

L-10D DIGITAL ELF CLONE PROGRAMMER OPERATING INSTRUCTIONS

Programmer Firmware Version 1.0.0.

Manual Revision Number 0 – May 5 2008

TO STORE TV CONFIGURATION INTO THE CLONE PROGRAMMER.

The desired TV configuration (pre-sets) must be programmed into one TV. Using the L-10D DIGITAL ELF IR Remote, program an L-10D DIGITAL ELF television with your preferred pre-sets. Refer to the Operators Manual for a complete description of the settings available.

Note: To disable the SELF RENT and LOCK features; go to the RENTAL item in SETUP and select only one of the following four Service Levels BASIC UNPAID, BASIC PAID, PREMIUM 1 or PREMIUM 2.

1. Connect L-10D DIGITAL ELF Programmer to the telephone jack that exits the swivel assembly. After several seconds the Programmer Menu will appear on the screen.

Note: The programmer will turn the TV on if it is off when the programmer is connected.

2. To upload the complete configuration settings of the reference TV (pre-sets) to the Programmer follow the on-screen prompt and use the buttons on the L-10D DIGITAL ELF Programmer. Press and hold button B, then press and release button A (Button B may be released after button A is released). The message Loading from TV will be displayed and shortly thereafter the TV picture in the background will disappear. When uploading is complete a Load Successful message will be displayed for one second and then the TV will turn OFF automatically. Typical loading time is 30 to 80 seconds.

Note: If the user decides not to either load from or to a TV once the Programmer Menu screen is displayed then the user should use the POWER button on the TV or infrared hand unit while the Menu screen is displayed. If the programmer is disconnected while the Menu is being displayed the TV will have to have power removed and reapplied to restore proper operation.

3. Disconnect the L-10D DIGITAL ELF Programmer from the TV.

TO LOAD THE CONFIGURATION STORED IN THE CLONE PROGRAMMER INTO AN L-10 DIGITAL ELF.

1. Connect L-10D DIGITAL ELF Programmer to the telephone jack that exits the swivel assembly. After several seconds the Programmer Menu will appear on the screen.

Note: The programmer will turn the TV on if it is off when the programmer is connected.

2. Once the L-10D DIGITAL ELF Programmer Menu appears. Press and release button A only to download pre-sets stored in the Programmer to the TV. The message Loading to TV will appear and shortly thereafter the TV picture in the background will disappear. When downloading is complete a Load Successful message will be displayed for one second and then TV will turn OFF automatically. Typical downloading time is 30 to 60 seconds.

Note: If the user decides not to either load from or to a TV once the Programmer Menu screen is displayed then the user should use the POWER button on the TV or infrared hand unit while the Menu screen is displayed. If the programmer is disconnected while the Menu is being displayed the TV will have to have power removed and reapplied to restore proper operation.

3. Disconnect the L-10D DIGITAL ELF Programmer from the TV.

L-10 DIGITAL ELF CLONE PROGRAMMER OPERATING INSTRUCTIONS

TO ENTER A PIN NUMBER TO RESTRICT ACCESS TO THE SET-UP MENU

When the PIN number feature is activated, to access the L-10D DIGITAL ELF Set-up Menu turn the power to the L-10D DIGITAL ELF TV on. Press the Set-up key on the IR Remote followed by the 4 digit pin number. The Set-up Menu will then appear.

To cancel the requirement for a pin number to access the Set-up Menu follow the instructions below and enter a PIN number of 0,0,0,0.

1. Connect L-10D DIGITAL ELF Programmer to the telephone jack that exits the swivel assembly. After several seconds the Programmer Menu will appear on the screen.

Note: The programmer will turn the TV on if it is off when the programmer is connected.

2. Once the L-10D DIGITAL ELF Programmer Menu appears press the F2 button on the IR Remote to access the PIN Number entry screen. Using the numeric keypad on the L-10D DIGITAL ELF IR Remote enter a 4 digit pin number. Press F4 to save the PIN number or F1 to exit without changing the PIN number. In either case the Menu screen will now be displayed. If no other actions are desired press the POWER button on either the TV or the infrared hand unit to reset the TV and restore normal operation.

3. Note: If the user decides not to either load from or to a TV once the Programmer Menu screen is displayed then the user should use the POWER button on the TV or infrared hand unit while the Menu screen is displayed. If the programmer is disconnected while the Menu is being displayed the TV will have to have power removed and reapplied to restore proper operation.

3. Disconnect the L-10D DIGITAL ELF Programmer from the TV.

IF YOU ENCOUNTER PROBLEMS

If the Programmer does not operate as described above then some problem may have been encountered. In this case the RED indicator will be illuminated and the YELLOW indicator can be used to determine the recommended corrective action. Refer to the table below for information on the meaning of the YELLOW indicator.

Yellow on steady:

Some difficulty communicating with the TV has been encountered. The problems is probably transitory and may not happen again. Disconnect and reconnect the Programmer then try the desired action again. If the problem persists then try the programmer on a second TV. If the problems is present on a second TV then it is likely the programmer is at fault and needs to be sent for repair. Please attach a description of what action could not be accomplished.

Yellow flashes once repeating every two seconds.

The TV is set for COMPUTER MODE OFF. Refer to the L-10D Operators Manual and set the COMPUTER MODE to ON.

Yellow flashes twice repeating every two seconds.

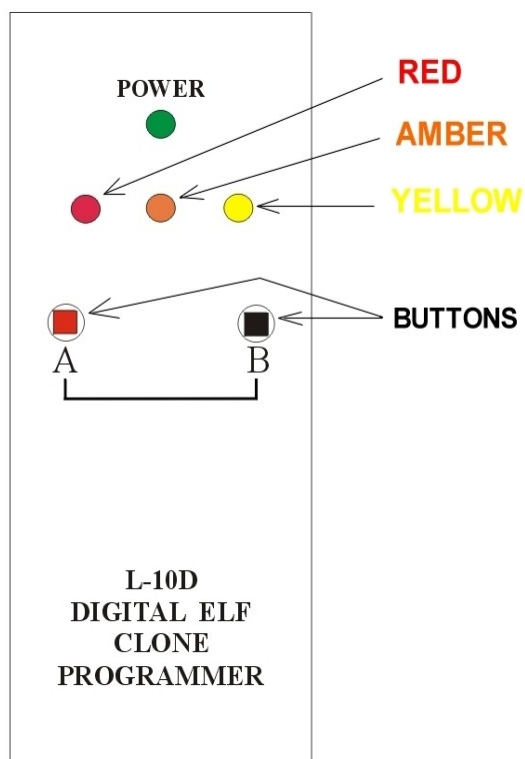
The pre-sets image stored in the Programmer is corrupt or not valid. This can happen if there was a problem while uploading the information from the reference TV or if the Programmer was disconnected prior to completing the upload. Reload the pre-sets from the reference TV.

Yellow flashes three times repeating every two seconds.

The pre-sets image stored in the Programmer is not compatible with the requirements of the TV it is connected to. Firmware revisions sometimes makes data incompatible with the prior or future versions. The format of the stored data must match the requirements of the TV it is to be loaded to. To allow for this possibility the data format of the stored pre-sets and TV requirements are checked for compatibility and the Programmer prevents incompatible data from being loaded to a TV. This means that the firmware in the TV is different from the reference TV from which the pre-sets were uploaded. If this condition occurs either the TV needs to have it's firmware changed to match the reference TV or an new pre-sets image must be loaded to the Programmer from a TV which is compatible with the one which is desired to be downloaded to.

L-10 DIGITAL ELF CLONE PROGRAMMER OPERATING INSTRUCTIONS

L-10D DIGITAL ELF CLONE PROGRAMMER INDICATORS AND SWITCHES



INDICATORS

GREEN LED – Illuminates when power is applied to the the Programmer.

RED LED – Illuminates when a problem has been encountered (the yellow indicates the nature of the difficulty).

YELLOW LED – Illuminates either steady or flashing to indicate to the user what action is recommended.

AMBER LED – Flashes on to indicate that the Programmer is communicating with the TV.

BUTTONS

A (Red) – Press and release to load pre-sets from the Programmer to the TV.

B (Black) – Press and hold while pressing and releasing button A to read pre-sets from a TV to the Programmer.