

## Customizing the Standard Display

To choose the items shown in the standard indicator display:

- 1 Display standard indicators.**  
Use the **DISP/BACK** button to display standard indicators.
- 2 Select DISP. CUSTOM SETTING.**  
Select **SCREEN SET-UP > DISP. CUSTOM SETTING** in the setup menu.
- 3 Choose items.**  
Highlight items and press **MENU/OK** to select or deselect.

Item	Default	Item	Default
FRAMING GUIDELINE	<input type="checkbox"/>	CONTINUOUS MODE	<input checked="" type="checkbox"/>
ELECTRONIC LEVEL	<input type="checkbox"/>	DUAL IS MODE	<input checked="" type="checkbox"/>
FOCUS FRAME	<input checked="" type="checkbox"/>	TOUCH SCREEN MODE	<input checked="" type="checkbox"/>
AF DISTANCE INDICATOR	<input type="checkbox"/>	WHITE BALANCE	<input checked="" type="checkbox"/>
MF DISTANCE INDICATOR	<input checked="" type="checkbox"/>	FILM SIMULATION	<input checked="" type="checkbox"/>
HISTOGRAM	<input type="checkbox"/>	DYNAMIC RANGE	<input checked="" type="checkbox"/>
LIVE VIEW HIGHLIGHT ALERT	<input type="checkbox"/>	BOOST MODE	<input checked="" type="checkbox"/>
SHOOTING MODE	<input checked="" type="checkbox"/>	FRAMES REMAINING	<input checked="" type="checkbox"/>
APERTURE/S-SPEED/ISO	<input checked="" type="checkbox"/>	IMAGE SIZE/QUALITY	<input checked="" type="checkbox"/>
INFORMATION BACKGROUND	<input checked="" type="checkbox"/>	MOVIE MODE & REC. TIME	<input checked="" type="checkbox"/>
Expo. Comp. (Digit)	<input type="checkbox"/>	IMAGE TRANSFER ORDER	<input checked="" type="checkbox"/>
Expo. Comp. (Scale)	<input checked="" type="checkbox"/>	MIC LEVEL	<input checked="" type="checkbox"/>
FOCUS MODE	<input checked="" type="checkbox"/>	GUIDANCE MESSAGE	<input checked="" type="checkbox"/>
PHOTOMETRY	<input checked="" type="checkbox"/>	BATTERY LEVEL	<input checked="" type="checkbox"/>
SHUTTER TYPE	<input checked="" type="checkbox"/>	FRAMING OUTLINE	<input type="checkbox"/>
FLASH	<input checked="" type="checkbox"/>		

- 4 Press DISP/BACK to save changes.**
- 5 Press DISP/BACK as needed to exit the menus and return to the shooting display.**