



Apple QuickTake 100

User's Guide for Macintosh

 Apple Computer, Inc.

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Communications regulation information

Radio and television interference

The equipment described in this manual generates, uses, and can radiate radio-frequency energy. If it is not installed and used properly—that is, in strict accordance with Apple’s instructions—it may cause interference with radio and television reception.

This equipment has been tested and found to comply with the limits for a Class B digital device in accordance with the specifications in Part 15 of FCC rules. These specifications are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

You can determine whether your computer system is causing interference by turning it off. If the interference stops, it was probably caused by the computer or one of the peripheral devices.

If your computer system does cause interference to radio or television reception, try to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.
- Move the computer to one side or the other of the television or radio.
- Move the computer farther away from the television or radio.
- Plug the computer into an outlet that is on a different circuit from the television or radio.
(That is, make certain the computer and the television or radio are on circuits controlled by different circuit breakers or fuses.)

If necessary, consult an Apple-authorized service provider or Apple. See the service and support information that came with your Apple product. Or, consult an experienced radio/television technician for additional suggestions. You may find the following booklet helpful: *Interference Handbook* (stock number 004-000-00493-1). This booklet, prepared by the Federal Communications Commission, is available from the U.S. Government Printing Office, Washington, DC 20402.

IMPORTANT Changes or modifications to this product not authorized by Apple Computer, Inc., could void the FCC Certification and negate your authority to operate the product.

This product was tested for FCC compliance under conditions that included the use of Apple peripheral devices and Apple shielded cables and connectors between system components. It is important that you use Apple peripheral devices and shielded cables and connectors between system components to reduce the possibility of causing interference to radios, television sets, and other electronic devices. You can obtain Apple peripheral devices and the proper shielded cables and connectors through an Apple-authorized dealer. For non-Apple peripheral devices, contact the manufacturer or dealer for assistance.



FCC statement

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device in accordance with the specifications in Part 15 of FCC rules. See instructions if interference to radio or television reception is suspected.

DOC statement

DOC Class B Compliance This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the interference-causing equipment standard entitled “Digital Apparatus,” ICES-003 of the Department of Communications.

Observation des normes—Classe B Cet appareil numérique respecte les limites de bruits radioélectriques applicables aux appareils numériques de Classe B prescrites dans la norme sur le matériel brouilleur : “Appareils Numériques”, NMB-003 édictée par le ministre des Communications.

VCCI statement

情報処理装置等電波障害自主規制について

この装置は、第二種情報装置（住宅地域又はその隣接した地域において使用されるべき情報装置）で住宅地域での電波障害防止を目的とした情報処理装置等電波障害自主規制協議会（VCCI）基準に適合しております。

しかし、本装置をラジオ、テレビジョン受信機に近接してご使用になると、受信障害の原因となることがあります。

取扱説明書に従って正しい取り扱いをしてください。

1

Getting Started With the QuickTake 100 Camera



The QuickTake 100 is an easy-to-use camera that produces high-quality pictures you can quickly transfer to your Macintosh computer. With the QuickTake 100 you can capture images, and with your Macintosh you can manipulate and modify those images to suit your purposes. The QuickTake 100 is a valuable new tool for graphic artists, publishing professionals, and anyone who wants to use images to communicate.

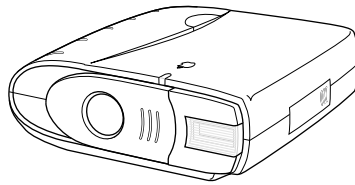
IMPORTANT Save this manual. It contains important safety and operating instructions.

In this chapter

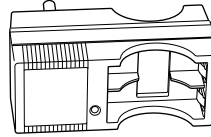
- An inventory of items you need
- System requirements
- Features of the camera
- How to charge NiCad batteries
- Installing batteries in the camera
- Installing the QuickTake software

Do you have what you need?

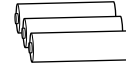
Before you begin, unpack the QuickTake 100 package. Be sure you have the items shown in this illustration:



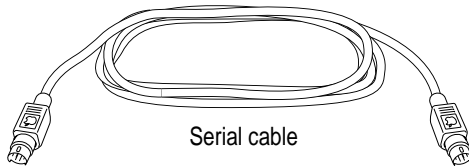
QuickTake 100 camera



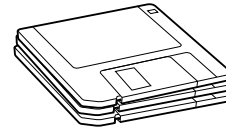
Battery charger



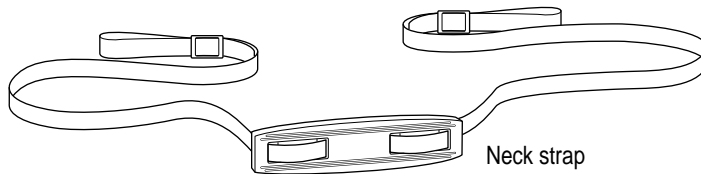
Rechargeable NiCad
batteries



Serial cable



QuickTake software



Neck strap

System requirements

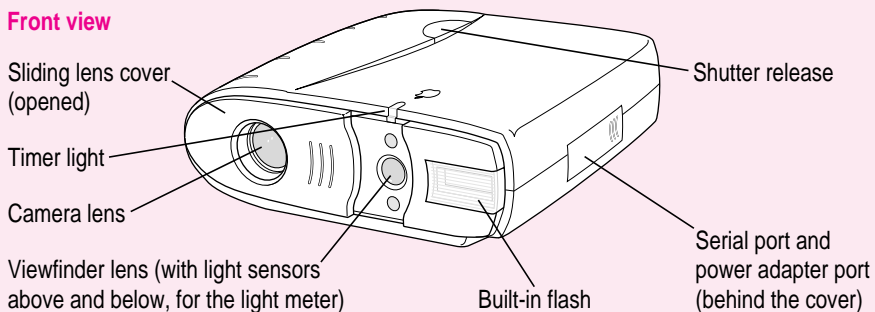
To use the QuickTake 100 camera with your computer, you need

- a Macintosh with a 68020 or higher central processing unit (any Macintosh except a Macintosh Plus, SE, Classic, Portable, or PowerBook 100)
- system software version 7.0.1• (with Tune-Up 1.1.1) or a later version
- 4 MB of RAM with 8 MB of virtual memory or 8MB of RAM
- an Apple SuperDrive (or any floppy drive that can read high-density disks)
- a hard drive with at least 10 MB available

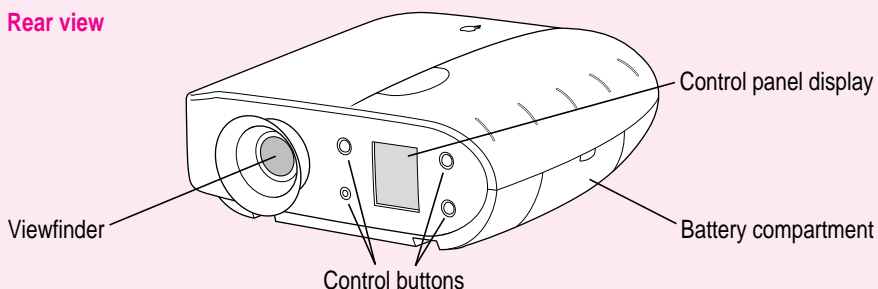
Your camera at a glance

This illustration shows the front, rear, and bottom of the camera.

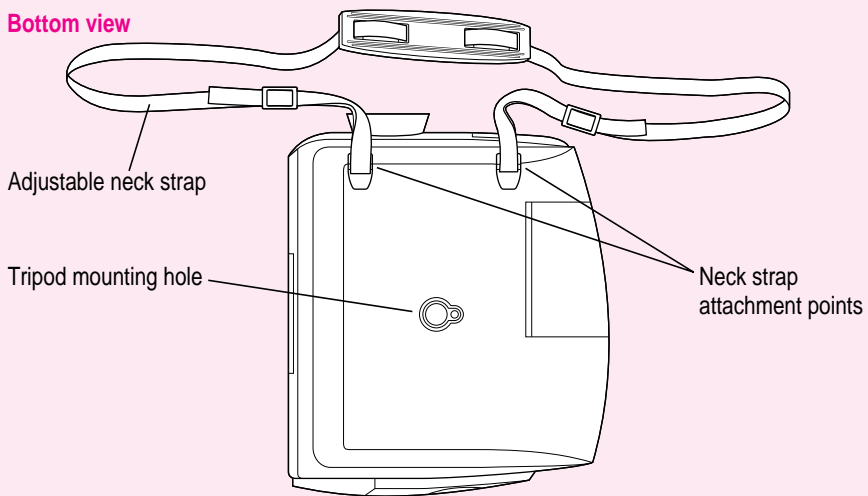
Front view



Rear view



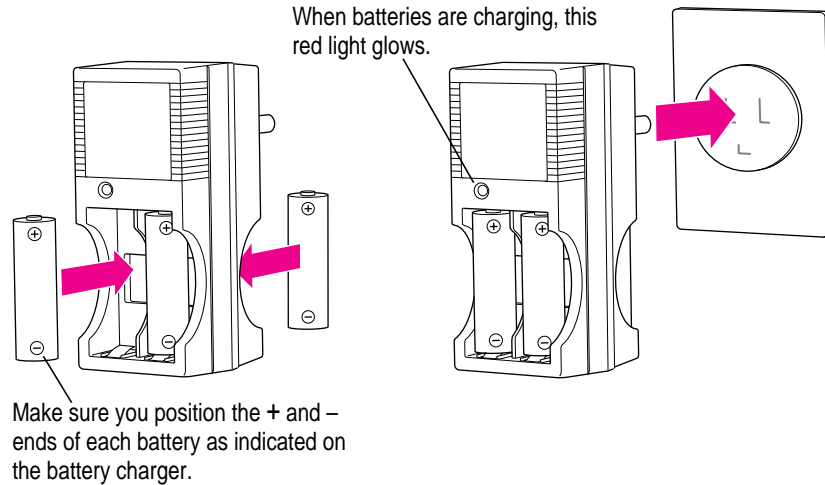
Bottom view



Charging the batteries

The three NiCad batteries you received with the QuickTake 100 must be charged before you can use them. Use the battery charger that came with the camera.

1 Insert the batteries into the charger.



2 Plug the battery charger into an electrical outlet.

It takes five hours to fully charge three NiCad batteries. (Be sure to fully charge the batteries the first time you use them.) If you want to take pictures right away, you can use three AA non-rechargeable batteries (not included) in the camera. For information about battery care, see Appendix B.

WARNING To reduce the risk of injury, charge only rechargeable nickel-cadmium batteries in the battery charger that came with the QuickTake 100 camera. Charging other types of batteries may cause them to leak or explode, resulting in personal injury and property damage.

3 Unplug the battery charger, remove the batteries, and install them in the camera.

See instructions for installing batteries on the next page.

Installing the batteries

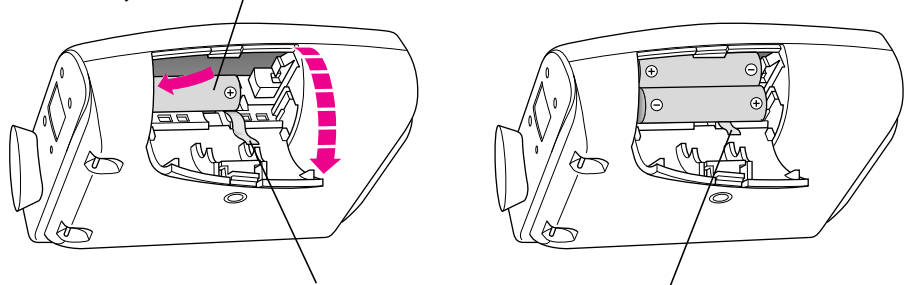
Use the three NiCad batteries that came with your camera. If the NiCad batteries are being charged, you can substitute three AA non-rechargeable batteries in the camera.

WARNING Do not mix different types of batteries in the camera. Use only three NiCad batteries or three AA non-rechargeable batteries. Mixing batteries may cause a fire or a small explosion.

1 Flip open the door to the battery compartment.

2 Insert the batteries into the camera.

Position the – and + ends of each battery as indicated on the door.



Arrange the ribbon under the batteries so you can use it to pull them out when you need to replace them.

3 Close the battery compartment door.

See also: Appendix B, “Battery Information.”

Installing the QuickTake software

Before you can transfer images from your camera to your Macintosh computer, you need to install the necessary software on your Macintosh. You'll need the QuickTake disks that came with your camera. The disks contain

- the Installer, a program that installs everything you need
- QuickTake 1.0, a program that transfers pictures from the camera to your Macintosh
- other files needed by the QuickTake 100 camera

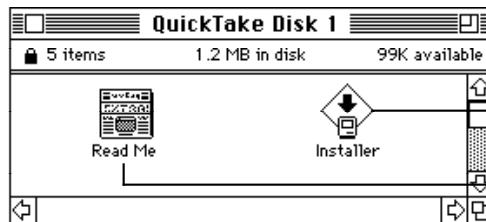
IMPORTANT If you have system software version 7.0.1• on your Macintosh, you must turn on AppleTalk before you install QuickTake software. Open the Chooser and make sure that AppleTalk is active.

1 Insert the appropriate installation disk into a floppy disk drive.

The choice depends on whether you have a Power Macintosh or not.

- If you have a Power Macintosh, insert *QuickTake for Power Macintosh*.
- Otherwise, insert *QuickTake Install Disk 1*.

If necessary, open the disk icon.



Use the Installer to install the QuickTake software.

For important late-breaking information, open the Read Me.

2 Double-click the Installer icon to open it.

3 In the Welcome dialog box that appears, click OK.

4 In the Installer dialog box, click Install.

Make sure you install the QuickTake software on the disk you use as your startup disk.



When you're ready to begin, click Install.

To switch to a different disk, click Switch Disk.

A status box keeps you informed of progress during installation.

5 When you see a message on your screen, follow directions and insert the next disk.

Near the end of the process, you'll be asked to insert the first disk again.

6 When you see a message reporting that the installation was successful, click Restart.

The Installer restarts your Macintosh. You'll find a new folder containing the QuickTake software on your hard disk.



Custom installation

If you click the Customize button in the Installer, you'll see a list of specific items you can install individually. To ensure that all the necessary software is installed, use Easy Install instead.

What if you upgrade your Macintosh system software?

If you decide to replace or upgrade your Macintosh system software after you've installed the QuickTake software, you may not be able to open the QuickTake application program. To fix this problem, reinstall the QuickTake software.

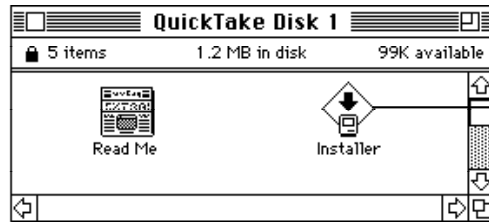
As an alternative, you can use the custom Installer:

1 Insert the appropriate installation disk into a floppy disk drive.

The choice depends on whether you have a Power Macintosh or not.

- If you have a Power Macintosh, insert *QuickTake for Power Macintosh*.
- Otherwise, insert *QuickTake Install Disk 1*.

If necessary, open the disk icon.



Use the Installer to install the QuickTake software.

2 Double-click the Installer icon to open it.

3 In the Welcome dialog box that appears, click OK.

4 In the Installer dialog box, click Customize.

5 Choose Shared Library Manager from the list.

6 Click Install.

7 When you see a message reporting that the installation was successful, click Restart.

You have reinstalled the Shared Library Manager, and you can open the QuickTake program again.

What next?

To begin taking pictures, go on to Chapter 2.

2

Using the Camera to Take Pictures



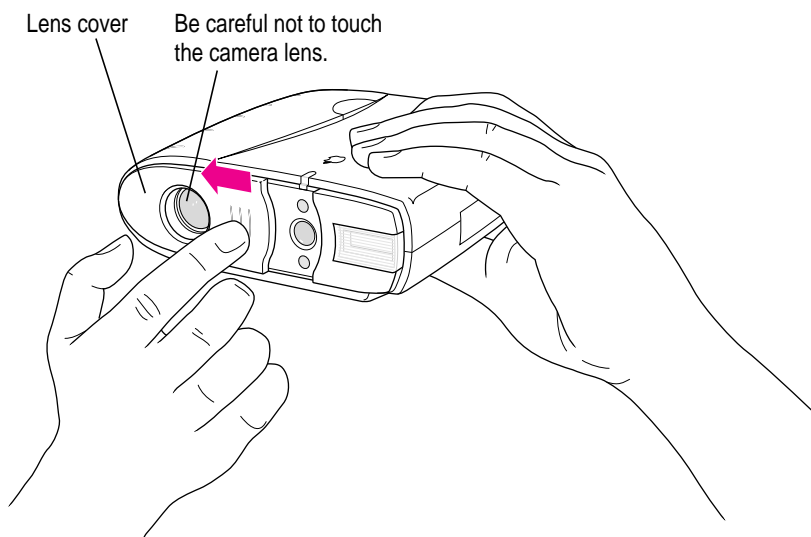
Because the QuickTake 100 camera is small and light and runs on batteries, you can take pictures with it anywhere.

In this chapter

- Turning on the camera
- Taking pictures
- Using the controls
- Waking the camera from sleep

Turning on the camera

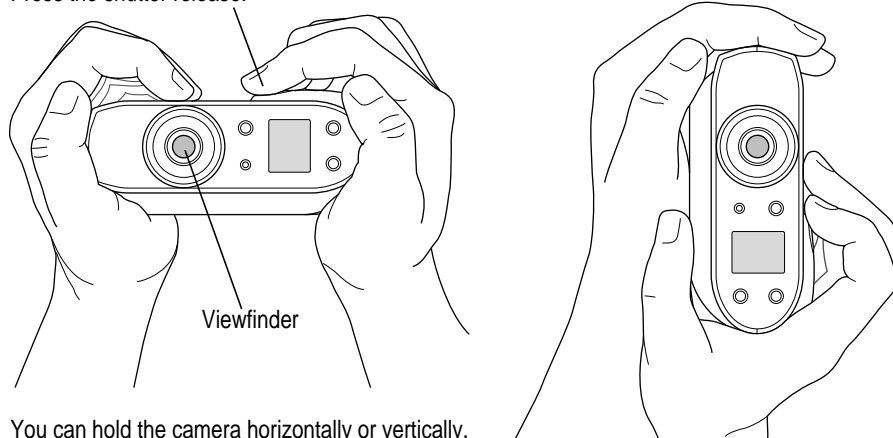
To turn the camera on, slide open the lens cover.



Taking pictures

Look straight through the viewfinder and take time to frame the subject you want to photograph. Hold the camera steady, and press the shutter release. Because the camera delays briefly before taking the picture, be sure to hold it still until you hear the shutter click. When the camera is ready for the next picture (in a few seconds), a green light glows in the viewfinder. The pictures can remain in the camera's memory up to one year (or until you erase them).

Press the shutter release.

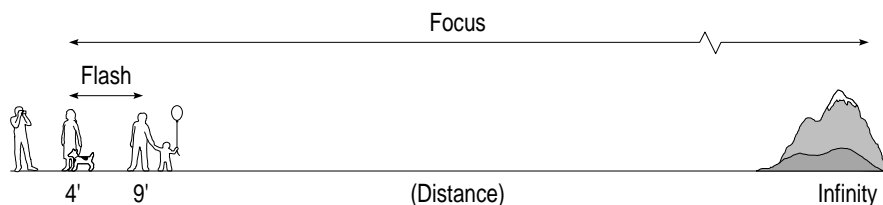


You can hold the camera horizontally or vertically.

Focal range and flash range

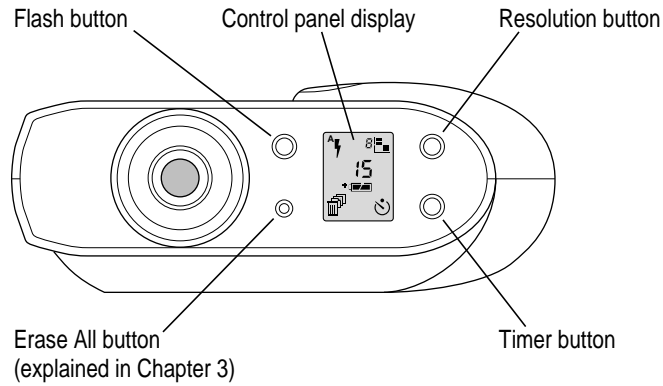
Try to keep a distance of at least four feet between you and the object you want to photograph. The camera can focus on objects as close as four feet and as far away as infinity. Objects closer than four feet may be out of focus, but objects in the range between four feet and infinity will be properly focused.

The flash can illuminate objects as close as four feet and as far away as nine feet.



Using the controls

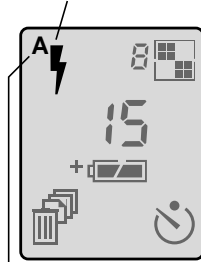
When the camera is on, the control panel display appears.



Flash settings

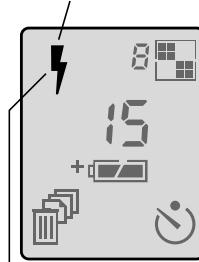
There are three possible settings for the flash. Each time you press the flash button, you cycle from one setting to the next.

To let the camera's light sensor determine when to flash, press the button until you see this icon.



A stands for *automatic*. When you turn on or wake the camera, this setting always appears.

For a flash with every picture, press the button until you see this icon.



When your subject is in shadow, and the background is brighter, use this setting.

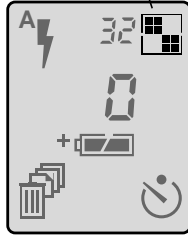
To turn off the flash, press the button until you see this icon.



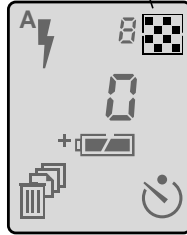
Resolution settings

There are two possible settings for resolution. Each time you press the resolution button, you toggle from one setting to the other.

For standard resolution, press the button until you see this icon.



For high resolution, press the button until you see this icon.

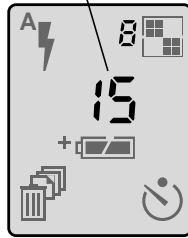


- Standard resolution means 320 x 240 pixels. You can take up to 32 standard-resolution pictures.
- High resolution means 640 x 480 pixels. Each picture contains more detail. You can take a maximum of eight high-resolution pictures; they take more space in memory than standard-resolution pictures.
- You can mix high- and standard-resolution pictures on the camera, all in 24-bit color.

Pictures taken and pictures available

The number in the center of the control panel shows how many pictures you've taken. The smaller number next to the resolution icon shows how many pictures you can take before the camera is full.

Pictures taken



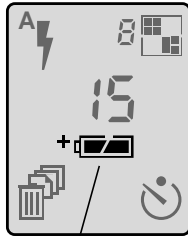
Pictures you can take at the selected resolution



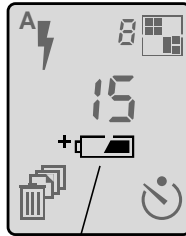
This number changes when you change the resolution setting. The camera automatically switches to standard resolution when there isn't enough memory for a high-resolution picture.

Battery level

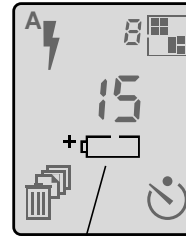
Just below the center of the panel is a battery icon. It tells you how much power is left in your batteries.



Batteries fully charged (or power adapter connected)



Batteries running low



Batteries empty

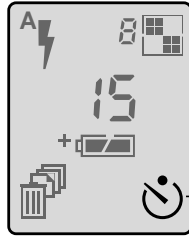
Recharge them or replace them with fresh batteries.

If the batteries run out, the pictures in your camera are safe, but you need fresh batteries to take any more pictures. For information about battery care, see Appendix B.

Timer

The timer gives you 10 seconds before the camera takes a picture.

- 1 Press the timer button.



When the timer is on,
the timer icon blinks.

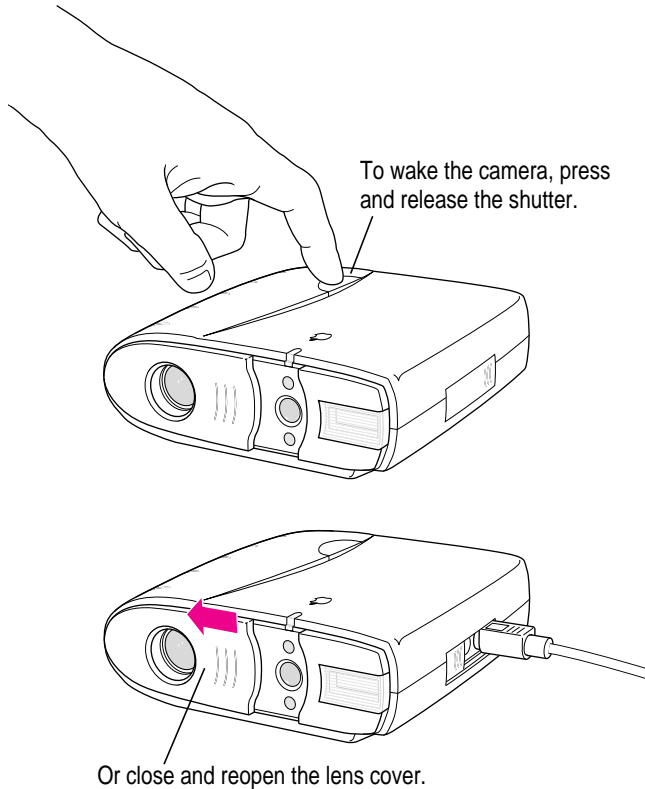
- 2 Press the shutter and prepare for the picture.

On the top front of the camera, a red indicator light glows steadily for eight seconds, then it blinks rapidly for another two seconds. When time is up, the camera takes the picture.

Waking the camera

To conserve battery power, the camera goes to sleep after 60 seconds of inactivity (or after 5 minutes of inactivity when connected to your Macintosh). To wake it, you can press and release the shutter, or close and reopen the sliding lens cover.

If the camera is connected to your Macintosh, you must close and reopen the lens cover to wake it. Pressing the shutter won't work.



3

Using the Camera With Your Macintosh



When you finish taking pictures (or when the camera is full), you can connect it to your Macintosh computer and transfer the pictures to the computer.

In this chapter

- Connecting the camera to your Macintosh
- Looking at the pictures on the camera
- Transferring pictures to your Macintosh
- Working with pictures
- Saving a picture
- Printing your pictures
- Naming the camera
- Setting the clock in the camera
- Taking pictures from your Macintosh
- Erasing pictures from the camera
- Using the camera with an AC power adapter

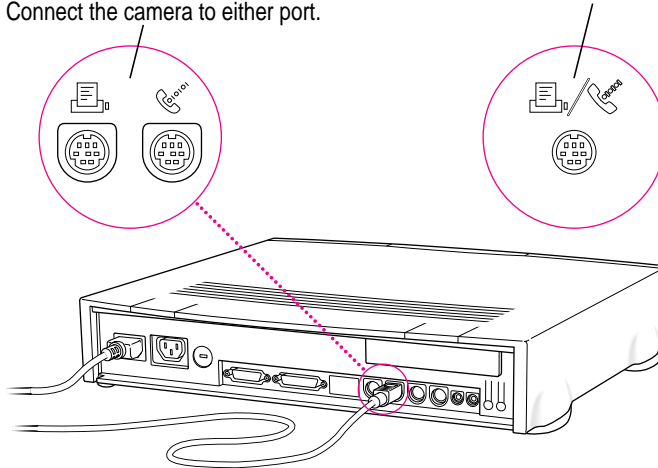
Connecting the camera to your Macintosh

Use the serial cable that came with your camera.

- 1 Turn off the camera (shut the lens cover).**
- 2 Plug one end of the serial cable into the modem or printer port on your Macintosh.**

These icons identify the printer and modem ports on your Macintosh. Connect the camera to either port.

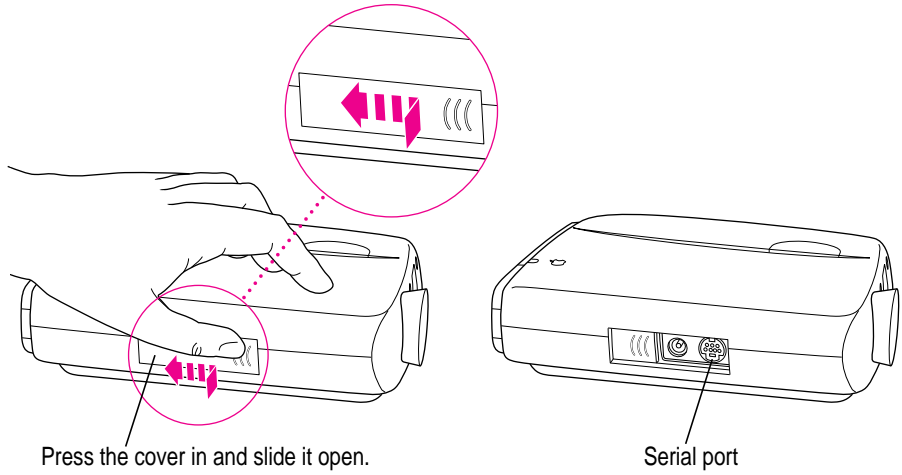
Some Macintosh computers have a combined serial port with two icons.



If both ports are in use, free the one that's most convenient and connect the camera.

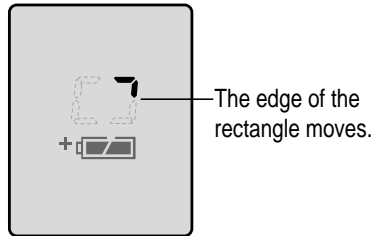
IMPORTANT It is not necessary to turn off your Macintosh before you connect and disconnect the serial cable. (As long as a serial port is free, it's not active.) However, if you want to connect or disconnect other devices (for example, SCSI devices), you should check the appropriate manuals first. In many cases you must turn off the Macintosh before you connect or disconnect a cable.

- 3** Plug the other end of the cable into the serial port on the camera.



- 4** Turn on the camera (open the lens cover).

When the camera is connected and turned on, an animated rectangle appears on the control panel display.



Looking at the pictures in the camera

While the pictures are in the camera, you can see what they look like and work with them. (To move them to your Macintosh *before* you work with them, see the next section, “Transferring Pictures to Your Macintosh.”)

1 Connect the camera to your Macintosh.

For instructions, see “Connecting the Camera to Your Macintosh,” earlier in this chapter.

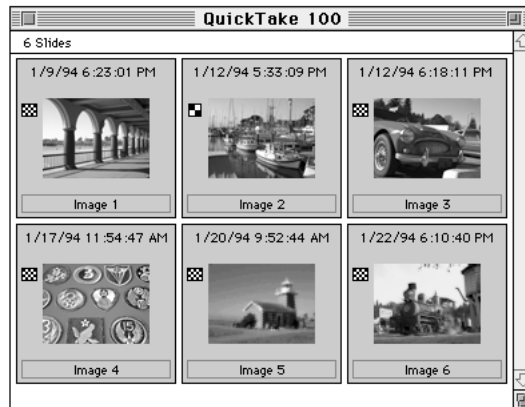
2 If necessary, turn on the camera by sliding open the lens cover.

3 On your Macintosh, double-click the QuickTake icon to open it.

4 Choose View Slides in Camera from the Camera menu.



The pictures appear in a slide table on your Macintosh screen.



For information about what you can do with the pictures, see “Working With Your Pictures,” later in this chapter.

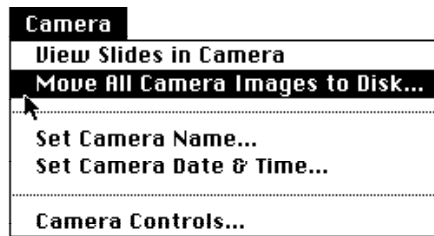
Transferring pictures to your Macintosh

Before you can transfer pictures from the camera, it must be connected to your Macintosh. For instructions, see “Connecting the Camera to Your Macintosh,” earlier in this chapter.

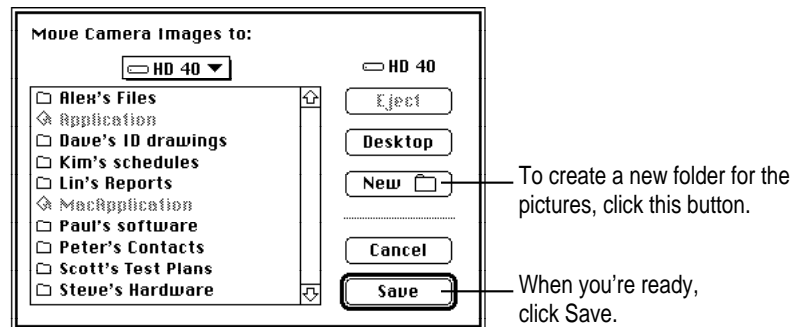
- 1 If the camera is off, turn it on by sliding open the lens cover.

When the camera is connected and turned on, an animated rectangle appears on the control panel display.

- 2 On your Macintosh, double-click the QuickTake icon to open it.
- 3 Choose Move All Camera Images to Disk from the Camera menu.



In the box that appears, choose the location you want for the pictures.



After the images have been moved to your Macintosh, a message appears that gives you a chance to erase the images from the camera. (If you prefer, you can use the Erase All button. See “Erasing Pictures From the Camera,” later in this chapter.)

Opening pictures on the Macintosh

Once the pictures are on your Macintosh, you can use the QuickTake software to look at them, make some changes, and save the pictures in a variety of formats and bit depths. (See “Working with Pictures,” later in this chapter.)

Opening a picture in the image window

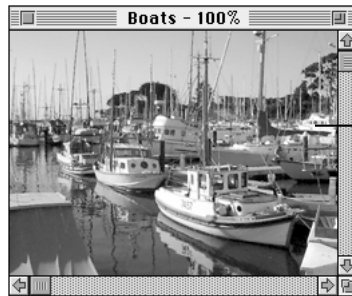
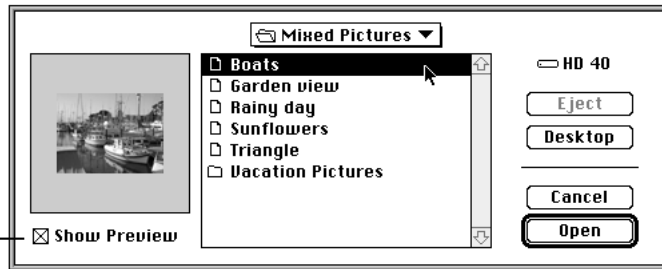
- 1 On your Macintosh, double-click the QuickTake icon to open it.



QuickTake™ 1.0

- 2 Choose Open from the File menu.
- 3 In the box that appears, click the picture you want to see and click Open.

The X means Show Preview is on. You see a preview of any QuickTake picture you select.



The picture appears in an image window.

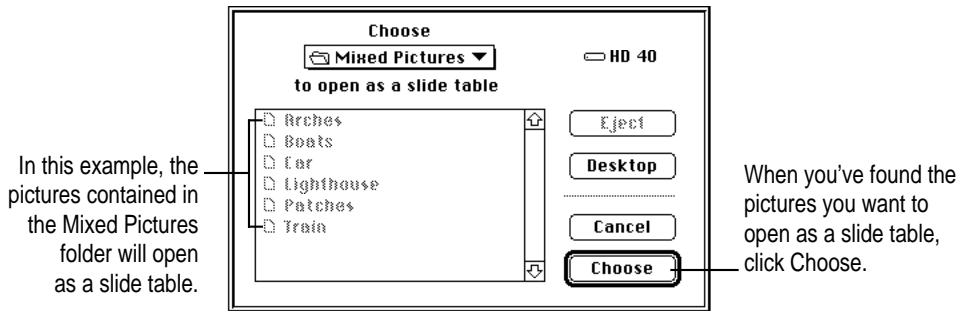
Opening a slide table

- 1 On your Macintosh, double-click the QuickTake icon to open it.



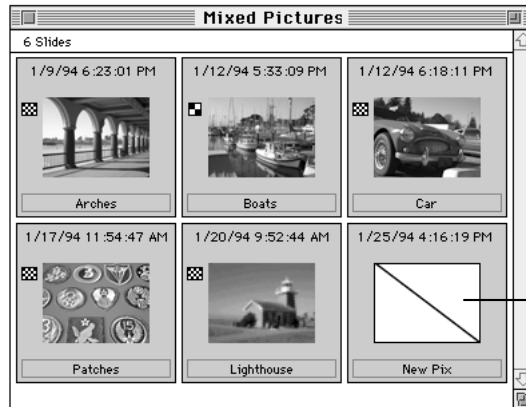
QuickTake™ 1.0

- 2 Choose Open Slide Table from the File menu.
- 3 In the box that appears, find the pictures you want to see.



- 4 To open the slide table, click the Choose button.

The pictures appear in a slide table window.



- 5 To see a picture in detail, double-click the slide.

Working with your pictures

Whether the pictures are in the camera or have been moved to your Macintosh, you can use the QuickTake software to look at them, make some changes, and save the pictures in a variety of formats and bit depths.

With slides you can

- edit the name under each slide, giving slides the names you want
- use the Get Info command to get specific information (such as the image's width and height)
- print the slide table
- open slides to full-size images

With a full-size image you can

- see different zoom views of an image
- print the image
- change the size of the printed image
- crop the image
- change the image's bit depth
- use the Copy command to copy the image (or selected parts of it) to paste into a document in another application program

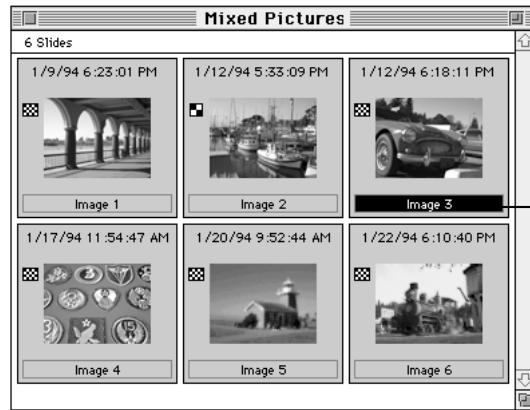
With slides or a full-size image you can

- change the picture's orientation by rotating it from vertical to horizontal (and vice versa)
- save the pictures you like, using the Save or Save As command

On the next few pages you'll find instructions for doing the tasks listed here.

Editing slide names

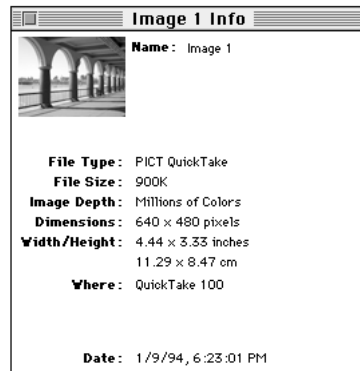
You can give your slides names that mean something to you.



Getting information about a slide

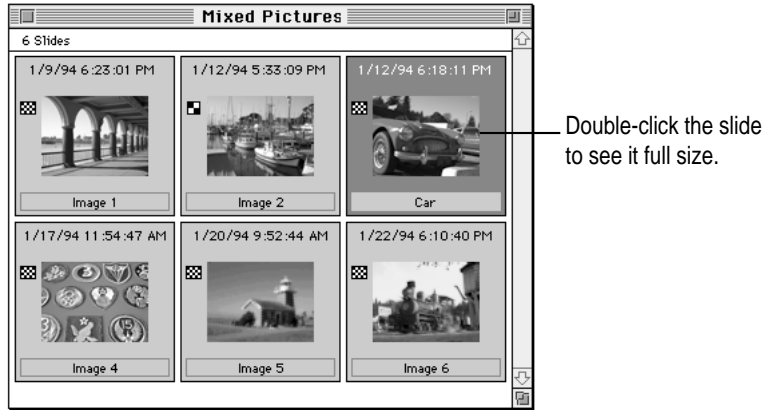
- 1 Click the slide.
- 2 Choose Get Info from the File menu.

An information window appears.



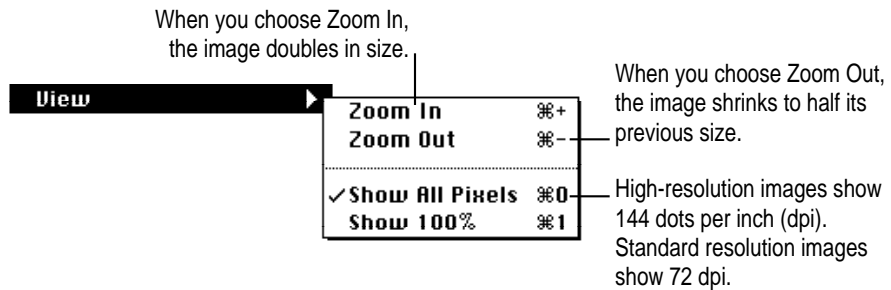
Opening a slide to a full-size image

To see the picture full size, double-click the slide.



Zoom views in the image window

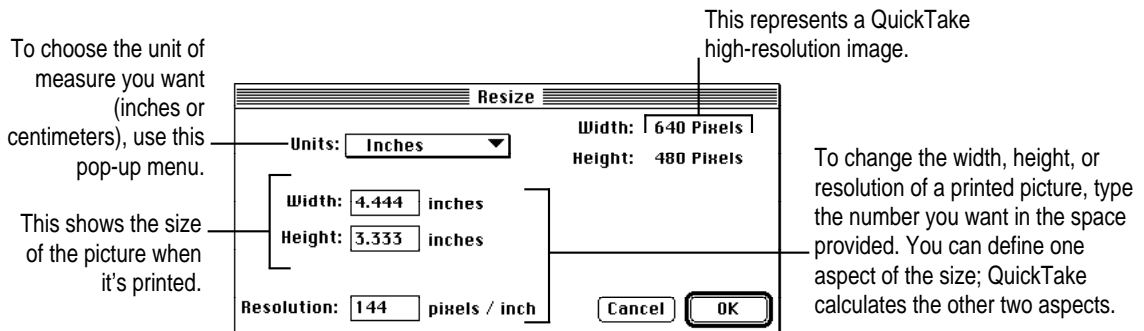
To see the picture in the image window enlarged, actual size, or reduced, choose View from the Image menu, then choose an item from the submenu.



When you open an image the first time, the QuickTake software uses all the pixels to present the best possible image on your monitor. With a high-resolution image, the picture appears at 200% magnification.

Changing the printed size of a picture

To change the size of a printed picture, choose Resize from the Image menu. In the box that appears, you can specify one aspect (width, height, or resolution) of the size you want the picture to be. (Resizing affects the entire picture displayed in the image window. You can't select and resize one section of the picture.)



Cropping a picture

- 1 Drag the pointer to include just the part of the picture you want in the selection rectangle.



Inside the rectangle is the part of the image you keep.

If you don't get it right the first time, click outside the selection rectangle (or press ⌘-Z) to cancel the selection. Then try again.

- 2 Choose Crop from the Image menu.

The cropped image appears.



Changing the bit depth of a picture

You may want to change the image bit depth of a picture you take. For example, if the picture uses millions of colors, but you plan to print it on a grayscale printer, you can change the image bit depth to 256 shades of gray. Changing bit depth and compression scheme can reduce the amount of disk space required to store an image, but the changes may affect image quality.

To change the bit depth, choose Change Image Depth from the Image menu. Then choose the bit depth you want. If you're not happy with the result, choose Undo from the Edit menu.



Copying a picture to another application

You can copy QuickTake pictures and paste them into documents in other applications. (You cannot paste them into other QuickTake pictures.)

- 1** Drag the pointer to include in the selection rectangle the part of the picture you want to copy.

To copy the entire image, choose Select All from the Edit menu.

- 2** Choose Copy from the Edit menu.
- 3** Position the pointer in the target document and choose Paste from the Edit menu.

A copy of the selected image appears in the document.

Rotating a picture

To rotate the selected slide or picture, choose Rotate from the Image menu. A submenu appears, and you can specify how far you want to turn the slide or picture.



In the slide table, you can only rotate pictures that are in the PICT QuickTake format. You can rotate a single, full-size image in any format.

If you rotate a picture that's in the camera, you must save it to make the change permanent. (If you've already moved the image to the Macintosh, the computer remembers the change whether you save it or not.)

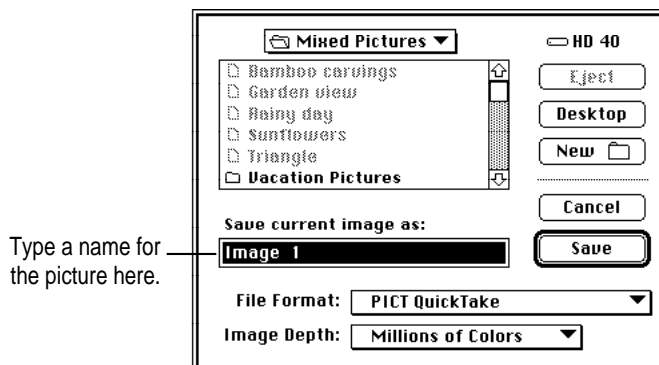
Saving a picture

If you want to preserve changes you make, you have to save the modified picture. The Save and Save As commands in the QuickTake software behave like the same commands in other Macintosh application programs. In addition, the QuickTake software provides features that allow you to choose a specific file format (such as PICT or TIFF), bit depth, and file compression.

- 1 To save the picture in the active image window, choose **Save As** from the **File** menu.



- 2 In the box that appears, type a name for the picture.



3 Choose the file format you want from the pop-up menu.



These three formats use JPEG compression for a smaller file size, but with some loss of image quality.

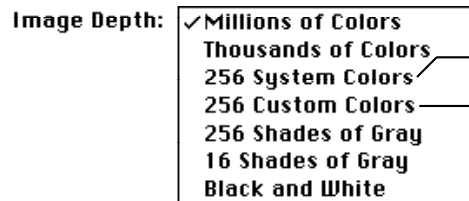
The file format you choose depends on the requirements of the application into which you plan to import the picture.

- **PICT** is the basic Macintosh file format for images and is used by almost all Macintosh programs that read image files.

The PICT QuickTake format is created (and compressed) by the camera. To open images in this format on a Macintosh, you need the QuickTake Image and QuickTime extensions. To open images saved in the compressed PICT formats, you need only the QuickTime extension. To open images saved in PICT with no compression, use any application that reads PICT.

- **TIFF** stands for Tagged Image File Format. TIFF is another commonly used file format for storing bitmapped images in various resolutions.

4 Choose the image depth you want from the pop-up menu.



Default colors for a 256-color monitor

If you use 256 colors, Custom Colors adjust to the scene or subject, showing an image at its best. However, this setting may cause other color images on your desktop to look strange.

The image depth you choose depends on the printer to which you plan to send the picture or the monitor on which you plan to display it.

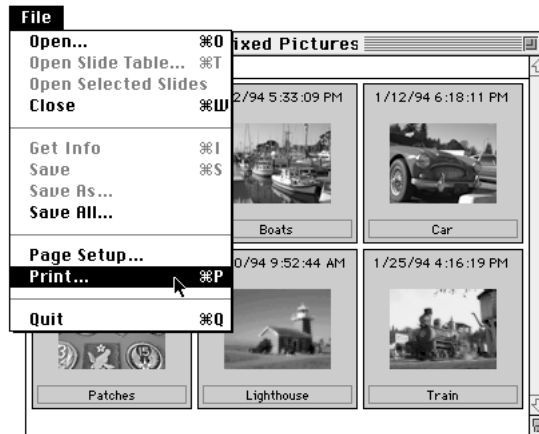
5 Click the Save button (or press Return).

Printing your pictures

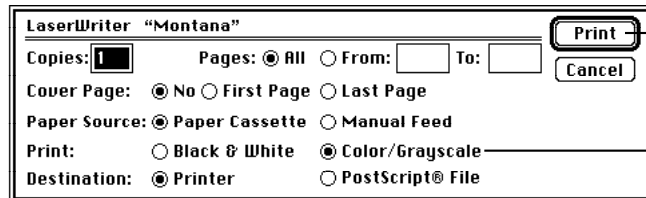
You can use the QuickTake application to print the pictures you take, and you can print them while they are on the camera or after you transfer them to your Macintosh.

Printing a slide table

- 1 Open the slide table you want to print.
- 2 Choose Print from the File menu.



- 3 In the box that appears, choose the settings you want.



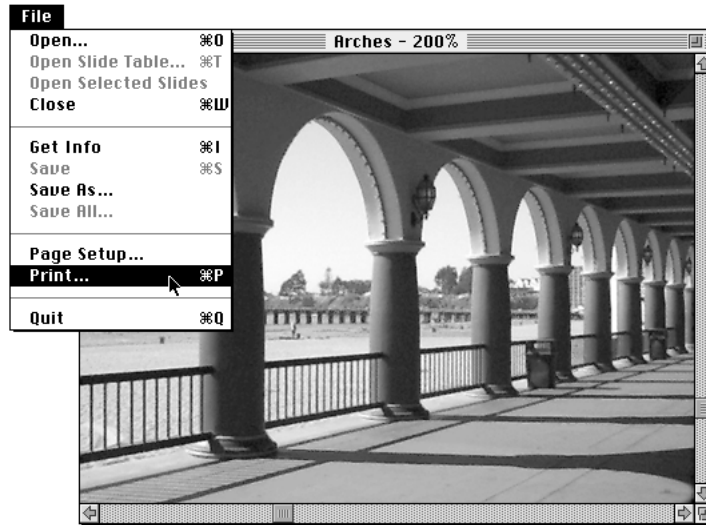
When the options are set the way you want them, click Print.

IMPORTANT Be sure to click Color/ Grayscale before you print QuickTake images.

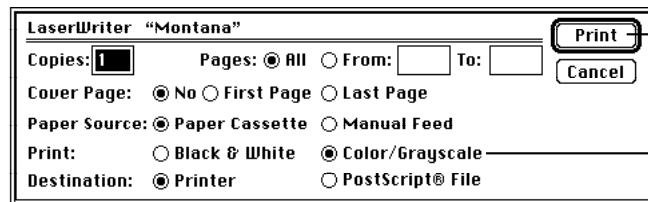
In a short while, the printed slide table is ready at your printer.

Printing a single image

- 1 Make sure the picture you want to print is opened as a full-size image.
- 2 Choose Print from the File menu.



- 3 In the box that appears, choose the settings you want.



When the options are set the way you want them, click Print.

IMPORTANT Be sure to click Color/ Grayscale before you print QuickTake images.

Sometimes a printed high-resolution picture is smaller than it appears on your screen.

- A high-resolution image takes full advantage of its 640 x 480 pixels on the screen and appears at twice its actual size. (The title bar of the image window tells you the magnification is 200%.) Its printed size is 100%.
- A standard-resolution image appears in a 320 x 240 pixel size on screen and the same size when it prints. (The magnification is 100%.)

To change the size of a printed picture, use the Resize command. For details, see “Changing the Printed Size of a Picture,” earlier in this chapter.

Naming the camera

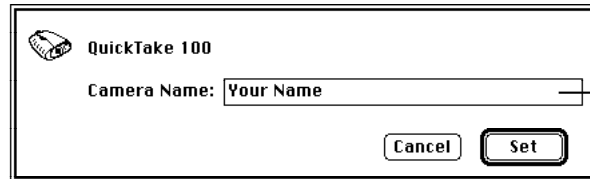
You can give your camera a name. When you look at the pictures while they're on the camera, its name appears as the title of the slide table window.

The camera must be connected to your Macintosh. For instructions, see "Connecting the Camera to Your Macintosh," earlier in this chapter.

- 1 On your Macintosh, double-click the QuickTake icon to open it.
- 2 Choose Set Camera Name from the Camera menu.



- 3 In the box that appears, type the name you want.



The name you type can contain up to 31 characters.

- 4 When you're finished, click Set.

Setting the clock in the camera

The camera's internal clock keeps track of the date and time you take each picture. This information is useful, and in some circumstances important, so take time now to set the clock.

The camera must be connected to your Macintosh. (For instructions, see “Connecting the Camera to Your Macintosh,” earlier in this chapter.) If you want to check the date and time on the Macintosh before you set the camera, use the General Controls panel.

- 1 If necessary, turn on the camera by sliding open the lens cover.
- 2 On your Macintosh, double-click the QuickTake icon to open it.



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- 3 Choose Set Camera Date & Time from the Camera menu.



- 4 To set the camera to match your Macintosh, click OK in the box that appears.

Whenever you want to check the accuracy of the camera's clock, choose Set Camera Date & Time from the Camera menu.

IMPORTANT If the batteries in your QuickTake camera go dead or you remove them and don't replace them immediately, the camera's clock stops. To guarantee that the clock in the camera matches the clock on your Macintosh, you must connect the camera to the computer and repeat the procedure described here.

Taking pictures from the Macintosh

You can use the camera controls on your Macintosh to take pictures.

1 Connect the camera to your Macintosh.

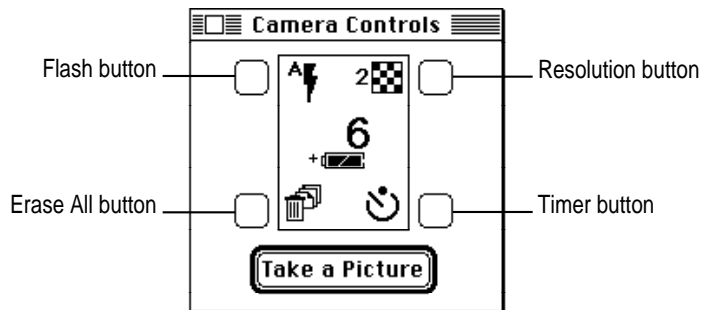
For instructions, see “Connecting the Camera to Your Macintosh” earlier in this chapter.

2 Arrange the camera so it's in a position to take the picture you want.

3 Choose Camera Controls from the Camera menu.

4 In the box that appears, change any settings to suit your needs.

For details about the different settings, see “Using the Controls” in Chapter 2.

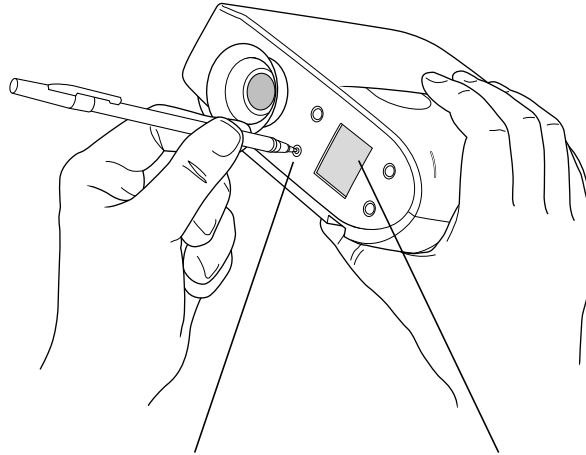


5 When you're ready, click Take a Picture.

You can use the Erase All button to erase the pictures on the camera. Remember that the control erases *all* the images permanently.

Erasing pictures from the camera

After you transfer your pictures to your Macintosh, you should erase them from the camera to make room for new pictures.



To erase all the pictures in the camera, *lightly* press the Erase All button. (Use any small, pointed object.)

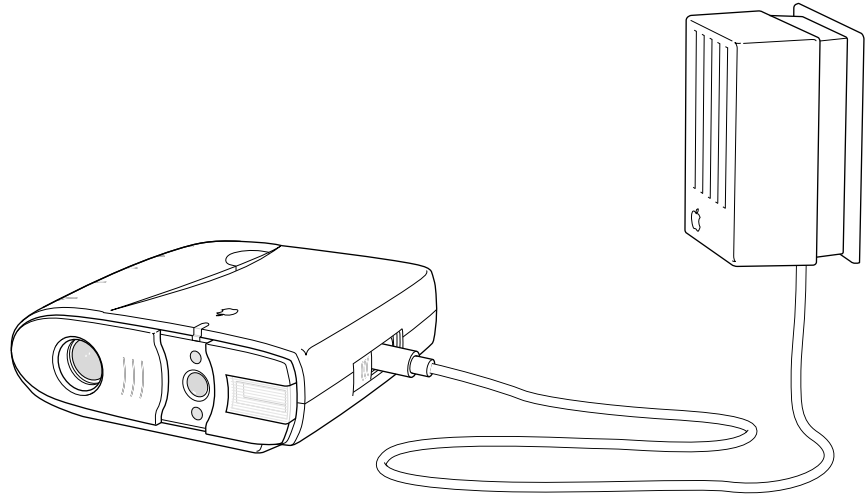
As the pictures are erased, the Trash icon in the control panel display blinks. In a few seconds, the display shows 0 (zero) pictures taken.

If the camera is connected to your Macintosh, there's another way to erase pictures. You can open the QuickTake program and choose Camera Controls from the Camera menu. Then click the Erase All button on the Macintosh screen.

WARNING This erases all of the pictures in the camera. You cannot erase a few and leave the rest in the camera.

Using the camera with a power adapter

To conserve battery power, you can use a power adapter and plug the camera into an available power outlet. Use only the QuickTake 100 AC Adapter (part number M2851LL/A) or the PowerBook AC Adapter with the QuickTake 100.

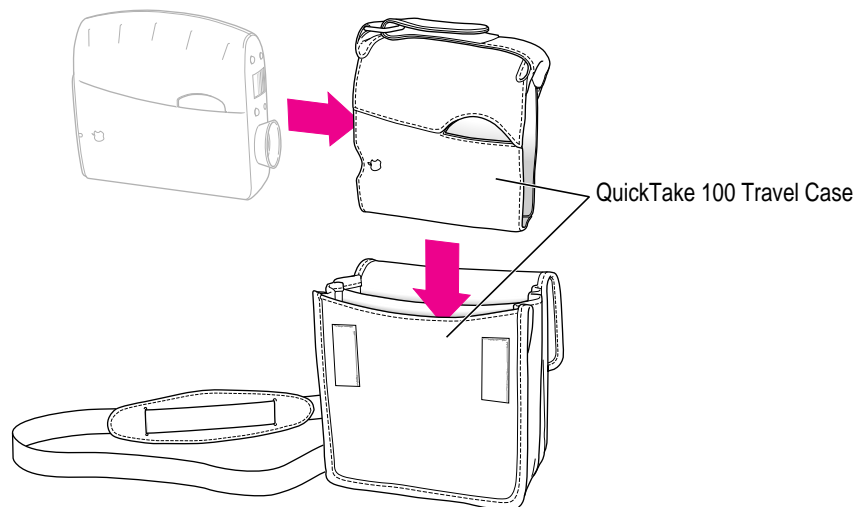


It's a good idea to use the power adapter for power while the camera is connected to your Macintosh. (Note: The power adapter does not recharge batteries in the camera. If you have rechargeable batteries, use the charger that came with the QuickTake 100. See "Charging the Batteries" in Chapter 1.)

WARNING Never alter the plug on the power adapter. If it will not fit an electrical outlet, have a proper outlet installed by a qualified electrician. Improper connection may result in electrical shock. Use of a power adapter not recommended or sold by Apple Computer, Inc., may result in a risk of fire, electrical shock, or injury.

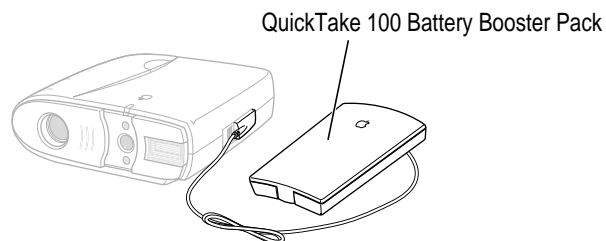
Traveling with the camera

The QuickTake 100 Travel Case (part number M2848G/A) is available at authorized Apple resellers. The travel case includes a leather camera grip and a protective carrying case.



Using the battery booster pack with the camera

The QuickTake 100 Battery Booster Pack (part number M2655G/A) is available at authorized Apple resellers. The booster pack lets you take thousands of pictures with your QuickTake 100 camera. It comes with eight AA lithium batteries and plugs into the power adapter port on your camera.



4

QuickTake Software Menu Commands



This chapter explains what happens when you choose any of the commands from the QuickTake software menus.

In this chapter

- The File menu
- The Edit menu
- The Image menu
- The Camera menu
- The Windows menu

The File menu

The commands in the File menu work on the contents of windows or folders.

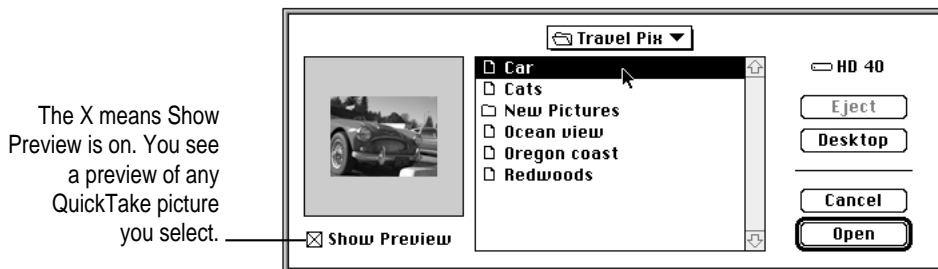
File	
Open...	⌘O
Open Slide Table...	⌘L
Close	⌘W

Get Info	⌘I
Save	⌘S
Save As...	
Save All	

Page Setup...	
Print...	⌘P

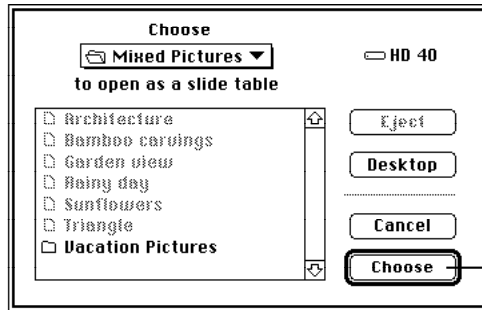
Quit	⌘Q

- **Open** Brings up a box that you can use to locate and open your pictures.



When you open the selected picture, it appears by itself in an image window.

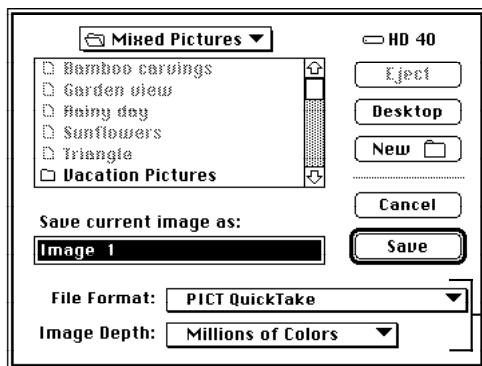
- **Open Slide Table** Brings up a box which you can use to open slides of all the pictures in a folder you select.



When you've chosen the folder containing the pictures you want to see, click here.

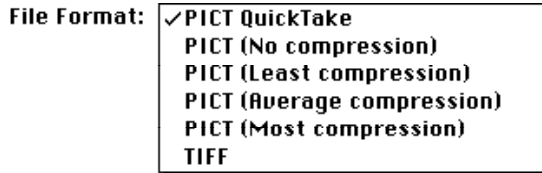
The pictures in the selected folder appear together in a slide table window.

- **Close** Closes the active window. If you haven't saved changes to the picture in the image window, a message appears asking you whether you want to save the picture before closing the window.
- **Save** Saves a picture you've opened, including any changes you've made to it. Use Save (rather than the Save As command) for routine saving of your pictures.
- **Save As** Saves a picture the first time you open it and want to save it. Also lets you save it with a different name, or in a different folder, or on a different disk, or in a different file format.

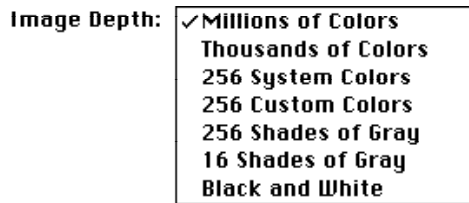


To change the file format and bit depth of an image, use these pop-up menus.

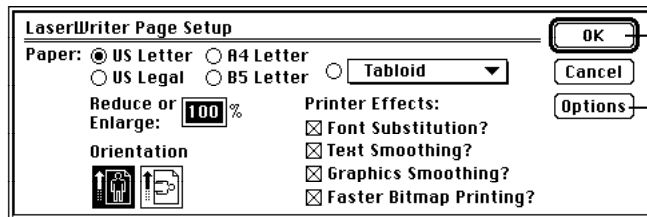
The file format you choose depends on the requirements of the application program into which you plan to import the picture.



The image depth you choose depends on the printer to which you plan to send the picture or the monitor on which you plan to display it.



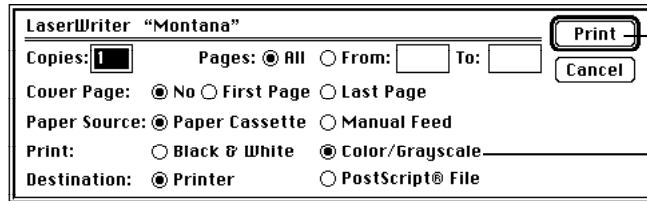
- **Page Setup** Lets you set the page size, orientation, and other options for pictures that you print using QuickTake software.



When the options are set the way you want them, click OK.

To select enhancements to the printed image, click Options.

- **Print** Prints the picture displayed in the image window. A box appears with options for printing your document.



When the options are set the way you want them, click Print.

IMPORTANT Be sure to click Color/ Grayscale before you print QuickTake images.

- **Quit** Ends a session with the QuickTake software. If you've modified the picture in the image window but haven't saved it, a message appears asking you whether you want to save the picture before quitting the program.

The Edit menu

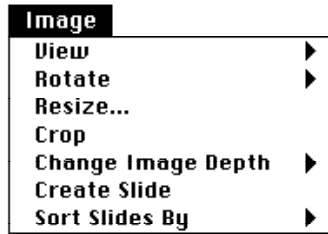
The commands in the Edit menu let you work with selected parts of the picture in the image window.

Edit	
Undo	⌘Z
Cut	⌘H
Copy	⌘C
Paste	⌘U
Select All	⌘A

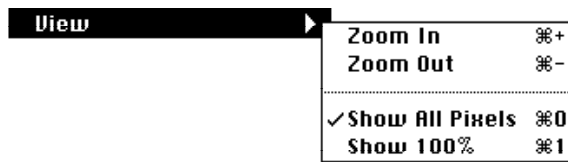
- **Undo** Cancels your most recent changes to the picture. For example, if you used the Crop command and don't like the results, you can choose Undo to cancel the crop.
- **Cut** Removes the material you have selected and places it on the Clipboard. You can only use the Cut command to edit the names of pictures in the slide table.
- **Copy** Copies the material you have selected to the Clipboard. The original material stays where it was when you selected it.
- **Paste** Copies the material on the Clipboard to the active window in another program (not QuickTake). The program you are using determines where you can paste the material and how much freedom you have to move it around. You can continue to paste copies until you cut or copy a new selection (which replaces the old contents of the Clipboard).
- **Select All** Selects everything in the picture, placing the selection rectangle around the outer edge of the picture.

The Image menu

The commands in the Image menu work with the picture in the image window, and some of them work with slides in the slide table.



- **View** Lets you see a picture in the image window enlarged or reduced or at its actual size (100%). Each time you choose Zoom In, the image doubles in size. When you choose Zoom Out, the image shrinks to half its previous size.



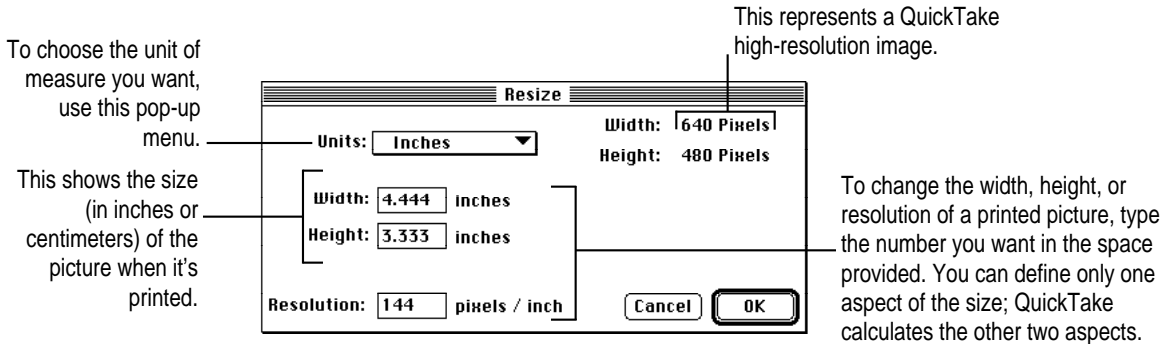
- **Rotate** Rotates the selected slide or picture. When you choose Rotate, a submenu appears that lets you specify how far you want to turn the slide or picture.



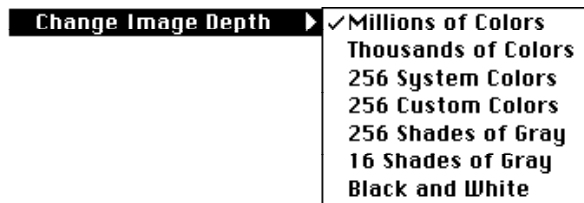
In the slide table, you can only rotate pictures that are in the QuickTake format. Full-size images can be rotated in any format.

If you rotate a picture that's in the camera, you must save it to make the change permanent. (If you've already moved the image to the Macintosh, the computer remembers the change whether you save it or not.)

- **Resize** Brings up a box that lets you specify one aspect (width, height, or resolution) of the size you want the picture to be. (Resizing affects the entire picture displayed in the image window. You can't select and resize one section of the picture.) You can change the dimensions of the image to meet your specific requirements.



- **Crop** Trims a picture to include only the part you've selected with the selection rectangle.
- **Change Image Depth** Lets you change the bit depth of the picture in the image window. For example, if you don't need all the information contained in millions of colors, changing to 256 shades of gray reduces the size of the file on your disk.



- **Create Slide** Creates a preview image so you can see pictures from other sources alongside your QuickTake pictures in the slide table.
- **Sort Slides By** Lets you choose to sort slides in numerical order by date or alphabetical order by name.

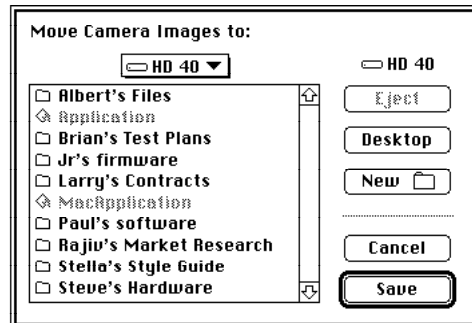


The Camera menu

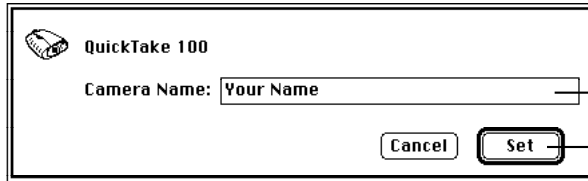
The commands in the Camera menu work with the camera. You must connect the camera to your Macintosh before you can use this menu. (For instructions on connecting the camera to your Macintosh, see Chapter 3.)



- **View Slides in Camera** Lets you see slides of the pictures currently in the camera.
- **Move All Camera Images to Disk** Transfers pictures from the camera to your Macintosh. When you choose this command, a box appears that lets you specify where to save the pictures.



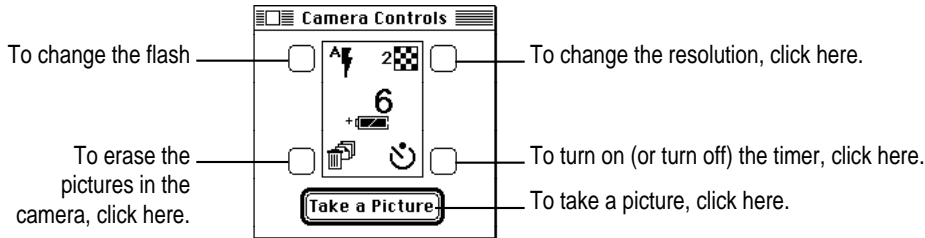
- **Set Camera Name** Brings up a box that lets you give a unique name to your camera. This is especially helpful if more than one camera may transfer pictures to a particular Macintosh.



The name you type can contain up to 31 characters.

When you're ready, click Set.

- **Set Camera Date & Time** Brings up a box that tells you whether the clock needs to be reset to match your Macintosh. If it does, click OK.
- **Camera Controls** Brings up a control panel like the one on the camera.



The Windows menu

The Windows menu lists the names of all the QuickTake windows currently open. You can choose which window should be frontmost. (If you haven't saved and named their contents, image windows are identified as Image 1, Image 2, and so on.)



5

Maintenance and Troubleshooting



This chapter offers suggestions to help you care for your camera and solve problems.

In this chapter

- Maintenance tips
- Problem-solving tips

Caring for your camera

These suggestions should help you maintain the QuickTake 100 camera:

- Protect the camera from moisture and excessive heat.
- Don't use harsh or abrasive cleaners on the camera. Wipe off dust with a clean, dry cloth.
- When you are not taking pictures, close the lens cover to protect the lens and keep it clean (and to extend battery life).

- To clean the lens, first blow away any surface dust or dirt. Breathe on the lens to form a mist, then gently wipe away the mist with a soft, lint-free cloth or lens cleaning tissue. Don't press hard, or you may scratch the lens. Never wipe a dry lens.

WARNING Don't use solvents or solutions unless they are specifically designed for cleaning camera lenses. Don't use chemically treated tissues intended for eyeglasses.

- If you store the camera for an extended period, remove the batteries. When you replace the batteries, remember to reset the date and time. (For instructions, see "Setting the Clock in the Camera" in Chapter 3.)

Solving problems

This section describes some problems you might encounter, and offers solutions you can try.

IMPORTANT If you have a problem with your camera and nothing recommended here solves it, contact your authorized service provider.

Camera won't take pictures

- The camera may not be turned on. Make sure the lens cover is open.
- The camera may be asleep. Press the shutter release or close and then open the lens cover.
- If you just took a flash picture, the flash may be recharging. Look for the green light in the viewfinder. When it comes on, the camera is ready to take another picture.
- The batteries may be low or dead. Replace the batteries or connect the AC power adapter to the camera.
- The batteries may not be installed correctly. (See "Installing the Batteries" in Chapter 1.)

- The camera's memory may have no room for another picture. Transfer the pictures from the camera to your Macintosh, then erase the pictures. (See "Erasing Pictures From the Camera" in Chapter 3.)
- The camera may be connected to your Macintosh. You can use the camera controls on the Macintosh to take pictures (see "Taking Pictures From the Macintosh" in Chapter 3), or disconnect the serial cable from the camera.

Can't see anything through the viewfinder

- Make sure the lens cover is open.
- Move the camera around slightly as you look through it. You need to look straight through the viewfinder.

Flash fails to go off

- Make sure the flash is turned on. (See "Flash Settings" in Chapter 2.)
- The batteries may be low or dead. Replace the batteries.
- The batteries may not be installed correctly. (See "Installing the Batteries" in Chapter 1.)

The Macintosh doesn't recognize the camera

Different devices and programs may compete with the camera for the use of a serial port on your Macintosh. If there's a problem, a message tells you that the camera is not responding. Make sure the serial cable is connected properly, the camera is turned on, and the batteries have enough power.

If you have system software version 7.0.1•, try the following to resolve the problem:

- Turn on AppleTalk in the Chooser. AppleTalk must be turned on to use the QuickTake software with system software version 7.0.1•.
- Determine whether you have a LocalTalk device connected to the printer port. If you do, connect the camera to the modem port.
- If you have a non-LocalTalk device, or no device at all, connected to the printer port, open the Network control panel and change the setting from LocalTalk to Remote Only. (If you use an EtherTalk network, leave the setting on EtherTalk.) Then connect the camera to either port.

Pictures are fuzzy, blurry, or blotchy

- The lens may be dirty. Clean the lens. (See “Caring for Your Camera,” earlier in this chapter.)
- The subject or the camera may have moved. Hold the camera steady, and use the flash. (See “Taking Pictures” and “Flash Settings” in Chapter 2.)
- The subject may be out of focal range. Keep a distance of at least four feet between you and the subject. The flash illuminates subjects between four and nine feet from the camera.
- The resolution setting may not be appropriate for the subject. Change to high resolution. (See “Resolution Settings” in Chapter 2.)

Pictures are too dark (underexposed)

- There may not be enough light to take a picture. Turn on the flash. (See “Flash Settings” in Chapter 2.)
- The subject may be too far away for the flash to have an effect. Make sure the subject is no more than nine feet away. (See “Focal Range and Flash Range” in Chapter 2.)

Pictures are too light (overexposed)

- If the camera is set to use flash with every picture, that may be too much light. Change to automatic flash. (See “Flash Settings” in Chapter 2.)
- The subject may be too close. Make sure the subject is at least four feet away. (See “Focal Range and Flash Range” in Chapter 2.)
- The camera may be pointed directly at a bright light. Try a different angle.
- The light sensors (above and below the viewfinder lens) may be dirty. Use a soft, dry cloth to clean them. (To locate the light sensors, see “Your Camera at a Glance” in Chapter 1.)
- One or both of the light sensors may be covered inadvertently. Be careful not to obstruct the light sensors while you take pictures.

Part of a picture is missing

- Some part of the lens may be covered. Keep your hands, the neck strap, and other objects away from the lens and the built-in flash.



Appendix A Specifications

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Physical

- Depth 6.1 in. (155 mm)
- Width 5.3 in. (135 mm)
- Height 2.2 in. (55 mm)
- Weight 1 lb. (0.5 kg)

Technical

- Type CCD Still Frame Camera
- Image size 320 x 240 pixels standard resolution;
640 x 480 high resolution
- Interface GeoPort (Macintosh); RS-232C serial (Windows)
- Bit depth 24-bit color
- Memory 1 MB Flash EPROM

Camera

- Lens field of view 8 mm (equivalent to 50-mm lens on a 35-mm film camera)
- ISO equivalent to approximately ISO 85
- Focus range 4 feet to infinity
- Aperture $f2.8$ to $f16$
- Shutter speed 1/30 second to 1/175 second
- Flash range 4 feet to 9 feet

Temperature

- Operating 0° to 40° C (32° to 104° F)
- Storage (6 months) -40° to 47° C (-40° to 117° F)
- Transit (72 hours) -40° to 65° C (-40° to 149° F)
- Humidity Classified as Class 1 equipment

Power requirements

- Standby <500 mW
- Operating <4.5 W

Operating environment

- Temperature 0° to 40° C (32° to 104° F)
- Humidity 20 to 95 percent, noncondensing

Electrical requirements

- Internal power 3 AA batteries (3.6 V DC to 5.4 V DC)
- External power 4.5 V DC/1.75 A to 8.0 V DC/1.0 A

Accessories

- QuickTake 100 Travel Case (part number M2848G/A)
- QuickTake 100 Battery Booster Pack (part number M2655G/A)



Appendix B Battery Information



The QuickTake camera comes with three AA rechargeable NiCad (nickel-cadmium) batteries and a battery charger. In place of the NiCad batteries, the camera can use other AA batteries. This appendix contains important information about the battery charger and the batteries you can use in the QuickTake camera.

Important safety instructions for using the battery charger

- Save this manual. It contains important safety and operating instructions.
- Before using the battery charger, read all instructions and cautionary markings on the charger, the batteries, and the QuickTake camera.
- The battery charger is designed for indoor use only. Do not expose the charger to rain or snow.
- Charge only NiCad rechargeable batteries. Charging other types of batteries with the charger that came with the camera may cause them to leak or explode, resulting in personal injury and property damage.
- Use of an attachment (such as a battery charger, power supply, or serial cable) not recommended specifically for use with QuickTake 100 and sold by Apple Computer may result in a risk of fire, electrical shock, or injury.
- Do not plug the charger into an extension cord.

- If the charger has been hit, dropped, or damaged in any way, do not operate it. Take it to an authorized service provider for repair.
- Do not disassemble the charger. If it needs service or repair, take it to an authorized service provider. Incorrect reassembly may result in fire or electric shock.
- To reduce the risk of electric shock, unplug the charger from the electrical outlet before you attempt to clean it. Turning off power to the outlet will not reduce this risk.

Caring for batteries

Here are some general suggestions for good battery care.

- Always handle batteries carefully.
- Do not short-circuit battery terminals (that is, do not touch both terminals with a metal object). Do not carry loose batteries in a pocket or purse where they may mix with coins, keys, or other metal objects. Doing so may cause an explosion or a fire.
- Do not drop, puncture, disassemble, mutilate, or incinerate the batteries.
- Recharge batteries only as described in this manual and only in ventilated areas.
- Intense heat can shorten battery life. Do not leave batteries in hot locations (such as the trunk of a car) for more than a day or two.
- Do not leave NiCad batteries in storage for longer than 6 months without recharging them. Store unused batteries in a dry place at normal room temperature.
- Dispose of used batteries according to the battery manufacturer's instructions.

Ways to improve battery performance

Here are some tips that may help you get the most from your batteries.

- When you replace used batteries, replace all the old ones with new ones. Mixing new and used batteries weakens the performance of the new ones. (If you are using rechargeable batteries, replace batteries that are running low with a complete set of fully charged batteries.)
- Batteries work best when the contact surfaces are clean. If necessary, clean these surfaces by gently rubbing with a clean pencil eraser or a cloth.

Rechargeable NiCad batteries

If you've used a set of rechargeable batteries for a while, and they seem not to last as long as when they were new, discharge them completely before recharging them. Unless the batteries are wearing out, this should improve their lasting power.

WARNING Damaged nickel-cadmium (NiCad) batteries may leak small amounts of potassium hydroxide. This substance can cause severe burns to the skin and eyes. If you touch a damaged battery, immediately rinse your hands and any other affected areas with water for at least 5 minutes. Do not use soap.



Appendix C

Using the Camera with a Windows-Based PC



You can use the QuickTake 100 camera with a computer running Windows software, but you'll need a special cable and the Windows version of the QuickTake software. You can purchase the QuickTake 100 Connection Kit for Windows with everything you need.

Appendix D

Using QuickTake Setup



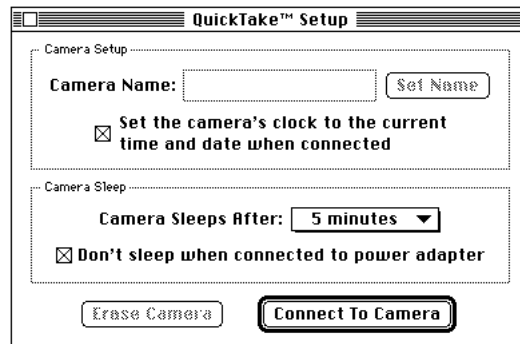
The QuickTake Setup control panel puts a camera icon on the desktop for convenient access to images on the QuickTake 100 camera. (By the way, you don't need the camera icon to use the QuickTake 1.0 application program.)

- 1 Make sure the camera is connected to your Macintosh and turned on.
- 2 Choose Control Panels from the Apple () menu.
- 3 Open QuickTake Setup.



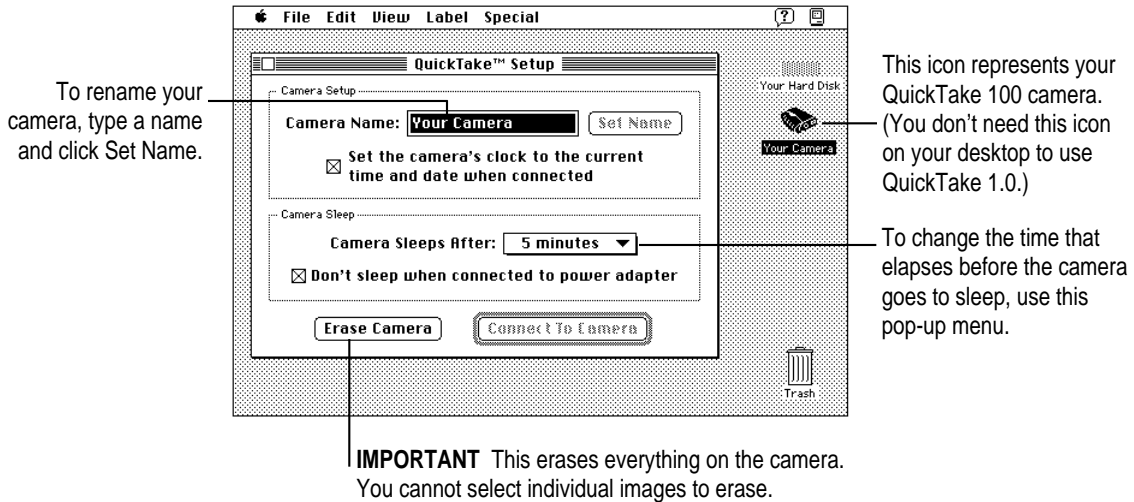
QuickTake™ Setup

- 4 In the box that appears, click Connect To Camera.



The camera icon appears on your desktop. You can use the control panel to

- rename the camera
- make sure the camera's clock is reset automatically when you connect your QuickTake 100 to the Macintosh
- control the camera's sleep schedule
- erase the images on the camera



5 To see the images on the camera, double-click the camera icon to open it.

You have several options for using the images on the camera:

- To open an image in the QuickTake 1.0 application program, double-click the image icon. You can use QuickTake 1.0 to save images in formats other than PICT QuickTake (the original format of images on the camera).
- To view the images and edit them, use an appropriate image-editing, image-database, or word-processing program.
- To move the images to your hard disk, drag them to the disk. You can open and view images on the camera but cannot save them there.

6 To close the control panel, click its close box.

7 To remove the camera from your desktop, drag the icon to the Trash.

By the way, you can move the QuickTake Setup icon out of the Control Panels folder to a more convenient place.



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Apple Computer, Inc.

1 Infinite Loop

Cupertino, California 95014-6299

408.996.1010

TLX 171-576

030-6161-A

Printed in U.S.A.