB cable.

■ Windows 2000/ME/XP

(The illustrations may be different from the real display in accordance with the Windows O/S.)

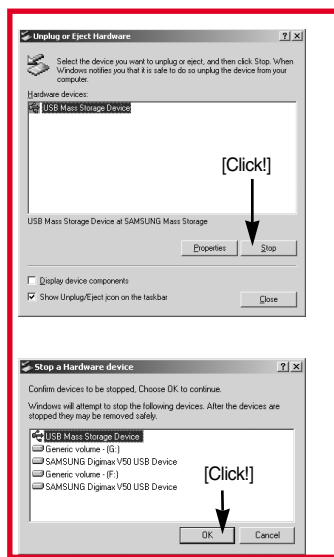
1. Check whether the camera and PC are transferring a file. If the auto focus lamp blinks, you have to wait until the lamp illuminates.

2. Double-click the [Unplug or Eject Hardware] icon on the task bar.



[Double-click!]

3. The [Unplug or Eject Hardware] window will open. Select the [USB Mass Storage Device] and click the [Stop] button.



4. The [Stop a Hardware device] window will open. Select the [USB Mass Storage Device] and click the [OK] button.

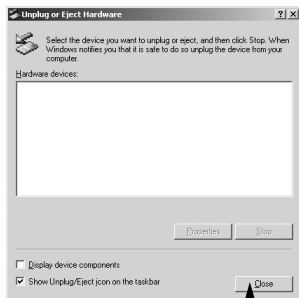
5. A [Safe to Remove Hardware] window will open. Click the [OK] button.



[Click!]

Removing the removable disk

6. A [Unplug or Eject Hardware] window will open. Click the [Close] button and the removable disk will be removed safely.



7. Unplug the USB cable.

Setting up the USB Driver for MAC

1. A USB Driver for MAC is not included with the software CD as MAC OS supports the camera driver.
2. Check the MAC OS. You can check the MAC OS version during MAC OS start-up. This camera is compatible with MAC OS 9.0 ~ 10.2.
3. Connect the camera to the Macintosh and turn the camera power on.
4. A new icon will be displayed on the desktop after connecting the camera to the MAC.

Using the USB Driver for MAC

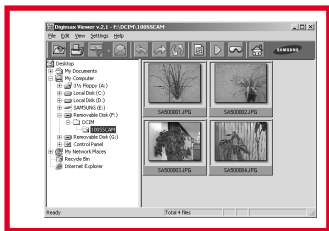
1. Double click a new icon on the desktop and the folder in the memory will be displayed.
2. Select an image file and copy or move it to MAC.

CAUTION

- For Mac OS 10.0 or later : First complete uploading from computer to camera and then remove the removable disk with the Extract command.

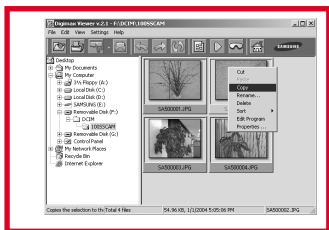
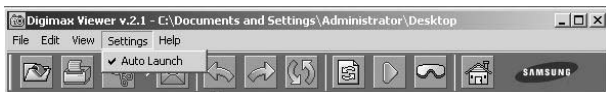
Digimax Viewer 2.1

- This software is only compatible with Windows.



1. To open Digimax Viewer, click the [Start → Programs → Samsung → Digimax Viewer 2.1 → Digimax Viewer 2.1] and Digimax Viewer 2.1 will then open.

2. If the [Auto Launch] option is selected, this program will be executed automatically with recognizing the camera.



3. You can easily use the Digimax viewer 2.1 program as it offers a FILE menu and TOOL bar. And, you can use the pop up menu. Click an image and press the right mouse button.

Digimax Viewer functions are listed below.

- Basic functions : Copy, Move, Delete, Rotate, Rename, changing file type, Resize, Property.
- Advanced functions : Print, Slide show, Export, Sending e-mail, On-line print, Web album etc.

INFORMATION

- Before deleting images from the camera, you should protect or download images to your computer that you wish to keep.
- Refer to the [Help] menu in Digimax viewer 2.1 for further information.

Using PhotolImpression






With PhotolImpression, you can edit or store still images that you downloaded from the camera. This software is only available in Windows version.

To start the program, click [Start → Programs → ArcSoft PhotolImpression → PhotolImpression]. The following screen will appear.













You can use PhotolImpression to perform the following tasks.

■ Command Button

Button	Description
	Imports a picture from an album, a source folder, or the camera/scanner, or captures screen shots of what is being viewed on the current monitor.
	Selects Cut, Resize, Edit Image, Insert Text, Enhance Picture, Insert Effects, or Layer.
	Performs Insert Frame, Insert Borders, Insert Calendar, Insert Greeting Cards, Insert Template, or Connect with Other Software.
	Saves the edited picture, and sends an e-mail or uses it as the background image.
	Outputs the edited picture according to your preferences.

Using Photolmpression

■ Tool Bar

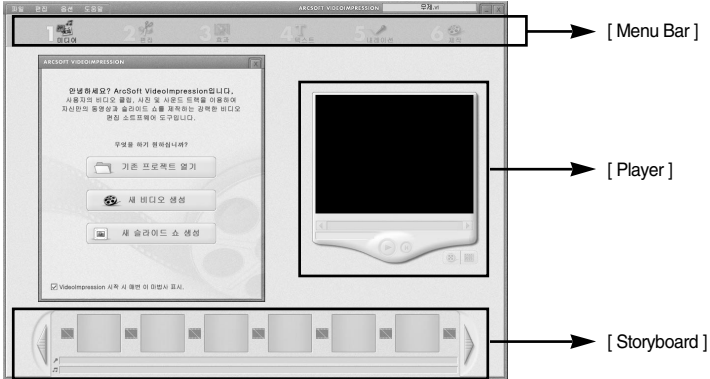
Button	Description	Button	Description
	Resize Layer		Rotate Layer
	Flip Layer Horizontally		Rotate All Layers
	Undo		Redo
	Copy		Paste
	Delete Layer		Close Picture

INFORMATION

- For detailed instructions on how to use Photolmpression, please refer to the program's Help.

Using VideoImpression

- VideoImpression is a program which can edit or save downloaded movie clips from a camera. This software is only compatible with Windows.
- To operate this program, click the [Start → Programs → ArcSoft VideoImpression 2 → VideoImpression 2] and you can see screens below.



- Functions below can be performed with VideoImpression Menu Bar.



Choose movie clip, still image or audio files that construct final movie clip or slide show.

Selected files get united and make final movie clip or slide show.

- Album



Choose [Media] menu and Album window will be open.

Album is a useful tool to arrange media files (Still image, Movie clip, Audio file, etc.) visually and to make user collections. Name each Album and you can open each of them quickly without searching for each folder.

Using VideoImpression

- File Manage



Add : Add still images, movie clips or audio files to Album window.



Arrange : Arrange files from Album window according to name, types, size and date.



Video Capture : You can capture screens that you want to from a Video tool connected a computer.

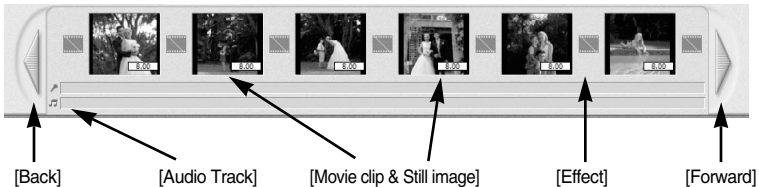


Get images : You can get images that you want to from an Image tool connected a computer.



You can control luminosity and contrast of movie clips and still images in Storyboard. In addition, it is possible to indicate time of still images and control beginning and ending of Audio files and movie clips in order to replay parts you want. It is only applicable to movie clip project.

- Storyboard



- Back: When check previous images not showed on Storyboard which is belong to project, use it.
- When check previous images not showed on Storyboard which is belong to project, use it.:
To insert Audio file to Audio Track, double click Audio file in Album window.
- Movie clip & Still image: When you double click movie clips or still images in Album window, it is inserted to Storyboard in order.
- Effect: When component parts of project are changed, you can insert special effects.
- Forward: When check next images not showed on Storyboard which is belong to project, use it.

Using VideoImpression



Add effects or apply produced themes when you connect component parts of Storyboard.







Add animation text to movie clip and still image used to make movie clip. It is only applicable to movie clip project.

* Move T-bar and choose the beginning and ending point of text.



Record Audio on the program and add it to movie clip.

-  : Record Audio on a movie clip
-  : Replay recorded Audio.
-  : Stop replaying or recording.
-  : Set up Audio.



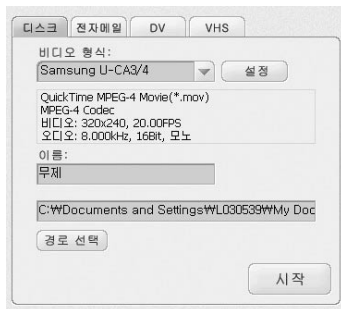
Using VideoImpression



All parts of storyboard get united and make movie clips or slide show. You can save movie clip with various ways and send it through e-mail to your friends.

● Way to make MPEG-4 movie clip for SAMSUNG U-CA3/4

1. Click [Produce] and then select [disk].
2. Select [Samsung U-CA3/4] from [Video Type].
 - ※ After setting up Quick Time, select Samsung U-CA3/4.
3. If you want to replay produced file on a camera, name the file SMMCxxxx.(xxxx means number from 0001 to 9999)
4. Click start button, and it is changed to a file available to U - CA 3/4. (To replay the file on a camera, save it on DCIM/100SSCAM folder of the camera.)



INFORMATION

- For more information, please refer to the Help file in a program.
- VideoImpression can be out of order because of inadequate use or program errors while you are making movie clip. User's carefulness is needed.

FAQ

■ Please check the following if the USB connection malfunctions.

[Case 1]

The camera power is off.

- Turn the camera power on. We recommend using an AC power adapter in PC mode.

[Case 2]

USB Driver is not installed correctly.

- Install the USB Driver correctly. Refer to page 101.

[Case 3]

The USB cable is not connected or you are using a cable with an incorrect specification.

- Use a USB cable with the correct specification.

[Case 4]

The camera is not recognized by your PC.

Sometimes, the camera may appear under [Unknown Devices] in Device Manager.

- Install the camera driver correctly.
Turn off the camera, remove the USB cable, plug in the USB cable again, and then turn on the camera.

[Case 5]

There is an unexpected error during file transfer

- Turn the camera power off and on again. Transfer the file again.

[Case 6]

How do I know my computer supports a USB Interface?

- Check the USB port in your computer or keyboard.
- Check the OS version. A USB Interface is available in Windows 98, 98SE, 2000, ME .XP.
- Check [Universal Serial Bus controllers] in Device Manager. Do the following to check [Universal Serial Bus controllers].
Win 98/ME : Trace [Start → Settings → Control Panel → System → Device Manager → Universal Serial Bus controllers].
Win 2000 : Trace [Start → Settings → Control Panel → System → Hardware → Device Manager → Universal Serial Bus controllers].

Win XP : Trace [Start → Control Panel → Performance and Maintenance → System → Hardware → Device Manager → Universal Serial Bus controllers].

There must be USB Host Controller and USB root hub under [Universal Serial Bus controllers].

In addition, double-click on the USB Universal Host Controller and the USB Root Hub to check if the Device Status states "This device is working properly". If the Device Status says the device is "not working properly", click the "Driver" tab and then click [Update Driver] or [Reinstall Driver].

- When all the conditions mentioned above are met, the computer can support the USB interface.

[Case 7]

When using the USB hub.

- There may be a problem in connecting the camera to the PC through the USB hub if the PC and the hub are not compatible. Wherever possible, connect the camera to the PC directly.

[Case 8]

Are other USB cables connected to the PC?

- The camera may malfunction when it is connected to the PC at the same time as another USB cable. In this case, disconnect the other USB cable, and connect only one USB cable to the camera.

[Case 9]

When I open the Device Manager (by clicking Start → (Settings) → Control Panel → (Performance and Maintenance) → System → (Hardware) → Device Manager), there are 「Unknown Devices」 or 「Other Devices」 entries with a yellow question mark(?) beside them or devices with an exclamation mark(!) beside them.

- Right-click on the entry with the question(?) or exclamation (!) mark and select "Remove". Restart the PC and connect the camera the again. For Windows 98 PC, remove the camera driver also, restart the PC, and then reinstall the camera driver.
- Double-click on the entry with the question (?) or exclamation (!) mark, click the "Driver" tab, and click [Update Driver] or [Reinstall Driver]. If a message appears asking you to specify the location of the appropriate device driver, specify "USB Driver" in the CD supplied.



SAMSUNG

SAMSUNG TECHWIN CO., LTD.
OPTICS & DIGITAL IMAGING DIVISION
145-3, SANGDAEWON 1-DONG, JUNGWON-
GU, SUNGNAM-CITY, KYUNGKI-DO, KOREA
462-121
TEL : (82) 31-740-8086, 8088, 8090, 8092, 8099
FAX : (82) 31-740-8398, 8111

SAMSUNG OPTO-ELECTRONICS AMERICA, INC.
HEADQUARTERS
40 SEAVIEW DRIVE, SECAUCUS, NJ07094, U.S.A.
TEL : (1) 201-902-0347
FAX : (1) 201-902-9342

WESTERN REGIONAL OFFICE
18600 BROADWICK ST.,
RANCHO DOMINGUEZ, CA 90220, U.S.A.
TEL : (1) 310-900-5263/5264
FAX : (1) 310-537-1566

SAMSUNG OPTO-ELECTRONICS UK LIMITED
SAMSUNG HOUSE
1000 HILLSWOOD DRIVE
HILLSWOOD BUSINESS PARK
CHERTSEY KT16 OPS U.K.
TEL : +44 (0) 1932 455300
FAX : +44 (0) 1932 455325

SAMSUNG OPTO-ELECTRONICS GMBH
AM KRONBERGER HANG 6
D-65824 SCHWALBACH/TS., GERMANY
TEL : (49) 6196 66 53 03
FAX : (49) 6196 66 53 66

SAMSUNG FRANCE S.A.S.
BP 51 TOUR MAINE MONTPARNASSE
33, AV. DU MAINE
75755, PARIS CEDEX 15, FRANCE
HOTLINE PHOTO NUMÉRIQUE :
00 800 22 26 37 27 (Numéro Vert-Appel Gratuit)
TEL : (33) 1-4279-2282/5
FAX : (33) 1-4320-4510

SAMSUNG TECHWIN MOSCOW OFFICE
RUSSIA, 125167, MOSCOW LENNINGRADSKY,
PR-KT, 37-A, KORP14
TEL : (7) 095-258-9299/96/98
FAX : (7) 095-258-9297
<http://www.samsungcamera.ru>

TIANJIN SAMSUNG OPTO-ELECTRONICS CO.,LTD.
7 PINGCHANG ROAD NANKAI DIST., TIANJIN
P.R CHINA
POST CODE:300190
TEL : (86) 22-2761-8867
FAX : (86) 22-2761-8864

* Internet address - <http://www.samsungcamera.com/>

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