

About Gallery Editor

Gallery Editor is an application that makes it easy to create a moving digital photo gallery. Drag and drop your favorite images onto the Gallery Editor window to register them and create a digital gallery.

After you create a gallery, you can save it as a file and view it through Gallery Editor or Gallery Viewer. You can control the motion with the mouse.

You can use your gallery as a desktop screen saver. Also, you can create a Windows executable file, which you can distribute to other people; they can view your photo collection even without PerfectPhoto.

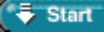
Starting Gallery Editor

1. Click on the Windows **Start** button.
2. Move the cursor on **Program**, and **PerfectPhoto**; then click on **Gallery Editor**.
Gallery Editor starts.

Gallery Editor is ready to create a gallery. Register your favorite images and create your gallery.

Begin Edit

Creating a Gallery

1. From the operation bar,select  and then




Create gallery.

If you are editing another gallery and have not yet named it,you are asked if you want to save it.Click on **Yes** or **No**.

Tip:If you have just started Gallery Editor,you already have a new window.There is no need to do step 1.

Editing a Gallery

To edit a gallery,do the following:

- 1.From the operation bar,select  and then



Open gallery.

A dialog where you can specify a file is displayed.

- 2.Select the gallery file you want to edit (.dpg file),and click on **Open**.
The gallery frame is displayed in the window.

Registering a Frame


Images used in Digital Gallery are called *frames*. There are two ways to register a frame in the gallery.

Registering by Drag and Drop

1. Start Windows Explorer or Album Explorer.
2. Open the folder or album containing the image that you want to register.
3. Drag and drop the image onto the Gallery Editor window.
The image is registered as a frame. If you drop the image between two frames, the image is inserted at that position. If you drop it elsewhere, it is appended to the end of the gallery.

Tip: You can select more than one image and drag and drop them together.

Registering by Specifying the File Name

1. From the operation bar, select  and then



Add image.

A dialog where you can specify an image file is displayed

2. Specify the image file that you want to register and click on **Add**.
The image is registered in the gallery. If you have specified the insertion position, the image is inserted there; otherwise, it is appended to the end.

Tip: If you hold down the **Shift** or the **Ctrl** key and click the mouse button, you can select and register several images at the same time.

Editing a Frame

You can edit a frame after selecting it.

Selecting a Frame


Click on a frame to select it. You can do the following: cut, copy, paste, or delete.

Tip: In a selected frame the image is outlined by a selection border.

Selecting More Than One Frame

To select more than one frame, hold down the **Shift** or **Ctrl** key while clicking on the frames.

Cutting a Frame

To move a selected frame from its current position, select  and then



Cut or press **Delete**. You can then paste it to a new location.

Copying a Frame

To copy a frame, select  and then



Copy. You can then paste it to a new location.

Pasting a Frame

To paste the frame, select  and then



Paste. If you have specified the insertion position, the frame is pasted there. Otherwise, it is appended to the end of the gallery.

Deleting a Frame

To delete a frame, select  and then




Delete.

Moving a Frame

Drag the selected frame and drop it between two frames. The frame is moved to that position.

Undo

To undo your last action, select  and then



Undo.

Tip: Each editing command has a shortcut key. To speed up your work, you can use the shortcut key.

- ◆ Cut <Ctrl>+<X>
- ◆ Copy <Ctrl>+<C>
- ◆ Paste <Ctrl>+<V>
- ◆ Undo <Ctrl>+<Z>

Saving a Gallery


After creating a gallery, you can save it by selecting one of the following:

- ◆ **Save**
- ◆ **Save as...**

If you select **Save as...**, you can save the gallery in one of various formats. For more information on formats, see [Notes](#).

Save

To save the gallery, do the following:

From the operation bar, select  and then



Save.

The old gallery file is overwritten with the new file.

Save As..

You can save a new version of the gallery without overwriting the old one, by renaming the new version.

1. From the operation bar, select  and then



Save as...

The Save As... dialog is displayed.

2. Select the location to save the gallery, and enter the file name.
3. Specify the file format for output in the File type field.
4. Click on **Save**.

The gallery is saved.

Note: You can open and edit only digital gallery files (*.dpg) in Gallery Editor. Use this file type while you are working on the file. When you are finished editing the file and you want to distribute it to other people using different environments, save the file as an archive file, executable file, or animation GIF.

Output Format

With Gallery Editor, you can select one of the following output formats for your gallery:

- Digital Gallery File (*.dpg)
- Digital Gallery File –Archive file (*.dpa)
- Executable gallery (*.exe)
- Animation GIF (*.gif)
- Screen Saver (*.scr)

In Gallery Editor, you can open and edit only digital gallery files (*.dpg). Use this file type while you are working on the file. When you are finished editing the file and you want to distribute it to other people using different environments, save the file as an archive file, executable file, animation GIF, or screen saver.

For more information on formats, click on one of the following:

```
{button ,JI(>fmtinfo',`FILE_FORMAT_NORMAL')}Digital Gallery File (*.dpg)
{button ,JI(>fmtinfo',`FILE_FORMAT_ARCHIVE')}Digital Gallery File -Archive file (*.dpa)
{button ,JI(>fmtinfo',`FILE_FORMAT_EXECUTABLE')}Executable gallery (*.exe)
{button ,JI(>fmtinfo',`FILE_FORMAT_ANIMGIF')}Animation GIF (*.gif)
{button ,JI(>fmtinfo',`FILE_FORMAT_SAVER')}Screen Saver (*.gif)
```

Digital Gallery File (*.dpg)

Use this file type for your regular editing work using your own computer.

A digital gallery file has the following characteristics:

- It is the only format that you can open and edit in Gallery Editor.
- It has links to the image and sound files. The image itself is not in the file.
- It can be opened and replayed with Gallery Viewer.
- The file extension is .dpg.

Digital Gallery File –Archive file (*.dpa)

Use this format to distribute a gallery.If the viewer does not have Gallery Viewer,use an executable gallery file.

An archive digital gallery file has the following characteristics:

- All image and sound information is actually in the file
- It can be opened and replayed with Gallery Viewer
- It is a read only format.You cannot edit it using Gallery Editor.
- The file size might become large depending on the content of the gallery (watch your disk space).
- The file extension is .dpa.

{button ,AL('Distributing the gallery')}}Related Subjects

Executable Gallery (*.exe)

This format contains all the necessary information to replay the gallery. Use this format if you are distributing a digital gallery to someone who does not have Gallery Viewer.

An executable gallery file has the following characteristics:

- It contains the program to replay the gallery with all the necessary image and sound information.
- It cannot be opened using Gallery Editor or Gallery Viewer.
- The file size might become large depending on the content of the gallery (watch your disk space).
- The file extension is .exe.

{button ,AL('Distributing the gallery')}}[Related Subjects](#)

Animation GIF (*.gif)

This format is used for viewing a slide show on a Web browser.

An animation GIF file has the following characteristics:

- Only a slide show replay is saved. A digital gallery cannot be played.
- It is used mainly for viewing on a Web browser.
- It can be used as a component of a Web page.
- No sound information is included.
- It cannot be opened using Gallery Editor or Gallery Viewer.

Screen Saver (*.scr)

This file format is used whenever a digital gallery is used as a screen saver on a PC without PerfectPhoto installed.

Tip: Use the default file format or archive format for the digital gallery file if you want to use the gallery as a screen saver on a PC with PerfectPhoto installed. Refer to Screen Saver Setup for more details.

The screen saver format for sharing has the following features:

- The program for playing a gallery as a screen saver, the images and the sound files are all merged into a single file.
- This file can not be opened by the Gallery Editor or Gallery Viewer.
- The file size can become large depending on the contents of the gallery. (Pay attention to the free disk space.)
- The file extension is .SCR.

To use this file format as a screen saver, perform the following steps:

1. Start Windows Explorer and click the right mouse button on the shared .SCR file.
A menu is displayed.
2. Select [Install] from the menu.
The [Screen Property] dialog is displayed and the [Screen Saver] page is opened.
3. The screen saver can be previewed by pressing the [Preview] button. Also, the [PerfectPhoto Screen Saver] dialog is displayed by pressing the [Setup ...] button. The screen saver can be setup using this dialog.
4. Click the [OK] button of the [Screen Property] dialog.
The screen saver setup is complete.

Gallery Settings

In the Gallery Settings dialog,you can specify the following:

- Title,Creator,Comments
- Sound file to play while a digital gallery or a slide show is played
- Slide show settings
- Other advanced settings

Starting the Gallery Settings Dialog

From the operation bar,select ● and then



Gallery settings.

The Gallery Settings dialog is displayed.

About the Gallery Settings dialog

Setting up a Frame

In the Property Settings dialog, you can specify the following options for each frame:

- Transition type during slide show
- Image display during slide show

During slide show replay, the options set in the Gallery Settings dialog are used. Using this dialog, you can specify basic settings, transition, image display, and other options for each frame.

Starting the Slide Show Settings Dialog

1. Select a frame to specify the properties.
2. From the operation bar, select ● and then



Property Settings.

The Property Settings dialog is displayed.

Tip: You can also select properties by clicking on the frame with the right mouse button to display a menu; and then selecting **Properties**.

About the Property Settings dialog

Gallery Settings

In this dialog, you can set the whole gallery.

To see how a button works, click on it here:

{button ,JI(`>tabinfo`,`HIDD_PROPPAGE_GALLERY_BASIC`)}Basic

{button ,JI(`>tabinfo`,`HIDD_PROPPAGE_GALLERY_ADVANCED`)}Advanced

{button ,JI(`>tabinfo`,`SLIDESHOW_SETTINGS_TRANS`)}Transition (Slide show)

{button ,JI(`>tabinfo`,`SLIDESHOW_SETTINGS_IMAGE`)}Display Image (Slide show)

Basic

With the Basic tab, you can specify information or a background music for the gallery.

Gallery Information group

With this group, you can specify information for the gallery.

- **Title**

Enter the gallery title, which is displayed when you start the gallery index.

- **Created by**

Enter the name of the creator of the gallery.

- **Comments**

Enter comments about the gallery.

Background Music group

You can select the background music to play while a digital gallery or a slide show is playing.

- **Play background music**

Put a check mark here to play the specified sound file repeatedly during the playback of a digital gallery or a slide show.

- **Sound file name**

Enter the name of a sound file (.MID, .RMI, or .WAV). To select a file, click on **Browse...**

What is this dialog used for?

Advanced

The Gallery can be setup using the Advanced tab. Use this tab when you want to customize the motion of the gallery.

Slide show Settings group

This group allows slide show settings only when the gallery motion is set to slide show.

- ◆ **Enlarge the image if it is smaller than the window**

If the image size is smaller than the window size, put a check mark here to enlarge the image to the maximum size, in other words, so that it fits in the window without its aspect ratio being changed. Remove the check mark to display the images in its original size.

- ◆ **Random**

Put a check mark here to play the frames of a slide show in random sequence regardless of the sequence in which the frames are registered in the gallery.

With this group, you can specify information for the gallery.

Autopilot group

With the **Autopilot** group, you can enable or disable autopilot, and specify time to start autopilot.

Tip: During the of a digital gallery set with autopilot, speed and direction change automatically.

- ◆ **Start autopilot if the mouse has not been moved for a preset length of time**

Put a check mark here to start autopilot if the mouse has not moved for a preset length of time. The gallery starts automatically.

- ◆ **Autopilot starts after**

Enter the length of time to elapse before autopilot starts.

Autostart Settings for Gallery Viewer group

With this group, you can specify commands to determine what actions occur:

- ◆ When the gallery is opened using Gallery Viewer.
- ◆ When running a gallery saved as an executable gallery file.

- ◆ **Last motion specified before saving the gallery**

Select either this or **Specify the motion** to specify the motion pattern with autostart.

With this option, if you are watching the Earth pattern on Digital Gallery and then save the gallery, the next time the gallery is opened, the Earth pattern will be played.

- ◆ **Specify motion**

To set the autostart replay, select this or **Last motion before saving the gallery**.

If you select this option, the motion pattern you select is performed when autostart begins.

What is this dialog used for?

Transition (Slide show)

With the **Transition** tab, you can select the pattern to use during the transition from the previous image to the image of the current frame when the slide show is playing.

The option you specify here is applied to all frames. To specify options for each frame independently, go to the Property Settings dialog.

Options

You can set the following options with this tab:

- ◆ **Type**

Select the transition type.

- ◆ **Display time**

Move the slider to change the time required for the transition. To make the transition movement smoother, set a longer transition time.

- ◆ **Sound**

- Play sound when the transition starts

Put a check mark here to play the specified sound file when the transition starts.

- **Sound file name**

Enter the name of a sound file (*.wav). To select a file, click on **Browse...**

What is this dialog used for?

Display Image (Slide show)

With the **Display Image** tab, you can select the length of time an image is displayed during the slide show, and the sound file to be played while it is displayed.

The options you specify here are applied to all frames. To specify options for each frame independently, use the Property Settings dialog.

Options

You can set the following options with this tab:

◆ Display time

Move the slider to specify the length of time to display the image. To specify a value outside the slider range, type a value in the field on the right.

◆ Sound

■ Play when an image is displayed

Put a check mark here to play the sound file specified under **Sound file name** when the transition is completed and the image is displayed.

■ Sound file name

Enter the name of a sound file (*.wav). To specify a sound file, click on **Browse...**

◆ Display information

■ Display title

Put a check mark here to display the title on the replay window.

■ Position

Specify the position for the title on the window. You can select top left, top right, bottom left, or bottom right.

■ Font settings

Click on this button to display a dialog and to where you can specify the title, font, and color for the title.

What is this dialog used for?

Property Settings

You can change the property settings of the selected frame in this dialog.

Three tabs are available in this mode. To see how to use a tab, click on it here:

{button ,JI(`>tabinfo`,`FRAME_PROPERTY_INFO`)}[Information](#)

{button ,JI(`>tabinfo`,`FRAME_PROPERTY_TRANS`)}[Transition](#)

{button ,JI(`>tabinfo`,`FRAME_PROPERTY_IMAGE`)}[Display Image](#)

Note: If more than one frame is selected, the **Information** tab is not displayed.

Information

With the **Information** tab, you can specify basic information for the frame.

- ◆ **File name**

The image file name is displayed. You cannot change this.

- ◆ **Size**

The number of vertical and horizontal pixels in image is displayed. You cannot change this.

Options

You can specify the following options with this tab:

- ◆ **Title**

This is the title of the frame. The title entered here is displayed at the bottom of the frame on the Gallery Editor window. Put a check in the **Display title** field on the **Display Image** tab to display the image with the title while playing the slide show.

- ◆ **Comments**

You can enter comments about the image.

What is this dialog used for?

Transition

With the **Transition** tab, you can select the pattern to use during the transition from the previous image to the image of the current frame when the slide show is playing.

Options

You can set the following options:

- ◆ **Use the default settings**

To use the default settings provided in the Slide Show Settings dialog, put a check mark here. To specify your own settings, remove the check mark.

- ◆ **Type**

Select the transition type.

- ◆ **Display time**

Move the slider to change the length of time required for the transition. To make the transition movement smoother, set a longer transition time.

- ◆ **Sound**

- **Play sound when the transition starts**

Put a check mark here to play the specified sound file when the transition starts.

- **Sound file name**

Enter the name of a sound file name (*.wav). To select a file, click on **Browse...**

What is this dialog used for?

Display Image

With the **Display Image** tab, you can select the length of time the image is displayed during the slide show, and the sound file to be played while it is displayed.

Options

You can set the following options:

- ◆ **Use the default settings**

To use the default settings provided in the Galley Settings dialog, put a check mark here. To apply the settings specified with this tab, remove the check mark.

- ◆ **Display time**

Move the slider to specify the length of time to display the image. To specify a value outside the slider range, enter a value directly into the entry field on the right.

- ◆ **Sound**

- **Play when an image is displayed**

Put a check mark here to play the sound file specified under **Sound file name** when the transition is completed and the image is displayed.

- **Sound file name**

Enter the name of a sound file (*.wav). To select a file, click on **Browse...**

- ◆ **Display Information**

- **Display title**

Put a check mark here to display the title on the replay window.

- **Position**

Specify the position for the title on the window. You can select top left, top right, bottom left, or bottom right.

- **Font Settings**

Click on this button to specify the title, font, and color for the title.

What is this dialog used for?

Playing a Gallery

To play a digital gallery, perform the following:

Select ● and then



Gallery Playback from the operation bar.
The screen darkens and gallery starts.

Controlling the Digital Gallery Playback

Controlling the Digital Gallery Playback

The following operations are available when the gallery is playing:

Note:

The operation is different when the slideshow movement (?) is selected. Refer to the [Slideshow Operation](#) for information on how to operate the slideshow.

Using the Left Mouse Button

◆ Enlarging the image display

Click on an image to [enlarge it](#).

Click on the center of the enlarged image to go back to the playback of the Digital Gallery.

[About actions while the image is enlarged](#)

◆ Pause

Click on a blank area on the window to [pause the gallery](#).

Pausing the gallery makes it easier to select an image for enlarging.

To restart the gallery, click on the blank area again.

Dragging Using the Left Mouse Button

If the movement pattern is Earth, Tornado, Tatami or Spiral, move the mouse with the left mouse button held down and then release it to change the direction of the movement.

Using the Right Mouse Button

Click the right mouse button to display a context menu where you can change the movement pattern or the size of the display area.

◆ Changing the movement pattern

Select Slide show, Cloud, Earth, Tornado, Tatami, River, or Spiral.

◆ Changing the size of the display area

Full-window display: The gallery is displayed across the entire screen.

VGA-size display: The gallery is displayed at the center of the window, using an area of 640 x 480 pixels.

Tip: Change the size of the area according to the power of your machine or the effect you wish to produce. The speed is reduced if you are using the full-window display.


◆ Exiting the gallery

To close the gallery, click on **Exit**.


When a Digital Gallery Image Is Enlarged (except Slide show)

After you enlarge a digital gallery image, you can do the following:


- **Next image**

Move the mouse to the right third of the window. The cursor changes to , and you can click the left mouse button to go to the next image.

- **Previous image**

Move the mouse to the left third of the window. The cursor changes to , and you can click the left mouse button to go to the previous image.

- **Return to gallery**


Move the mouse to the center third of the window. The cursor changes to , and you can click the left mouse button to go back to playing the digital gallery.

Tip: You can perform the same action by clicking the right mouse button and selecting from the context menu.


Controlling the Slide Show Playback

While a slide show is playing, you can do the following:



- ◆ **Next image**

Move the mouse to the right third of the window. The cursor changes to , and you can click the left mouse button to go to the next image.



- ◆ **Previous image**

Move the mouse to the left third of the window. The cursor changes to , and you can click the left mouse button to go to the previous image.

- ◆ **Pausing or replaying**

Move the mouse to the center third of the window, the cursor changes to  (Pause) or  **Replay**. Each time you click the left mouse button operation switches between pause and replay.

- ◆ **Exiting the slide show**

If the mouse cursor is positioned in the center third of the window (the cursor is either  or ) , double-click the left mouse button to close the slide show.

In addition, you can click the right button to display the context menu. You can select the following operations from the menu:

- ◆ **First image**

The first image in the gallery is displayed.

- ◆ **Last image**

The last image in the gallery is displayed.

- ◆ **Changing the movement pattern**

Select Slide show, Cloud, Earth, Tornado, Tatami, River, or Spiral.

Tip: You can also select **Next image**, **Previous image**, **Pause**, or **Exit** from the context menu.

Distributing a Gallery

Once you have created your gallery, you can distribute it to others.

If you are creating a gallery for distribution to others, remember the following:

- ◆ **Setting up gallery information** in the Gallery Settings dialog (**Gallery Information** tab).

Enter the gallery title in the **Title** field. The text you enter here is displayed while the gallery index is run.

In addition, put your name in the **Created by** field. In the **Comments** field, enter such information as the date the gallery was created.

- ◆ **Setting up autostart** in the Gallery Settings dialog.

Specify the motion pattern.

Click on **Specify motion** and select your favorite motion pattern.

If the default setting is selected (**Last motion before saving the gallery**), the gallery starts with the motion pattern that you selected before saving it.

If you do not want the gallery to start playing as soon as it is opened, remove the check from **Start playing when opening in Gallery Viewer**. Then, When Gallery Viewer starts the gallery, a dialog is displayed, and the person viewing can select **Start digital gallery**, **Start Slide Show (whole)**, or **Start slide show (selected)**.

See the following help topics about the computer environment of the viewer or the way you want to distribute the gallery:

{button ,JI('','DISTRIBUTE_AS_ARCHIVE')} If PerfectPhoto is installed on the viewer's computer.

{button ,JI('','DISTRIBUTE_AS_EXECUTABLE')} If PerfectPhoto is not installed on the viewer's computer

{button ,JI('','DISTRIBUTE_AS_CDR')} Distributing a gallery on CD-R

{button ,AL('Distributing the gallery')} Related Subjects

If PerfectPhoto Is Installed on the Viewer's Computer

If PerfectPhoto is installed on the viewer's computer, save the gallery as an archive digital gallery file (*.dpa) before distributing it. To view the gallery, the viewer can double-click on its icon.

To save a digital gallery file as an archive, do the following:

1. From the menu, select [File] and then [Save as...].
The Save as... dialog is displayed.
2. Select [Gallery Archive (*.DPA)] as File Type.
3. Specify the folder and the file name, and click on **Save**.
A digital gallery archive file is created.


{button ,AL('Distributing with Archive File')}}Related Subjects

If PerfectPhoto Is Not Installed on the Viewer's Computer

If PerfectPhoto is not installed on the viewer's computer, save the gallery as an executable digital gallery file (*.exe) before distributing it. The executable file contains the program to play the gallery, images, and all other necessary information. The person receiving the file double-clicks on it to view the gallery.

If you are distributing more than one executable gallery file, attach a gallery index (dpgindex.exe). Save the gallery index and the executable gallery files in the same folder. If the gallery index is opened, a table of contents for the executable gallery files is automatically created, making it easier to select the gallery to view.

To save an executable gallery file and a gallery index, do the following.

1. From the operation bar, select  and then



Save as executable (.EXE).

The Save as... dialog is displayed.

2. Specify the folder in which to save the file and select the file name. Then click on **Save**.
An executable gallery file is created, and the Save Option Files dialog is displayed.
3. Select **Save a gallery index** and click on **OK**.
The gallery index (dpgindex.exe) is saved in the same folder as the executable gallery file.


{button ,AL('Distributing Executable Files')} Related Subjects

Distributing Your Gallery on a CD-R

If you are distributing the gallery on a CD-R or other portable media, save the gallery as an executable gallery file (*.exe), and put this file on the CD-R.

If, in addition to the executable gallery file (*.exe) and gallery index (dpgindex.exe), you put an CD-ROM autorun file (autorun.inf) on the CD-R, the gallery starts automatically when the CD-R is put into a CD-ROM drive.

To save the files needed to run the CD-R automatically, do the following.

1. From the operation bar, select  and then



Save as executable (.EXE).

The Save as... dialog is displayed.

2. Specify the folder in which to save the file and the file name, and click on **Save**.
The executable gallery file is created, and the Save Option Files dialog is displayed.
3. Select **Save a gallery index and a CD-ROM autorun file**, and click on **OK**.
The gallery index (dpgindex.exe) and CD-ROM autorun file (autorun.inf) are created in the same folder as the executable gallery file.
4. Record the files onto the CD-R. To record files, see the instruction manual of your CD-R recording application.

Tip: Depending on the computer environment of the viewer, the CD-R might not start automatically even with a CD-ROM autorun file. If this happens, instruct the viewer to open **My Computer** on the Windows desktop, and double-click on the CD-ROM icon.

Tip: If the viewer has PerfectPhoto, you can distribute archive files (*.dpa) on a CD-R. The gallery cannot be started automatically using the gallery index and the CD-ROM autorun file, however. The viewer can start the gallery by double-clicking on the *.dpa file.

{button ,AL('Distributing Executable Files')}}Related Subjects

Setting Up a Screen Saver

You can use the gallery you have created as a screen saver.

1. Create a normal or archive digital gallery file (see [Saving a Gallery](#)).
2. Click the right mouse button on the Windows desktop, and select **Properties**.
The Display Properties dialog is displayed (you can also click the {button ,EF('desk.cpl')}button to display the same dialog.
3. Click on the **Screen Savers** tab.
4. To specify the screen saver type, select **PerfectPhoto screen saver**.
5. Click on **Settings...**
A dialog where you can select the digital gallery file is displayed.
6. Click on **Browse...**, select the digital gallery file (*.dpg or *.dpa) you want to use for the screen saver, and click on **OK**.
7. Click on **OK** in the Display Properties dialog.

This completes screen saver setup. If a preset length of time elapses without the keyboard or mouse being touched, the screen saver automatically starts.

Save Option Files

In this dialog, you can save the option files that are used with the executable gallery file (*.exe).
Select one the following:

- ◆ **[Save a gallery index]**

Save a gallery index (dpgindex.exe) in the same folder as the executable gallery file.

The gallery index is a program that displays a table of contents for the executable gallery files. Put the gallery index and more than one executable gallery file in the same folder, and start the gallery index to display the gallery titles. Then, to start the gallery, click on a title.

- ◆ **[Save a gallery index and a CD-ROM autorun file]**

Save a CD-ROM autorun file (autorun.ini) in the same folder as the gallery index.

Save this file with the gallery when you create a CD-R. The gallery index automatically starts when the CD-R is inserted in the CD-ROM drive. You do not have to double click on the application to start it.

- ◆ **[Do not save either]**

Neither the gallery index nor the CD-ROM autorun file are saved.

[Insert a folder]Dialog

This dialog is displayed,when a folder is selected from Windows Explorer and drag and dropped on the Gallery Editor.

All the images of the folder are inserted into the gallery when [OK]is pressed.Press [No]if you don't want to insert.

◆ **[Open all subfolders]**

When a folder contains subfolders,the subfolders will also be opened if this check box is on.

