MovieShaker
Ver.3.1 for MICROMV

Operating Instructions

Before using MovieShaker, be sure to read carefully
the END-USER LICENSE AGREEMENT (the Software
License Agreement) at the end of the Operating
Instructions.

About the copyright:

About the screenshots used in this manual:

The screenshots used in this manual may be somewhat different than those you actually see on your own computer; this is due to the different specifications of various computers.

Table of Contents

Additional information

Before Use

What you can do with MovieShaker

Movie making

You can capture images directly from the MICROMV device connected to your computer with an i.LINK cable to make a final movie product.

Shake!

You can easily create a scene of approximately 30 seconds long including BGM, by using clips on the Clip tray at random, simply by clicking a button.
A scene is automatically created and may have special effects in addition to those on the Effect tray.
Effective scenes can easily be created using this tool.

To apply effects to a scene

You can apply effects provided with MovieShaker to a scene to make it more visually interesting.

To place a transition effect between scenes

You can add an effect, such as a cross-fade or wipe effect, between scenes on the Storyboard to provide an interesting transition from one scene to another.

To export a final movie product

You can export your final movie product to a file for distribution or viewing by other people.

Precautions for Use

The hardware and software requirements for using MovieShaker are as follows:

❐ IBM PC/AT or compatible with the following capabilities.
   – Minimum 600 MHz Pentium Ⅲ® CPU (800 MHz or faster recommended)
   – Minimum 128 MB main memory (256 MB or more recommended)
   – Minimum 100 MB available hard disk space (for Standard installation), models having a speed of ATA66 or better (needed during capturing)
   – Minimum 800 · 600 pixel or 1024 · 480 pixel Hi Color (Colour) (16-bit color (colour)) display driver capability.
   – Sound: Sound Blaster 16 compatible sound card
   – Other: with i.LINK (IEEE1394) terminal
     • We cannot guarantee that this product will operate correctly in all recommended environments.
     • Depending on a computer environment, this product may not operate correctly due to insufficient memory when the main memory is 128 MB on the computer.

❐ Operating System
   Microsoft® Windows® 2000 Professional (hereafter, Windows 2000), Microsoft® Windows® MillenniumEdition (hereafter, Windows Me), or Microsoft® Windows® XP Home/Professional
   It is necessary for the above operating systems to have been installed at the factory.
     • We cannot be responsible for any later upgrades that may have been made in the environment.
     • Languages of the Operating Systems that can be used: Japanese, English, French, German, Italian, Spanish, and Portuguese

About the MICROMV

• The MICROMV device can record and play back about 60 minutes of video at the same high picture quality as the DV device (digital video camcorder).
• All MICROMV cassettes are provided with Micro Cassette Memory. The MICROMV device is provided with a function (called "Multi-picture search") which allows you to use this Micro Cassette Memory to easily access scenes you wish to view.
  MovieShaker allows you to capture or process images efficiently using an index contained on the Micro Cassette Memory.
• The data compression method used is MPEG2, the same used with BS digital broadcasting.

6

Using MovieShaker

• The following table lists the file formats compatible with the Clip tray.

Type	Format	Extension
Movie	QuickTime Movie*	.MOV
	AVI (includes movie saved as DV)	.AVI
	MPEG1	.MPG,.MPEG
	MPEG2	.MPG,.MPEG
	MICROMV	.MMV
Still image	Windows Bitmap	.BMP
	GIF	.GIF
	JPEG	.JPG
	PNG	.PNG
	PICT	.PCT,.PICT
Sound	WAVE	.WAV
	AIFF	.AIF
	MP3	.MP3

* QuickTimeVR, QuickTime3D, and VECTOR files are not supported.

• To use MovieShaker, make sure to use the following display settings:
  Screen area: 800 x 600 pixels or 1024 x 480 pixels or more
  Color (Colour): High Color (Colour) (16 bits) or superior
• Do not change any screen setting in the Windows "Display Properties" while running MovieShaker. You must exit MovieShaker before changing the screen resolution, colors (colours), or Desktop Scheme.
• MovieShaker displays still images with an aspect ratio of 4:3. Still images with any other aspect ratio will be trimmed (the upper left part) to adjust the screen size to 4:3 aspect.
• If the movie is captured from a MICROMV device recorded in widescreen mode (aspect ratio 16:9), its aspect ratio for display on the monitor is 4:3. Note that, however, it is exported to a MICROMV device with an aspect ratio of 16:9.
• When you open a project file in MovieShaker, or if you have saved the interim contents of the Clip tray and Product tray as a project file, do not move or delete the original files to which the clips on the Clip tray and the scenes on the Product tray are referring.

7

- Exporting a final movie product to a file is time-consuming to complete. Check the remaining battery charge before exporting. Use AC power whenever possible. The "MICROMV" or "DV-AVI" option takes a particularly long time.
  Also, use AC power to export a final movie product to a MICROMV device as this is also time-consuming.
- RealProducer 8.5 Basic is needed when exporting the product to a RealVideo format file. If RealProducer 8.5 Basic is not installed on your computer, you need to install it.
- Do not uninstall QuickTime.
- Do not put your computer into System Suspend mode or the System Hibernation mode.
- Digital recording is not possible if the audio source is a CD disc.
- Running MovieShaker with the hard disk drive connected using an i.LINK or USB cable may cause the software to malfunction. In this case, exit MovieShaker and stop using the device, and then restart MovieShaker.
- Because large amounts of memory are needed to execute MovieShaker commands, be sure to set the maximum and minimum sizes of virtual memory to at least 1024 MB (for Windows 2000 and Windows XP operating systems).

To capture from or export to MICROMV devices connected to your computer

Depending on the computer settings, packet loss* may occur if a heavy load is put on the CPU or hard disk while capturing images from or exporting files to MICROMV devices. To reduce the occurrence of this problem, make sure of the computer settings. For further information about the computer settings, see "Configuring your computer for use with MICROMV devices (Be sure to read this.)" of the on-line help.

When you capture images from or export files to MICROMV devices, see "Limitations and notes for capturing from or exporting to MICROMV devices" of the on-line help.

* Loss of data transferring between your computer and a MICROMV device due to a heavy load put on the system that may cause distorted images.

How to Use this Manual

This manual describes how to use MovieShaker, from capturing images from a MICROMV device to creating a movie. You can learn basic functions of MovieShaker following the manual.

This manual describes only the basic operations of MovieShaker. More detailed operations are described in MovieShaker on-line help. Please see "How to Use this Help" for instructions on how to use MovieShaker on-line help.

How to Use this Help

MovieShaker on-line help provides more detailed information than this manual. You not only can find descriptions from predetermined keywords but also you can type in any words you like to search for explanations.

Displaying the Help Contents

MovieShaker on-line help is displayed by clicking "How to Use MovieShaker" in the "Help" menu.
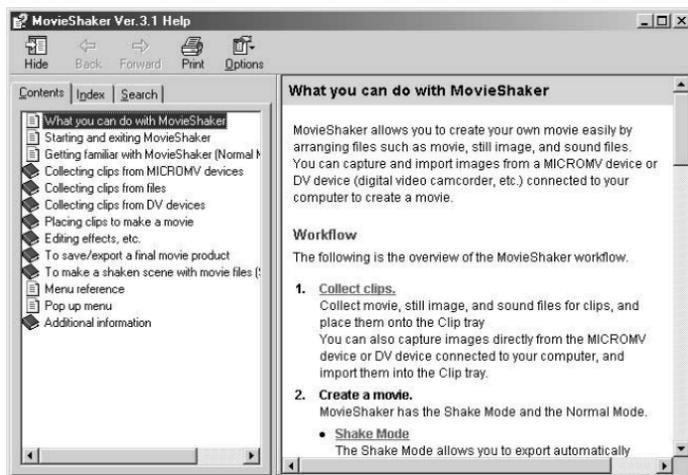
- The left side area of Help where "Contents," "Index," and "Search" are displayed is called the left frame.
- Select "Contents" or "Index" to switch displays.

9

The right side area of Help, where explanations are displayed, is called the right frame.

- When you click underlined text in the explanation, you can see an explanation of the underlined text.

To search by contents

When you select "Contents" in the left frame, a table of contents appears.

When you click or double-click an item in the table of contents, the explanation of that item appears in the right frame.

To search by predetermined keywords

When you select "Index" in the left frame, a list of keywords appears.

Enter a few characters from the beginning of the word you want to find, or select a keyword from the list and click "Display" to see the explanation of the keyword.

To search with your own words:

Select "Search" in the left frame.
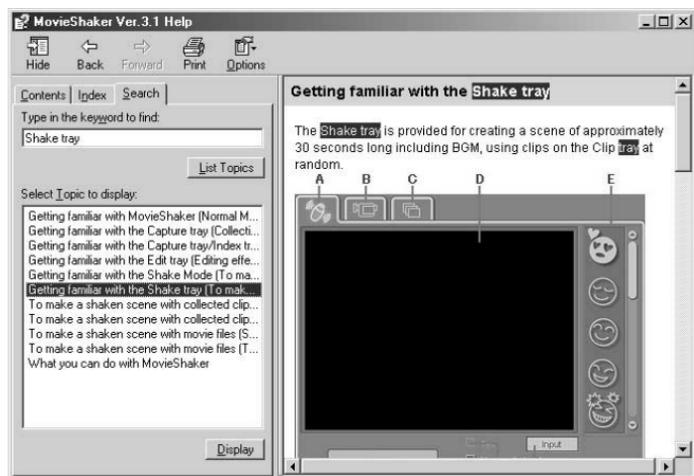
1 Enter the word you want in "Type in the keyword to find:," then click "List Topics."
A list of items which contain the word you entered appears in the left frame.

2 Select an item from the list, and click "Display."
An explanation appears in the right frame. In the explanation, the word you entered in step 1 is highlighted.

ϔ Hint

If you use an * (asterisk) such as "MPE*," you can list items which start with MPE.

Installing the software

You need to install MovieShaker on your computer before using it.
Perform the following steps to install the program, after exiting all other programs including anti virus software.

Notes
- Be sure to connect the MICROMV device to your computer after installing MovieShaker. This will allow the computer to find it easily.
- If another version of MovieShaker is already installed, confirmation of the version will be performed. Therefore, without uninstalling the previous version, install the new version by clicking "Install MovieShaker 3.1," then follow the instructions on the screen. (See the screen of step 2 in page 12)
- You need QuickTime 5 to use MovieShaker. If QuickTime 5 or later is not installed on your computer, you need to install it in advance before installing MovieShaker 3.1. (See page 16)
- You need DirectX 8.0a or later to use MovieShaker. If DirectX 8.0a or later is not installed on your computer, you need to install it in advance. (See page 17)
- If you are running Windows 2000, be sure to log on as a user with administrative privileges (such as "Administrator") to install MovieShaker.

To install MovieShaker

1 Insert the MovieShaker CD-ROM into the CD-ROM drive.
When the CD-ROM drive access lamp turns off, the "Setup MovieShaker 3.1 for MICROMV" dialog (dialogue) box appears.

11
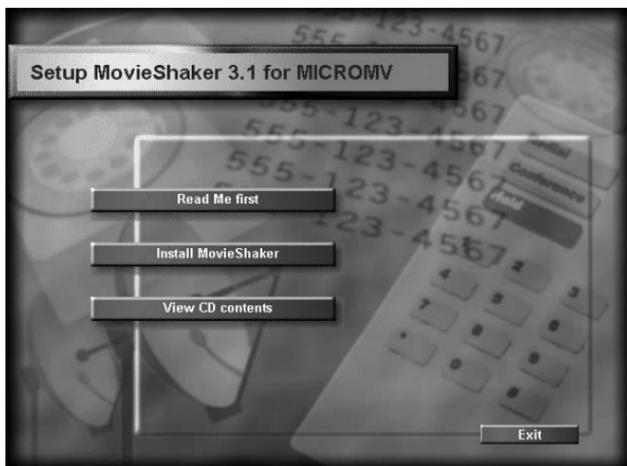
Note
If this dialog (dialogue) box does not appear when the CD-ROM is inserted, start
Windows Explorer and double-click on the installation file (SETUP.EXE) on the
CD-ROM.

2 Click "Install MovieShaker."
A dialog (dialogue) box appears, from which you can select software to
install.
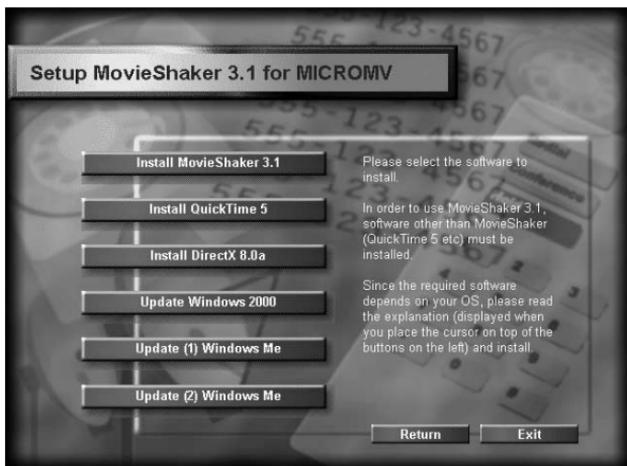
3 Click "Install MovieShaker 3.1."
The "Welcome to the InstallShield Wizard for MovieShaker" dialog
(dialogue) box appears.

Note
If another version of MovieShaker is already installed, confirmation of the version
will be performed. Therefore, without uninstalling the previous version, install the
new version by clicking "Install MovieShaker 3.1," then follow the instructions on
the screen.
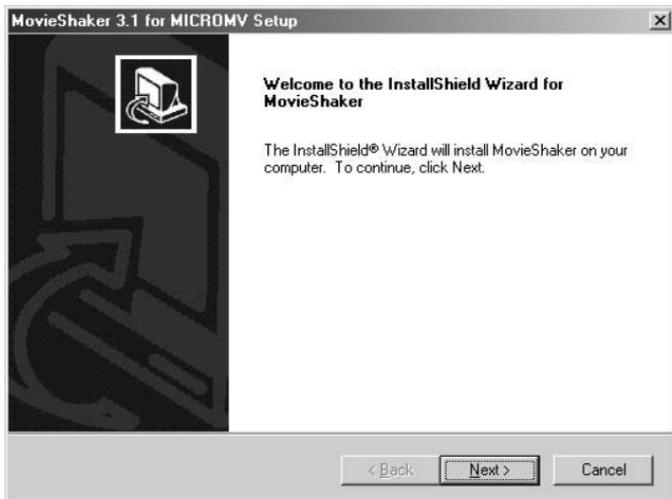
4 Click "Next."
The "Choose Destination Location" dialog (dialogue) box appears. The default destination, "C:\Program Files\Sony\MovieShaker," is already in the dialog (dialogue) box.
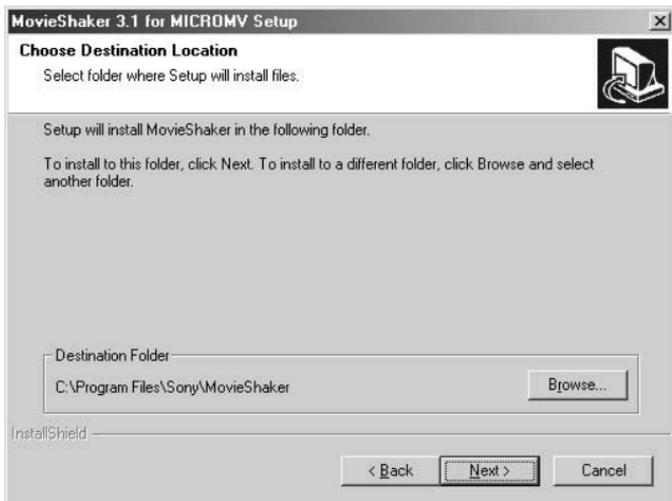
5 Click "Next" if the displayed destination folder is acceptable.

☼ **Hints**
- If you want to change the destination folder, click "Browse" to display the "Choose Folder" dialog (dialogue) box.
  Click a folder to select the folder to be the installation destination, and click "OK." You can also directly type a folder name in the path and click "OK" to select the destination folder.
- If your operating system is Windows 2000, a dialog (dialogue) box may be displayed inviting you to confirm your digital signature. When the dialog (dialogue) box appears, be sure to click "Yes."

6 Click to select "NTSC" or "PAL."
A dialog (dialogue) box appears, from which you select a television broadcast system. Please check the system written on the MICROMV device or package.
To change the television broadcast system after installing MovieShaker, select "Programs" from the Windows "Start" menu, and point to "MovieShaker," then click "NTSC-PAL Switcher" to display a dialog (dialogue) box. Follow the instructions on the screen to change the system.

The necessary files will be copied from the CD-ROM to your hard disk.
After the files are copied, the "InstallShield Wizard Complete" dialog (dialogue) box appears.

Note
When you install MovieShaker without installing QuickTime 5, the warning dialog (dialogue) box shown below may appear.

After you click "OK" to finish installation of MovieShaker, you can install QuickTime 5.

7 Click to select "Yes, I want to restart my computer now." and click "Finish."

Installation is now complete, and your computer will reboot.

15
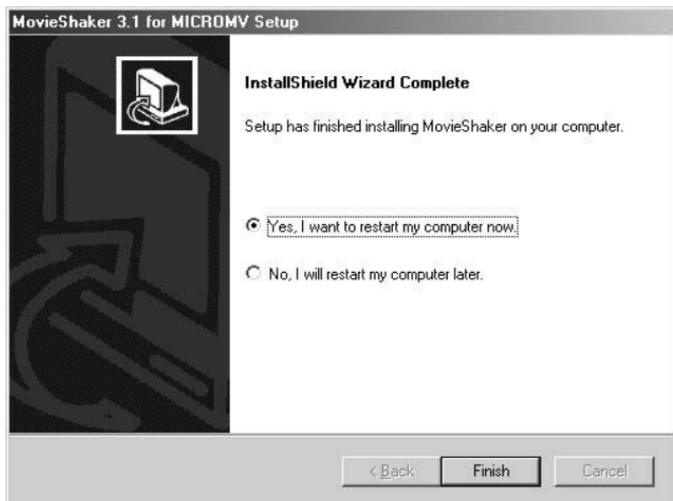
To Install QuickTime 5

You need QuickTime 5 or later to use MovieShaker. If QuickTime 5 or later is not installed on your computer, you need to install it in advance.

Note
If a version of QuickTime earlier than QuickTime 5 is installed, uninstall it before installing QuickTime 5 or later. If a version of QuickTime other than the English version is installed, be sure to uninstall it before installing the English version.

1 Insert the MovieShaker CD-ROM into the CD-ROM drive and click "Install MovieShaker" on the displayed screen (page 11).
A dialog (dialogue) box appears, from which you can select software to install.

2 Click "Install QuickTime 5."
Installation of QuickTime 5 will start.
Follow the instructions on the screen to finish the installation.

To Install DirectX 8.0a

If your operating system is Windows 2000 or Windows Me, you need DirectX 8.0a or later. If DirectX 8.0a or later is not installed on your computer, you need to install it in advance.

Insert the MovieShaker CD-ROM into the CD-ROM drive. Clicking "Install MovieShaker" on the displayed screen (page 11) will display the screen where you can select software to install. When you click "Install DirectX 8.0a" on this screen, installation of DirectX 8.0a will start. Follow the instructions on the screen to finish the installation.

If you are running Windows 2000

If your operating system is Windows 2000, you need to update Windows 2000.

Insert the MovieShaker CD-ROM into the CD-ROM drive. Clicking "Install MovieShaker" on the displayed screen (page 11) will display the screen where you can select software to install. When you click "Update Windows 2000" on this screen, the update of Windows 2000 will start. Follow the instructions on the screen to finish updating.

If you are running Windows Me

If your operating system is Windows Me, you need to update Windows Me.

Insert the MovieShaker CD-ROM into the CD-ROM drive. Clicking "Install MovieShaker" on the displayed screen (page 11) will display the screen where you can select software to install. When you click "Update (1) Windows Me" on this screen, the update of Windows Me will start. After "Update (1) Windows Me" is finished, continue by clicking "Update (2) Windows Me." Follow the instructions on the screen to finish updating.

Note
When you connect the MICROMV device to your computer for the first time, depending on the computer configuration, the "Version Conflict" dialog (dialogue) box may appear. When the dialog (dialogue) box appears, be sure to click "Yes."

Basic Operation

Starting MovieShaker

Notes
- Before starting MovieShaker, be sure to connect the MICROMV device to the computer and turn on the power of the MICROMV device.
- Before starting MovieShaker, be sure to exit anti virus software, etc.
- When you use the MICROMV device, be sure to use AC power, not batteries.

1 Turn on the computer and load Windows.

2 Click the "Start" button on the Windows Taskbar.
The "Start" menu appears.

3 Select "Program," and point to "MovieShaker," then click "MovieShaker."
MovieShaker starts.

Clip tray   Menu bar   Monitor panel   Tool panel

Product tray
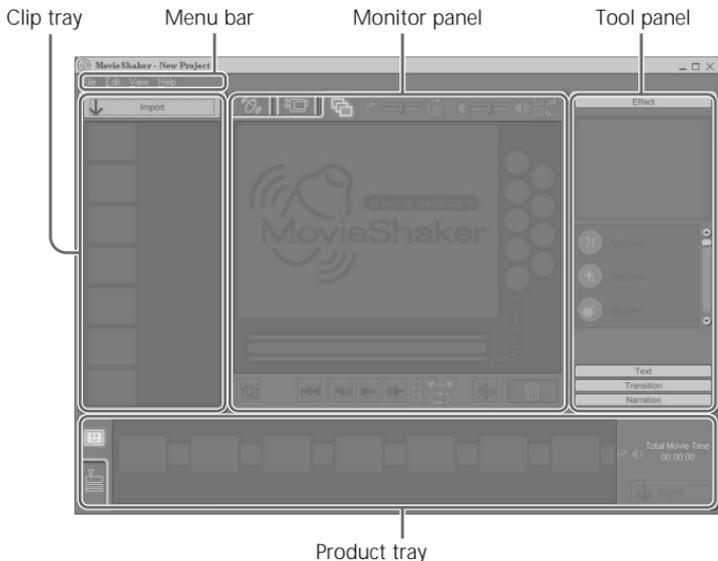
✦ Hints

- When you start MovieShaker on your computer for the first time, a message appears to prompt you to set up and check the settings to use MovieShaker. Click "OK," and set up in the "Setting" dialog (dialogue) box shown on the screen.
- If your operating system is Windows 2000, a dialog (dialogue) box may be displayed inviting you to confirm your digital signature when you connect the MICROMV device to the computer. After confirming the contents of this dialog (dialogue) box, follow the instructions on the screen.
- To start MovieShaker on your VAIO computer using movie files captured with Smart Capture (if installed) on the Clip tray, select "Programs" from the Windows "Start" menu, and point to "MovieShaker," then click "Use movies captured with Smart Capture."
- If the screen area is set to less than 800 x 600 or 1024 x 480 pixels when you start MovieShaker, a message appears to prompt you to change the screen settings. In this case, change "Screen area" in the Windows "Display Properties."

To exit MovieShaker

1　Select "Exit" from the "File" menu on the Menu bar.
　　MovieShaker closes.

Workflow

The following is the overview of the MovieShaker workflow.

1. Collecting clips (See page 20)

You can capture images directly from the MICROMV device connected to your computer, and import them into the Clip tray.

2. Placing clips to make a movie (See page 29)

You select clips from the Clip tray and place them onto the Product tray to create your own movie. You can add an effect (transition) between scenes placed on the Product tray.

3. Editing effects, etc. (See page 33)

To create a scene, select a scene from the Product tray to display it on the Edit tray, so that you can cut off unwanted parts (trimming) or apply effects.

4. Exporting a final movie product (See page 41)

You can save or export your final movie products. You can preview and check them before saving them. You can export your final movie product to a file for distribution or viewing by other people.

Collecting clips

You can capture images directly from the MICROMV device connected to your computer, and import them into the Clip tray with MovieShaker.
For file type compatibility, see "Using MovieShaker." (page 7)

ϔ Hint
You can collect a clip from the hard disk on your computer and/or external media and place it onto the Clip tray. The clip can be a movie, still image, or sound file. For further information, see the on-line help.

To capture images from MICROMV devices connected to your computer

Before capturing from MICROMV devices, configure the necessary settings. For further information, see "Settings for capturing from MICROMV devices" of the on-line help.

Depending on the computer settings, packet loss (loss of data transferring due to a heavy load put on the system that may cause distorted images) may occur if a heavy load is put on the CPU or hard disk while capturing images from MICROMV devices. To reduce the occurrence of this problem, make sure of the computer settings. For further information about the computer settings, see "Configuring your computer for use with MICROMV devices (Be sure to read this.)" of the on-line help.

When you capture images from or export files to MICROMV devices, see "Limitations and notes for capturing from or exporting to MICROMV devices" of the on-line help.

To capture multiple images (Batch Capture)

You can capture multiple images simultaneously from a MICROMV device. The index contained on a videotape allows you to select the images you wish to capture. The captured files are imported into the Clip tray.

Notes
- Capturing stops if the MICROMV device is disconnected from your computer, its power turned off, or the videotape ejected from the MICROMV device.
- The "Batch Capture" function is disabled unless the MICROMV device is in VCR mode.
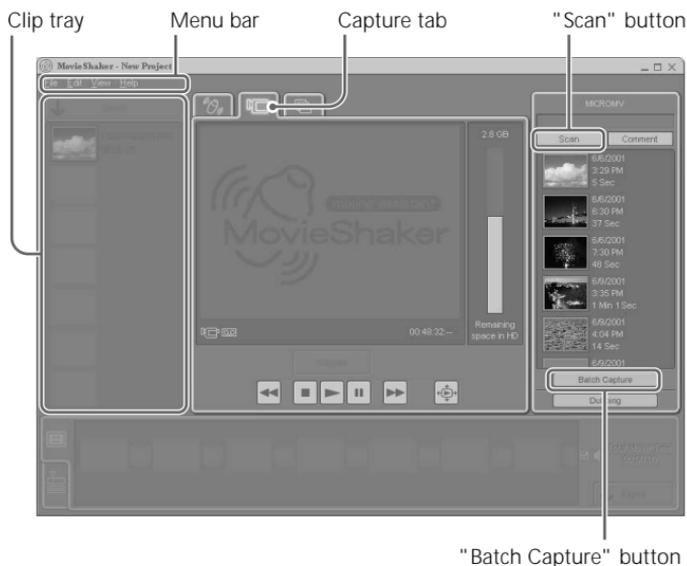
Clip tray   Menu bar   Capture tab   "Scan" button

"Batch Capture" button

1 Insert a videotape into the MICROMV device.

Note
When you use MovieShaker for the DV device, select the "Device" menu from the Menu bar, and then click "MICROMV Device" to select it.

2 Click the Capture tab.
The Capture tab is highlighted, and the Monitor panel switches to the Capture tray.
The Tool panel displays the Index tray where the information of the images on the MICROMV device (e.g., Cassette Labels for videotapes, date and time recorded, and recorded time) appears.

3 Click the "Scan" button.
The dialog (dialogue) box indicating scanning progress appears.
When scanning is finished, the completion message is displayed.

4 Click "OK."
The dialog (dialogue) box closes. The thumbnail for the images are imported from the MICROMV device and displayed on the Index tray.

Notes
- The "Scan" button cannot be clicked after all thumbnail images have been imported.
- If the length of images recorded on a videotape is extremely short, thumbnail images may not be imported even when you click the "Scan" button.
- If the information of the images recorded on a videotape differ from the information of the images displayed on the Index tray, turn off the power of the MICROMV device and turn it on again.

5 Select the thumbnail image to be captured, and then click the "Batch Capture" button.
The confirmation dialog (dialogue) box appears.

☼ Hint
To select more than one thumbnail image simultaneously, click on the desired thumbnail images while pressing the Ctrl key. To select a sequential block of thumbnail images, click on the first thumbnail image, and then click on the last thumbnail image while pressing the Shift key.

Note
When you capture images by clicking the "Batch Capture" button, images are not displayed on the monitor while capturing.

6 Click "OK."
The confirmation dialog (dialogue) box closes, and the dialog (dialogue) box indicating capturing progress appears.

☼ Hint
You can cancel capturing by clicking the "Stop" button while capturing.

When capturing is finished, the dialog (dialogue) box indicating importing progress appears.
When importing all images is finished, the captured files are placed on the Clip tray.

Note
A thumbnail image that appears on the Index tray may not be the exact frame at the recording start point (but close to it). This is because the thumbnail image is imported while the videotape is scanned at high speed.

A thumbnail image that appears on the Clip tray is always the exact first frame of the captured file. Therefore, if you capture fast moving images, there may be a big difference between the thumbnail images on the Clip tray and those on the Index tray.

To capture an image while playing it back

You can capture an image manually from a MICROMV device and specify desired parts while playing it back on the MovieShaker monitor. The captured file is imported into the Clip tray.

Note
Capturing stops if the MICROMV device is disconnected from your computer, its power turned off, or the videotape ejected from the MICROMV device.

Clip tray   Menu bar   Capture tab

Play button   "Capture" button/"Stop Capture" button

1 Insert a videotape into the MICROMV device.

Note
When you use MovieShaker for the DV device, select the "Device" menu from the Menu bar, and then click "MICROMV Device" to select it.

2 Click the Capture tab.
The Capture tab is highlighted, and the Monitor panel switches to the Capture tray.
The Tool panel displays the Index tray where the information of the images on the MICROMV device (e.g., Cassette Labels for videotapes, date and time recorded, and recorded time) appears.

23

3 Stop playing the videotape just before the point you want to start capturing.

> **Note**
> If the MICROMV device is in CAMERA mode, steps 3 and 4 are not necessary.

4 Click the Play button.
The image recorded in the videotape is played back on the monitor.

5 When the start point to be captured is displayed, click the "Capture" button.
Capturing starts.
Observe the HDD remaining space indicator. Its color (colour) changes to red when the remaining free space on the hard disk becomes insufficient.

> **Note**
> If available free space on the hard disk becomes less than 50MB, capturing will cease instantly. For this reason, beware if the indicator turns red.

6 When the end point to be captured is displayed, click the "Stop Capture" button.
When capturing is finished, the dialog (dialogue) box indicating importing progress appears.
When importing is finished, the captured file is placed on the Clip tray.
To capture other images back to back, repeat steps 3 through 6.

Note
You cannot capture images while they are displayed on the Full screen monitor.

To capture all images that have an index and arrange them on the Product tray (Dubbing)

You can automatically capture all images that have an index contained on the videotape. The captured files are imported into the Clip tray, and then they are arranged on the Product tray as scenes. (Dubbing)

Notes
- Capturing stops if the MICROMV device is disconnected from your computer, its power turned off, or the videotape ejected from the MICROMV device.
- The "Dubbing" function is disabled unless the MICROMV device is in VCR mode.

Clip tray　　Menu bar　　Capture tab

"Dubbing" button

"Export" button

1 Insert a videotape into the MICROMV device.

Note
When you use MovieShaker for the DV device, select the "Device" menu from the Menu bar, and then click "MICROMV Device" to select it.

25

2 Click the Capture tab.

The Capture tab is highlighted, and the Monitor panel switches to the Capture tray.

The Tool panel displays the Index tray where the information of the images on the MICROMV device (e.g., Cassette Labels for videotapes, date and time recorded, and recorded time) appears.

3 Click the "Dubbing" button.

The "Dubbing - Confirm Batch Capture" dialog (dialogue) box appears.

4 Click "OK."

The "Dubbing - Batch Capturing" dialog (dialogue) box appears.

You can cancel capturing by clicking the "Stop" button while capturing.

When capturing is finished, the dialog (dialogue) box indicating importing progress appears.

When importing all images is finished, the captured files are placed on the Clip tray and they are automatically arranged on the Product tray as scenes.

5 Click "Export" if you want to export the scenes arranged on the Product tray.

The final movie product is exported. For further information about exporting, see "Exporting a final movie product." (page 41)

Notes

• Images that are captured by clicking the "Dubbing" button are only portion from the recording start point (index) to the recording stop point. If the videotape has been re-recorded over any portion of its length, and there is a break from its recording stop point to the next recording start point, that portion of images will be skipped.

• The data of the Micro Cassette Memory are not copied.

ຯ Hint

You can save the interim contents (status) of the Clip tray and Product tray as a project file before quitting MovieShaker. When you open the project file next time, you can continue creating your movie from where you left off editing last time. For further information, see the on-line help.

To make a shaken scene with collected clips

You can easily create a scene of approximately 30 seconds long including BGM, using clips on the Clip tray at random. You can only use BGM provided with MovieShaker.

A scene is automatically created and may have special effects in addition to those on the Effect tray. Effective scenes can easily be created using this tool.

1 Click the Shake tab.
The Shake tab is highlighted, and the Monitor panel switches to the Shake tray.

Shake tab   Monitor   Shake pattern

"Shake!" button Play button   "Input" button

"Use audio track" check box   "Export" button

"Use BGM" check box

"Text" check box
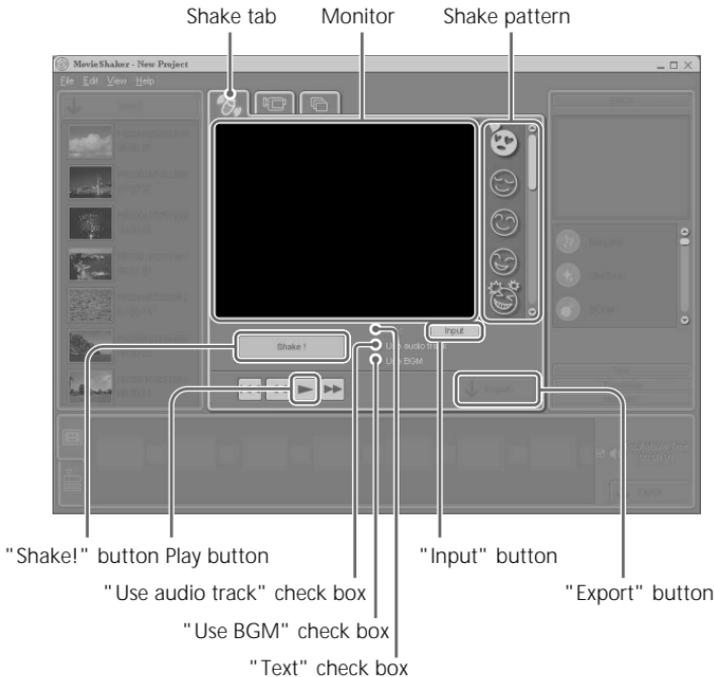
2 Click a Shake pattern.
The shake pattern sample is played on the Shake tray monitor. Check how it appears.

3 To add text, click the "Input" button.
The "Input Text" dialog (dialogue) box appears.

4 Enter text and click "OK."

Note

Text is also used line by line at random, so some text you entered may not appear in a shaken scene.

5 Click to select the "Text" check box.

The text is used for shaking.

ʒ̈ Hint

The first time you enter text, the "Text" check box will be checked automatically.

6 Click the "Shake!" button.

The dialog (dialogue) box indicating shaking progress appears. A scene of approximately 30 seconds long, including BGM, is created with clips on the Clip tray used at random.

After shaking is completed, the first frame of the created scene is displayed on the Shake tray monitor.

7 Click the Play button.

Playback of the shaken scene begins. You can view it on the Shake tray monitor.

8 Click the "Export" button.

The created scene is exported to a file. For further information about exporting, see "Exporting a final movie product." (page 41)

ʒ̈ Hints

- To use BGM for a scene during shaking, click to select the "Use BGM" check box.
- To use the sound of movie clips during shaking, click to select the "Use audio track" check box.
- If you click the "Shake!" button once, it changes to the "Shake again!" button.

  If necessary, click the "Shake again!" button to create a new scene using the same shake pattern. A dialog (dialogue) box appears asking you whether it is okay to delete the current scene.

Placing clips to make a movie

Select clips from the Clip tray and place them onto the Product tray to create your own movie. The clip placed on the Product tray is called a "scene." You can add an effect (transition) between scenes placed on the Product tray.

On the Product tray, you will find the Storyboard Display and the Timeline Display. The steps below describe how to place clips onto the Storyboard. For further information about placing clips onto the Timeline, see the on-line help.

ῲ Hint
Sound clips can only be placed onto the Timeline. The sound clip placed on the Timeline is called "BGM." For further information, see the on-line help.

To place a clip (on the Storyboard)

Select clips from the Clip tray and place them onto the Scene palettes of the Storyboard.

1 Drag a thumbnail image from the Clip tray.

Clip tray   Monitor   Trash

Storyboard (Product tray)   Scene palette

2 Drop it on a Scene palette of the Storyboard.
The clip is placed on the Scene palette of the Storyboard.

☼ Hints

• As you drag a scene over a chosen Scene palette, the palette is highlighted (or a vertical marker appears between the palettes) to indicate placement. Use this indication to guide placement.

• You can also simultaneously place more than one clip on the Scene palettes. The scenes appear in the order in which the clips are placed on the Clip tray.

   To select more than one clip at the same time, click on the desired clips while pressing the Ctrl key. To select a sequential block of clips, click on the first clip, and then click on the last clip while pressing the Shift key. All clips between (and including) the first and last clips are placed on the Scene palettes in the order they appeared on the Clip tray.

Note

When you use a large size clip or more than one clip at the same time, it may be time-consuming.

To rearrange the order of scenes

You can rearrange the order of scenes on the Storyboard by dragging and dropping them.

To remove a scene

To remove a scene from the Storyboard, drag and drop it in the Trash in the MovieShaker window. You can also remove a scene by clicking it and pressing the Delete key.

You can also remove more than one scene at the same time. To select a sequential block of scenes, click on the first scene, and then click on the last scene while pressing the Shift key.

☼ Hint

By inserting your own narrations, such as explanations or comments, etc., you can make your movie even more effective. Use the Timeline to insert a narration into a movie. For further information, see the on-line help.

To place a transition effect between scenes

You can add an effect, such as a cross-fade or wipe effect, on a Transition palette of the Storyboard to provide an interesting transition from one scene to another.

1 Click the "Transition" button.
The Transition tray appears.

"Transition" button

Transition preview monitor

Transition palette   Trash   Transition

Transition time slider
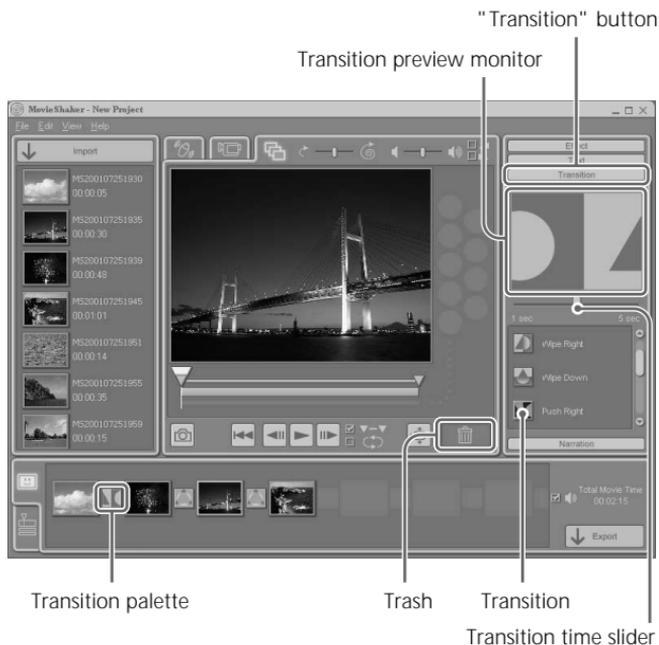
2 Click on the desired transition pattern.
The Transition preview monitor shows the contents of the transition. Check how a scene shifts to another.

3 Set the duration of the transition by dragging the Transition time slider.
The possible transition time is between 1 and 5 seconds.
The contents of the transition for only the set length of time are displayed on the Transition preview monitor. Use this to check the duration of the transition.

4 Drag the transition you want to place on the Storyboard.

5 Drop it on the Transition palette of the Storyboard.
The transition is placed on the Transition palette.

ᄬ Hint
As you drag a transition over a chosen Transition palette of the Storyboard, the palette is highlighted to indicate placement. Use the indication to guide placement.

Notes
• You cannot place a transition on a Transition palette if its preceding or subsequent Scene palette contains no scene.
• If you drop a transition on the Transition palette of the Storyboard which already has the transition, the existing transition is overwritten by the new one.
• If you select one scene on the Storyboard to rearrange the order, its preceding and subsequent transitions are automatically removed.
• A movie file (with or without transitions) captured from a MICROMV device recorded in widescreen mode (aspect ratio 16:9) is exported to a MICROMV device with an aspect ratio of 16:9. Its preceding and subsequent transitions are also exported with an aspect ratio of 16:9.

To remove a transition
To remove a transition from the Storyboard, drag and drop it in the Trash in the MovieShaker window. You can also remove a transition by clicking it and pressing the Delete key. Note that if you remove a transition, the scenes before and after the transition are not removed.

Editing effects, etc.

To create a scene, select a scene from the Product tray to display it on the Edit tray, so that you can cut off unwanted parts (trimming) or apply effects. The changes you make to the scene are immediately reflected on the scene on the Product tray.

Notes
- If more than one scene is selected from the Product tray, you cannot process them.
- Applying effects or adjusting the volume of a scene displayed on the Edit tray does not affect the original clip on the Clip tray.

To select a scene for processing

To process a scene, select a scene from the Product tray to display it on the Edit tray. You can cut off unwanted parts (trimming) from a scene. Move the Trimming knobs to specify the portion within a scene, that you wish to use in a movie. The changes you make to the scene are immediately reflected on the scene on the Product tray. The same procedure is used for BGM and narrations. For further information, see the on-line help.

Note
During processing, sequential scenes and their transitions can be previewed for the purpose of observing the flow from scene to scene. However, they cannot be processed.

1 Click the Edit tab.
The Edit tab is highlighted, and the Monitor panel switches to the Edit tray.

Play trimming range check box

Edit tab   Monitor   Repeat-Play check box

Play button   Storyboard   Trimming knobs
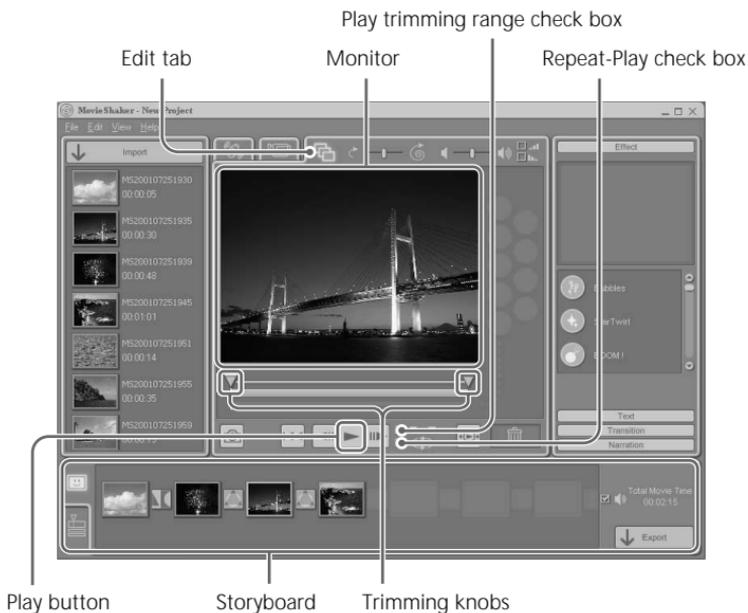
2 Click a scene displayed on the Storyboard.
The first frame of the selected scene is displayed on the Edit tray.

3 Drag the Trimming knobs to specify the starting or ending point.
The image displayed on the monitor also changes as the knob is dragged.

4 Click the Play trimming range check box to select it.

5 Click the Play button.
Only the portion you specified for a movie using the Trimming knobs is played.

ᄒ **Hint**
By clicking the Save as still image button, you can save a movie file displayed on the monitor as a still image. The saved still image is imported to the Clip tray as a clip to be used in MovieShaker. For further information, see the on-line help.

To apply effects to a scene

Apply effects provided with the Effect tray to a scene to make it more visually interesting.

To apply an effect to a scene, drag it from the Effect tray and drop it on the Edit tray monitor or the Effect palette.

The effect appears for the duration of the trimmed portion of a scene. You can adjust the length of the effect as desired.

1 Click the "Effect" button.
The Effect tray appears.

"Effect" button

Monitor   Effect preview monitor

Play button   Effect

Effect knobs   Effect palette
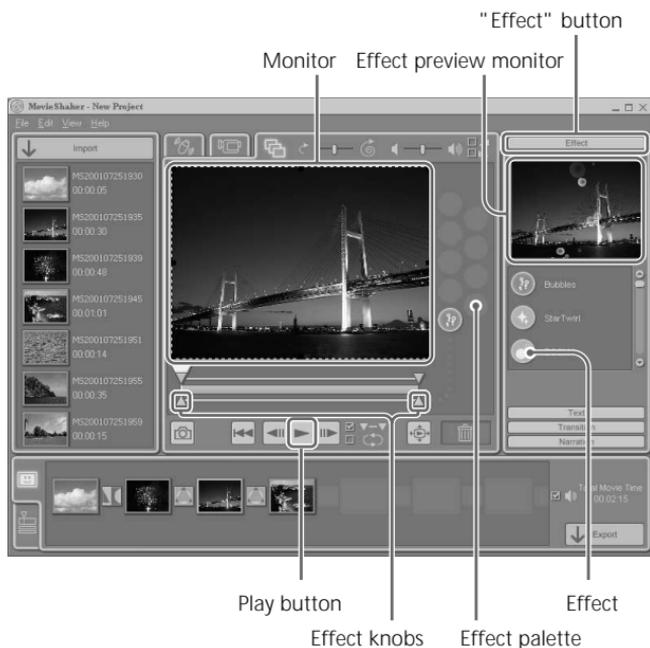
2 Click an effect.
The effect is displayed on the effect preview monitor. Check how it appears.

Note
You can only apply effects to a scene. You cannot add effects to a clip, a piece of BGM, narration, or to multiple scenes at the same time, or when no scene has been selected.

3 Drag the effect you want to apply to a scene and drop it on the Edit tray monitor.

The effect you dropped is applied to a scene, and the Effect range marker and the Effect knobs appear. You can move the Effect knobs.

The effect appears for the duration of the trimmed portion of a scene.

If you select an animation effect, a frame appears on the monitor.

ϔ Hint

An animation effect (blue icon) appears superimposed over a scene image (a movie file or a still image file).

4 Drag the Effect knobs to specify the starting or ending point.

The image displayed on the monitor also changes as the knob is dragged.

5 Click the Play button.

Check if the effect is applied to the scene properly.

To remove an effect applied to a scene

To remove an effect applied to a scene, drag the effect from the Effect palette and drop it in the Trash in the MovieShaker window. You can also remove an effect by clicking it and pressing the Delete key.

You can also remove more than one effect at the same time. To do this, click on effects to be removed while pressing the Ctrl key.

To change the size and position of an animation effect

You can change the size and position of an animation effect, applied to a scene on the Edit tray monitor.

When you click an animation effect on the Effect palette, the animation effect frame surrounded by a dotted line appears on the Edit tray monitor. When you move the pointer over one of the small black squares (in each corner, as well as the top, bottom and sides of the frame) and drag the pointer, the size of the animation effect image changes. When you move the pointer inside the frame of the animation effect and drag the pointer, the position of the animation effect changes. The animation effect can only be positioned within the monitor area.

Note

A movie file captured from a MICROMV device recorded in widescreen mode (aspect ratio 16:9) is exported to a MICROMV device with an aspect ratio of 16:9. In this case, any applied animation effect will appear compressed top and bottom (wider and squatter than those displayed on the MovieShaker monitor).

To apply text effects to a scene

Create a text effect on the Text tray and apply it to a scene, such as a title scene.

Text effect appears for the duration of the trimmed portion of a scene. You can adjust the length of the text effect as desired.

1 Click the "Text" button.

The Text tray for creating a text effect appears.

Follow steps 2 through 3 while checking the outcome on the Text preview monitor.

"Text Setting" button Text preview monitor

Monitor "Text" button

Play button Text effect

Effect knobs Effect palette
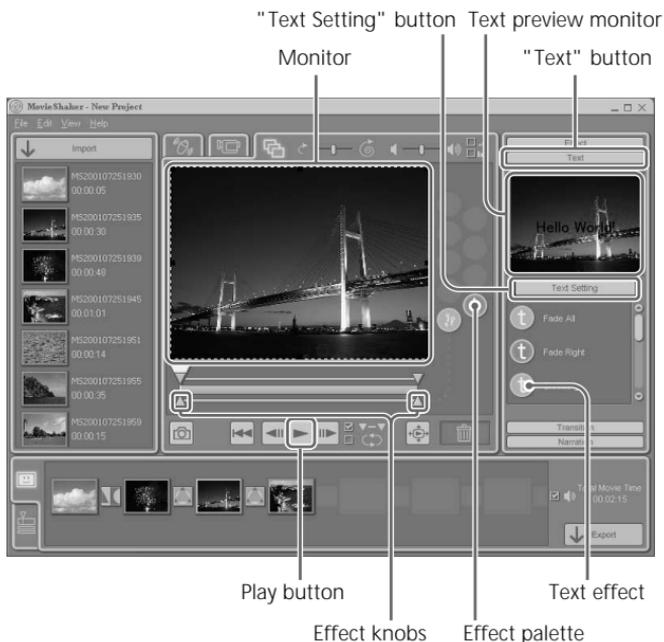
2 Click the "Text Setting" button.

The "Text Setting" dialog (dialogue) box appears.

You can set the font, style, effects, size, text color (colour), edge color (colour), and text position. Enter a text in the "Text input" box and click "OK."

3 Click a text effect.

The text effect is displayed on the Text preview monitor. Check how it appears.

Repeat steps 2 through 3 to create the desired text effect and then proceed to step 4.

Note

If the font size is too large or the text is too long to display within the Text preview monitor, change the font size to a smaller one or make the text shorter.

4 Drag the text effect you want to apply to a scene and drop it on the Edit tray monitor.

The text effect you created is applied to a scene, and the Effect range marker and the Effect knobs appear. You can move the Effect knobs.

The text effect appears for the duration of the trimmed portion of a scene.

The frame of the text effect appears on the monitor.

5 Drag the Effect knobs to specify the starting or ending point.

The image displayed on the monitor also changes as the knob is dragged.

6 Click the Play button.

Check if the text effect is applied to the scene properly.

ጀ Hints

• The sample folder (in the default setting; C:\Program Files\Sony\MovieShaker\Samples) contains a white background file (white.bmp) and a black background file (black.bmp). These files can be used effectively as backgrounds when creating title scenes for a final movie product.

• By double-clicking the text effect, the "Text Setting" dialog (dialogue) box appears. You can once again enter a text, change the font and colors (colours), etc.

To remove a text effect applied to a scene

To remove a text effect applied to a scene, drag the text effect from the Effect palette and drop it in the Trash in the MovieShaker window. You can also remove a text effect by clicking it and pressing the Delete key.

You can also remove more than one text effect at the same time. To do this, click on text effects to be removed while pressing the Ctrl key.

To change the size and position of a text effect

You can change the size and position of a text effect, applied to a scene on the Edit tray monitor.

When you click a text effect on the Effect palette, the text effect frame surrounded by a dotted line appears on the Edit tray monitor. When you move the pointer over one of the small black squares (in each corner, as well as the top, bottom and sides of the frame) and drag the pointer, the size of the text effect changes. When you move the pointer inside the frame of the text effect and drag the pointer, the position of the text effect changes. The text effect can only be positioned within the monitor area.

Note

The movie file captured from a MICROMV device recorded in widescreen mode (aspect ratio 16:9) is exported to a MICROMV device with an aspect ratio of 16:9. In this case, any applied text effect will appear compressed top and bottom (wider and squatter than those displayed on the MovieShaker monitor).

To change the volume or playback speed of a scene

You can change the volume and/or playback speed of a scene displayed on the Edit tray monitor. Use these functions to balance the volume between scenes, or to change the playback speed of a scene.

The steps below describe how to adjust the volume of a scene. Almost the same procedure is used for adjusting the playback speed of a scene. For further information, see the on-line help.

ϔ Hint

You can also change the volume and/or playback speed of a piece of BGM or a narration on the Timeline. For further information, see the on-line help.

Volume control slider Fade-out check box

Speed control slider Fade-in check box

1 Move the Volume control slider to the left or right to adjust the volume.
Moving the Volume control slider to the left turns the volume down, and moving it to the right turns it up.

2 If you want to set the volume of a scene to fade in, click the fade-in check box to select it.
This causes the volume to fade in.

3 If you want to set the volume of a scene to fade out, click the fade-out check box to select it.
This causes the volume to fade out.

ϔ Hints
• You can also adjust the volume by clicking the side of the Volume control slider bar.
• To adjust the playback speed of a scene, move the Speed control slider to the left or right.

Note
If a scene without sound is displayed on the Edit tray, or more than one scene is selected from the Product tray, you cannot adjust the volume or set fade-in/fade-out.

40

Exporting a final movie product

You can save or export your final movie products. You can preview and check them before saving them.
You can export your final movie product to a file for distribution or viewing by other people.

To preview a final movie product

After you complete your final movie product, you can check the final result on the monitor.
You can preview it either on the Full screen monitor, or on the Edit tray monitor.

ϔ Hint
Before checking a final movie product, be sure to deselect all files on the Clip tray, and all scenes, BGM, and narration on the Product tray. Click on an empty area on the Clip tray or the Product tray of MovieShaker to deselect all.

1 Click the Full screen preview button.
The final movie product is played on the Full screen monitor.

Monitor

Play button   Full screen preview button

☼ Hints

- If you press the Esc key using the keyboard while playing a final movie product on the Full screen monitor, the monitor returns to its original size.
- If you right-click anywhere on the Full screen monitor, the pop up menu appears.
- To preview a final movie product on the Edit tray monitor, click the Play button.

Note

If the MICROMV format file is contained in the final movie product, distorted images may be displayed at the beginning of that file. (This occurrence is normal, not due to the failure of the file, the device, or the software.)

To reprocess a scene

If you want to edit any scene again, follow the steps below. These steps describe how to reprocess a scene. The same procedure is used for BGM and narrations.

1 Click a scene you want to reprocess.
   The selected scene is displayed on the Edit tray monitor.

2 Reprocess the scene. (page 33)

To export a final movie product

You can export your final movie product to a file for distribution or viewing by other people.

These steps describe how to export your final movie product to a file. You can also export your final movie products to MICROMV devices. For further information, see the on-line help.

1 Click the "Export" button.

"Export" button

The "Export" dialog (dialogue) box appears.

2 Click to select "Export to file."

⸰ Hint
If you wish to export your final movie product to the MICROMV device, click to select "Export to external device." This will pause the MICROMV device.

3 Select the file type from the list and click "Next."
When the confirmation dialog (dialogue) box appears, click "Yes."
The "Save as" dialog (dialogue) box appears.

4 Enter a file name and click "Save."
The "Save as" dialog (dialogue) box closes, and the final movie product is exported to a file.
The dialog (dialogue) box indicating exporting progress appears. You can cancel it as desired.
When exporting is finished, the dialog (dialogue) box closes.

Notes
- Exporting a final movie product to a file is time-consuming to complete. If the product includes various effects and/or transitions, it may take additional time to export.
  Be sure to use AC power, not batteries. Otherwise, the battery may run out before exporting to a file is completed.
- Exporting a final movie product to a file using the "DV-AVI" option takes a particularly long time. The "MICROMV" option takes even more time to complete.
- The portion that you can export to a file is until the end of a scene.
  For example, portions of the BGM and narration are longer than the scene, but the portions after the end of the scene cannot be exported. However, you can preview your final movie product until the end of the BGM and narration.
  To export the entire movie (until the end of the BGM or narration), extend scenes using the black background file (black.bmp) or the white background file (white.bmp), etc., which are contained in the sample folder.
- The files exported in MICROMV format cannot be played back on a computer unless MovieShaker compliant with MICROMV format is installed on it.

To export to MICROMV devices connected to your computer
Depending on the computer settings, packet loss (loss of data transferring due to a heavy load put on the system that may cause distorted images) may occur if a heavy load is put on the CPU or hard disk while exporting files to MICROMV devices. To reduce the occurrence of this problem, make sure of the computer settings. For further information about the computer settings, see "Configuring your computer for use with MICROMV devices (Be sure to read this.)" of the on-line help.
When you capture images from or export files to MICROMV devices, see "Limitations and notes for capturing from or exporting to MICROMV devices" of the on-line help.

Additional information

Troubleshooting

If a problem occurs, please check the following items. If you cannot resolve the problem, contact your sony dealer.

☼ Hint
When you capture images from or export files to MICROMV devices, see "Limitations and notes for capturing from or exporting to MICROMV devices" of the on-line help.

Symptom	Cause/Remedy
I can only play a final movie product; I cannot process it.	If more than one scene is selected from the Product tray, you cannot process them. Sequential scenes and their transitions only can be previewed for the purpose of observing the flow from scene to scene.
Importing an exported movie product does not place its scenes in the Product tray.	When an exported movie product is placed on the Clip tray, it is handled as a single clip. Thus its scenes and BGM are not displayed on the Product tray, as they were when movie making was in progress.
It takes a long time to export a final movie product.	Exporting a final movie product to a file or to an external device is time-consuming to complete. The "MICROMV" or "Export to MICROMV device" option takes a particularly long time.
It takes a long time to complete operations.	When you use large amounts of data (e.g., more than one clip at the same time, etc.), it may be time-consuming to complete the operation. In this case, be sure not to perform any other operations until completion.

IMPORTANT - READ CAREFULLY: The following End-User License Agreement ("EULA") is a legal agreement between you and Sony Corporation ("SONY"), the manufacturer of your Sony digital camcorder ("CAMCORDER"). All of SONY's software and third party software distributed together with the CAMCORDER shall be referred to herein as the Software. This EULA covers only the Software. The Software includes computer software, the associated media, any printed materials, and any "on-line" or electronic documentation. Notwithstanding the foregoing, software distributed together with separate end user software license agreements (the "Third Party EULA") shall be covered by respective Third Party EULAs. You may use the Software only in connection with the use of the CAMCORDER. BY BREAKING THE SEAL OF THE SOFTWARE PACKAGE, YOU AGREE TO BE BOUND BY THE TERMS OF EULA. If you do not agree to the terms of EULA, you may not use or copy the Software and you should promptly contact SONY through your SONY distributor for instructions on return of the unused product(s) for a refund of the purchase price of the CAMCORDER allocable to the Software.

END-USER LICENSE AGREEMENT

1. <u>LICENSE</u>

    The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold.

2. <u>GRANT OF LICENSE</u>

    This EULA grants you the following rights:

    2.1 **Software**. You have a non-exclusive and non-transferable license, with no right to grant sub-licenses, to use the Software for personal use on a single computer.

    2.2 **Storage/Network Use**. You may not distribute the Software to other computers over any information network (expressly including the Internet or an internal network such as a LAN).

3. <u>DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS</u>

    The license granted hereunder shall be subject to the following restrictions and limitations unless otherwise provided by applicable legislation:

    3.1 **Limitation on Modification, Reverse Engineering, Decompilation and Disassembly**. You may not modify, reverse engineer, decompile or disassemble the Software in whole or in part.

    3.2 **Accessed Contents**. All contents accessed through the Software are the property of SONY or the applicable content owner and may be protected by applicable copyright law. Except as specifically set forth herein, this license gives you no rights to such contents.

    3.3 **Separation of Components**. The Software is licensed as a single product. Its component parts may not be separated for use on more than one computer.

    3.4 **Single Medium**. The Software may only be used with a single computer, on which the Software is stored.

    3.5 **Copying**. You may not copy any or all portion of the Software.

    3.6 **Rental**. You may not rent or lease the Software to any third party.

    3.7 **Transfer**. You may permanently transfer all of your rights under this EULA only as part of a sale or transfer of the Software along with the CAMCORDER, provided you retain no copies, transfer all of the Software (including all copies, component parts, the media and printed materials, all versions and any upgrades of the Software and this EULA), and the recipient agrees to the terms of this EULA.

    3.8 **Termination**. Without prejudice to any other rights SONY may have, your rights under this EULA will terminate automatically if you fail to comply with the terms and conditions of this EULA. In such event, you must return the Software to SONY or submit to SONY proof of the destruction of all copies of the Software and all component parts thereof.

    3.9 **Proprietary Notice**. You may not alter or delete the proprietary notices which may appear on and in the copies of the Software.

4. <u>RIGHT</u>

    All title to and copyrights on the Software (including but not limited to audio, music and text incorporated into the Software) and any copy of it are owned and/or controlled by SONY and/or the applicable content owner(s). All rights not specifically granted under this EULA are reserved by SONY or such content owner(s).

5. <u>LIMITED WARRANTY</u>

    SONY warrants that, for a period of ninety (90) days from the date of your actual receipt of the CD-ROM on which the Software is stored, the CD-ROM as a recording medium will be free from defects in material and workmanship under normal use. This limited warranty extends only to you as the original licensee. SONY's entire liability and your exclusive remedy will be replacement of the CD-ROM not meeting SONY's limited warranty and which is returned to SONY with a proof of the original purchase in the form of a bill of sale (which is evidence that the CD-ROM is within the warranty period). SONY will have no responsibility to replace the CD-ROM damaged by accident, abuse, misuse, misapplication, negligence, alteration or faulty repair. ANY IMPLIED WARRANTIES ON THE CD-ROM, INCLUDING THE IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN

DURATION TO NINETY (90) DAY PERIOD DESCRIBED ABOVE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY SONY OR A SONY AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THESE LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM COUNTRY TO COUNTRY.

6. <u>EXCLUSION OF WARRANTY ON THE SOFTWARE</u>

You expressly acknowledge and agree that use of the Software is at your sole risk. THE SOFTWARE IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND, AND SONY EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, NONINFRINGMENT AND FITNESS FOR A PARTICULAR PURPOSE. SONY DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR CORRECT. FURTHERMORE, SONY DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY SONY OR A SONY AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU (AND NOT SONY OR A SONY AUTHORIZED REPRESENTATIVE) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

7. <u>LIMITATION OF LIABILITY</u>

SONY SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES, FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT LIABILITY OR ANY OTHER LEGAL THEORY RELATED TO THE SOFTWARE. SUCH DAMAGES INCLUDE, BUT ARE NOT LIMITED TO, LOSS OF PROFITS, LOSS OF REVENUE, LOSS OF DATA (INCLUDING BUT NOT LIMITED TO DATA RECORDED ON CD-ROM BY YOU), LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, DOWN TIME AND USER'S TIME, EVEN IF SONY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, SONY'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS EULA SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID ALLOCABLE TO THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE EXCLUSION OR LIMITATION MAY NOT APPLY TO YOU.

8. <u>APPLICABLE LAW</u>

This EULA shall be construed in accordance with the laws of Japan.

9. <u>GENERAL</u>

Should any portion of this EULA be declared null and void by operation of law, or otherwise, the remainder of this EULA shall remain in full force and effect. This EULA shall be binding upon the parties' authorized successor and assignees. Neither party's waiver of any breach or failure to enforce any of the provisions of this EULA at any time shall in any way affect, limit or waive such party's right thereafter to enforce and compel strict compliance with every other provision. No modification of this EULA shall be effective unless in writing signed by both parties.

For customers who purchased the CAMCORDER and Software in the United States and Canada the following additional provisions apply:

HIGH RISK ACTIVITIES. The Software is not fault-tolerant and is not designed, manufactured or intended for use or resale as on-line control equipment in hazardous environments requiring fail-safe performance, such as in the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of the Software could lead to death, personal injury, or severe physical or environmental damage ("High Risk Activities"). SONY and its suppliers specifically disclaim any express or implied warranty of fitness for High Risk Activities.

PROHIBITION ON EXPORT. THE SOFTWARE AND ANY UNDERLYING TECHNOLOGY MAY NOT BE EXPORTED OUTSIDE THE UNITED STATES OR CANADA OR TO ANY FOREIGN ENTITY OR "FOREIGN PERSON" AS DEFINED BY U.S. OR CANADA GOVERNMENT REGULATIONS, INCLUDING WITHOUT LIMITATION, ANYONE WHO IS NOT A CITIZEN, NATIONAL OR LAWFUL PERMANENT RESIDENT OF THE UNITED STATES OR CANADA. BY DOWNLOADING OR USING THE SONY SOFTWARE, YOU ARE AGREEING TO THE FOREGOING AND YOU ARE WARRANTING THAT YOU ARE NOT A "FOREIGN PERSON" OR UNDER THE CONTROL OF A FOREIGN PERSON.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the United States Government is subject to restrictions as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software-Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is Sony Electronics Inc., One Sony Drive, Park Ridge, New Jersey 07656.

Additional information

MovieShaker Ver.3.1 for MICROMV

http://www.sony.net/

Printed in Japan

Printed on recycled paper