

Using the Camera

Currently, there is something wrong about the embedded camera. The indications provided by the platform are indeed misleading. Ashtech will fix that problem soon.

When you press the Enter key to take a picture, there is a “double-click” sound (as a conventional camera would normally produce with its mechanical aperture system), suggesting that the picture has been taken. This (wrong) impression is reinforced by the appearance of a frozen picture on the viewer, suggesting that this is the picture you have just taken. Unfortunately, none of this is true. The reality is different:

- After you have pressed the Enter key, it takes about three seconds before the camera can actually take the picture. The camera is supposedly busy focusing during this time. **This means after you have framed your picture and pressed the Enter key, you should stay still for the next three seconds.** Only after this time will the real picture appear on the viewer, taking the place of the first frozen picture (which by the way will not be very different from the initial one if you stayed still during that time). Because there is nothing that tells you when the picture is taken, please make sure you stay still at least three seconds once you have pressed Enter.
- Then tapping **OK** will save the picture to the chosen folder and will put the screen back to viewer mode. At this stage, you can take another picture, or tap **OK** again to quit the camera function.

Storing Pictures

- With the camera on, you can change the destination folder of your pictures using **Menu>Options** and choosing the destination folder in the “**Save file in**” field.
- Choosing “Main memory” means the pictures will be saved to the “My Pictures” folder, where the camera icon can be seen. Note that if another folder is currently open when you leave the camera function, you will be taken back to this folder, and not to the “My Pictures” folder, next time you launch **Start >Video & Pictures**.