

Restrictions on Camera Settings

The options available in each shooting mode are listed below.

		P	S	A	M	MULTIPLE EXPOSURE	MOTION PANORAMA	MOVIE	INTERVAL TIMER SHOOTING	
CONTINUOUS	HIGH	✓	✓	✓	✓					
	LOW	✓	✓	✓	✓					
BRACKETING	AE BKT	✓	✓	✓	✓				✓	
	ISO BKT	✓	✓	✓	✓				✓	
	FILM SIMULATION BKT	✓	✓	✓	✓				✓	
	WHITE BALANCE BKT	✓	✓	✓	✓				✓	
	DYNAMIC RANGE BKT	✓	✓	✓	✓				✓	
AUTOFOCUS SETTING	FOCUS AREA	✓	✓	✓	✓	✓	✓ ¹	✓ ¹	✓	
	MACRO	✓	✓	✓	✓	✓	✓		✓	
	RELEASE/FOCUS PRIORITY	✓	✓	✓	✓	✓	✓			
	INSTANT AF SETTING	✓	✓	✓	✓	✓	✓			
	AF MODE	MULTI	✓	✓	✓	✓	✓	✓ ²	✓ ²	✓
		AREA	✓	✓	✓	✓	✓	✓ ²	✓ ²	✓
	FACE DETECTION	✓	✓	✓	✓	✓		✓	✓	
	PRE-AF	✓	✓	✓	✓	✓	✓		✓	
	AF ILLUMINATOR	✓	✓	✓	✓	✓			✓	
CORRECTED AF FRAME	✓	✓	✓	✓	✓					
ISO	H (51200)/H (25600)/H (12800)	✓	✓	✓	✓				✓	
	6400-1000	✓	✓	✓	✓	✓	✓		✓	
	800-200	✓	✓	✓	✓	✓	✓		✓	
	L (100)	✓	✓	✓	✓				✓	
	AUTO1/AUTO2/AUTO3	✓	✓	✓	✓	✓	✓		✓	
IMAGE SIZE	L	✓	✓	✓	✓	✓			✓	
	M	✓	✓	✓	✓	✓			✓	
	S	✓	✓	✓	✓	✓	✓ ³		✓	
IMAGE QUALITY	FINE	✓	✓	✓	✓	✓	✓		✓	
	NORMAL	✓	✓	✓	✓	✓	✓		✓	
	FINE+RAW	✓	✓	✓	✓				✓	
	NORMAL+RAW	✓	✓	✓	✓				✓	
	RAW	✓	✓	✓	✓				✓	

	P	S	A	M	MULTIPLE EXPOSURE	MOTION PANORAMA	MOVIE	INTERVAL TIMER SHOOTING
CONVERSION LENS	✓	✓	✓	✓	✓	✓	✓	✓
MF ASSIST	STANDARD	✓	✓	✓	✓	✓ ⁵	✓ ⁵	✓
	DIGITAL SPLIT IMAGE	✓	✓	✓	✓			✓
	FOCUS PEAK HIGHLIGHT	✓	✓	✓	✓	✓		✓
ADVANCED FILTER	✓	✓	✓	✓				✓
INTERVAL TIMER SHOOTING	✓	✓	✓	✓				
SELF-TIMER	✓	✓	✓	✓	✓			
AE/AF-LOCK MODE	✓	✓	✓	✓	✓	✓		
AE/AF-LOCK BUTTON	✓	✓	✓	✓	✓	✓		
PHOTOMETRY	MULTI	✓	✓	✓	✓	✓ ⁶	✓ ⁶	✓
	SPOT	✓	✓	✓	✓			✓
	AVERAGE	✓	✓	✓	✓	✓		✓
INTERLOCK SPOT AE & FOCUS AREA	✓	✓	✓	✓	✓			✓
RED EYE REMOVAL	✓	✓	✓	✓				✓
SAVE ORG IMAGE	✓	✓	✓	✓				✓
FLASH MODE	AUTO	✓				✓ ⁷		✓
	FORCED FLASH	✓	✓	✓	✓	✓		✓
	SLOW SYNCHRO	✓		✓		✓ ⁷		✓
	COMMANDER	✓	✓	✓	✓	✓		✓
	EXTERNAL FLASH	✓	✓	✓	✓	✓		✓
	SUPPRESSED FLASH	✓	✓	✓	✓	✓		✓
FLASH COMPENSATION	✓	✓	✓	✓	✓			✓
SHUTTER TYPE	✓	✓	✓	✓	✓			✓
MOVIE SET-UP	MOVIE MODE						✓	
	MOVIE ISO						✓	
	MIC LEVEL ADJUSTMENT						✓	
POWER MANAGEMENT	OVF POWER SAVE MODE	✓	✓	✓	✓			

1 Center focus area is used.

2 Area selection can not be changed.

3 Fixed at \$.

4 Always displayed.

5 Fixed at **STANDARD**.

6 Fixed at **MULTI**.

7 Options available vary with shooting mode.