

INSTRUCTION MANUAL

lollipop 
Digital Point of Purchase Unit 





Digital Point of Purchase Unit

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Introduction

1.1 Welcome: What IS a lollipop?

Thank you for purchasing your SLR Lollipop – Digital Point of Purchase Unit. Lollipops offer a stylish, fun method of displaying video images, audio and even your own user defined text messages.* The lollipop is made of a bright polycarbonate molding and features a 15" LG | Philips | Samsung TFT LCD Panel. Media is played using a smart card reader enabling the use of many different media files from still images to video footage, and because the card is removable it is easy to change presentations in minutes. Just remove the card and slot another in. Cards can hold anything up to 3 GB – so you can hold an entire movie (or two!) on one card!

*Optional

1.2 What's included with your lollipop?

Delivered with your lollipop you should have received:

- 1: 1 x Lollipop
- 2: 1 x Power supply cable
- 3: 1 x remote control
- 4: 1 x 64 mg smart media card (the size of the card delivered will depend on your order)
- 5: 2 x Security Keys for lock located in the back of the Lollipops head.

Optional extras may include

- Remote keyboard for text messaging
- Additional media cards
- Rechargeable battery supply (lollipop mobile)

1.3 Specifications and Media Types

- Power
- 10w Amplifier
- 15 " LG | Philips | Samsung TFT, LCD Panel
- Average Brightness 300 cd/m2

Smart Card Reader Supported Media:

- Compact Flash Type II (CF)
- Smart Media (SM)
- Secure Digital (SD)
- Multi Media Card (MMC)

Support Play Format

- Mpeg1
- VCD
- SVCD
- Mpeg2
- Mpeg4
- ASF 320 x 240)
- Jpeg
- mp3

2: Setting up your Lollipop

The Lollipop is simple to set up. Follow these steps to power up the unit and play the default media file on your card. This will ensure the Lollipop is set up and working correctly.

- 1: Insert the key into the barrel lock, turn the key to the right, push the barrel inwards and turn the key back to the left. The barrel should now be locked in place. Remove the key which will allow the rear casing to slide upwards and be removed.
- 2: Insert the memory card into the media player - If it is not already installed. To insert the media card gently push the card into the slot on the side of the media player.



- 3: Take the power supply and connect this to the power socket located in the foot of the Lollipop. Connect the plug into the mains wall socket.

Upon inserting the power supply you will notice the interior lights illuminate within the Lollipop and the media should begin to play.

- 4: Adjust the volume to suit by twisting the volume control knob. This is situated in the sound module located to the left of the media player, the opposite side to the main Lollipop support pole.
- 5: To swap the memory card, power down the Lollipop by removing the power socket from the foot of the Lollipop. Replace the card and re-connect the power.



Unlock the Back of the Lollipop



Media Player



Volume Control

PLEASE ENSURE YOU HAVE THE CARD THE CORRECT WAY AROUND – FORCING THE CARD WILL DAMAGE THE MEDIA PLAYER.

NEVER INSERT A MEDIA CARD IF THE PLAYER IS POWERED UP – ALWAYS POWER DOWN BEFORE SWAPPING MEDIA CARDS.

2.2 Inserting your Media Card

- 1: ALWAYS MAKE SURE THE MEDIA PLAYER IS SWITCHED OFF BEFORE INSERTING YOUR CARD!
- 2: Insert the card with the base facing you – GENTLY push the card into place. Forcing the card in the wrong way will damage the card AND the media player.
- 3: Once the card is in place – Power up the media player. You will hear the “bing” tone and the media will play.

2.3 Using the Remote Control

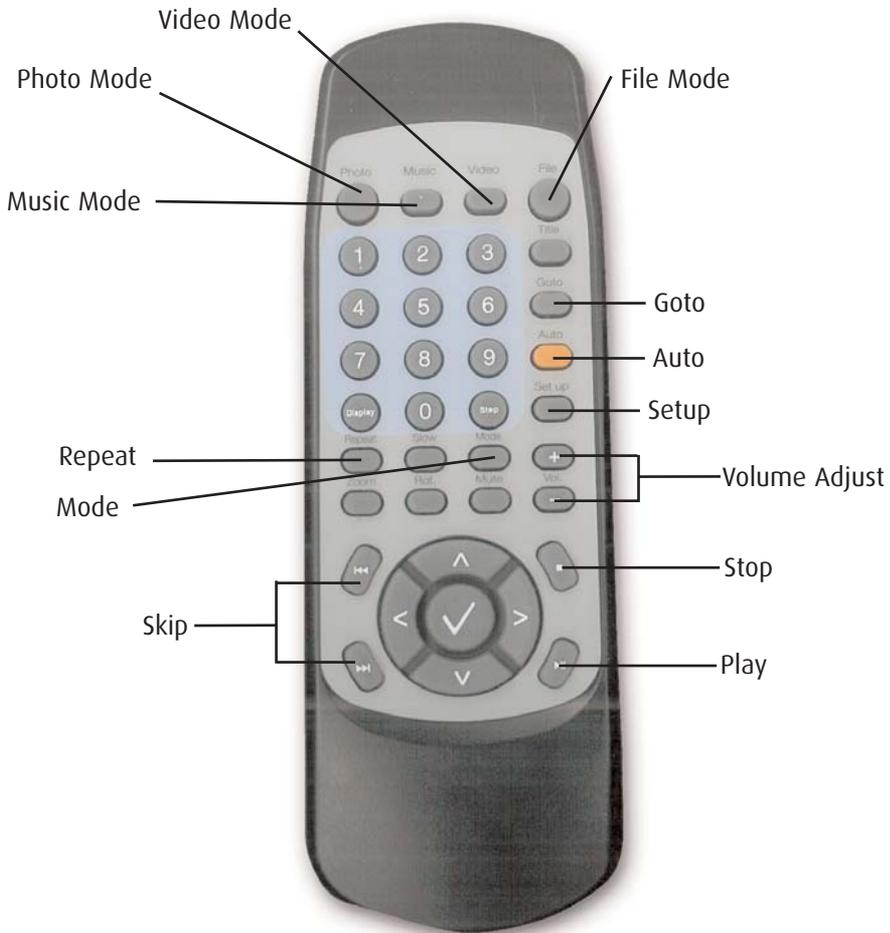


Photo mode:

Enables the media player to display static image files.

Video Mode:

Enables the video player. Pressing will open the folder displaying all video files. Use setup to define how these files are played.

Music Mode:

Opens up the folder storing any .mp3 files. Use the arrow buttons to select the track you wish then the play button to play. Use the repeat feature to enable repetition of the track or the entire folder.

File Mode:

Displays all the folders and files on the media. Use the arrows and play buttons to navigate and play media

Goto:

Alternative way of switching modes.

Auto:

Simplest way of playing ALL the media on the card. The player loops through all the files on the card repeatedly.

Setup:

Enters the set up mode for the media player. From here you can set up each different mode in more detail.

Volume Adjust:

+ = Increases the volume of the Lollipop Media player.

- = Decreases the volume of the Lollipop Media player.

Stop:

Stops the media player.

Play:

Starts the media player displaying content.

Skip:

Skips the media player to the next file of content.

Mode:

Changes the display transition. fade, blinds etc...

Repeat:

Sets the media player to repeat the content on the media card.

3: Lollipop Media Player

3.1 What will my media player do?

The Lollipop Media Player is the heart and soul of your Lollipop. It reads the content stored on your media card and plays it back as audio through the built in speaker and video through the TFT/LCD Panel.

3.2 What types of file will it play?

The following file types are compatible with the media player:

Static image and Picture Files:

Jpeg

Video format files:

Mpeg (Moving Picture Experts Group)*

Mpeg files should be correctly encoded before uploading onto your media card. If mpeg files are incorrectly created the data will not be able to be played. Various Mpeg encoders are available to download from the Internet.

Mpeg 1

Mpeg 2

Mpeg 4

VCD

SVCD

Audio Formats:

.mp3 - Note the format of the .mp3 format should be a standard encoding. The media player will not play formats such as .aac (itunes formatted) .wma (windows media player file)

3.3 Creating and playing files

Can you create your own media? Of course! There are various ways to get media quickly onto your Lollipop and lots of different ways to display it once its there.

3.4 Photo mode – Displaying static image files on your media player.

The easiest way to display media is to take pictures with your digital camera in jpeg format. Once you have taken your pictures simply remove the card from the camera, slot it into the media player of the Lollipop and switch the player on. The media player will display the images in the order in which they were taken. When switched on the media player automatically detects images on the memory card and display them as a slide show.

Changing Image Transitions

The way in which the media player moves from one image to another is referred to as an “image transition”. Various image transitions are available. Press “mode” on your remote control to scroll through the following transitions:

- 1: full screen (hard cut)
- 2: roll top to bottom
- 3: roll bottom to top
- 4: roll bottom to top
- 5: roll centre to top/bottom
- 6: blind top to bottom
- 7: roll left to right
- 8: roll right to left
- 9: roll right/left to centre
- 10: roll centre to right/left
- 11: implode
- 12: blind left to right
- 13: random – any of the above

Repeat Mode

The media player will play all the files on the media card then stop and revert to the thumbnail display. If you require the files to loop continuously, you can enable the “Repeat” feature by pressing the “Repeat” button on the remote control.

Image Display Time

You can alter the time that your image is displayed for by entering “Setup” and navigating to “slideshow set up”. Choose the “Interval Time” setting. You can set the image to remain on screen for either 1,3,5,or ten seconds.

Image Transition Speed

The time it takes for one image to fade into another can be altered by entering “Setup” and navigating to “transition speed”. You can set the transition speed between images to fast (about 1 sec), Normal (about 2 secs) or Slow (About 3 secs)

3.5 Video Mode – Playing movie format files.

In order to play movie files on the media player, correctly formatted files must be placed on the memory card. The media player supports Mpeg files as well as VCD and SVCD files. Once written to the memory card, insert the card into the media player and power up. The player will “bing” and then the media will play. As with the picture mode, the movie mode will play multiple clips in the specific order (See section 3.7 for details of how to rename your files)

3.6 Music Mode - Playing Music files : Mp3

Once you have placed the .mp3 files upon the media card. Pressing the “music mode” button will display all readable files. Select the track you wish to play and then press the “play” button. You will see the graphic display playing the file and hear audio.

3.7 Playing files in a specific order.

If you need to play any files (image, video, music...) in a specific order the filenames must be altered on a pc. To do this you will need a compact flash reader/writer which can be purchased from any good computer store or directly from Sound Leisure (Item number MEMRW-01 - £12.95). Ensure the file names are formatted in the three digit format as shown below:

001.jpg
002.vcd
003.mp3
004.mpg

The file extension (i.e .jpg / .mp3 etc) is ignored. Only the three digit number effects the order in which files are played back, hence several different file formats can be organised into a single playlist as in the example above where the play order would be: jpeg image, vcd video, mp3 audio track, mpg video

3.8 Adjusting the playback volume

Adjust the volume to suit by twisting the volume control knob. This is situated in the sound module located to the left of the media player, the opposite side to the main Lollipop support pole.

3.9 Can I contact Sound Leisure to create my content for me?

Sound Leisure offers a complete service in producing any media you wish to show on your media player. We can create animated files and adverts, presentations and image files as well as converting your existing adverts or images. Because we have been producing media to play on the Lollipop since it's invention we are familiar with how to produce the highest quality files in order to get your file format right first time.

If you are interested in contacting us to produce Lollipop Media

Please call us on : **+44 (0)845 230 1775**

Or email us at the following address: **creative@soundleisure.com**

Please contact us for more information and our current pricing structure.

4: Remote Text Messaging (optional)

The text overlay module allows scrolling text messages to be displayed on the lollipop. Text is inputted from the wireless keyboard which is included with your text overlay module.

The unit stores 4 separate pages of text which can be scrolled across the screen to add additional details to your promotions, such as current pricing, availability or updated schedules etc. Each page has 11 vertical lines each holding 28 characters (including spaces at normal character size.)

Text can be displayed in two modes, which are:

1) Overlay mode (default)

In overlay mode plain white text can be overlaid on images or video playing from the media player. In situations where the text is difficult to read the character border can be enabled, which extends a semi transparent box behind the scrolling text to make it easily distinguishable from the background images. Additionally text in full colour mode can flash as it scrolls across the screen.

2) Full colour mode

In full colour mode the text is displayed over a solid background. The colour of the background, character, character border and character outline can all be changed.

Additionally text in full colour mode can flash as it scrolls across the screen. In full colour mode however, text cannot be overlaid on images or video playing from the Media player.

INSTRUCTIONS FOR USE.

The options shown below can help improve the look of your message and make it instantly noticeable, and you can set the options individually for each of the four pages. Be sure to select all the options you require before typing in your text and remember you can use the following options for all or just parts of your text to really push your message home.

1) To enter the programming mode press the 'Enter' button on the keyboard. A flashing cursor will appear on the screen. This is the cursor for the text to be inputted on page 1. There are three additional pages of text which you can enter text into later.

2) Select Overlay mode or Full colour mode by pressing:

F3 Overlay mode (the content been played by the media player should be visible in the background.)

Shift F3 Full Colour Mode (a background colour should be visible)

3) Use the cursor keys to move up and down the page. When scrolling the text will appear on screen at the level it is typed on the page, so if you need the message to scroll across the bottom of the screen, use your cursor keys to position the flashing cursor at the bottom of the page before you start typing.

4) Enable / Disable the character border

The background border can make it much easier to read scrolling text messages by placing a dark semi transparent border behind the text. This is particularly useful in Overlay mode which the content been played by the media player is white or very light in colour, making the white text difficult to see.

F1 Enable character border (you will see the border above the cursor)

Shift F1 Disable character border

5) Enable / Disable flashing text

This allows the text to flash repeatedly as it scrolls onto the screen.

F2 Enable flashing text

Shift F2 Disable flashing text

4) Set colour options (in Full colour mode only)

Use the key combinations shown here to alter the various colour options. When typing the numbers (0 to 9) use the numerical pad on the right hand side of the keyboard ONLY.

| | | | |
|-------------------|-------|--------|-------|
| Character Colour | Keys | | 0 - 9 |
| Character Border | Shift | (plus) | 0 - 9 |
| Character outline | ALT | (plus) | 0 - 9 |
| Background Colour | Ctrl | (plus) | 0 - 9 |

NOTE: See inside back cover for special character specifications

6) Set the character size.

You can set the character size of lines 1 and 11 independently. Lines 2 – 10 can also be set although these lines are set as a group so must all be the same size.

There are 4 text sizes, normal, medium, large and extra large. To set the line sizes use the following key combinations:

| | | | |
|-------|--------|----|--------------------------|
| ALT | (plus) | F5 | Line 1 Extra Large |
| CTRL | (plus) | F5 | Line 1 Large |
| Shift | (plus) | F5 | Line 1 Medium |
| | | F5 | Line 1 Normal |
| ALT | (plus) | F6 | Lines 2 - 10 Extra Large |
| CTRL | (plus) | F6 | Lines 2 - 10 Large |
| Shift | (plus) | F6 | Lines 2 - 10 Medium |
| | | F6 | Lines 2 - 10 Normal |
| ALT | (plus) | F7 | Line 11 Extra Large |
| CTRL | (plus) | F7 | Line 11 Large |
| Shift | (plus) | F7 | Line 11 Medium |
| | | F7 | Line 11 Normal |

7) Type in your text.

You can add special characters using the key combinations shown on the following page and toggle between upper and lower case characters using the 'Caps Lock' button. Remember the text appears on screen at the height you type it at on the page, so use your cursor keys to spread out your message evenly across the page.

8) Cutbars

If you want to reduce the time it takes to scroll through the empty space between your line of text enter a CUTBAR by pressing ALT and / (back slash.) A small flat T shape will appear on the screen. This causes the unit to run straight to the next piece of text rather than scroll though the spaces between your characters. You can also enter a CUTBAR at the beginning of your message to ensure text placed in the middle of a page displays immediately, rather than having to wait for the empty character spaces in front of it to be scrolled through. Experiment with CUTBARS to get the timing of your message just right.

9) Input additional pages of text.

The overlay unit has 4 pages of text available. To scroll through the various pages of text use the 'Page Up' and 'Page Down' buttons.

Input data in the same manner as described for page 1.

The unit will only display text from one page at a time, and DOES NOT scroll from page1 to page 2 to page3 etc. You must manually move to another page by entering the program mode and using the 'Page Up' and 'Page Down' buttons. The intention of the facility is to enable the user to program more than one promotion into the unit then quickly swap between the various pages to change the details of subject of the promotion.

10) Exit program mode and set the unit scrolling.

Press the F8 button. The unit will start scrolling the last accessed page repeatedly. To edit any part of the text or move to a promotion held on another page press the enter button again.

MAIN BUTTONS

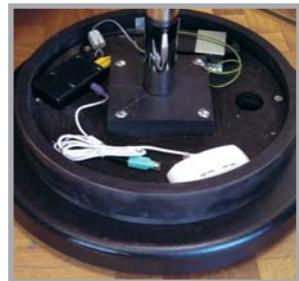
- F8 Start scrolling
- F9 Clear text from current page
- F10 Reset the current page (character size / colour etc)
- F11 Reset all pages (character size / colour etc)

11) Resetting the wireless keyboard.

If you find your text module no longer responds to your keyboard. The two units might need "pairing". To do this:

- 1) Remove the power supply from the base of the Lollipop.
- 2) Raise the base of the Lollipop. (this may be screwed in position on some models, in which case remove the screws carefully).
- 3) Locate the text unit and press the button on the top and hold for 5 seconds. The pairing lights will begin to flash.

Release the button. The lights will continue to flash



- 4) On the reverse of the remote keyboard, press the "CONNECT" button.
- 6) The lights on the Lollipop base will stop flashing
- 7) The lollipop and remote keyboard are now paired.



5: Troubleshooting

The following are just a few of the problems you may incur in trying to use your Lollipop. For further assistance please feel free to contact us:

T: Scanmagnetics Oy - www.scanmagnetics.com - slr@scanmagnetics.com

E: SLR retail - www.slretail.co.uk - eml.digitech@soundleisure.com

5.1 Connection problems and cables.

If your lollipops screen fails to display or is not internally lit. It might be that the power cable is not correctly inserted into the foot of the base.

5.2 The display is blank.

If your Lollipop screen is blank and the Internal lights do not come on

Ensure the power cable is correctly inserted in the base of the Lollipop and the wall socket is switched on.

If the Lollipop IS internally illuminated but the screen is blank

Ensure the power to the media player is switched on.

Ensure that you have inserted a media card with correctly formatted media written to it.

5.3 The media I have created won't display.

Sound Leisure cannot guarantee any media that you have created yourself will display upon the Lollipop. There are many factors that might effect successful playback of media files including mpegs that are created through 3rd party plugins or media players. See the section upon creating media files for details of successful media creation.

5.4 There is no sound.

Ensure that the volume control in the rear of the Lollipop's head is at the correct volume. You can tell if this is set as when you switch your Lollipop media player on you will hear a "bing"

If you hear a bing and still no audio is playing - Use your remote control volume controls to ensure the media player is set to the correct volume and the "mute" button is not depressed. you will notice that "mute" and "mute off" is displayed. "ensure that "mute off" is the correct setting.

- 5.5 There is no video.
Ensure that the Lollipop is powered correctly and the media player is turn on.
- Ensure that there is a media card inserted in the Lollipop and that the file format is supported by the media player.
- 5.6 My screen is displaying the setup menu.
To switch back from the Setup screen to the display screen. Navigate using the arrow buttons to highlight the "Exit Setup" selection. Press the tick button and this will return you to the main display window.
- 5.7 The screen says "No media detected".
Ensure that there is a media card inserted firmly into the media player.
Ensure that the media card contains content that is compatible with the media player.

SPECIAL CHARACTERS

| | | | | |
|----|-----|------|-------|--|
| @ | | | | |
| :: | | | | |
| ^ | | | | |
| ?/ | | | | |
| + | | | | |
| - | | | | |
| 0 | | | | |
| 9 | | | | |
| 8 | | | | |
| 7 | | | | |
| 6 | | | | |
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| 1 | | | | |
| | ALT | CTRL | SHIFT | |

NOTES :



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