SANYO

Owner's Manual
USB Memory
MODEL POA-USB02

Memory Viewer
Slide Converter

This is the manual for the Memory Viewer function.
Read this manual thoroughly to operate the Memory Viewer function.
First, read the owner's manual of the projector to understand the basic operation of the projector and the safety instructions.
The safety instructions in the owner's manuals should be followed strictly.

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Introduction

Memory Viewer function

The Memory Viewer function is to make a presentation or project an image without using computers or some other external equipment. You do not have to carry a computer or other equipment to project.

Store presentation data or images on a dedicated USB memory and insert it into the USB terminal of the projector, then you can project these images.

This projector is also equipped with dedicated Slide Converter software to edit the presentation images to project with the Memory Viewer function. With this function, you can edit images, photo data, or PowerPoint data into a more effective presentation data.

Which images can project with the Memory Viewer function?

With the Memory Viewer function, you can project images in these formats below.

- Edited data with Slide Converter (Index data)
- Bitmap data
- JPEG data

*Some data may not be projected even with these format.

USB memory for the Memory Viewer function

Use the optionally available USB memory (POA-USB02). If you use other product, the projector may not work properly.

The USB memory is dedicated for our company's projectors. We cannot guarantee for using with other projectors.

Back up the data

It is recommended that important data to edit with Slide Converter and store in USB memory is to be stored in other media in advance. We will not hold any responsibility for data loss or damage resulting from using the Memory Viewer function.

Trademarks

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- The On-Screen Menu and figures in this manual may differ slightly from the product.
- The contents of this manual are subject to change without notice.

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Chapter I

1. Preparation

Read this chapter before use.
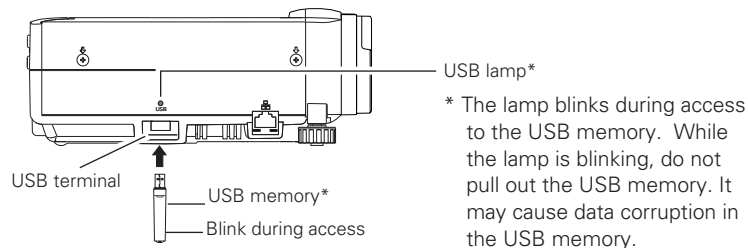
1. Preparation

Installing the USB Memory

Install the optionally available USB memory to the USB terminal on the right side of the projector.
When installing, confirm the direction of the plug not to damage the terminal.
Use optionally available our USB memory (POA-USB02). If you use other product, the projector may not work properly.
The USB terminal is compatible with USB memory formatted with FAT16 or FAT32.
It is not compatible with other formats. Please note that when you format the USB memory

USB terminal

USB memory*

Blink during access

USB lamp*

* The lamp blinks during access to the USB memory. While the lamp is blinking, do not pull out the USB memory. It may cause data corruption in the USB memory.

Caution on Installation and Removal of the USB Memory

Please note following points to install and remove the USB memory.
The USB memory will be blinking when it is installed to the projector or while the projector is reading out the data. Do not remove the USB memory while it is blinking.
Do not install and remove the USB memory frequently. Remove the USB memory at least 5 seconds after installation. And install at least 5 seconds after removal. While installing or removing the USB memory, the projector is in switching period for those operation.

Back up your important data

Back up your important USB memory data to the other media (Disk, memory, or tape.) We will not hold any responsibility for the data loss or data corruption.

⚠ **Caution on Handling and Storing the USB Memory**

- Do not put USB memory or its cap within close reach of children. Swallowing them may cause suffocation. - If the smoke or questionable odor rise, turn off the peripheral equipment and contact your dealer. - Do not put water, chemical or oil to the USB memory. It may cause short out or fire. - Do not put foreign objects or put metal objects to the USB terminal. Static electricity may cause data loss or data corruption. - Do not remove the USB memory from the computer or the projector while the USB memory is reading out or writing the data. It may cause data loss or data corruption. - Do not store the USB memory where high temperature, humid or dusty place or magnetized items are around.

Specifications of USB memory (POA-USB02) *Opetionally available

Interface / Capacity	USB2.0/1.1 / 256MB
Operating Voltage	DC5V
Operating Temperature / Humidity	0-40˚C/0-85%
Dimension(Including the cap)	71.5(Length)/17(Width)/10(Height)mm
Compatible OS	Windows XP/Windows2000 Professional Windows Me

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Chapter 2

2. Memory Viewer

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2. Memory Viewer

Cautions in Projecting Images

The projector supports only JPEG, Bitmap and index data (.idx) which is edited with Slide Converter. Other data formats are not compatible.
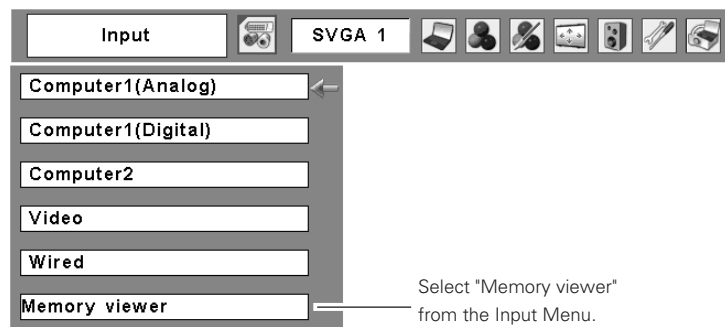Use an optionally available USB memory. When using undesignated product, the projector may not work properly.

When storing both the JPEG, Bitmap images and the index file which is edited with Slide Converter on the same USB memory, JPEG/Bitmap data will not be projected.

How to Use the Memory Viewer Function

1. Select Input Source

   The first image of the first index file stored in the USB memory is displayed on the screen.

Select "Memory viewer" from the Input Menu.

2. Selecting an Index File in the Viewer Menu

   Move the red framed pointer to "Index" and press the SELECT button. Thumbnail of the index files will appear. Press the MENU button to hide the On-Screen Menu.
   * Index file cannot be selected while the On-Screen Menu is displayed.

Viewer

Index

Page

Thumbnail of index files

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3. Select an Image to be displayed.

Press the Point buttons on the remote control or the top control of the projector to move the blue framed pointer to the index file to be displayed and then press the SELECT button. Images will be displayed following their configurations.

A file not set as Auto Play

Press the Point ▲ button to project the next page and ▼ to the previous page.

Press the SELECT button to display thumbnails of all the images in the index file. Press the Point button to move the blue framed pointer to the image you wish to display and press the SELECT button. Then the selected image will appear on a screen.

A file set as Auto Play

Images in the index file will be projected automatically one after another.

This Auto Play function can be paused by pressing the Point ▼ button and restarted by the Point ▲ button. Press the SELECT button to display thumbnails of all the images in the index file. Press the Point button to move the yellow framed pointer to an image and then press the SELECT button. Auto Play will restart from the image.

Press the SELECT button to display thumbnails of all the images in the index file

Move the flame to an image and press the SELECT button. Auto Play will restart from the image.

Note: Selecting the Page icon displays thumbnail of all the images in the selected index file. Select an image by pressing the Point ◄ ► buttons and press the SELECT button to start Auto Play from the image.

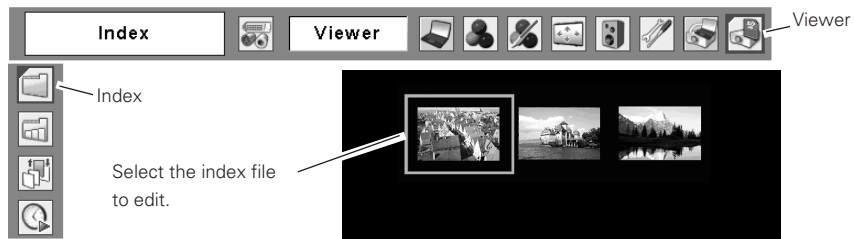## Edit Image Data for Display

The projector has quick editing functions. You can edit images and project them with the projector. The following editing functions are available with the projector.

Rotation ....Rotate images to the specified direction

Delete ....Hide images you do not want to display

Reorder ....Reorder images to be displayed.

Reset ....Cancel all the settings made with the projector.
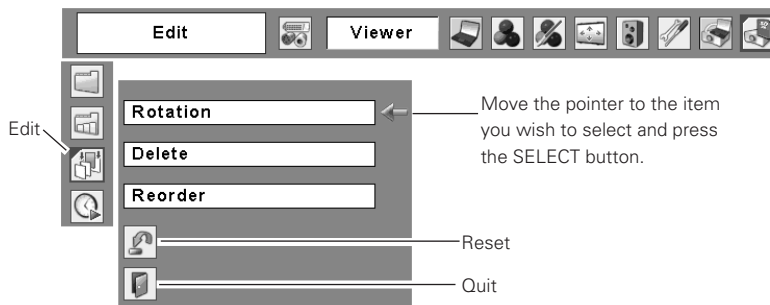
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1. Select an Index file you wish to project.

Select "Index" in the Viewer menu. Press the MENU button to hide the On-Screen Menu.
Select the index file to edit by pressing the Point ◄ ► buttons.

Viewer

Index

Select the index file
to edit.

2. Display the Edit Menu

Select "Edit" from the Viewer menu and press the SELECT button. Sub-menu will appear.
Move the red arrow pointer to the item you wish to select and press the SELECT button.
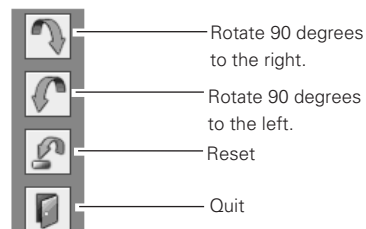
Edit

Rotation

Delete

Reorder

Move the pointer to the item
you wish to select and press
the SELECT button.

Reset

Quit

Rotation

① Move the red arrow pointer to "Rotation" and press the SELECT button.

② Move the red framed pointer to the image you wish to rotate.

③ Press the SELECT button. Rotation menu will appear. Press the Point ▲▼
buttons to select the direction to rotate the image. Then press the SELECT button
to execute the rotation. The image rotates by 90 degrees as you press the
SELECT button once.

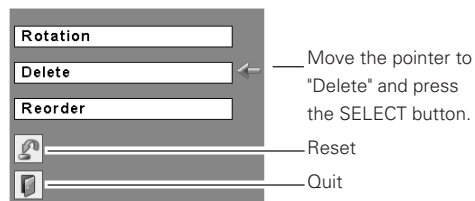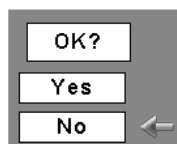④ Select "Reset" to reset all the editing. Select "Quit" to close the menu.

Rotation

Rotation Menu

Rotate 90 degrees
to the right.

Rotate 90 degrees
to the left.

Reset

Quit

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Delete

① Move the red arrow pointer with the Point button to "Delete" and press the SELECT button.

Rotation	
Delete	←—— Move the pointer to "Delete" and press the SELECT button.
Reorder	
🔄	——Reset
📖	——Quit

② Move the red framed pointer to the image you want to delete.

③ Press the SELECT button. Confirmation dialog box will appear. Select "Yes" to delete the image. X mark will be put over the deleted image.

Note: To cancel the delete action, select "Reset" in the Edit menu. In that case, all the other editing operations will be canceled.
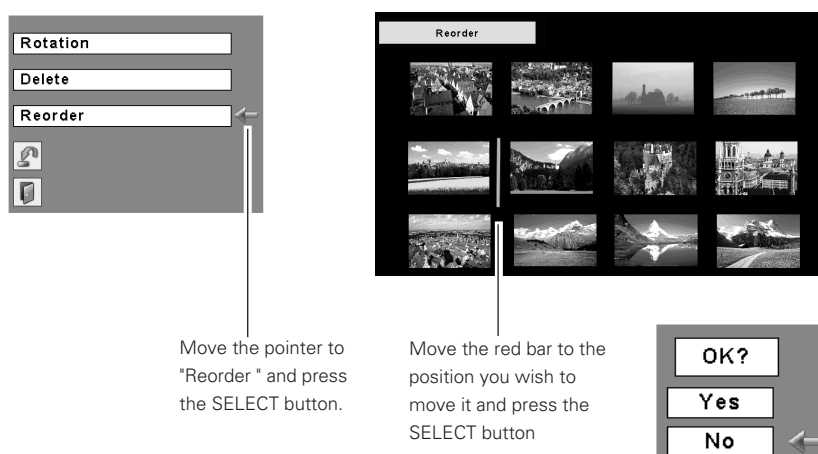
OK?
Yes
No ←

④ Select "Reset" in the Edit menu to undo all the editing operations. Select "Quit" to close the Edit menu.

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Reorder

① Move the red arrow pointer to "Reorder" and press the SELECT button.

② Move the red framed pointer to the image you wish to move.

③ Press the SELECT button. A red bar appears at the left side of the selected image. Move the red bar to the position where the image to be placed and press the SELECT button. Confirmation dialog will appear and then select "Yes" to move the image.

Note: To cancel the reorder action, select "Reset" in the Edit menu. In that case, all the other editing operations will be canceled.

Move the pointer to "Reorder " and press the SELECT button.

Move the red bar to the position you wish to move it and press the SELECT button

④ Select "Reset" in the Edit menu to undo all the editing operations. Select "Quit" to close the Edit menu.

3. Project the edited images

Press the MENU button to show the On-Screen Menu. Select "Index" with the Point button. Then press the MENU button to hide the On-Screen Menu. Select the edited Index file and press the SELECT button to project them.
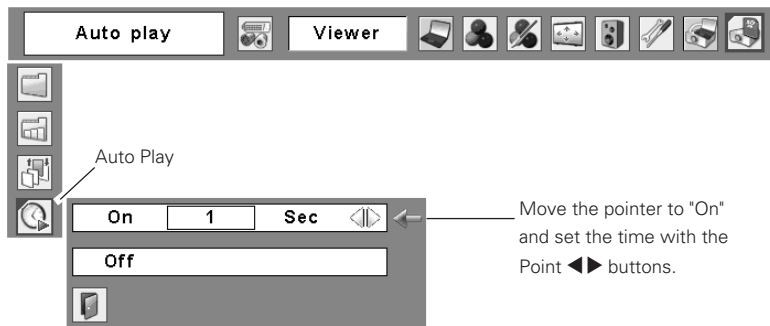
About Edited Images

Editing operation here is to edit images to be temporarily displayed. The editing does not affect the original data stored on the USB memory. The edited images cannot be saved if you turn off or unplug the projector, or remove the USB memory from the projector.

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Auto Play Setting

Images in the Index file can be projected automatically. Select "Auto Play" in the projector menu
and set the interval time between the images.

> Note: Interval time between images which is set in "Image Switch Timing Settings" (p22) is prior to this
> Auto Play setting.

Auto play | Viewer

Auto Play

On   1   Sec

Off

Move the pointer to "On"
and set the time with the
Point ◀▶ buttons.

English

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Chapter 3

3. Slide Converter

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3. Slide Converter

About Slide Converter

Slide Converter is the software to edit and convert Bitmap, JPEG or PowerPoint files into image data to be projected with Memory Viewer function. This software has various unique edit functions to allow you to make effective presentations.

Operating Environment

This software requires the following computer environment.

Required Operation System	Windows 98SE / Me / NT4.0 / 2000 / XP
Requirements when using Windows 98 / Me / NT4.0 / 2000	Over RAM 64MB main memory. (More memory will be required depending on applications running at the same time.)
Requirements when using Windows XP Home Edition / Professional	Over RAM 128MB main memory. (More memory will be required depending on applications running at the same time.)
Recommended CPU	Pentium III 300MHz or higher
HDD Disk Drive	More than 100MB free space
Display Setting	Supports the following resolutions. VGA (640 x 480) SVGA(800 X 600), XGA (1024 X 768) Number of colors : Either of 16 bit (65536 colors) or 24/32 bit (16.77 million colors)

Memory Viewer supports FAT16 / FAT32
> *Use USB memory formatted by FAT16/FAT32. Memory Viewer does not support NTFS formats.*

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Installing Slide Converter

Install Slide Converter on your computer.

The software (Slide Converter) is included in the CD ROM provided with the projector.

Refer to the owner's manual (Adittional Vol.) of the projector ➔ "2. Setup Procedures" ➔ "Installing the Software" ➔ step 3 to install the Slide converter.

Operating Slide Converter

Activate Slide Converter. The Edit window as shown below will appear.

Import, edit, and save image data by selecting items from the tool bar at the top of the window.
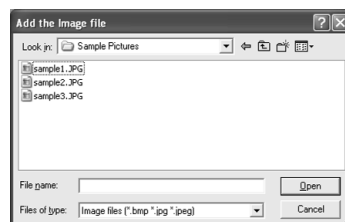
Edit Screen

Import Image Files

- Import JPEG/BMP files

[Image] -> [Add Image file]

Import JPEG/Bitmap files stored in Hard Drive on your computer to the Edit screen of Slide Converter.
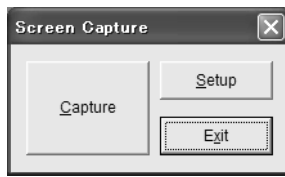
Note: You can import image files to the Edit screen simply by drag and drop operation. You can also move images on the Edit Screen by drag and drop .
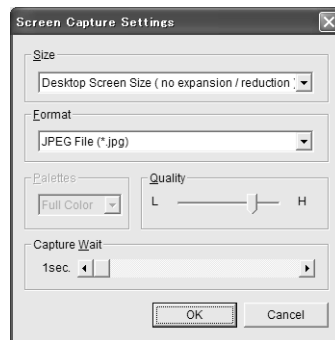
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- Capture images on your computer screen

[Image] -> [Screen Capture]

Capture images on your computer screen and load it to the Edit screen of Slide Converter. If you select "Screen Capture", the following dialog box will appear.

Parameter	Description
Capture.................	Capture whole viewing area of the image on your computer screen and imports it to the Edit screen.
Set up....................	Set up Display Capture (Refer to the chart below)
Exit	Close the Screen Capture dialog box

Screen Capture

Parameter	Description
Size	Select screen size of the image to be captured among the following resolutions.
	640x480 pixels, 800x600 pixels, and 1024x768 pixels or Desktop screen size (No Expansion/reduction*)
Format	Select file format of the image to be captured among the following formats.
	Windows Bitmap(*.bmp), JPEG File(*.jpg)(Default)
Palettes..............................	Select number of colors of the image to be captured among those described below if the file format is Windows Bitmap (*.bmp).
	2 colors, 256 colors and full color(default)
Quality	Quality of the image to be captured is adjustable if the file format is JPEG (*.jpg).
Capture Wait	Set time from "Screen Capture" to capture the computer screen between 1 and 10 seconds.

Note: If display resolution of your computer is larger than 1024x768 pixels, the projector may compress images to be projected and which may affect the projected image quality.

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- Import PowerPoint data

[Image] -> [Import PowerPoint File]

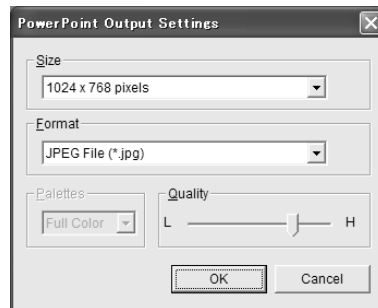Convert PowerPoint data to JPEG or Bitmap image and import it to the Edit screen of Slide Converter.

*The computer needs to be installed PowerPoint software.

Parameter	Description
Output...................Import the image displayed on the screen.	
Output All..............Import all the images on the PowerPoint File.	
Next ....Display the next image.	
Back ....Display the previous image.	
Exit ....Close the screen.	

Configuration of outputting PowerPoint data

To make settings for PowerPoint data to be imported, select Output Settings from Option menu.

Parameter	Description
Size.......................Select screen size of the PowerPoint file to be imported among resolutions described below;	
640x480 pixels, 800x600 pixels or 1024x768 pixels (default)	
Format ....Select file format of the PowerPoint file to be imported among the formats shown below;	
Windows Bitmap(*.bmp), JPEG File(*.jpg) (default)	
Palettes...............Select number of colors of the image to be captured among those described below if the file format is Windows Bitmap (*.bmp).	
2 colors, 256 colors and full color(default)	
Quality..................Quality of the image of the PowerPoint data to be imported is adjustable if the file format is JPEG (*.jpg).	

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- Open or add existing Index files

[File] -> [Open Index]

Select "Open Index" from File menu to open stored index files on Slide Converter.

[File] -> [Add Index]

Select "Add Index" from File menu to add another index file to the opened index file.

Edit Image files

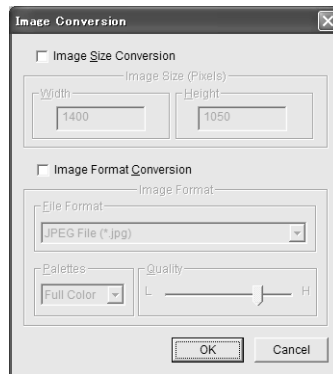*- Cut / Copy / Paste / Delete*

Select an item from Edit menu.

Details for each item is as follows:

Parameter	Description
Cut	Cut the selected image.
Copy	Copy the selected image.
Paste	Paste the copied or cut image on Slide Converter.
Delete...................	Delete the selected image.
Select All	Select all the opened images.

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- Convert image size and file format

Select an image then **[Image] -> [Arrange Image File] -> [Convert Image]**

The following dialog box will appear.

Parameter	Description
Image Size Conversion	Convert the size of the image selected to the size input in Width (1-1024) and Height (1-768) boxes.
Image Format Conversion.....	Convert the file format, number of colors and image quality of the file selected following to those input in Format, Palettes, and Quality boxes.
File Format	Select file format of the image to be captured among the following formats;
	Windows Bitmap(*.bmp), JPEG File(*.jpg)(Default)
Palettes	Selects number of colors of the image to be captured among those described below if the file format is Windows Bitmap (*.bmp);
	2 colors, 256 colors and full color(default)
Quality.................	Quality of the image is adjustable if you select the file format as JPEG (*.jpg).

- Flip Image Vertically/Horizontally or Rotate

[Image] -> [Arrange Image File] -> [Flip Image Vertically] / [Flip Image Horizontally] / [Rotate Image]
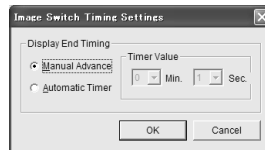
Details for each item is as follows:

Parameter	Description
Flip Image Vertically	Flip the selected image vertically.
Flip Image Horizontally	Flip the selected image horizontally.
Rotate Image	Rotate the selected image 90 degree clockwise.

English

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- Set the image switch timing

Select an image then **[Option] -> [Image Switch Timing Settings]**

Set the timing of switching images.

Parameter	Description
Manual Advance..............Switch images when pressing the Point ▲▼ buttons on the remote control or the top control of the projector.	
Automatic Timer ....Switch images at the interval time set on Timer Value*	
Timer Value........................Set an interval time for Automatic Timer.	

Note1:   At the factory, "Manual Advance" is selected.
Note2:   When projecting images automatically with the projector, interval time between images set on "Image Switch Timing Settings" is prior to that on "Auto Play". (p13)

- Execute a slide show

[Image] -> [Slide Show]

Select "Slide Show" from Image menu to simulate a slide show on your computer display.

The slide show will be executed in order of the numbers shown at the left top of each image.

Switch images by using Page ▲▼ keys on your PC keyboard if no setting on the Image Switch Timing. To exit the slide show, press the Esc key.
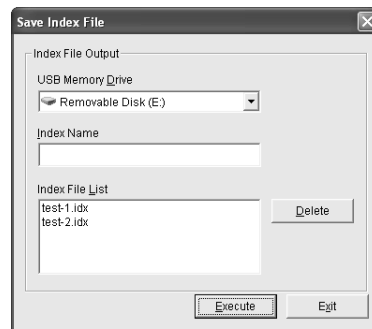
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Save / Delete Data

Select "Save as" from File menu.
Image data is saved in Index format.

- Save

[File] -> [Save As]

Name the opened index file and save it on a USB memory drive.
Save Index File screen will appear.

Parameter	Description
USB Memory Drive	Specify a USB memory drive as the output destination to save the index file data on a USB memory.
Index Name	Name the edited index file. (Up to 8 characters)
Index File List	List all the index files stored.
Delete	Delete the index file selected from the Index File List.
Execute	Save the index file.
Exit	Close the Index File Output dialog box.

Caution: When saving image files, specify a drive which recognizes a USB memory drive as the output destination. Do not drag and drop the image files to save them. The image files saved by drag and drop operation cannot be projected.

English

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- Select image files to be projected and arrange them in order

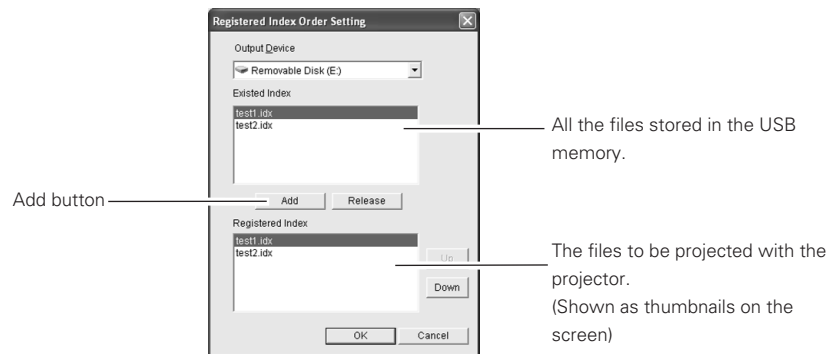### [File] -> [Registered Index Order Setting]

Select Index files you wish to display with the projector from those stored in the USB memory. Also arrange the files in the order to be displayed.

Note: "The order to be displayed" means here is that the order of the thumbnails to be shown on the screen when you select "Index" from the projector menu(See P10). Since Index files are not linked each other, the files cannot be auto-played successively.

All the index files stored on the USB memory are shown at the top of the window of the "Registered Index Order Setting" screen. Selected files will be shown at the bottom of the window.

Select a file to be projected and click "Add". The selected file will appear at the bottom of the window. To delete the registered files, select a file to be deleted and then click "Release".

Caution: If not registered, the Index files cannot be projected with Memory Viewer function even if they are stored on a USB memory. When selecting "Index " from the Viewer menu of the projector, its thumbnail does not appear on the screen.
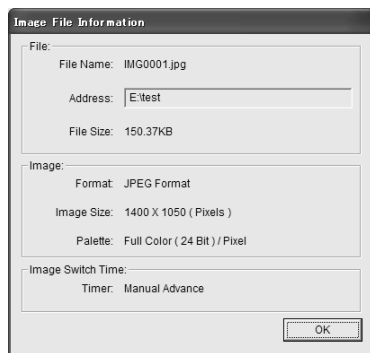
All the files stored in the USB memory.

Add button

The files to be projected with the projector.
(Shown as thumbnails on the screen)

Parameter	Description
Output Device	Specify a USB memory drive
Existed Index	Show stored index files.
Add	Add an index file selected from "Existed Index" to "Registered Index". You can add up to 12 index files to " Registered Index". If you add 13th file, the error message will appear.
Release	Release the selected index file from the "Registered Index".
Registered Index	Place index files in the order to be projected.
Up	Switch the order of the selected index file with the previous file.
Down	Switch the order of the selected index file with the next file.
OK	Save the setting of the registered index files.
Cancel	Close the dialog box without saving the setting.

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Other Functions

- See information of the image file

[Image] -> [Image File Information]
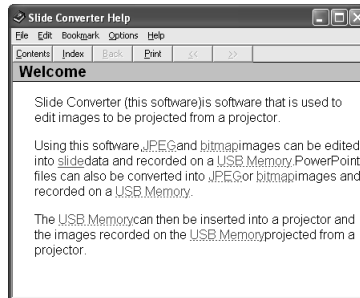
See the information of the selected image.

Parameter	Description
File Name.............Show the file name.	
Address ....Show where the file is.	
File Size ....Show the data size.	
Format ....Show the file format.	
Image Size ....Show the image size.	
Palette ....Show the number of colors.	
Timer ....Show the image switching time in a slide show function.	

- See Help

[Help] -> [Slide Converter Help]

See "Slide Converter Help".

[Help] -> [About Slide Converter]

See the version information of the software.

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