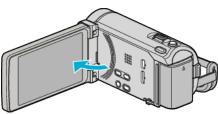
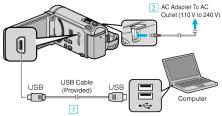
Copying to Mac Computer

Copy the files to a Mac computer using the following method.

1 Open the LCD monitor.



2 Connect the USB cable and the AC adapter.



- * The AC adapter shown in the illustration is AC-V11U.
- 1 Connect using the provided USB cable.
- 2 Connect the AC adapter to this unit.
- This unit powers on automatically when the AC adapter is connected.
- Be sure to use the supplied JVC AC adapter.
- 3 The "SELECT DEVICE" menu appears.
- 3 Tap "CONNECT TO PC".



4 Tap "PLAYBACK ON PC".



- Tap \times to exit the menu.
- Tap 5 to return to the previous screen.
- Close the Everio MediaBrowser 3 BE program, if it starts.
- The subsequent operations are to be performed on the computer.
- 5 Click on the "JVCCAM_MEM" or "JVCCAM_SD" icon on the desktop.
 - The folder opens.

6 Click on the column display icon.



- Open the folder with the desired files.
- 7 Copy the files to any folder in the computer (desktop, etc).



Caution :

- When the folders or files are deleted/moved/renamed in the computer, they cannot be played back on this unit anymore.
- MTS files that are copied to a Mac computer cannot be imported to iMovie. To use MTS files with iMovie, import the files using iMovie.

Memo :

- To edit/view the files, use a software that supports AVCHD (video)/JPEG (still image) files.
- When removing this unit from the computer, drag and drop the "JVCCAM_MEM" or "JVCCAM_SD" icon on the desktop to the trash bin.

iMovie and iPhoto

You can import files from this unit to a computer using Apple's iMovie '08, '09, '11 (video) or iPhoto (still image).

To verify the system requirements, select "About This Mac" from the Apple menu. You can determine the operating system version, processor and amount of memory.

- For the latest information on iMovie or iPhoto, refer to the Apple website.
- For details on how to use iMovie or iPhoto, refer to the help file of the respective software.
- There is no guarantee that the operations will work with all computer environments.