



User Guide

Microtek, International, Inc.
March 1999

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Welcome to EyeStar Mail V3.0™

Congratulations and thank you for using EyeStar Mail v3.0, the complete package for capturing live actions and cool snapshots that you can easily and quickly send to your family and friends over the Internet. This consumer video mail product allows you to record video and audio clips that can be saved in a self-executable file format, which is compatible in all types of mail clients that run on Windows 98 and NT. Keeping in touch with your loved ones has never been as easy as record-and-send.

And not only that, create personalized greeting cards with your favorite pictures in it. You can capture a snapshot of yourself and place it on a card with your special message. Then, send the card online so that the person who will receive it will get this extraordinary surprise in no time at all.

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Introduction

EyeStar Mail v3.0 is a complete consumer video package for recording audio and video clips that you can send to your family and friends. This package includes all the software you will need for capturing, creating personalized cards, and sending messages online. You can also visually organize your files as they get bigger. EyeStar Mail v3.0 offers:



Video Panel - Serves as your video, audio, and image data source. Capture those data using your video or digital camera and microphone. Here, you can also play back video and audio files.



Card Maker - Creates unique greeting cards using images of your choice. Simply take snapshots from Video Panel using your digital camera and send them directly to Card Maker.



Album - Allows you to organize your files more efficiently by using visual representation of the source files.



Send Mail - Allows you to send messages and files to virtually anybody and anywhere in the Internet world.

Getting User Support

The different programs that are included in this package are all easy-to-use. In any case, you may have some questions that you want to ask about certain features. To find out more about EyeStar Mail v3.0, you can use the following resources:



User Guide - Offers an overview of the whole package and also basic information on the function of each program. This will help you get started right away.



Online Help - Offers explanations of the different buttons and items you will find in each program. It also contains additional information on how to complete various tasks.



Readme Text File - Contains additional information about the program that are not included in the User Guide or Online Help.



Via E-mail - Contact any of our support centers. Before sending your inquiries, please provide us information about the system you are working on and a complete description of the situation of the problem. You can find the e-mail addresses in the Readme text file.

System Requirements

OS:	Windows 95
PC:	IBM PC compatibles
CPU:	Pentium or higher (133MHz or higher recommended)
RAM:	16 MB (32MB recommended)
Monitor:	256 color or more (16-bit High Color recommended)
HDD:	25 MB or more
Voice:	Sound Blaster compatible sound card
Video:	Digital video camera or analog video camera with video capture board.
Network:	Network environment such as telephone line, ISDN, and LAN to connect to Internet.

Note: Please make sure that all your hardware are correctly installed. For more information about them, please refer to your vendor's manual.

Installing EyeStar Mail v3.0™

The EyeStar Mail v3.0 installation program runs from within Windows and contains complete instructions on the installation process. Make sure you use this program to install EyeStar Mail v3.0 as some files require decompression during the installation process and may need to be copied to a specific destination.

To install EyeStar Mail v3.0:

1. Read the license agreement found on page 32 as it contains various legal requirements that you need to be aware of before continuing the installation process. If you agree to abide by it, continue with the installation.
2. Insert the EyeStar Mail v3.0 CD into your CD-ROM drive.
3. Windows should detect the CD and automatically run the installation program. If automatic detection fails, please run disk1\Esmail\Setup.exe directly from the installation CD.
4. Once the installation program is running, you will see the Welcome page on the screen. Please read the important recommendation and warning before continuing the Setup process. Click Next to continue or Cancel to quit installation.
5. Please enter the user's information and most importantly, the serial number to enable the Next button and continue the installation. (Your serial number is printed on the back of CD jacket.)



6. Locate the target destination where to copy the program files. Click the Browse button if you want to store the program files to another location other than the default destination.



- Click the Next button to continue the installation process or Back if you want to change any information that you previously provided.
- In the Select Program Folder dialog box, specify a name for the Program folder. This will determine the name of the folder where the program files are going to be saved.



9. EyeStar Mail v3.0 installation program will then start copying the program files to the target destination and also create a program folder for shortcuts in the Windows Start menu. Once you see the message that Setup is complete, click OK to finish.

Tips: To move between entry boxes in the installation program, use your mouse or press Tab (not Enter).
It is recommended that you close other applications that are running in the background during installation.
You can switch to other programs anytime during the installation process by clicking Alt+Tab.
Your serial number is printed on the back of CD jacket.

Getting Started - before connecting to the Internet

Now that you have installed EyeStar Mail v3.0 into your system, it is time to get you up and going. But first, in order to make sure that your line of communication in the Internet world is always available and ready, it is recommended that you set up your work environment first before doing anything else.

To run Send Mail:



1. Click Start on the Taskbar and locate the EyeStar Mail v3.0 program folder.
2. From the submenu, select Send Mail to run it.

To define your default mail settings:



1. In the Send Mail program window, click the Mail Setup button to open the Mail Setting dialog box.
2. Specify the following necessary information about your mail server.



- ⇒ **Mail encoding** - Select from MIME or UUCode. MIME is the default and is commonly used by most mail clients.
- ⇒ **Character set** - Select from US-ASCII or ISO-1
- ⇒ **Mail server** - Specify the SMTP mail server you area connected to.
- ⇒ **User name** - Specify the name of your internet account.
- ⇒ **Reply address** - Specify the e-mail address to which you want the recipient to reply to. This will automatically appear in the "From" entry box when you are sending an e-mail.
- ⇒ **Waiting time** - Specify how long to que the e-mail message before actually sending it to out to your mail server.
- ⇒ **Keep copies** - Select to save a copy of the e-mail message to your hard drive after sending it out.

3. Click OK to close the dialog box.

Notes: An IP (Internet Provider) account is required before you can set up the above-mentioned options.



You can directly run the Send Mail program from either Video Panel or Card Maker. Simply click the appropriate button on the program window. Whatever you are working on at that moment will be sent to the Send Mail program as an attachment.

On the left-hand side of the Send Mail program, you may sometimes see one or more icons appearing on the panel. These may indicate video, audio, and/or snapshot file attachments coming from Video Panel or Card Maker.

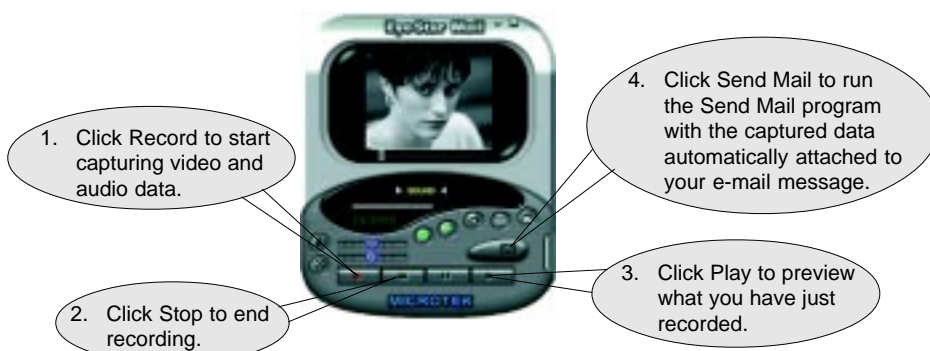
For more information on sending messages online, please refer to page 28.

Get Your Work Done Quickly

EyeStar Mail v3.0 offers everything you need to help you get the work done as easy and as fast as it can be. Sending messages, images, videos, and audio have never been as convenient as before. The following topics will give you a quickest way of completing the most common tasks you probably will want to do it such a short period of time.

Sending a video mail:

Create and send a video mail using the Video Panel program. Run Video Panel and adjust your camera to the desired view that you want to capture.



Sending a audio only mail:

If you prefer, you can just record audio data and disable the video capture feature. From the Video Panel program:



Sending a greeting card mail:

Create a greeting card in no time at all and send it through the Internet so that the person on the other end will get your card right away. Here's how:

Run the Video Panel program. Then from the Video Panel program interface:

1. Watch the preview on the Video Capture panel to determine if your camera is focused properly.

2. Runs the Card Maker program for creating personalized greeting cards that you can send to your family and friends.

3. Opens the Album dialog box for choosing an album where to save the captured image frame to and also give its item name.



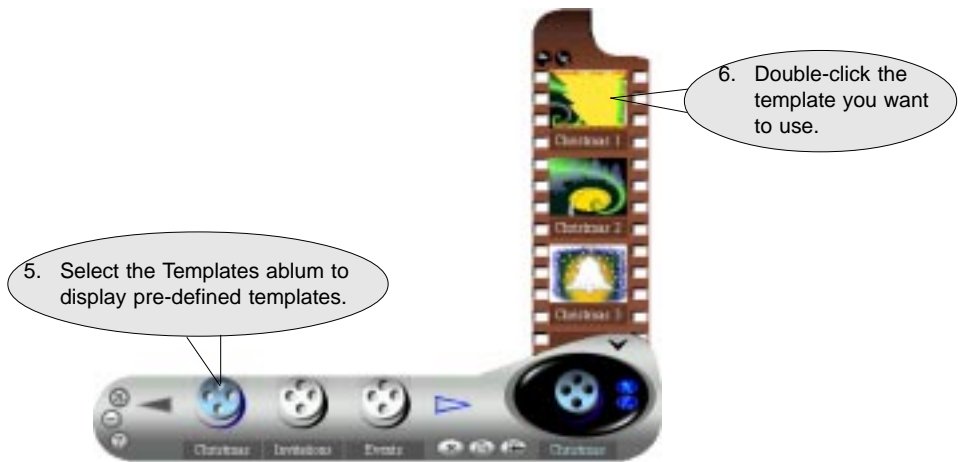
4. Click the Snapshot button to open the Snapshot dialog box.

5. Select the Card Maker option and click OK.



6. Click the Album button to run the Album program.





This template will then open in the Card Maker program. With Card Maker and Album running alongside each other, you can finish everything really fast using drag-and drop operations.



After inserting your image, you can now make the image look like it's part of the background. You can do this by using a mask to soften the edges of the image and create seamless blending between the image and the selected template.



8. Click and drag the desired mask files on the Card Maker workspace (or double-click).

7. Select the Masks album to display the available mask files on the Filmstrip.



Note: If you want to change the orientation of your image click the Rotate button. Each click turns the image 90 degree counterclockwise.



9. Click the Text button to add your personal greeting or messages.

10. Finally, click Send Mail to send your finished greeting card in the Send Mail program as an attachment file.



Once the Send Mail program is running, check the Snapshot icon on the side bar to make sure that the greeting card file you have just created is attached to your mail.

Note: If you want to find out more about using Card Maker, please refer to page 25.

Phase 1



Phase 1



Phase 1



Note: If you encounter any problem while sending your e-mail, please refer back to page 9 on how to check your mail settings. Or, for more information on sending messages online, please refer to page 28.

Preparing Your Audio, Video, and Image Files

Now that you have everything installed and have properly set up your work environment, it's time to collect the data that you will want to send online. Video Panel is the program you can use to do this for you.

To run Video Panel:



1. Click Start on the Taskbar and locate the EyeStar Mail v3.0 program folder.
2. From the submenu, select Video Panel to run it. Below is the Graphical User Interface (GUI) of the Video Panel program.

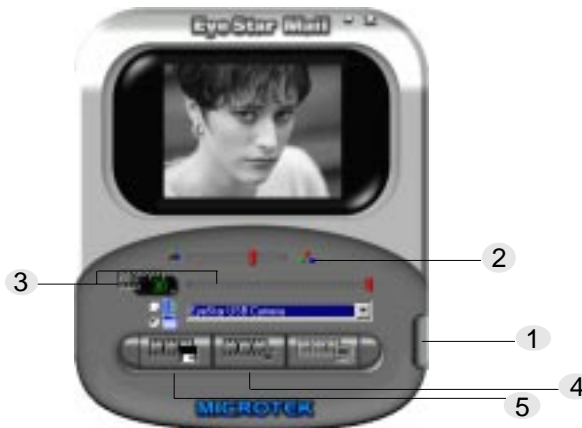


- ① **Video Capture panel** - This is where video and image data are displayed.
- ② **Info** - Connects to Microtek website for more information.
- ③ **Exit** - Closes the Video Panel program.
- ④ **Minimize** - Minimizes the Video Panel program window.
- ⑤ **Speaker volume control** - Determines how loud the output sound is on the speakers during playbacks.
- ⑥ **Microphone volume control** - Determines the pickup level of your microphone when recording audio files.

- ⑦ **Show/Hide Options panel** - Toggles between displaying the commonly used commands for capturing and the options for defining the video source's capture and display settings.
- ⑧ **Open Card Maker** - Runs the Card Maker program for creating personalized greeting cards that you can send to your family and friends.
- ⑨ **Snapshot** - Captures an image frame and automatically sends it to your preferred destination:
Card Maker - Opens the captured image frame directly in Card Maker.
Clipboard - Copies image data onto the clipboard and makes the image data content ready for pasting to any other documents or application.
File - Saves the captured image frame to disk. You can specify a file name and location where to save the resulting image file.
Album - Opens the Album dialog box for choosing an album where to save the captured image frame to and also give its item name.
- ⑩ **Save an video/audio file** - Creates a file of a captured audio/video or audio only (*.exe and *.wav) and saves it to disk.
- ⑪ **Open Album** - Runs the Album program that helps you organize all your files visually.
- ⑫ **Open an video/audio file** - Opens a previously saved video/audio or audio only files (*.exe and *.wav) to play back.
- ⑬ **Open Send Mail** - Runs the Send Mail program where you can send messages and, at the same time, attach image, video/audio, audio only files, etc. for your family and friends online.
- ⑭ **Video channel** - Allows you to choose whether or not to include video data from your video source when capturing.
- ⑮ **Audio channel** - Allows you to choose whether or not to include audio data from your audio source when capturing.
- ⑯ **Audio meter** Displays the loudness level of the input/output audio data.
- ⑰ **Control buttons**
Record - Captures video and audio files using your input devices (microphone and/or camera).
Stop - Stops capturing from your input device or playing a video sequence.
Pause - Stops temporarily a playback at a frame. Click again to continue.
Play - Plays back recently captured video file or a previously saved ones.

Defining Your Video Settings

The Video Panel program allows you to define the video source's capture and display settings. For more information about your video options, please refer to the user's manuals that came with video capture board and the capture device. Below is the Video Panel GUI displaying the basic video settings you can define.



- ① **Show/Hide Video Options panel** - Toggles between displaying the commonly used commands for capturing and this Video Options panel for defining the video source's capture and display settings.
- ② **Video quality** - Adjusts the level of compression to apply. Setting a high value high does produce better output display but in effect creates larger file sizes as you increase it.
- ③ **Frame rate** - Specifies how many frames to record per second when capturing. The black square indicates the current frame rate.
- ④ **Video source** - Opens the Video Source dialog box for adjusting the colors of your capture device, zoom level, and other settings to improve capture and device display capabilities. This dialog box varies depending on the type of video capture driver and device you have installed in your system.
- ⑤ **Video format** - Opens the Video Format dialog box for specifying video compression, frame size, color channels, and other settings. This dialog box varies depending on the type of capture driver and device you have installed in your system. (**Note:** Video Panel can only display four video frame sizes; 160x120, 176x144(QCIF), 320x240, and 352x288(CIF).

Creating Live Messages



The Video Panel program is the tool you need for creating video and audio files that can contain your important messages.

Recording a video/audio clip:



Before you start recording your message, be sure to check your video settings in the Video Options panel. Click the Show/Hide Video Options panel button to define your video settings. These options vary depending on the type of video capture device that is connected to your machine.



1. Click Start on the Taskbar and locate the EyeStar Mail v3.0 program folder or click the EyeStar Mail icon over the desktop.



2. Check the Video and Audio channel buttons to see if they are active. Selecting the desired channels will determine whether to record both video and audio data or audio only.



Note: When recording audio data, adjust the microphone level on the Capture Options panel to set the pickup sensitivity of our audio source device.

3. Adjust the video source device's (e.g. video camera) focus to ensure that everything you want to record appears on the Video capture panel.
4. Click the Record button to start the capturing process. The Video capture panel will display what's being recorded, as well as the timecode and file size information.
5. When finished with your message, click the Stop button to end the recording session.
6. To preview the recorded clip, click the Play button. You can also adjust the audio playback volume by adjusting the Speaker volume control.

Note: Make sure that you save the recently recorded clip to a file first before starting another recording session. This way, you will not overwrite the one you have just recorded.

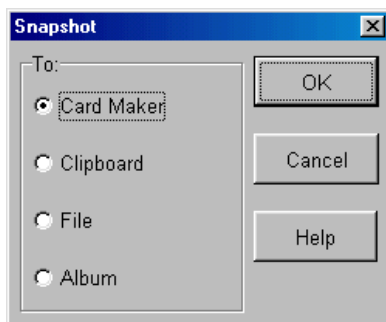
7. When satisfied with the preview, you can then either save the recorded clip to a file or send it online right away. Otherwise, start recording again.

Note: For more information on how to send files via e-mail, please refer to page 28.

Capturing a single image frame:

You may sometimes want to take a snap photo of yourself or something else to put on a personalized card. To do this, you can use your capture video device to take the shot.

1. Adjust the camera to the desired view. Check the preview on the Video capture panel.
2. Click the Snapshot button.



3. From the resulting dialog box, select where to send the captured image frame:

Card Maker - Opens the captured image in the Card Maker program for creating unique cards.

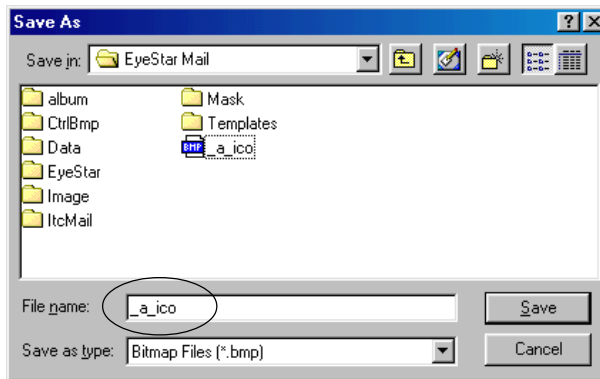
Clipboard - Copies the image data onto the Windows clipboard and makes it available for pasting into other programs.

File - Saves the image data to a file with your preferred file name. Unlike sending it to Album, you can give a specific file name for the captured image frame yourself.

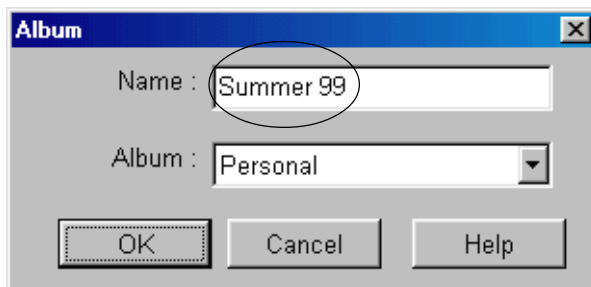
Album - Adds a thumbnail (small image representation) of the captured image frame to an album for quick access. This will server as a shortcut to the source file of the captured image.

4. If you have chosen either one of the first two options, Video Panel program starts capturing after you click the OK button.

For File and Album options, the capturing process starts after you have specified the necessary information in their related dialog boxes.



- 4.a In the File: Save As dialog box, locate the folder as to where you want to save the image file and then specify a file name for it. Click Save to start the process.



- 4.b In the Album dialog box, specify a name for the captured image where a thumbnail representing the file will be added to the specified album. Click OK to start the process.

Notes:

The Video Capture panel displays a preview of the captured image frame. Check if you are satisfied with the shot. Otherwise, repeat the process again until you get the shot that you want.

For more information on how to send files via e-mail, please refer to page 27.

Creating a Personalized Card

Card Maker is the tool for creating unique cards and putting your favorite photos in them. Once you have your image file ready, you can open it in Card Maker and express your own creativity.



To run Card Maker:

There are several ways on how you can run the Card Maker program. You can choose from:



Clicking Start on the Taskbar to locate the EyeStar Mail v3.0 program folder and then , selecting Card Maker from the resulting submenu.



Using the Video Panel program interface, click the Open Card Maker button and this will automatically open an image of what is currently being captured by your video source.

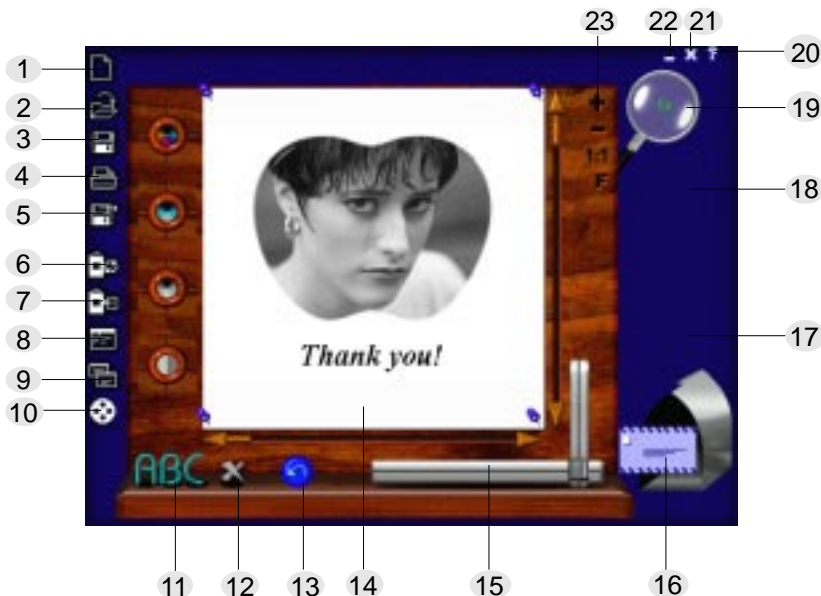


Clicking the Snapshot button from Video Panel and then sending the captured image frame directly to Card Maker.



Double-clicking an image file from an album's filmstrip on the Album program interface.





Below is the Graphical User Interface of the Card Maker program.



- ① **Create a new project** - Creates a new card project in the workspace. It opens the New template dialog box for choosing a solid color or a predefined background. If a project is currently open in the workspace, it prompts you to save the project first before inserting a new template.
- ② **Open a project** - Opens a previously saved Card Maker project. This opens a dialog box for locating the file.
- ③ **Save project** - Saves the project you are currently working on to a project file (*.ICM). This format allows you to do more editing in the future without merging all your objects in your card project into one image. This way, you can still work on the objects independently. You can also save the file to an album for better file management.
- ④ **Print** - Sends the image data to the printer. This opens a preview window displaying how your card will be printed on paper. You can also print multiple copies of the currently open card on a single sheet by selecting the Tile option when in Print mode.
- ⑤ **Save As** - Saves the current project into an image file. Card Maker merges all objects to the background and saves the project data to an image file. You can also have the option to save the image file to an album for better file management.
- ⑥ **Change template** - Allows you to change the current background in the card project. This opens a dialog box for choosing another template.
- ⑦ **Insert an image** - Insert an image to the current project as an image object.
- ⑧ **Select TWAIN source** - Opens a dialog box for selecting the TWAIN source to use an input device (i.e. scanners or digital cameras) for acquiring an image. For more information on acquiring images, see the Online Help.
- ⑨ **Acquire** - Allows you to get your photos into your computer. This means that photo data are digitized so that you can work on them on your computers. You can then create personalized eye-catching greeting cards.
- ⑩ **Open Album** - Runs the Album program. This program helps you organize your photos efficiently. You can store your photos to different albums just like the real-life photo albums where you can separate your photos according to different categories. You can also drag and drop image files from an album onto the Card Maker workspace.
- ⑪ **Add text** - Opens a dialog box for adding text as an object into a card project. In this dialog box, you can define the text attributes such as type, size, style, alignment, and color of the font. Check out how the font looks like with the current settings in the preview window of the same dialog box.

- ⑫ **Delete** - Deletes the currently selected object from the card project.
- ⑬ **Undo** - Reverses the previously applied action.
- ⑭ **Horizontal/Vertical scroll bars** - Adjust the focus on a particular area when the image is larger than the workspace window. Click and drag the scroll bar slider to quickly find a spot in an image that is not currently visible. You have to zoom in the image to activate the scroll bar.
- ⑮ **Resize** - Changes the size of the selected image object. Clicking the rectangular slider opens the Dimensions dialog box for specifying the new size. Selecting the Keep aspect ratio option keeps the original image proportions. Double-clicking an image object also opens the same dialog box. You can also click and drag the slider upwards or to the left to resize the image. Pressing the Shift while dragging will retain the original proportions of the image.
- ⑯ **Send Mail** - Opens the Send Mail program for sending your personalized card to your friends and relatives online.
- ⑰ **Add mask** - places a mask over an image object. This opens a dialog box for choosing a mask to create transparent areas that will make the background show through the image. It can be a simple shape or keying certain colors out that will make the image blend seamlessly with the background or the currently selected template.

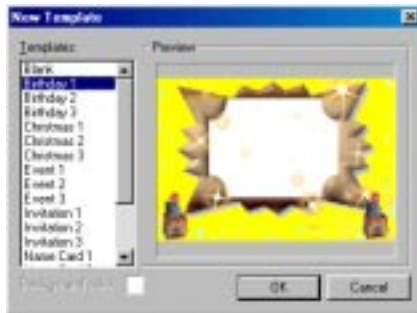
Notes: You need to make an image object active before using this feature. If you decide to remove the mask later, click the mask button again and then the Reset button in the resulting dialog box.

- 18 **Rotate** - Changes the orientation of the selected image. Each time you click the octagon, the image object rotates 90 degree counterclockwise.
- 19 **Current zoom ratio** - Displays the current magnification of the image that is being displayed on the workspace.
- 20 **Help** - Opens the Card Makers online help.
- 21 **Exit** - Closes the Card Maker program.
- 22 **Minimize** - Minimizes the program window.
- 23 **Zoom controls** - Allows you to change the magnification of the image that is being displayed on the window. By clicking:
 -  The “+” icon (or pressing “+” on the keyboard), you can get a more detailed view of the image.
 -  The “-” icon (or pressing “-” on the keyboard), the image displayed gets smaller.
 -  **1x1** resizes the image to 1x(100%) magnification.
 -  **Fit in Window** resizes the current image to fit the largest window that can be displayed in the workspace.

Working on a card project:



1. After you get the Card Maker running, you are now ready to start creating your card. Click the New Template button and select a background for your card project in the dialog box. (To see a preview of what each template looks like, click through the list.)



Note: In the initial use of the Card Maker program, the workspace will open with a black background. For the succeeding sessions, the background color is determined in the settings you had the last time you used it. To change a background color, select Blank from the list of available templates and then click the color square found at the lower left-hand side of any Template dialog box and select the new color.

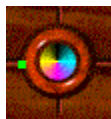


2. Click the Insert image button for choosing the image to put on the card. (You can also change the orientation of your image using the Rotate button or resize it using the Resize slider.)

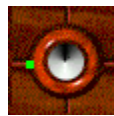




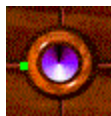
3. Adjust the display of colors in your image by using the four color control buttons. By dragging the little green square around of each of the buttons, you can adjust the hue, saturation, brightness, and contrast of the colors in the image. (This is only available if you have an image object selected.)



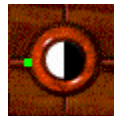
Hue



Brightness



Saturation



Contrast



4. To seamlessly blend your image with the background, click the mask button for specifying whether to use a Key color for creating the mask area or an image file. (This is only available if you have an image object selected.)



5. Click the Load button to locate the folder where the mask file you want is saved.



6. In the Load Mask File dialog box, select the mask file you want to use and then click the Open button.

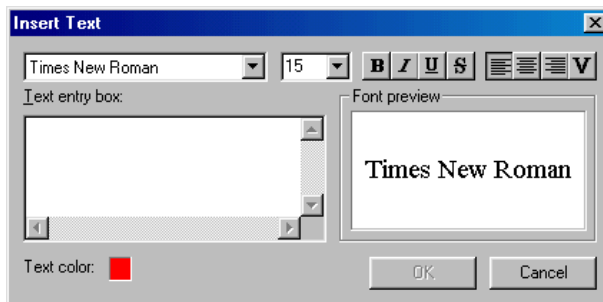


7. Click OK to close the insert Mask dialog box and apply it on the image in your card project.

Tips: Using a mask helps you blend the images with the background making it appear as part of the whole image. A mask allows you to make the background show through certain portions of your image. EyeStar Mail v3.0 provides predefined masks that you can choose from. Simply open the Album program and find the Templates album. From the Filmstrip that displays the thumbnails of available mask files, select one and then drag and drop it into the Card Maker workspace.



8. Click the Insert text button for adding in your greeting or any messages, as well as, define the text attributes. If you want to edit your text again, double-click the next object to open the Text dialog box.



9. When satisfied with the overall appearance, you are now ready to output your card to a file or send it online.



Note: Check out the next section on how to send e-mail messages. Once the Send Mail program is running, check the Snapshot icon on the side bar to make sure that the greeting card file you have just created is attached to your mail.

Sending Messages Online



Once you have finished recording your video and/or audio messages, taking a snapshot or creating your own card, you may want to send them through the Internet. There are different ways on how to run the Send Mail program. You can choose from:



Clicking Start on the Taskbar to locate the EyeStar Mail v3.0 program folder and then selecting Send Mail from the resulting submenu.

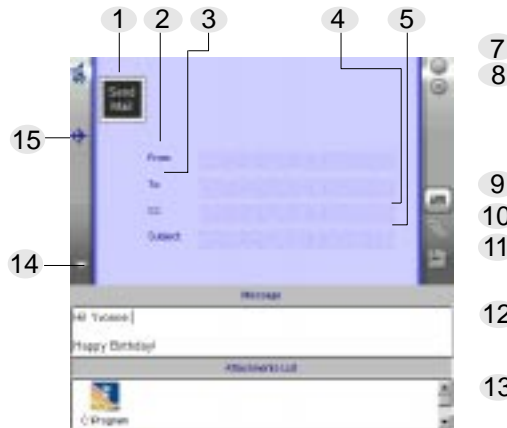


Using the Video Panel program interface, click the Send Mail button. Depending on the data (video, audio or image) that is currently in the Video Panel, the corresponding file will be attached to your e-mail message. Icons appears on the side bar indicating the type of data that are currently attached.



Using the Card Maker program interface, click the mailbox button found at the lower right-hand side to attach the card you are currently working on as an image file in your e-mail.

Below is the Graphical User Interface (GUI) of the Send Mail program.



- ① **Send Mail button** - Starts sending your messages and attachments online.
- ② **From** - Displays reply back e-mail address. This option can be set in the Mail Setup dialog box opened by clicking Mail Setup button (item #9).
- ③ **To** - Specifies the e-mail address of your recipient. If there is more than one recipient, separate addresses by commas. (**Note:** The drop-down list can recall up to 30 e-mail addresses you have already used.)

- ④ **Carbon Copy (Cc)** - Includes anybody you want to inform that you have sent an e-mail to the specified recipient. If there is more than one recipient, separate addresses by commas. (**Note:** The drop-down list can recall up to 30 e-mail addresses you have already used.)
- ⑤ **Subject** - Gives the recipient an idea of what your entire e-mail is about.
- ⑥ **Minimize** - Minimizes the program window.
- ⑦ **Exit** - Closes the Send Mail program.
- ⑧ **Help** - Opens the Send Mail online help.
- ⑨ **Mail Setup** - Opens a dialog box for setting up your mail server and related options before sending e-mail.
- ⑩ **Add attachments** - Choose the files to send with your message.
- ⑪ **Clear attachments** - Deletes all attached files.
- ⑫ **Message** - Contains the message you want to send to your recipient.
- ⑬ **Attachments list** - Displays all files that you have selected to send with your message. Right-click to choose from the available display options.
- ⑭ **Open/Close letter sheet** - Toggles between displaying or not the letter body (Message) and attachment list.
- ⑮ **Image file attachment** - Attaches image data online to go with your e-mail message. This maybe a personalized card you have designed earlier or a captured image frame. Click the icon to toggle between attaching or detaching the file.
- ⑯ **Video/audio and audio only file attachments** - The first icon indicates that a self-executable video/audio file (*.exe) is currently attached with your e-mail message. The other one indicates an audio file (*.wav). *Note:) These files come from recorded video/audio or audio only files from Video Panel and sent directly to the Send Mail program. Click any icon to toggle between attaching and detaching the file.)



Using the Send Mail program:

1. Click any of the entry boxes to specify needed information about your e-mail message (i.e. sender, recipient, and others). If you have more than one address for an item, you can separate them using commas. You can also click the drop-down arrow to display the last few e-mail addresses that you have used. The Cc (Carbon Copy) and Subject entries are optional.
2. Type in your message in the letter body.
3. Click the Add attachment button to send more files with your message.
4. Click the Send Mail stamp-like button to start the process.

Note: If you encounter any program while sending your e-mail, please refer back to page 9 on how to check your mail settings.

Managing Your Files Visually



Collecting image, video, and audio files can sometimes get out of hand if you don't organize your files efficiently. It is also helpful if you can see a visual representation of a file rather than just depending on its file name. This is why a small (thumbnail), that is about the size of the thumb, is used to represent your files in an album. A thumbnail resembles the appearance of the actual file it is representing (e.g. an image file or an image frame of a video file). By saving files to albums, you can group them according to their purpose so you can easily locate them. More so, you can use these files with ease by performing drag-and-drop operations. Simply click a thumbnail and then drag-and-drop it to Card Maker or Send Mail. You can also double-click a thumbnail to open the file directly in the appropriate application.

To run Album:

There are several ways on how you can run the Album program. You can choose from:



Clicking the Start button on the Taskbar to locate the EyeStar Mail program folder and then selecting Album from the resulting submenu.

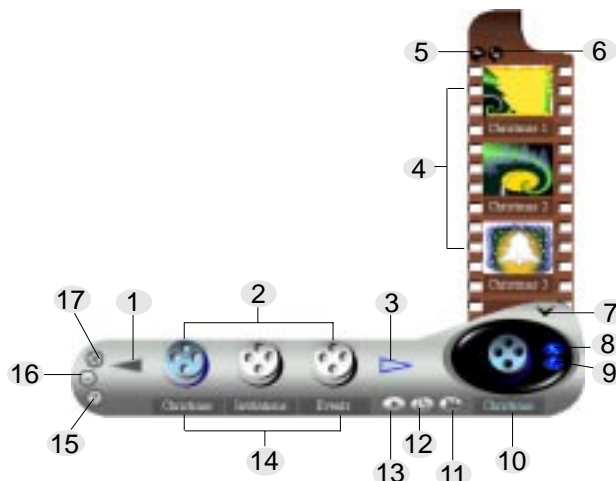


Using the Video Panel program interface, click the Album button. You can select a self-executable video file (*.exe) from Album and drag and drop it into the Video capture panel. This file will then be available for previewing.



Using the Card Maker program interface, click the Album button. Using Card Maker along side the Album program will make your work easier as Album provides quick access to image and mask files that you may want to use in your project.

Below is the Graphical User Interface (GUI) of the Album program.



- ① **Scroll preceding album** - Moves back to the previously displayed albums.
- ② **Available albums** - Displays a set of three albums per view. Each album contains previously saved files that you can work on in Card Maker or open in Video Panel for viewing.
- ③ **Scroll** - Moves to the next available album.
- ④ **Frame item** - Displays a thumbnail representation of a file. Double-click an item's name to change it.
- ⑤ **Scroll up** - Shows the previously displayed thumbnail image that is included in the active album.
- ⑥ **Scroll down** - Shows the next thumbnail image that is included in the active album.
- ⑦ **Show/Hide filmstrip** - Shows or hides the filmstrip that displays thumbnail representations of all the files that are included the currently selected album.
- ⑧ **Delete frame item** - Permanently deletes the currently selected image or video file from disk.
- ⑨ **Open selected item** - Allows you to open the currently selected item in its appropriate application.
- ⑩ **Active album** - Displays the name of the currently selected album.
- ⑪ **Insert an image file** - Opens a dialog box for locating a new album.
- ⑫ **Create a new album** - Opens a dialog box for creating a new album. Specify a name for the new album.
- ⑬ **Delete album** - Displays the name of an album. Double-click to rename.
- ⑭ **Album's name** - Displays the name of an album. Double-click to rename.
- ⑮ **Help** - Opens the Album online help.
- ⑯ **Minimize** - Minimizes the program window.
- ⑰ **Exit** - Closes the Album program.

To save files to an album, you can:



Select the "Save to album" option in any Save dialog boxes. The drop-down list of existing albums is enabled and you can choose which album to save a file to.



Click the Snapshot button in Video Panel and select the Album option.

Tip: It is recommended that you keep the Album program running on the side while working in Card Maker for quicker access to files and also get an idea right away of what a certain image file looks like.

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Microtek International, Inc.

6, Industry East Road 3,










Science-based Industrial Park,

Hsinchu 300, Taiwan, ROC

or its regional distributors

Technical Support

All registered users of EyeStar Mail v3.0 are entitled to technical support from Microtek Inc., Inc. You can contact our support centers by e-mail or fax and these information are provided for in the Readme.txt file found in your EyeStar Mail v3.0 program folder. Please prepare the following information first before contacting a support center:

-  EyeStar Mail v3.0 serial number
-  Name and Company
-  E-mail address
-  Your computer's information (CPU type, RAM, & free Hard disk space)
-  Network environment such as telephone line, ISDN, or LAN
-  MODEM type
-  Sound Card
-  Capture Card
-  Video Camera

Note: Please make sure that you have given the correct serial number and also meet the minimum system requirements in order to run EyeStar Mail v3.0.

E-mail: camera@microtek.com.tw

Fax: 886-3-5772598