



**User's Guide  
For  
Picture It First™ Software Version 3.0  
by Framers Edge**

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## Minimum System Requirements

Operating System	Windows 2000 or XP (98SE and ME may work but are not officially supported)
CPU	1.4Ghz or faster
Memory	512Meg minimum, 1G recommended
Free Disk Space	25MB (65MB if .Net 1.1 is not installed)
Display	1024x768 minimum, but 800x600 will work. (preferably 32 bit color)

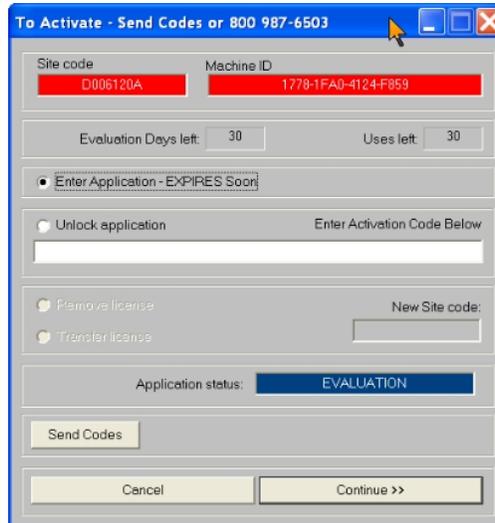
## Installing Picture It First™ Software

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- Insert the **Picture It First™** Software\* CD into your computer's CD or DVD drive.
- An autorun program on the CD will automatically launch the **Picture It First™** software setup program. If autorun does not run the setup program within 15 seconds, you can use the Windows Explorer program to open the CD/DVD drive and double-click the setup.exe program on the CD.
- Follow the screen prompts on the setup menus.
- If you are prompted to install Microsoft® .Net Framework 1.1, follow the prompts and install it (it is required for Picture It First). If you don't see this prompt, it is already installed and running on your computer.
- The **Picture It First™** software will be installed on your computer.

# Activating Picture It First™ Software

- The first time you open the **Picture It First™** Software program, you will see the activation screen.



- This screen will remain on your monitor for 16 minutes and then turn itself off. If the activation screen shuts off before you finish the activation process, you can bring it up again by re-starting the program.
- To send activation information to Framer's Edge:
  - You can email the activation information to Framer's Edge.
    - If you use Outlook® or Outlook Express® for your email, you can click Send Codes near the bottom of the activation window. It will automatically bring up an email window with the email address, Site Code and Machine ID filled in. All you need to do is click "Send" to send that information to Framer's Edge. We will email you the Activation code.
    - If you use some other email program you can launch that program to send an email to [activation@PictureItFirst.com](mailto:activation@PictureItFirst.com). Then copy and paste the Site code and Machine ID into the body of the email. Then send the email.
  - If you do not have email access, you can call 800 987-6503 (949-760-1193 for international calls) to activate your software during Framer's Edge's normal business hours (9-5 Pacific Time, M-F). Be prepared to give the Site code and Machine ID numbers to the operator or leave it as a voicemail if after business hours. You will receive your activation code via a return phone call.
- To keep all the codes in one place, write them down below.

My Site code is: \_\_\_\_\_

My MID is: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

My Activation code is: \_\_\_\_\_



**Note:** If you are setting up the **Picture It First™ Software** and have not yet received your activation code, just click the **Enter application** button and click **Continue >>**. You can start using the software as an evaluation copy and activate it later.

- You may use **Picture It First™** for 60 days or 60 uses without activation by clicking the **Enter application** button and clicking **Continue >>**. You can see how many days are remaining each time you open the program without activating the software.
- At the end of 60 days or 60 uses, if the software has not been activated, it will stop working and you must activate it, as described on the previous page, to be able to use it again.
- After you receive your activation code, enter it in the space provided, click the **Unlock application** radio button and click **Continue >>**. You are now ready to use **Picture It First™ Software** to preview molding, mat and art combinations.
- If you should need to remove your license or transfer it to another computer, call 800 987-6503 (949-760-1193 for international calls). The operator will help you with that part of the activation screen.

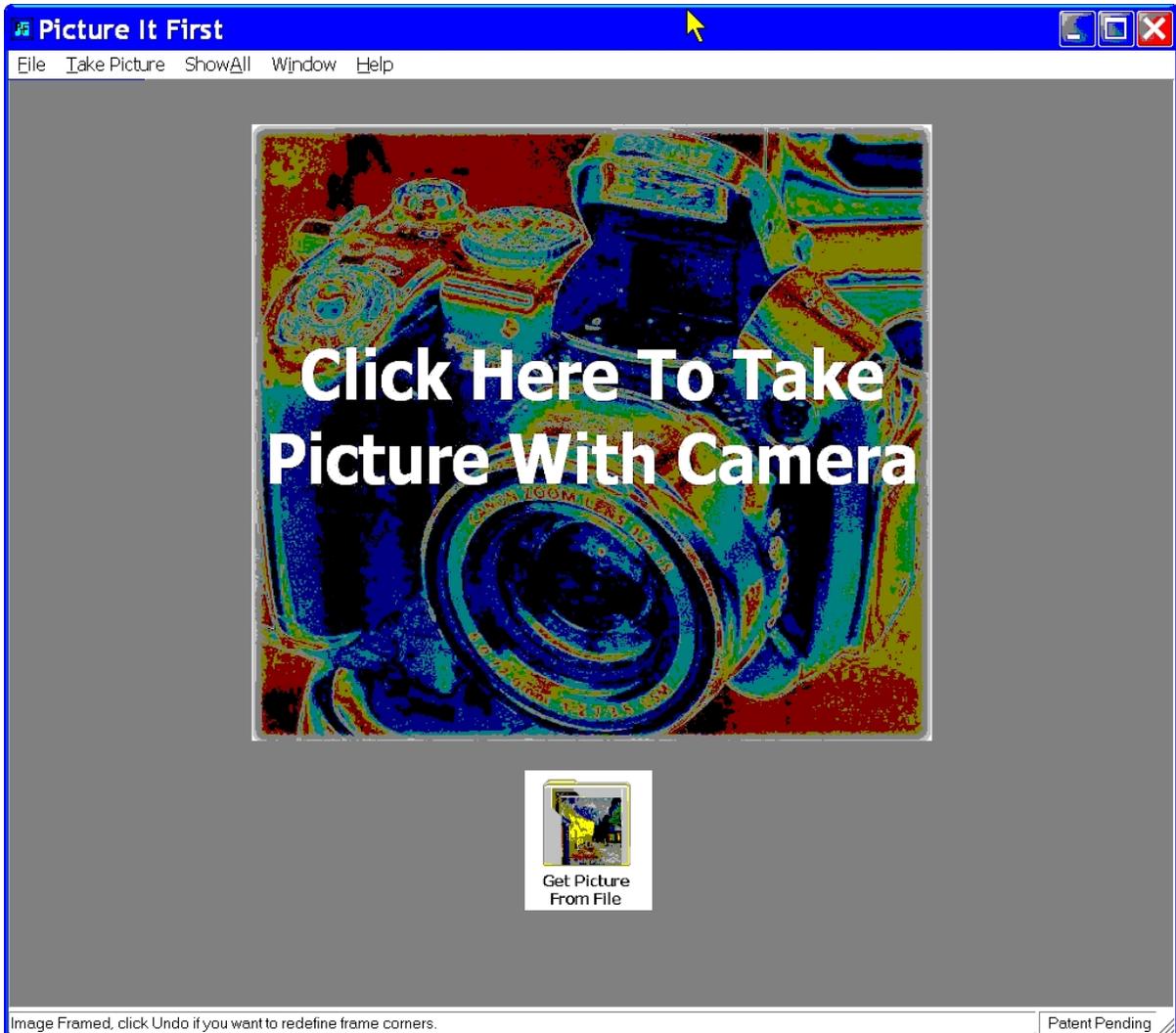
**Note:** The activation screen will not appear after you activate the software unless you have the scroll lock on. If you need to return to this screen, open the program with the **scroll lock** on and the screen will pop up. If you don't want the activation screen to come up every time you open the program, turn off the **scroll lock**.

## Using Picture It First™ Software

Start by Double clicking the **Picture It First™ Software** icon on your computer's desktop. The program will open to the start window shown below.

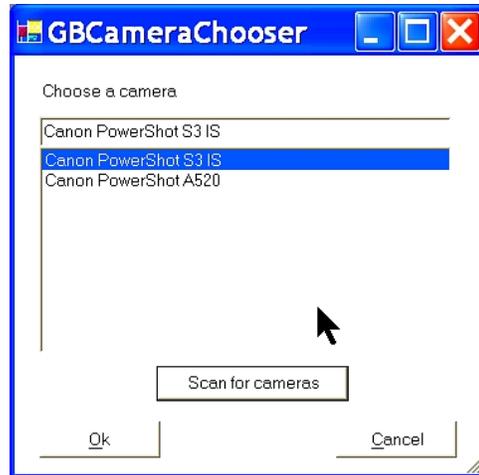


Start by taking a picture with our built in Camera Interface by clicking the big button in the middle of the startup screen.



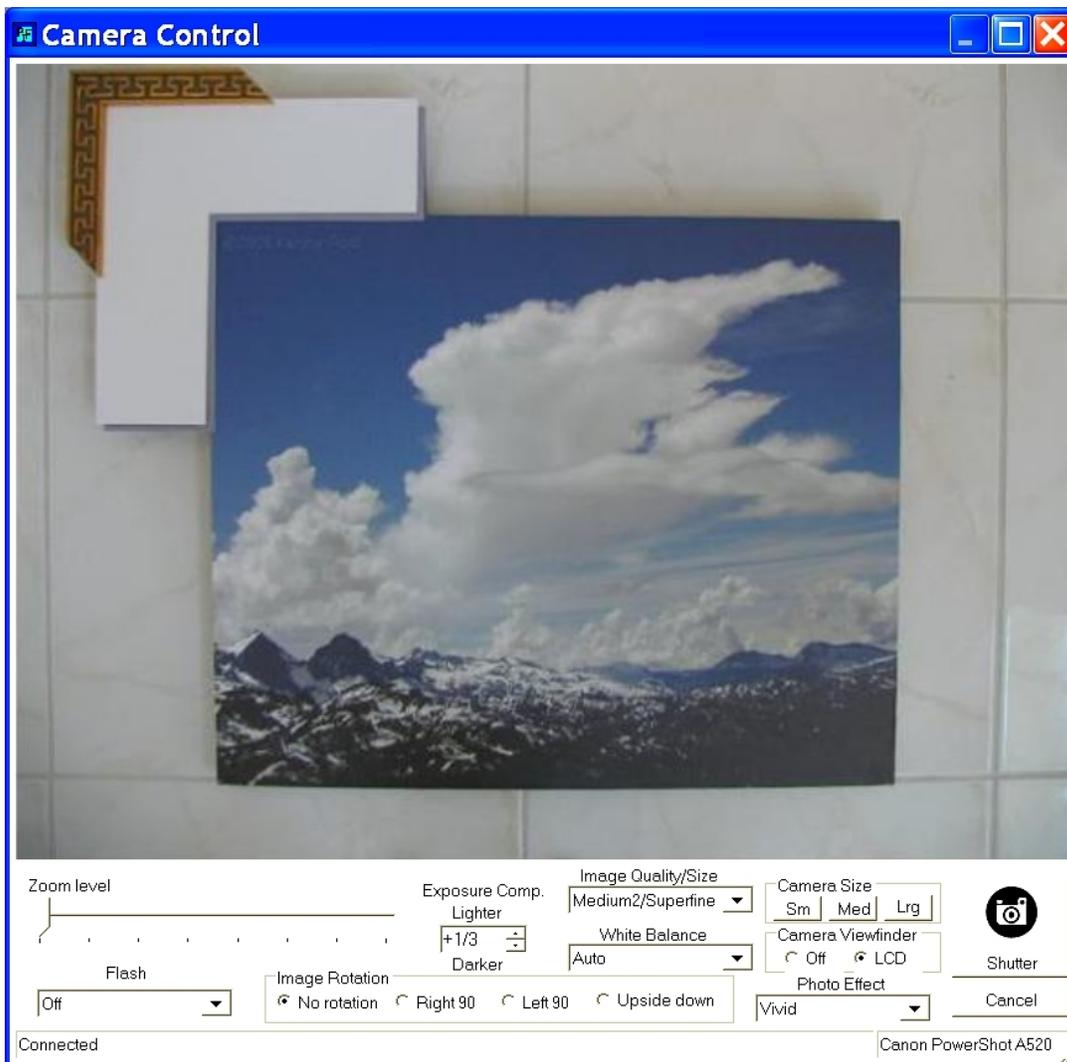
## Camera Chooser

If there is more than one camera connected to your computer, the Camera Chooser window will appear. Simply click on one of the cameras in the list and then click "OK" to select that camera for use with Picture It First. If there is only one camera connected to your computer, no Camera Chooser window will be shown, that camera will automatically be selected for use with Picture It First.



## Camera Control

The camera control window allows you to zoom in and out, turn the flash on, off or to automatic, rotate the picture, lighten or darken the picture, set the Image quality, adjust the Photo Effect and set the white balance.





For 'Image Quality/Size', if you only plan to show the framed image on a computer screen, SuperFineMedium2 will take about a 1 Mega-pixel photo. That setting is the best for showing on a computer screen. If you plan to print the picture for a brochure or ad, you should set the Image Quality to SuperFine Large which will take the maximum resolution for the camera you are using.

'White balance' will change the color hue of the picture depending on what type of lighting you have shining on your work area. Set the White Balance to get the most natural coloring of the picture.

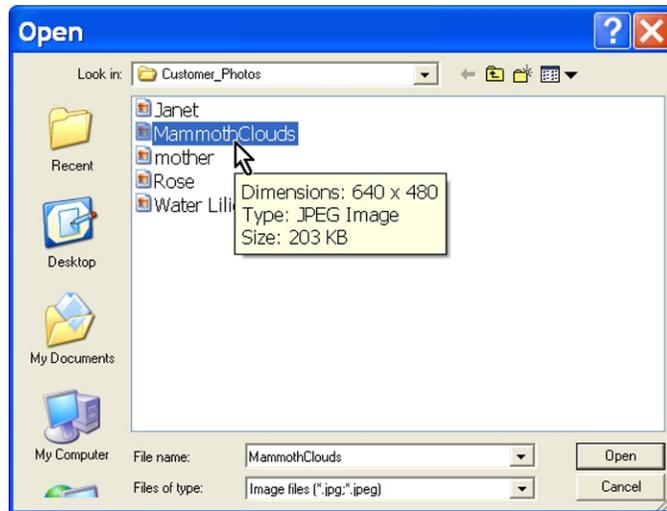
The "Photo Effect" allows some changes in how the photo will come out including making some small changes to the color. Some cameras do not support this feature. If you do not see the feature in the camera control window, it means that your camera does not support the Photo Effect feature.

When you have set the settings to your liking, you simply click the 'Shutter' button to take the picture. It will automatically be copied into the Picture It First working window.

## Get Picture from File (not used if taking picture with camera)

If you already have a digital photograph with the matting and moulding on one or more corners of the artwork.

- Open the photograph by clicking on the “Get Picture From File” button.
- Navigate to your digital photograph and click **Open**.



- The photograph of the art with molding and mat selections will appear in the window.

## Define Corners

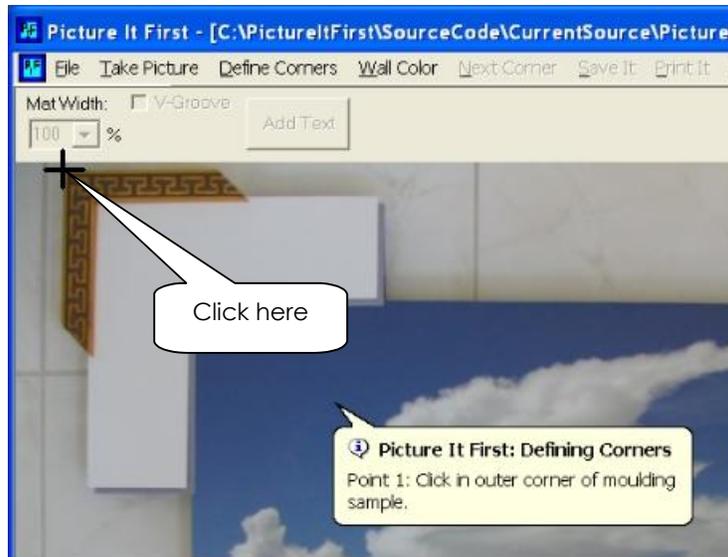
- Now define the molding and artwork boundaries by clicking on **Define Corners**.



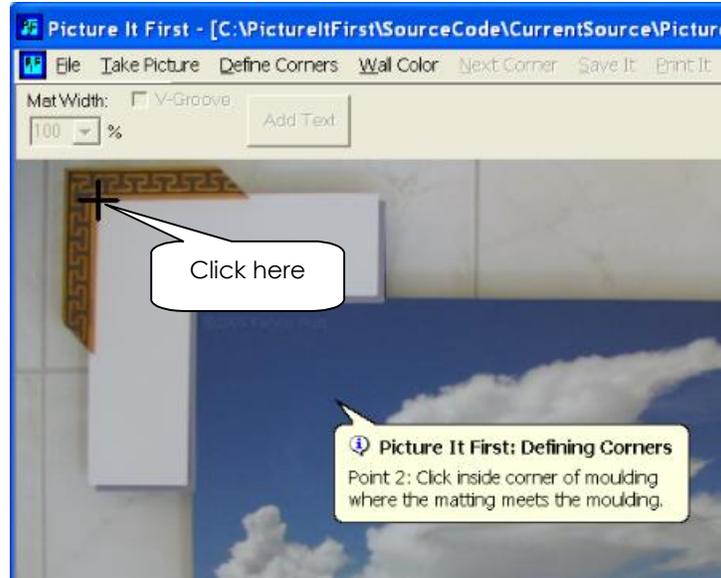
**Note:** The text balloon on the screen will prompt you with the locations you must click on to define the molding, mat and artwork. Once you no longer need the balloon help, you can turn it off by clicking "Window" and then "Hide All Help Balloons". The same procedure is used to turn balloon help back on.

**Note:** If any help balloon covers some part of the window where you need to click to define a corner, you can turn off that single balloon by clicking "Window" and then "Hide Current Balloon Help".

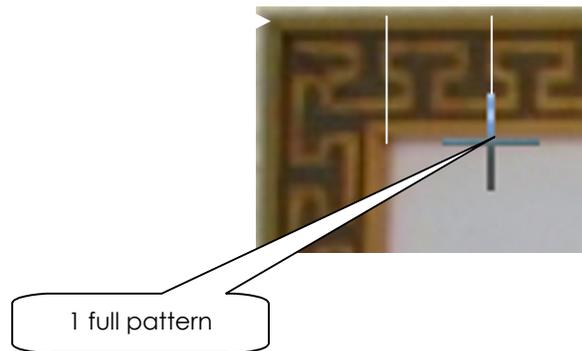
- **Click 1:** First, position the crosshair on the upper left corner of the molding and click.



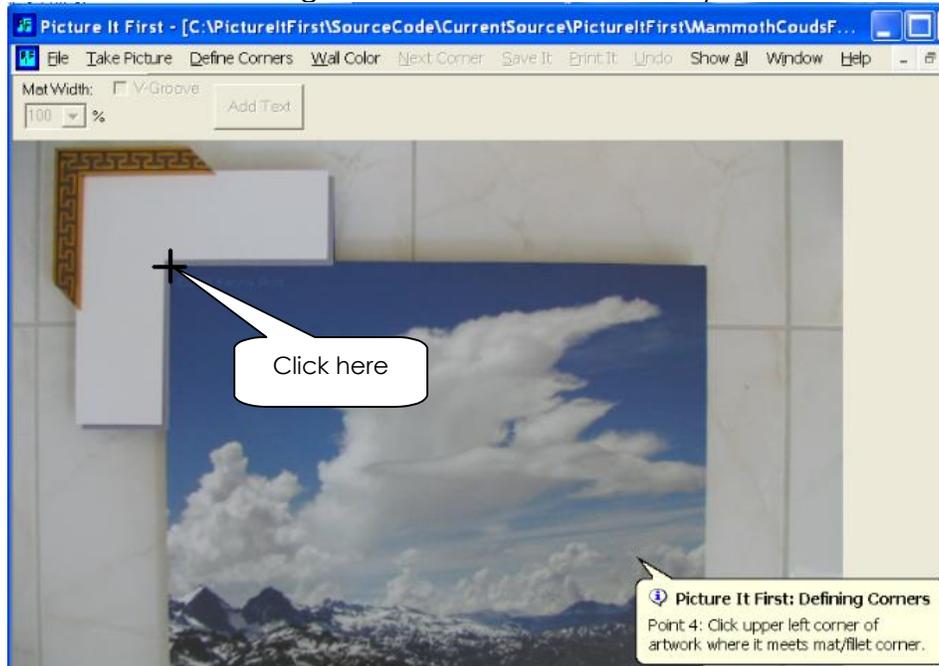
**Click 2:** Next, click on the inside corner of the molding where the corner of the mat meets the molding. If there is no mat, click on the same inside corner where the molding meets the artwork.



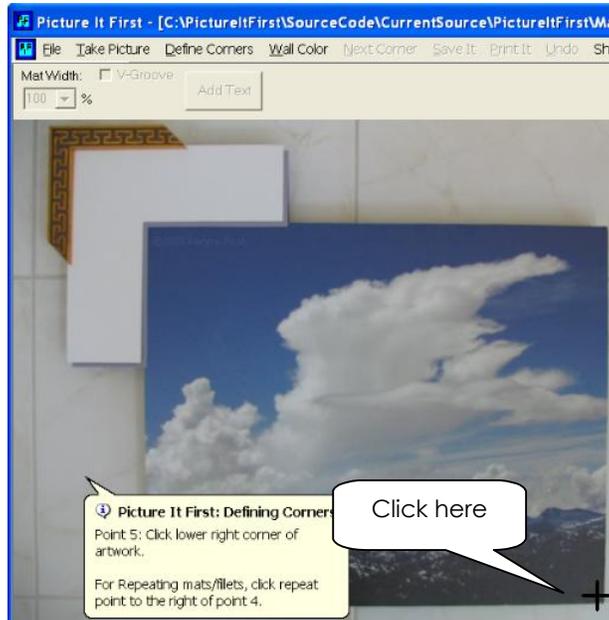
- **Click 3:** Next, capture any repeating pattern in the molding by clicking on a point that is one full pattern away from the inside corner. If the molding does not have a repeating pattern, simply skip this click and do click 4 instead.



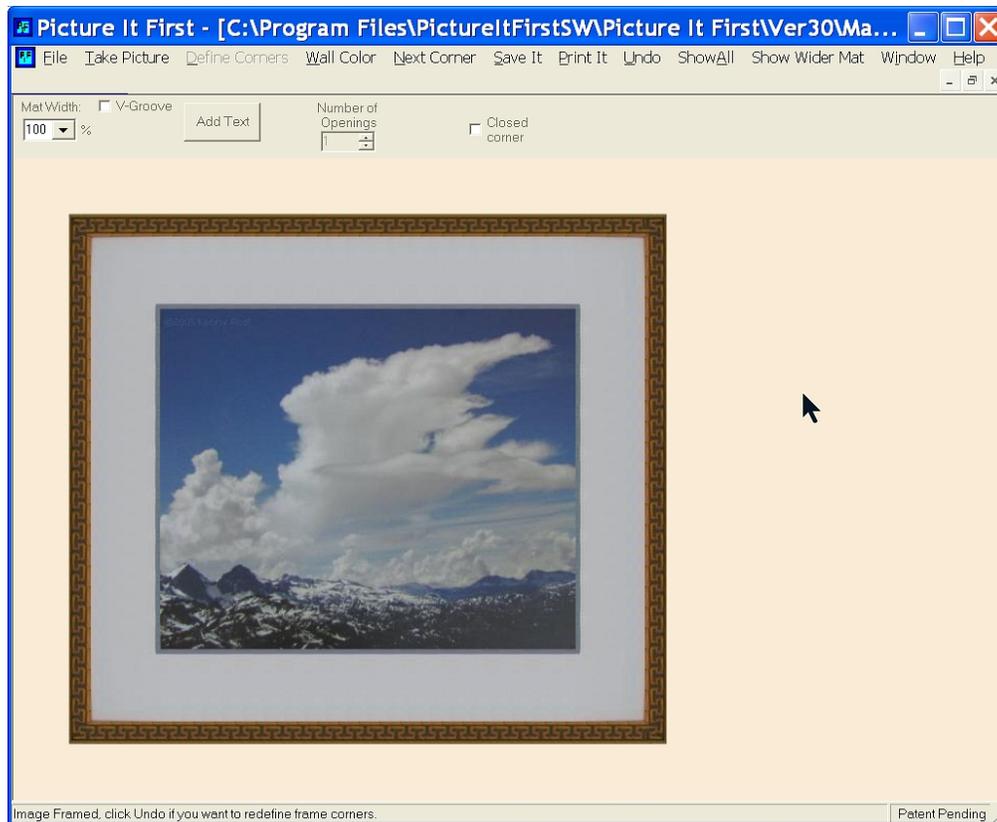
- **Click 4:** Now click on the upper left corner of the artwork where it meets the inside corner of the mat. If there is no mat, click the same place as click 2 (on the inside corner of the molding where it meets the artwork).



**Click 5:** Finally, click on the lower right corner of the artwork. You can crop the artwork by moving the click point up and in to the desired cropping point. If your matting has a repeat pattern, you can click the repeat point as click 5 and then click the normal click 5.



- The artwork will appear with the chosen molding and mat.



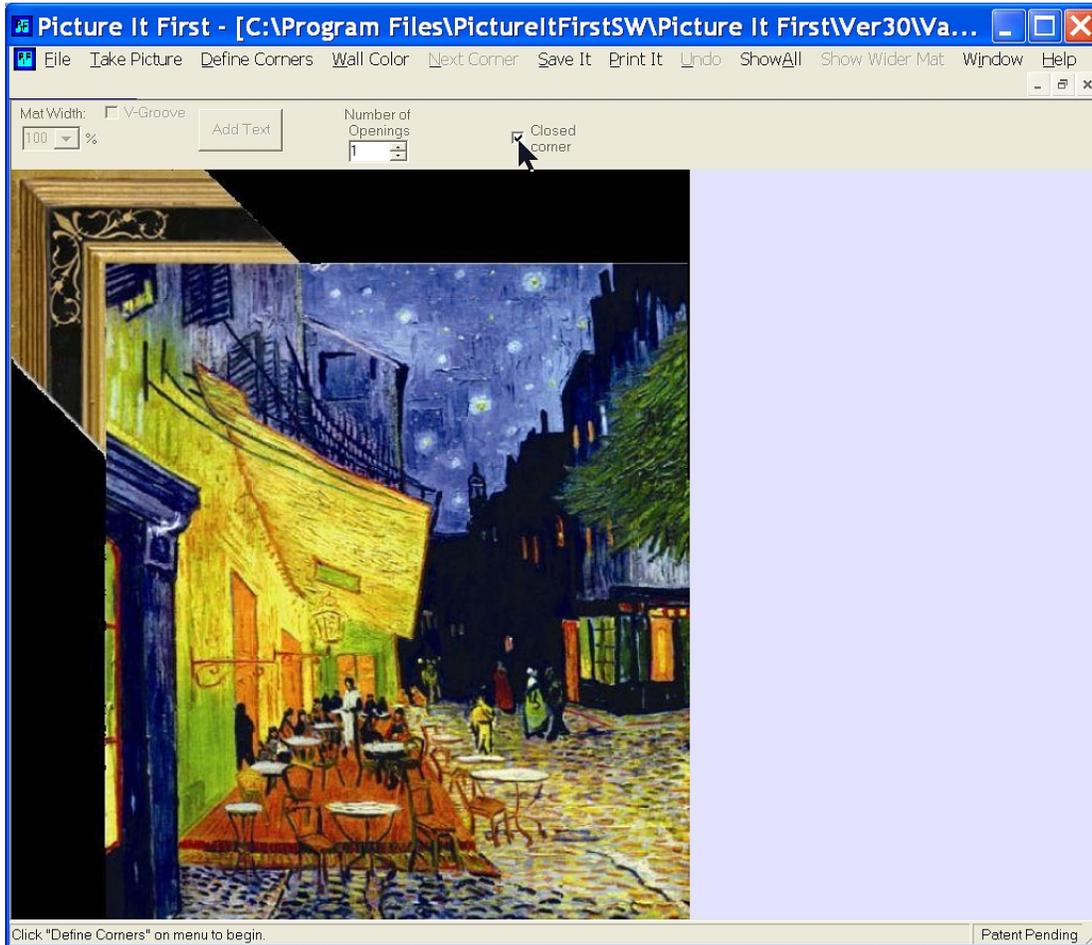


## ***Undo***

- If you clicked in an incorrect place on the photograph and the “Framed” image is not as nice looking as you would like, you can click “Undo” on the top menu bar and start over with defining corners.

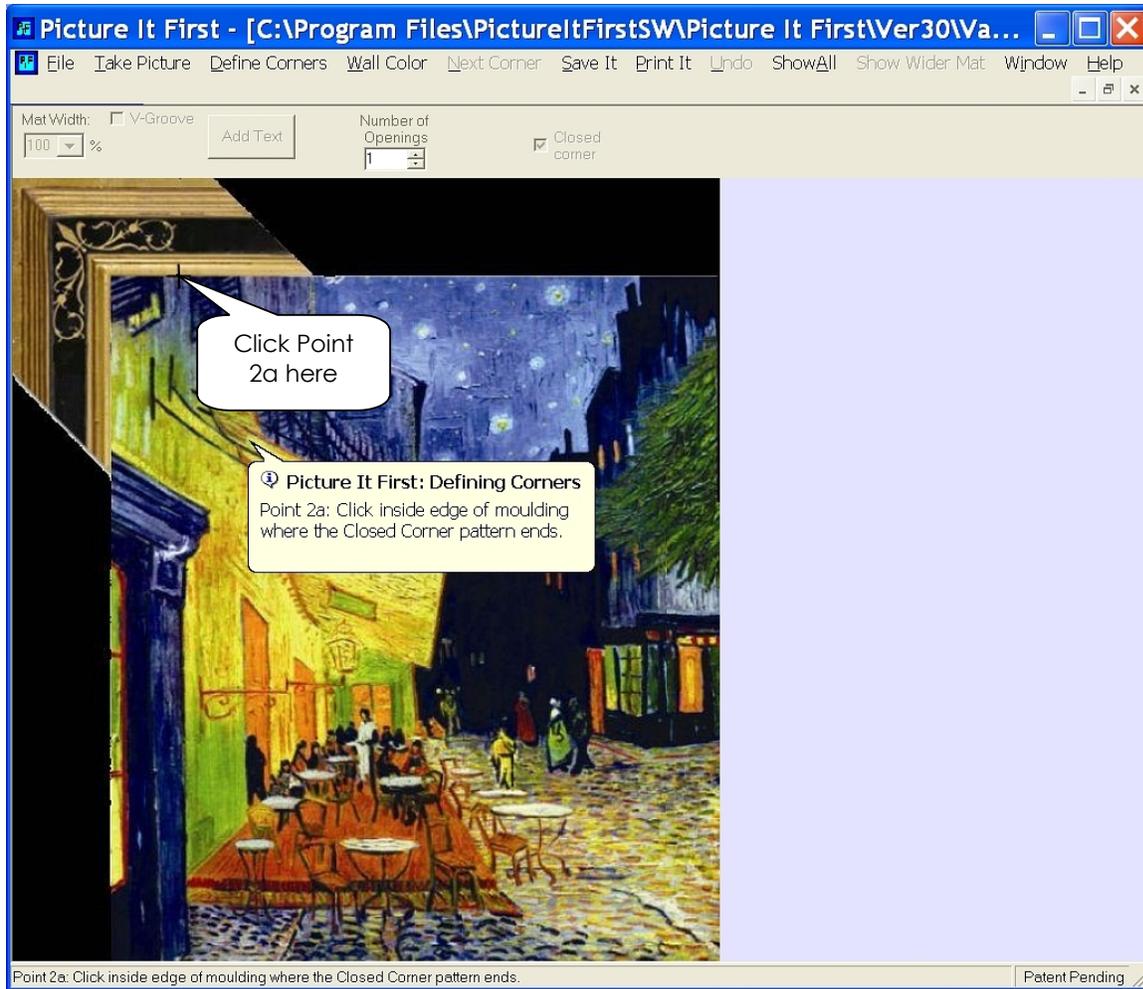
## Closed Corner Frames

- Closed corner frames, like the one pictured below, can now be easily framed with Picture It First. You take the picture using the camera interface described above. Then you click the "Closed Corner" Check box. (See arrow below).

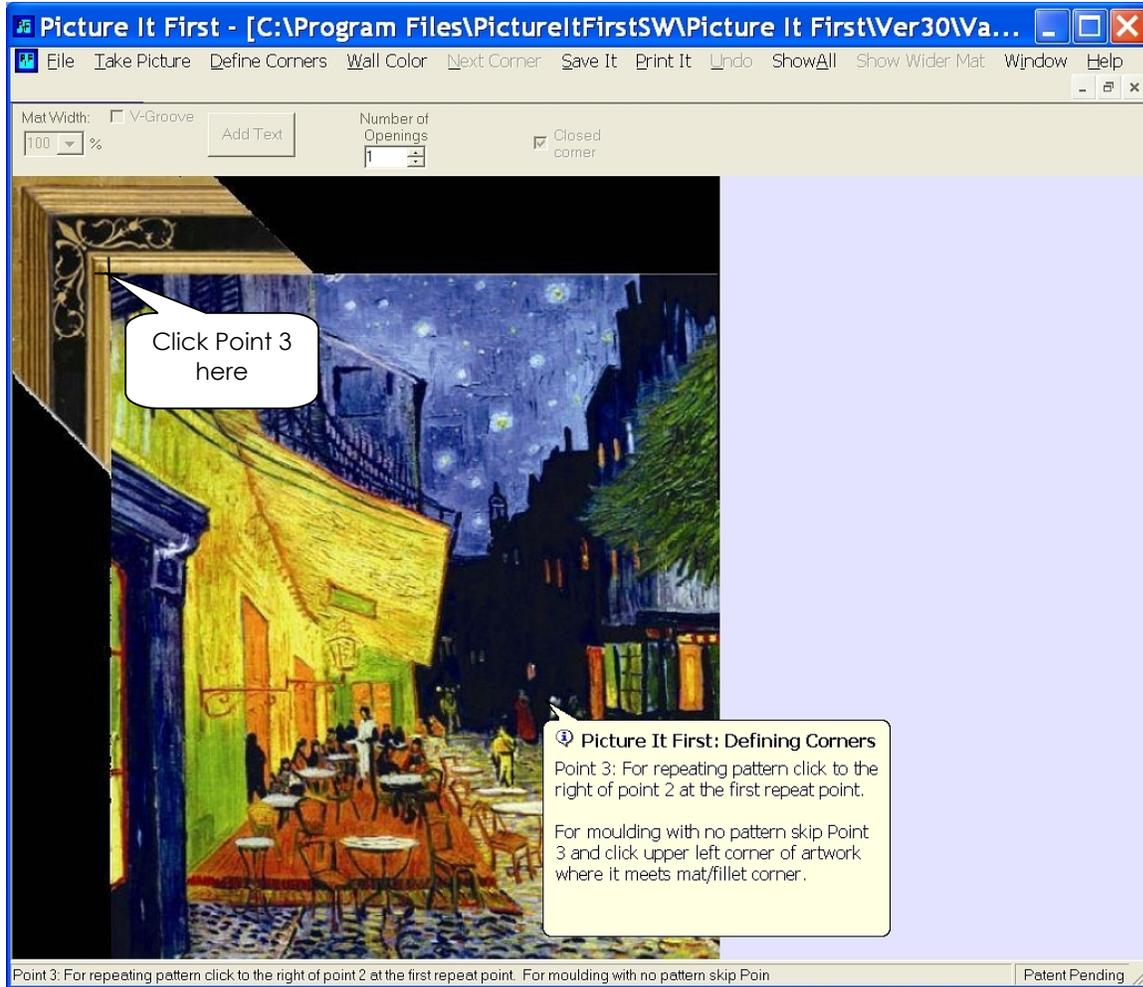


- After clicking "Define Corners" you will be prompted to click the same 2 points that are clicked for non Closed Corner frames, i.e. the outside corner of the moulding and the inside corner of the moulding.

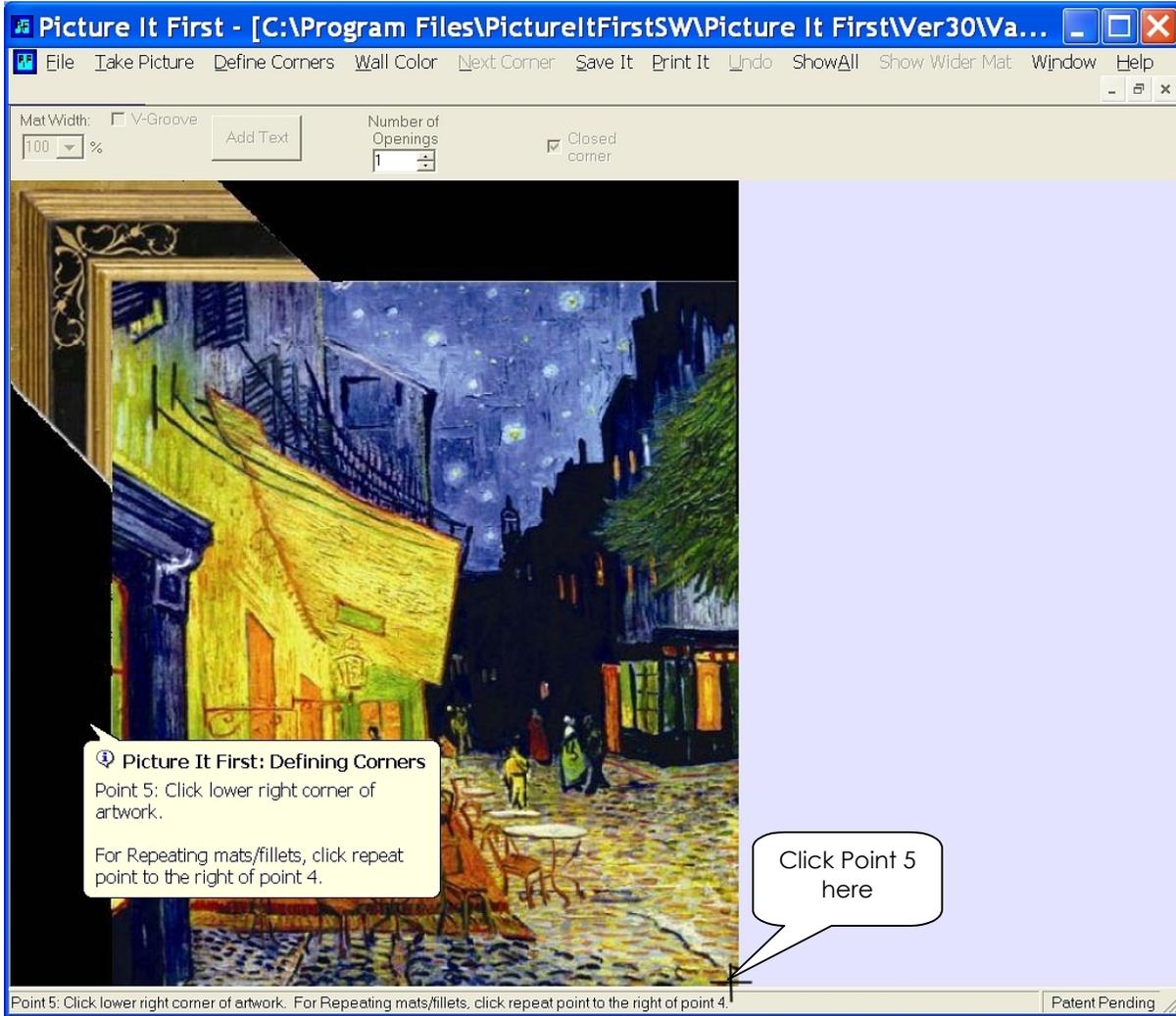
- You will then be prompted for point 2a, which is the inside edge of the moulding where the Closed Corner pattern ends. This is shown by the arrow in the following picture.



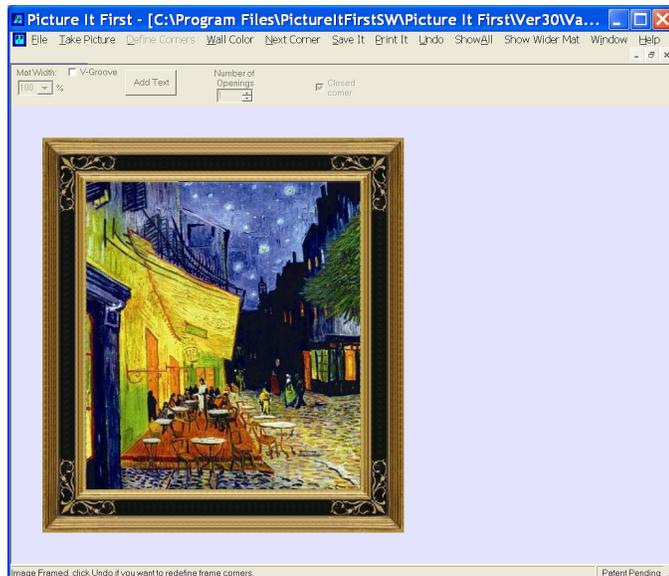
- Since there is no repeating pattern and no matting in our example, the 3<sup>rd</sup> Point click will be back where the moulding meets corner of the artwork. This essentially skips point 3 and sets point 4.



- Picture It First will then prompt for point 5, which is the normal point 5 at the opposite corner of the artwork.

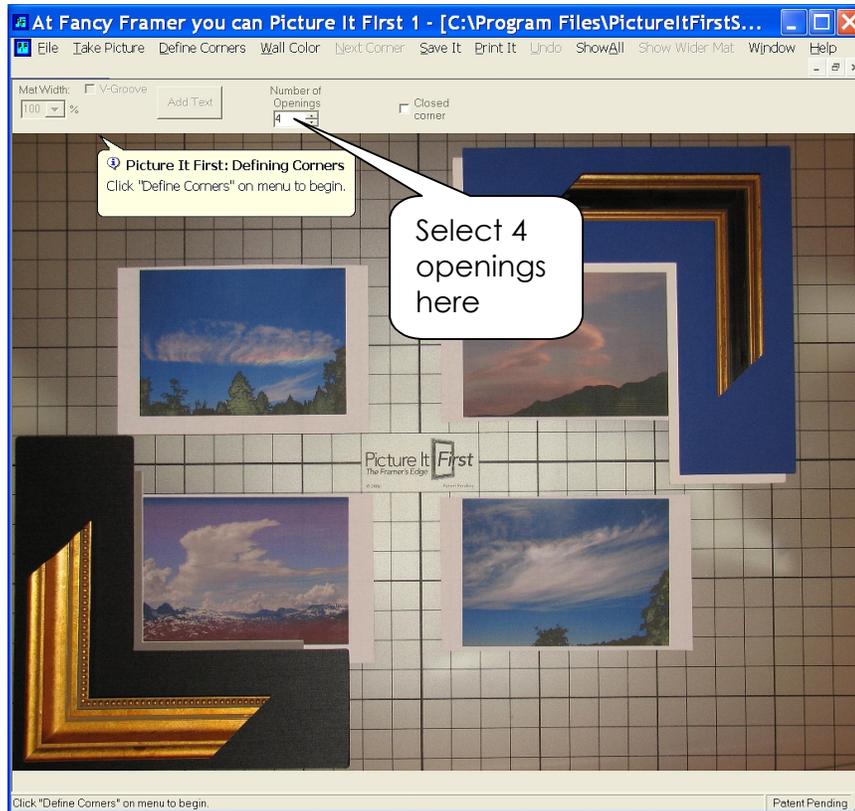


After point 5 the image is automatically "Framed"



## “Framing” with Multiple Openings

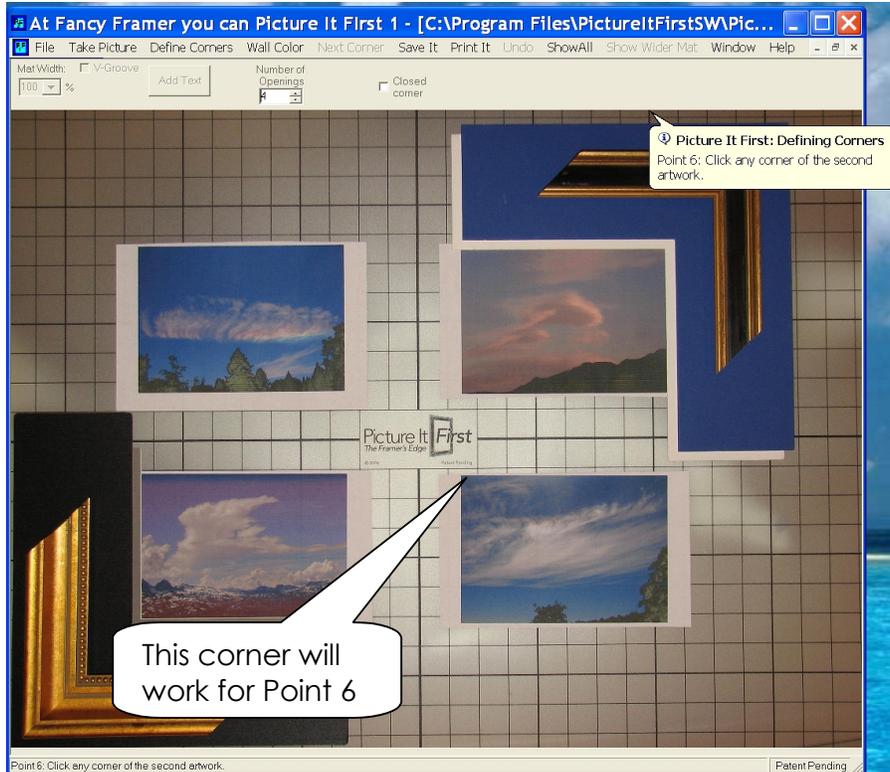
- Multiple Openings are as easy as single openings. Simply lay out the multiple images that you want to include and put the corner pieces at the corner of one of the outside images. You can place multiple corner piece options at the outside of multiple outside images. Then you change the “Number of Openings” to the number of images you want to put in the frame. In the image below we have chosen 4 photos to frame and 2 moulding choices.



First select the number of openings in the image. In this case there are 4 openings, so the number 4 is selected.

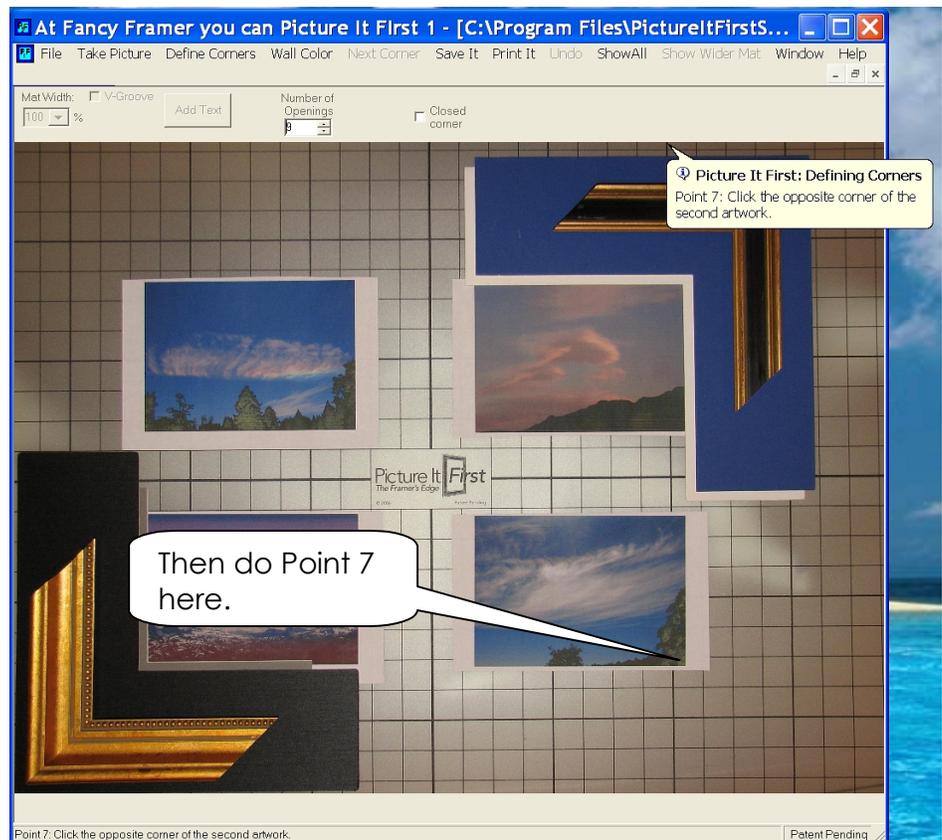
Click “Define Corners” to get started.

The first 5 clicks are exactly the same points as framing a single opening image. Just follow the prompts.

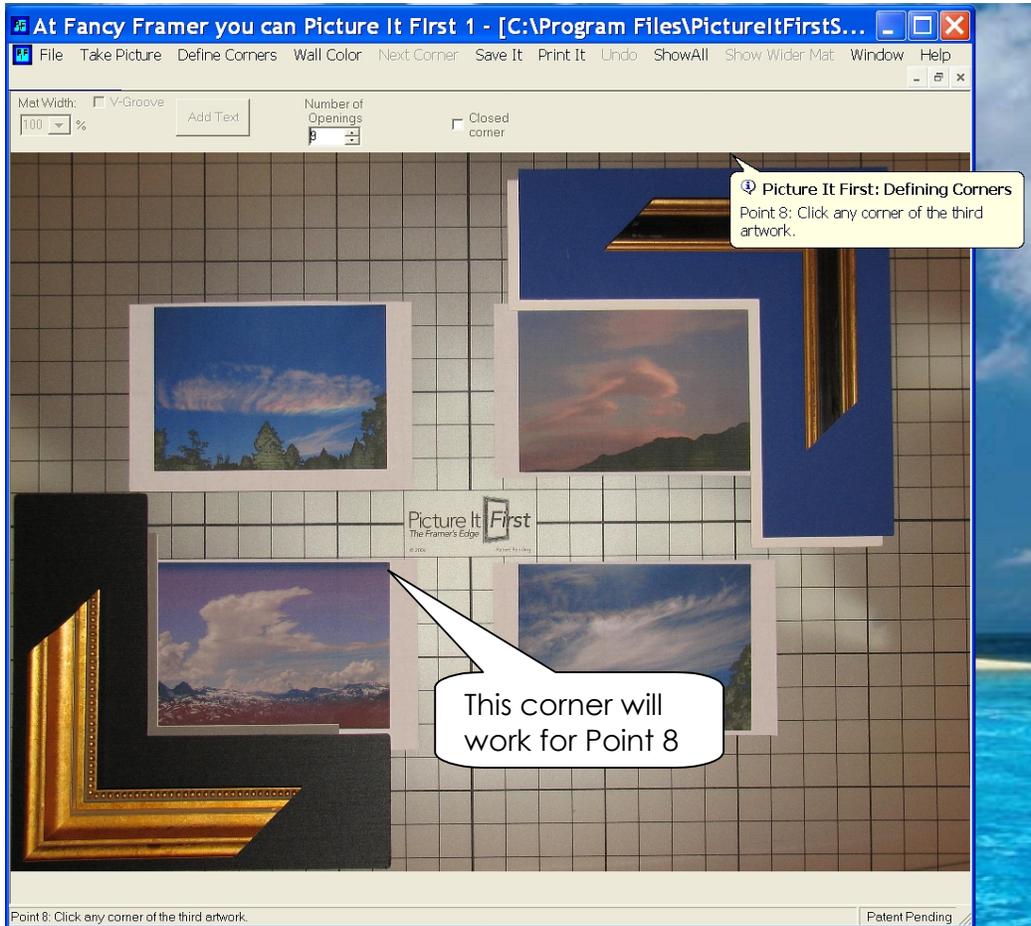


After the 5<sup>th</sup> point, the program will prompt you for point 6. This click will be on the outer corner of any of the other opening pictures. See the picture above for an example.

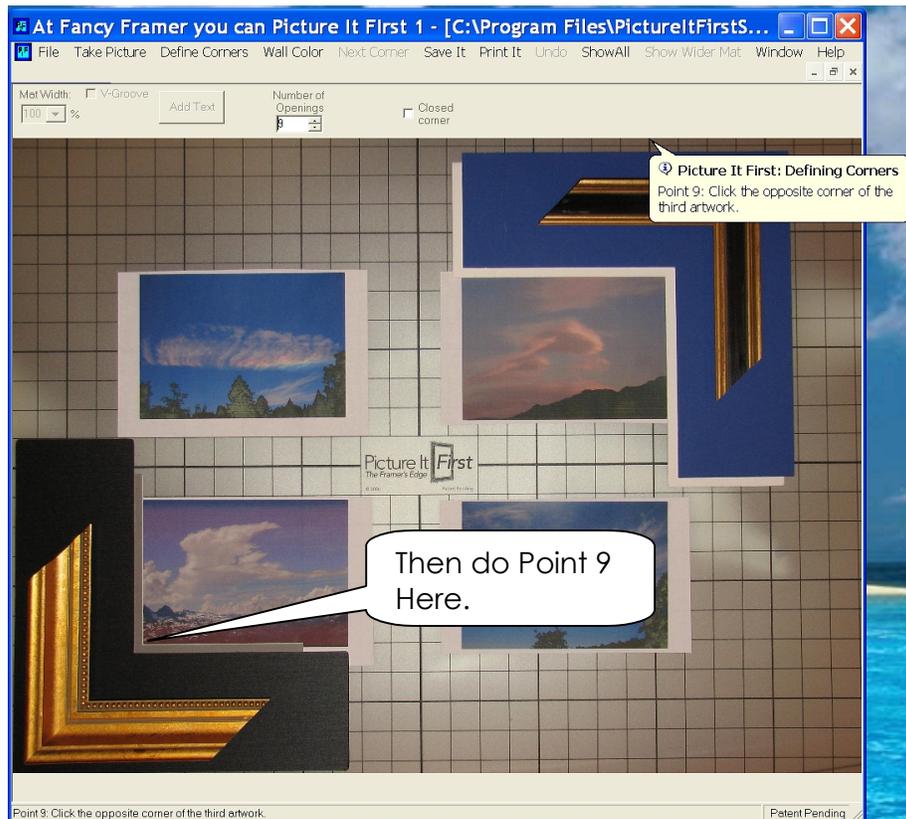
Once you have done point 6, you then do point 7 on the opposite corner of that opening. (See picture to the right).



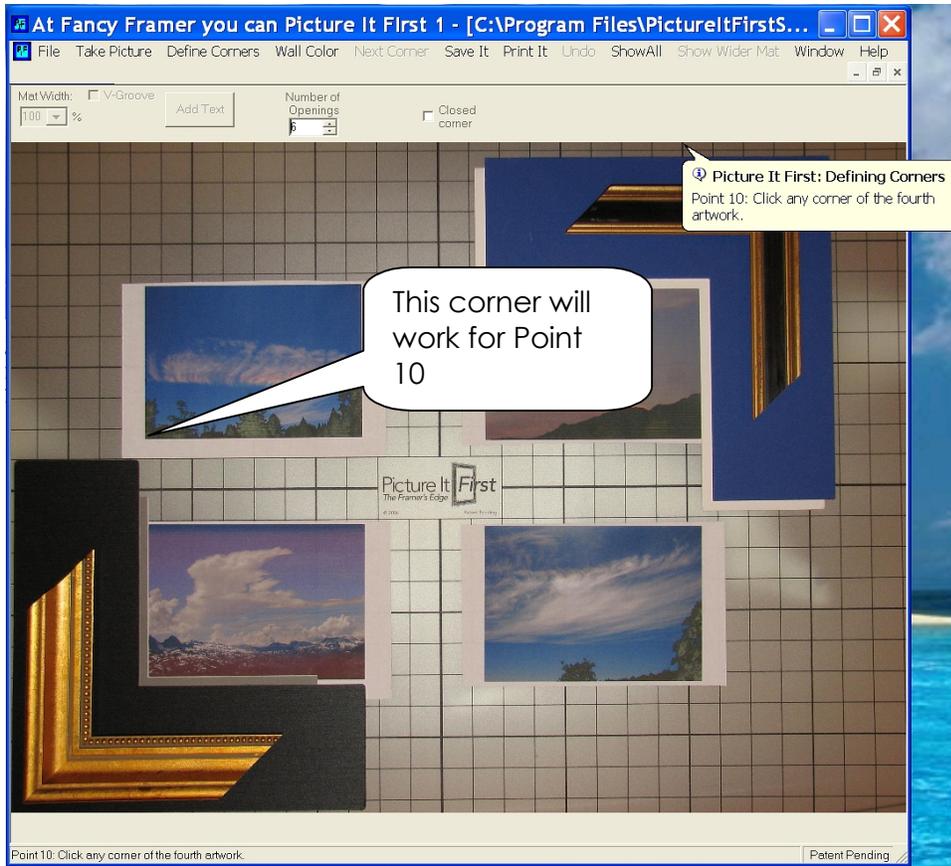
Next do point 8 on the outer corner of a different opening. (See example to the right)



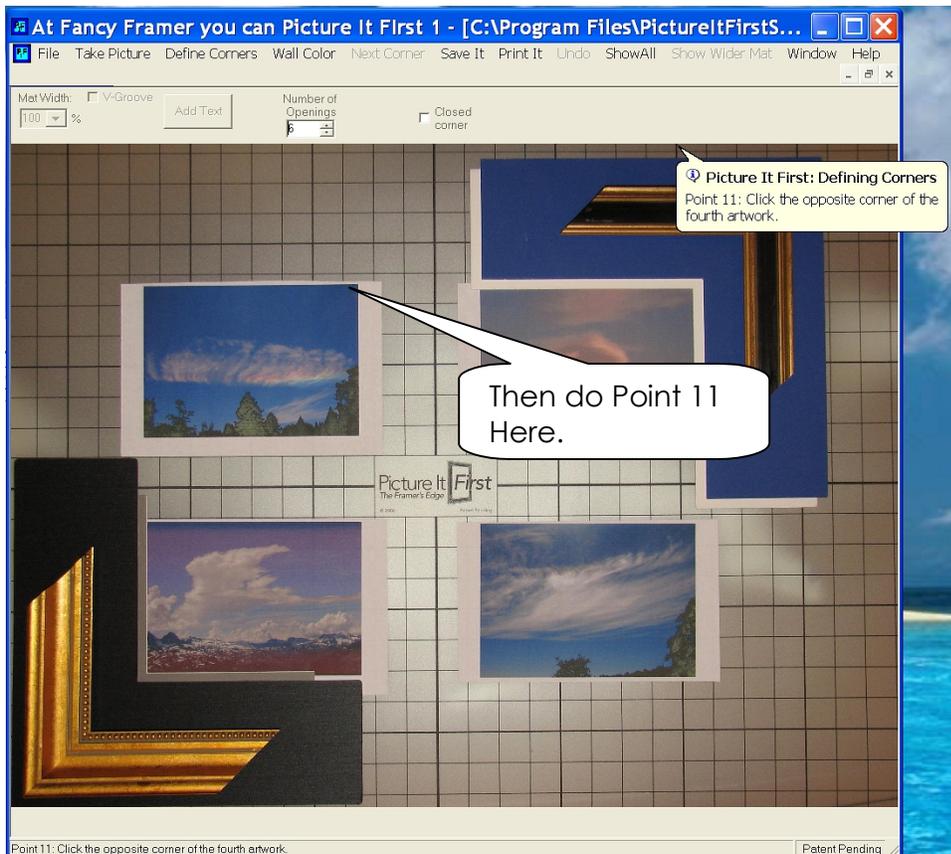
And do point 9 on the opposite corner of that opening as shown to the right.



Now do point 10 on the outer corner of the last opening. (See example to the right)



Now click the last point on the opposite corner.



The image will automatically be framed as in the example below.

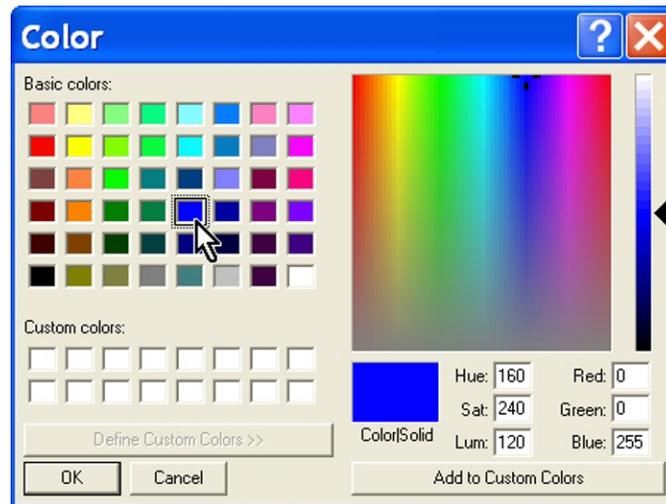


## Wall Color

- If desired, select the color of the wall the final framed art will be hung on, with the customer's help, using the **Wall Color** menu option.

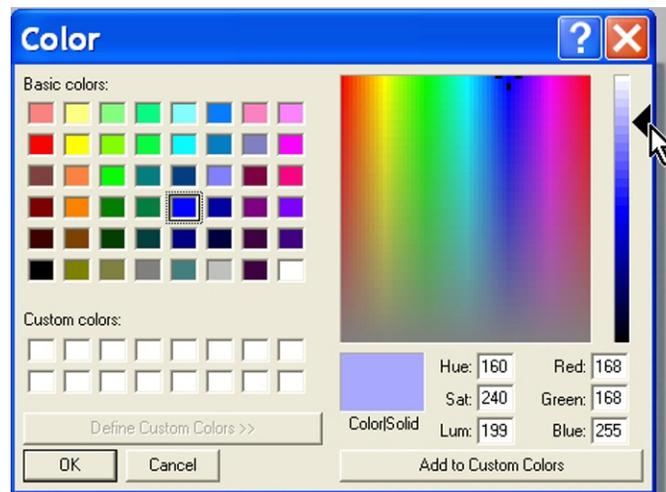


- In the menu below we selected a deep blue.

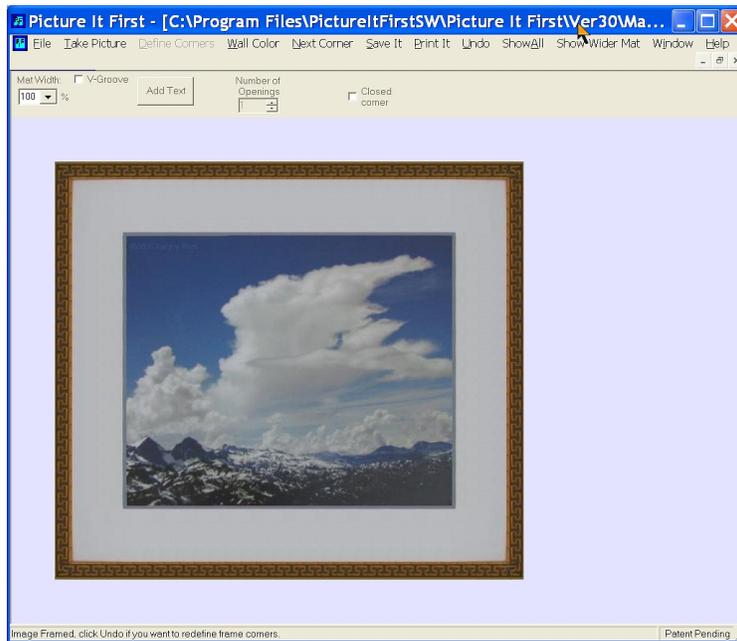


**Note:** our example uses a "Basic color", but you can choose almost any color imaginable by clicking anywhere in the rainbow looking box.

- Now we lighten the dark blue by dragging the arrow on the right side of the screen up until the color matches the shade of the customer's wall.

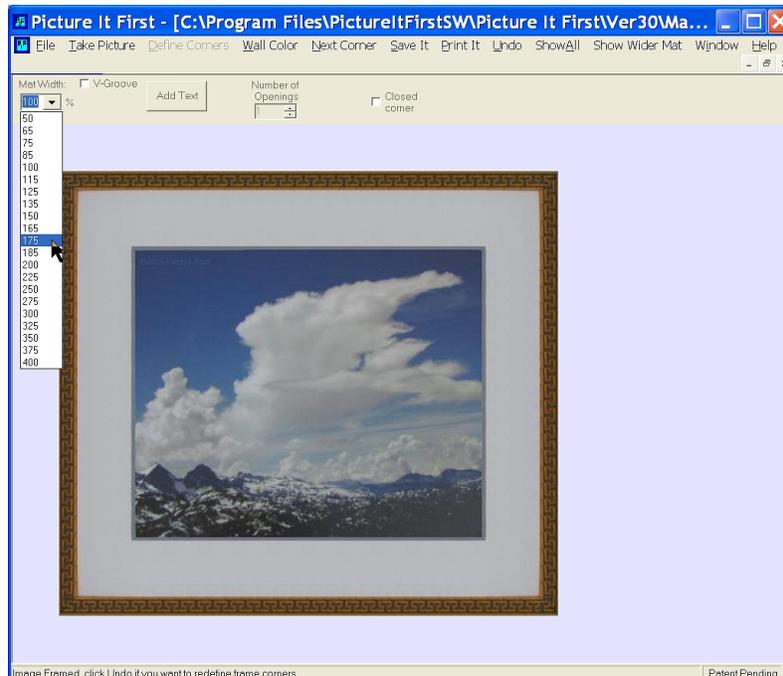


- Clicking OK will show the final framed artwork as it will look on the customer's wall.



## Change Mat width

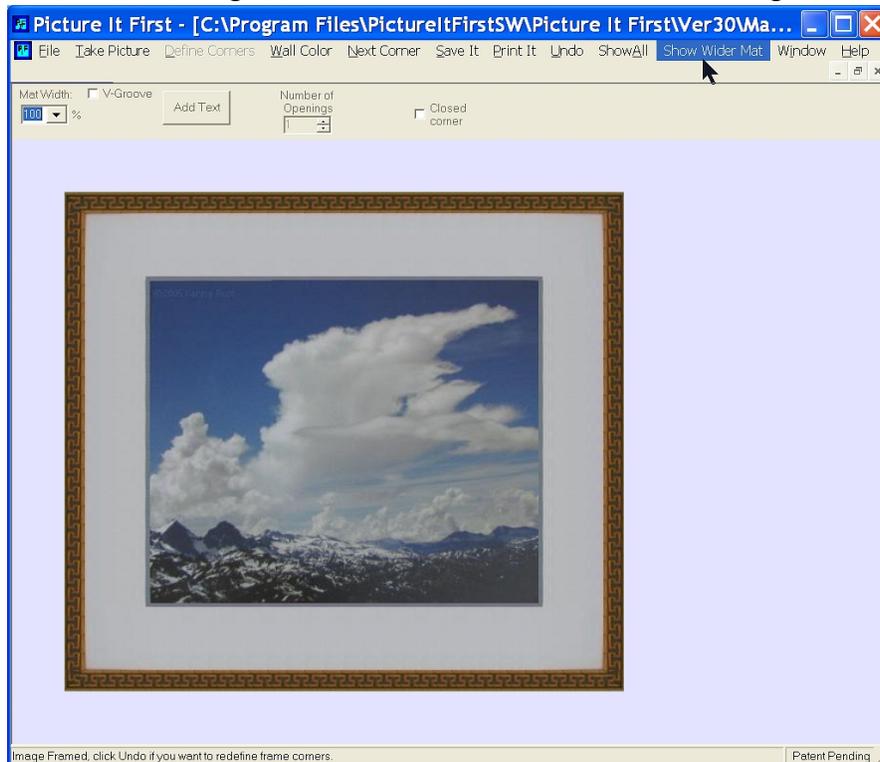
- You can Increase or decrease the mat width without taking a new picture. Just click the Mat Width pull down and select a different percent. It can be handy to always lay out 1" mat widths so it will be easy to know what the mat measurement is after changing the mat width. (The program does not automatically convert to inches because an accurate measurement is not possible).





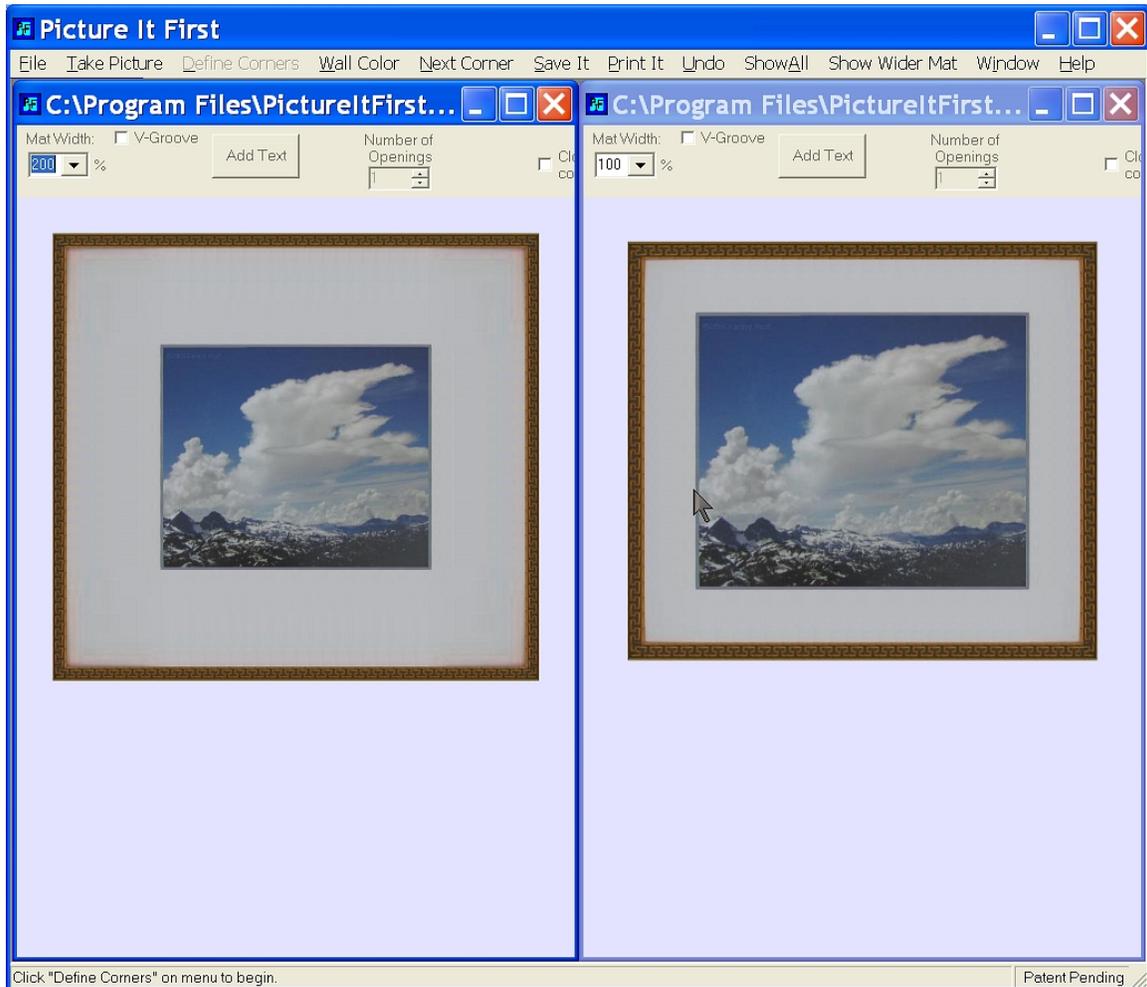
## Show Wider Mat

A new feature has been added to Picture It First that will allow you to quickly show your customer how doubling the size of the mat will look with a single button click.



Simply click on "Show Wider Mat" at the top right of the screen.

And your customer will see both the original mat width and double the mat width side by side.



## Add V-Groove

- A V-Groove can also be added by checking the “V-Groove” check box and moving the V-Groove in and out as needed.



## Next Corner

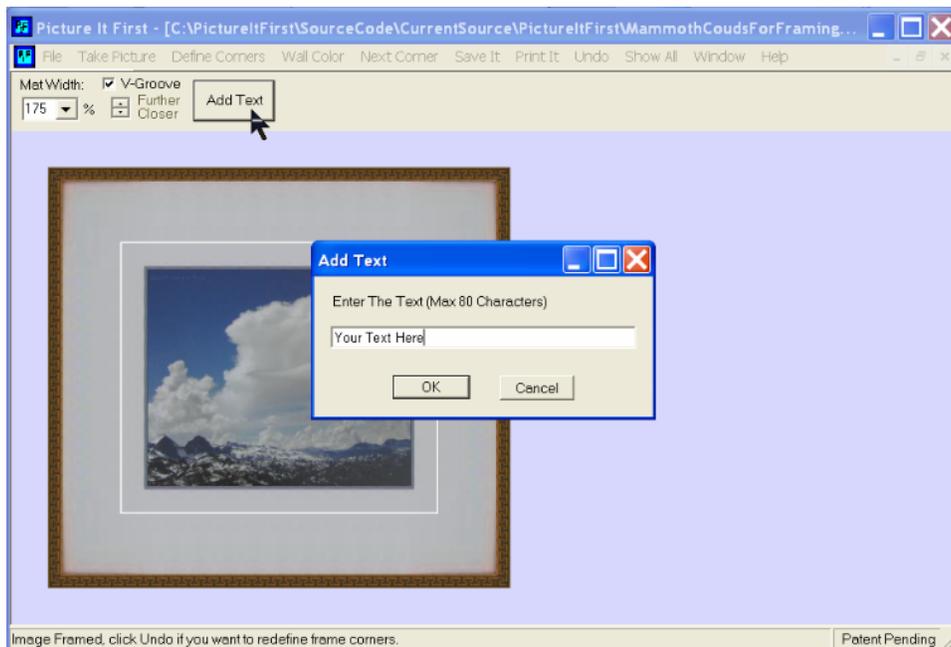
- The moulding and matting can be put on any or all of the 4 corners of the artwork. Opposite corners work the best. To use other than opposite corners, care must be used to keep the matting aligned so that the matting from one corner is not show when defining a different corner.
- To preview another mat and molding combination, click “Next Corner” and define another corner of the same digital photograph.

## Take Picture

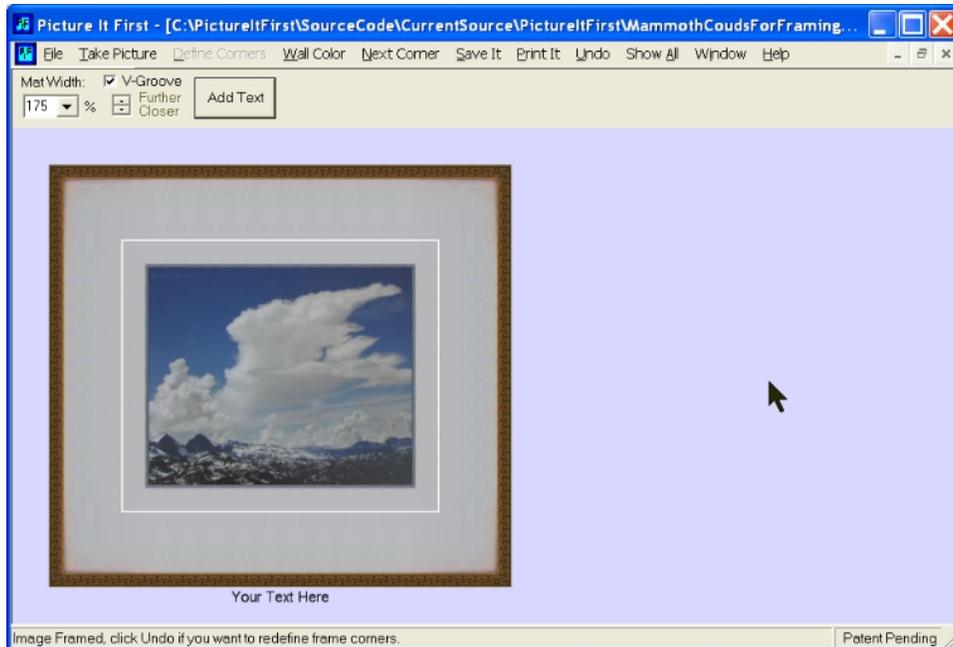
- To use a new digital photograph of matting and moulding, click “Take Picture”. (See [Camera Control](#) above)

## Add Text

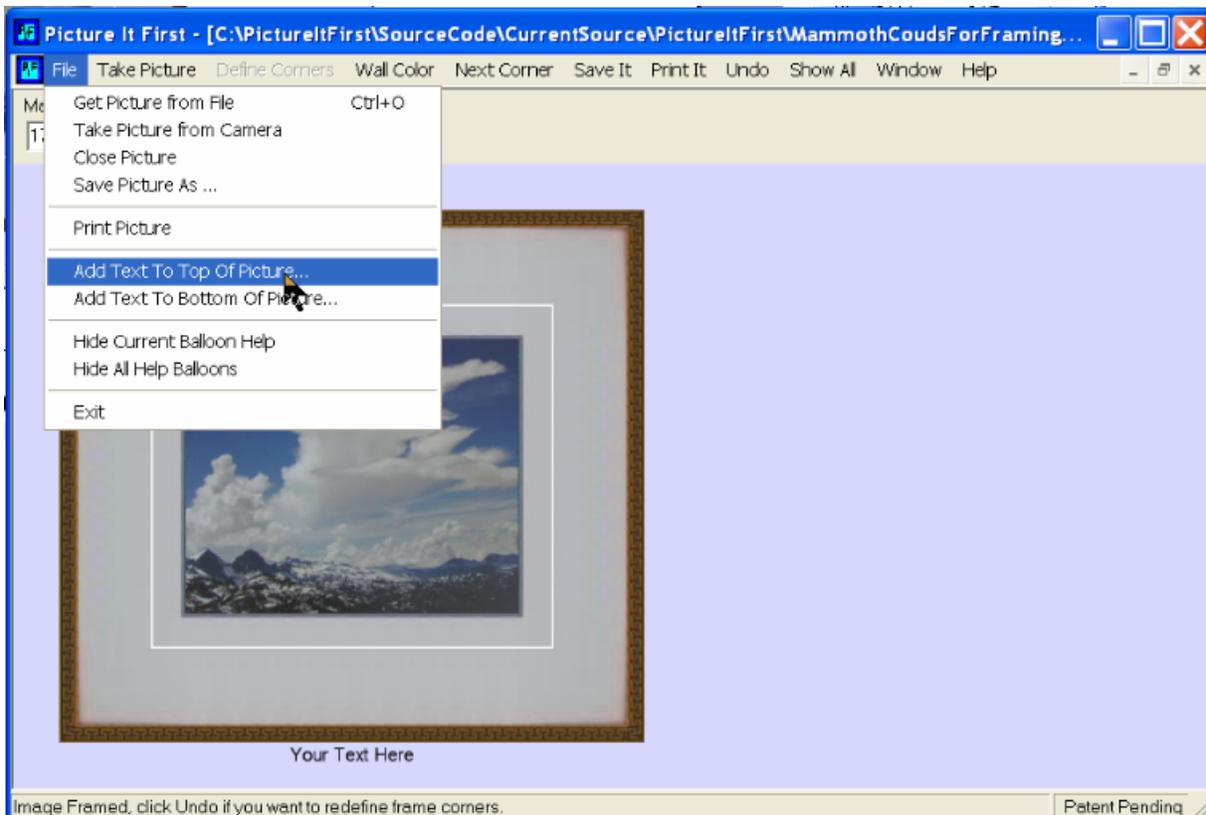
- Text can be added to top or bottom of each “framed” image. Just click the “Add Text” button.



- Fill in the text you want and click OK. The text will appear at the bottom of the image.

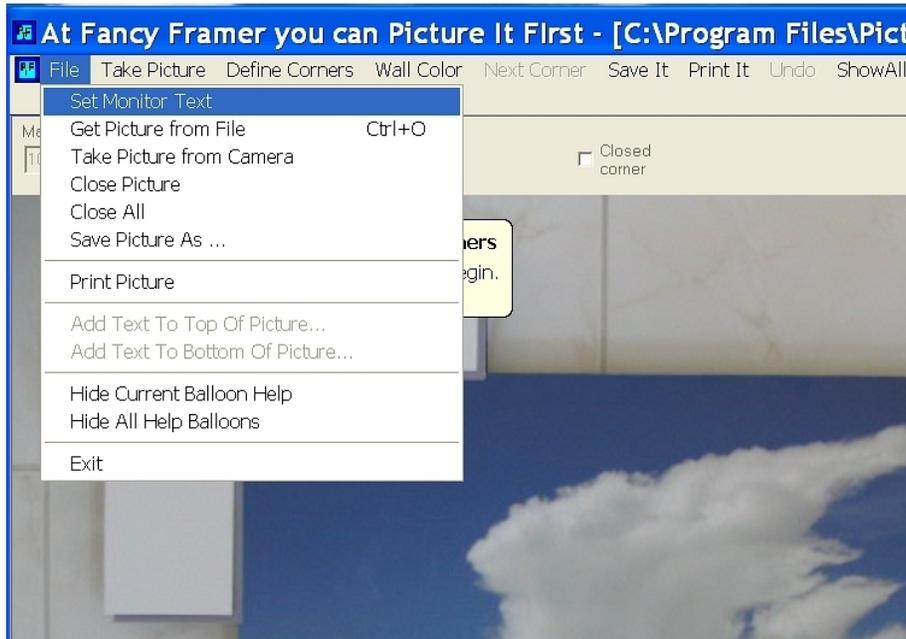


- If you want to put the text at the top, instead, click "File" and then "Add Text to Top of Picture". You can modify the text if desired or just click OK to move the text to the top of the image.



## Changing Window Title

The title in the top strip of the Picture It First window can be changed. This title will be put at the top of customer monitor window if it has been enabled. You can put in your frame shop's tag line, or whatever you want. To change the Window Title, click the "File" Drop down at the top of the window and then click "Set Monitor Text"

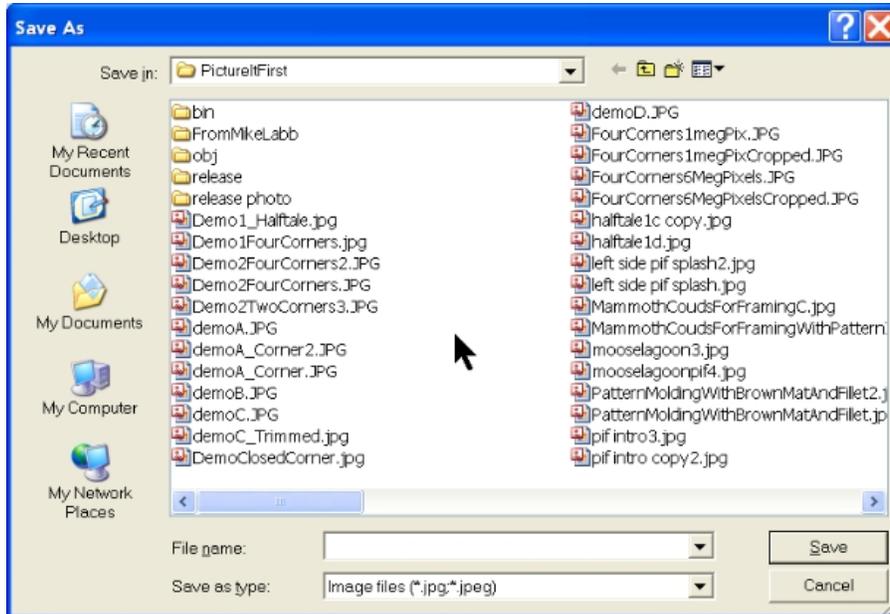


The Add Text window will open and you can add and/or change the text for the window title.



## Save Image

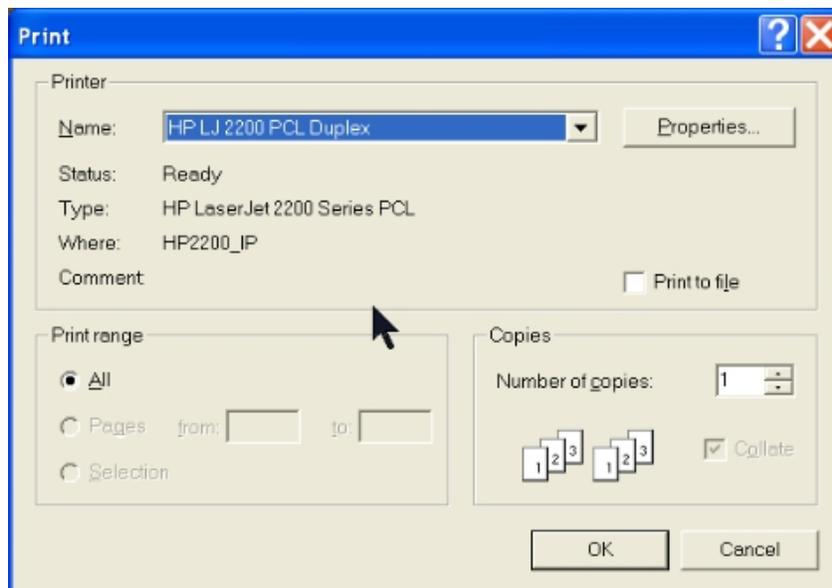
- You can save a copy of the original unframed image or the "Framed" image by clicking "Save It" along the top menu bar.



- The standard Windows Save As window is displayed. You can navigate to where you want to save the picture and type a name in the "File name" box. The most common type of file to save is a jpg. Other optional file types are bmp and tiff.

## Print Image

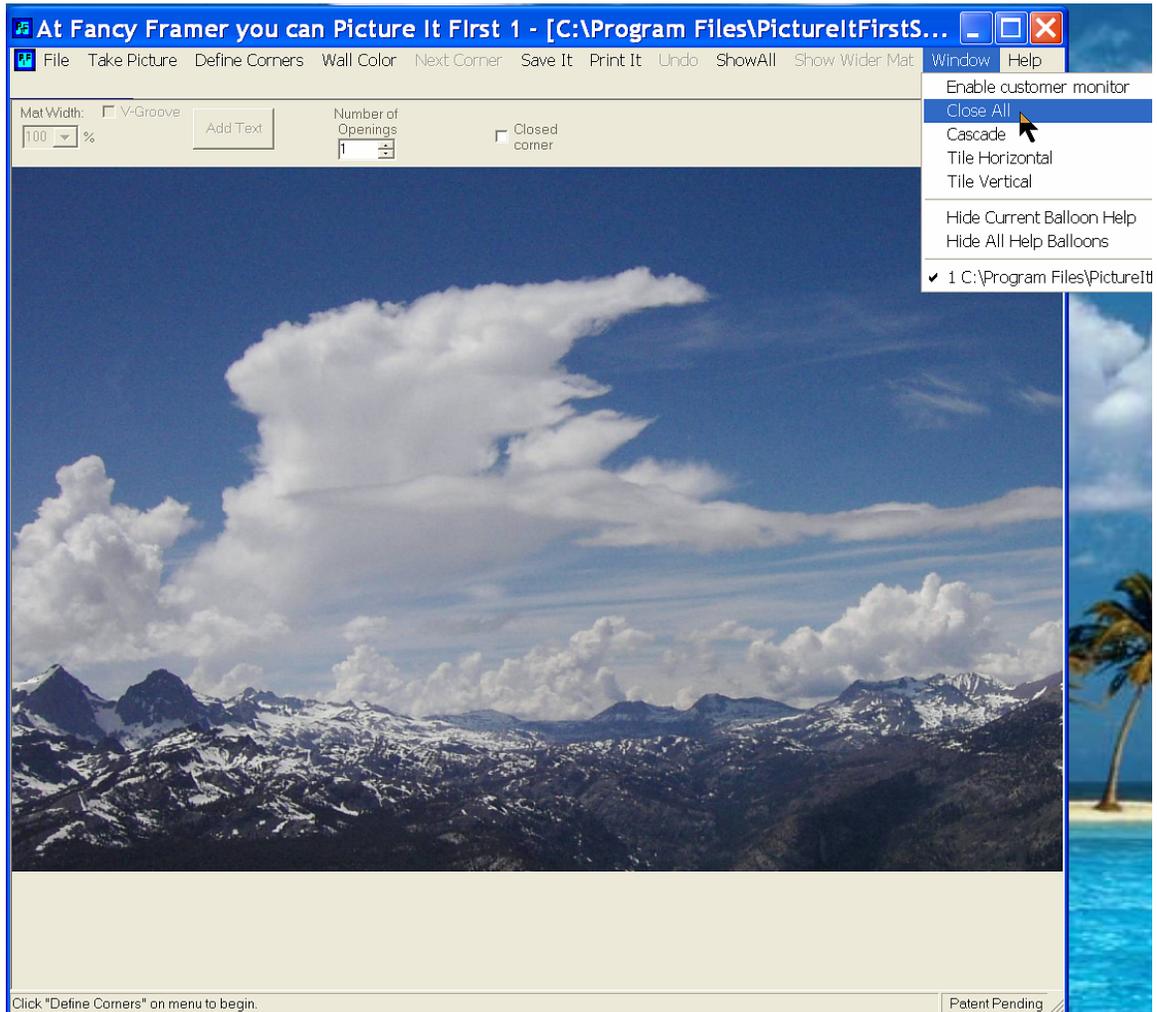
- You can print the original unframed image or the "framed" image by clicking "Print It" along the top menu bar.



- The standard Windows Print window is displayed.

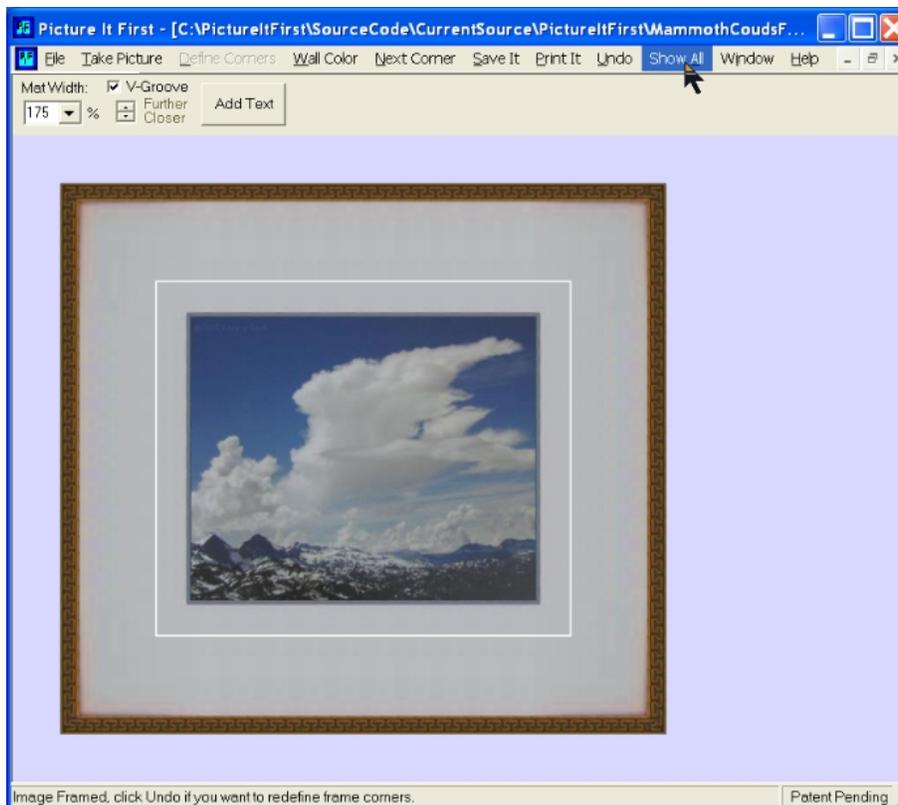
## Window: Close All

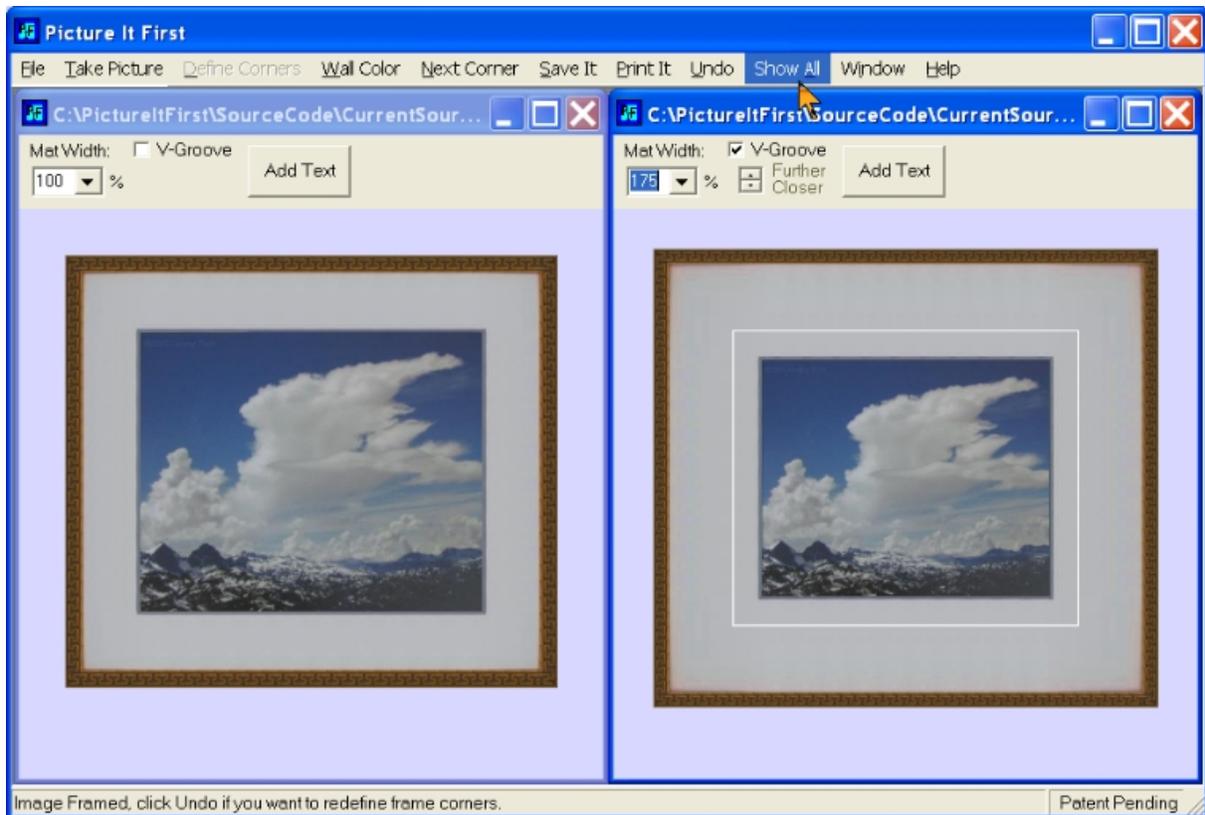
- Once you are done “framing” a piece and your customer is satisfied with her selection, you will probably want to close all of the options that you have shown the customer in order to get ready to “frame” another image. You simply click the “Window” pulldown and then click “Close All”.



## Previewing Multiple Images

- To compare two or more different molding and mat combinations, take pictures with framing pieces on more than one corner, or take a second picture (or third, fourth, etc) of the new molding and mat on the customer's artwork.
- Complete the preview of the first combination and leave it open on the computer.
- If there are framing pieces on more than one corner, click "Next Corner" and start following the prompts to define and "frame" a different corner.
- If there are no more corners to define, click on the "Take Picture" button and take another picture of different molding and mat combinations.
- Complete the preview for this picture.
- Click "Show All" to show all of the framed corners on the screen at once.





- The two images (or more if more options have been “framed”) will be shown on the screen at the same time.
- When the customer is satisfied with a combination of mat and molding, proceed with the rest of the order.

# Dual Monitor Support

While not required, many *Picture It First* users have a second monitor to display finished pictures to the customer. This can be as simple as a 17" CRT monitor or as fancy as a 52" Plasma or LCD monitor. If you choose a larger plasma or LCD monitor, you will get the clearest picture if you use a computer VGA video type connection to the plasma/LCD screen. (Note: many desktop computers do not have non-VGA video connections, so be sure that the Plasma/LCD monitor has the appropriate connections for your computer).

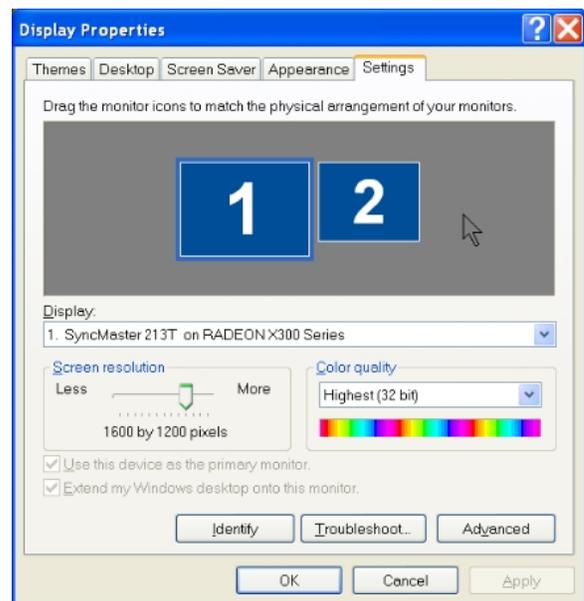
If your computer is running Windows XP, it is easy to add a second video card to the computer. You can generally use a less expensive video card for this. It is important to either get a card that is the same brand as the one already in your system, or else get a card with 2 video VGA/DVI connections and disable the current card. Video cards from different manufactures can have driver conflicts that will not operate well with *Picture It First*. We suggest that you have a qualified computer technician do this for you and we assume no liability for modification or repair of your system. As always before you do any computer modifications, you need to be sure that you have backed up your computer, that your virus software is up to date and running, that you have scanned for and eliminated spyware.

If you're using a laptop, most already have a separate VGA type port that the extra monitor can be connected to.

## Setting Up A Second Monitor Under Windows XP

After you or your computer technician has installed the second monitor card along with its correct drivers, here is what you do.

1. Bring up the Display Properties by clicking Start, then double click Control Panel.
  - a. If you use the classic view control panel, in the control panel window, double-click Display.
  - b. If you use the Category View Control Panel, click Appearance and Themes and then click Display.
2. Click on the SETTINGS tab in the Display Properties window. You should see two monitors.
3. Click on IDENTIFY to make sure both are working properly. Each monitor





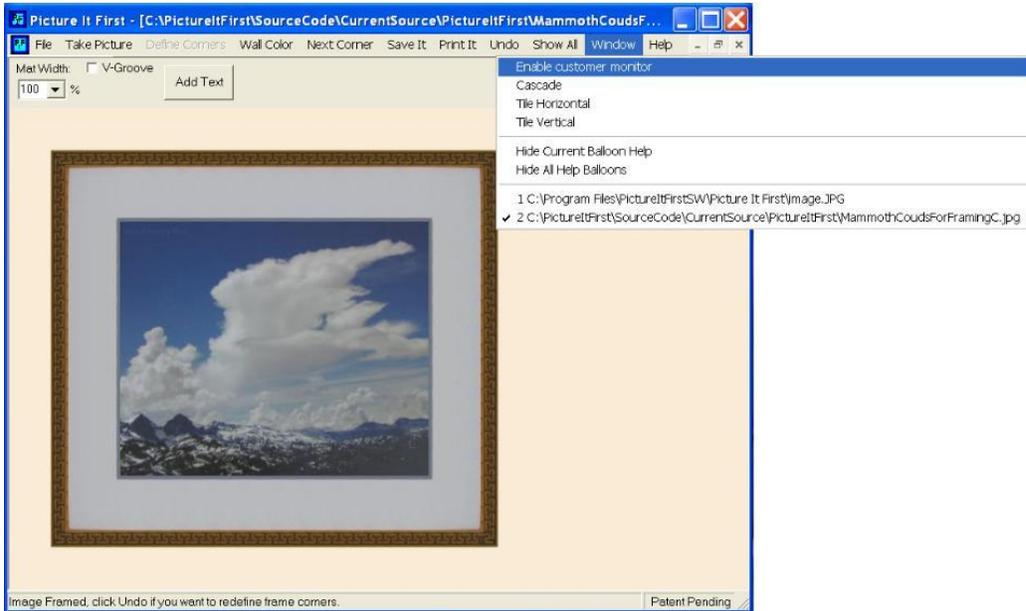
should identify itself with 1 or 2. The monitor that is not being used for the customer display should be numbered 1. If it is not you should reverse the monitor cables behind the computer.

4. Click on the secondary monitor, making sure the resolution is set to your preference. 1024 x 768 or higher is recommended, however 800x600 will work. If you are using a wide screen display, be sure to select a wide screen resolution that matches a resolution supported by your display (1280x720, 1280x768, 1280x800, 1360x768, 1600x1000 and 1920x1200 are all wide screen resolutions, though 1280x768 is the most common). If you select a non-wide screen resolution, the images on the screen will be stretched horizontally. This will result in less than optimal "framed" images.
5. Select a check mark next to "Extend my desktop onto this monitor" option. Hit APPLY and OK. Both monitors should now be active.
6. The monitor with the (START) button is your primary, which we recommend using behind the counter. You'll notice that windows XP will treat them as one WIDE monitor and the side of one will continue to the other screen. You can hold and drag items between the screens. Drag any remaining icons on the customer monitor over to the primary monitor. If the start button is on the wrong screen, reverse the monitor cables behind the computer.
7. **Screen Saver:** If you click "Screen Saver", you can select "My Picture Slide Show" as a screen saver. Under settings, you can select a Windows Folder for your screen saver slide show. Any pictures (jpg or bmp) that you put into that folder will be show as your screen saver. You can use this feature to show off your services on the customer screen when the computer is not in use.

## Enabling Dual Monitor Support

Picture It First has built in dual monitor support.

Two monitors must be connected to your computer, and the second monitor must be configured to “Extend my Windows desktop onto this monitor” (as specified above). You should not configure the second monitor to be a clone of the first monitor as this defeats the purpose of displaying the second window on its own monitor.



Click the Window menu pulldown and select Enable Customer Monitor.

This will bring up a second window with the same image as the Picture It First window. If this window is not already displayed on the second monitor, you can drag it over to the second monitor. It can be resized to fit in the second monitor in any way you choose.

This Customer monitor window allows you to show the customer only the Picture It First visualizations. If you have any private information, such as POS information or email information, open on the first monitor, it will not show up on the monitor that the customer sees.

## Sharing A Second Monitor

Some *Picture It First* users have chosen to use a large plasma/LCD screen or a projection screen to show the customer the final image in a large eye catching format. It is possible to share the screen with multiple computer workstations. This is accomplished with a KVM switch (Keyboard Video Mouse). The simplest and cheapest of which will allow 2 computers to share one monitor (the next step up allows up to 4 computers to share one monitor). You will not want to connect up the Keyboard or Mouse, just the Video cables. (Some KVM switches require at least one USB mouse connection to one of the computers to provide power for the KVM switch). The "customer" monitor VGA cables from each computer are plugged into the video inputs on the KVM switch (be careful to get cables that connect to the switch with the right sex connectors at each end as these normally are not standard VGA monitor cables). The VGA video out from the switch is connected to the large screen. This is normally a standard VGA cable. It is quite important to get good quality cables for this, as cheap ones can cause shadowing on the screen. Also, some brands of KVM switches come with cables and some do not, so you may have to purchase the cables that run from the computers to the switch. Once it is connected, you simply push a button on the KVM switch to change which computer is currently talking to the screen. KVM switches are available at computer stores and other stores that sell computer hardware like Staples, Office Depot and Circuit City.

## Menu Selection Descriptions

The tables describe what each menu option does.

Menu Selection	Description
<b>Activation Menu</b>	
Site code	This is the code used for defining the installation computer.
Machine ID	A unique number assigned to your computer.
Days left:	Number of days remaining in your evaluation period.
Uses left:	How many more times you can run Picture It First during your evaluation period.
Enter application	Allows the user to bypass the activation process and use the program.
Unlock application	Allows the user to unlock and run the program after the Activation Code is entered in the space below.
Enter Activation Code Below	The code received from the Framer's Edge operator should be entered here.
Remove license	Used to deactivate a machine license. Call 800 987-6503 (949-760-1193 for international calls).
Transfer license	Used to install the software on a new machine. Call 800 987-6503 (949-760-1193 for international calls).
Application status	Indicates whether the software is in evaluation status or whether it is activated.
Cancel	Ends the activation process.
Continue>>	Either completes the activation process or allow entry to the program as an evaluation copy.

<b>Opening Screen</b>	
File: Get Picture from File	Allows the user to navigate to and open a saved image.
File: Take Picture	Open our camera window so you can take a picture of your work area.
File: Set Monitor Text	Allows the user to specify the text along the upper blue line of the window or the customer monitor window if inabled.
File: Exit	Closes Picture It First™.
File: Get Picture From File	Get an image to frame from an already existing file.
Window	Allows the user to arrange multiple images in Picture It First™ program.
Help: Contents	Opens the help guide.
Help: About Picture It First™	Shows the version information for Picture It First™.
<b>Main Screen</b>	
File: Set Monitor Text	Allows the user to specify the text along the upper blue line of the window or the customer monitor window if inabled.
File: Get Picture From File	Opens a picture.
File: Take Picture from Camera	Opens the Camera Control to take a picture of the framer's work area.
File: Close picture	Closes the active picture.
File: Close All	Closes all pictures taken so you can get ready for an new piece to frame.
File: Save picture as...	Allows the active picture to be saved on a disk.
File: Print picture	Allows the active picture to be printed.
File: Add Text to Top of Picture	Allows user to add text to top of active picture image.
File: Add Text to Bottom of Picture	Allows user to add text to bottom of active picture image.
File: Hide Current Balloon Help.	Hides the current balloon help.
File: Hide All Help Balloons.	Toggles all Help Balloons on or off.
File: Exit	Closes all open windows and Picture It First™.

Take Picture	Open our camera control window so you can take a picture of your work area.
Define Corners	Starts the sequence for defining the molding, mat and artwork.
Wall Color	Allows the user to select the customer's wall color to help see what the final framed artwork might look like when hung on the customer's wall.
Next Corner	Allows you to define the next corner if you have put framing pieces on multiple corners.
Save It	Allows the active picture to be saved on a disk.
Print It	Allows the active picture to be printed.
Undo	Returns the image on the screen to the way it was when it was opened.
Show All	Show all framing options tiled in the window.
Show Wider Mat	Show the current framed image with double the mat width next to the current framed image.
Window	Allows the user to arrange multiple images in Picture It First™ program.
Window: Enable customer monitor.	Toggles the customer monitor window on and off.
Window: Close All	Close all framed images. Use this when you are finished with a customer and want to quickly get ready for the next customer.
Window: Cascade	Cascades all Picture It First open windows.
Window: Tile Horizontal	Tiles all Picture It First open windows horizontally.
Window: Tile Vertical	Tiles all Picture It First open windows vertically.
Window: Hide Current Balloon Help.	Hides the current balloon help.
Window: Hide All Help Balloons.	Toggles all Help Balloons on or off.
Help: Contents	Opens the help guide.



Help: Insteon Setup	This opens the Insteon Setup window. This is used when using Insteon switches that will automatically turn on extra lights when the camera window is open and turn them off after a picture has been taken.
Help: About Picture It First™	Shows the version information for Picture It First™ Software.

## Tips on using Picture It First

### *Cameras*

We recommend using a Canon Digital Camera because Picture It First interfaces directly with some of the Canon models. We have found Canon Cameras to be both inexpensive and contain all the features necessary to get the most out of your *Picture It First* Software.

- If you choose another camera, make sure it has a “remote shooting” capability, as well as the ability to view your project on screen as you work with it.

If you choose a Canon camera you do not need to load the Canon software that comes with the camera. *Picture It First* has a built in camera interface that works exclusively with Canon cameras.

- If your computer is running Windows 98SE, we do recommend loading the camera software, because it will automatically update the required drivers. (Note that we do not support Windows 95 or the non SE version of Windows98).

The *Picture It First* Canon Camera interface “Image Quality/Size” default setting is “Super Fine Medium 2”. This setting will take a 1-mega-pixel picture on most cameras, which supplies more resolution than most displays are capable of. If you need to print a picture in high resolution or are using it in a catalog, you can easily increase the resolution as needed. Picture It First will keep the resolution that the picture is originally taken in.

If your computer crashes or the Picture It First software freezes while the camera software is operating, the camera may get confused and stop communicating with the USB interface. This can easily be fixed by disconnecting and then reconnecting the USB cable. It can also be fixed by cycling power off and back on using the power button on the camera if it is within easy reach. This problem is almost always caused by cable problems. Some USB extender cables do not properly boost the USB signals so they cause the Windows® connection to the camera to freeze up. That is why Picture It First now sells pre-tested extender cables.

While several of the newer Canon cameras should work well with Picture It First, we have extensively tested several different models – a Canon S2IS that retails for around \$399, a Canon S1IS that retailed for under \$300 (but has been discontinued) and a Canon A510 and A520 that retail for under \$200.

**For all cameras, the Power Save option must be turned off! On the Camera, push “Menu” and then the center tools option. Scroll down to “Power Saving” and turn off “Auto Power Down”.**

## Canon Model S3IS

This camera does not require batteries as it can sense when an AC adapter is plugged in and powered up. When both the AC adapter is on and the USB cable is plugged into a working computer, the camera will automatically turn itself on.

In order for the camera to be seen by the computer, the USB cable must be connected and the AC power adapter should be on. When the camera sees the USB interface powered on, which automatically happens when you boot your Windows computer, it turns itself on and tells Windows what type of camera it is. The first time the camera is connected it may take quite a few seconds for the computer to recognize the camera, but after the first connection, it will only take 4 or 5 seconds.

## Canon Models S1IS/S2IS

If you turn off the AC power adapter, batteries will need to be in the camera so it will go back on automatically when the computer powers up the USB interface.

The auto-rotate feature must be turned off using the setup screen on the back of the camera. First, turn the camera on. Then, press the Menu button. Next, press the big round rocker button on the back on the right side -> until you are in the Setup Menu. In the Setup menu, use the down button on the same big round rocker button to select  (Auto Rotate). Select "Off" and press the Menu button. The camera will remember this setting.

In order for the camera to be seen by the computer, the USB cable must be connected and the AC power adapter should be on. When the camera sees the USB interface powered on, which automatically happens when you boot your Windows computer, it turns itself on and tells Windows what type of camera it is. The first time the camera is connected it may take quite a few seconds for the computer to recognize the camera, but after the first connection, it will only take 4 or 5 seconds.

## Canon Models A510/A520

It is recommended that the camera AC power adapter be left on all the time. If it is turned off, the camera power button needs to be pushed, in order for the computer to see the camera.

The auto-rotate feature must be turned off using the setup screen on the back of the camera. First, the mode slide switch on the back of the camera must be in the lower position that enables the playback of pictures already taken. Then,

press the Menu button. Next, press the big round rocker button on the back on the right side -> until you are in the Setup Menu. In the Setup menu, use the down button on the same big round rocker button to select  (Auto Rotate). Select "Off" and press the Menu button. The camera will remember this setting.

In order for the camera to be seen by the computer, the USB cable must be connected and the AC power adapter should be on. When the camera sees the USB interface powered on, which automatically happens when you boot your Windows® computer, it turns itself on and tells Windows what type of camera it is. The first time the camera is connected it may take quite a few seconds for the computer to recognize the camera, but after the first connection, it will only take 4 or 5 seconds.

## ***Hardware/Connections***

We recommend mounting your digital camera above your work area. Ceiling mounts are available from Picture It First and from most fine camera stores or stores that sell higher end home entertainment systems and security systems. You can also mount your camera on a cross bar over your work area.

You'll need to connect the camera to an AC power source using an AC power adapter and to your computer using a USB cable. If your USB connection requires a cord over 16 feet, you'll need to do one of the following.

- Picture It First has a wireless camera adapter option. Call Picture It First for details (800-987-6503 or 949-760-1193).
- Buy a USB Repeater (also called a USB Active Extension Cable). These are available at most computer stores and retail for approximately \$15 - \$50, but we recommend that you purchase a pre-tested repeater from Picture It First because we have had lots of trouble with these cables from other vendors. This will provide you with an additional 16-foot capability. You can repeat this process up to four times for up to 80 feet. If you need a particularly long connection, the option noted below would be the most cost effective.
- Buy a USB Line Extender Kit. These utilize standard Ethernet cables to connect to each end of the Extender. These are available at most larger computer stores. This will provide you with up to 165 feet of additional capability. You'll need to purchase a standard Ethernet (RJ45) cord for the length you need to use with the Extender.

Some people will tell you that you can easily purchase a simple USB extender cable to run over 16 feet. While it may work, we do not recommend this because it violates the way USB was designed to work and it will most likely cause the camera to occasionally freeze up.

## ***Getting Started with Camera***

Make sure your camera is mounted over the center of your work area at a height that allows the camera to see the entire work area when the zoom is in the full

zoomed out position. The camera can be used to capture most any size project you are working on.

Make sure your camera is level with your work area. Using a bubble type level insures that you camera is properly aligned. We suggest purchasing 2 inexpensive bubble levels from a hardware store and sticking them to the back side of the camera with double sticky tape. This allows easy alignment in 2 dimensions with your work area below (assuming your work area is level).

When working with art to be framed, make sure the art piece is square to the camera. You can usually visualize this by laying your artwork out and viewing it on the computer. It is easiest to see this by zooming in the camera until the upper (or lower) edge of the artwork is close to the upper (or lower) edge of the photo image. This makes it easy to see if the artwork is square to the camera.

- We recommend purchasing an alignment grid mat from Picture It First. It is made of clear non-reflective plastic with horizontal and vertical lines. It is easily attached to the top of your design counter. It measures 3 feet by 6 feet, but it can easily be cut to smaller sizes. See our web site [www.PictureItFirst.com](http://www.PictureItFirst.com) for details. Once you have attached your alignment grid mat, you need to align the camera to it. Once the camera is aligned, keeping the framing pieces aligned to the camera is a snap. It is very easy to keep the pieces aligned to the markings on the grid mat which means they will always be aligned to the camera.
- Another option is marking your work area with several thin strips of tape that can be used as a guide in squaring up future projects.

## Technical Support

Technical Support is available for Picture It First™ Software from 9:00AM to 5:00PM Pacific Time. You can send questions to [support@framersedge.com](mailto:support@framersedge.com), or call (800) 987-6503 (949-760-1193 for international calls).

## Contact Us

Picture It First™ Software is a product of Framer's Edge.

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16 Hertford  
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You can see our products on our WEB page at [www.framersedge.com](http://www.framersedge.com) or [www.pictureitfirst.com](http://www.pictureitfirst.com).

You can email comments or questions to [comments@framersedge.com](mailto:comments@framersedge.com).

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