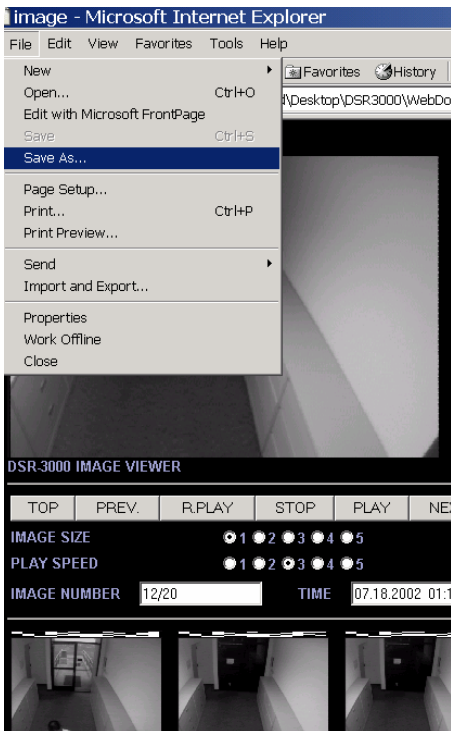


Saving and playing back downloaded video clips on the DSR-3000

When using the Network connection to download image sets from the DSR-3000 to a PC you will need to save the player page and files to a local directory as a Web Page. If you have used the copy function to transfer image sets to a Flash card or Micro drive you will notice the player is copied into the same folder as it's associated image set. Each copied set of images is created in it's own folder inside the Sanyo folder on the card. Inside the folder are all of the copied images numbered sequentially along with an image file called BLACK1 and an HTML file titled INDEX. Opening this file allows you to play the images as a video clip, or step through the images in sequence. When downloading the images through a network connection to a local directory on a PC you will need to specify a directory to save the images into.

To download the images you will need to use the remote connection through Internet Explorer 5.0 or higher. Log into the DSR-3000 and playback the images from any of the recording areas. Pause on the first image of the set you wish to download using the still button on the DSR controller. From still mode click the download button. The download screen will appear, select the number of pictures 1-1000 you wish to download following the still image and click the start button. The downloading message box is displayed, When finished it will say, "DOWNLOAD FINISHED! PLEASE STORE THE DATA." At the same time the Image Viewer Screen will display on the browser.



To save the viewer and the image set with it, click on "File" then "Save As" in the Internet Explorer menu. The "Save Web Page" window will open. Choose a directory to save the files to, leave the file name, type, and encoding as the defaults and click the save button.

When you open the directory you saved the image set to you will notice the file structure is different than the one created when copying data to a Flash card. The player is saved as an HTML file named image and the image files are saved into a folder called image_files. To play the video simply open the player, the controls are identical to the image player saved on the Flash card.

