

PRO-SERIES TOUCH PROGRAMMING

The Pro-Series Touch is an easy to program interactive LCD advertising display with Touch Screen capabilities using multiple layers. The unit is strong, reliable and includes internal programming that allows anyone to get up and running easily with limited software experience .

PROGRAMMING

Programming of the Pro-Series Touch is pre-determined by the name of the file. No external software is required.

Through the file naming process, one is able to program the layer and position of the desired file to be played.

The Pro-Series Touch is set standard with 5 layers and 9 positions. If more layers or a different unique configuration of positions is required, please contact your sales representative for more information.

LAYERS AND POSITIONS

1. The opening MAIN MENU file (original TOP layer) or the "first file" will always be named "0menu.jpg" or "0menu.mpg"
2. Position 9 will always be the back button to return to the previous layer (except on opening layer). If nothing is selected on a particular layer then the unit will return to the main menu automatically.
3. Each file can be a jpeg image or a mpeg video file. See recommended file structures for more detail and recommended formats.
4. The area of the LCD screen is divided into quadrants that are called "POSITIONS". Each "POSITION" refers to a particular file name.

** See detailed explanation under POSITIONS and FILE NAMES.

CREATING LAYERS AND FILE NAMES

**** Layers must be named according to the DIGIT format as shown below.

1. Layer 0 (MAIN MENU) will always use the file name 0menu.jpg or 0menu.mpg.
2. Layer 1 (Layer 1 is entered after making any selection in the MAIN MENU) will always use a file name with a SINGLE DIGIT (e.g 1.jpeg or 4.mpg)
3. Layer 2 (Layer 2 is entered after making any selection in Layer 1) will always use the file name with 2 DIGITS (e.g 13.jpeg or 25.jpeg)
4. Layer 3 (Layer 3 is entered after making any selection in Layer 2) will always use the file name with 3 DIGITS (e.g 134.mpg or 252.jpeg)

* Note that this is the key to the programming. Layer 1 will have a 1 DIGIT file name, Layer 2 will have a 2 DIGIT file name etc.

(e.g. a file named "11242.mpg" has a total of 5 DIGITS, it means that this is Layer 5).

POSITIONS AND FILE NAMES

The area of the LCD screen is divided into quadrants that are called "POSITIONS". Each "POSITION" refers to a particular file name.

The standard product configuration has 5 layers and 9 positions. The name of the file is directly related to the LAYER and POSITION on the screen.

**** Unlike in the LAYER section, POSITIONS do not refer to a DIGIT format but refer to the actual number (position) in the referring layers file name.

1. POSITION 1 is the 1st upper left quadrant in the LCD screen. POSITION 2 is the next quadrant to the right, POSITION 3 is the top right quadrant, POSITION 4 is the middle left quadrant etc.
2. The POSITION should coincide with the file name. When touching POSITION 4 in 0menu.jpeg (MAIN MENU), the file named 4.jpeg will be displayed.
3. After entering POSITION 4 from the MAIN MENU (0menu.jpeg) and then choosing to touch POSITION 6, the file named 46.jpeg will be displayed since you have entered LAYER 2. For a better understanding of LAYERS and POSITIONS, refer to the examples provided on the following pages.

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EXAMPLES FOR PROGRAMMING

HOW TO START

1. Write down the flow of the files and sequence that you would like to have on the interactive LCD touch screen.
2. Number the files according to this guide.
3. Upload files to Compact Flash Card, insert Compact Flash card into the Pro-Series Touch and you are ready to go!
4. Files names. jpeg or .mpeg will be interchanged throughout this guide and are only used as reference.

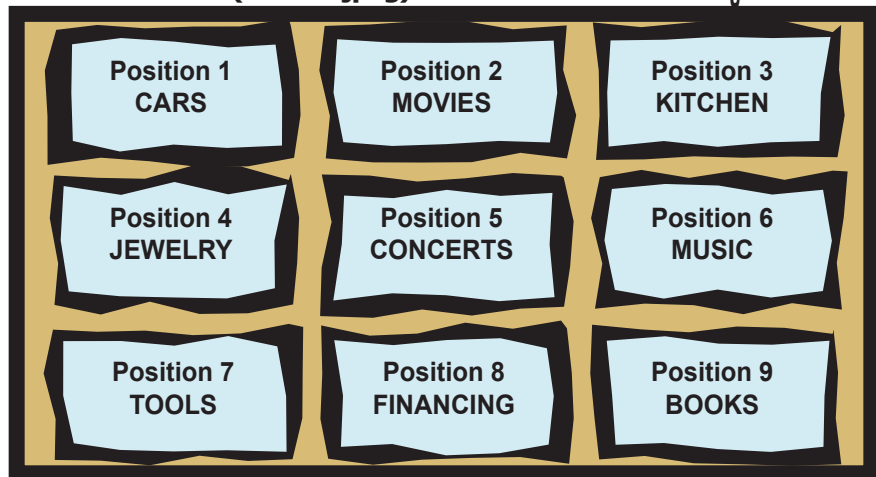
MAIN MENU - ***** 0menu.jpeg *****

The welcome page or the MAIN MENU page will be set as the first screen (this file should be named 0menu.jpg). As seen in diagram 1, there are a maximum of 9 POSITIONS available on the 0menu.jpg (this can also be a MPEG video if desired). Please remember that this actual file does not create the POSITIONS for the touch screen to work. This is set internally to 9 POSITIONS or quadrants. The file displaying the options for the end user is to DIRECT the user to touch the correct POSITION. The diagrams below are simple samples for the purpose of this manual. The actual art work that you choose is up to you as long as you name the files correctly.

MAIN MENU (0menu.jpeg)

Diagram 1

1. CARS
2. MOVIES
3. KITCHEN
4. JEWELRY
5. CONCERTS
6. MUSIC
7. TOOLS
8. FINANCING
9. BOOKS



LAYER 1 ***** x.jpeg *****

After touching a POSITION on the LCD Display (e.g. position 7 TOOLS) from the MAIN MENU, the user will enter into the TOOLS page. On the TOOLS page (referring to the file name 7.jpeg - layer 1 (one DIGIT), position 7 (the POSITION REFERENCE) one is able to create a new menu for further selection and more choices. On all layers except the MAIN MENU you can set a maximum of 8 positions to select. Position 9 will be set as the BACK button to return to the previous menu.

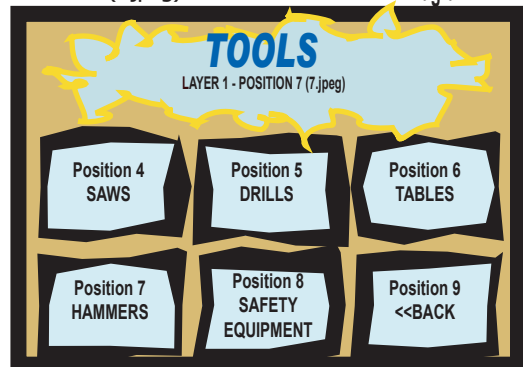
In diagram 2 below, you will see 6 new POSITIONS within the TOOLS layer (you are able to create up to 9 positions). The name of this file should be 7.jpg since the viewer has selected POSITION 7 (TOOLS) from the MAIN MENU (0menu.jpg). The file name is determined by the number of the last position selected. In this case the choices are: SAWS, DRILLS, TABLES, SANDERS, HAMMERS and SAFETY EQUIPMENT.

This is LAYER 1 and therefore the file name only has 1 single DIGIT. In this case, the file name is 7.jpeg referring to the 7th POSITION (TOOLS) from the MAIN MENU.

NOTE: In this example POSITON 1, 2, 3 do not have a referring file and therefore no action is taken if the user touches in this area. In diagram 2, it shows only POSITIONS 4, 5, 6, 7, 8, 9. This setup is the choice of the content creator and the clients marketing goals.

LAYER 1 (7.jpeg)

Diagram 2



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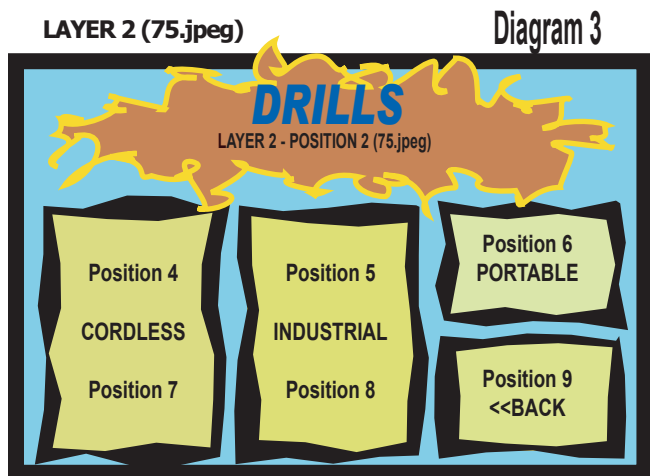
EXAMPLES FOR PROGRAMMING

LAYER 2 ***** xx.jpeg *****

After entering the TOOLS LAYER (diagram 2) and then (for example) selecting DRILLS (position 5), you will have entered into a LAYER 2, POSITION 5. Again, you can set up to a MAXIMUM of 8 positions and the 9th position will be the BACK button. The file name should be 75.jpeg, since the last selected position was POSITION 7 on the MAIN MENU (TOOLS), and POSITION 5 on the TOOLS page. For example if you chose POSITION 8, SAFETY EQUIPMENT in place of DRILLS then the file name for the selection of SAFETY EQUIPMENT should be 78.jpeg since the last selected position to reach this page is POSITION 7 on the MAIN MENU (TOOLS) and POSITION 8 from LAYER 1 (SAFETY EQUIPMENT).

This is **LAYER 2** and therefore the file name has a total of 2 DIGITS. In this case, the file name is 75.jpeg referring to POSITION 5 from the file 7.jpeg (TOOLS from LAYER 1)

NOTE: In this example, POSITION 1, 2, 3 are not being used (there is no file for these locations). Also note that some of the user interface actually covers two POSITIONS. In this case, both positions must use the same FILE with a UNIQUE file name since each POSITION must have a related file if it is to function.



LAYER 3 ***** xxx.jpeg *****

After selecting the type of DRILL from LAYER 2 (file name 75.jpeg), e.g. CORDLESS (POSITION 4 and 7) you can set it continue into another LAYER for BRAND (example only). See diagram 4. The file name of this LAYER 3 would be 754.jpeg or 757.jpeg since the last position selected was POSITION 7 (TOOLS) from the MAIN MENU (0menu.jpeg), POSITION 5 (DRILLS) from (7.jpeg) then POSITION 4 or 7 (CORDLESS) from the DRILLS MENU (75.jpeg).

Now You have arrived at the CORDLESS LAYER which has various brand names.

NOTE: You can continue into more layers. The creativity of how you choose to have the client interact with your brand should be determined by your goals and marketing efforts.

Please contact our tech support for any more questions or concerns.

