



USER'S GUIDE

Photo Traveler 130S

Pocket PC Handheld SDIO Camera

October 27, 2003

Table of Contents

Chapter 1: Welcome to the Veo Photo Traveler 130S	3
1.1 Introduction	3
1.2 What's In the Package	3
1.3 Minimum System Requirements	4
Chapter 2: Getting Started	5
2.1 Software Installation	5
2.2 Connecting the Camera to the Handheld	6
2.3 Removing the Camera from the Handheld	6
2.4 Adjusting Image Quality	7
Chapter 3: Using the Veo Photo Traveler 130S Camera	8
3.1 Taking pictures	8
3.2 Recording Movies	8
3.3 Digital Zoom	9
3.4 How to View Pictures	9
3.5 How to View Movies	10
3.6 Camera Settings	10
Chapter 4: Veo Creative Studio	13
4.1 Veo Creative Studio Introduction	13
4.2 Recording an Audio Clip	14
4.3 Importing Pictures From Another Source	14
4.4 Viewing Pictures in the Gallery	15
4.5 Movie Maker – Making or Editing a Movie	15
4.6 E-Card Creator – Creating an E-Card	18
4.7 Homepage Designer – Designing a Home Page	19
4.8 Photo Sync - Transferring Files Between the Handheld PC to PC	26
Chapter 5: Sending Pictures & Videos	28
5.1 Selecting your E-mail Program	28
5.2 Sending Pictures & Videos	28
Troubleshooting	30
Additional Help & Resources	31
Warranty	32

Chapter 1

Welcome to the Veo Photo Traveler 130S

1.1 Introduction

Thank you for the purchasing the Veo Photo Traveler 130S. The Photo Traveler 130S is designed to utilize the processing power, memory, battery and display resources that you already have on your handheld PC to create a 1.3 Megapixel camera. Simply install the drivers, plug the 130S into your SDIO expansion slot and within seconds your handheld allows you to capture pictures and record video just like a traditional digital camera.

Before you start to use your camera, please refer to this User's Guide to become familiar with the features and functions of the Veo Photo Traveler 130S.



1.2 What's In the Package

- 1 - Veo Photo Traveler 130S camera
- 1 - Camera Pouch
- 1 - Quick Start Guide
- 1 - Installation CD-ROM (Containing camera driver and bundled software)



Important! If any of the package contents listed above are missing, please contact the retailer where you purchased the product to exchange the package.

1.3 Minimum System Requirements

PC Requirements

- 300 MHz Intel® Pentium II®, AMD® K-6 or higher
- Microsoft® Windows® 98/Me/2000/XP
- 100 MB free hard disk space
- 64 MB RAM or better
- Display adapter with screen resolution at least 800x600 in 24-bit color
- 4x CD-ROM drive or better

Pocket PC Handheld requirements

- Pocket PC 2002/Pocket PC 2003 (Windows Mobile 2003)
- SDIO expansion slot

Chapter 2

Getting Started

2.1 Software Installation



Attention: Before you can use the Veo Photo Traveler 130S on your handheld, the driver and bundled software must be installed first.

1. Insert the Veo Photo Traveler 130S installation CD into the CD-ROM drive in your computer. Autorun will display the following installation screen.*



*Note: If Autorun does not automatically start, click on the Windows Start button and then select Run. Assuming your CD-ROM drive is the D drive, type "d:\Autorun" in the Run dialog box. If Autorun still does not run, consult your computer manual or manufacturer to locate the CD-ROM drive.

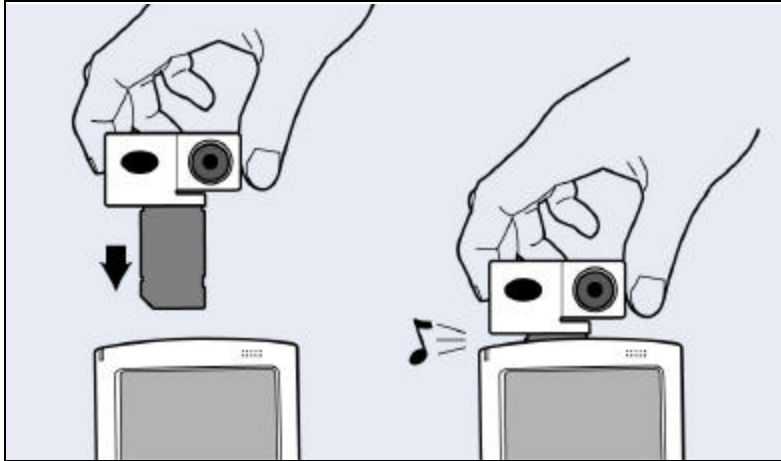
2. Click **[Install]** to start the installation. You may deselect (uncheck) any additional software you do not wish to install.
3. Follow the prompts to finish the installation. Make sure you restart your computer after you complete the installation.
4. After the computer has restarted, place your handheld PC into its docking cradle and perform an ActiveSync. This will install the necessary camera drivers and software on your handheld PC.
5. After the ActiveSync is complete, remove the handheld PC from the docking cradle and then plug the Veo Photo Traveler 130S camera into the handheld. This will automatically start the Veo Photo Traveler 130S Camera application.

2.2 Connecting the Camera to the Handheld



Attention: To avoid damaging your camera or handheld, please refer to your handheld's manual or device labels for the proper orientation when inserting an SDIO device into the handheld's SDIO slot.

- 1) Turn your handheld on.
- 2) Gently insert the camera into your handheld's SDIO slot until you hear it click into place.
- 3) This will automatically start the Veo Photo Traveler 130S Camera application on the handheld.

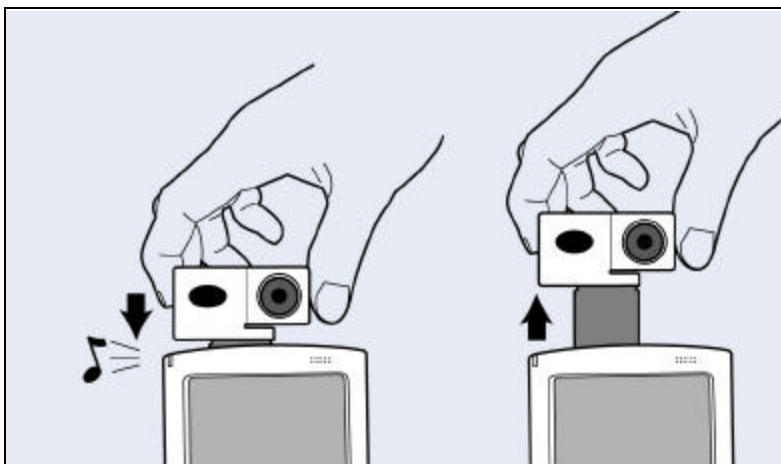


2.3 Removing the Camera from the Handheld



Attention: To avoid damaging your camera or handheld, follow the steps below to safely remove the camera from your handheld.

- 1) To remove the camera from your handheld, push the camera down until you hear a click.
- 2) Pull the camera out of the handheld.



2.4 Adjusting Image Quality

You can adjust your camera by swiveling and focusing the lens to ensure that your pictures will come out clear.

Swiveling the lens:

To swivel the lens, grasp the camera from the lens side and swivel the lens, up to 180°. The swivel lens will allow you to take pictures with the camera pointing towards you or away from you when swiveled 180°.

The camera software automatically detects when the lens is swiveled beyond 90° and will automatically flip the image.



Caution! Do not swivel the camera beyond 180° or you may damage the camera.

Adjusting the focus:

Adjust the focus lens to ensure a clear image. You can rotate the lens clockwise for subjects that are greater than 8' (feet) away or counter-clockwise for subjects that are from 7" (inches) to 8' (feet) away. For best results, keep the lens rotated completely clockwise for most picture taking tasks.



The adjustable lens provides close-up to infinity focus for photos of anything from business cards to white boards to picturesque landscapes.

Chapter 3



Using the Veo Photo Traveler 130S Camera


3.1 Taking pictures

1) Start the Photo Traveler 130S Camera application by tapping on Start->Programs->Photo Traveler 130S Camera.



2) Point the camera at the subject you would like to capture.

3) Ensure that the camera is in Picture mode, indicated by the camera icon . You can select the appropriate mode by tapping the Settings button  and then selecting "Still Picture."

4) Tap the Shutter button  to take a picture. (Optional: You may also press the center button on the directional keypad to take a picture.)

5) Don't move the handheld PC until the hourglass animation has disappeared to ensure that your picture will come out clear. The picture will be saved into the selected folder (Default folder: \My Documents).






Tip! Remember to rotate the lens clockwise for subjects that are greater than 8' (feet) away or counter-clockwise for subjects that are from 7" (inches) to 8' (feet) away.



3.2 Recording Movies

1) Start the Photo Traveler 130S Camera application by tapping on Start->Programs->Photo Traveler 130S Camera.

2) Point the camera at the subject you would like to capture.


3) Ensure that the camera is in Movie mode, indicated by the camera icon: . You can select the appropriate mode by tapping the Settings button:  and then selecting "Movie."



4) Tap the Shutter button  to record a video clip. (Optional: You may also press the center button on the directional keypad to record a video.)

5) An icon  will appear to indicate that the movie is being recorded. Tap the Shutter button  again to stop the recording. The movie will be saved into the selected folder (Default folder: \My Documents).

Note: In order to let the handheld PC operate normally with enough memory, the camera application sets memory buffer as 4 MB for Video capturing and 2 MB for still images. Make sure you have enough available memory before recording a video or taking a picture.

3.3 Digital Zoom



1) The digital zoom feature  allows you to get closer to the object without moving.

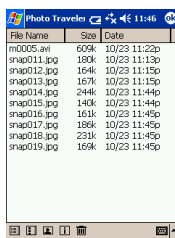
2) Tap  to zoom in for 2X and 4X, tap  to zoom out.


Note: Picture resolutions may change while zooming in. You can use the zoom function to check the manual focus adjustment while previewing.

3.4 How to View Pictures

1) To view still pictures taken with the camera, click  from the preview window to display the Album.



2) Tap  or  to switch between Details and Thumbnail images.






3) Select any JPG file and then tap  or double-click the file to open it. The picture will be opened by the default available image viewer e.g. File Explorer on Pocket PC.

4) Close the viewer application to go back to Album window.

3.5 How to View Movies

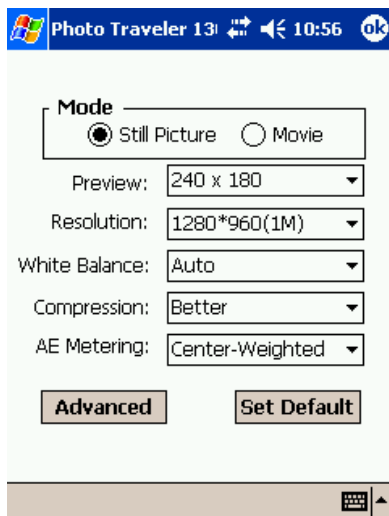
- 1) To view movies taken with the camera, click  from the preview window to display the Album.
- 2) Select any AVI file and then tap  or double-click the file to open the Video Player.



- 3) Tap  to start playback,  to pause the video and  to go back to the beginning. Note: You can also tap and drag the slider to jump forward or backwards while playing back the video.
- 4) Close the Video Player to go back to the Album window.

3.6 Camera Settings

You can adjust the camera settings by tapping the Settings button  to enter camera settings window. This will display the following screen:



Still Picture and Movie Resolutions: Adjust the resolution and preview size.

Mode	Still Picture	Movie
Resolution:	1280 x 1024 1280 x 960 640 x 480 320 x 240	320 x 240 160 x 120
Preview size:	240 x 180 160 x 120	

White Balance: Adjust the image color balance depending on the surroundings.

White Balance	
Auto	Select best color white balance automatically
Sun	For outdoor shots with natural light
Tungsten	For indoor shots with incandescent light
Fluorescent	For indoor shots with fluorescent light
None	For shots that one color (other than white) is prevalent in the picture

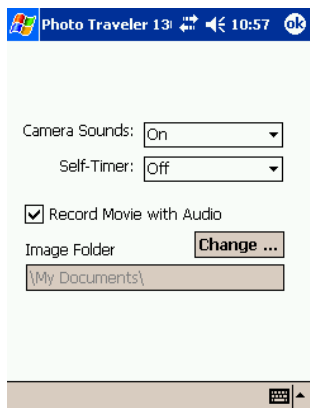
Compression: Change the picture quality with 3 compression ratios and file sizes.

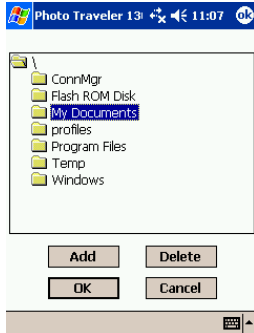
Compression	
Good	Fair image quality, smallest file size
Better	Standard image quality, medium file size
Best	Best image quality, standard file size

AE Metering: Auto exposure metering determines the method to measure the brightness of an image.

AE Metering	
Center-weighted	Measures the entire picture with emphasis on the center portion
Average	Calculates the brightness from the entire picture

Advanced Settings: Tap **Advanced** from the camera settings window to enter the Advanced settings.




Camera Sound	Allows you to turn On/Off the simulated sound effect.
Self-Timer	Time delay to take a picture after pressing the shutter button with selections from Off, 2, 5 and 10 seconds.
Record Movie with Audio	Check the checkbox if you want to record video files with real time sound. You can reduce file size significantly with video only.
Image folder	<p>The file directory bar shows the current destination folder. (My Documents is the default folder where the pictures and videos are saved to.) You can save the default save folder to another folder, if needed.</p> 

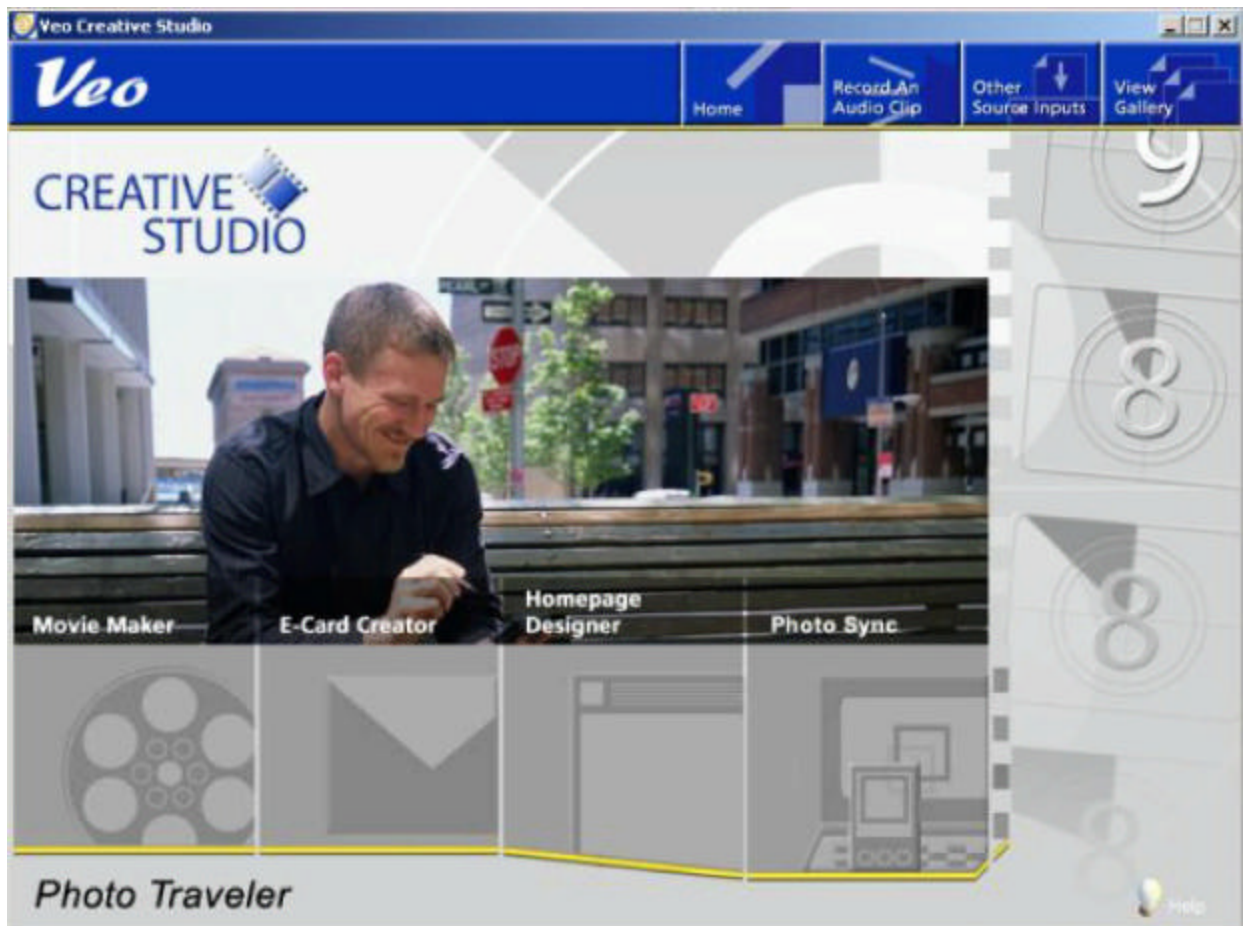
Chapter 4

Veo Creative Studio

4.1 Veo Creative Studio Introduction




The Veo Creative Studio is an easy-to-use application that comes with your Veo Photo Traveler 130S Camera. It enables you to make movies, E-cards, webpages, record audio clips, and transfer your pictures from your handheld PC to the PC.

To start the Veo Creative Studio, double-click on the  icon on your desktop or click on Start > Programs > Veo > Creative Studio – Photo Traveler for Pocket PC.



4.2 Recording an Audio Clip

You can record an audio clip to use with some of the applications in the Veo Creative Studio. Note that you'll need an external microphone (not included) to record sound.

- 1) Click the Record An Audio Clip button 
- 2) Adjust the volume using the Microphone Volume Adjustment Bar. Click  [Record] to record your audio clip. The button turns into  [Stop]. Click the Stop button at any time to finish recording.
- 3) After the recording stops, the following buttons will appear on the bottom of the screen:



[Adjust Volume] - Adjust volume of audio clip.



[Trim Audio] - Trim the audio clip to the selected size and length.





Drag to select starting/ending point of audio



[Play] - Play the audio clip.



[Rerecord Audio] - Record another audio clip.

- 4) Click:
 - a)  - To save your audio clip.
 - b)  - To email your audio clip to another person.

Audio Settings



[Settings] - Click this button to change the settings of your audio.



Note: In order for the new settings to take effect, you must apply them before recording an audio clip.

4.3 Importing Pictures From Another Source

Importing from a scanner or TWAIN device

- 1) Click Other Source Inputs > Scanner or File Import.
- 2) Select your source, then click to select. Your scanner (or other TWAIN compatible device) software will start.

Importing Files to a Folder in the Veo Creative Studio

- 1) Click Other Source Inputs > File Import.
- 2) Click  to locate the file you want to import.
- 3) In the Destination pull-down menu, click  to select the folder or sub-folder that you want the file to be imported to.
- 4) Click OK to import the file to the destination folder. You may need to refresh the folder if your newly imported image does not appear immediately.



4.4 Viewing Pictures in the Gallery

1) Click the View Gallery button  to view the minimized Gallery.

2) The following are buttons and folders used in the Gallery display panel along with their description:



[Min/Max Gallery] - Toggle button used to minimize or maximize the Gallery Display Panel.



[Thumbnail Size] - To change the size of the thumbnails displayed in the gallery.



[Sort By] - To sort the thumbnails by type, time, or name. You can also use this to search for a file in the Creative Studio Gallery. When the search is complete all matching files will be stored in a "Search Results" folder.

Default Folders:



Animations - Contains animated character files.



Photographs - Contains still pictures.



Graphics - Contains background graphics.



Videos - Contains video files.





Music - Contains audio clips.



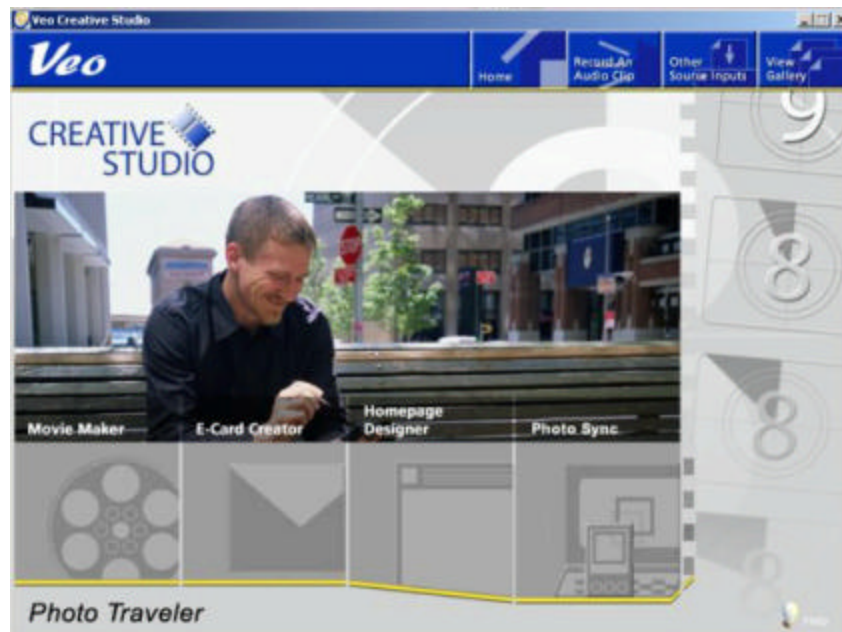
Projects - Contains all your previously saved projects.


To display the details of a specific file, click  [Properties].

Note: To delete a file, click on the file and click  [Delete]. DO NOT drag it into the .

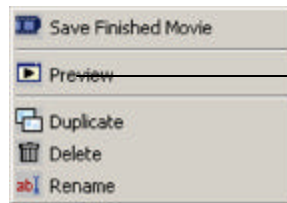
4.5 Movie Maker – Making or Editing a Movie

1) Click on the Movie Maker button on the Creative Studio Home Screen.



2) Choose to Create A New Movie or Open An Existing Movie Or Project. If you choose to open an existing movie, you can click on  to display the following options:

Save the movie to a
specified location



Preview the movie

3) Simply drag and drop videos or pictures from the Gallery Display Panel into the Movie Maker. The following are buttons used in the Movie Maker along with their descriptions:



[Back] - Go back to previous screen.



[Continue] - Continue to the next screen.



[Save Finished Movie] - Save your movie at any time in the process.



[Preview Complete Movie] - Preview the movie you have created.



[Add A New Scene] - Add a new video or picture to your movie. You can either add an existing video/picture from your computer or record a new video/picture from your Web Camera. In order to add/record a new scene from your camera, make sure it is connected and functioning properly.




[Add Background Music] - Add music to your movie.

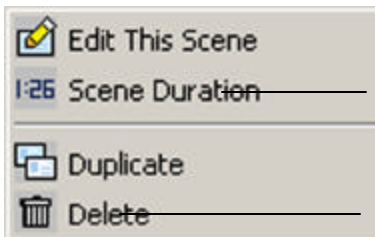


[Remove Music] - Remove music from your movie.

When you are done, click Continue.

Note: By default, still pictures will be shown in the movie for three (3) seconds. To change this duration or view other options, click  for the following options:

Edit selected scene

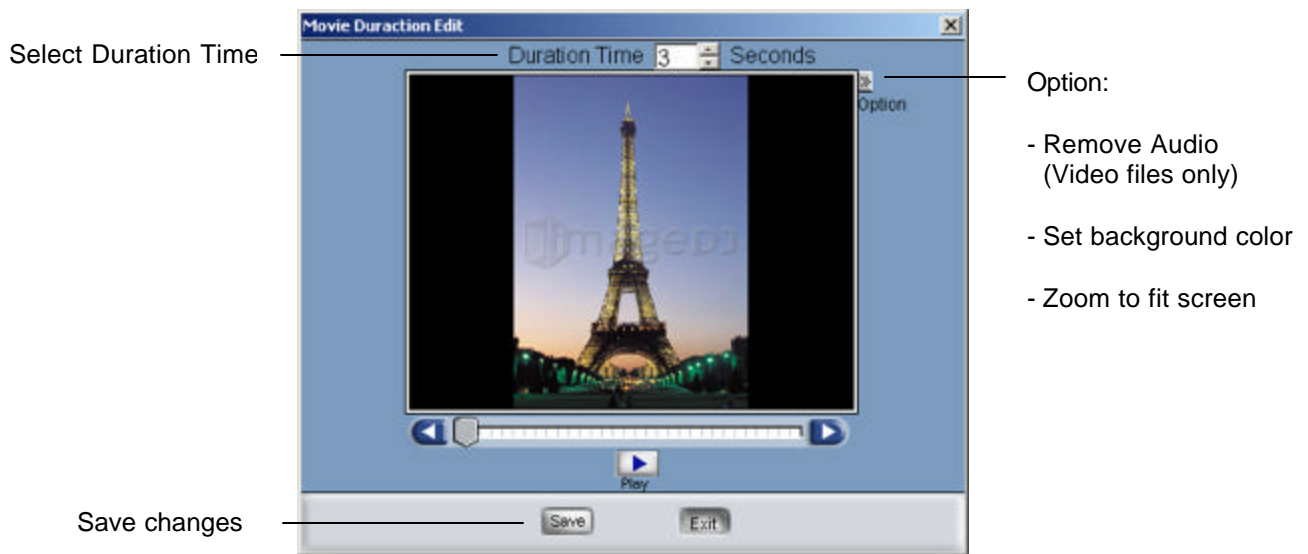


Change duration of scene
and other options

Duplicate the scene


Delete the scene

Select Scene Duration.



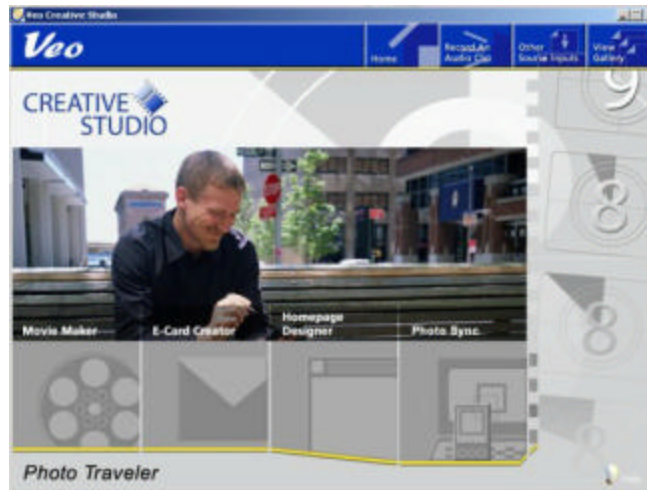
Note: Video (.avi) files also have a [Trim Video] feature that allows you to adjust the size and length of the video. Click Continue when you are done.

- 4) Select a scene from the bottom and click [Transition Effect].
- 5) Sample the effects by placing your cursor on each effect. Select the transition effect you would like to use by double clicking or clicking "OK".
- 6) Double-click on the remaining scenes in the Movie Maker, then repeat steps 4 and 5 above to apply transition effects to the remaining scenes. Click Continue when you are finished.
- 7) Select a scene to edit by double-clicking on the scene in the Movie Maker.
- 8) Edit the selected scene. Click Continue when you are done.
- 9) Repeat steps 7 and 8 to edit the remaining scenes. When you are finished, click Continue.
- 10) a) To preview the final movie, click [Preview].
 - b) To save the movie for future editing, simply click [Save].
 - c) To save the movie for future editing, with a new name click [Save As].
 - d) To save the movie as a locked template, click Save Finished Movie. To Export the finished movie out of Creative Studio, select Export Movie and select the save location.
 - e) To send your movie to a friend:
 - 1) Click E-mail Movie To A Friend.
 - 2) Type in the requested information.
 - 3) The default name given to the movie is Default.wmv. To rename the movie before sending, click on the words "Default.wmv" in the attachment text box and click [Rename].


4) Click  to send your movie.

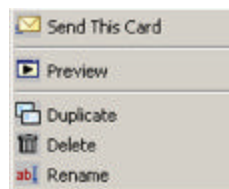
4.6 E-Card Creator – Creating an E-Card

1) Click on the E-card Creator button on the Creative Studio Home Screen.



2) Choose to Create A New Card or Find A Previously Saved Card Project.

If you choose to open a previously saved project, you may click on  to view the following options:




3) If you are creating a new card, select a theme from the left panel, then select the background for your E-Card. Click Continue.


4) Edit your card. Click Continue when you are done.


If you have selected an E-card template, it may appear similar to the one below:







5) Define your animated characters' path. Click Continue when finished.

6) Select the background music. Click  [Set Background Music] or click and drag the selected audio files from the Gallery.


7) Selecting background music. To listen to the music before selecting, place your cursor on any one of  without clicking.

Click  [Mute] to turn background music on and off.

Note: When the Mute button  is selected it does NOT remove the background music, you will just not be able to hear it during the creation process. To remove the music entirely, click  [Set Background Music] and choose . After you select your music, click Continue.

8) Click  [Transition Effect]. Sample the effects by placing your cursor on each individual effect without clicking.

9) Choose the opening effect (how you want the E-Card to open up). Click Continue after you select your opening effect.


10) Preview the E-Card by clicking  [Preview].

Save the E-Card to the Creative Studio Projects Folder for future editing by clicking  [Save].

Save the E-Card as a new template by clicking  [Save As].

Export the E-card out of Creative Studio by selecting the Export button and the save location.

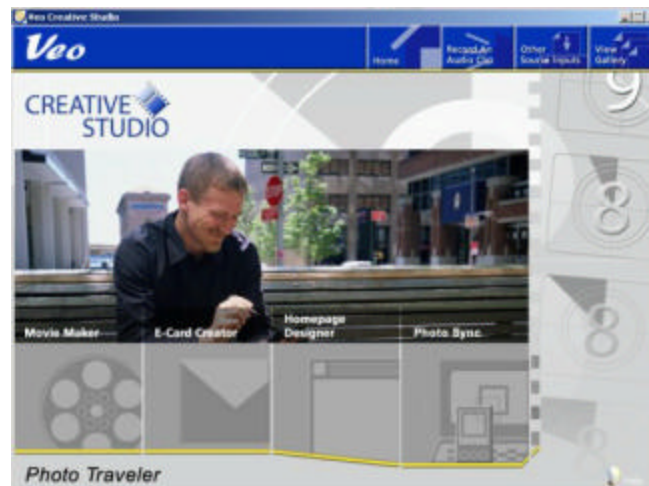
11) Type in the required information. In the Attach Card As pull-down menu, select A Video (*.wmv) if the person you are sending the card to has Windows Media Player.


12) The default name given to the E-Card is *.wmv where (*) is the name of your E-card background you picked in step 3. To rename the E-Card before sending, click on *.wmv in the attachment text box, then click  [Rename]. If you send the file as *.wmv, the background music will not play. To have the background music play, send the file as *.exe.

13) Click  [Send This Card] to send your E-Card.

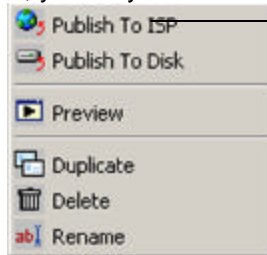
4.7 Homepage Designer – Designing a Home Page

1) Click on the Homepage Designer button on the Creative Studio Home Screen.



2) Choose to Create A New Homepage or Open A Previously Saved Homepage Project. If you choose to open a previously saved homepage project, you may click on  to get the following options:

Save webpage to
your computer




Publish webpage
to your Internet
Service Provider

3) If you are designing a new homepage, select a theme from the left panel, then select the background for your homepage. Click Continue.



4) Edit your homepage.

Note: See “Applying Text, Images, Videos, and Animated Characters” on pages 23-25 for more information.

To add a new page at any time, click  [Add A New Page].
Click Continue when you are done.

5) Define your animated characters' path. Click Continue when you are finished.


6) Select a picture or animated character.

 [Link All Pages] - Check the box to the left if you want all pages to be linked. Notice that if you check the box to the left of the Link All Pages icon, it will turn into . It means that all your pages are successfully linked. When you preview the webpage, you will see that there are two arrow buttons on the bottom for easy navigation between pages. If you have text or pictures on the very bottom, they may be partly covered. Try placing the text/pictures higher on the page.

Click to go to the
previous page





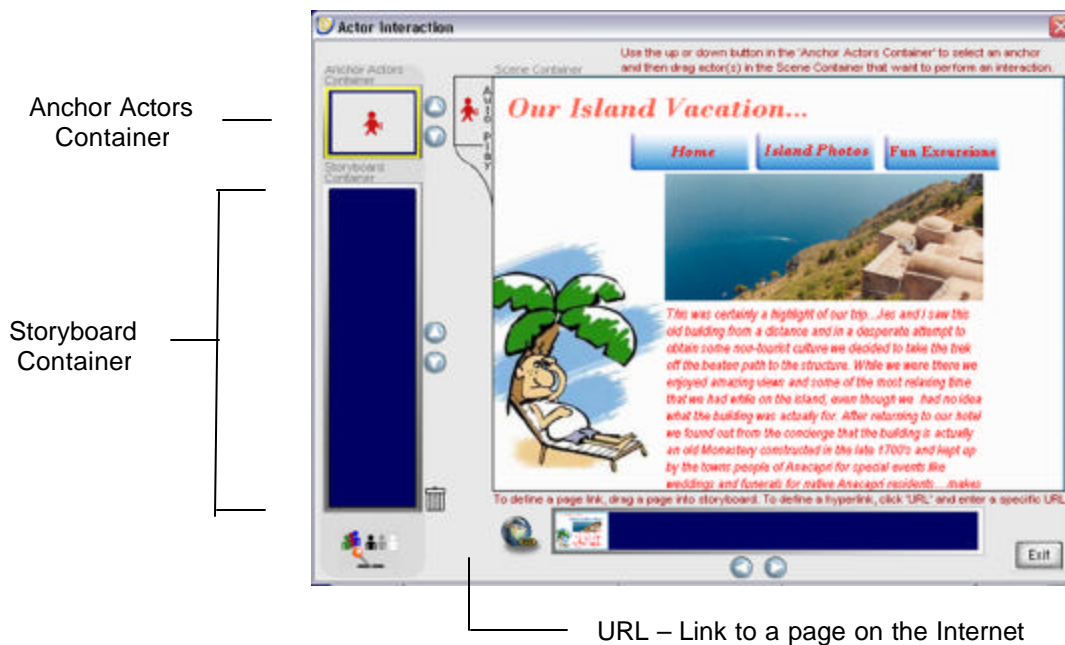
Click to go to the
next page

 [Page Link] - Link an object/image/page to another page.


Linking to Another Page

If you want to include a function on your page that allows you to click on a text/picture to link to other web pages, follow the steps below:

- Select the text or picture on the Main Screen that you want to link.
 - Click on  [Page Link].
 - Select to link to an existing page or to a page on the Internet. If linking to a page on the Internet, type in the address (URL) of the website, then click OK.
- Alternatively, you can click on  [Actor Interaction].




Use the Up and Down buttons next to the Anchor Actors Container to select the image/text you want to link. Then:

- Drag a page from the bottom panel into the Storyboard Container to link to one of your existing pages.
-OR-
- Click  [URL], type in the address of the webpage on the Internet, then click OK.

Note: When using Homepage Designer, animated characters DO NOT automatically travel along their animation path by default. The character must be clicked on in order to activate the effect. Please refer to the next section on how to automate this process.


Automating Animated Characters in Homepage Designer


- Click  [Actor Interaction].
- Make sure the Anchor Actors Container has AutoPlay selected. If not, use the Up and Down arrows to select it.


Autoplay ———







c) Select the animated character that you want to automate and drag it from the right panel into the Storyboard Container. Repeat the same procedure for other animated characters. Click Exit when you are finished.

7) Select the background music. Click  [Set Background Music].

8) Choose your background music. To listen to the music before selecting, place your cursor on  without clicking.


You may click  [Mute] button to mute the background music.

Note: When the Mute button  is selected, it does NOT remove the background music, you will just not be able to hear it while in the design process. To remove the music entirely, click  [Set Background Music] and choose . After you select your music, click Continue.


9) Select an opening effect by clicking  [Transition Effect].

10) Choose the opening effect (how one page changes to another).

11) Double-click on the remaining pages in the Homepage Designer, then repeat steps 9 and 10 above to apply the opening effect to the remaining scenes. Click Continue when you are finished.

12) a) To preview the page, click  [Preview].

b) To save the page for editing later, click  [Save].

c) To save the page as a separate file, click  [Save As].

13) Choose:

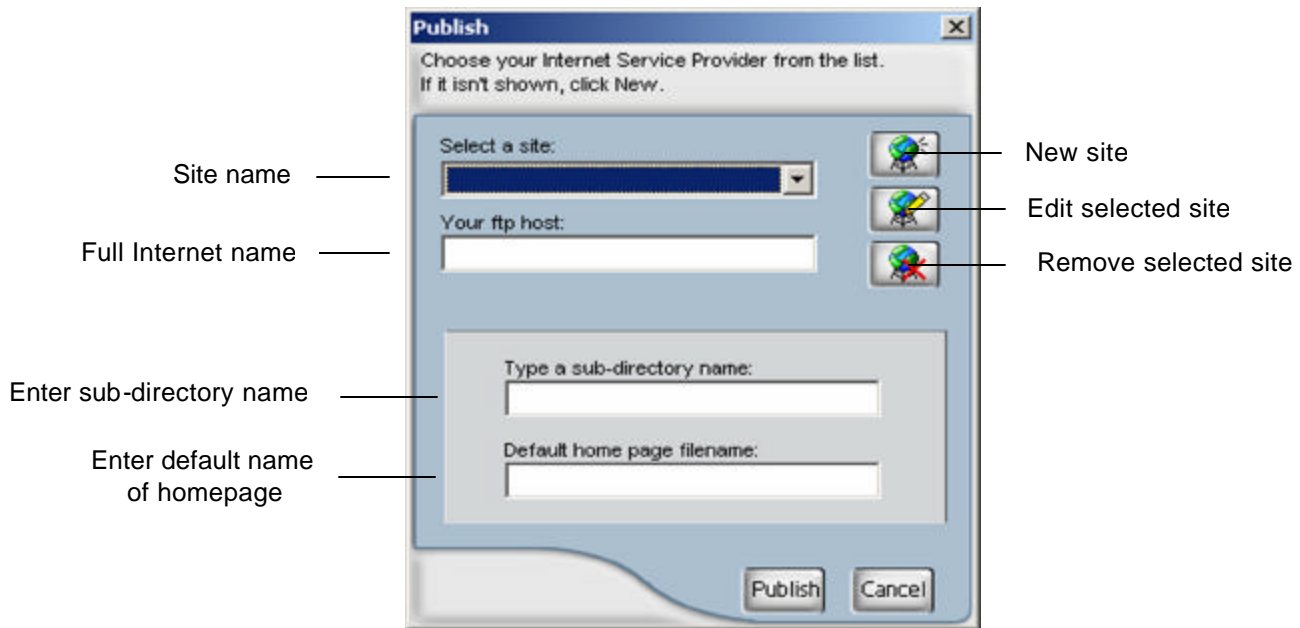
Add a New Page - To add and edit a new page.

Edit Next Page - To edit the next page.

Publish Now - To publish the homepage to your Internet Service Provider.

Publishing the webpage to your Internet Service Provider

To publish your webpage, you need to have a web site hosting arrangement with your internet service provider. The below information should be provided to you by your ISP and can easily be input for publishing. Fill in the requested information, then click Publish. You will be prompted to type in your user name and password to access the site for publishing.




Publishing the webpage to your computer

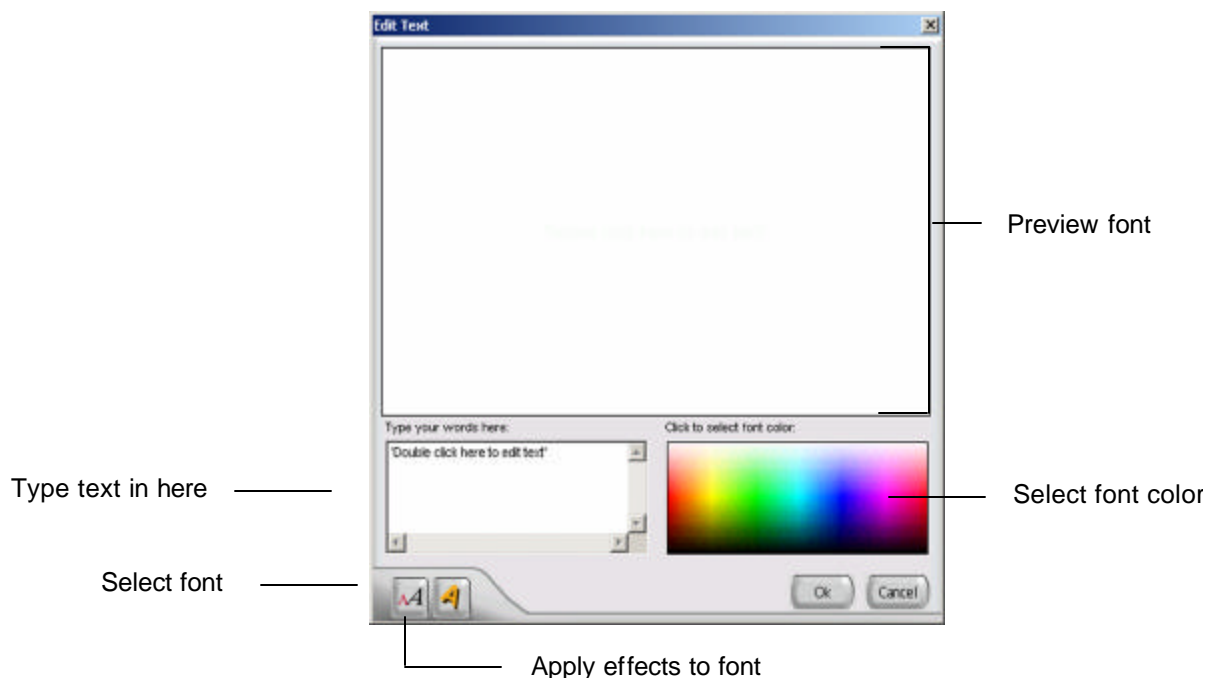
- Click on Publish The Files To The Hard Disk.
- Select the destination and rename the file if desired. The webpage along with all supporting files (i.e. images, music, etc.) will be saved as a folder instead of a single file.
- Click View A Local Copy of the Page Just Published to view your webpage. Alternatively, you can open the folder that you saved, and double-click on the file named index.

Note: DO NOT move or delete any items in the web folder. Otherwise, you might experience problems viewing the pages.

Applying Text, Images, Videos, and Animated Characters

Adding and Editing Text

- Click  [New Text] to add new text to the scene/page.
- Double-click on the text to edit it. A screen similar to the one below appears:



The following are the application buttons and their description:



[Insert Video] - Insert a new video clip.



[Insert Image] - Insert a new image.

Alternatively, you can drag and drop images/videos from the Gallery into the main screen.



[Animation Path] - Define the path for the images or animated characters to travel along.

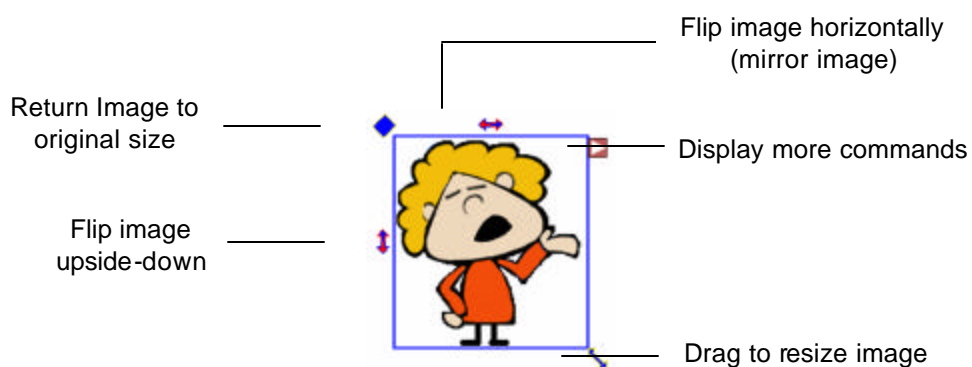



[Sequential Animation Sequence] - Animations move one after another depending on which animation was inserted first.

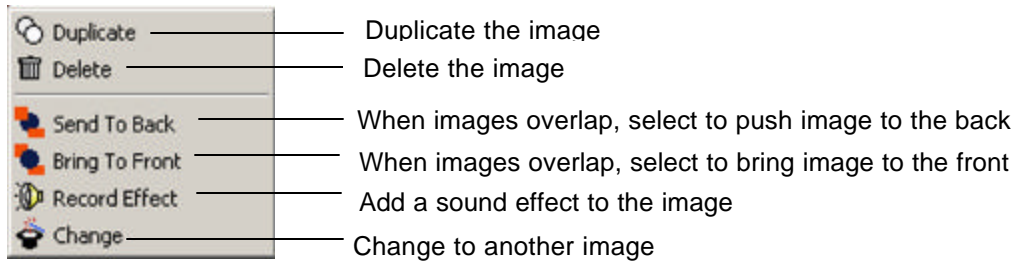


[Simultaneous Animation Sequence] - All animations move at the same time.

Editing an Image or Animated Character



When you click , the following box appears:



Adding Sound Effects to an Animated Character


You can add a sound effect to an animated character either by inserting a .wav file from the Sound Effects folder or from your microphone (i.e. if you want to record your voice).

To insert sound from the microphone, click the From Microphone tab.

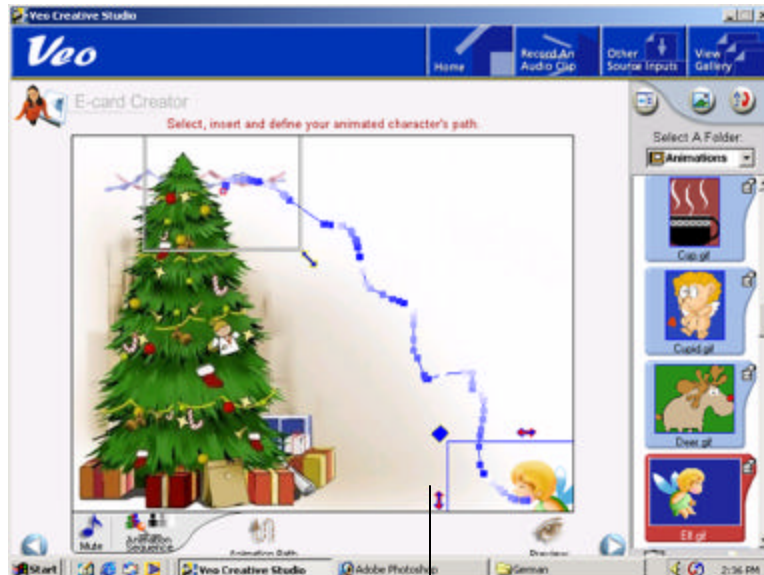
Note: Sound Effects are only applied when the animated character is moving along its defined path. If you have not defined a path, the sound effect will be disabled.

Defining the Path of an Animated Character (also works with a still picture)

a) Select the image or animated character that you would like to move.

b) Click  [Animation Path]. The animated character now follows the mouse cursor.

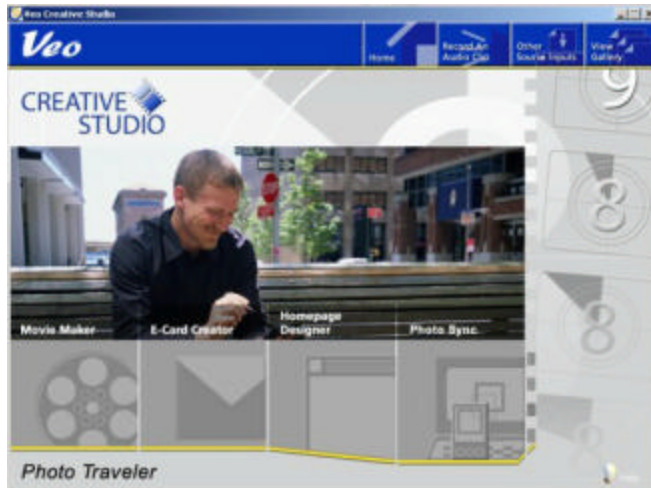
c) Select the animation starting point. Hold the left mouse button down, then freely drag the character along a path you specify to the ending point.



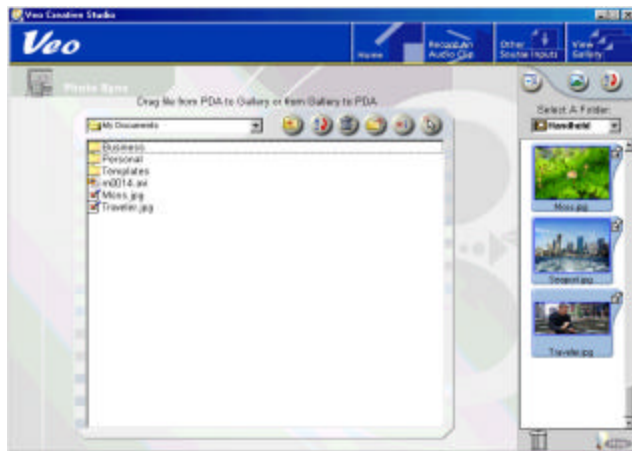
The selected character will follow the specified path

4.8 Photo Sync - Transferring Files Between the Handheld PC to PC

Transferring images and movies between your handheld PC and desktop computer is very easy. Follow the steps below to learn how to transfer images and movies between your desktop and Pocket PC.



1) Place the handheld PC onto its docking cradle. Synchronize the handheld PC with your desktop computer via ActiveSync and then start the Veo Creative Studio. From the Veo Creative Studio home page, click on Photo Sync and the following screen will appear.



2) Change the Gallery (Desktop) or the location (handheld PC) to the location that you want to move the file to and from.

3) Highlight the picture(s) or movie(s) that you want to move by clicking on them.

4) Drag the picture(s) or movie(s) from the Pocket PC to the Gallery.

5) To view the picture(s) or movie(s) that you just moved, go to the location that you copied the files, then double-click on them.

Note: Movies that have been copied to the gallery can be changed to "WMV" format. Double-click on the movie, then Click on "Save". Make sure the "Save as type" is "WMV", then click on "Save".

Alternative Method to Transfer Pictures and Movies

An alternative way to transfer pictures and movies from the handheld PC to the PC is to access the handheld PC directly from My Computer.

- 1) Make sure that the handheld PC is in its docking cradle.
- 2) Perform an ActiveSync.
- 3) Double-click on the My Computer icon.
- 4) Locate the handheld PC's icon, typically it is named "Mobile Device."
- 5) Double-click on Mobile Device.
- 6) You should then be able to access the handheld PC directly and transfer any pictures or videos directly from the handheld PC to the desktop.

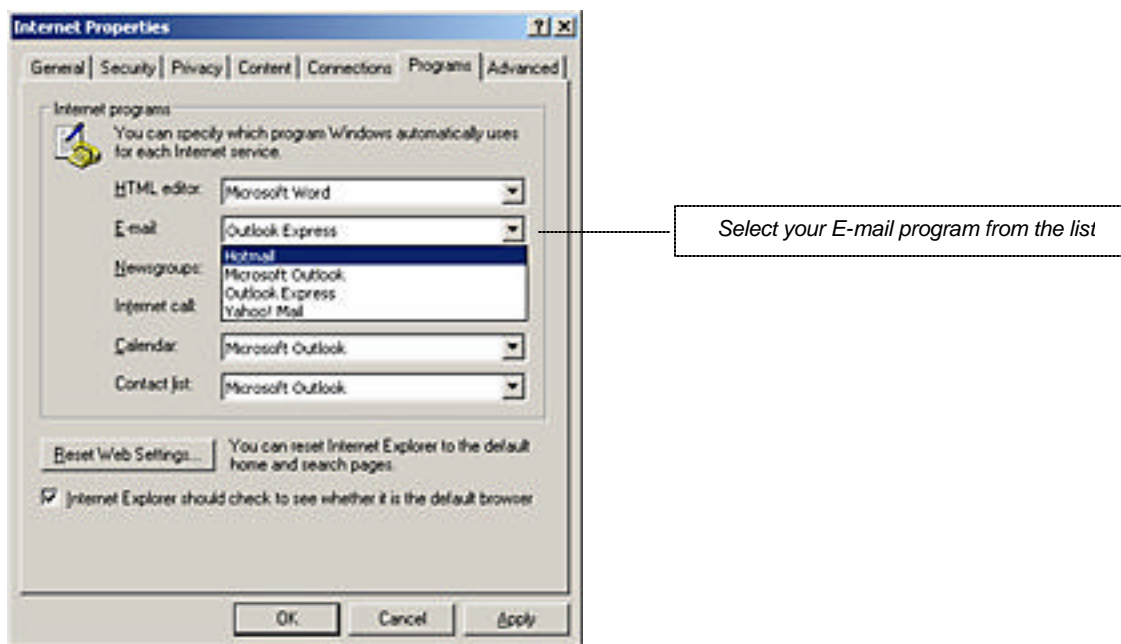
Chapter 5

Sending Pictures & Videos

5.1 Selecting your E-mail Program

In order to send your pictures and videos, you must select your default e-mail program in Windows.

- 1) Click on Start->Settings->Control Panel.
- 2) In the Control Panel, double-click on the Internet Options icon.
- 3) In the Internet Options Properties window, select the Programs tab.
- 4) Under E-mail, select your e-mail program from the drop-down list.



- 5) Click [OK] to save your settings.
- 6) This setting lets Windows know which e-mail program you would like to use to send pictures and videos with.



Note: Your e-mail program must also be configured to send and receive e-mail. Contact your Internet Service or E-mail provider for assistance with configuring your e-mail program to send and receive e-mail.

5.2 Sending Pictures & Videos

The pictures and videos that you have transferred from the camera are saved in the C:\Program Files\Veo Creative Studio for Pocket PC\Gallery\Handheld folder on your computer.

- 1) To send these pictures and videos, go to the C:\Program Files\Veo Creative Studio for Pocket PC\Gallery\Handheld folder where the pictures and videos are stored.

- 2) Right-click on the picture or video and select *Send To->Mail Recipient*.
- 3) This will automatically start your default e-mail program that you specified in *5.1 Configuring your E-mail program*. You can then type your e-mail message and send the file. The file should be attached to the e-mail.



Some e-mail providers may not support sending files directly. If you click the *Send* button in the Veo Capture application or right-click on a file and select *Send To->Mail Recipient* and there is no response, this means that you will need to manually attach the snapshots or videos to your e-mail. Contact your Internet Service Provider or Email provider for further assistance with sending/attaching files.

Here are some general directions you can use to send a picture or video:

- 1) Log-in to your e-mail.
- 2) Compose a new e-mail message.
- 3) Depending on your email service, look for the *Attach*, *Attachments*, or *Insert* option to attach a snapshot or video. You will be prompted to browse for the desired file you want to attach. Follow the directions provided by your web-based e-mail service to attach a file from *C:\Program Files\Veo Creative Studio for Pocket PC\Gallery\Handheld*.
- 4) Once the file has been attached to your e-mail, the file should appear in the *Attachments* window.
- 5) Click the appropriate button to send off your e-mail with the snapshot or video attached to it.

Troubleshooting

Problem: The handheld PC does not detect the Veo Photo Traveler 130S Camera.

Solution: 1) Make sure the Veo Photo Traveler Camera is fully inserted. 2) Make sure the handheld PC is working properly. 3) Check to see that there is sufficient battery life remaining.

Problem: The pictures or videos are blurry or out of focus.

Solution: Rotate the lens clockwise for subjects that are greater than 8' (feet) away or counter-clockwise for subjects that are from 7" (inches) to 8' (feet) away. For best results, keep the lens rotated completely clockwise for most picture taking tasks.

Problem: The pictures are dark.

Solution: The camera does not have a built-in flash. Make sure to take pictures where there is adequate lighting. Hold the camera steady to prevent the camera from moving when taking a picture.

Picture Taking Hints and Tips

- For sharper images, hold the handheld PC as still as possible while capturing image or movie. This is extremely important when the Veo Photo Traveler 130S is used in low light conditions.
- Make sure the lighting around your subject is adequate.
- Adjust the screen contrast and brightness level correctly on your handheld PC.
- Movies consume more memory than images. To save memory, you may either keep your movies short or transfer existing images and movies to your desktop computer.
- When your handheld PC goes on sleep mode, your Veo Photo Traveler may pause. To activate the camera again, tap on any icons and then tap the capture icon. Your handheld PC screen will return back to the live video screen.

Additional Help & Resources

While we hope your experience with the Veo Mini Capture camera is enjoyable, you may experience some issues or have some questions that this User's Guide has not answered.

Go directly to the Technical Support section on our webpage at **www.veo.com** for the latest information regarding your camera.

When obtaining technical support, please make sure to have the following information handy:

- Camera Model
- Camera Serial Number
- Operating System
- Computer Brand/Model
- Pocket PC Handheld Model
- Pocket PC Operating System
- Detailed Description of the Problem

For detailed Technical Support, Frequently Asked Questions, and resources about the Veo Mini Capture, the website is accessible directly by clicking the ? (Online help) button on the top right hand corner of the Album or by selecting the Veo logo at the bottom of the application. The website is also accessible at the following URL address: <http://www.veo.com>

Warranty

Veo Statement of Limited Warranty

Veo warrants that for a period of 1 (one) year from the date of purchase that this product 1) is free from manufacturer defects in materials and workmanship and 2) conforms to its specifications. If this product does not function due to manufacturer defects during the warranty period, Veo, at its option, will either replace this product with one that is functionally equivalent or will refund your purchase price. These are your exclusive remedies under this warranty. Please visit our webpage for warranty service. This product is distributed and sold by Veo. Veo Mini Capture camera is a registered trademark of Veo. All other products and company names mentioned herein are the trademarks or registered trademarks of their respective owners.

Who the warranty protects:

This warranty is valid for the original consumer purchaser only.

What the warranty does not cover:

Any Veo product, on which the serial number has been defaced, modified or removed.

- Damage, deterioration or malfunction resulting from:
 - Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.
 - Repair or attempted repair by anyone not authorized by Veo.
 - Any damage of the product due to shipment.
 - Removal or installation of the product.
 - Causes external to the product, such as electric power fluctuations or failure.
 - Use of supplies or parts not meeting Veo's specifications.
 - Normal wear and tear.
 - Any other cause which does not relate to a product defect.
- Removal, installation and set-up service charges by any third party.
- Costs associated with shipping and/or transporting the product for repair, replacement, or exchange.

How to get service:

For information on obtaining warranty service, fill out a technical support form on the Veo web site, located on our webpage at: <http://www.veo.com/support.asp>.

To obtain warranty service, you will be required to provide:

- A copy of the original dated sales slip or sales invoice
- Your name
- Your address
- The serial number of the product
- A description of the problem

A Technical Support Representative will determine if your problem is covered under this warranty agreement. If the problem is covered, you will be issued a Return Merchandise Authorization number (RMA) with specific instructions regarding how the product must be returned to Veo for repair or replacement.

At this time, replacement or repaired products can only be sent to U.S. addresses. Products cannot be sent to P.O. boxes.

Limitation of implied warranties:

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION CONTAINED HEREIN INCLUDING THE IMPLIED WARRANTY OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Exclusion of damages:

VEO'S LIABILITY IS LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PRODUCT. VEO SHALL NOT BE LIABLE FOR:

- DAMAGE TO OTHER PROPERTY CAUSED BY ANY DEFECTS IN THE PRODUCT, DAMAGES BASED UPON INCONVENIENCE, LOSS OF USE OF THE PRODUCT, LOSS OF TIME, LOSS OF PROFITS, LOSS OF BUSINESS OPPORTUNITY, LOSS OF GOODWILL, INTERFERENCE WITH BUSINESS RELATIONSHIPS, OR OTHER COMMERCIAL LOSS, EVEN IF ADVISED OF THEIR POSSIBILITY OF SUCH DAMAGES.
- ANY OTHER DAMAGES, WHETHER INCIDENTAL, CONSEQUENTIAL OR OTHERWISE.
- ANY CLAIM AGAINST THE CUSTOMER BY ANY OTHER PARTY.

Effect of local law:

This warranty gives you specific legal rights, and you may also have other rights which vary from locality to locality. Some localities do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Copyright

© 2003 Veo, Inc. All rights reserved. Veo and all Veo product names are trademarks of Veo. The Veo logo is a registered trademark of Veo. All other brands are trademarks or registered trademarks of their respective owners.