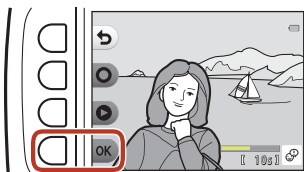


#### 4 Press flexible button 4 (OK).

- **Message recorded.** is displayed and the message is attached to the image.
- Delete the current message before recording a new message (📖54).



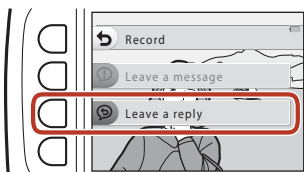
## Leave a Reply

#### 1 Press flexible button 2 (Record).



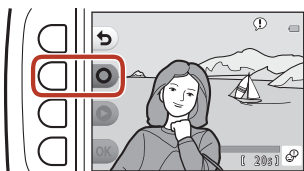
#### 2 Press flexible button 3 (Leave a reply).

- You cannot select this option if the image does not have a message attached to it. → "Leave a Message" (📖52)



#### 3 Press flexible button 2 (Record).

- Once recording starts, the operations are the same as explained in "Leave a Message" (📖52).



## Play Recordings

Press flexible button 3 (🔊 **Play recordings**).

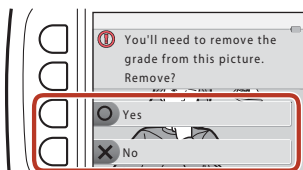
- The camera plays the message. If two messages have been recorded, they are played back to back.
- Press flexible button 1 (⏮) to stop playback.
- Use the multi selector ▲▼ during playback to adjust playback volume.
- If battery power runs out, playback stops automatically.



## Erase Recordings

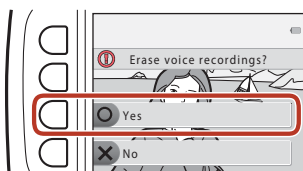
**1** Press flexible button 4 (🗑 **Erase recordings**).

- If you select an image that has a grade mark (📖64) or an image that is added to favorites (📖68), a confirmation message is displayed.
  - **○ Yes:** Removes the grade or removes the image from favorites and displays the screen displayed in step 2.
  - **✗ No:** Returns to step 1.



**2** When the confirmation message is displayed, press flexible button 3 (○ **Yes**).

- Only the recording is deleted. If both a message and a reply have been recorded, they are both deleted.



## Before Editing Images

You can easily edit images on this camera. Edited copies are saved as separate files (except for **Rotate pictures**).

Edited copies are saved with the same shooting date and time as the original.




### **Restrictions on Image Editing**

- An image can be edited up to 10 times (there is no restriction on the number of times **Rotate pictures** can be applied).
- You may not be able to edit images of a certain size or with certain editing functions.

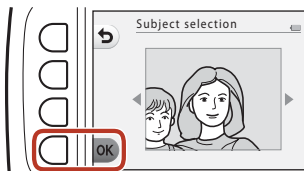






## Add Makeup

Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use   to select  → flexible button 4 (**OK**)

**1** Use the multi selector    to select the face that you want to retouch and press flexible button 4 (**OK**).

- When only one face is detected, proceed to step 2.



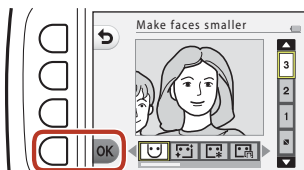
**2** Use   to select the effect, use   to select the effect level, and press flexible button 4 (**OK**).

- You can simultaneously apply multiple effects.


Adjust or check the settings for all effects before pressing flexible button 4 (**OK**).

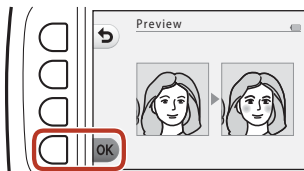
 **Make faces smaller**,  **Make skin prettier**,  **Color faces**,  **Make skin less shiny**,  **Hide eye bags**,  **Make eyes bigger**,  **Whiten eyes**,  **Add eye shadow**,  **Add mascara**,  **Whiten teeth**,  **Color lips**,  **Redden cheeks**

- Press flexible button 1 () to return to the screen for selecting a person.



**3** Preview the result and press flexible button 4 (**OK**).

- To change the settings, press flexible button 1 () to return to step 2.



## ✓ Notes About Add Makeup

- One face can be edited at a time. To add makeup to another face, edit the edited image again.
- Depending on the direction in which faces are looking, or the brightness of faces, the camera may be unable to accurately detect faces, or the function may not perform as expected.
- If no faces are detected, a warning is displayed and the screen returns to the playback menu.
- Only images captured at an image size of 640 × 480 or larger can be edited.

## 🖼️ Make Photo Albums

Enter playback mode → flexible button 1 (🖼️) → flexible button 3 (🖼️ Picture play) → use ◀▶ to select 🖼️ → flexible button 4 (OK)

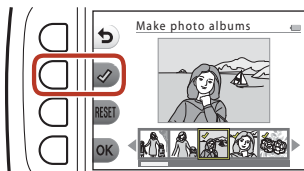
Display images similarly to a photo album. Five different photo album designs are available. The created album is saved as a separate image of 2 megapixels (1600 × 1200) in size.

- 1 Use the multi selector ◀▶ to select an image.

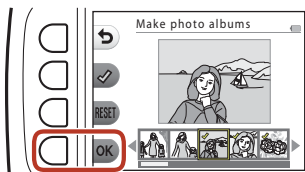


- 2 Press flexible button 2 (✓).

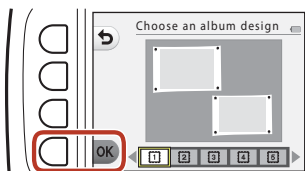
- A check mark is displayed.
- A check mark is displayed or removed every time you press flexible button 2 (✓).
- Press flexible button 3 (RESET) to remove all check marks.
- Images are arranged in an album in the order the check marks were added.
- Up to 20 images can be selected.



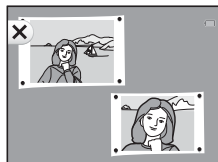
**3** Press flexible button 4 (OK).



**4** Use ◀▶ to select the desired photo album design and press flexible button 4 (OK).



- Photo albums are displayed one page at a time. After all pages have been displayed, the camera returns to **Have fun with pictures** menu.
- To cancel before the photo album has been created, press flexible button 1 (X).



#### **✓ Notes About Make Photo Albums**

- Movies cannot be selected.
- This camera is unable to select images captured with other cameras.



## Add a Fisheye Effect

Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use   to select  → flexible button 4 (OK)

Make an image look as if it were captured with a fisheye lens. This effect is well-suited for images captured using **Shoot close-ups** in the shooting menu.

Confirm the effect and press flexible button 4 (OK).

- To cancel, press flexible button 1 () .



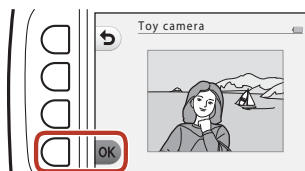
## Toy Camera

Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use   to select  → flexible button 4 (OK)

Make an image look as if it were shot with a toy camera. This effect is well-suited for landscapes.

Confirm the effect and press flexible button 4 (OK).

- To cancel, press flexible button 1 () .



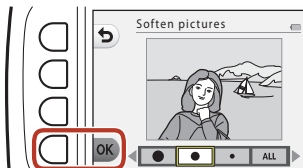
## ☉ Soften Pictures

Enter playback mode → select an image → flexible button 1 (🖼️) → flexible button 3 (🖼️ Picture play) → use ◀▶ to select ☉ → flexible button 4 (OK)

Soften the image by adding a slight blur around the center of the image. Four blur regions are available.

Use the multi selector ◀▶ to select the area to be blurred and press flexible button 4 (OK).

- To add a slight blur to the entire image, press **ALL**.
- To cancel, press flexible button 1 (↶).



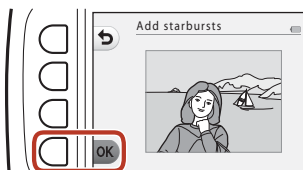
## \* Add Starbursts

Enter playback mode → select an image → flexible button 1 (🖼️) → flexible button 3 (🖼️ Picture play) → use ◀▶ to select \* → flexible button 4 (OK)

Produce star-like rays of light that radiate outward from bright objects such as sunlight reflections or street lights. This effect is suitable for night scenes.

Confirm the effect and press flexible button 4 (OK).

- To cancel, press flexible button 1 (↶).





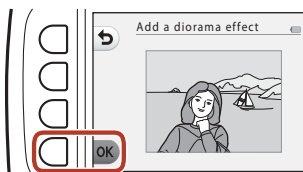
## Add a Diorama Effect

Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use   to select  → flexible button 4 (OK)

Make an image look like a miniature scene captured in macro mode. This effect is well-suited for images captured from a high vantage point with the main subject at the center of the image.

Confirm the effect and press flexible button 4 (OK).


- To cancel, press flexible button 1 ()




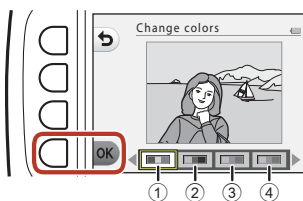
## Change Colors

Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use   to select  → flexible button 4 (OK)

Adjust image colors.

Use the multi selector  to select the desired setting and press flexible button 4 (OK).

- The following image color settings are available.
  - ① Vivid color (default setting): Use to achieve a vivid, photoprint effect.
  - ② Black-and-white: Save images in black-and-white.
  - ③ Sepia: Save images in sepia tones.
  - ④ Cyanotype: Save images in cyan-blue monochrome.
- To cancel, press flexible button 1 ()



## Highlight Colors

Enter playback mode → select an image → flexible button 1 (⏪) → flexible button 3 (🖼️ Picture play) → use ◀▶ to select 🖌️ → flexible button 4 (OK)

Creates a black and white image in which only the specified color remains.

Use the multi selector ◀▶ to select a color and press flexible button 4 (OK).

- To cancel, press flexible button 1 (⏪).






## Decorate

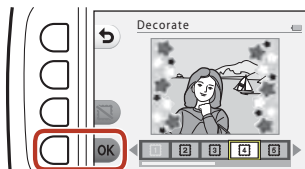
Enter playback mode → select an image → flexible button 1 () → flexible button 3 ( Picture play) → use  to select  → flexible button 4 (OK)

Add a frame around your images. Nine different frames are available. The image size of the edited copy varies depending on the size of the original image, as described below.

- When the original image is 2 megapixels (1600 × 1200) or larger, the copy is saved at 2 megapixels (1600 × 1200).
- When the original image is smaller than 2 megapixels (1600 × 1200), the copy is saved at the same size as the original.

Use the multi selector  to select the desired frame and press flexible button 4 (OK).

- The frame is added to the image and saved as a new copy.
- To cancel, press flexible button 1 () .
- Press flexible button 3 () to remove the frame.





### Notes About Decorate

- The frame is placed on top of the image and therefore replaces the area of the image underneath it. Thicker frames cover up a larger area of the image.
- When using borderless printing to print images that you have added frames to, the frames may not be printed.



## Grading

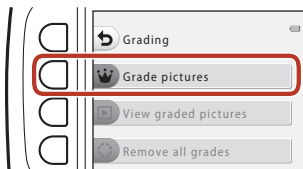
This function is displayed when **Variety menu** (📖100) is set to **On**.

Grade images by using  **Excellent** or  **Good**. You can use **View graded pictures** to play back only the images that have grade marks.

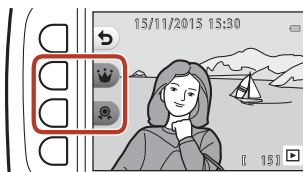
Enter playback mode → flexible button 1 (📄) → flexible button 4 (👑 Grading)

### Grade Pictures

- 1 Press flexible button 2 (👑 **Grade pictures**).



- 2 Use the multi selector (◀▶) to select an image and press flexible button 2 (👑) or flexible button 3 (👓).



- Graded images are indicated with grade marks (👑 or 👓) on the playback screen, and are protected.
- You cannot add two grade marks to a single image.



### **Notes About Graded Images**

Formatting the memory card or the camera's internal memory (📖104) permanently deletes all data, including graded images.

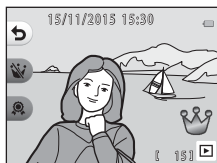
### **Grading**

- Graded images are also added to **Favorites** (📖68). Removing the grade also removes the image from favorites.
- Grade mark 👑 can be added to up to a total of 200 images that includes the images added to favorites. Grade mark 👓 can be added to up to a total of 200 images.



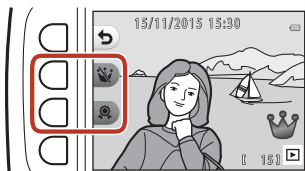
## Changing or Removing Grades from Individual Images

- 1 In step 2 (📖64) of “Grade Pictures”, select the image with the grade you want to change or remove.



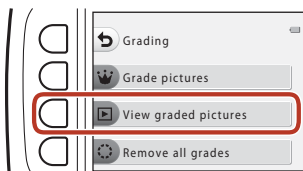
- 2 Change or remove the grade.

- Press flexible button 2 (👑) or flexible button 3 (👤) to change the current grade to the selected grade.
- Press flexible button 2 (👤) or flexible button 3 (👑) to remove the grade of the selected image.



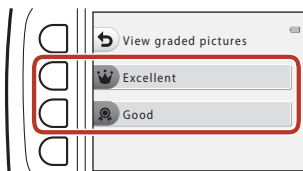
## View Graded Pictures

- 1 Press flexible button 3 (▶) **View graded pictures**).



- 2 Press flexible button 2 (👑 **Excellent**) or flexible button 3 (👍 **Good**).

- Only images with the grade mark you selected are displayed.



- 3 Use the multi selector (◀▶) to view images.

- Press ▲ to magnify the image.
- Press ▼ to switch to thumbnail playback mode.
- Press flexible button 1 (↶) to return to the screen displayed in step 2.
- Press flexible button 4 (✕) to return to full-frame playback mode (📖20).



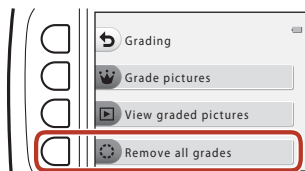
### ✓ Notes About View Graded Pictures

Images cannot be edited, including changing or removing grades, when they are played back using **View graded pictures**.

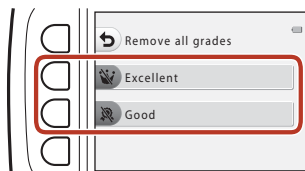


## Remove All Grades

- 1 Press flexible button 4 (🔄 **Remove all grades**).

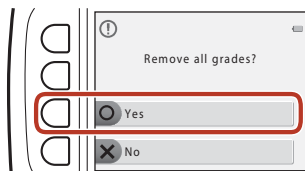


- 2 Press flexible button 2 (👑 **Excellent**) or flexible button 3 (👍 **Good**).






- 3 Press flexible button 3 (○ **Yes**).

- The selected grade mark is removed from all images.




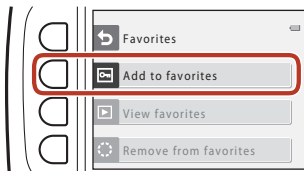
## Favorites



This function is displayed when **Variety menu** (100) is set to **Off**.  
You can use **View favorites** to play back only the images added to favorites.

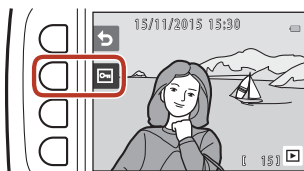
Enter playback mode → flexible button 1 () → flexible button 4 ( Favorites)


### Add to Favorites

- 1 Press flexible button 2 ( **Add to favorites**).




- 2 Use the multi selector  to select a favorite image and press flexible button 2 (.





- Images added to favorites are displayed with  on the playback screen, and are protected.



### **Notes About Images Added to Favorites**

Formatting the memory card or the camera's internal memory (104) permanently deletes all data, including graded images.

### **Favorites**

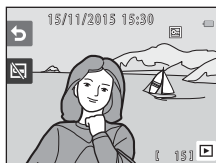
- Grade mark  (64) is added to images that are added to favorites. Removing the image from favorites also removes the grade.
- Up to a total of 200 images can be added to favorites, which includes graded images.





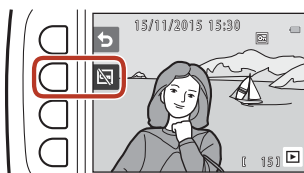
## Removing Favorites from Individual Images

- 1 In step 2 (📖68) of “Add to Favorites”, select the image that you want to remove from favorites.



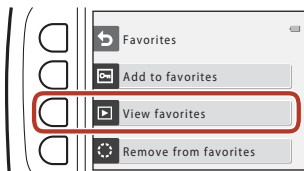
- 2 Press flexible button 2 (📄).

- The selected image is removed from favorites.



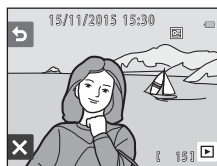
## View Favorites

- 1 Press flexible button 3 (▶) **View favorites**).



- 2 Use the multi selector ◀▶ to view images.

- Press ▲ to magnify the image.
- Press ▼ to switch to thumbnail playback mode.
- Press flexible button 1 (↶) to return to the screen displayed in step 1.
- Press flexible button 4 (✕) to return to full-frame playback mode (📖20).



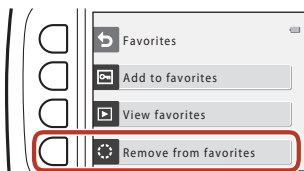
### ✓ Notes About View Favorites

Images cannot be edited, including removing from favorites, when they are played back using **View favorites**.



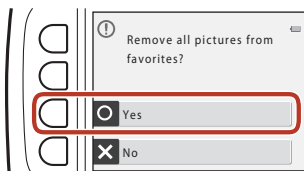
## Remove From Favorites

- 1 Press flexible button 4 (⊖ Remove from favorites).





- 2 Press flexible button 3 (○ Yes).

- All images added to favorites are removed.





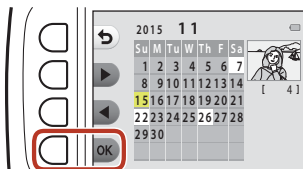
## View by Date

Play back images by selecting the shooting date from the calendar.






Enter playback mode → flexible button 2 () → flexible button 2 ( View by date)

### 1 Use the multi selector to select the desired date and press flexible button 4 (OK).

- Images are selected based on the selected date. The first image captured on that date is displayed.
- A white background of a date indicates that images were recorded on that date.
- Press flexible button 2 () to display the next month. Press flexible button 3 () to display the previous month.



### 2 Use to view images.

- Press  to magnify the image.
- Press  to switch to thumbnail playback mode.
- Press flexible button 1 () to return to the screen displayed in step 1.
- Press flexible button 4 () to return to full-frame playback mode ()<sub>20</sub>.




### Notes About View by Date

- The 9000 most recent images can be displayed.
- Images captured when the camera's date is not set are treated as images captured on January 1, 2015.
- When movie files are played back, only the first frame of each movie is displayed.
- Images cannot be edited when they are played back using **View by date**.



## Slide Show

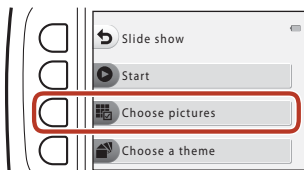
Play back images one by one in an automated “slide show.” When movie files are played back in the slide show, only the first frame of each movie is displayed. Background music is played during playback. Background music varies depending on the theme selected under  **Choose a theme** (📖76).

Enter playback mode → flexible button 2 () → flexible button 3 ( Slide show)




## Choose Pictures

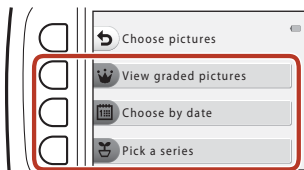
**1** Press flexible button 3 () **Choose pictures**.

- To play back all images → step 3.



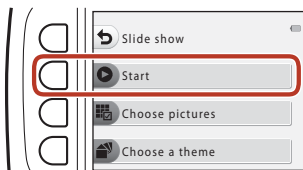
**2** Use flexible button 2, 3, or 4 to select the images you want to play back.

-  **View graded pictures/ View favorites:** Only graded images or images added to favorites are played back. Proceed to step 3.
-  **Choose by date:** Only images captured on the same day are played back. Select a date from the calendar, press flexible button 4 (**OK**), and continue from step 3.
-  **Pick a series:** Images captured using **Shoot at intervals** (📖32) are played back consecutively. This option can be selected only when images have been captured using **Shoot at intervals** (📖75).



### 3 Press flexible button 2 (▶) **Start**).

- The slide show begins.



- To pause playback, press flexible button 4 (⏸). To exit, press flexible button 1 (↶).
- While the slide show is in progress, press the multi selector ▶ to display the next image or ◀ to display the previous image. Press and hold ▶ or ◀ to fast forward or rewind.
- Press ▲▼ during playback to adjust the volume of the background music.



### 4 End or restart the slide show.

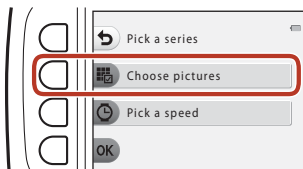
- The screen shown on the right is displayed when the slide show is paused.
  - ✕: Returns to the screen displayed in step 1.
  - ▶: Displays the next image.
  - ◀: Displays the previous image.
  - ▶: Resumes playback.



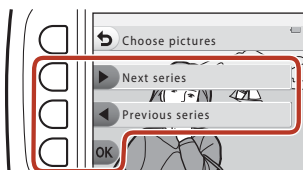
## Pick a Series

### 1 Press flexible button 2 (Choose pictures).

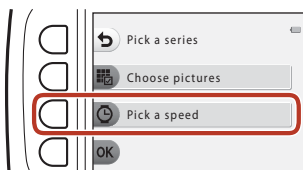
- The first image in the folder where images captured using **Shoot at intervals** are saved is displayed.



### 2 Use flexible button 2 (Next series) or flexible button 3 (Previous series) to select the folder and press flexible button 4 (OK).

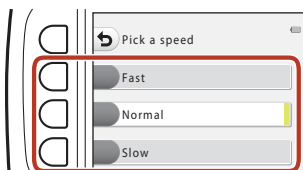


### 3 Press flexible button 3 (Pick a speed).

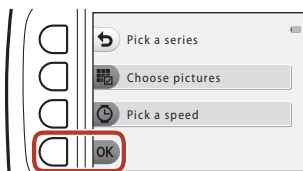


### 4 Use flexible button 2, 3, or 4 to select a desired speed.

- Select **Fast**, **Normal** (default setting), or **Slow**.

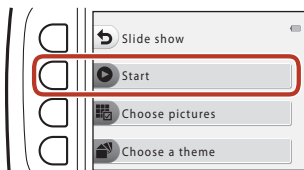


### 5 Press flexible button 4 (OK).



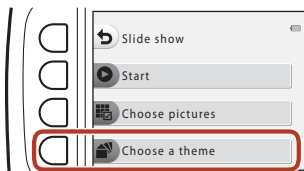
## 6 Press flexible button 2 (▶) **Start**.

- The slide show begins.



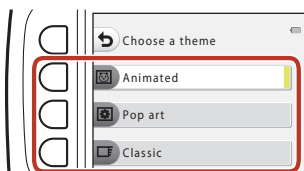
## Choose a Theme

### 1 Press flexible button 4 (🏠) **Choose a theme**.



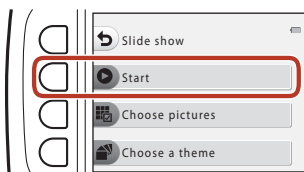
### 2 Use flexible button 2, 3, or 4 to select a playback theme.

- You can select  **Animated** (default setting),  **Pop art**, or  **Classic**.



### 3 Press flexible button 2 (▶) **Start**.

- The slide show begins.



## **Notes About Slide Show**


The maximum playback time is up to about 30 minutes.





## Retouch

Copy or rotate images or create a small copy of the current image.

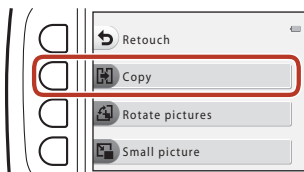
Enter playback mode → flexible button 4 (⏮) → flexible button 2 ( Retouch)



## Copy

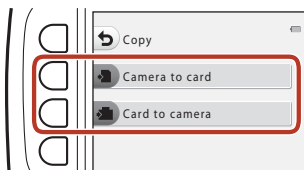
Images can be copied between a memory card and the internal memory.



- When a memory card that contains no images is inserted and the camera is switched to playback mode, **Memory contains no images.** is displayed. In that case, press a flexible button and select flexible button 2 ( **Retouch**) to select **Copy**.


- 1 Press flexible button 2 ( **Copy**).



- 2 Use flexible button 2 ( **Camera to card**) or flexible button 3 ( **Card to camera**) to select the copy source and destination.



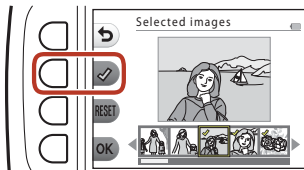
- 3 Use flexible button 2 ( **Selected images**) or flexible button 3 ( **All images**) to select the copy method.

- When  **All images** is selected, proceed to step 6.



#### 4 Use the multi selector ◀▶ to select an image and press flexible button 2 (✓).

- The selected image is indicated by a check mark.
- A check mark is displayed or removed each time you press flexible button 2 (✓).
- Press flexible button 3 (RESET) to remove all check marks.
- Repeat step 4 to select additional images.



#### 5 Press flexible button 4 (OK) to apply image selection.

- A confirmation dialog is displayed.

#### 6 Press flexible button 3 (O Yes).

- Images are copied.


#### ✓ Notes About Copy

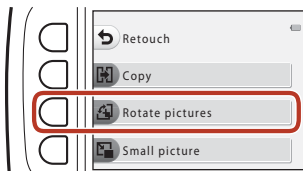
- Only files in formats that this camera can record can be copied.
- Operation is not guaranteed with images captured with another make of camera or that have been modified on a computer.
- The **Grade pictures** (📖64) and **Add to favorites** (📖68) settings configured for images are not copied.





## Rotate Pictures

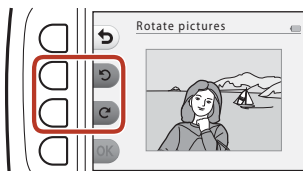
Specify the orientation in which saved images are displayed during playback.  
Still images can be rotated 90 degrees clockwise or 90 degrees counterclockwise.

- 1** Press flexible button 3 ( **Rotate pictures**).



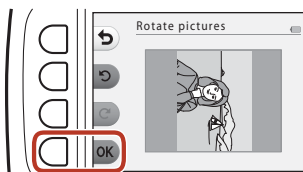
- 2** Press flexible button 2 () or flexible button 3 ().

- The image is rotated 90 degrees.



- 3** Press flexible button 4 (**OK**).

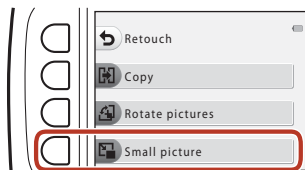
- The displayed orientation is applied, and the orientation information is saved with the image.






## **Small Picture**

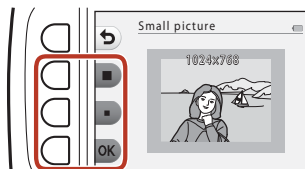
Create a small copy of images.

- 1 Press flexible button 4 ( **Small picture**).



- 2 Use flexible button 2 () or flexible button 3 () to select the desired copy size and press flexible button 4 (**OK**).

- A new, edited copy is saved as a separate image with a compression ratio of about 1:16.
- To cancel, press flexible button 1 ().



### **Notes About Small Picture**

Images with an image size of 640 × 480 or smaller cannot be edited using **Small picture**.



# Movies

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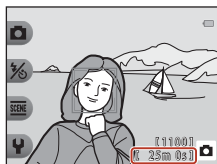


# Recording and Playing Back Movies

- When using the camera's internal memory, the movie frame size (📖41) can be set to 📺 **Small (640)** or 📺 **Small (old-fashioned)**.

## 1 Display the shooting screen.

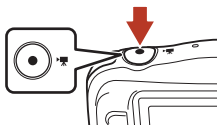
- Check the remaining amount of movie recording time.



Remaining movie recording time

## 2 Press the ● (📺 movie-record) button to start movie recording.

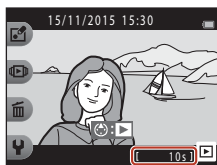
- The camera focuses in the center of the frame.



## 3 Press the ● (📺) button again to end recording.

## 4 Select a movie in full-frame playback mode and press the multi selector ▲.

- An image with a playback time displayed is a movie.



Playback time



## Area Captured in Movies

- The area that is captured in a movie varies depending on **Movie frame size** (📖41).
- When recording movies while **Electronic VR** (📖102) in the camera settings is set to **Auto**, the angle of view (i.e., the area visible in the frame) is narrow compared to that of still images.

## Maximum Movie Recording Time

Individual movie files cannot exceed 4 GB in size or 29 minutes in length, even when there is sufficient free space on the memory card for longer recording.

- The remaining recording time for a single movie is displayed on the shooting screen.
- The actual remaining recording time may vary depending on the movie content, subject movement, or type of memory card.
- Memory cards with an SD Speed Class rating of 6 or faster are recommended when recording movies (📖134). Movie recording may stop unexpectedly when memory cards with a lower Speed Class rating are used.

## ✔ Notes About Camera Temperature

- The camera may become hot when shooting movies for an extended period of time or when the camera is used in a hot area.
- If the inside of the camera becomes extremely hot when recording movies, the camera will automatically stop recording.  
The amount of time remaining until the camera stops recording (🕒10s) is displayed.  
After the camera stops recording, it turns itself off.  
Leave the camera off until the inside of the camera has cooled.



## Notes About Movie Recording

### Notes About Saving Images or Movies



The indicator showing the number of exposures remaining or the indicator showing the remaining recording time flashes while images or movies are being saved. **Do not open the battery-chamber/memory card slot cover or remove the battery or memory card** while an indicator is flashing. Doing this could result in loss of data, or in damage to the camera or the memory card.

### Notes About Recorded Movies

- The optical zoom ratio cannot be changed once recording starts.
- There may be some degradation in image quality when digital zoom is used.
- The sounds of multi selector operation, autofocus lens drive movement, and aperture operation when brightness changes may be recorded.
- The following phenomena may be seen on the screen while recording movies. These phenomena are saved in the recorded movies.
  - Banding may occur in images under fluorescent, mercury-vapor, or sodium-vapor lighting.
  - Subjects that move quickly from one side of the frame to the other, such as a moving train or car, may appear skewed.
  - The entire movie image may be skewed when the camera is panned.
  - Lighting or other bright areas may leave residual images when the camera is moved.
- Depending on the distance to the subject or the amount of zoom applied, colored stripes may appear on subjects with repeating patterns (fabrics, lattice windows, etc.) during movie recording and playback. This occurs when the pattern in the subject and the layout of the image sensor interfere with each other; it is not a malfunction.

### Notes About Autofocus for Movie Recording

Autofocus may not perform as expected (44). Should this occur, try the following:

Frame another subject (positioned at the same distance from the camera as the intended subject) in the center of the frame, press the   movie-record) button to start recording, and then modify the composition.





## Operations During Movie Playback

To adjust the volume, press the multi selector ▲▼ while a movie is playing.

You can use the flexible buttons to perform the following operations.

When paused



During playback  
Volume indicator

Function	Icon	Description
Advance	▶	Hold down the button to advance the movie.
Rewind	◀	Hold down the button to rewind the movie.
Pause	⏸	Pause playback. The operations listed below can be performed while paused.
		▶ Advance the movie one frame. Hold down the button for continuous advancing.
		◀ Rewind the movie one frame. Hold down the button for continuous rewinding.
	▶	Resume playback.
End	✕	Return to full-frame playback mode.



# Connecting the Camera to a TV, Printer, or Computer

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## Utilizing Images

In addition to using the SnapBridge app (📖iii) to enjoy the captured images, you can also utilize the images in various ways by connecting the camera to the devices described below.

### Viewing Images on a TV



Images and movies captured with the camera can be viewed on a TV. Connection method: Connect a commercially available HDMI cable to the TV's HDMI input jack.

### Printing Images Without a Computer



If you connect the camera to a PictBridge-compatible printer, you can print images without using a computer. Connection method: Connect the camera directly to the printer's USB port with the USB cable.

### Transferring Images to a Computer (ViewNX-i)

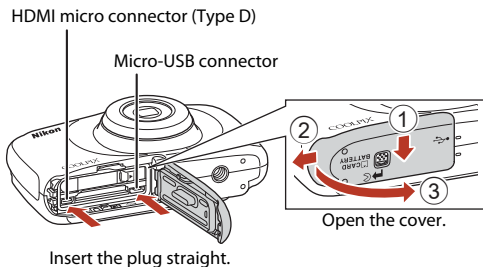


You can transfer images and movies to a computer for viewing and editing. Connection method: Connect the camera to the computer's USB port with the USB cable.

- Before connecting to a computer, install ViewNX-i on the computer.



## Notes About Connecting Cables to the Camera



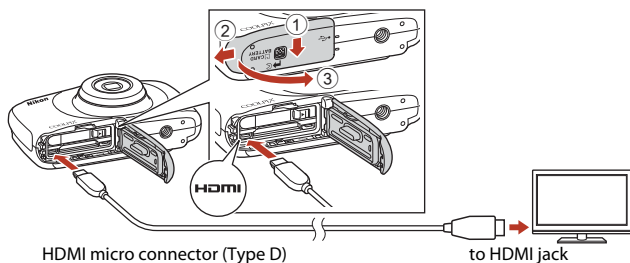
- Make sure to turn the camera off before opening the cover. Check there are no water droplets. If there are water droplets, wipe the camera with a soft dry cloth.
- Make sure to turn the camera off before connecting or disconnecting cables. Check the shape and direction of the plugs and do not insert or remove the plugs at an angle.
- Make sure that the camera battery is sufficiently charged. If the EH-62G AC Adapter (available separately) is used, this camera can be powered from an electrical outlet. Do not use any other make or model of AC adapter as it may cause the camera to heat up or malfunction.
- For information about the connection methods and subsequent operations, refer to the documentation included with the device in addition to this document.



## Viewing Images on a TV

### 1 Turn off the camera and connect it to the TV.

- Check the shape and direction of the plugs and do not insert or remove the plugs at an angle.

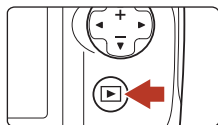


### 2 Set the TV's input to external input.

- See the documentation provided with your TV for details.

### 3 Press and hold down the (shooting/playback mode) button to turn on the camera.

- Images are displayed on the TV.
- The camera screen does not turn on.

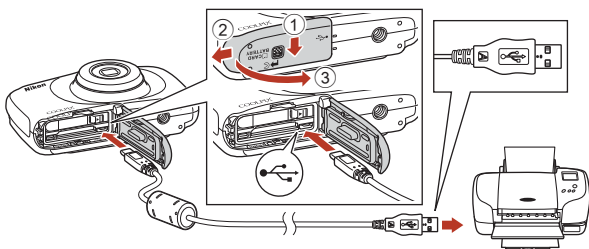


# Printing Images Without a Computer

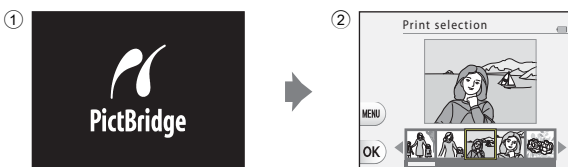
Users of PictBridge-compatible printers can connect the camera directly to the printer and print images without using a computer.

## Connecting the Camera to a Printer

- 1 Turn on the printer.
- 2 Turn off the camera and connect it to the printer using the USB cable.
  - Check the shape and direction of the plugs and do not insert or remove the plugs at an angle.



- 3 The camera is automatically turned on.
  - The **PictBridge** startup screen (1) is displayed in the camera screen, followed by the **Print selection** screen (2).



## ✓ If the PictBridge Startup Screen Is Not Displayed

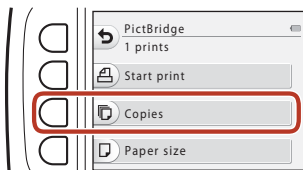
When **Auto** is selected for **Charge by computer** (106), it may be impossible to print images with direct connection of the camera to some printers. If the PictBridge startup screen is not displayed after the camera is turned on, turn the camera off and disconnect the USB cable. Set **Charge by computer** to **Off** and reconnect the camera to the printer.

## Printing Images One at a Time

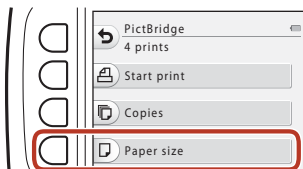
- 1 Use the multi selector ◀▶ to select the desired image and press flexible button 4 (OK).



- 2 Press flexible button 3 (Copies).
  - Use ▲▼ to set the desired number of copies (up to 9) and press flexible button 4 (OK).



- 3 Press flexible button 4 (Paper size).
  - Use ▲▼ to select the paper size and press flexible button 4 (OK).
  - To print with the paper size setting configured on the printer, select **Default**.
  - The paper size options available on the camera vary depending on the printer that you use.



- 4 Press flexible button 2 (Start print).
  - Printing starts.

