

# SQP110 Series

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*User's Manual V1.0.3*



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The products are warranted against defects in workmanship and material for a period of one (1) year from the date of purchase provided no modifications are made to it and it is operated under normal conditions and in compliance with the instruction manual.

The warranty does not apply to:

- Product that has been installed incorrectly, this specifically includes but is not limited to cases where electrical short circuit is caused.
- Product that has been altered or repaired except by the manufacturer (or with the manufacturer's consent).
- Product that has subjected to misuse, accidents, abuse, negligence or unusual stress whether physical or electrical.
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## Note

The demonstration examples included in the Software CD are created by the Clip Design software. You can store and play these examples on the SQP110 series before you start to create your own slideshows. For details, see *Appendix A. Playing the Demonstration Examples in Software CD*.

# Chapter 1 Introduction

SQP110 series (Square Plastic 110 series) is a dynamic digital signage with an 11-inch monitor. It is designed to display slideshows made of images and videos. SQP110 series can be used for any application that requires showing information and messages, such as advertising.

SQP110 series comes in two models, SQP110T with a touch screen and SQP110P with a non-touch screen. With the touch screen, users can interactively access the information displayed on the screen. The device is available in black or white color.

SQP110 series is built in a SD card slot and a USB port. The SD card slot is for connection to the SD card that stores the slideshow files, and the USB port is for connection to the USB storage device, which is used for firmware upgrade or files transfer to the SD card.

SQP110 series support content management system CMS Lite for remote slideshows and firmware upgrade. An additional USB to RJ-45 cable is required to allow the SQP 110 series connect to the network.

## 1.1 Features

- 11-inch touch / non-touch panel (800 × 480 ;16 :10)
- Multimedia support
- SD card and USB storage
- Content Schedule
- Content Management System
- Automatic slideshow display with multiple transition effects
- IR remote control
- Built-in speakers

## 1.2 Packing List

1. SQP110 device × 1
2. AC/DC adapter × 1
3. IR remote control × 1
4. Software CD × 1
5. Magnetic rear rack × 1

## 1.3 Optional Accessory

USB to RJ-45 Cable





## 1.4 Overview

This section identifies the components of the SQP110 series.

### 1.4.1 The Right Panel

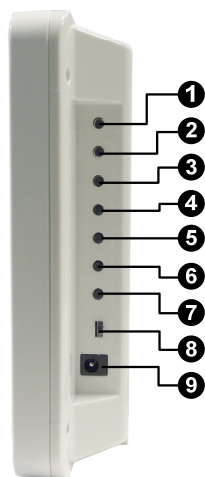


Figure 1-1

No.	Name	Function
1	UP	Navigate the OSD menu to go up.
2	RIGHT	Navigate the OSD menu to go right.
3	ENTER	Enter the OSD menu or select a desired item from the menu.
4	LEFT	Navigate the OSD menu to go left.
5	DOWN	Navigate the OSD menu to go down.
6	MENU	Display the initial screen, or display the first page of the slideshow when the storage device that contains the Scenario folder is connected.
7	STAND BY	Turn into the Standby mode. In the standby mode, the screen turns off to save the power consumption. Press the key again to return to the ON mode.
8	OFF-ON	Turn on and off the device.
9	DC 12V	Connect the supplied power adaptor.

## 1.4.2 The Left Panel

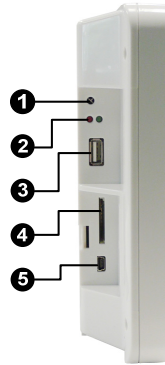


Figure 1-2

No.	Name	Function
1	IR	Built-in IR receiver to receive the IR signals from the IR remote control.
2	LED Indicators	The green LED indicates the power is supplied. The red LED indicates the USB port or the SD card slot is used.
3	USB	<ol style="list-style-type: none"> <li>1. Connect the USB storage device for firmware upgrade and file transfer. See <i>3.1 Setting the System Preferences</i>, and <i>3.6 Upgrading the Firmware</i>.</li> <li>2. Optionally connect a USB to RJ-45 cable to have network access.</li> </ol>
4	SD	Connect the SD memory card for local storage. See <i>2.3 Playing the Slideshow</i> .
5	USB 1	(Reserved)

## 1.5 The IR Remote Control

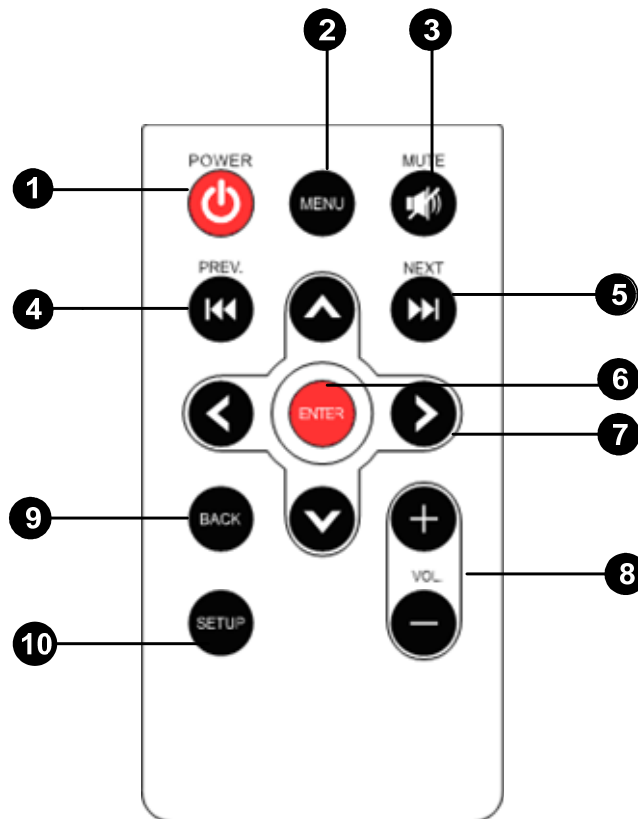


Figure 1-3

No.	Name	Function
1	POWER	Turn on the power.
2	MENU	Display the initial screen, or display the first page of the slideshow when the storage device that contains the Scenario folder is connected.
3	MUTE	Turn volume mute.
4	PREV.	Move to the next command button on the first page of the slideshow.
5	NEXT	Move to the previous command button on the first page of the slideshow.
6	ENTER	Enter the OSD menu or select a desired item from the menu.

7	MENU CONTROL	Move up, down, left, and right in the OSD menu.
8	VOL	Increase or decrease volume.
9	BACK	Display the initial screen, or display the first page of the slideshow when the SD card that contains the Scenario folder is connected.
10	SETUP	Activate OSD menu in the state of initial screen.

# Chapter 2 Getting Started

## 2.1 Turning on the Power


1. Plug the power adapter into the DC socket (No. 9, Figure 1-1).
2. Turn on the SQP110 series (No. 8, Figure 1-1). The main screen with a **Setup** icon  appears.



Figure 2-1

## 2.2 The Main Screen of the Touch Screen Model

You can find 4 touch buttons on the main screen of the touch screen model (SQP110T):

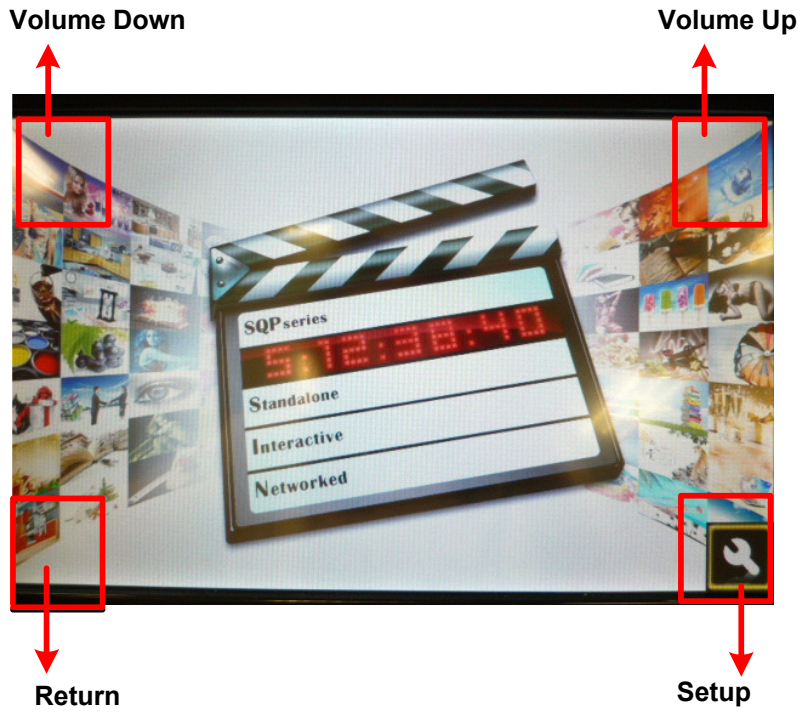


Figure 2-2

Button Name	Function
Setup	Enter the OSD menu.
Return	Return to the previous page.
Volume Up	Increase the volume.
Volume Down	Decrease and mute the volume.

## 2.3 Playing the Slideshow

Without any further setting, you can now play the slideshow made of video or image files.


1. Create a folder named **Loop\_Video** in a SD card.
2. Copy image or video files to the **Loop\_Video** folder.
3. Connect the SD card to the SQP110 series.
4. Turn on the SQP110 series. It will repeatedly play the files.

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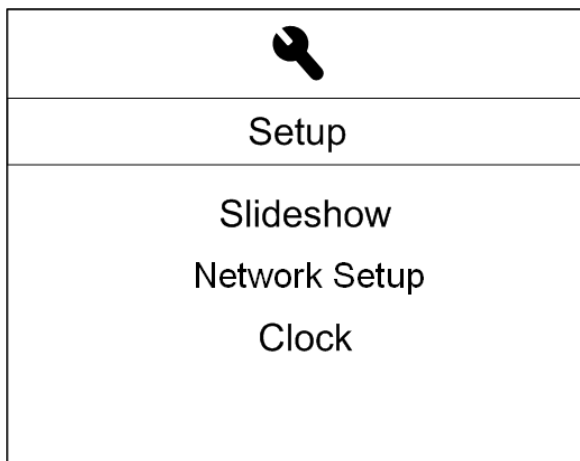
**Note:**

1. Ensure not to store the **Loop\_Video** folder and the **Scenario** folder in the SD card. Otherwise, the files in the **Loop\_Video** folder will be used for the screen saver. For details, see *4.5 Customizing the Screen Saver for SQP110 Series*.
  2. By default, the image and video files are sorted by name, first in numerical and then alphabetical order. To change the sorting rule, see the File Sorting option, *3.2 Setting the Display Effect*.
-

## Chapter 3 System Setup

Before playing media files on the SQP110 series, you can set up the system preferences, the display effects and the date and time using the on-screen display (OSD) menus. To enter the OSD menu, press the **Setup** touch button  on the main screen or press the **Setup** button (No.10, Figure 1-3) on the IR remote control.

1. Turn on the SQP110 series.
2. Enter the OSD menu. The following window appears.



*Figure 3-1*

- **Setup:** Set up the system preferences.
- **Slideshow:** Set up the display effect.
- **Network Setup:** Set up the network to connect to the content management system CMS Lite.
- **Clock:** Set up the date and time.

---

**Note:** After modifying the setup, you need to reboot the SQP110 series to apply the settings.

---



### 3.1 Setting the System Preferences

To set the system preferences, enter the OSD menu and select **Setup**.

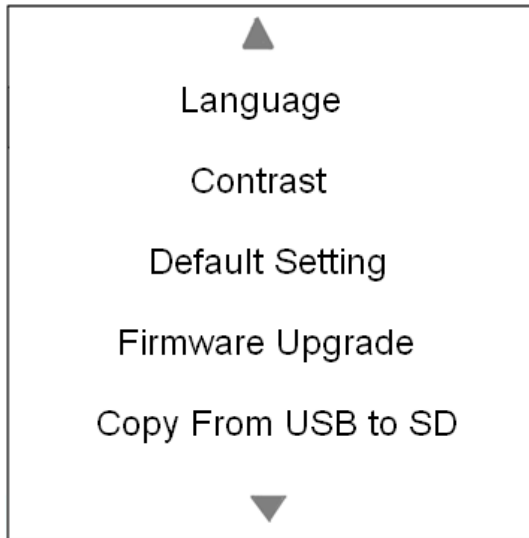
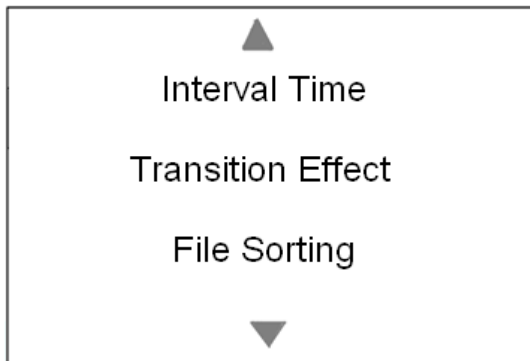


Figure 3-2

- **Language:** Select **English**, **French**, **German**, **Japanese** or **Traditional Chinese** to be the system language.
- **Contrast:** Select the display's contrast ratio.
- **Default Setting:** Restore the default settings.
- **Firmware Upgrade:** Select **USB** for a USB storage device or **SD** for a SD card to upgrade the firmware. For details, see 3.6 *Upgrading the Firmware*.
- **Copy From USB to SD:** Copy the files from the USB storage device to the SD card. By doing so, you can replace the files without removing the SD card.

## 3.2 Setting the Display Effect

To set the slideshow display effect, enter the OSD menu and select **Slideshow**.



*Figure 3-3*

- **Interval Time:** Select the interval time of each slideshow page from **1, 3, 5, 10, and 30 seconds**.
- **Transition Effect:** Select the transition effect of the slideshow from the following 13 options: **Top down, Bottom up, Horizontal close, Horizontal open, Left to right, Right to left, Vertical close, Vertical open, Blind (left to right), Blind (top to down), Box in, and Fade out and in or Random**.
- **File Sorting:** Sort the files by **Time Descending, Time Ascending, Size Descending, Size Ascending, Alphabet Descending, or Alphabet Ascending**.

### 3.3 Setting the Network

You can remotely upload media files to the SQP110 series using the content management system CMS Lite. For details on the CMS Lite, see *Chapter 6 CMS Lite*.

To set up the network, enter the OSD menu and select **Network Setup**.

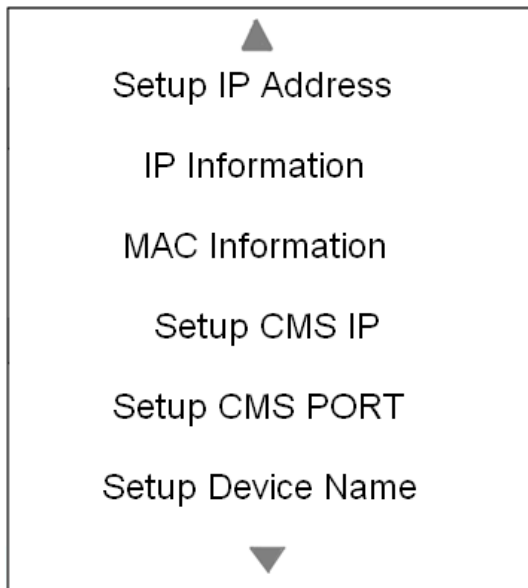


Figure 3-4

- **Setup IP Address:** Select **Automatically** to obtain a dynamic IP from the DHCP Server or **Manually** to enter an IP address, subnet mask and gateway of the SQP110 series.
- **IP Information:** Display the IP address of the SQP110 series.
- **MAC Information:** Display the MAC address of the SQP110 series.
- **Setup CMS IP:** Enter an IP address of the CMS Lite.
- **Setup CMS PORT:** Optionally enter a port to match the port on the CMS Lite. The range of CMS Lite port is between 1025 and 65534. The default value is 10000.
- **Setup Device Name:** Optionally change the device name of the SQP110 series. By default, the device name is the model name.

### 3.4 Setting the Clock and the Display Schedule

To set up the date and time, select the **Clock** button.

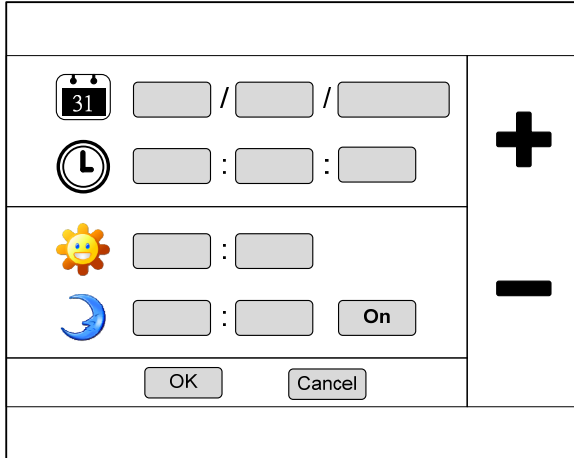









Figure 3-5

Button	Description
	The Calendar
	The Clock
	Time for the device to turn on and start playing the media files. After you specify the On/Off time, select <b>On</b> to enable this schedule.
	Time for the device to stop playing the media files and turn off. After you specify the On/Off time, select <b>On</b> to enable this schedule.

---

**Note:** If you use the touch screen, press the control buttons (+) and (–) on the right panel to adjust the time; if you use the IR remote control, press  to move to the next item, and press   to adjust time.

---

## 3.5 Copying Files from the USB Storage Device

To copy the files from the USB storage device to the SD card:

1. Create a folder named **CopytoSD** in the USB storage device, and store the necessary folders or files in the **CopytoSD** folder.
2. Connect the USB storage device to the SQP110 series.
3. Under the **Setup** menu, select **Copy From USB to SD** option, and select the desired option from **Copy All File**, **Copy Scenario**, **Copy Loop\_Video**, **Copy Upgrade**, **Copy Opening**, or **Copy Schedule**.
4. The SQP110 series will restart automatically when the file transfer is complete. After that, the files will be replaced.

---

**Note:** For the descriptions of each necessary folder, see [Appendix B. Definitions of Folder Names](#).

---

## 3.6 Upgrading the Firmware

We will periodically release the updated firmware on the website. You may also find the updated firmware from the Software CD.

1. Copy the **upgrade** folder to the root folder of a USB storage device or a SD card.

---

**Note:** The folder of the updated firmware is named **upgrade** and contains three files **fwinfo**, **SQP110T\_V103\_110809\_3** and **upgrade\_firmware.tar**.

---

2. Connect the local storage.
3. Enter the **Setup** menu, select **Firmware Upgrade**, and then select **USB** or **SD** storage that stores the firmware file.
4. Click **OK**. The firmware upgrade runs automatically, and the SQP110 series will restart after the firmware upgrade is complete.

---

**Note:** To upgrade the firmware through the content management system, see [6.8 Uploading the Firmware](#).

---

## 3.7 Customizing the Initial Screen

You can customize the initial screen on the SQP110 series.



Figure 3-6

1. Select an image for the initial screen. The image resolution is required to be 800 × 480.
2. Name the image file to be **home.jpg**.
3. Create a folder named **855P\_Opening** in a SD card.
4. Copy the **home.jpg** file to the **855P\_Opening** folder.
5. Connect the SD card to the SQP110 series.
6. Turn on the SQP110 series and wait for about 30 seconds. The SQP110 series is now replacing the initial screen image.
7. Restart the SQP110 series. The new image appears on the initial screen.

# Chapter 4 Clip Design

The Clip Design software allows you to create an interactive slideshow by adding various of command buttons on the slideshow pages. When you click the command button, it will set off an action, such as jumping to a specific page, generating an inset window, inserting a video, and creating a QR code. You can even show up a scrolling Ticker on the slideshow page.

The minimum system requirements to run the Clip Design:

<b>OS Supported</b>	<b>32-bit</b>	Windows XP / Windows 7
	<b>64-bit</b>	Windows XP / Windows 7
<b>CPU</b>	Pentium 4, 3.0 GHz	
<b>RAM</b>	1 GB	
<b>HDD</b>	80 GB	
<b>VGA</b>	ATI Radeon X600 / NVIDIA 6200	
<b>DirectX</b>	9.0c	
<b>.NET Framework</b>	3.5	



## 4.1 Installing the Clip Design

To install the Clip Design software to your computer:

1. Insert the Software CD to your computer. It runs automatically and a window pops up.

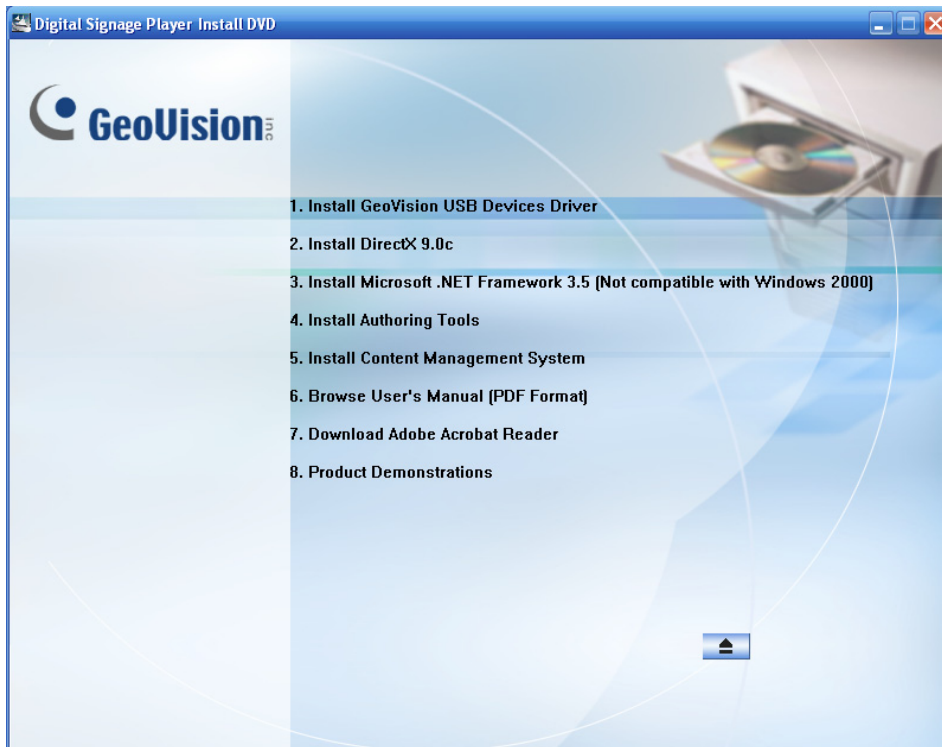


Figure 4-1

2. Select **Install DirectX 9.0c** and follow the on-screen instructions.
3. Select **Install Microsoft .NET Framework 3.5 (Not Compatible with Windows 2000)** and follow the on-screen instructions.
4. Select **Install Authoring Tools** and then select **Install Authoring Tool-Clip Design (Only for SQP110)**, and follow the on-screen instructions.

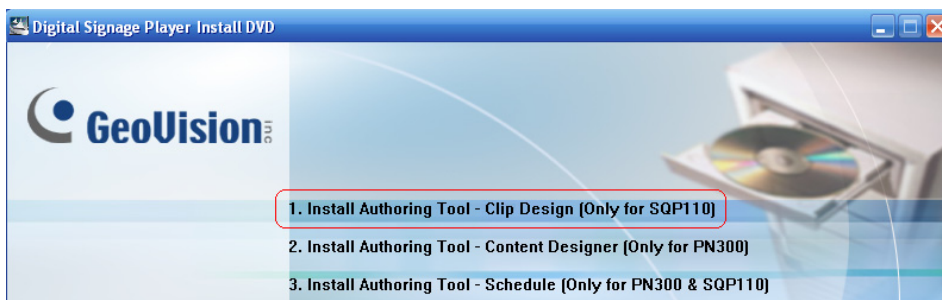


Figure 4-2

## 4.2 The Main Screen

Start the Clip Design program. You are prompted to select the preferred language between the English, Traditional Chinese, French, German, and Japanese. After language selection, the main screen will appear.

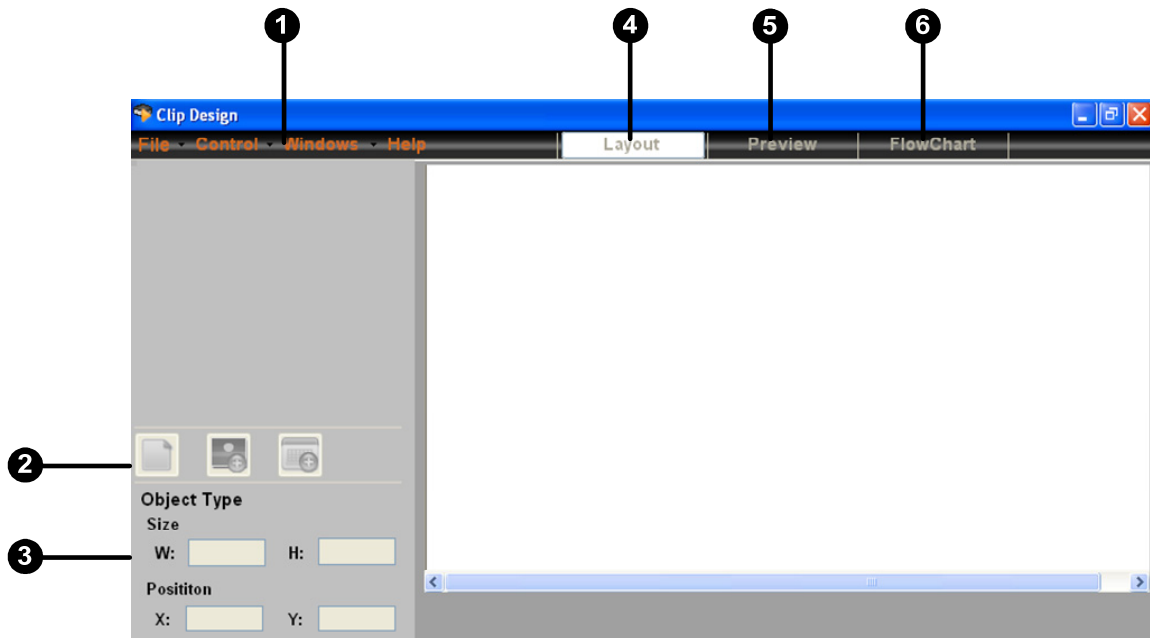





Figure 4-3

No.	Name	Function
1	Menu bar	See <i>The Menu Bar</i> later in this chapter.
2	Function icons	<ul style="list-style-type: none"> <li>  <b>New Page:</b> Create a new page in a slideshow.         </li> <li>  <b>Load Background:</b> Define the background image of a page.         </li> <li>  <b>Add Object:</b> Add command buttons to jump to a specific page, generate an inset window, insert a video, or add a QR code or a ticker.         </li> </ul> <p>For details, see <i>4.3 Creating an Interactive Slideshow</i>.</p>

3	Object Type	Type figures in the dimension description box to modify the size and the location of the command buttons.
4	Layout Window	Select Layout to see the background image of a page, and to add the command buttons on it.
5	Preview Window	Select Preview to view the setting result.
6	Flowchart Window	Select Flowchart to view the order of the slideshow pages. For details, see <i>4.3.7 Verifying the Slideshow with the Flowchart</i> .

### The Menu Bar

The menu bar (No 1, Figure 4-3) includes 4 options, **File**, **Control**, **Windows**, and **Help**.

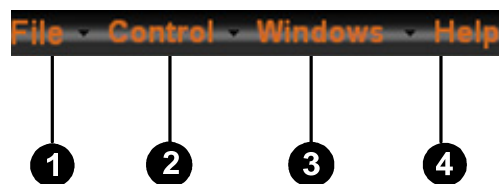


Figure 4-4

No.	Name	Function
1	File	Create a new scenario for a slideshow, open a file, or exit the program. After creating a slideshow, you can insert a new page or export the slideshow.
2	Control	Enable the Volume Buttons and specify the size of the Buttons; enable the Screen Saver function. For details, see <i>4.5 Customizing the Screen Saver for SQP 110 Series</i> .
3	Windows	Add grid lines and select the color of the grid line on the canvas to help edit the slideshow, or change the language setting.
4	Help	See the version properties of the Clip Design software.

## 4.3 Creating an Interactive Slideshow

In addition to create an ordinary slideshow made of images and videos, you can make the slideshow interactive by adding the following command buttons on each page.

- **Jump Button:** Jump from one page to a specific page in a slideshow.
- **Media Button:** Generate an inset window on a page to display different types of information.
- **Video Button:** Insert a video on a page.
- **QR:** Add a QR code on a page. Users can access the text content by scanning the QR code with a compatible mobile phone.
- **Ticker:** Add a horizontal scrolling Ticker on a page.

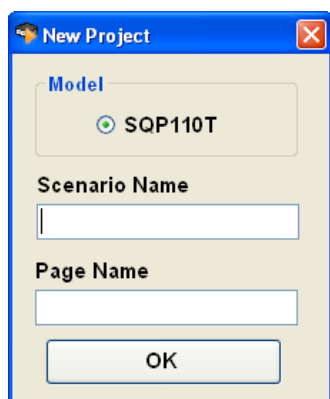
---

**Note:** The maximum number of the command buttons on a page is 40 buttons in total. The maximum number of the command buttons for a slideshow is 1,000 buttons in total.

---


### 4.3.1 Creating a New Page

1. Click **File** on the toolbar (No 1, Figure 4-4), and select **New Scenario**. This dialog box appears.



*Figure 4-5*

2. Name the Scenario. The Scenario name will be the folder name when you output the slideshow files.
3. Name the page.
4. Click **OK**. A new page is created.

5. To set the background image for the page, click the **Load Background** icon  (No 2, Figure 4-3). This dialog box appears.

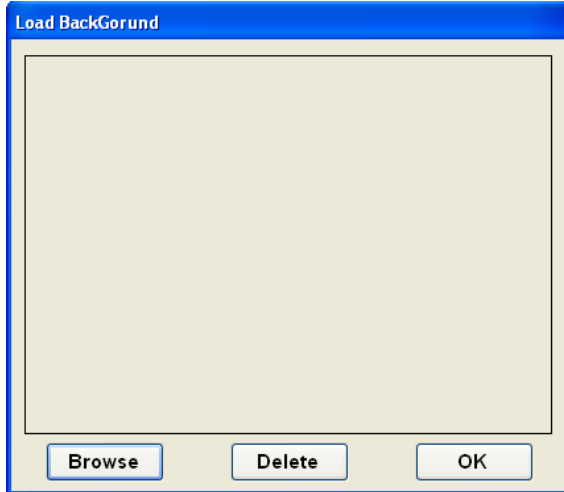


Figure 4-6

---

**Note:** The SQP110 series supports image format of JPEG or PNG with the resolution of 800 × 480. To display the best image quality, ensure the image you select is subject to the resolution.

---

6. Click **Browse** to select the image from the files. The image you select will be the background image. After the settings, the main screen looks similar as shown below.



Figure 4-7

### 4.3.2 Jumping from One Page to a Specific Page

After you create a new page, you can add a **Jump Button** on the page to make it link to a specific page of the slideshow.

1. Select a slideshow page.



2. Click the **Add Object** icon. This dialog box appears.

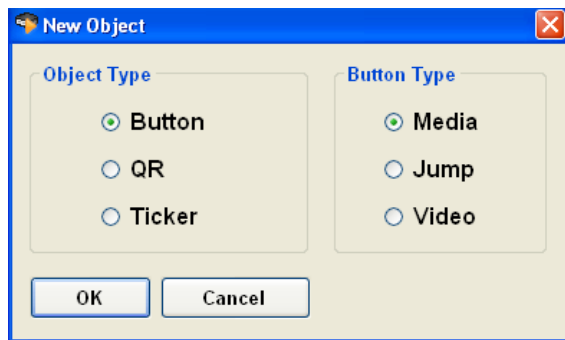


Figure 4-8

3. Select **Button** in the **Object Type** section, and select **Jump** in the **Button Type** section.
4. Click **OK**. This dialog box appears. It allows you to define the button image and the to-be-linked page.

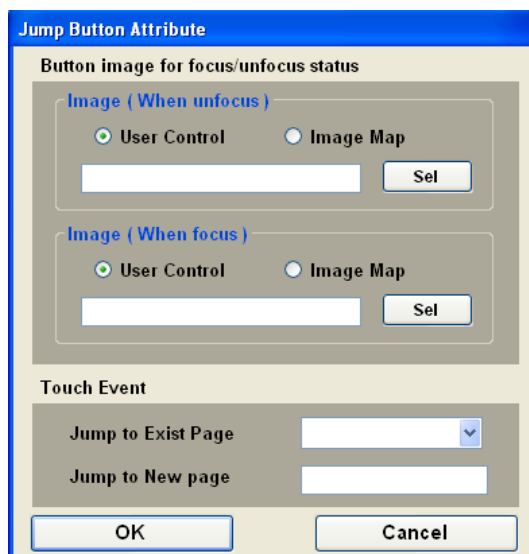


Figure 4-9

### [Button image for focus / unfocus status]

The settings define the images of the **Jump Button**. You can define different images for the Jump Button when it is in focused or not focused status.

---

**Note:** With the Clip Design software, you can focus on the Button image by moving the mouse to the **Jump Button** on the main screen. With the SQP110 series, you can focus on the Button image by pressing the **Jump Button** on the screen or selecting the **Jump Button** with the IR remote control.

---

#### ■ Image (When unfocus)

**User Control:** Select this option to define the Button image in the unfocused status. Click **Set** to select an image from the files. The image will be the Button image when it is in the unfocused status, similar as shown below.



Figure 4-10

- ⊙ **Image Map:** Select this option to keep the background image unaltered when the **Jump Button** is in the unfocused status, similar as shown below.



Figure 4-11

■ **Image (When focus)**

- ⊙ **User Control:** Select this option to define the Button image in the focused status. Click **Set** to select an image from the files. The image will be the Button image when it is in the focus status.

**Image Map:** Select this option to frame the **Jump Button** on the unaltered background image when the **Jump Button** is in the focus status.

After you select **Image Map**, 2 more options become available for you to specify the border size and the border color.



Figure 4-12

After the settings, the page will look similar as shown below.

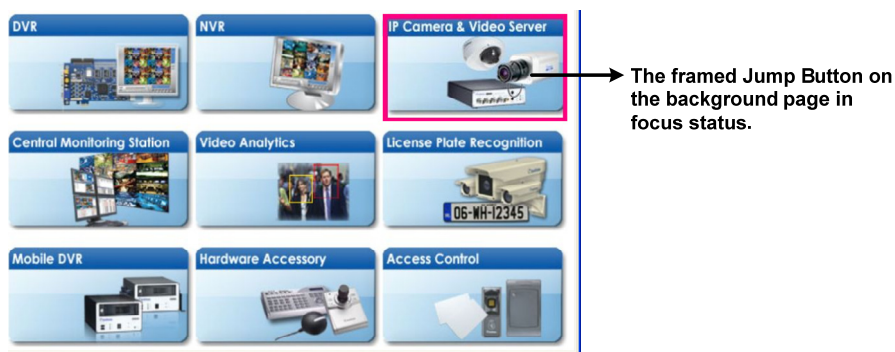


Figure 4-13

**[Touch Event]**

The Touch Event setting defines which page will be linked to through the **Jump Button**. You can define the **Jump Button** to jump to a new page or an existing page.

- **Jump to Exist Page:** Select an existing page. After you click the **Jump Button**, the selected page will be displayed.
- **Jump to New Page:** Name a new page. After you click **OK** on the Jump Button Attribute dialog box, a new page will be created. For details on editing a new page, see 4.3.1 *Creating a New Page*.



5. After the settings, a **Jump Button** is created on the background page as shown below.



Figure 4-14

6. To modify the location and the size of the Button, drag the **Jump Button** to the desired location on the page, and drag four corners and the sides of the Button to enlarge or narrow the button size. You can also modify the size and the location by typing the values in the **Object Type** section (No 3, Figure 4-3).
7. To verify the above settings, select **Preview** (No 5, Figure 4-3) to see the result.
8. To modify the above settings, double-click the **Jump Button** in the Layout window to display the Jump Button Attribute dialog box again.
9. To delete the **Jump Button**, right-click the **Jump Button** in the Layout window and select **Delete Object**.

### 4.3.3 Generating an Inset Window on a Page

To generate an inset window on a page, you can add a **Media Button**. After the settings, an inset window will appear on the page for you to display additional information.

---

**Note:** You can add multiple **Media Buttons** on one page, but there will be only one inset window. Click any **Media Button** on the page, and the inset window will display the image defined by that **Media Button**.

---

1. Select a slideshow page.



2. Click the **Add Object** icon, select **Button** in the **Object Type** section and select **Media** in the **Button Type** section.
3. Click **OK**. This dialog box appears. It allows you to define the button image and the image to be displayed on the inset window.

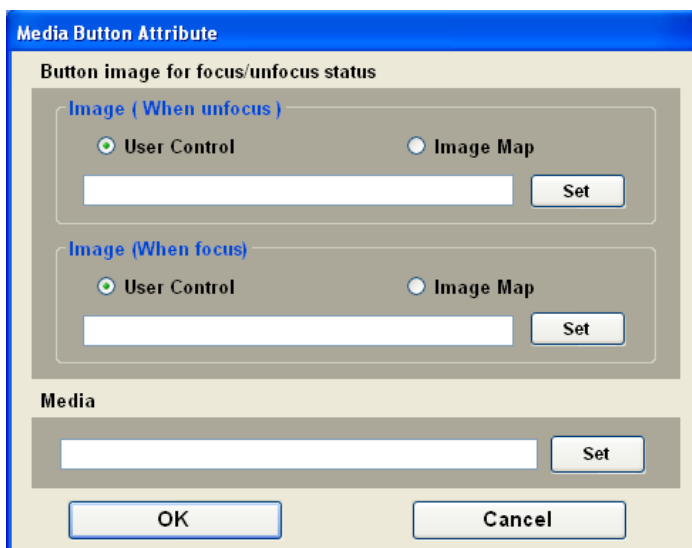


Figure 4-15

4. Define the Button images in the focus and the unfocused status. For details, see step 3, *4.3.2 Jumping from one Page to a Specific Page*.
5. In the **Media** field, click **Set** to select the image to be shown in the inset window.

- Click **OK**. A **Media Button** and a **Media Monitor**, which is used as the inset window, are created on the page as shown below.



Figure 4-16

- To modify the location and the size of the **Media Button** and the **Media Monitor**, drag the Button to the desired location on the page, and drag four corners and the sides of the Button to enlarge or narrow the button size. You can also modify the size and the location by typing the values in the **Object Type** section (No 3, Figure 4-3).
- To verify the above settings, select **Preview** (No 5, Figure 4-3) to see the result. The page will look similar as shown below.



Figure 4-17

- To modify the above settings, double-click the **Media Button** in the Layout window to display the Media Button Attribute dialog box again.
- To delete the **Media Button**, right-click the **Media Button** in the Layout window and select **Delete Object**.

### 4.3.4 Inserting a Video on a Page

You can create a **Video Button** on a page to display video.

---

**Note:** The SQP110 series supports multiple video codec.

---

1. Select a slideshow page.



2. Click the **Add Object** icon, select **Button** in the **Object Type** section and select **Video** in the **Button Type** section.
3. Click **OK**. This dialog box appears, allowing you to define the button image and video file.

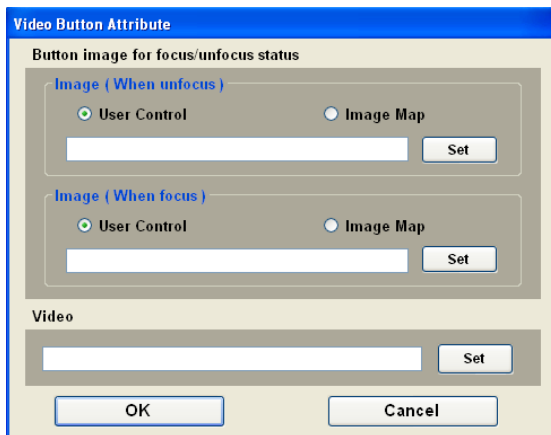


Figure 4-18

4. Define the **Video Button** image in the focus and unfocused status. For details, see step 3, *4.3.2 Jumping from one Page to a Specific Page*.
5. In the **Video** field, click **Set** to select a video file.

6. Click **OK**. A **Video Button** is created on the page as shown blow.



Figure 4-19

7. To modify the location and the size of the **Video Button**, drag the **Video Button** to the desired location on the page, and drag four corners and the sides of the Button to enlarge or narrow the button size. You can also modify the size and the location by typing the values in the **Object Type** section (No 3, Figure 4-3).
8. To verify the above settings, select **Preview** (No 5, Figure 4-3) to see the result. After you click **Video Button** on the page, a playback window appears as shown below.



Figure 4-20

9. To modify the above settings, double-click the **Video Button** in the Layout window to display the Video Button Attribute dialog box again.
10. To delete the **Video Button**, right-click the **Video Button** in the Layout window and select **Delete Object**.

### 4.3.5 Generating a QR Code on a Page

You can generate a QR code on the page. Users can access the text content by scanning the QR code with a compatible mobile phone.

---

**Note:**

1. The QR (Quick Response) code is a matrix code that allows its contents to be decoded at high speed. By scanning the QR codes with the camera of the mobile phone, users can receive text information or connect to a webpage in the mobile phone's browser.
  2. It is required to use a mobile phone that supports QR code reader to access the text contents.
  3. The maximum number of the characters, both numerical and English characters, for the QR code text is 60.
- 

1. Select a slideshow page.

2. Click the **Add Object** icon , and select **QR**.



Figure 4-21

3. Click **OK**. This dialogue box appears.

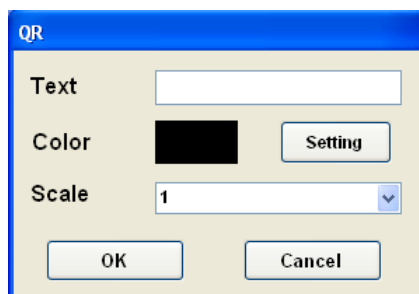


Figure 4-22

4. Type the information in the **Text** box. The text is required to be within 60 characters.
5. Click **Setting** to specify the color of the QR code.
6. Specify **Scale** from **1** to **9** to define the size of the QR code.
7. Click **OK**. A QR code is created on the page as shown below.



Figure 4-23

8. Drag the QR code to the desired location on the page.
9. To verify the settings, select **Preview** (No 5, Figure 4-3) to see the result.

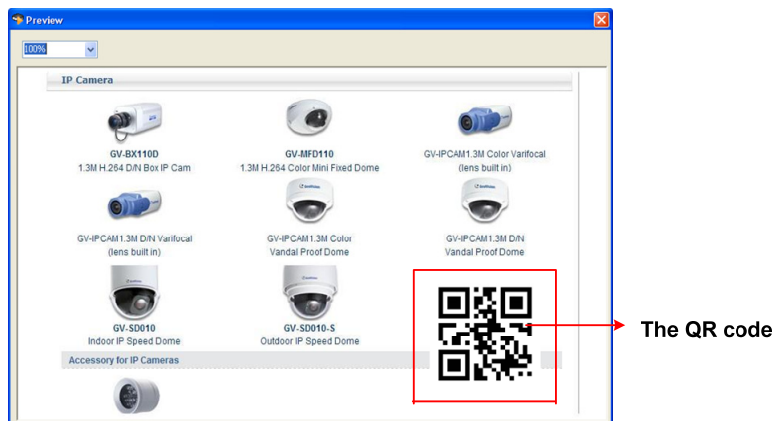


Figure 4-24

10. To delete the QR code, right-click the QR code in the Layout window and select **Delete Object**.

### 4.3.6 Creating a Ticker on a Page

You can add a horizontal scrolling Ticker on the page to present additional information, such as a website or the latest news.

---

**Note:**

1. The maximum number of the characters for the Ticker text is 200.
  2. You can add the Ticker on each page, if necessary.
- 

1. Select a slideshow page.

2. Click the **Add Object** icon , and select **Ticker**.



Figure 4-25

3. Click **OK**. This dialogue box appears.



Figure 4-26

4. Type the information in the **Text** box. The text is required to be within 200 characters.
5. Select the Font Color and Font Type.



6. Click **OK**. A ticker is created on the page as shown below.



Figure 4-27

7. To modify the location and the size of the Ticker, drag the Ticker to the desired location on the page, and drag four corners and the sides of the Button to enlarge or narrow the button size. You can also modify the size and the location by typing the values in the **Object Type** section (No 3, Figure 4-3).
8. To verify the above settings, select **Preview** (No 5, Figure 4-3) to see the result. The page will look similar as shown below.



Figure 4-28

9. To modify the above settings, double-click the Ticker in the Layout window to display the Ticker Attribute dialog box again.
10. To delete the Ticker, right-click the Ticker in the Layout window and select **Delete Object**.

### 4.3.7 Verifying the Slideshow with the Flowchart

When creating an interactive slideshow, you can arrange the slideshow to display in the desired order by adding the **Jump Buttons**. The Flowchart can be used as a reference for slideshow order management. It allows you to verify page by page if the result is as your wish, and if each slideshow page is correctly connected to its previous page and its next page.

1. Select **Flowchart** from the menu bar (No 6, Figure 4-3). The Flowchart similar as shown below appears.

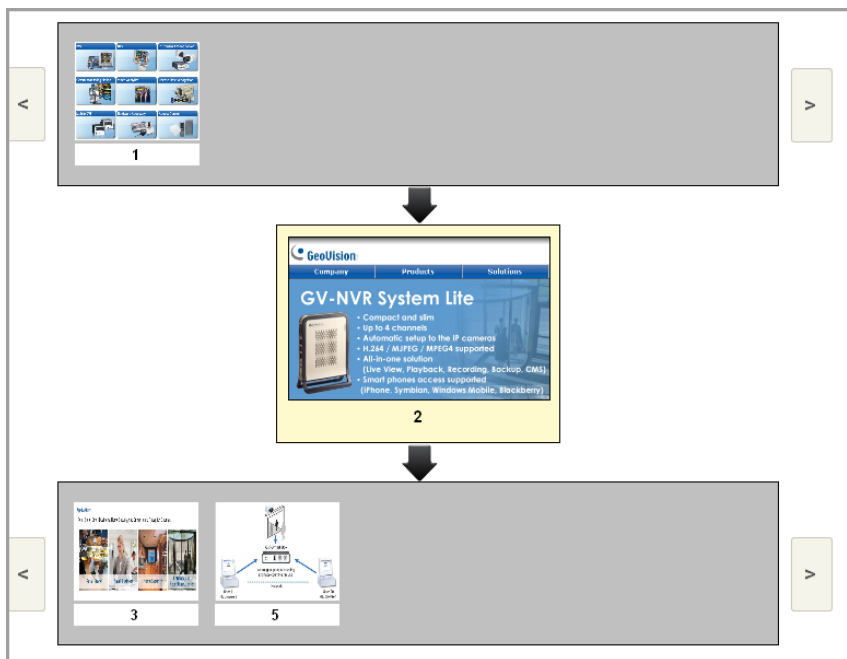


Figure 4-29

The Flowchart is divided into three sections. The page(s) in the upper section is directed to the page in the center section, while the page(s) in the lower section is linked from the page in the center section.

For example, in Figure 4-29, page 2 jumps to page 3 and page 5, while it is linked from page 1.

2. Click any page in the upper or the lower section to verify another slideshow page.

## 4.4 Playing the Interactive Slideshow on SQP110 Series

After creating an interactive slideshow by using the Clip Design, you can export the slideshow, and play it on SQP110 series.

1. Click **File** (No.1 Figure 4-4) and select **Output Scenario**. This dialogue box appears.

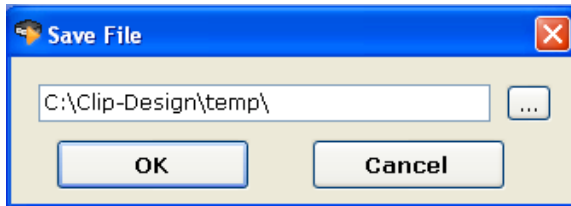


Figure 4-30

2. Locate the file path, and click **OK**.
3. When the following message appears, click **XML transformation completes**. The slideshow is saved in a folder with the Scenario Name you gave. (For the Scenario Name, see step 2, 4.3.1 *Creating a New Page*.)

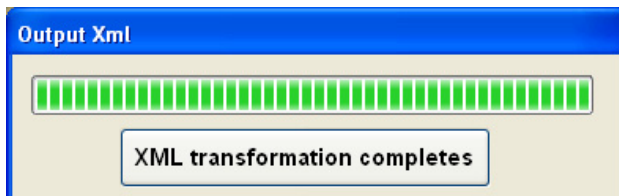


Figure 4-31

4. Store the folder to a SD card.
5. Connect the SD card to the SQP110 series. It will automatically play the slideshow.

---

**Note:** The SQP 110 series can basically play an interactive slideshow at a time. So, ensure to store only one Scenario folder in the SD card for the SQP 110 series to play. To play multiple interactive slideshows, it is required to program the content schedule with the Schedule software. For details, see *Chapter 5 Content Schedule*.

---

## 4.5 Customizing the Screen Saver for SQP110 Series

When you play the interactive slideshow on the SQP 110 Series, the Clip Design software allows you to enable the Screen Saver function with the default screen saver, or to design your own screen saver.

**To enable the Screen Saver function:**

1. Select **Control** and then select **Screen Setting**. This dialog box appears.

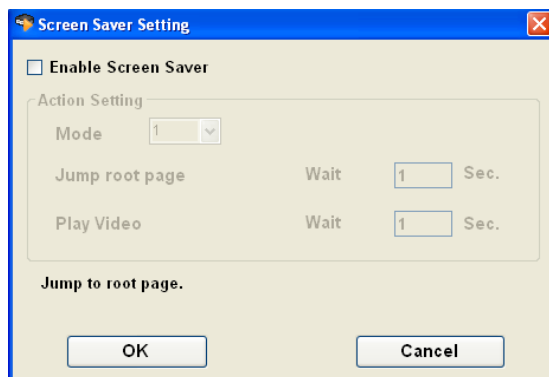


Figure 4-32

2. Select **Enable Screen Saver** to make the **Action Setting** options available.

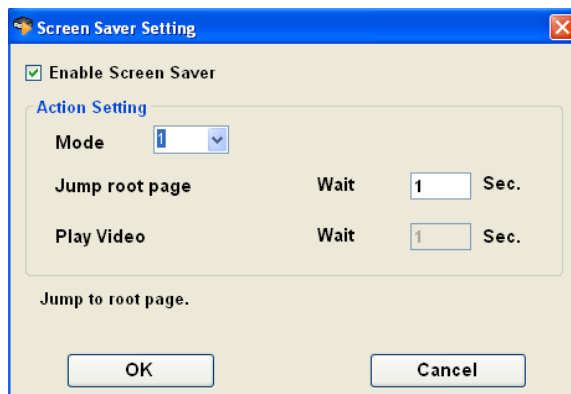


Figure 4-33

3. Select the **Mode** from the drop-down list. There are five modes for selection.

- **Mode 1:**

- ⊙ **Jump root page:** Specify the idle time in second(s) before the slideshow jumps to the first page.

After the settings, the slideshow will jump to the first page after the idle time you set.

■ **Mode 2:**

- ⊙ **Jump root page:** Specify the idle time in second(s) before the slideshow jumps to the first page.
- ⊙ **Play Video:** Specify the idle time in second(s) before the screen saver is activated.

After the settings, the slideshow will jump to the first page after the first idle time you set. Then after the second idle time you set, the screen saver will be activated.

■ **Mode 3:**

- ⊙ **Jump parent page:** Specify the idle time in second(s) before the slideshow jumps to the previous page.

After the settings, the slideshow will continuously jump to the previous page after the idle time you set until it returns to the first page.

■ **Mode 4:**

- ⊙ **Jump parent page:** Specify the idle time in second(s) before the slideshow jumps to the previous page.
- ⊙ **Play Video:** Specify the idle time in second(s) before the screen saver is activated.

After the settings, the slideshow will continuously jump to the previous page after the first idle time you set until it returns to the first page. Then after the second idle time you set, the screen saver will be activated.

■ **Mode 5:**

- ⊙ **Play Video:** Specify the idle time in second(s) before the screen saver is activated

After the settings, the screen saver will be activated directly after the idle time you set.

4. Click **OK** to apply the settings.

**To customize the screen saver:**

1. Select the desired images or videos and store the files to a folder. Name the folder **Loop\_Video**.
2. Store the **Loop\_Video** folder and the Scenario folder to the same SD card.
3. Connect the SD card to the SQP 110 series. It will automatically play the slideshow and the customized screen saver.

# Chapter 5 Content Schedule

The Schedule software allows you to create a weekly schedule to automatically start up SQP110 series and present media content at a specific date and time.

## 5.1 Installing the Schedule

1. Insert the Software CD to your computer. It runs automatically and a window pops up.

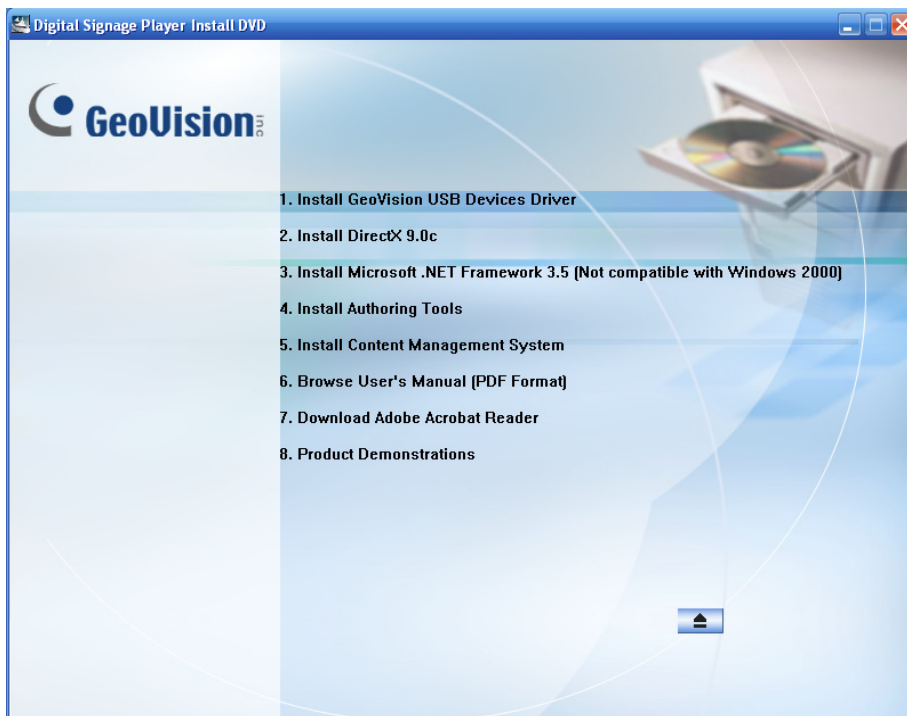


Figure 5-1

2. Select **Install Authoring Tools** and then select **Install Authoring Tool-Schedule (Only for PN300 & SQP110)**, and follow the on-screen instructions.



Figure 5-2

## 5.2 Setting the Content Schedule

1. Start the Schedule software, and this dialog box appears. You can create up to three content schedules by using three sets of **Power On** and **Power Off** settings.



Figure 5-3

2. To create the first content schedule, specify the time for the SQP110 series to automatically turn on and turn off in the **Power On** and **Power Off** drop-down lists.

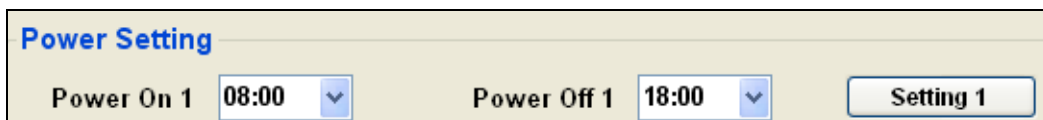


Figure 5-4

- Click the **Setting 1** button to set up the first schedule. This dialog box appears.

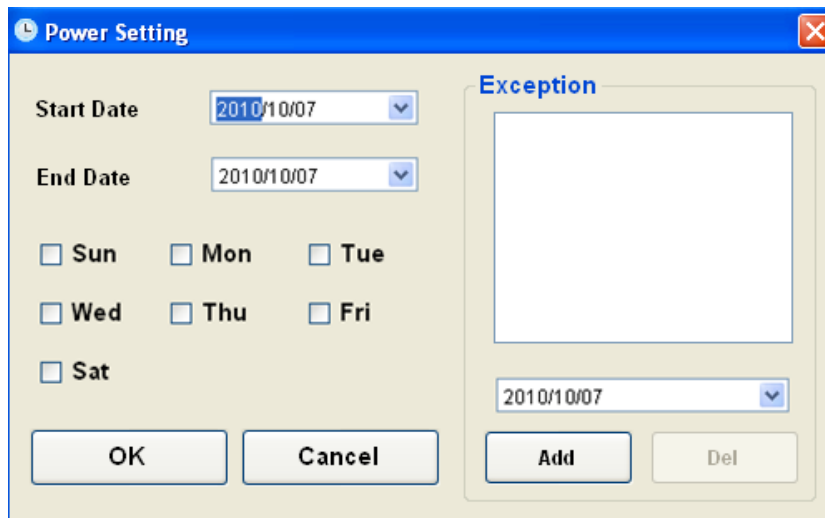


Figure 5-5

- Specify the date to play the media files in the **Start Date** and **End Date** drop-down lists.

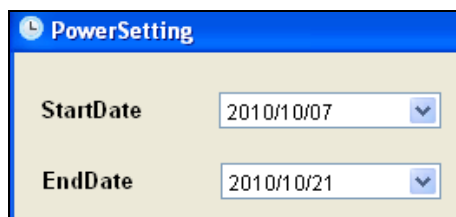


Figure 5-6

- Specify the day(s) to play the media files.

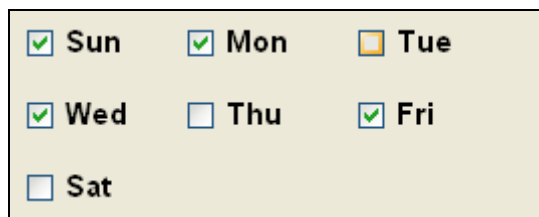


Figure 5-7



- To exclude certain dates from the schedule, select the dates from the drop-down list, and click **Add**.

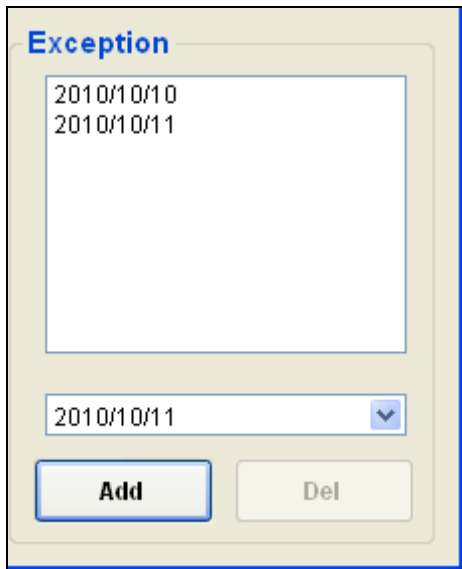


Figure 5-8

- Click **OK**. This calendar appears and the scheduled dates are displayed in black color.



Figure 5-9

8. Double-click any of the scheduled dates in black. This setup box appears. You can further specify a period of time in a day to play the media files.

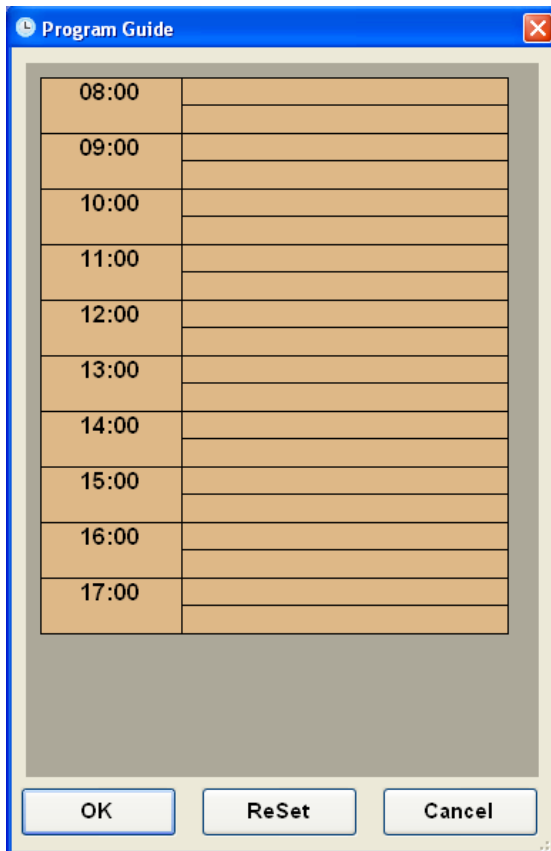


Figure 5-10

9. Click any time column. This dialog box appears. You can specify the type of media files and time to play.

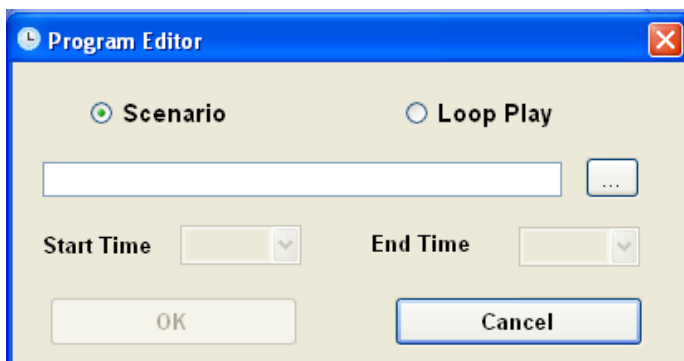



Figure 5-11

10. Select **Scenario** to play the interactive slideshow created using the Clip Design, or **Loop\_Video** to play some image and/or video files.

If you select **Scenario**:

- A. Click the  button to locate the Scenario folder, select **SQP110.NOE**, and click **Open**.

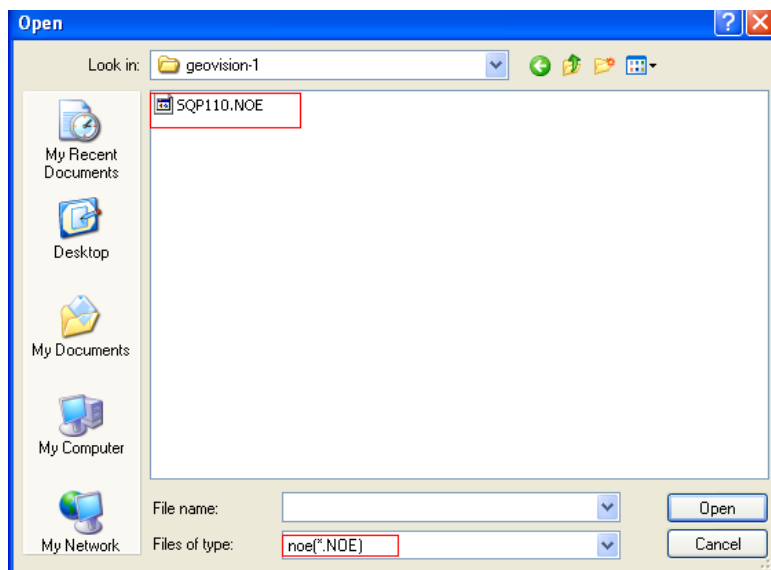


Figure 5-12

- B. Specify a period of time to play the Scenario files in the **Start Time** and **End Time** drop-down lists. Click **OK**.

If you select **Loop Play**:

- A. Specify a period of time to play the Loop\_Video files in the **Start Time** and **End Time** drop-down lists. Click **OK**.
11. You can create different periods of time to play different types of media files in a day by repeating steps 8 to 10.

12. Click **OK** in the following dialog box to apply the time settings to the selected date.

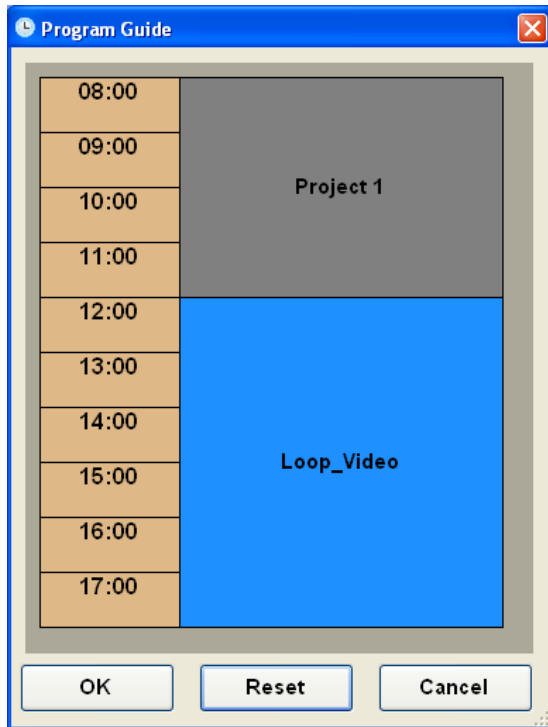


Figure 5-13

13. Repeat steps 2 to 12 to set up the second and the third content schedules, if necessary. If the three content schedules are created, they can be distinguished by color: the first scheduled dates are black, the second ones are light blue and the third ones are dark blue, as shown below.

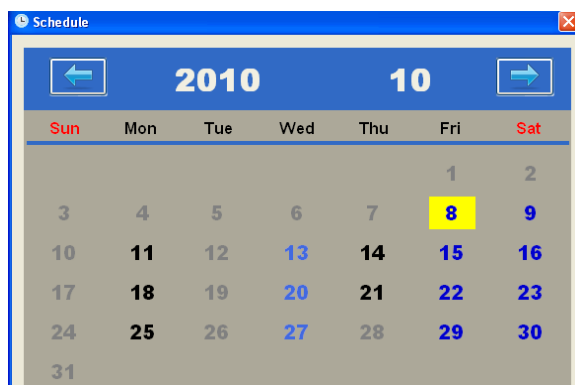


Figure 5-14

14. To save the schedule, click **Export** on the main screen, and click **File Transfer Completes** when this message box appears.

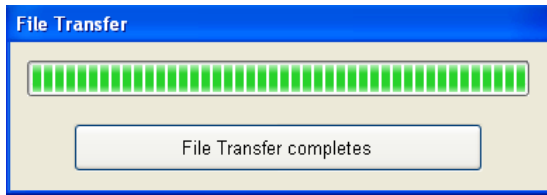


Figure 5-15

15. The schedule settings are exported to the **Output\_Schedule** folder. After opening the folder, you will find two subfolders, **Scenario** and **Schedule**.

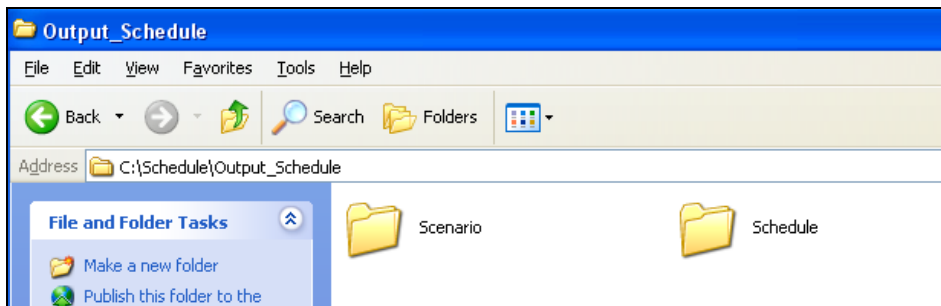


Figure 5-16

16. Store the **Scenario** and **Schedule** folders in the SD card. If you select **Loop Play** to play some video and/or image files, you need to store these video and/or image files to the **Loop\_Video** folder first and then include the **Loop\_Video** folder in the SD card too.
17. Connect the SD card to the SQP110 series. It will automatically play the media files according to the schedule.

---

**Note:** Don't copy the **Output\_Schedule** folder directly to the SD card. You need to copy the **Schedule**, **Scenario** and/or **Loop Video** folders to it.

---

# Chapter 6 CMS Lite

The CMS Lite is Content Management System, allowing you to remotely upload media files or firmware to multiple SQP110 series.

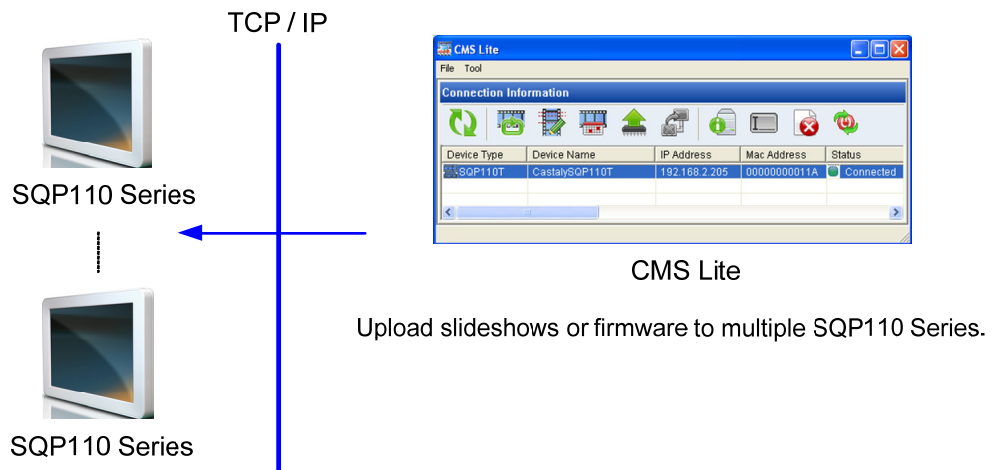


Figure 6-1

## 6.1 Additional System Requirements

To connect the SQP110 series to the CMS Lite, an additional USB to RJ-45 cable is required.

The CMS Lite supports 50 units of SQP110 series for free. If you want to connect more SQP110 series to the CMS Lite, an additional dongle is required. Different number of connections is available for purchase, with 10 connections for every increment and up to 500 connections in maximum.

Inform your sales representative the required number of connections so the dongle can be delivered upon your requirements.



**USB to RJ-45 Cable**



**USB Dongle**

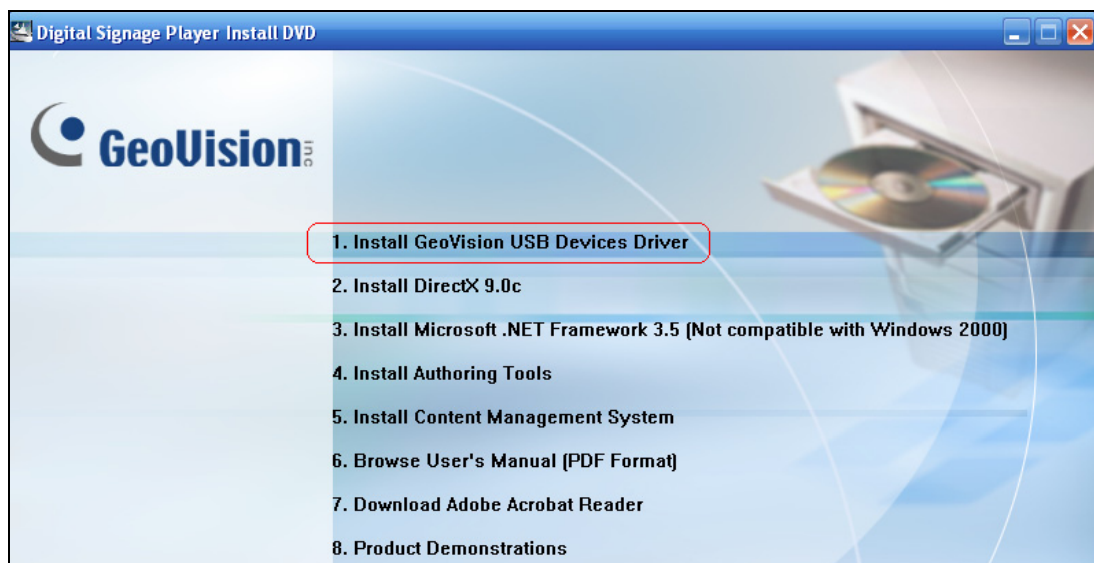
To use the dongle, it is required to install the USB Drivers from the software CD.

---

**Note:** Before starting the CMS Lite, make sure you have inserted the dongle to the computer and installed the USB drivers for dongle; otherwise the additional number of connections will not be applied.

---

1. Insert the Software CD to your computer. It runs automatically and a window pops up.



*Figure 6-2*

2. Select **Install GeoVision USB Devices Driver** and follow the on-screen instructions.



## 6.2 Installing the CMS Lite

To install the CMS Lite, follow the steps below.

1. Insert the Software CD to your computer. It runs automatically and a window pops up.

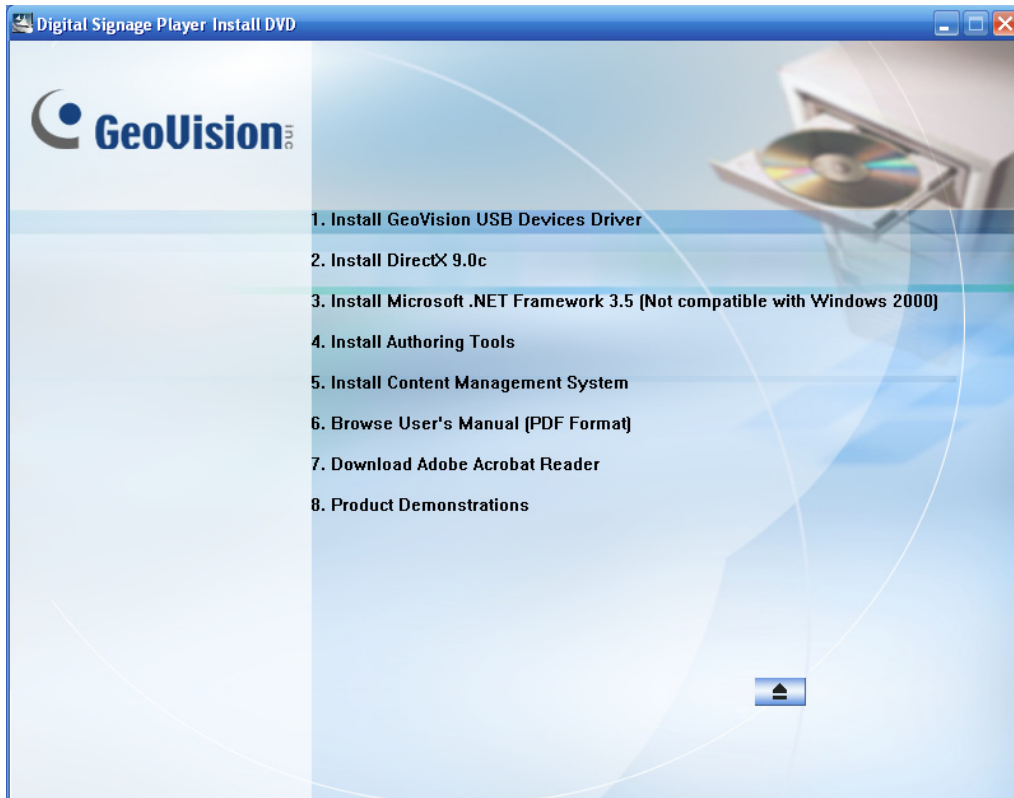


Figure 6-3

2. Select **Install Content Management System** and then select **Install CMS Lite (Only for PN300 & SQP110)**, and follow the on-screen instructions.

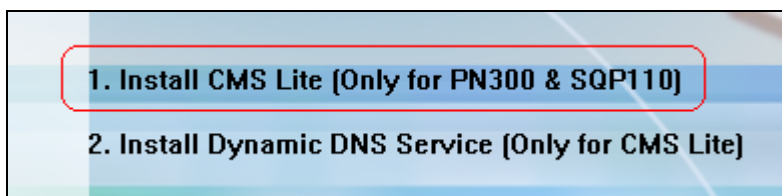
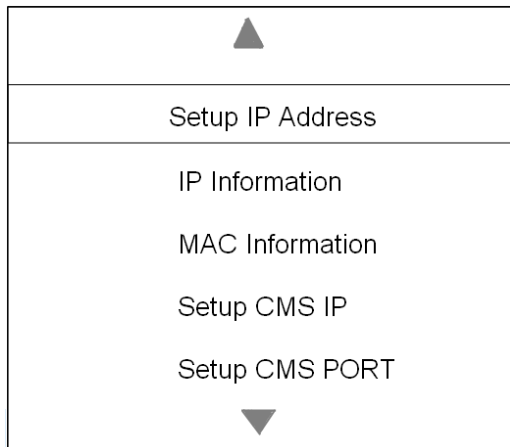


Figure 6-4

## 6.3 Connecting SQP110 Series to the CMS

To connect the SQP110 series to the CMS Lite, you have to set up the network settings.

1. Use the USB to RJ-45 cable, connect the SQP110 series to the network.
2. Enter the OSD menu of the SQP110 series and then select **Network Setup**.



*Figure 6-5*

3. To specify the IP address of the SQP110 series, select **Setup IP Address** and then select **Manually** to enter a fixed IP address, subnet mask and gateway. Or you can select **Automatically** to obtain a dynamic IP from the DHCP Server.
4. To specify the IP address of CMS Lite, select **Setup CMS IP** and then enter a fixed IP address.
5. If you want to modify the CMS port, select **Setup CMS PORT** and then enter the new port to match the port on the CMS Lite. The default CMS port is 10000.

When the CMS Lite is started, the SQP110 series will be connected to the CMS Lite automatically, the connection information will be listed.

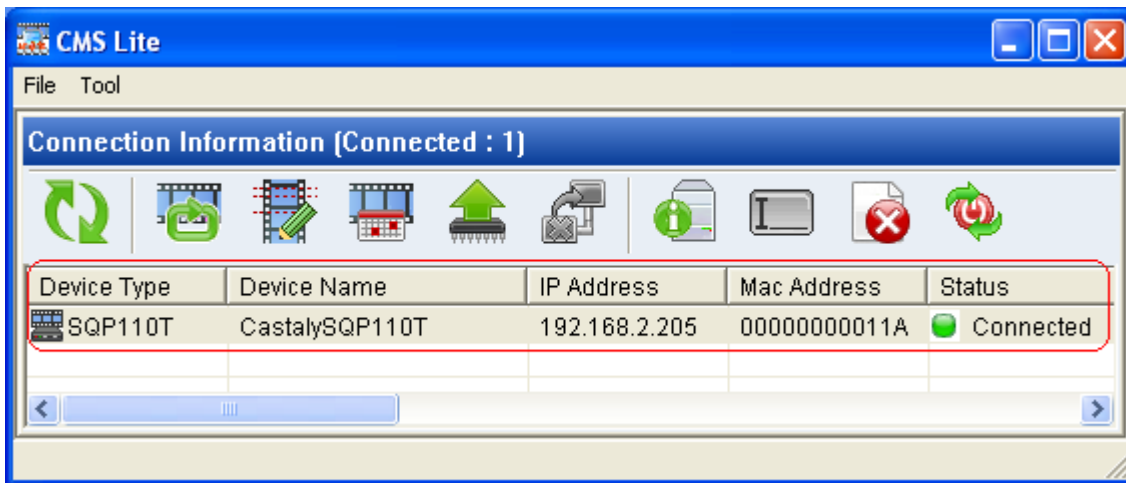


Figure 6-6

## 6.4 The Main Screen

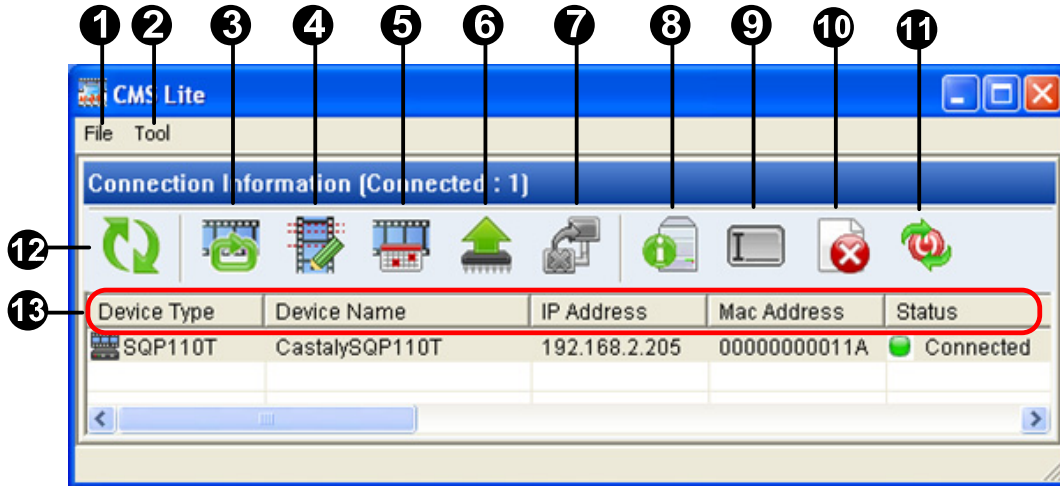


Figure 6-7

No.	Name	Function
1	File	Exit the CMS Lite.
2	Tool	<p><b>Configure:</b> Configure the communication port between the CMS Lite and SQP110 series. The available port number is between 1025 and 65534. The default value is 10000.</p> <p><b>Version:</b> Display the version of the CMS Lite.</p>
3	Upload Loop Video	Upload the video or image files ( <b>Loop_Video</b> ) to the SQP110 series. See 6.5 <i>Uploading Video and Image Files</i> .
4	Upload Scenario	Upload the interactive slideshow created using the Clip Design ( <b>Scenario</b> ) to the SQP110 series. See 6.6 <i>Uploading Interactive Slideshows</i> .
5	Upload Schedule	Upload the content schedule to the SQP110 series. See 6.7 <i>Uploading the Schedule</i> .
6	Upload Firmware	Upload firmware to the SQP110 series. See 6.8 <i>Uploading the Firmware</i> .
7	Cancel Uploading	Cancel the process of uploading.

8	Edit Device Information	Change the device name of the SQP110 series. See 6.9 <i>Changing the Device Name</i> .
9	Text Overlay Setup	Not functional.
10	Remove Content	Remove all the folders <b>upgrade</b> , <b>855P_Opening</b> , <b>Loop_Video</b> and <b>Scenario</b> saved on the SD card.
11	Reboot	Reboot the SQP110 series.
12	Reload	Refresh the information.
13	Information	Display the information of the connected SQP110 series, including device type, device name, IP address, MAC address, status, last update time, transfer status, file name, transfer speed, free space, resolution and firmware version.

## 6.5 Uploading Video and Image Files

You can upload some video and/or image files to the SQP110 series. To upload the desired video and/or images files, you must save these files to the **Loop\_Video** folder first.

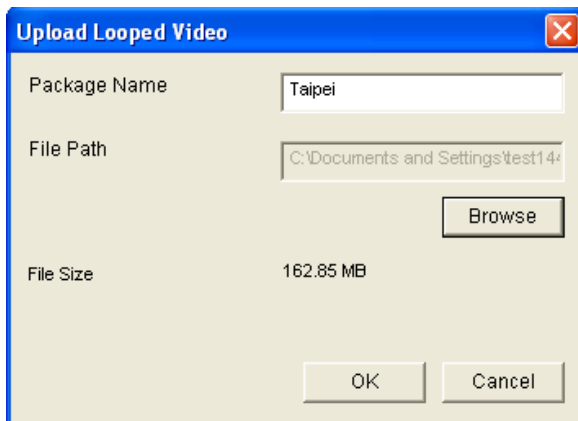
---

**Important:** The upload action will remove all the **Loop\_Video**, **Scenario** and **Schedule** folders from the SD card.

---

1. On the CMS Lite, select the desired SQP110 series and click the **Upload Loop Video**

button .



*Figure 6-8*

2. Type a name in the Package Name field for the uploading folder.
3. Click **Browse** to locate the **Loop\_Video** folder.
4. Click **OK**. The percentage of uploading process will be displayed in the Transfer Status column.

After the uploading process is complete, the CMS Lite will disconnect with the SQP110 series, all the previous folders (Loop\_Video, Scenario and Schedule) will be removed from the SD card on the SQP110 series. After that, the CMS Lite will reconnect to the SQP110 series again, and the SQP110 will automatically play the uploaded video or image files.

## 6.6 Uploading Interactive Slideshows

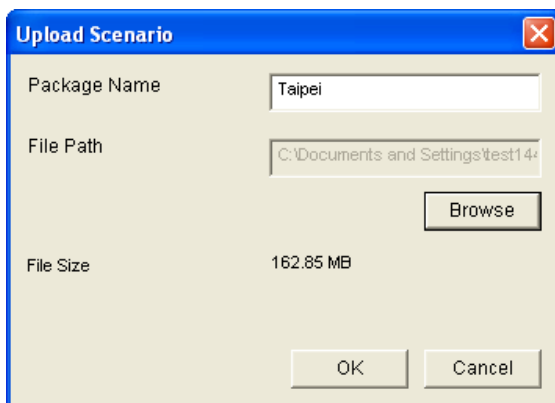
To upload the interactive slideshows created using the Clip Design to the SQP110 series, follow the steps below.

---

**Important:** The upload action will remove all the **Loop\_Video**, **Scenario** and **Schedule** folders from the SD card.

---

1. On the CMS Lite, select the desired SQP110 series and click the **Upload Scenario** button



*Figure 6-9*

2. Type a name in the Package Name field for the uploading folder.
3. Click **Browse** to locate the **Scenario** folder.
4. Click **OK**. The percentage of uploading process will be displayed in the Transfer Status column.

After the uploading process is complete, the CMS Lite will disconnect with the SQP110 series, all the previous folders (Loop\_Video, Scenario and Schedule) will be removed from the SD card on the SQP110 series. After that, the CMS Lite will reconnect to the SQP110 series again, and the SQP110 will automatically play the uploaded interactive slideshows.

## 6.7 Uploading the Schedule

To upload the content schedule, created using the Schedule software, to the SQP110 series, follow the steps below.

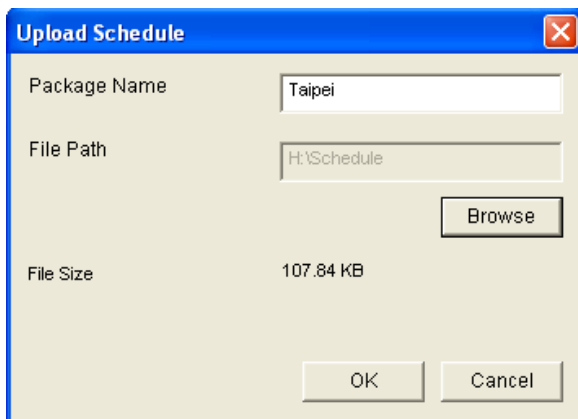
---

**Important:** The upload action will remove all the **Loop\_Video**, **Scenario** and **Schedule** folders from the SD card.

---

1. On the CMS Lite, select the desired SQP110 series and click the **Upload Schedule**

button .



*Figure 6-10*


2. Type a name in the Package Name field for the uploading folder.
3. Click **Browse** to locate the **Output\_Schedule** folder.
4. Click **OK**. The percentage of uploading process will be displayed in the Transfer Status column.

After the uploading process is complete, the **Schedule**, **Scenario** and/or **Loop\_Video** folders in the SQP110 series will be updated.



## 6.8 Uploading the Firmware

To upload the firmware to the SQP110 series, follow the steps below.

1. On the CMS Lite, select the desired SQP110 series and click the **Upload Firmware** button  to locate the firmware file (.tar).
2. Click **Open**. The percentage of uploading process will be displayed in the Transfer Status column.

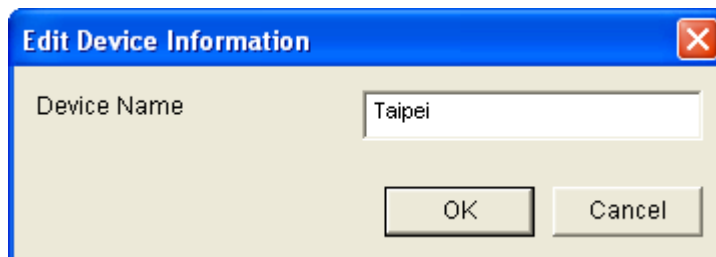
After the uploading process is complete, the SQP110 series will automatically restart.

## 6.9 Changing the Device Name

To change the device name, follow the steps below:

1. On the CMS Lite, select the desired SQP110 series and click the **Edit Device**

**Information** button .



*Figure 6-11*

2. Type a name for the SQP110 series.
3. Click **OK**. The CMS Lite will disconnect and then reconnect to the SQP110 series automatically.

---

**Note:** You can find the device name in the OSD menu of the SQP110 series. See [3.3 Setting the Network](#).

---

## Specifications

<b>Model</b>	<b>SQP110 series</b>
<b>Panel Size (inch)</b>	11" touch (SQP110T) 11" non-touch (SQP110P)
<b>Aspect Ratio</b>	16 : 10
<b>Pixel Pitch (mm)</b>	0.1 x 0.3
<b>Video Format</b>	Multimedia Support
<b>Audio Format</b>	Multimedia Support
<b>Photo Format</b>	JPEG, PNG
<b>Color</b>	262 K
<b>Contrast</b>	250 : 1
<b>Brightness (cd/m<sup>2</sup>)</b>	380
<b>Response Time (Tr / Tf)</b>	30 / 50 ms
<b>View Angle (H / V)</b>	125° / 105°
<b>Video System</b>	NTSC / PAL
<b>SD Slot</b>	SD Card (FAT32 Format)
<b>USB</b>	Type A, USB 2.0 Backward Compatible (FAT32 Format)
<b>Speaker</b>	2 W x 2
<b>Power Consumption</b>	40 W
<b>IR Remote Control</b>	Yes
<b>OSD</b>	Yes
<b>Function Keys</b>	Yes
<b>Housing</b>	Black / White
<b>Storage Temperature</b>	0 °C ~ 60 °C / 32 °F ~ 140 °F
<b>Storage Humidity</b>	5 % ~ 95 %
<b>Operating Temperature</b>	0 °C ~ 40 °C / 32 °F ~ 104 °F
<b>Operating Humidity</b>	20 % ~ 80 %
<b>Dimension (W x H x D)</b>	292 x 186 x 46 mm / 11.5 x 7.3 x 1.8 in
<b>Net Weight</b>	1.5 kg / 3.3 lb

## Appendix

### A. Playing the Demonstration Examples in Software CD

The demonstration examples are the interactive slideshows created by the Clip Design software. To play those slideshows on the SQP110 series, follow the steps below:

1. Insert the Software CD to your computer. It runs automatically and a window pops up.

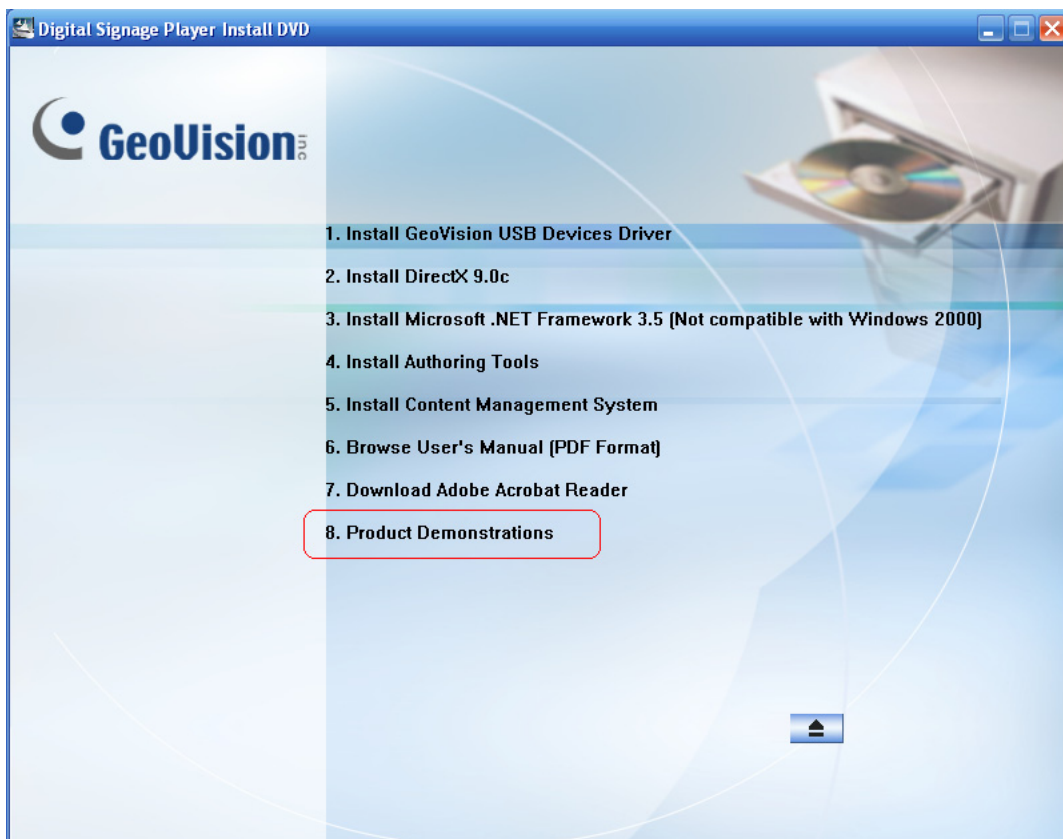


Figure 1

2. Click **Product Demonstrations**. You can find four demonstration examples, created based upon the iDi website and the GeoVision website.

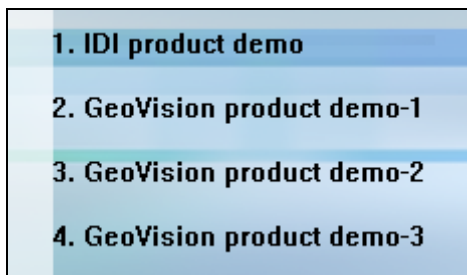


Figure 2

3. Select the desired demonstration example, and you will see the related folder(s). For example, if you select **GeoVision product demo-1**, you can find **Scenario** folder, which contains the slideshow of GeoVision website, and the **Loop\_Video** folder, which contains the video files used as the screen saver.
4. Store these two folders in a SD card, and connect the SD card to the SQP110 series. The SQP110 series will automatically play the demonstration example.

## B. Definitions of Folder Names

The followings are the names and the descriptions of each necessary folder.

Folder Name	Description
<b>upgrade</b>	The folder stores the updated firmware. See <i>3.6 Upgrading the Firmware</i> .
<b>855P_Opening</b>	The folder stores the image you want to replace the default initial screen with. See <i>3.7 Customizing the Initial Screen</i> .
<b>Loop_Video</b>	<p>The folder stores the image files and video files, and is used for:</p> <ol style="list-style-type: none"> <li>1. The slideshow to be played repeatedly on the SQP110 series. See <i>2.3 Playing the Slideshow</i>.</li> <li>2. The customized screen saver. See <i>4.5 Customizing the Screen Saver for SQP 110 Series</i>.</li> </ol>
<b>Scenario</b>	The folder stores the interactive slideshow created by the Clip Design software. The folder name should be the same as the Scenario name. See <i>4.4 Playing the Interactive Slideshow on SQP110 Series</i> .
<b>Schedule</b>	The folder stores the schedule setting files created by the Schedule software. See <i>Chapter 5 Content Schedule</i> .