Digital Photo Frame



User Manual

1. Supported Interfaces

• SD: with dimensions of 24mm x 32mm x 2.1mm (about the size of a postage stamp) as shown in the illustration:



• MS: dimensions for the MS Card are 50mm x 21.5mm x 2.8mm, which is the exclusive memory card format for Sony's digital products, as shown in the illustration:



• USB: supports 1.1 and 2.0



2. System Settings



Select [Setup] from the main menu, press the PLAY button, and you will enter the settings mode. In addition, under other function modes, you can also enter the settings mode by pressing the SETUP button. The following illustration shows the initial screen in the settings mode, and in the following section we will introduce the various functions of the settings mode.



The adjustment screen for the SETUP menu is as follows:

2.1 Photo Setting

2.1.1 Display Interval

This option can be used to set the length of time for display of each image. There are six options: 5 seconds, 10 seconds, 15 seconds, 30 seconds, one minute, or three minutes.



2.1.2 Transition Effect

This option is used to set the transition effect as images change.



2.1.3 Browse

There are two kinds of "Photo" modes, one is the "File Manager" mode, and the other is the "Browser" mode.

File Manager mode:



Browser mode:



2.1.4 Auto Play

2.1.4.1 Photo

This setting can be set to either "on" or "off". This setting decides whether or not to activate the automatic display function after entering the "Photo" mode. If this option is set to "on", then the system will enter "slide show mode" after you enter "Photo"; if it is set to "off", then the system will enter either File Manager mode or Browser mode, according to the Browse settings set by the user.

2.1.4.2 Music

This setting can be set to either "on" or "off". This setting decides whether or not to activate the automatic play function after entering "Music" mode. If this setting is set to "on", then the system will enter file mode and initiate automatic play after entering "Music"; if this setting is set to "off", then, after entering "Music" file mode, the user will have to manually press the "Play" button.

2.1.4.3 Movie

This setting can be set to either "on" or "off". This setting decides whether or not to initiate the automatic play function after entering "Movie" mode. If this setting is set to "on", the system will automatically play the video after entering "Movie"; if this setting is set to "off", then after entering the "Movie" file mode, the user will be allowed to manually browse the videos.

2.2 Display Setup

2.2.1 Brightness

This option allows the user to set the brightness of the television screen. They can choose from three different options: normal, bright, and soft.



2.2.2 Contrast

This option can be used to set the screen contrast. The contrast is divided into 15 different levels, from $-7\sim0\sim7$, with larger numbers representing greater contrast.



2.2.3 TFT Brightness

If an LCD display is used this option can be used to set the screen brightness. The brightness is divided into 15 levels, from -7~0~7, with the larger (positive) numbers representing greater brightness.



2.2.4 TFT Contrast

If an LCD display is used, this option can be used to set the screen contrast. The contrast is divided into 15 different levels, from -7~0~7, with larger numbers representing greater contrast.



2.2.5 TFT Saturation

If the user uses an LCD display, this option can be used to set the saturation of the display. The saturation is divided into 15 levels, from -7~0~7, with larger numbers representing a higher degree of saturation.



2.3 Custom Setup

2.3.1 OSD Language

This option can be used to set the language for the OSD (on screen display). The user can choose from: English, French, German, Italian, Spanish, Portuguese, Dutch, and Polish.



2.3.2 Encoding

This option sets the character encoding of the filenames. There are two types of encoding to choose from, Western European and Central European.



2.3.3 Logo type

This option allows the user to set the Logo. There are two available options: Default and Favorite.



2.3.4 Repeat mode

This option allows the user to set the play repeat mode. There are four available options: Off, One, Folder, and All.



Off: turns off the repeat mode.

One: repeats the file that is currently playing. Folder: repeats the folder that is currently playing.

All: repeatedly plays all of the files inside the storage medium.

2.3.5 Media

This option allows the user to set the media which want to play.



2.3.6 Default

By setting this option, all settings will be reset to the original system settings.



2.4 Exit

Leaves the setup menu, and goes back to the main menu.

3. Photo

After choosing 【Photo】 from the main menu, press the PLAY key, and the system will automatically detect whether or not a storage device has been connected (USB drive or memory card). If no storage device has been connected, the system will go back to the main menu.

After the storage device has been connected and correct read/write access has been confirmed, the system will enter the mode chosen by the user (please refer to the $\lceil 4.1.3 \text{ Browse} \rfloor$ section for settings details). If the user has selected **[**File Mode **]** for playlist management, the screen on the lower left will appear; if the user chooses **[**Browse Mode **]** for playlist management, the screen on the lower right will appear.

Under [Photo] mode, the system only supports the display of images in JPG format.





4. Music

After choosing [Music] from the main menu, press the PLAY key, and the system will automatically detect whether or not a storage device has been connected (USB drive or memory card). If no storage device has been connected, the system will go back to the main menu. After the storage device has been connected and correct read/write access has been confirmed, the system will enter [Media Manager] for playlist management, as shown in the illustration.

In the [Music] mode, the system only supports the playing of music files in MP2/MP3/WMA format. If the user has turned on the [Music] automatic playing function, then music will automatically be played when the system enters [Music] mode.



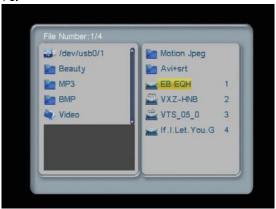
5. Photo+Music

After choosing 【Photo+Music】 from the main menu, press the PLAY key, and the system will automatically detect whether or not a storage device has been connected (USB drive or memory card). If no storage device has been connected, the system will go back to the main menu. After the storage device has been connected and correct read/write access has been confirmed, the system will enter 【File Manager】 for playlist management, as shown in the illustration. Under [Photo+Music] mode, the system supports the displaying of pictures and the playing of music, and the supported file types are: JPG, MP2, MP3, and WMA. If the user turns on the 【Photo+Music】 automatic playing function, then the system will initiate automatic display and playback after entering 【Photo+Music】 mode.

6. Movie

After choosing [Movie] from the main menu, press the PLAY key, and the system will automatically detect whether or not a storage device has been connected (USB drive or memory card). If no storage device has been connected, the system will go back to the main menu. After

the storage device has been connected and correct read/write access has been confirmed, the system will enter 【File Manager】 for playlist management, as shown in the illustration. Under 【Movie】 mode, the system supports movie playback in the following formats: DAT, MPG, VOB, and AVI.



7. Calendar

After selecting 【Calendar】 from the main menu, press the PLAY button, and you will enter the date setting mode.



7.1 Display

This option provides the 【Calendar 】display function. The date displayed in the calendar is the current date set in the system.



In addition to displaying the current date, the user can use the keys to browse different months, or use the keys to browse different years.



7.2 Set Date

This function allows users to set the system date.



7.3 Exit

Exits date settings and goes back to the main menu.

8. Clock

After selecting 【Clock】 from the main menu, press the PLAY key, and the system will enter time setting mode.



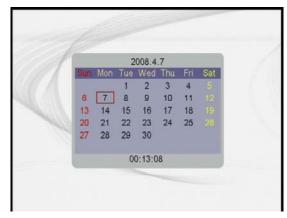
8.1 Display

This option allows the user to choose if they want to display 【Time】 or 【Time & Calendar】 or 【Analog Clock】. Select 【Time】, and press the PLAY key.



Select 【Analog Clock】, and press the PLAY key.





8.2 Set Time

This function allows the user to set the system time.



8.3 Exit

Exits the time settings, and goes back to the main menu.

9. Alarm

After selecting 【Alarm】 from the main menu, press the **PLAY** button, and the system will enter the alarm settings mode.

9.1 Enable

This function allows users to activate (On) or de-activate (Off) the alarm.



9.2 Set Time

This function allows users to set the alarm time. When the alarm function has been activated, a prompt will appear. Press any key to exit the alarm mode.





9.3 Exit

Exits the alarm settings, and goes back to the main menu.

10. Auto-Power

After selecting [Auto-Power] from the main menu, press the PLAY button, and the system will enter the automatic power-on/power-off settings mode.

10.1 Power On Enable

This option allows the user to either activate (On) or de-activate (Off) the automatic power-on function.



10.2 Power off Enable

This function allows the user to activate (On) or de-activate (Off) the automatic power-off function.



10.3 Set Time

This function allows users to set the automatic power-on/power-off times. The user can choose to set the 【Power-on】 time or the 【Power-off】 time.



10.4 Exit

Exits the automatic power-on/power-off settings, and goes back to the main menu.

11. **Edit**

After selecting **[**Edit**]** from the main menu, press the **PLAY** button, and the system will enter Edit mode. In Edit mode, the user can choose Copy Photo `Music ` Photo/Music ` Movie or all type.

11.1 Select Source

The user can use the \uparrow \downarrow keys to select source and press the \overline{PLAY} button to browse the files.



11.2 Copy

The user can Copy image files from the storage device, and use the images as screen saver images. The user can use the \(\bullet\) keys to select images. After choosing images, press the \(\bullet\) button, and the selected images will display a red frame which indicates that they have been selected. If the user wishes to cancel a selection, they can accomplish this by pressing the \(\bullet\) button again. After the user completes the selection, they can press the \(\bullet\) keys to go to the \(\bullet\) Edit \(\bullet\) option, and then press \(\bullet\) Copy \(\bullet\) to save the selected images.

The maximum number of images this function can save is 15 (including the default screen saver images).



11.3 Delete

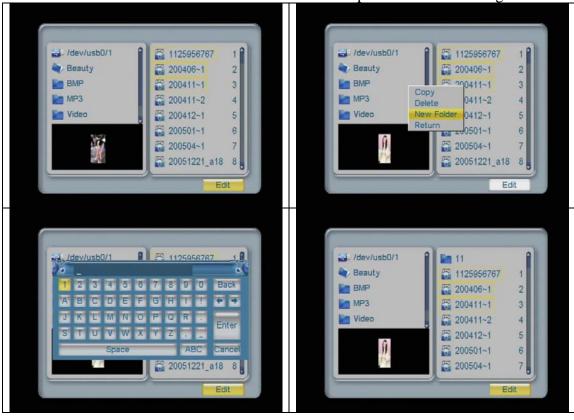
This function allows users to delete screen saver images. The user first can use the $\fbox{$\downarrow$}$ keys to select images which wish to delete and go to the $\fbox{$\downarrow$}$ Coption, and then after entering the delete mode by pressing the $\fbox{$PLAY$}$ key, you can see a dialogue; Press yes and the selected image will be deleted.





11.4 New Folder

This function allows users to create a folder to deposit the selected images



11.5 Format Photo Frame

This function allows users to format Nand.



12. Favorite

After selecting [Favorite], press the PLAY button, and you will enter [Slide Show] mode, and be able to preview the screen saver images.