

*PerfectPhoto*



# User's Guide



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# About PerfectPhoto

Thank you for purchasing PerfectPhoto. PerfectPhoto is a software program that allows you to manage and enhance the images you take with your digital camera or scanner.

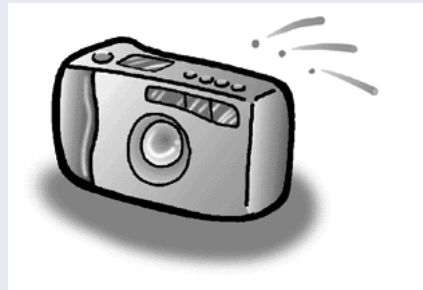
## Get the most out of your digital camera and scanner!

There are a multitude of different digital image software programs, making image file management complex and tedious. PerfectPhoto allows you to manage, print, and touch up images you take with your digital camera or scanner — all in one application. If you want to use your digital images for different applications, PerfectPhoto is for you. You can also enhance and manage images other than those taken with a digital camera (for example, pictures from a scanner or bitmap images).



### Tip

To see which formats PerfectPhoto supports, see “File Types” on page 17.



## Enhance images easily!

PerfectPhoto has the following features:

- Album Explorer for file management.
- Image Editor for enhancing images.
- Gallery Editor for creating digital galleries.
- Gallery Viewer for viewing digital galleries.

Image Editor also has Retouch Navigation, which allows you to enhance images easily.

# How This Guide Is Organized

This guide explains the basics of PerfectPhoto. Each chapter and appendix contains the following information:

## Chapter 1. Setting Up

Describes how to install PerfectPhoto and check that it works properly.

## Chapter 2. Loading Images

Describes how to load images from your digital camera to PerfectPhoto.

## Chapter 3. Correcting Images

Describes how to correct an image if it is too dark or the colors are not balanced.

## Chapter 4. Printing Images

Describes how to create your own labels and posters.

## Chapter 5. Managing an Album

Describes how you can manage your images in an album. There is also a search function provided.

## Chapter 6. Enhancing Images

Describes how to shape your images and add special effects. The Retouch Navigation function guides you through steps for adding the effect you want on your image.

## Chapter 7. Exhibiting Your Work

Describes how to make your own calendars and digital galleries with special effects and put them on your own Web page. Using PerfectPhoto becomes more and more fun.

## Appendix

Lists icon names on the operation bar, shows special effects you can select from the Effect pallet, and lists frequently asked questions.

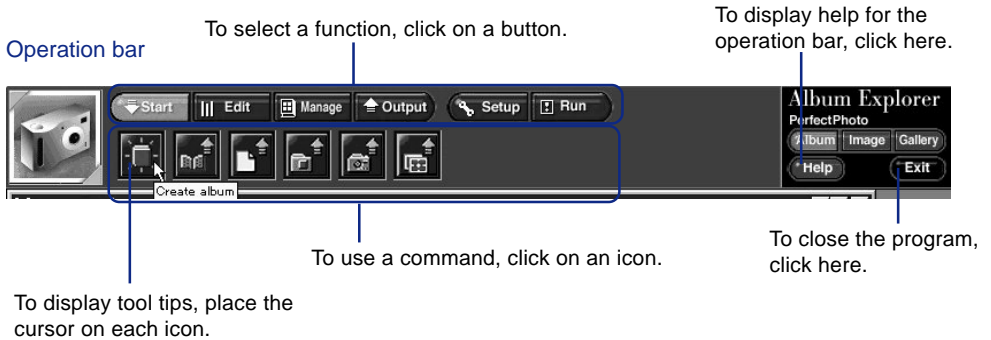
PerfectPhoto is versatile. After you have mastered the basics, go on to explore other ways of using PerfectPhoto. You're going to love it!



# Navigating

## Using the Operation Bar

Instead of menus, PerfectPhoto has an operation bar, which looks like this:



## Using the Mouse

Here is an explanation of mouse terminology:

Term	Operation
Point	Move the cursor to the object you want to point to.
Click	Point the cursor and click the left mouse button once.
Click with the right mouse button	Point the cursor and click the right mouse button once.
Double-click	Point the cursor and click the left mouse button twice.
Drag	Click the left mouse button and hold it down while moving the mouse.
Drag and drop	Drag an object and release the left mouse button at the place you want to put the object.

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# System Requirements

To use PerfectPhoto, you need the following:



## Tip

Because image files are large, you will need a lot of free disk space and memory.

## Software

Microsoft® Windows® 98, Windows 95, or Windows NT® Workstation 4.0

## Hardware

A computer with the following:

Processor	133 MHz Pentium® or faster
Memory	32 MB or more
Hard disk	Minimum: 20 MB, Default: 90MB, All: 200MB
Display	Resolution: 640 x 480 (VGA) or higher Colors: 256 or more
Other hardware	A CD-ROM drive to install the program

# Installing PerfectPhoto

In this section, you will learn how to install PerfectPhoto on your hard disk.

1

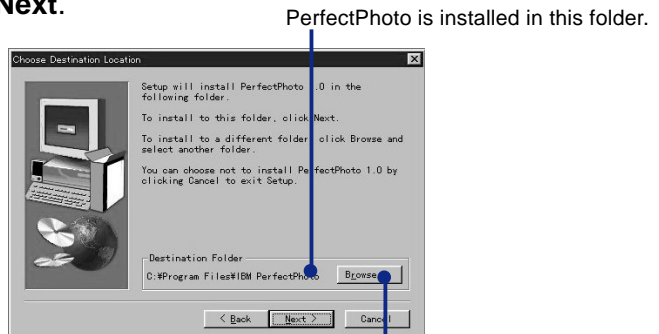
## Tip

If installation does not begin automatically, open Windows Explorer and double-click on the **SETUP.EXE** file in the **CD-ROM** drive.

- 1 Select to install PerfectPhoto. The Welcome dialog is displayed.



- 2 Click on **Next**. The Product License Agreement window is displayed.
- 3 Read the product license agreement and click on **Next**. The Choose Destination Location window is displayed.
- 4 Verify the destination folder name, and click on **Next**.




To change the destination folder name, click on **Browse...** and specify another folder.

The Select Components dialog is displayed.

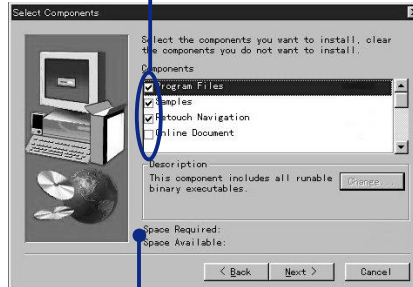


### Tip

If you want to correct a setting, click on **Back**.

- 5 Select the components you want to install. The selected components are marked with .

Select the components you want to install.



The amount of free disk space you have and the amount of disk space needed are displayed.

- 6 Click on **Next**.  
Copying begins. When copying is finished, the Finish Setup dialog is displayed.

- 7 Click on **Finish**.  
When you have finished installing PerfectPhoto, the following program folder is displayed:



Now you are ready to start using PerfectPhoto.

# Starting and Ending PerfectPhoto

PerfectPhoto has four programs, which you can run independently.

1

## Tip

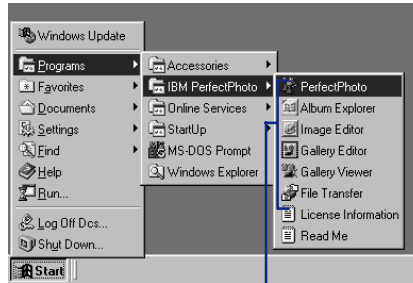
When installation is complete, the **IBM PerfectPhoto** menu item is added to the **Programs** menu in the Start menu.

## Tip

You can also select **PerfectPhoto Launcher** from the submenu to start PerfectPhoto. The PerfectPhoto Launcher window is displayed.

## Starting PerfectPhoto

- 1 Click on the **Start** button in the Windows task bar.
- 2 In the Programs menu, select **IBM PerfectPhoto**. The PerfectPhoto submenu is displayed.



You can start and work with each program independently.

- 3 Click on the program you want to start:
  - Album Explorer
  - Image Editor
  - Gallery Editor
  - Gallery Viewer

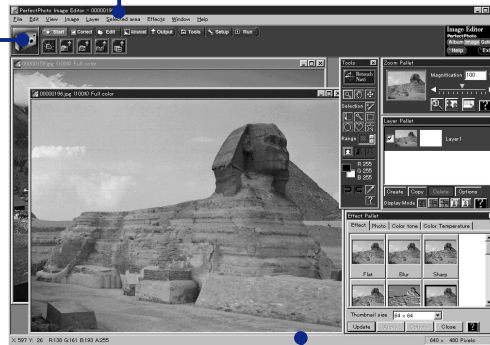
## Tip

Nothing is displayed when you first open Image Editor. To display an image, you need to open a file.

## About PerfectPhoto Windows

Using Image Editor as an example, let's look at a typical PerfectPhoto window.

The window title bar shows the title of the window being displayed.

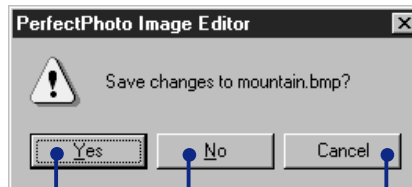


The operation bar consists of PerfectPhoto operations.

The status bar shows information about the image being displayed and explains the menu that is being selected.

## Ending PerfectPhoto

Click on **Exit** in the operation bar. If you have changed any parts of the image, the following dialog is displayed:



To save your changes, click on **Yes**.

To close the image without saving the changes, click on **No**.

To continue working in PerfectPhoto (without ending it), click on **Cancel**.



# Displaying a Help Menu

This guide explains the basic functions of PerfectPhoto. However, the guide does not explain every function. For more detailed information, see the online help.

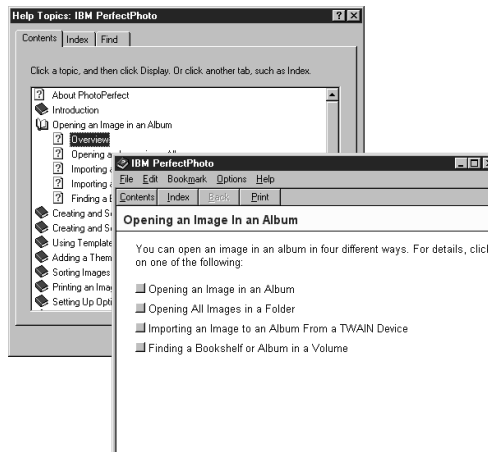
1

## Tip

Operations for the PerfectPhoto help are based on the Windows help.

## Displaying Help from the Table of Contents

- 1 Select **Help** from the operation bar. The help table of contents is displayed.
- 2 Follow the instructions on the window.

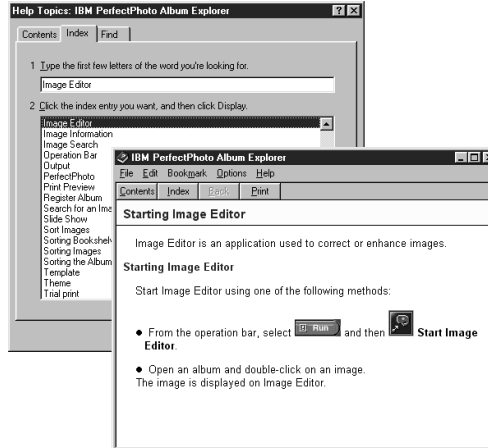


## Displaying Help from a Keyword

If you know the keyword you want to look up, search help using it.

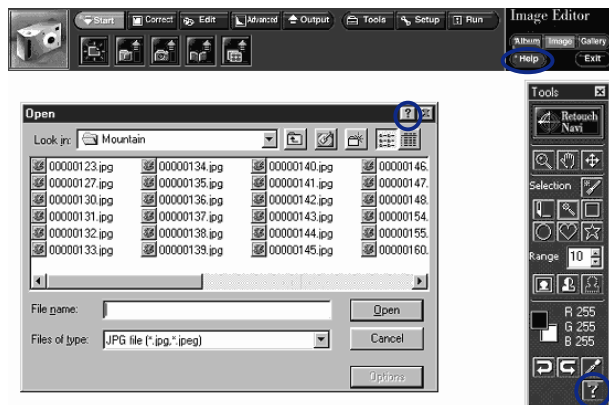
- 1 Select **Help** from the operation bar. The help table of contents is displayed. Select the Index tab. The keyword help is displayed.

## 2 Follow the instructions on the window.



## Displaying Help for Windows and Menus

To display a help for the window or menu being displayed, click on a help button. Use **Help** in the operation bar, **?** in a dialog, or **?** in a pallet.



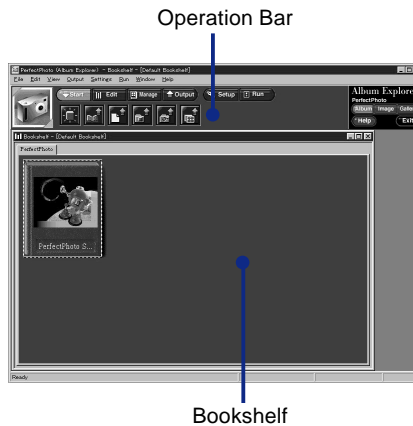
# Loading Images from a Digital Camera or a Scanner



Load images to your hard disk using a TWAIN interface-compatible digital camera or a scanner. Then file them in an album.

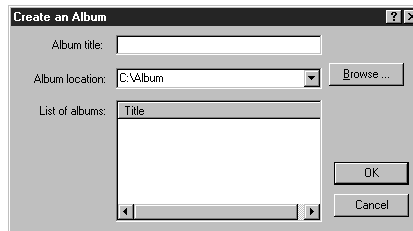
## Tip

You must install the appropriate device driver before you connect your digital camera or scanner. For more information, see the manual that came with your TWAIN device. (TWAIN is the international protocol for image input devices.)

- 1 Connect your digital camera or scanner to your computer with a cable.
- 2 Open Album Explorer. A thumbnail view of a bookshelf is displayed.



- 3 Click on the empty area and deselect all albums.
- 4 Select  (**Input from TWAIN device**) from  (**Start**) in the operation bar. The Create an Album dialog is displayed.



### Tip

Make sure to specify the location where you want to save your file. The location does not have to be the bookshelf. You can save an image on your hard disk or on a removable medium.

You do not have to specify a title. If you do not specify one, the creation date becomes the title.

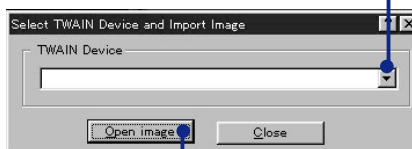
### Tip

Your album is saved in the bookshelf as an icon. If you cannot find your album in the bookshelf, see “Frequently Asked Questions” on page 82.

For information on how to open an album or a bookshelf, see “Opening Bookshelves, Albums and Template” on page 18.

- 5 In the Album Location field, specify a folder and click **OK**.
- 6 The Select TWAIN Device and Import Image dialog is displayed.


To see a list of TWAIN device drivers, click here. Select the driver for the device that is connected to your computer.



To start loading images, click here.

An album is created automatically, and the TWAIN driver starts. To load the images, see the manual that came with your TWAIN device.

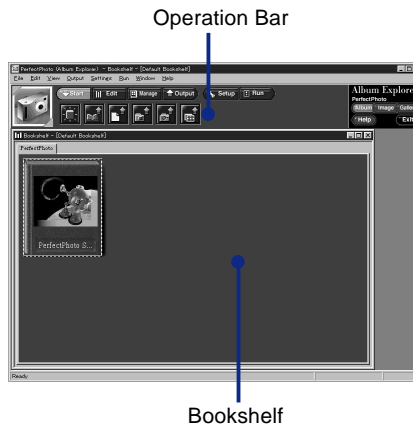




- 7 When all the images are loaded, click on  to close the album. A confirmation dialog is displayed.
- 8 Click on **OK**.

# Loading Images from a Folder

You can load a folder of images from your hard disk, a CD-ROM, or a diskette.

- 1 Open Album Explorer.  
A thumbnail view of a bookshelf is displayed.

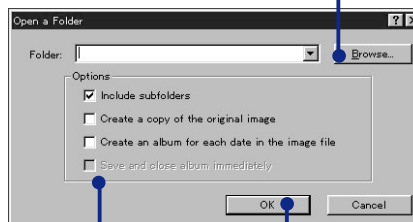


- 2 Select an empty area and deselect all albums.
- 3 Select  (**Open folder**) from  (**Start**) in the operation bar.  
The Open a Folder dialog is displayed.
- 4 Specify the folder containing the images you want to load and click on **OK**.

## Tip

In the Open a Folder dialog, **Create a copy of the original image** is checked off as a default; only the name and the location of the image is saved in the album. This saves disk space. If you delete the original files, however, the files in the album are also deleted. To ensure that you keep the image files in the album, click on the **Create a copy of the original image** check box.

Click on **Browse...** and select the folder you want to load images from.



Read the Tip on this page.

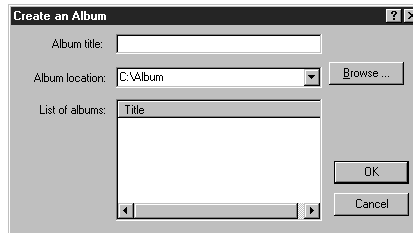
Verify the folder and click on **OK**.

 **Tip**

Make sure to specify the location where you want to save your album. The location does not have to be the same as that of the bookshelf. You can save an image on your hard disk or on a removable medium.

You do not have to specify a title. If you do not specify one, the creation date becomes the title.


The Create an Album dialog is displayed.



- 5 In the Album location field, specify the folder and click on **OK**.

An album is created automatically, and images in the folder that can be loaded to PerfectPhoto are loaded automatically into the album.



- 6 When loading is finished, click on  at the top right corner of the window title bar and close the album.

The album closes, and a confirmation dialog is displayed.

- 7 Click on **OK**.

# File Types

PerfectPhoto can load the following file formats.

## Tip

Besides the file types listed below, you can also load audio files (\*.WAV) using Album Explorer, and PerfectPhoto original files (\*.DCM) using Image Editor.

Format	File Extension	Explanation
BMP	.BMP	A bitmap file created using, for example, Windows Paint. PerfectPhoto supports Windows BMP and OS/2 BMP files.
Exif	.JPG, .TIF	Digital camera images based on JPEG or TIFF. Developed by Fuji Film and standardized by Japan Electronic Industry Development Association (JEIDA).
FlashPix	.FPX	Image files suitable to digital processing. Allows different resolutions.
GIF	.GIF	Used mainly for Internet images. Files are small and hold color and resolution information.
JPEG	.JPG	Used in the online services and Web sites. Most digital cameras support the JPEG format.
Kodak photo CD	.PCD	Image files on a photo CD.
TIFF	.TIF	Image files that allow transferring of images between different hardware environments.

# Opening Bookshelves, Albums and Templates

In this section, you will learn how to open a bookshelf and then open an album inside it.

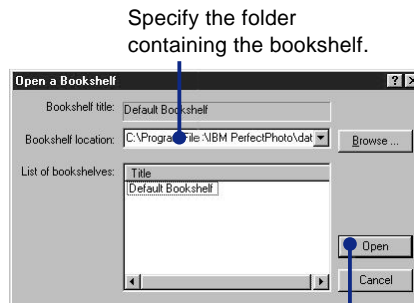
## Tip

To open the default bookshelf, select **File**, **Open**, and then **Default bookshelf** from the menu.

## Opening a Bookshelf

If you leave a bookshelf open and end PerfectPhoto, it automatically opens the next time you start PerfectPhoto. To open a bookshelf you have closed, do the following:

- 1 Select **File**, **Open**, and then **Bookshelf** from the menu.  
The Open a Bookshelf dialog is displayed.
- 2 In the Bookshelf location field, specify the folder containing the bookshelf.



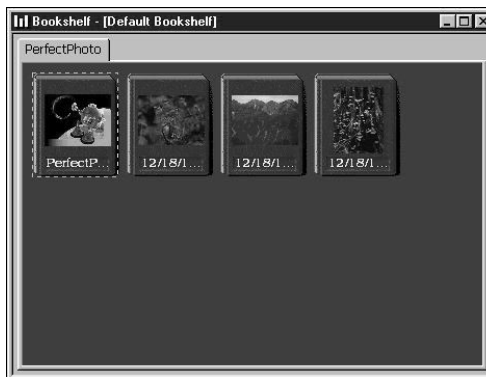
To open the bookshelf, click on **Open**.

- 3 If there are several bookshelves in the list, click on the bookshelf you want to open.
- 4 Click on **Open**.  
The bookshelf opens.





### Tip

To rename an album, see “Managing an Album” on page 39. To add comments to an image, see “Adding Comments to an Image” on page 41.





## Opening an Album

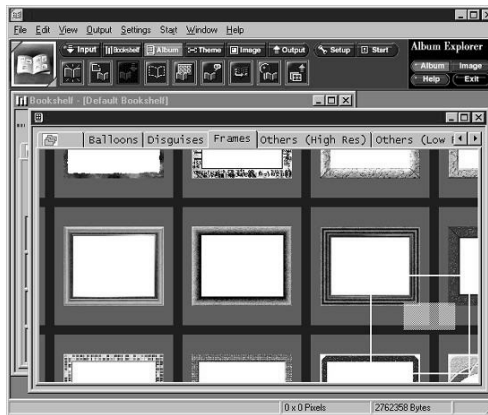
- 1 Double-click on an album in the bookshelf. To open an album that is not registered in a bookshelf, select  (**Open album**) from  (**Start**) in the operation bar, and then select the album you want to open from the Open an Album dialog.

The album opens.



## Opening a Template

- 1 To open a template, select  (**Open template**) from  (**Start**) in the operation bar to open the template album, and then select the template image you want to open.



- 2 Click on an template to select it. You can merge the template with other images. For more information, see “Using Layers” on page 53.

# Opening an Image

Before you work on an image, you must display it using Image Editor.

## Opening an Image from an Album

- 1 Open an album and double-click on the image you want to correct.

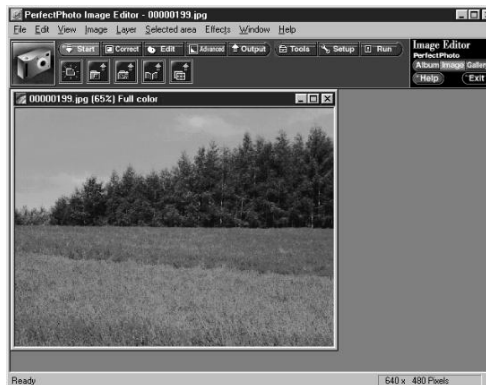


Double-click on the image you want to open.



The selected image is displayed in the quick-view window.

- 2 Click the right mouse button and select **Open in Image Editor** from the popup menu.

The selected image is displayed in the PerfectPhoto Image Editor window:

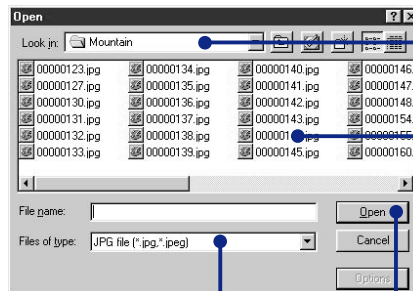


## Opening an Image File by Specifying the File Name

- 1 Start Image Editor.
- 2 Select  (**Open image**) from  (**Start**) in the operation bar.

The Open dialog is displayed.

- 3 Specify the file type, location, and file name.



Select the folder in which the file is saved.

Specify the file name.

Specify the file type.

To open the file, click on **Open**.

- 4 Click on **Open**.

The selected image opens in Image Editor.



## Dragging and Dropping from Windows Explorer or PerfectPhoto Album Explorer

- 1 Start Image Editor.
- 2 Start Windows Explorer or PerfectPhoto Album Explorer.
- 3 Drag and drop a file from Windows Explorer or Album Explorer onto Image Editor.

3

The file opens:



Windows Explorer

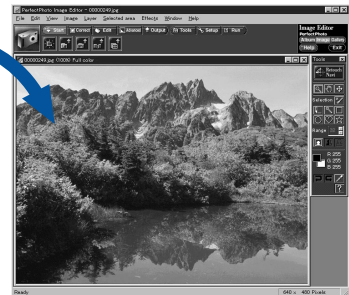
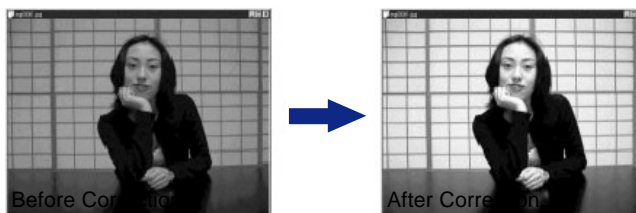


Image Editor

# What Is Image Correction?

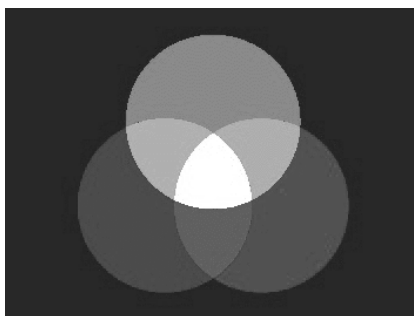
## What Is Image Correction?

Image Editor allows you to adjust the colors and brightness of images you loaded from your digital camera or a scanner, and makes the images more natural.

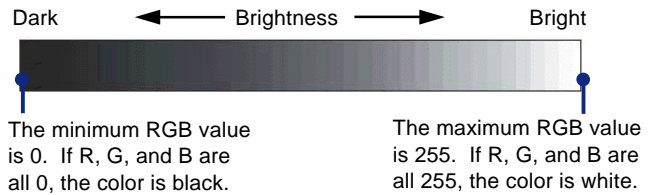


## Shade and Brightness

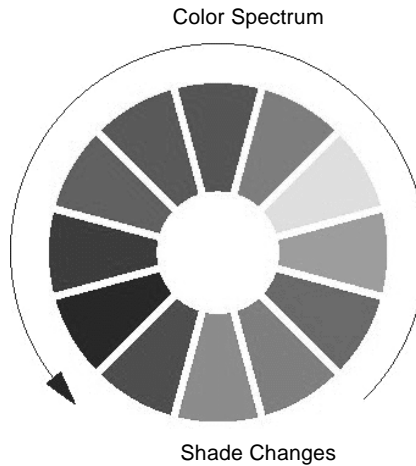
Images opened by PerfectPhoto are composed of red, green, and blue (RGB). Each color has 256 shades, which enables creation of about 16.7 million colors.



Each color has a brightness value ranging from 0 (darkest) to 255 (brightest).




Hue is the variation in color intensity. By changing the hue of a color, you can change it, for example, from red to purple and from purple to blue. Colors that are opposite each other on the spectrum are called *complementary colors*.













### Note


The dialogs or pallets in parentheses are displayed when the icons are selected.










## Using Image Editor to Correct Images


To correct images, use Image Editor. Select  from the Image Editor operation bar. The following icons are displayed:

Icon	Explanation
 Rotation	Rotates or flips the image (Rotate an Image dialog).  page 28
 Trim	Deletes areas that are outside the selected area. All layers can be trimmed at the same time.
 Automatic Level	Corrects the level of the image automatically.
 Brightness/contrast	Adjusts brightness and contrast (Correct the Brightness/Contrast dialog).  page 29
 Color Tone	Corrects the color tone of the image (Adjust the Color Tone dialog).
 Color temperature	Corrects the overall color of the image (Effect Pallet - Color Temperature page).
 Sharp	Sharpens the image (Effect: Sharp dialog).
 Red eyes	Corrects red eyes.



There are other useful operations. Select  from the Image Editor operation bar. The following icons are displayed:

Icon	Explanation
 Gamma	Corrects the gamma value of an image (Correct Gamma dialog).
 Level	Corrects the brightness of an image using a histogram (Correct the Level dialog).
 Tone curve	Corrects the brightness of an image (Adjust the Tone Curve dialog).
 Color Tone Slider	Corrects the color tone using a slider (Color Tone Slider dialog).
 Hue	Corrects the hue of an image (Adjust the Hue dialog).
 Resolution	Corrects resolution (Correct the Resolution dialog).
 Paper size	Changes the size of the base to which layers are pasted (Change the Size dialog). The size of the layers does not change when the base is shrunk, so part of the layers outside the base is deleted.
 Color mode	Changes the number of colors used for the image (Color Mode dialog).
 Color table	Read and save the color table of an index image (Color Table dialog).



 **Tip**  
For information on using each dialog, see the online help.

# Rotating an Image

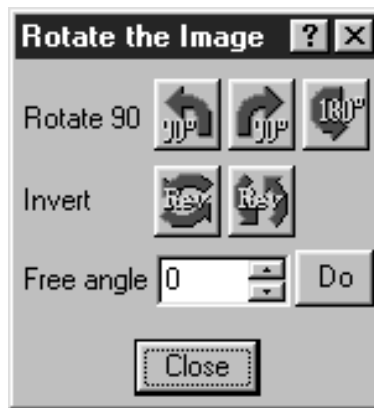
To rotate an image taken with a digital camera, do the following:

## Tip

For more information on displaying images, see “Opening an Image” on page 21.

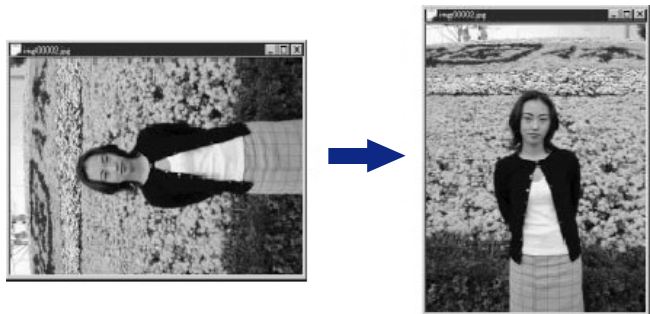
- 1 Open Image Editor.
- 2 Select  (**Rotation**) from  in the operation bar.

The Rotate the Image dialog is displayed:





- 3 Click on  (**90 degrees right**) or  (**90 degrees left**).

The image rotates 90 degrees.



# Adjusting Brightness and Contrast

With digital technology, you can make a dark image brighter while you view it.

- 1 Display an image in Image Editor.
- 2 Select  (**Brightness/contrast**) from  in the operation bar.

The Correct the Brightness and Contrast dialog is displayed. The image you selected is in the center of nine images; the other eight images have different values of brightness and contrast relative to your image.

- 3 Using the Level slider, select the degree of change you want to your image.
- 4 Click on one of the other eight images whose brightness and contrast approximates what you want.

That image now becomes the central image, and the other eight images are adjusted relative to it.

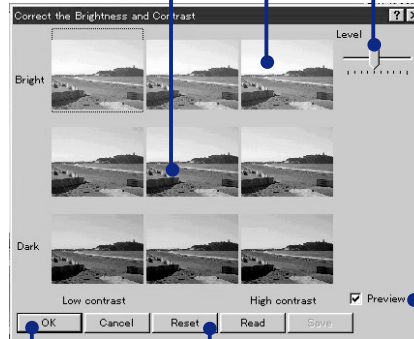
3

**5** Keep adjusting until you are satisfied with the image.

The image in the center is the original image. This image is selected if you click on **OK**.

This image is brighter than the image in the center, and its contrast is higher.

To change the level of change, drag this slider.



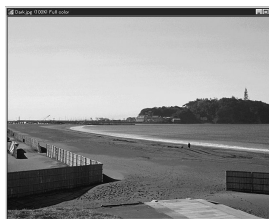
When you are finished correcting the image, click on **OK**.

To restore the original image, click on **Reset**.

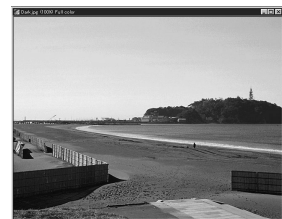
To preview the corrected image, click on the **Preview** check box.

**6** Click on **OK**.

You have finished correcting the image.





Before Correction



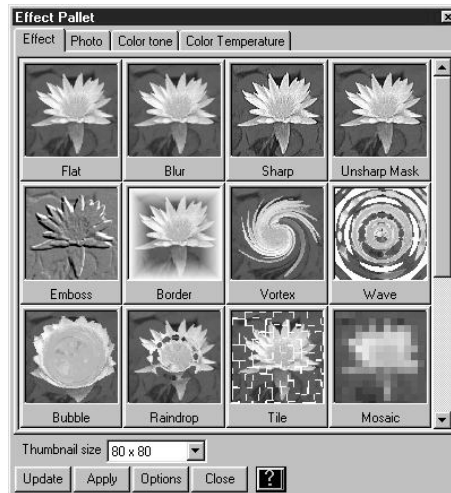
After Correction

# Making an Image Sharper

You can sharpen images that are slightly out of focus. This is one example of the options available on the Effect pallet.

- 1 Open an image in Image Editor.
- 2 Select  (**Effect pallet**) from  (**Tools**) in the operation bar.

The Effect Pallet dialog is displayed.



## Tip

To sharpen part of an image, isolate the part using a marking tool and follow the same procedure for sharpening a whole image.

- 3 Click on **Preview**.  
Several special effects for the image you selected are displayed.

 **Tip**

For a graphic list of the effects you can select from the Effect pallet, see “Special Effects List” on page 79.



To apply the Sharp effect, double-click here.

Click on an effect, and click on **Options**. An effect adjustment dialog is displayed, where you can adjust the strength of the effect.

Click on an effect, and click on **Apply**. The effect is applied to the image.

If you click on **Preview** after selecting an effect, you can preview the effect on the image.

- 4 Double-click on **Sharp** (or click on **Sharp** and then click on **Apply**).

The Sharp effect is applied to the image. The default strength is 20.



Before Correction



After Correction

# Saving an Image

You can name and select the file type of an image when you save it.

## Tip



If you are saving a JPEG file, you can specify the compression rate by clicking on **Options** in the Save As dialog.

If you compress a file, it uses less storage, but its quality is degraded.

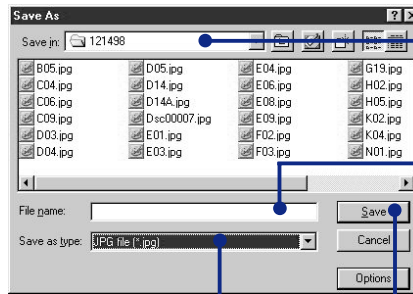
## Tip

If there is no image to be overwritten in the album, a dialog for a new album is displayed.

## Naming and Saving a File

- 1 Select  (**Save as**) from  (**Output**) in the operation bar.  
The Save As dialog is displayed.

- 2 Specify the file type, location, and file name.



Specify the location folder.

Type the file name.



Select the file type.

To save the file, click on **Save**.

- 3 Click on **Save**.  
The image is saved.

## Saving an Image in an Album

If you have opened Image Editor from an album, you can return the image to the album. Be careful not to accidentally overwrite image files.

- 1 Select  (**Save in album**) from  (**Output**) in the operation bar.  
The Save As dialog is displayed.

- 2 Specify the file type, location, and file name.

- 3 Click on **Save**.  
The image is saved in the album.

# Printing an Image in an Album


You can print one or more images in an album.



## Tip

To select multiple images, hold down the **Ctrl** key and click on each of the images you want to print.

To select multiple consecutive images, click on the first image in the group; then hold down the **Shift** key and click on the last image in the group. The entire group of images is selected.

## Tip

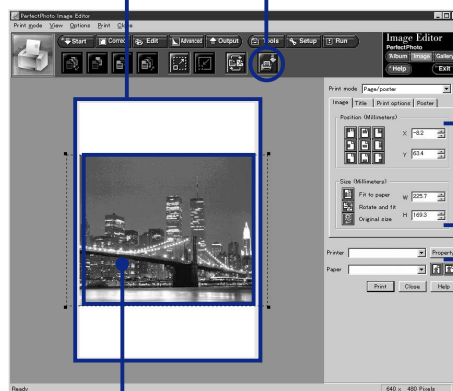
When printing is finished, the original window is displayed. To return to the original window without printing any images, click on  in the operation bar.

- 1 Start Album Explorer and open an album.
- 2 Click on the image you want to print.
- 3 Select  (**Print preview**) from  in the operation bar. The Preview the Printout dialog is displayed.
- 4 Select **Page** in the Print mode field. The preview is displayed on the left.

You can print the image in this area.


To start printing, click here.

You can reorient or resize the image here.



To adjust the layout, drag the image.

You can specify the printer settings here.

- 5 Click on  (**Print**) in the operation bar. Printing starts.





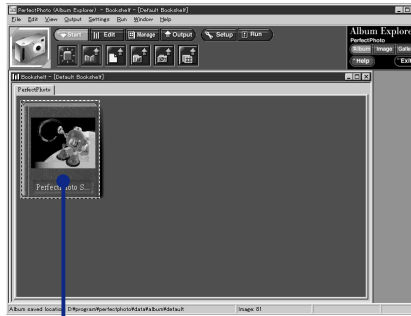
# Making an Index for Your Album

You can make an index for your album and print comments for each image.



## Tip

To add comments to an image, see “Adding Comments to an Image” on page 41.

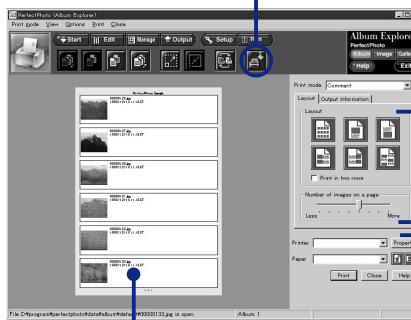
- 1 Start Album Explorer and open a bookshelf.
- 2 Click on an album icon.




By clicking on an album icon, you are selecting all the images in that album.

- 3 Select  (**Print preview**) from  in the operation bar. The Preview the Printout dialog is displayed.
- 4 Select **List of images** from the Print mode field. A preview is displayed on the left.

To start printing, click here.



A preview is displayed.

- 5 Click on  (**Print**) in the operation bar. The images and the associated comments are printed.

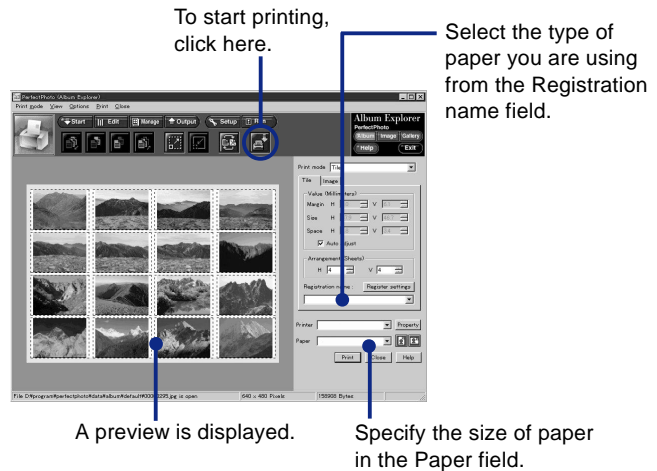
# Making Stickers


By changing the printer settings, you can make photo stickers.

- 1 Insert a sheet of photo sticker paper into your printer.
- 2 Display the image you want to use in the Preview the Printout dialog. (See “Printing an Image in an Album” on page 34.)
- 3 Select **Tile** in the Print mode field.
- 4 Select the type of paper you are using from the Registration name field. Specify the size of paper in the Paper field.  
A preview is displayed on the left.

## Tip

If you select several images, they are printed in their order in the album.



- 5 Click on  (**Print**) in the operation bar. The photo stickers are printed.

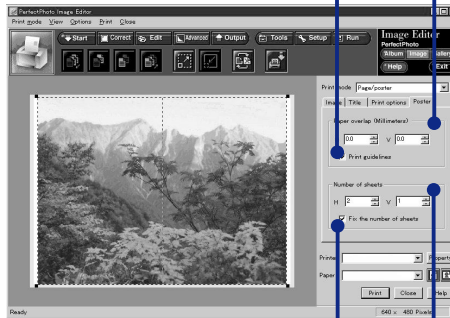


# Making a Poster

You can print a poster by splitting it into sections and then printing it across several pages.

- 1 Display the Preview the Printout dialog for an image. (See “Printing an Image in an Album” on page 34.) To print a poster, you can select only one image.
- 2 Select **Page/Poster** in the Print mode field.
- 3 Click on the **Poster** tab and specify the number of sheets to use for the poster.



To print the overlap guideline, put a check mark here.      Select the width of the overlap area.





If you put a check mark here, the number of sheets to be used will not change even if you enlarge the image size.

Select the number of sheets to be used in the vertical and horizontal directions. You can specify these values only if you put a check mark (☑) in the **Fix the number of sheets** check box.

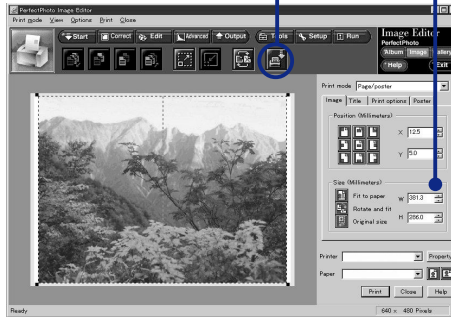
**Tip**


The **Fit to paper** button  sets the largest possible image. The **Rotate and fit** button  automatically rotates the image only when necessary.

- 4 Click on the **Image** tab, the **Fit to paper** button , and then the **Rotate and fit** button . The size of the printout changes depending on the number of sheets specified.

To start printing, click here.

The size of the image is matched to the number of sheets specified.





- 5 Click on  (**Print**) in the operation bar. The poster is printed.

# Managing an Album

In this section, you will learn several techniques for managing albums.

## Changing an Album Title

When you create an album, it is titled by date. You can change this title to anything you want.

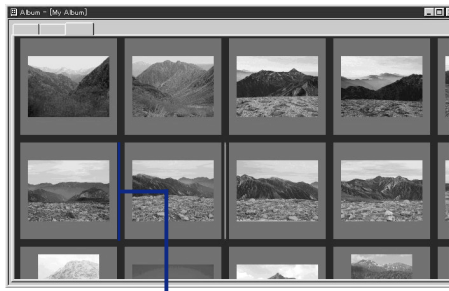
- 1 Start Album Explorer and click on an album. The album is selected.
- 2 Select  (**Rename album**) from  (**Edit**) in the operation bar. The Album Information dialog is displayed.
- 3 Rename the album and click on **OK**.



Rename the album.

## Inserting an Image into an Album

- 1 Open an album.
- 2 Click on the location where you want to insert an image.





Click on the location where you want to insert an image.

### Tip

To insert an image into an album, you can also use Windows Explorer to drag and drop the image to where you want it.

### Tip

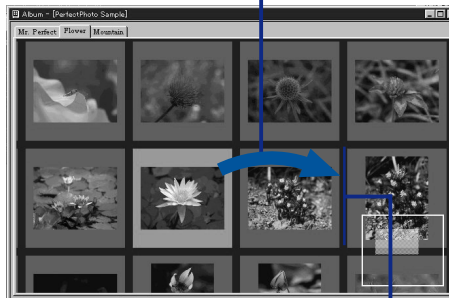
To move an image to a different album, use drag and drop.

- 3 Select  (**Open image**) from  (**Start**) in the operation bar.  
The Open dialog is displayed
- 4 Select one or several images and click on **Open**.  
The image is inserted into the album. (If you did not specify a location, the image is appended to the end of the album.)

## Sorting Images

Drag the image you want to move and drop it in a new location.

To sort images, use drag and drop.





The guideline is displayed.

## Deleting an Image

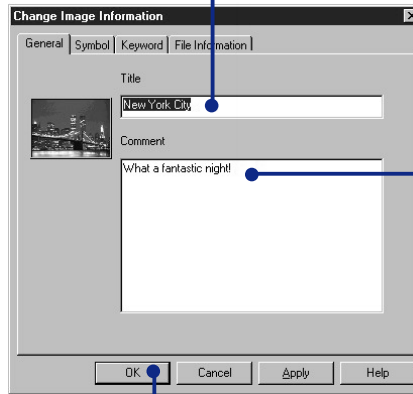
To delete an image, click on it and press the **Delete** key.

# Adding Comments to an Image

In this section, you will learn how to name an image and add comments to it.

- 1 Open an album and click on an image. The image is selected.
- 2 Select  (**Change information**) from  (**Edit**) in the operation bar. The Change Image Information dialog is displayed.

The file name is displayed as the default title. You can specify a new title.

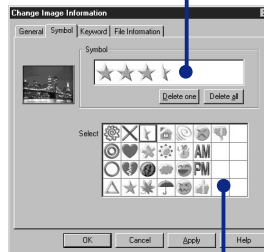


Type comments about the image.

To save the information, click on **OK**.

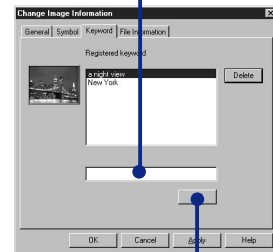
- 3 Add a symbol or a keyword by clicking on the appropriate tab.

Rank the image.



Click on a symbol.

Type a keyword.



To save the keyword, click on **Add**.

# Enhancing an Image

In this section, you will learn how to enhance images.

## Tip







To open an image, see “Opening an Image” on page 21. To save an image, see “Saving an Image” on page 33.

## Note

The dialogs and palettes in parentheses are displayed when the icons are selected.












Opening, editing, and saving an image is called “enhancing” an image. You enhance images with Image Editor.

In the operation bar, select  or . The following icons are displayed.

Icon	Meaning
 Brush	Allows you to draw lines and shapes with a brush using the mouse drag operation (Brush Tools dialog).
 Paint	Paints the color at the point clicked using the foreground color in the tool pallet (Paint dialog).
 Gradation	Adds a gradation effect to the selected area (Gradation dialog).
 Shadow	Adds shadows to the selected images or text (Shadow dialog).
 Text	Allows you to enter text at the selected area (Create Text dialog).
 Transformation	Reshapes the selected layer (Transformation Tools dialog). You can select size, angle, or parallelogram.





Icon	Meaning
 Calendar	Create a calendar with an image (Create a Calendar dialog).
 Retouch Navigation	Enables you to select the enhancement you want to make from the samples. Follow the on-screen instructions.  page 55
 Tool pallet	Selects the area and color you want to enhance (Tool pallet).  page 44
 Zoom pallet	Zooms in an area where you want to do detailed work (Zoom pallet).
 Layer pallet	Creates layers and changes layer settings (Layer pallet).  page 53
 History pallet	Saves the history of changes made to an image and applies them to other images (History pallet).
 Effect pallet	Enables you to add special effects (Effect pallet).  page 31

# Selecting an Area

In this section, you will read about selecting areas and basic enhancing techniques.

## Tool Pallet

Tools for selecting areas are in the Tool pallet. Here is a map of the Tool pallet:

Starts Retouch Navigation.

**Zoom**  
Moves closer to or farther away from an image.

**Hand**  
Moves an image to display the part you want to see.

**Move**  
Moves the selected area.

**Select all**  
Selects the entire image.

**Reverse selection**  
Reverses the area selected and the area not selected.

**Cancel selection**  
Cancels the selection.

**Foreground**  
This box sets the foreground color.

**Background**  
This box sets the background color.

**Undo**  
Cancels the last action.

**Redo**  
Restores the last action.

**Retouch Navi**  
Starts Retouch Navigation.

**Selection**  
Includes tools for Selection, Magic wand, Rectangle, Circle, Heart, and Star.

**Range** 32  
Specifies the range of color selected using the magic wand. The initial value is 32. You can specify a value between 0 and 255.

**Color values**  
R 255  
G 255  
B 255

**Sampler**  
Takes a sample of a color from the selected area, to use elsewhere.

**Help**  
Displays a help menu.

**Cutter**  
Is a freehand tool for selecting areas.

**Magic wand**  
Automatically selects an area with similar colors.

**Magic brush**  
Is a brush tool for selecting similar colors

**Rectangle**  
Is a tool for specifying rectangular areas.

**Circle**  
Is a tool for specifying circular areas

**Heart**  
Is a tool for specifying heart-shaped areas.

**Star**  
Is a tool for specifying star-shaped areas.

### Tip


When you select a tool, the button appears to be pushed in. You can use this tool until you select another tool. Buttons are valid only when you click on them.

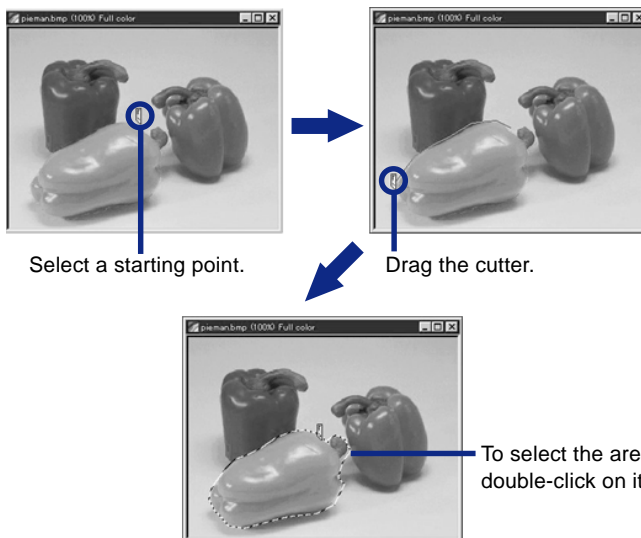
### Tip

If the background is a single color, see “Reversing the Selected Area” on page 48.

## Selecting an Area by Freehand

Using the Cutter tool, you can select an area and any shape that you wish. Selecting difficult shapes takes time, but you will find this a very useful tool.

- 1 Select the  (**Cutter**) from the Tool pallet.
- 2 Outline the area you want by dragging the cutter across the image.
- 3 Double-click when you have enclosed the area. A dotted line surrounds the area you selected. Even if you double-click before completely enclosing the area, a dotted line is automatically drawn between the first point and the last point.




### Tip

The operations for selecting a rectangle, an ellipse, a heart, and a star are the same as that for a circle.

## Selecting an Elliptical Area

Using the circle tool, select an elliptical area. You can enlarge the area by dragging the perimeter.

- 1 Select  (**Circle**) from the Tool pallet.
- 2 Outline an area by dragging the circle tool diagonally across it. Release the mouse button. The area you selected is encircled with a dotted line.




Specify the first point.

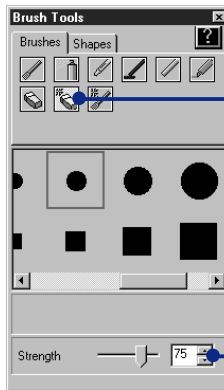


Drag the Circle tool diagonally.

## Selecting the Same Color or a Similar Color

Using the magic brush, select a color similar to the one you want to work with. The magic brush is more accurate than the magic wand: You can select the range of similarity with the magic brush.

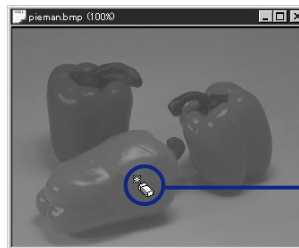
- 1 Select  (**Magic brush**) from the Tool pallet. The area that is not selected is masked in red. This is called the *quick mask mode*. The Brush Tools dialog is displayed.
- 2 Specify the range of similarity under **Strength**. The larger the value, the wider the color range.



The eraser is automatically selected. Do not change this selection.

Adjust the range of similarity under Strength. The standard value is in the range 40-50.

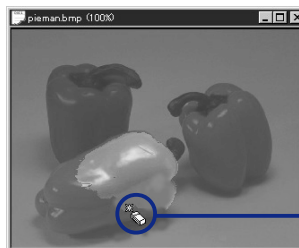
- 3 Click on the color you want to select. The color at the point clicked becomes the standard color.



Click on the area you want to select.

- 4 Click and start dragging. Erase portions of the quick mask by dragging the eraser.

The part where the quick mask has disappeared is the area selected. You can click on the eraser and drag it to erase several areas of the quick mask.



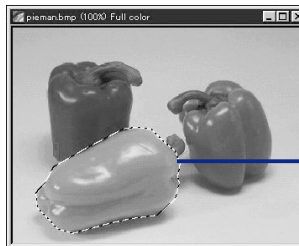
Enlarge the area with the brush.

### Tip

The color at the point you click on becomes the standard color. The area within the color range inside the area you are dragging over is selected. There is no problem if part of the image protrudes from the selected area, because the color similarity range was previously specified.

- 5 Click on  (**Image**) to the right of Display Mode in the Layer pallet. If the Layer pallet is not displayed, select  (**Layer pallet**) from  to display it, and then click on the **Image** button.

The area is selected.



When Image Mode is enabled, the selection is finalized.

## Reversing the Selected Area

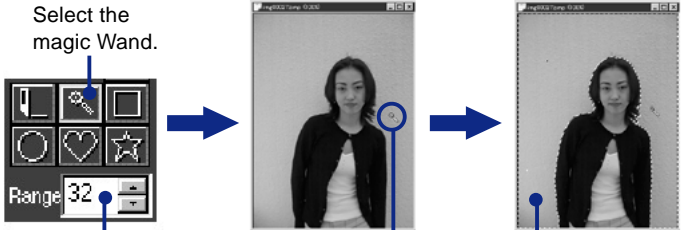
You can select an area you do not want to select and then reverse the selection. For example, if you want to select a person in an image where the background is a solid color, select the background first and then reverse the selected area. Using this tool, you can select people in images more accurately than you can by using the cutter tool.

### Tip

The standard value range is between 40 and 50. However, if the colors of the people and the background are distinctly different, you should specify a higher value.

- 1 Use the  (**Magic wand**) to select the background.

To use the magic wand, do the following:

A diagram illustrating the steps to use the Magic Wand tool. It starts with a screenshot of the Magic Wand tool's options bar, showing the 'Range' set to 32. An arrow points to a photo of a woman where the background is selected. A second arrow points to the same photo where the background is deselected and the woman is selected.

Select the magic Wand.

Specify the range.

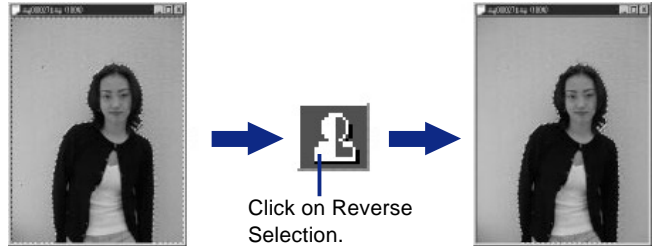
Click on the background.

The entire background is selected because all the different values of gray are within the range.



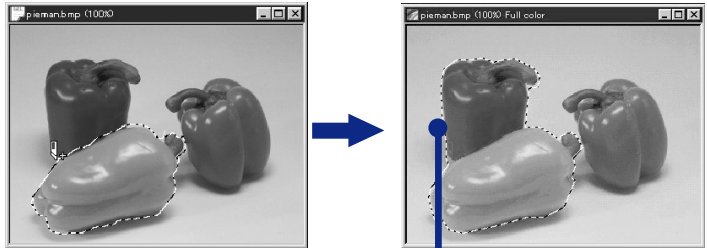
**2** Click on  (**Reverse selection**).

The selection is reversed.



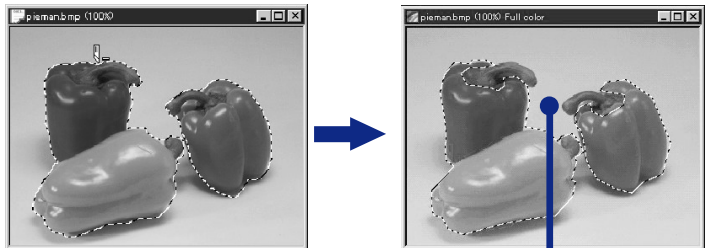
## Adding or Canceling the Selected Area

To select another area on an image where you have already made a selection, hold the **Shift** key and select a new area.




Hold the **Shift** key and select an area.

To cancel part of a selected area, hold the **Alt** key and mark an area.



Hold the **Alt** key and select the area. The area is canceled from the selection.

 **Tip**

To cancel all selected areas, click on an area that is not selected, or click on  (**Cancel selection**) in the Tool pallet.

# Pasting Part of an Image onto Another Image

In this section, you will learn about copying part of an image and pasting it onto another image.

## Copying a Selected Area

- 1 Open two images.
- 2 Select the area you want to copy. (See “Selecting an Area” on page 44.)
- 3 Select **Copy** from the **Edit** menu.  
The selected area is copied.




## Pasting an Image onto Another Image

- 1 Click on the second image.  
The image is selected.
- 2 Select **Paste** from the **Edit** menu.  
The first image is pasted onto the second image.







## Moving an Image

- 1 Select  (**Move**) from the Tool pallet and drag the image with the mouse to where you want to place it.



## Blurring the Outline

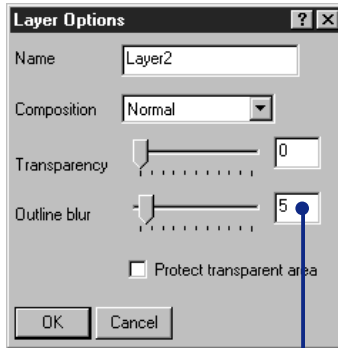
When you paste an image onto another image, you might see a distinct outline. You can blur the outline of the image you pasted to make it look more natural.

- 1 Click on  (**Layer pallet**) from  to display the Layer pallet.
- 2 Select the layer that contains the outline you want to blur.
- 3 Click on **Options**.  
The Layer Options dialog is displayed.
- 4 Specify the degree of blur using the Outline blur slider.



### Tip

For more information about layers, see “Using Layers” on page 53.



5 is a standard value for the degree of blur.

- 5 Click on **OK**.  
The outline is blurred and the image becomes more natural.



# Using Layers

When you are enhancing images, you can use layers to put several images together. In this section, you will read about the basics of using layers.

## What Is a Layer?

Layers are useful when you want to put two or more images together. A layer is like an overhead projector transparency. You can put several layers together to make a single image. The bottom layers show through the transparent parts of the top layers.

If you put two layers together,



you get an image like this.



## Creating Layers

- 1 Open  (**Layer pallet**) from  **Tools** in the operation bar.

The Layer Pallet dialog is displayed. You can see how many layers are in the current image and what kind of image is in each layer.

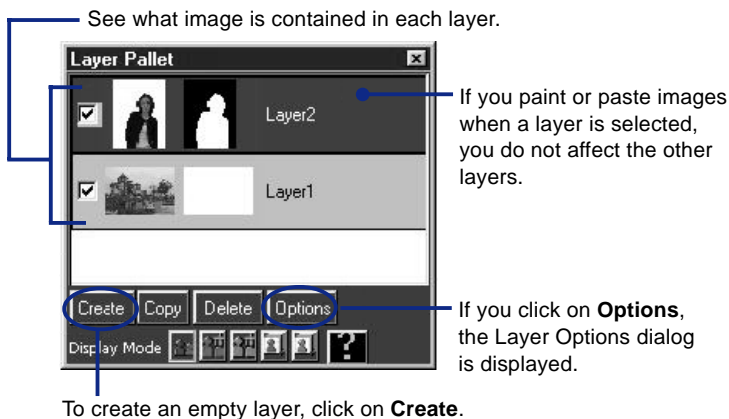
### Tip

The order of the layers represents how the layers are stacked. In the Light example, layer 1 is on the bottom and layer 2 is on the top. To change the order of layers, use drag and drop.

### Tip

You can use this technique if you are putting two images together. For example, if you are adding a person to a background, you can specify a value of 50 for the transparency of the person to give a ghostly appearance to him or her.

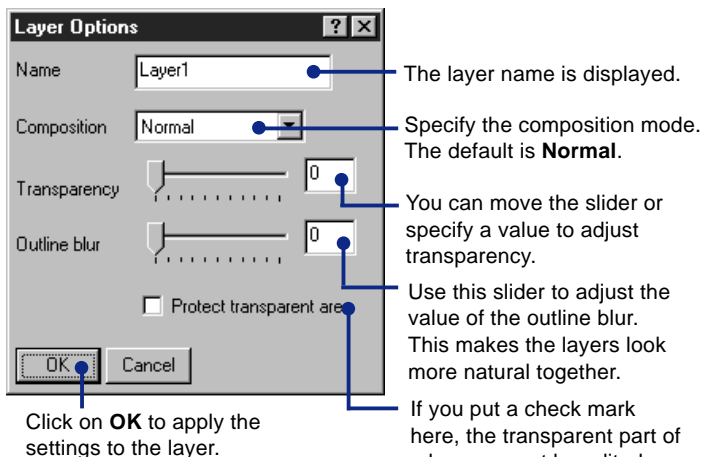
- 2 To create a new layer, click on **Create** in the Layer pallet.



## Adjusting the Transparency of a Layer

There is a transparent and an opaque part of a layer. By changing the transparency of a layer, you can make the opaque part more transparent.

- 1 Click on **Options** in the Layer Pallet dialog. The Layer Options dialog is displayed.
- 2 Adjust the transparency of the layer.





# Using Retouch Navigation

You can enhance images as you view them using Retouch Navigation.

Retouch Navigation lets you enhance photographic images. After Retouch Navigation is displayed on your window, select a category and an effect. See what is available in the menus.

## Tip

Before you start enhancing an image, put a check mark at **Control Image Editor**. The tool you need for each step is automatically selected.

- 1 Start Image Editor.
- 2 Select  (**Retouch Navigation**) from  in the operation bar.  
The Retouch Navigation dialog is displayed.
- 3 Select a category.  
There are effects for each category.
- 4 Select an effect.  
The sample effect is displayed on the left. Repeat these steps to find the best effect for your image.

An example of the selected effect.



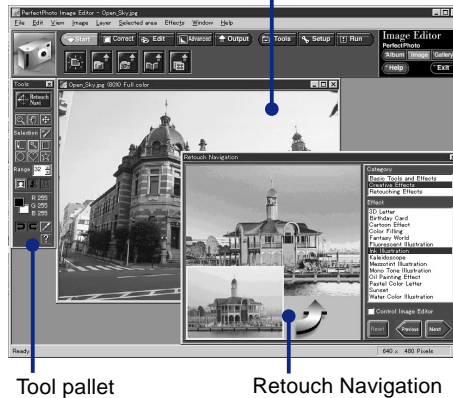
Select a category, and then select an effect.

Put a check mark here to automatically select the tools for each step.

To display the instructions for the first step, click here.

- 5 Open the image you want to enhance. (See “Opening an Image” on page 21.)

Open the image you want to enhance.



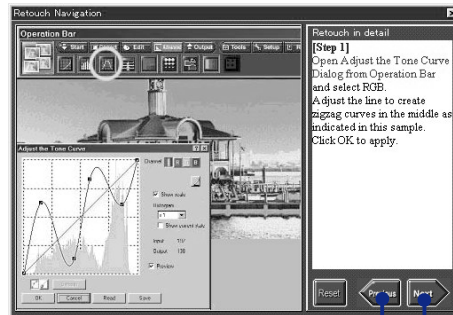
Tool pallet

Retouch Navigation

- 6 Make sure there is a check mark in the **Control Image Editor** check box.
- 7 Click on **Next**.  
The instructions for the first step are displayed.

### Tip

If you do not understand words or instructions in Retouch Navigation, you can look them up by keyword in Help. See “Displaying a Help Menu” on page 11.



To go to the next window, click here.

To return to the previous window, click here. This will cancel (undo) the enhancement made to the image.

 **Tip**

If you make a mistake while enhancing an image, click on **Previous**. The image is restored to the way it was in the previous step.

- 8 Follow the instructions on the window.
- 9 To go to the next step, click on **Next**. To continue enhancing the image, continue clicking on **Next**.

You can create an image like this:

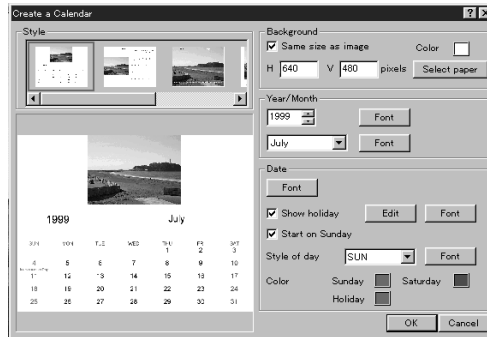


# Making a Calendar

You can create your own calendar using PerfectPhoto. Copy the image you are displaying and then paste a calendar onto it.

To display the Create a Calendar dialog, do the following:

- 1 Start Image Editor.
- 2 Open the image you want to use.
- 3 Select **Calendar** from the **View** menu. The Create a Calendar dialog is displayed:



## Specifying the Style

You can select the style of your calendar from the templates provided by PerfectPhoto.



### Tip

The image size is changed to fit the background.

To make the background the same size as the image, put a check mark in the **Same size as image** check box.



Select a style from the list.

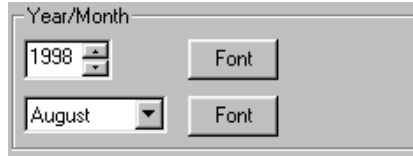
To specify the settings for printing the calendar, click on **Select paper**. The Printer Settings dialog is displayed, where you can specify the sheet size you want as the background size.

Specify the background size and color.



## Specifying the Year and the Month

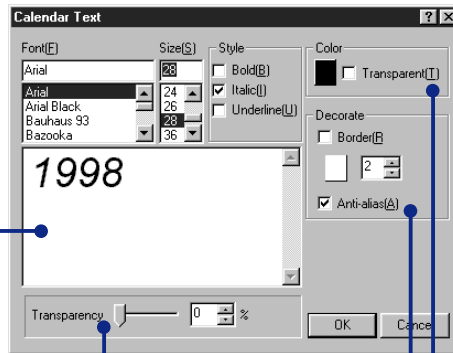
Specify the year and the month for your calendar.



## Specifying the Font Properties

- 1 To change the font properties, click on **Font** next to the Year, the Month, the Day, or the Style of day field.

The Calendar Text dialog is displayed:



Specify the text color and the decoration border. If you specify **Transparent**, the text becomes transparent, showing the background image.

Specify the degree of transparency.

Verify that the font is what you want. Edit the text for the year or the month if you want.

- 2 Change the font properties and click on **OK**.

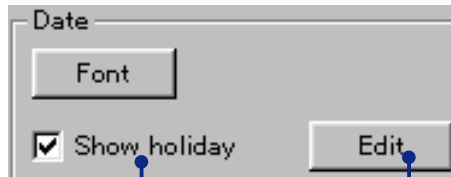
### Tip

If you edit the text for the year or the month in this dialog, the changes are applied to the calendar. You can also edit the text for the day or the style of week in the same manner; however, those changes are not applied to the calendar.

## Specifying Holidays in Your Calendar

You can add your own holidays to your calendar.

- 1 Click on the **Edit** button to the right of the Show holiday check box.



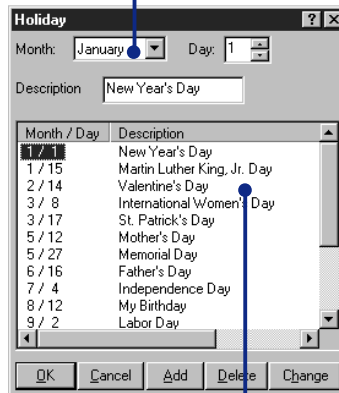
To edit the holiday information, click on **Edit**.

To specify a holiday in your calendar, put a check mark in the **Show holiday** check box.

The Holiday dialog is displayed.

- 2 Specify the date and the description of the holiday you want to add.

To register a holiday, specify the date and the description, and click on **Add**.

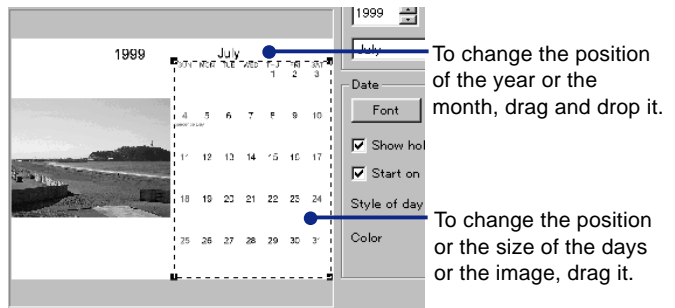


The specified holidays are listed. You can delete or edit them.

## Managing the Layout

You can adjust the layout of the calendar on the Create a Calendar dialog

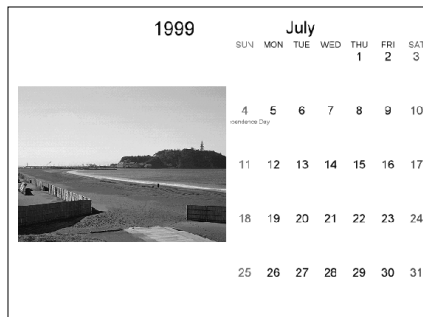
- 1 Adjust the layout for the year, month, day, and background image.



- 2 When you are finished, click on **OK** in the Create a Calendar dialog. The calendar is created.

### Tip

Three image layers are created on the top of the image: year, month, and day. With Image Editor, you can make detailed layout adjustments, such as adding a shadow, to each of the layers.



# Making a Digital Gallery

In this section, you will learn how to make a digital gallery. You can use your gallery as a screen saver, or you can send it to others.

## Tip

You can view your digital gallery as a slide show, or you can achieve other effects. For example, each image in your gallery can move like a cloud across the screen, or all the images can move together like a river.

## Tip

For a detailed explanation of Gallery Editor, see Help. Click on **Help** in the operation bar.

## Starting Gallery Editor

Use Gallery Editor to make a digital gallery.

- 1 Click on the Windows **Start** button.
- 2 Move the cursor on **Programs** and **IBM PerfectPhoto**; then click on **Gallery Editor**. Gallery Editor starts.



## Registering a Frame

A *frame* is a single digital image used in your gallery. To register frames, do the following:

- 1 Open Windows Explorer or PerfectPhoto Album Explorer.
- 2 Open the folder or album that contains the image you want to use.

## Tip



Frames in your digital gallery remain in the original folder you saved them in. They are not copied into a different folder.

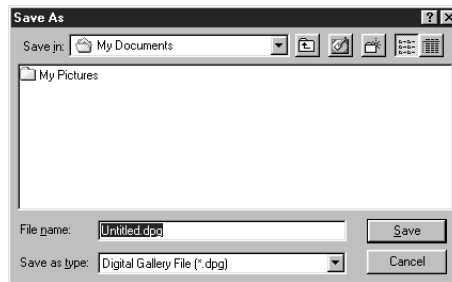
- 3 Drag and drop the image into Gallery Editor. The frame is registered.



## Saving Your Digital Gallery



You can save your digital gallery in a file.

- 1 Select  (**Save**) from  (**Output**) in the operation bar. The Save As dialog is displayed.
- 2 Specify the directory and click on **Save**.



## Viewing Your Digital Gallery



You can view your digital gallery in several different ways.

- 1 Select  (**Open gallery**) from  (**Start**) in the operation bar.

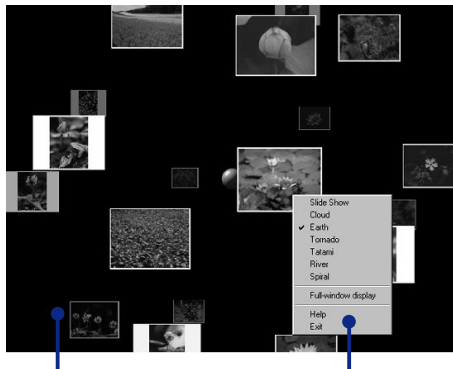
The Open dialog is displayed.

- 2 Specify a digital gallery file (.DPG) and click on **Open**.

The frames are lined up on your window.

Select  (**Start digital gallery**) from  (**Start**) in the operation bar.

Your digital gallery is displayed:



The default setting is **Cloud**. Click the right mouse button to display the popup menu.

To change the way the gallery is displayed, click on the screen with the right mouse button to display a popup menu. Then select one of the following modes:

- Slide Show
- Cloud
- Earth
- Tornado
- Tatami
- River
- Spiral

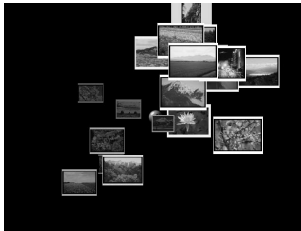
The display changes.



Cloud



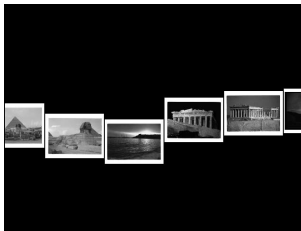
Earth



Tornado



Tatami



River



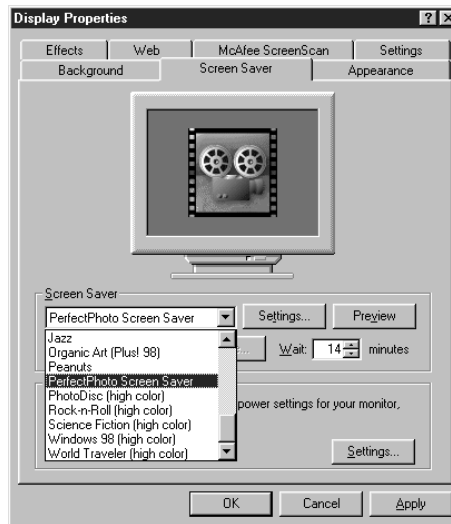
Spiral

- 3 Click the right mouse button and select **Exit** from the popup menu.  
The digital gallery ends.

## Making a Screen Saver from a Digital Gallery

You can make a Windows screen saver from a digital gallery.

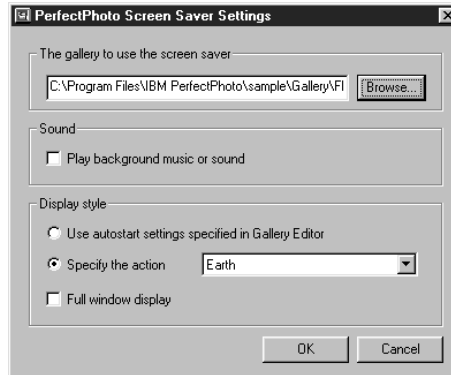
- 1 Click with the right mouse button on your desktop. Select the **Properties** menu. The Display Properties dialog is displayed.
- 2 Click on the **Screen Saver** tab.
- 3 Select **PerfectPhoto Screen Saver**.



- 4 Click on **Settings...**  
The PerfectPhoto Screen Saver Settings dialog is displayed.



- 5 Click on **Browse...**, and select a digital gallery file (.DPG).



- 6 Click on **OK**.
- 7 Click on **OK** in the Display Properties dialog. The setting is complete.

# Distributing Your Digital Gallery



To distribute a digital gallery to those who do not have PerfectPhoto, you save the digital gallery as an executable program (.EXE).

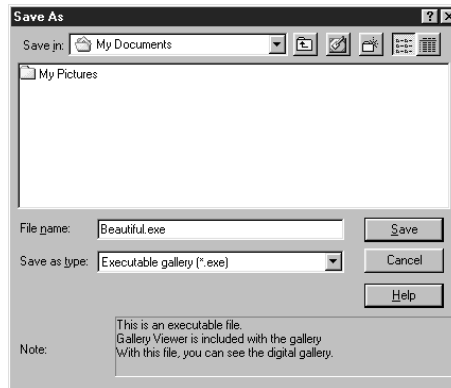
## Tip

To convert a digital gallery file (.DPG) to an .EXE file, open the .DPG file and save it as an .EXE file.

## Saving Your Digital Gallery in an Executable Format

To make a digital gallery and save it as an executable program (.EXE), do the following:

- 1 Start Gallery Editor. (See “Starting Gallery Editor” on page 62.)
- 2 Register the images you want to put into the digital gallery. (See “Registering a Frame” on page 62)
- 3 Select  (**Save as executable (.EXE)**) from  (**Output**) in the operation bar. The Save As dialog is displayed.
- 4 Specify the destination.
- 5 Click on **Save**.



You have saved your digital gallery. The Save Option Files dialog is displayed.



### Tip

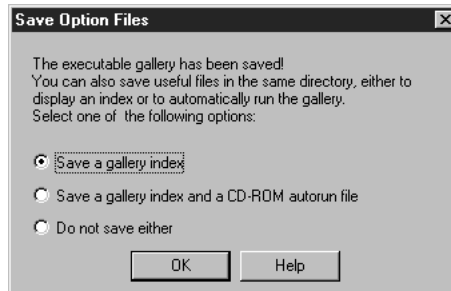
To view the .EXE file, you must have Windows 95, Windows 98, or Windows NT.



### Tip

You can also open a digital gallery by double-clicking on it.

## 6 Specify **Save a gallery index**.



## 7 Click on **OK**.

An index (DPGINDEX.EXE) is created.

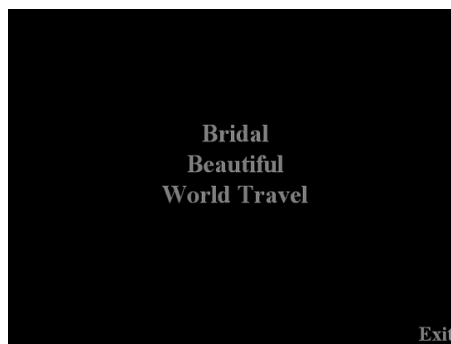
## Showing Your Digital Gallery to Others

After you send your digital gallery file (.EXE) and the index (DPGINDEX.EXE) to other people, they can display your digital gallery by doing the following:

### 1 Open Windows Explorer.



### 2 Double-click on **DPGINDEX.EXE**.

A list of titles of the digital gallery (.EXE) files stored in the same folder are displayed.

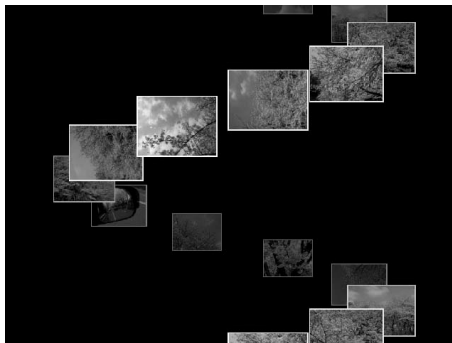


## Tip

If you have not specified a title for your digital gallery, the file name is displayed instead of a title.

To specify a title for your digital gallery, select  (**Gallery settings**) from  (**Edit**) in the operation bar, and specify a title when you create a digital gallery using Gallery Editor.

- 3 Click on a title.  
The digital gallery is displayed.



- 4 To change the way your digital gallery is displayed, click the right mouse button to display a popup menu, and select one of the following modes:
  - Slide Show
  - Cloud
  - Earth
  - Tornado
  - Tatami
  - River
  - Spiral
- 5 To close the digital gallery, click the right mouse button and select **Exit** from the popup menu.

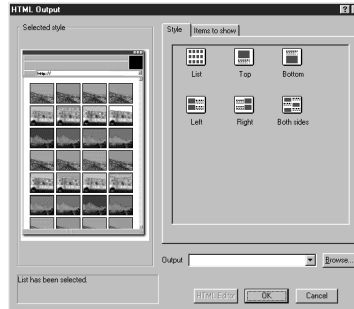
# Putting an Image on Your Web Page

You can create an HTML file by selecting an image and a layout.

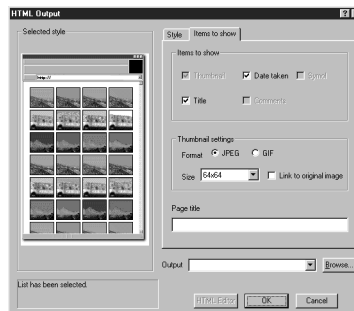
## Tip

HTML (Hyper Text Markup Language) is a markup language that is specified by an SGML document type definition (DTD). HTML is understood by all World Wide Web servers.

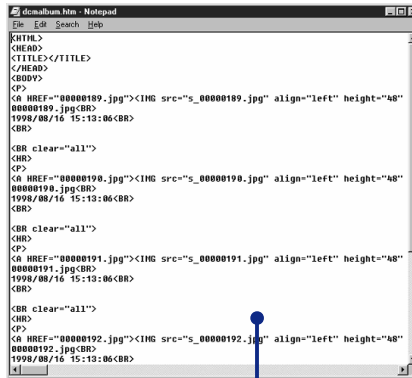
- 1 Start Album Explorer.
- 2 Open an album.
- 3 While pressing the **Ctrl** key, click on several images you want to put on your Web page.
- 4 Select  (**HTML output**) from  (**Output**) in the operation bar.  
The HTML Output dialog is displayed.
- 5 Click on the **Style** tab.
- 6 Select a layout.  
An example of the layout is displayed.



- 7 Click on the **Items to Show** tab.
- 8 In the Page title field, type the title of your HTML file.



- 9 Specify a folder in which you want to store your HTML file.
- 10 Click on **OK**.  
An HTML file is created in the specified folder.  
The file name is **dcm-0.htm**.



```

<HTML>
<HEAD>
<TITLE></TITLE>
</HEAD>
<BODY>
<P>
<A HREF="00000189.jpg"><IMG src="s_00000189.jpg" align="left" height="48"
00000189.jpg<BR>
1998/08/16 15:13:06<BR>
<BR>

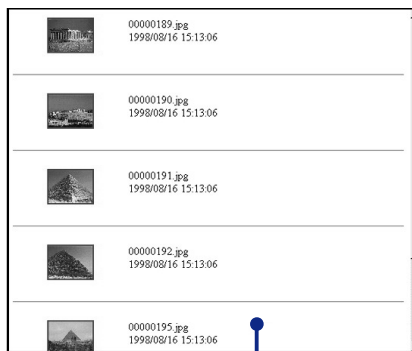
<BR clear="all">
<HR>
<P>
<A HREF="00000190.jpg"><IMG src="s_00000190.jpg" align="left" height="48"
00000190.jpg<BR>
1998/08/16 15:13:06<BR>
<BR>

<BR clear="all">
<HR>
<P>
<A HREF="00000191.jpg"><IMG src="s_00000191.jpg" align="left" height="48"
00000191.jpg<BR>
1998/08/16 15:13:06<BR>
<BR>

<BR clear="all">
<HR>
<P>
<A HREF="00000192.jpg"><IMG src="s_00000192.jpg" align="left" height="48"
00000192.jpg<BR>
1998/08/16 15:13:06<BR>

```

An HTML document is created.

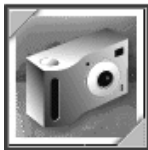


You can view your HTML document on a WWW browser.

# Using the Operation Bar

To use the functions of PerfectPhoto, select an icon on the operation bar. Here is an overview of the icons.

## Album Explorer



Create album  
Open album  
Open image  
Open folder  
TWAIN  
Open template



Create theme  
Rename theme  
Move theme  
Rename album  
Sort  
Search  
Delete  
Rotate  
Change information





Register album  
Unregister album  
Change album location  
Search from volume



 Output



**Note** If you select  (Print preview) in from , the operation bar changes to the following:



To return to the original operation bar, click on .

 Setup



 Run





# Image Editor

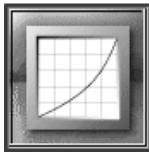
## Start



- Create image
- Open image
- Input from TWAIN device
- Open from album
- Open template



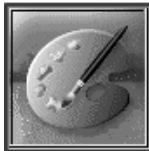
## Correct



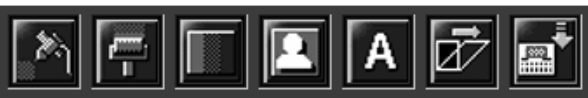
- Rotation
- Trim
- Automatic Level
- Brightness/contrast
- Color tone
- Color temperature
- Sharp
- Red eyes



## Edit



- Brush
- Paint
- Gradation
- Shadow
- Text
- Transformation
- Calendar



## Advanced





- Gamma
- Level
- Tone curve
- Color tone slider
- Hue
- Resolution
- Paper size
- Color mode
- Color table



 Output



**Note**

If you select  (**Print preview**) from , the operation bar changes to the following:

 Output



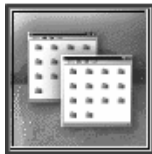
To return to the original operation bar, click on .

 Tools



 Setup

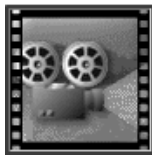




Gallery Editor  
HTML editor  
E-mail



## Gallery Editor



Create gallery  
Open gallery  
Add image  
Start gallery

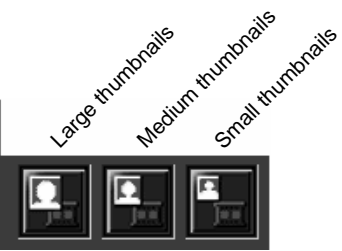


Undo  
Cut  
Copy  
Paste  
Select all  
Frame Property  
Gallery settings

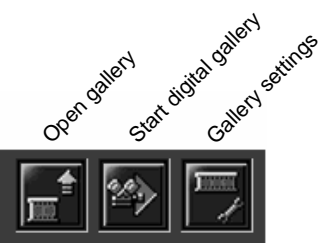


Save  
Digital gallery (\*.DPG)  
Executable (\*.EXE)  
Animation GIF (\*.GIF)  
Screen saver (\*.SCR)





## Gallery Viewer



# Special Effects List

The following is a list of special effects that you can select from the Effect pallet.



If you apply a special effect from the pallet to the image on the left, you get the following results. The default strength is used.

For details on applying special effects to images, see “Making an Image Sharper” on page 31.



Flat



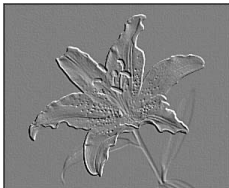
Blur



Sharp



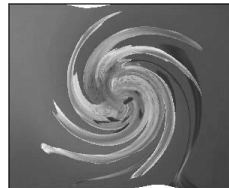
Unsharp Mask



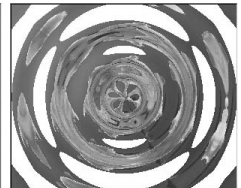
Emboss



Border



Vortex



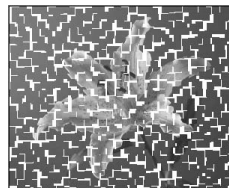
Wave



Bubble



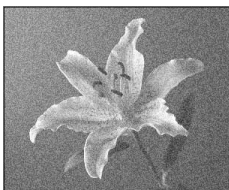
Raindrop



Tile



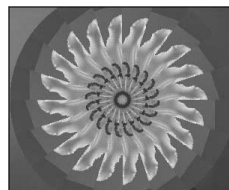
Mosaic



Noise



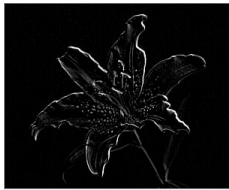
Oil Painting



Kaleidoscope



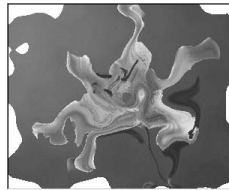
Scatter



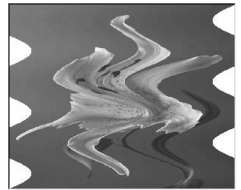
Outline



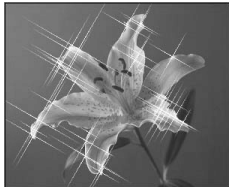
Pinch



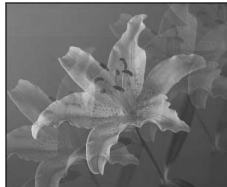
Turbulence



Mirage



Cross



Multi-Image



Half ND



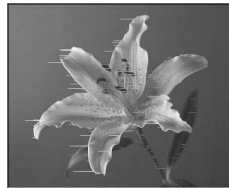
Center Focus



Remove Stain



Motion Blur



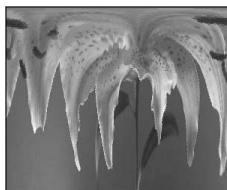
Wind



Zoom



Rectangular → Polar



Polar → Rectangular



Gray Scale



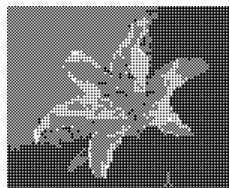
Bilevel



Sepia



Negative



Half Tone



Posterize



Dusk/Dawn



Sun



Shade/Clouds



Fluorescent Light



Incandescent Light

# Frequently Asked Questions

Here is a list of frequently asked questions about PerfectPhoto.

## Album Explorer

---




**Q**

I saved an album, but I cannot find it in a bookshelf.

---

**A**

There are three possible reasons:

1. The bookshelf is too small to display the Album icon.  
Click on  on the top right of the window to enlarge it. If you still cannot find the album, enlarge the Album Explorer window.
  2. The calendar is showing a different month.  
Display the correct month or select **Compact** in the **View** menu. This makes an album easier to find.
  3. The album was not saved in the bookshelf.  
If you did not select a bookshelf when you created the album, it was not saved in a bookshelf. Select  (**Open album**) from  in the operation bar.
- 

**Q**

Where is the image data in an album?

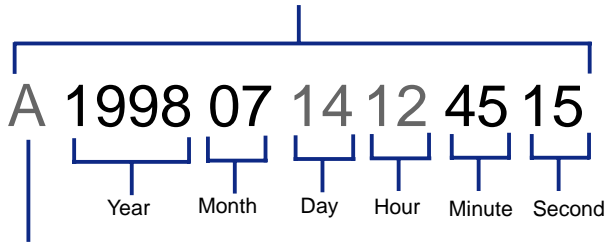
---

**A**

If you loaded image data using the instructions in “Loading Images from a Digital Camera” on page 13, a folder is automatically created in the location specified in the Create an Album dialog and image data is stored in the folder. Folders are named the following way:



Indicates the album creation date.



Indicates an album.

If you loaded image data using the instructions in “Loading Images from a Folder” on page 15, see if there is a check mark in the **Create a copy of the original image** check box in the Open a Folder dialog. If there is a check mark, the image data is copied and stored in a folder with the name just described. If there is no check mark, the image data is stored in its original location.

---

## Gallery Editor

---

**Q**

I tried to edit my digital gallery, but I couldn't open the file.

**A**

There are two possible reasons:

1. The digital gallery file type cannot be edited.

You can edit only a .DPG file; other file types (.DPA, .EXE, or .GIF) cannot be edited.

2. The image was moved to a different location.

Did you move any images that you used in the digital gallery to a different location? Since the location information for each image data contained in the image gallery is included in a .DPG file, you cannot open the image gallery file if any image file it contains has been moved to a different location.

---

---

**Q** I distributed a digital gallery, but other people cannot open it.

---

**A** There are two possible reasons:

1. You distributed a digital gallery file (\*.DPG). Image data is not included in a digital gallery (.DPG) file. To those who do not have PerfectPhoto, distribute your digital gallery in an archived format (.DPA). To those who have the program or who want to use the index, distribute the file in an executable format (.EXE).
2. The digital gallery (.EXE) and the index (DPGINDEX.EXE) are in different folders.

---

## Others

---

**Q** I want to know more about PerfectPhoto.

---

**A** After you have mastered the basics in this book, read detailed help information (refer to “Displaying a Help Menu” on page 11) or see “Using the Operation Bar” on page 73 to understand the overall functions.

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