



7 Inch Digital Photo Frame
with Weather Station and 16MB Built-in Memory

MPF701

User Manual

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- Before using your Digital Photo Frame, read this manual carefully to ensure correct use.
- Please observe the safety precautions at the next page.
- The images of the TFT screen and illustrations of the Digital Photo Frame used in this manual may differ from the actual product.

1 Safety precaution



According to Waste of Electrical and Electronic Equipment (WEEE) directive, WEEE should be separately collected and treated. If at any time in future you need to dispose of this product please do NOT dispose of this product with household waste. Please send this product to WEEE collecting points where available.



The lightning flash with arrow head symbol's intended to alert the user the presence of uninsulated dangerous voltage.



The exclamation point is intended to alert the user to the presence of important operating and maintenance instructions in this owner manual.

1.1 Warning

To prevent the electric shock, do not expose the unit to rain or moisture. Never attempt to open the cabinet, dangerous high voltages are presented in the unit. Refer servicing to qualified service personnel.

1.2 Caution

- Do not place this product in damp or dusty locations.
- Do not place this product in a location affected by oil fumes or **stream**, such as near a cooking stove or humidifier. This may cause a fire or an electrical shock.
- Do not leave this product in a location subject to extremely high temperatures, such as in a sealed vehicle or in direct sunlight.
- Exposure to high temperatures may adversely affect the product case and internal components and may cause a fire.
- Do not cover or wrap the product or the AC power adapter with a cloth or quilt. This may cause heat to build up and distort the case and cause a fire.
- Always use the product and its accessories in well ventilated locations.
- Handle the product carefully and do not bump it in to any hard object.
- **Handling** the product roughly may cause a malfunction.
- Do not move the product while it is switched on..
- Failure to do so may damage the cords or cables and cause a fire or an electrical shock.
- When handling the product, always unplug it from the power source (AC power adapter) for safety.
- When leaving the product unused for long periods, such as during a vacation, always unplug it from the power source (AC power adapter) for safety.
- Failure to do so could result in a fire.

2 DIGITAL PHOTO FRAME Feature

Show digital photograph in the high luminance TFT-LCD without the support of computer or digital camera.

- Support XD,MS,SD, MMC memory card .
- Support auto slide show and normal display, you can change slide show stylus and speed.
- User may rotate of picture.

- Save your favorite picture into internal flash (Nor type).
- Real time clock and calendar, alarm and auto on/off function.
- The function of preview all the pictures when enter the photo menu, you can choose and show any picture by move the cursor when previewing.
- Multi languages OSD interfaces (ENGLISH, GERMAN, SPANISH, FRENCH, ITALIAN, DUTCH, POLISH, PORTUGUESE , etc.).
- Support file format MPEG1, MPEG2, MPEG3, MPEG4, AVI, DAT,

Note: This product support software update.

3 Hardware information

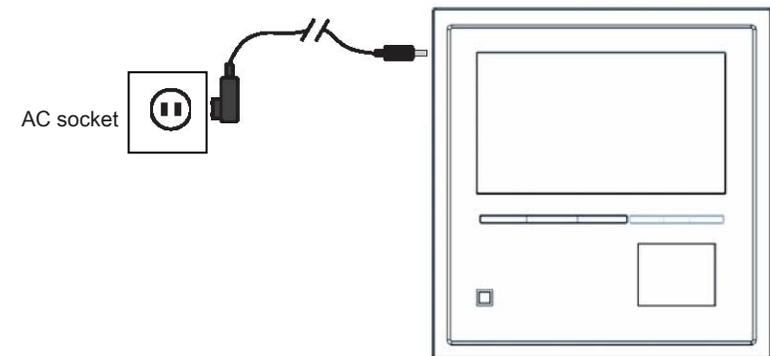
3.1 Equipment power supply

Input: 100-240V AC:50/60Hz

Output: 5V 1500mA

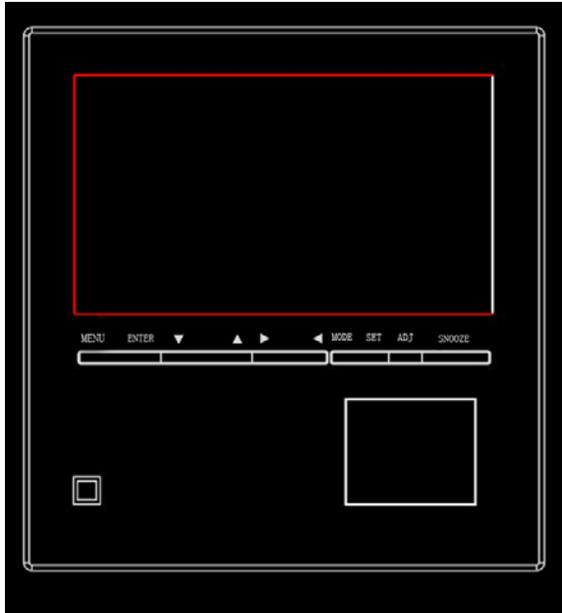
3.2 Power and A/V connection

3.2.1 Power connection

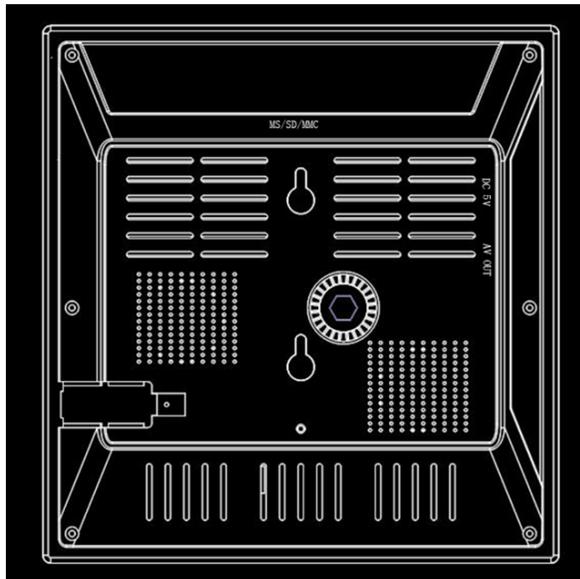


3.3 Panel illustration

Front view



Back view



3.4 Remote control keystroke collocation

The reference chart for remote controller



4 First use

When the system is opened first time, the screen can display the menu, and you can choose the function to enter in.

DIGITAL PHOTO FRAME701 can support the MEMORY CARDS.

The system reads the MEMORY CARD.

The formats of multimedia players for DIGITAL PHOTO FRAME701 are under below:

CONTENT	FORMAT
PHOTO	JPG
MUSIC	MP3
MOVIE	DAT/MPG/VOB/MP4

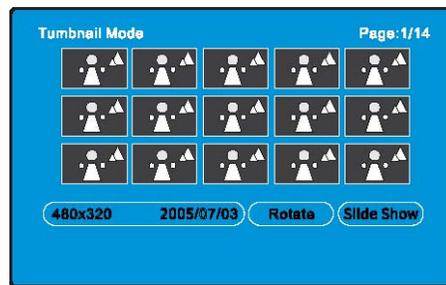
5 Function introductions

5.1 PHOTO

After the main menu choose "PHOTO", press the "ENTER" or "PLAY" key, it will automatically check whether it links to the save media (MEMORY CARD) or not.

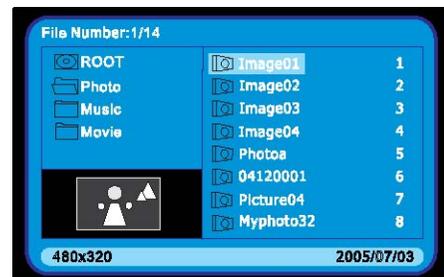
If it doesn't link to save media, it will skip to the main menu.

After linking to the save media and making reading affirance, it will enter into "Thumbnail Mode" to manage playing, such as the picture on the right.



The related operation of "Thumbnail Mode", please check "6.2.14 Photo thumbnail mode" for your reference.

If you use "MEDIA MANAGER" to manage playing, such as the picture on the right.



The related operation of "Media manager", please check "6.2.15 Media manager for your reference.

Under mode "PHOTO", system support playing picture, the format is JPG.

If you open the automatic play function of "PHOTO" ("5.5.2.1 PHOTO")

After entering into mode "PHOTO", it will play automatically.

5.2 MUSIC

After choosing the main menu "MUSIC", press the "ENTER" or "PLAY" key, it will automatically check whether it links to the save media (MEMORY CARD) or not.

If it doesn't link to save media, it will skip to the main menu.

After linking to the save media and making reading affirance, it will enter into "MEDIA MANAGER" to manage playing, such as the picture on the right.



The related operation of "Media manager", please check "6.2.15 Media manager" for your reference.

Under mode "MUSIC", system support playing music, the formats are MP3

If you open the automatic play function of "MUSIC" ("5.5.2.2 MUSIC"), after entering into mode "MUSIC", it will play automatically.

5.3 PHOTO+MUSIC

After choosing the main menu "PHOTO+MUSIC", press the "ENTER" or "PLAY"

If it doesn't link to the save media, it will skip to the main menu.

After linking to the save media and making reading affirmation, it will play photo files with background music automatically.

If it only has photo files in the save media, it will play photo files only.

If it only has music files in the save media, it will switch to music auto play mode.

5.4 MOVIE

After choosing the main menu "MOVIE", press the "ENTER" or "PLAY" key, it will automatically check whether it links to the save media (MEMORY CARD) or not.

If it doesn't link to the save media, it will skip to the main menu.

After linking to the save media and making reading affirmation, it will enter into "MEDIA MANAGER" to manage playing, such as the picture on the right .



The related operation of "Media manager", please check "6.2.15 Media manager " for your reference.

Under mode "MOVIE", system support playing movie, the formats are DAT/MPG/VOB/MP4.

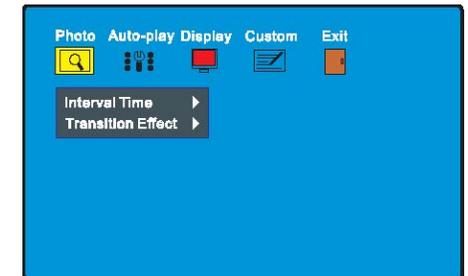
If you open the automatic playing function of "MOVIE" ("5.5.2.3 MOVIE" for your setting up reference) .

5.5 SETUP

Choose "SETUP" in the main menu, press the "ENTER" or "PLAY" key, you can get into the set mode.

Except that, under other functions, the button SETUP can also enter into set mode.

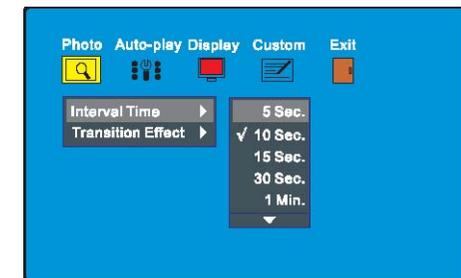
The picture on the right is the original surface, the next are the introduction for each function.



5.5.1 Photo Setting

5.5.1.1 Interval Time

This choice is used for setting up the interval time of the picture playing. It has six options: 5seconds, 10seconds, 15seconds, 30seconds, 1minute, 3 minutes.



5.5.1.2 Transition Effect

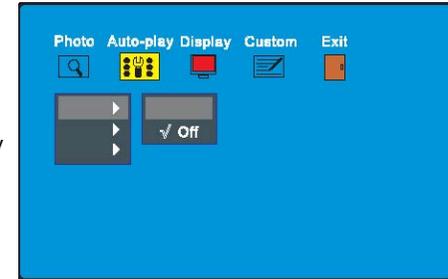
This option is a playing mode which used for browsing pictures circularly, Including the following modes: (Descriptions see the next page)

MODE	DESCRIPTION
No Effect	Playing one by one.
Cover Up	The second picture moves upwards and totally covered the first one.
Cover Down	The second picture moves downwards and totally covered the first one.
Cover Left	The second picture moves from right to left and totally cover the first one.
Cover Right	The second picture moves from left to right and totally covered the first one.
Uncover Up	The first picture moves upward automatically, and the second one will appear gradually.
Uncover Down	The first picture moves downward automatically, and the second one will appear gradually.
Uncover Left	The first picture moves from right to left, and the second one will appear gradually.
Uncover Right	The first picture moves from left to right, and the second one will appear gradually.
Wipe Up	The first picture doesn't move, but it be wiped up by the second picture from up to below.
Wipe Down	The first picture doesn't move, but it be wiped up by the second picture from below to up.
Wipe Left	The first picture doesn't move, but it be wiped up by the second picture from right to left.
Wipe Right	The first picture doesn't move, but it be wiped up by the second picture from left to right.
Push Up	The second picture links to the first one, it pushes from to .below up
Push Down	The second picture links to the first one, it pushes from to .up below
Push Left	The second picture links to the first one, it pushes from right to left.
Push Right	The second picture links to the first one, it pushes from left to right.
Random	Choose the play mode randomly.

5.5.2 Auto-play

5.5.2.1 Photo

This option lets you use the Auto-play On or Off function. When the Auto-play function open and you choose "PHOTO" function, It will enter into "slide show mode" automatically or else when the Auto-play function off,

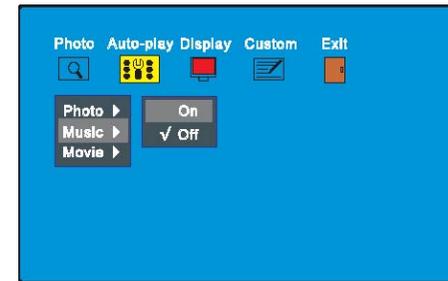


It will enter into MEDIA MANAGER or Photo thumb nail mode and let you browse photos.

5.5.2.1 Music

This option lets you use the Auto-play On or Off function. -

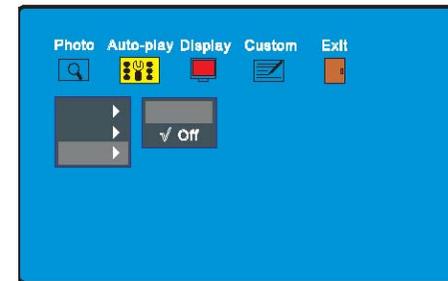
If you turn on the Auto play, after entering into the "MEDIA MANAGER", it can auto play the music, if turn off the Auto play, then you must choose the playing file by yourself, and press the "ENTER" key and play the music.



5.5.2.2 Movie This option lets you use the Auto-play on or off function. If you turn on automatic play, when you choose the function of "MOVIE", it will automatically play the movies, if turn off the automatic play, it will enter into

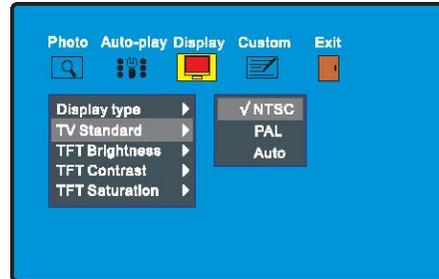


"MEDIA MANAGER", and then let you browse the pictures.



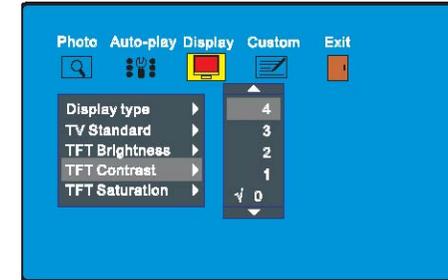
5.5.3.1 TV Standard

You can choose according to the TV systems. There are three options: NTSC, PAL and AUTO.



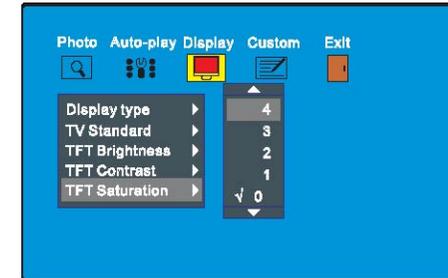
5.5.3.3 TFT Contrast

This choice lets you set up the contrast of the TFT surface. It has 15 choices from -7 to +7 for your option. Default value is 0.



5.5.3.4 TFT Saturation

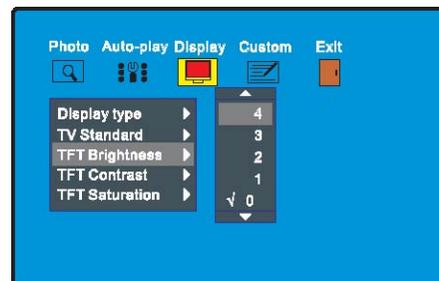
This choice lets you set up the saturation of the TFT surface. It has 15 choices from -7 to +7 for your option. Default value is 0.



5.5.3.2 TFT Brightness

This choice lets you set up the brightness of the TFT surface. It has 15 choices from -7 to +7 for your option.

Default value is 0.



5.5.4 Custom Setup

5.5.4.1 OSD Language

This choice lets you set up the OSD language. It has several choices for your option. Some language may not be shown in the list.



5.5.4.2 Repeat Mode

This choice lets you set up repeat-play mode. There are Off, One, Folder and All for your option.



OPTION	DESCRIPTION
Off	Cancel repeat mode.
One	Repeat the playing file.
Folder	Repeat play the media files in the current folder.
All	Repeat plays all the media files in the saved media.

5.5.4.3 Default

This choice lets you return to the saved function. After setting this choice, all the sets will be returned to the station saved.



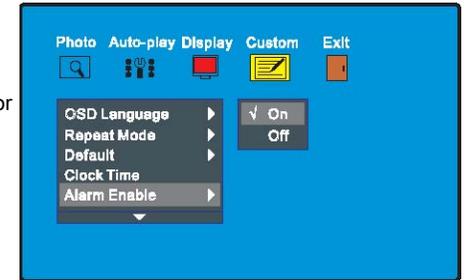
5.5.4.4 Set Time.

This choice you set up the time . The time is the displayed in The 24h-our format.



5.5.4.5 Alarm Enable

This function provides you turn on or off the Alarm function



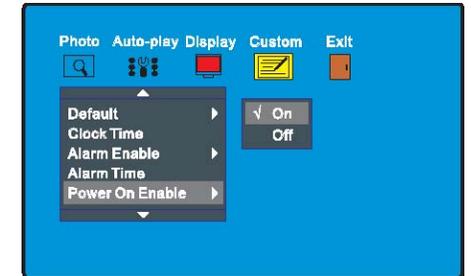
5.5.4.6 Alarm Time

This choice lets you set up the alarm time. The time is displayed in the 24-hour format.



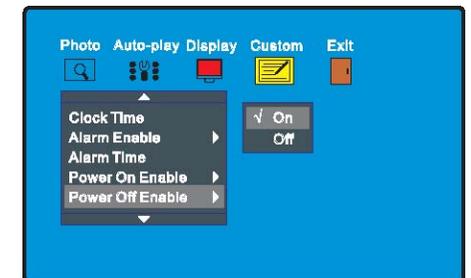
5.5.4.7 Power On Enable

This function provides you turn On or off the model automatically power on function.



5.5.4.8 Power off Enable

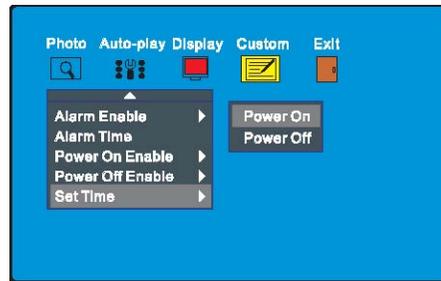
This function provides you turn On or off the model automatically power on function.



5.5.4.9 Set Time

This choice lets you set up the Auto Power on and off time.

The time is displayed in the 24-hour format.



5.5.5 Exit

Exit the "SETUP" menu, return to the main menu.

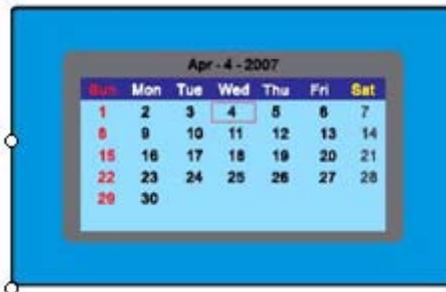
5.6 CALENDAR

After the main menu choosing "CALENDAR", press the "ENTER" or "PLAY" key, then it enters into calendar submenu, such as the picture.



5.6.1 Display

This choice lets you view the calendar of current month. Press the "UP" or "DOWN" key to change the month. Press The "LEFT" or "RIGHT" key to change the year.



5.6.2 Set Date

This choice lets you set up the date.

Press the "UP" or "DOWN" key to select the value.

Press the "LEFT" or "RIGHT" key to change the items.

Press the "ENTER" or "PLAY" key to save the date.



5.6.3 Exit

Exit the "CALENDAR" menu, return to the main menu.

5.7 CLOCK

After the main menu choosing "CLOCK", press the "ENTER" or "PLAY" key, then it enters into clock interface.



(Clock style)

5.8 Edit (Copy/Del)

After the main menu choosing "Copy/Del" press the "ENTER" or "PLAY" key, then it enters into "Edit Dialog", such as the picture.



5.8.1 Copy

This choice lets you copy photo files into internal memory. In the "MEDIA MANAGER", Press the "UP", "DOWN", "LEFT", "RIGHT" key to change the cursor. Press the "ENTER" key to confirm your selection. Select "Save" to processing copy. Select "Exit" return to the main menu.



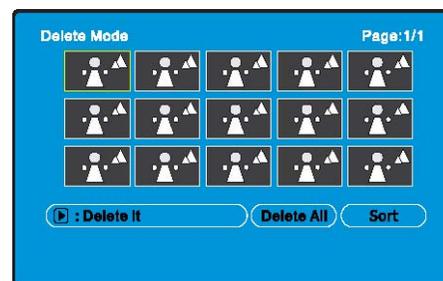
Note: The internal memory can save only 80 photo files.

Important:

You can not copy photo files from internal memory into external save media or your computer. Please backup your important photo files by the other way.

5.8.2 Delete

This choice lets you delete and change the play sequence of photo files in the internal memory. In the "Delete Mode", Press the "UP", "DOWN", "LEFT", "RIGHT" key to change the cursor. Press the "ENTER" or "PLAY" key to confirm your selection.



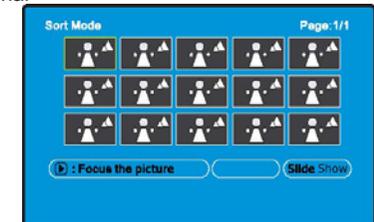
Select "Delete All" to delete all the photo files.

Select "Sort" to switch to the "Sort Mode" menu.

In the "Sort Mode": Select "Return" to switch to the "Delete Mode" menu.

Select "Slide Show" to play the photo files in the internal memory.

Press the "MENU" key to return to the main menu.



If the internal memory is empty, it would not display the "Delete" option on the "Edit Dialog".

Important:

"Delete" operation is non-reversible and the deleted files can not be recover. Ensure your operation first when you delete files.

5.8.3 Exit

Exit the "Edit Dialog", return to the main menu.

5.9 FAVORITE

After the main menu choosing "FAVORITE", press the "ENTER" or "PLAY" key, then it will play the photo files in the internal memory automatically even the automatic play function of "PHOTO" ("5.5.2.1 PHOTO") was turn off.

If the internal memory is empty, it will display "No playable file" on the top-left corner of screen.

Press the "MENU" key to break from playing and return to the main menu.

You can doing some operation as "PHOTO" when the photo is playing, such as "rotate", "skip", "zoom", etc.

6 Basic operation

6.1 Form explanation

The next function shows whether the mode support the format. When it is with "√", it means it support. If it is "X", it means it can't support. For example: the next form refers to music files and movie files, It supports this function but photo files can't support.

PHOTO	MUSIC	MOVIE
X	√	√

6.2 Basic play

6.2.1 Stop playing

When it is playing, if you want to stop, please press the "MENU" key to stop.

Note: Some remote controller did not have the "STOP" key, you can press the "MENU" key to return to the main menu.

6.2.2 Pause

If you want to pause when you are playing, you can press the "PLAY/PAUSE" key. And you can press the "PLAY/PAUSE" key to continue play. If it is browsing JPG, please press the "PLAY/PAUSE" key to pause, so the picture will be motionless.

6.2.3 Short cut keys

Under other operation, press the short cut keys "PHOTO" "MUSIC" or "MOVIE", it will direct switch to photo, music or movie play mode.

In case of "PHOTO" please check "5.1 PHOTO" for your reference. In case of "MUSIC" please check "5.2 MUSIC" for your reference.

In case of "PHOTO+MUSIC" please check "5.3 PHOTO+MUSIC" for your reference.

In case of "MOVIE" please check "5.4 MOVIE" for your reference.

Note: Some remote controller did not design the short cut keys.

6.2.4 Enter the screen savers

When it is in the next special situation, it won't enter into screen saver: -It is in any of "PHOTO", "MUSIC", "PHOTO+MUSIC", "MOVIE" modes. -It shows "TIME" or "TIME & CALENDER".

Normally, if there isn't any material to play continuously and the user hasn't touch it for more than 3 minutes, the model will enter screen saver to protect your screen until the user press any key.

When the model enter screen saver, it will play the photo files in the internal memory automatically.

If the internal memory is empty, it will not enter into screen saver.

6.2.5 Fast forward or backward

Press fast "FORWARD" or "BACKWARD" keys, it will be faster and searching forward (or backward). The turns are as the following according to the times you pressed: from fast forward (or backward) x2, x4, x8, x16, x32 and return to normal speed. If it is in any speed of fast forward (or backward) searching while you want it to return normal, please press the "PLAY/PAUSE" key to return normal.

PHOTO	MUSIC	MOVIE
X	√	√

6.2.6 Skip to next or previous file

When it is playing or pausing, press the "NEXT" or "PREVIOUS" keys it will jump to the next or previous file and play.

PHOTO	MUSIC	MOVIE
√	√	√

6.2.7 Repeat play

When you press the "REPEAT" key, the turns are as the following according to the times you pressed: "REPEAT ONE", it will repeat the playing file. "REPEAT FOLDER", it will repeat the media files in the current folder. "REPEATALL", it will repeat all the media files in the saved media. "REPEATOFF", it will cancel the mode of repeat.

PHOTO	MUSIC	MOVIE
√	√	√

6.2.8 Volume control

Press the "VOLUME CONTROL" keys to adjust the volume. The minimum value is 0, the maximum value is 16.

PHOTO	MUSIC	MOVIE
X	√	√

6.2.9 Mute

Press the "MUTE" key, it will be mute, and it will have volume when you press the "MUTE" key again.

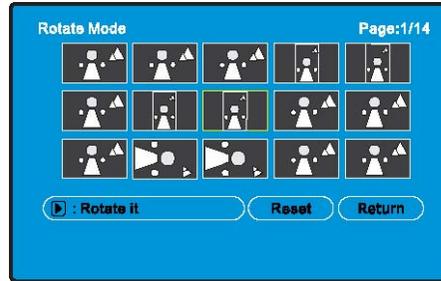
PHOTO	MUSIC	MOVIE
X	√	√

6.2.10 Rotate photo

When you are browsing photos.

Press the "LEFT" key, the photo can be rotate **anti-clockwise** 90°. It will rotate again when you press the "LEFT" key again.

PHOTO	MUSIC	MOVIE
√	X	X



Press the "RIGHT" key, the photo can be rotated clockwise 90°. It will rotate again when you press the "RIGHT" key again.

Press the "UP" key, the photo can be **flip** horizontally. It will flip horizontally again when you press the "UP" key again.

Press the "DOWN" key, the photo can be **flip** vertically. It will flip vertically again when you press the "DOWN" key again.

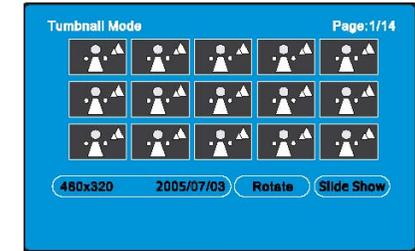
6.2.11 Photo thumbnail mode

After you choose "PHOTO" from the main menu and the Auto-play function is off

PHOTO	MUSIC	MOVIE
√	X	X

("5.5.2.1 Photo" for your setting up reference), or press the "RETURN" key when you playing photo, the system will enter into photo thumb nail mode. When the system enters into browse mode, the screen will show 15 pcs small picture, so that you can browse these photos more convenient in catalogue.

Press the "UP", "DOWN", "LEFT", "RIGHT" key to change the cursor. Press the "ENTER" or "PLAY" key to confirm your selection. Press the "NEXT" or "PREVIOUS" key to turn pages.



When the user choose the photo which you want to enjoy, please Browse photos: press the "ENTER" or "PLAY" key enter into "Photo Slide Show Mode".

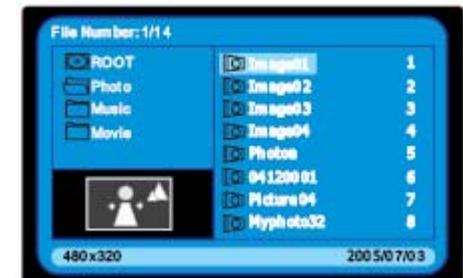
Select "Rotate" to switch to the "Rotate Mode" menu.

Select "Slide Show" enter into "Photo Slide Show Mode".

In the "Rotate Mode": Press the "UP", "DOWN", "LEFT", "RIGHT" key to change the cursor. Press the "ENTER" or "PLAY" key to rotate the photo clockwise 90° that you selected. Press the "NEXT" or "PREVIOUS" key to turn pages. Select "Reset" to recover all the changes. Select "Return" to switch to the "Thumbnail Mode" menu.

Press the "MENU" key to return to the main menu.

Note: Some remote controller did not design the "RETURN" key.

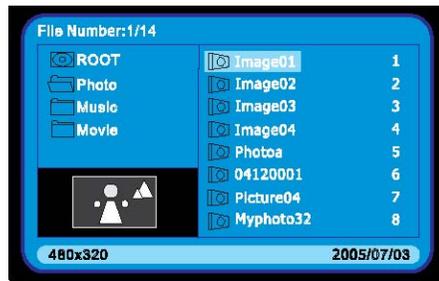


6.2.12 Media Manager

When put inside save media and system analyze media file format, you can playing manage by Media Manager. Media Manager

can recognize these media formats: JPEG/MP2/ MP3/WMA/DAT/MPG/VOB/MP4. The left form of Media Manager can manage the folders in the save media. And the right form will show the name of media files.

PHOTO	MUSIC	MOVIE
√	√	√



Press the "UP", "DOWN", "LEFT", "RIGHT" key to change the cursor. Press the "ENTER" or "PLAY" key to confirm your selection.

Browse photos:

When you choose a photo file, the Black square in the left bottom corner of Media Manager will show the preview image of photo file including some information of the photo (size and date).

Music play: When you choose to play and the file format are MP2/MP3, the black square in the left bottom corner of Media Manager will show the music's spectrum and some information of this music (the sample rate and the time of this music).



Movie play: When you choose to play and the file format are DAT/MPG/VOB/MP4, select the file in Media Manager and press the "ENTER" or "PLAY" key.



Note: Some remote controller design can't let you enter Media Manger browse photo.

7 Trouble shooting

SYMPTOM	CAUSE AND/OR CORRECTIVE ACTIONS
No start-up menu	<ul style="list-style-type: none"> The POWER connector to the unit is not securely inserted. Make sure you connect the AC adapter to the unit properly. When you connect the AC adapter to the unit and power up the unit, even without a memory card, you should see a start-up menu screen. If you don't see the menu screen, check if the power is connected to the unit and make sure it is securely attached.
The unit does not play	<ul style="list-style-type: none"> The save media (memory card) is not inserted correctly. No photo, music, or movie file on the save media. Incompatible file format. Verify if the way you inserted the card is correct, do not force the save media into the slot. Make sure there is at least one supported photo, Music or movie files on the memory card. Compatible Photo format: JPG Compatible Music format: MP3 Compatible Movie format: DAT/MPG/VOB/MP4
Photo does not appear in full screen mode	<ul style="list-style-type: none"> This is normal since different digital cameras take pictures in varieties of resolutions (or pixels) and aspect ratios. Make sure the screen display mode was set to 16:9 in the SETUP menu. Use a photo editing software to resize the picture's ratio to 16:9.
Small or distorted movie size on the screen	<ul style="list-style-type: none"> Low movie resolution or incorrect movie's aspect Ratio. The movie file must be in 16:9 aspect ratio (Approximate resolution of 480x234).
No sound	<ul style="list-style-type: none"> Mute or the volume is min. Increase the volume. Make sure there is at least one supported music or movie file on the save media.

8 Specifications

DISPLAY

Size:	TFT7"SmartPanel
Resolution (pixel):	480 x 234 (RGB) 16:9
Active Area (mm):	154.08 x 86.58
Pixel Pitch (mm):	0.107 x 0.370
View Angle:	55-60°
Brightness (nits):	250
Contrast Ratio:	300:1
Back Light Source:	LED

POWER

:Adapter AC 100–240 Volts (50–60 Hz), DC 5V/1.5A

Power Consumption

Standby:	300mA
Playing photo :	800 900mA-
Playing Music or Movie:	1200–1400mA

BUTTONS AND CONTROLS

Buttons:	6 buttons
Controller:	IR Remote Controller

INTERFACE

Audio/Video out:	NTSC/PAL/AUTO
:	:
Memory Card Reader:	SD/MMC/MS/XD

OTHER

Speaker:	2 internal speaker (8 2W)Ω
Internal memory:	16 Mb

9 Accessories

AV cable, AC/DC adapter, Remote Controller, User Manual

9 Weather station

1.1. Function:

- (1). Calendar ranged from the year of 2003 to 2052 and Normal Time Display
- (2). Alarm and SNOOZE function and Integer Hourly Sound
- (3). Maximum and Minimum value of temperature and humidity record.
- (4). Weather Station status according to the current humidity
- (5). 12/24 hours optional

1.2. Technical Specification

- (1). Power Supply: DC 1.5V
- (2). Temperature sampling period is 20 seconds and range from -30°C ~ +70°C
- (3). Humidity sampling period is 20 seconds and range from 20% - 90%

1.3. Design methodology

- (1). 4 Press Key: [MODE], [SET], [ADJ], [SNOOZE]
- (2). One Buzzer output port, low level voltage (Logic level 0) when no output signal
- (3). Full LCD Diagram:

1.4. Reset Operation

- (1). Operation when install battery

Take out the battery from the back and put it in again, LCD full display for 2 seconds with “Beep” sound and then enter the time setting mode.

The setting item is Hour.

- (2). Reset setting.

Time: 12:00:00 Am, 1/1/2003

12 Hour display

Alarm off

Alarm Time: 12:00 AM

Integer Hourly Sound off

Temperature Display Unit: Celsius

No Record for the Max & Min Value of Temperature & Humidity

1.5. Operation Instruction

1.5.1. Mode interchange

Time Display Mode, Alarm Mode, Calendar Mode.

Press [MODE] key to change the mode display in sequence with loop.

1.5.2. Time Display Mode

(1). Press [SET] key for 2 seconds to enter the setting mode and it is a “Hourly Display mode” setting under non-setting mode.

(2). Press [SET] key to interchange the setting item values, its sequence as follow:

“Hourly Display Mode”, “Hour”, Minutes” under the setting mode.

(3). Press [MODE] to quit the setting under the setting mode.

(4). Press [ADJ] key for 2 seconds to clear the maximum, minimum value of temperature and humidity and set its the current measure value under non-setting mode.

(5). Press [ADJ] key to check the maximum, minimum value of temperature and humidity record in loop under non-setting mode.

(6). Press [SET] key to interchange the temperature display in Fahrenheit/ Celsius degree.

(7). Press [MODE] to enter the Alarm Mode under the non-setting mode.

1.6. Alarm Mode

(1). Press [SET] key for 2 seconds to enter the setting mode, the setting item value is “HOUR” under the non-setting mode.

(2). Press [SET] key to interchange the setting item value “HOUR” and MINUTE” under the setting mode.

(3). Press [MODE] key to quit the setting under the setting mode.

(4). Press [ADJ] key to interchange the Alarm, Integer Hourly Sound On/Off under the non-setting mode. Here is the sequence: Alarm Off, Integer Hourly Sound Off; Alarm On, Integer Hourly Sound off; Alarm Off, Integer Hourly Sound On; Alarm On, Integer Hourly Sound On.

(5). Press [MODE] key to enter the Calendar setting under the non-setting mode.

1.7. Calendar Mode

- (1). Press [SET] key for 2 seconds to enter the setting mode, the setting item value is “YEAR” under the non-setting mode.
- (2). Press [SET] key to interchange the setting item value, “YEAR”, “MONTH”, “DAY”
- (3). Press [MODE] key to quit this setting mode under the setting mode condition. At this time, check the “DAY” value whether is reasonable or not. If not reasonable, then adjust the maximum value of the “DAY” for current month automatically.
- (4). Press [MODE] key to enter the time setting mode under the non-setting mode.

1.8. Setting Mode

- (1). the blinking frequency is 1Hz for the blinking of setting item under the setting mode.
- (2). Press [ADJUST] key to increase the item value and it will be add 1. The setting item will be not blinking if press [ADJUST] key for more than 2 seconds and the value increase rate is 8 Hz except the “Hourly Display Mode” setting.
- (3). Press [ADJUST] key to exchange 12 Hour/24 Hour display format under the “Hourly Display Mode” setting.
- (4). The “SECOND” will be set to 00 when adjust the value of “MINUTE” under the time setting mode.
- (5). It will be accepted the new setting value under the value adjustment of setting mode.

1.9. Alarm & Snooze

- (1). The Alarm process will be started when the alarm time arrives under the Alarm on condition.
The sound wave is as follow and Alarm on symbol will be flashed at the same time.
- (2). The Alarm Time is about 1 minute. Press [SNOOZE] key to stop the alarm and to enter the snooze mode. Press any key to stop the alarm but not enter the snooze mode. After 1 minute it will be enter the snooze mode automatically if not press any key.

- (3). The Snooze symbol will be flashed under the snooze mode. After 5 minutes starting the alarm process, the alarm process will be started again and the Snooze symbol will be flashed.
- (4). the snooze process can be repeated for maximum 5 times.
- (5). the snooze process will be cancel if any setting operation during the process.

2. Integer Hourly Sound

- (1). It will alarm for 1 second under the Integer Hourly Sound setting on and the setting time is arrived
- (2). The Integer Hourly Sound will be no function under the Alarm processing.

2.1. Backlight

Press [SNOOZE] key at any time, backlight will be turned on for 10 seconds.

2.2. Return Automatically

It will be return to the Time non-setting mode if not pressing any key for more than 20 seconds.

2.3. Temperature, Humidity and Weather Station

- (1). It will be compared with the current Maximum and Minimum value for each measuring the value. The current value will be replaced by the maximum value under higher than the maximum value or its value is not available. The current value will be replace by the minimum value under lower than minimum value or its value is not available.
- (2). When temperature measurement is fail, it is regards as invalid. The relative humidity is also invalid due to the relative humidity calculation is according to the temperature.
It will be no weather station under the relative humidity is invalid.

(3). The weather station is according to the humidity easement.

It will show “SUN” symbol and weather station is sunny when the relative humidity is less than 45%.

It will show “SUN” and “CLOUD” symbol and weather station is can when the relative humidity is between 45% and 55%.

It will be show “CLOUD” and “RAIN” symbol and weather station is rainy when the relative humidity is higher than 55%.

It will be no weather station under the relative humidity is invalid.

