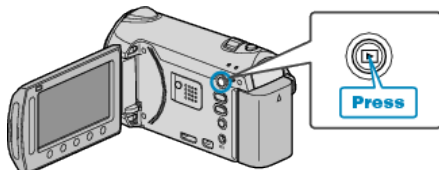


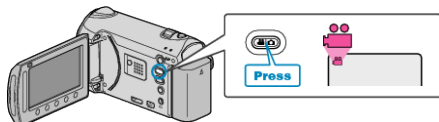
Capturing Videos for Uploading to YouTube

Capture and copy a part of a recorded video (maximum 10 minutes) for uploading to YouTube, and save it as a YouTube video. When capturing videos for YouTube, the duration cannot be longer than 10 minutes.

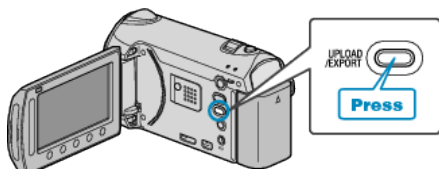
- 1 Select the playback mode.



- 2 Select video mode.



- 3 Press the UPLOAD/EXPORT button to display the UPLOAD SETTINGS/EXPORT SETTINGS menu.



- 4 Select "UPLOAD SETTINGS" and touch \odot .



- 5 Select the desired video and touch \odot .



- 6 Select "TRIM" and touch \odot .

- When trimming is not necessary, select "DO NOT TRIM" and touch \odot to complete the setting.



- If the selected video is more than 10 minutes, trimming is necessary.

- 7 Touch \odot to pause playback, then touch "SET" to set the start point to copy.



- Resume playback after setting the start point.

- 8 Touch \odot to pause playback, then touch "SET" to set the point to stop copying.



- To reset the start point, touch "CANCEL".
- When capturing videos for YouTube, the duration cannot be longer than 10 minutes.

- 9 Select "CAPTURE TRIMMED FILE" and touch \odot .



- 10 Select "YES" and touch \odot .



- When copying finishes, the copied file is added to the index screen.
- To exit the screen, touch \odot .

Memo:

- The division point may deviate slightly from the selected scene.
- You can take videos in YouTube format by setting upload shooting before recording.

Uploading Videos to YouTube

You can upload your videos to YouTube using the provided software "Everio MediaBrowser". Install the software on your PC and connect this unit to the PC.

- For details on how to use the software, refer to the help file.

Trouble with Uploading Videos :

- Check if you have created an account with YouTube. (You need a YouTube account to upload files to YouTube.)
- Refer to "Q&A", "Latest Information", "Download Information", etc. in "Click for Latest Product Info" in the help file of the provided software "Everio MediaBrowser".