



Digital Spectrum Inc.

# MemoryFrame

**MF-801, MF-801B, MF-1041**

## **User Manual**

Congratulations! You are the proud owner of a MemoryFrame™ Digital Frame. Boasting high-quality image resolution, the MemoryFrame™ is the perfect product for displaying your favorite digital photos. With its ease of use and configuration, you can now display all your favorite pictures, even with background music for that added dimension!

### **Package contents**

Before using the MemoryFrame™, be sure to check that all the accessories are contained in the package.

MemoryFrame™ comes with the following items:

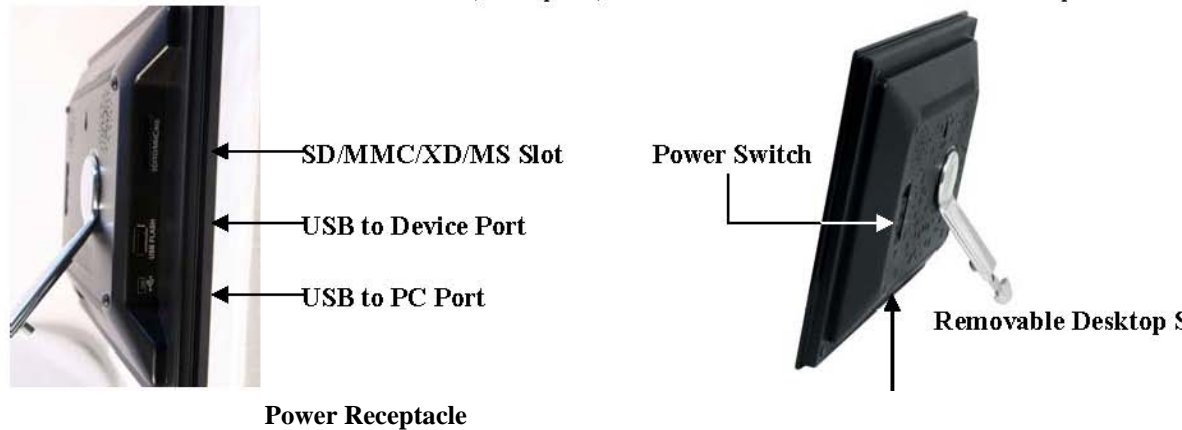
1. 1. MemoryFrame™ unit with removable desktop stand
2. 2. AC power adapter
3. 3. USB adapter cable
4. 4. User Manual

## Features

High resolution” TFT display
Plays images in slide show format
Plays audio
Plays video
Plays audio slide show
Built-in multi-format card reader SD/MMC/XD/MS
Generous internal memory for local storage
USB port for easy transfer

## Connections and Slots

The diagrams below indicate the locations of the media card slots, USB ports, Power control and how to install the desktop stand..



**Power Receptacle**

<b>1</b>	Plug one end of the AC adapter into the digital photo frame and plug the other end into a standard AC electrical outlet.	
<b>2</b>	Insert a memory card into the appropriate slot.	
<b>3</b>	Slide the power switch to the ON position. The frame will auto play the content, unless there is no content, in which case the Main Menu will appear.	

## Auto Play

By default, the frame will automatically play a slideshow when power is applied. External media will be checked first starting with the card media slot, followed by the USB port. If there is no media or content externally, the frame will play from internal memory. If there is no content internally, the Main Menu will be displayed. A complimentary slideshow is included so you may instantly see it operate while you become familiar with the operation and controls. If a slideshow is playing from internal memory, and external media is inserted, the frame will halt the current slideshow and automatically begin to play the new inserted media. When the media card is removed, the frame will halt and play from internal memory.

## Connecting to the USB Ports

The frame has a mini-USB port for connection to a PC. When connected to the PC, you can drag-n-drop content into the internal memory of the frame. When connected to the PC, frame content will not play and the display will present a “connected to PC” message. The PC recognizes the frame as a USB storage class device. The frame also has a USB port for connecting other USB devices such as thumbdrives, card readers, and cameras. When connecting a USB device the frame will display the device as USB. When connected, you can play directly from the device by selecting USB option from the Media Menu.

### Rechargeable Battery

Certain models are equipped with an internal rechargeable battery. This allows full operation of the frame when disconnected from main power. This option has high value when mobility and portability are desired, such as sharing with groups, on vacation, or quickly connect to a USB port to download more content. The battery charges when power is applied. As with all rechargeable devices, occasionally the frame should be operated from the battery only until the battery is fully discharged. This maintains the best performance of the battery over time.

### On-Screen Menu

MemoryFrame includes an on-screen Menu system to personalize the way content is presented and played. The Main Menu can be activated by the touch sensitive bezel or remote control. On the remote control press the MENU button and the Main Menu is displayed. Use the navigation buttons on the remote control to locate the desired function. Use the ENTER button to select. If the desired function is Clock/Calendar or Settings, the Enter button will advance directly to the controls for that function. Otherwise, ENTER causes the Media Menu to be displayed so you can select the location of the content (internal memory, media cards, USB, etc.). Certain models also have built-in button and joystick controls for this purpose.

### Playing Content

Content such as images, music, and video are played using the following steps:  
On the **Main Menu** navigate to and ENTER the type of content to be played.  
On the **Media Menu** navigate to and ENTER the location of the content.  
On the **Thumbnail Menu** navigate to and ENTER the desired content.



**Main Menu Media Menu Thumbnail Menu**

### Remote Control

The remote control is a convenient way to access external devices and internal memory or manage the way the content is played. The layout of the user interface is designed for maximum ease of use. Because the menu functions all operate in a similar manner, navigation is quick and easy to learn.

Name	Function
POWER	Power On/Off
MENU	Activate Menu (Use BACK on prototype samples)
SLIDESHOW	Play slideshow
CLOCK	Play Clock
BACK ★	Go back one step
PLAY/PAUSE/ENTER ►	Play/Pause/Enter
UP	Navigate Up
DOWN	Navigate Down
LEFT	Navigate Left
RIGHT	Navigate Right
MUSIC SLIDESHOW	Play slideshow with audio background
VOL+	Increase Volume
VOL-	Decrease Volume
ZOOM & PAN ↖ ↗	Zoom by 25% each press. Pan all quadrants
ROTATE	Rotate image 90° each button press
SELECT	Tag content for Copy/Delete
COPY/DELETE	Copy and Delete content



### Files, Folders, Filmstrip View

The frame recognizes files and folders. When in Thumbnail View, folders will be presented by a Folder icon. When a Folder icon is highlighted, a filmstrip view of the content of the folder moves across the screen from right to left, pausing briefly for easy viewing. The upper left corner of the display will present the location of the folder (i.e. Memory, SD, etc.) followed by the name of the folder. The upper right corner of the display will present the item number that is highlighted followed by the total number of items recognized.

**Play a Slideshow** At the **Main Menu** screen navigate to PHOTO and ENTER. On the **Media Menu** navigate to the location of the images to be played. On the **Thumbnail Menu** press ENTER to start the slideshow. You can use the SLIDESHOW button on the remote control as a shortcut to play a slideshow of the currently selected media anytime. Use the ENTER button to Play/Pause the slideshow.



**Main Menu**

**Media Menu Thumbnail Menu**

While a slideshow is playing, you have access to on demand buttons located on the remote control. These are used to change the look of an image which includes Zoom/Pan and Rotate as noted below:

**Zoom/Pan** -Each press of the Zoom button will enlarge the image by 25%. Once in Zoom mode you can use the navigation buttons to Pan to a particular location on the zoomed image.

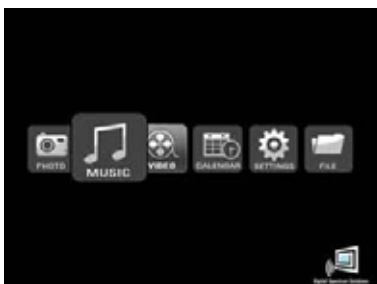
**Rotate** -Each press of the rotate button will rotate the image by 90°.

### Play an Audio Slideshow

You can play a slideshow and music at the same time. In the Main Menu navigate to MUSIC and ENTER. Use the navigation buttons to highlight the music you want to play. Press ENTER and the music starts. Press the MUSIC SLIDESHOW button on the remote control which will cause the slideshow to begin playing with the music. If you press the MUSIC SLIDESHOW button without selecting the music, the slideshow will begin with music playing in the background. The music that is played is based on the music setting in the Settings Menu. Volume can be adjusted using the VOL+ and VOL- buttons on the remote control. Make sure that there is both image and music content on the target media when playing an audio slideshow. Otherwise a “can not find content” message will be displayed.

### Play Music

You can play Music by selecting MUSIC from the Main Menu. The thumbnail view shows the name of each track. As each track is highlighted other information is presented such as Title, Artist, Bit Rate, and File Size. Press the ENTER button to Pause/Play. While the track is playing the display will present the time played. Use the VOL+ and VOL- buttons on the remote control to adjust volume. Press the MENU button to end the slide show and return to the Main Menu.



### Play Video

You can play Video by selecting VIDEO from the Main Menu. The thumbnail view shows the name of each clip. As each clip is highlighted other information is presented such as Title and File Size. Press the ENTER button to Pause/Play. Use the VOL+ and VOL- buttons on the remote control to adjust volume. Press the MENU button to end the video and return to the Main Menu.



### Calendar/Clock

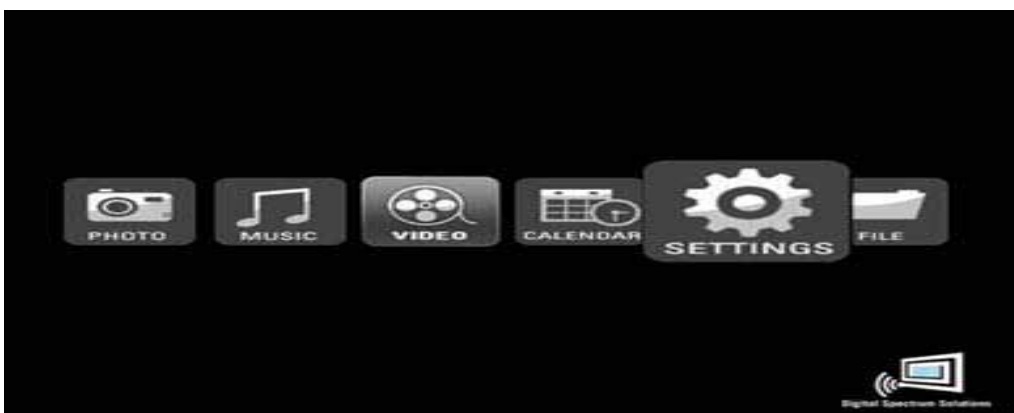
The frame includes a Calendar and Clock function that also plays a slideshow. In the Main Menu navigate to CALENDAR function and press ENTER to start. The calendar is displayed in the left section to include the date, day, and time. The right pane is used to play the

slideshow. To set the clock and calendar, use the settings in the SETTINGS Menu.



### Settings

This function is used to personalize the way the frame operates to your taste. On the Main Menu navigate to SETTINGS and ENTER. The



**Slide Show Transition** – This is used to select the type of transition in between images during a slideshow. One of the settings is random which randomizes transitions.



**Display Image Size** – When set to Original the image will be displayed based on the original image settings. When set to Optimal the



**Audio Repeat** – This is used to set the repeat function for Audio. When set to Repeat One the selected music track will play in a loop. When set to Repeat All, all music tracks will be played in a loop. When Set to Repeat Off, all music tracks will play once.



**Video Repeat** – This is used to set the repeat function for Video. When set to Repeat One the selected video will play in a loop. When set to Repeat All, all video clips will play in a loop. When Set to Repeat Off, all video clips will play once.



**Picture Copy Type** – This is used to define what is to be done with an image when copying from external memory to internal memory. When pictures are taken with the camera set for the highest resolution, the size of the image may be very large. Although these large images may be useful for other tasks, it is not necessary to have such high density for playing on the frame. This function is used to resize the original image for best fit on the display, usually resulting in reducing image storage needs or storing more images in internal memory.

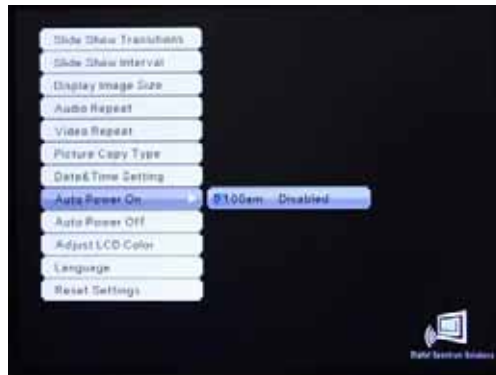


**Date & Time Setting** – This is used to set the date and time. These settings are used in several other areas to include Clock, Calendar, Auto Power On, and Auto Power Off. Use the Up and Down buttons to change each setting. Use the Left and Right buttons to go from setting to setting. When complete press ENTER.

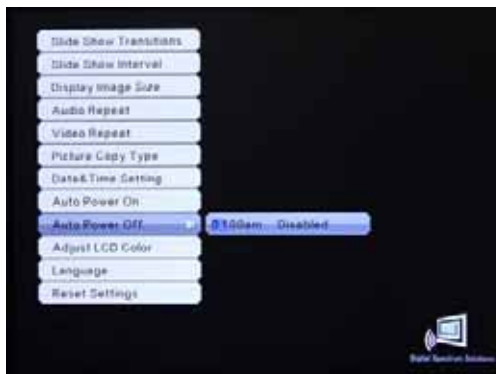




**Auto Power On** – This is used to set the time for the frame to automatically turn On. Use the Left and Right buttons to go from setting to setting. When complete press ENTER.



**Auto Power Off** -This is used to set the time for the frame to automatically turn Off. Use the Left and Right buttons to go from setting to setting. When complete press ENTER.



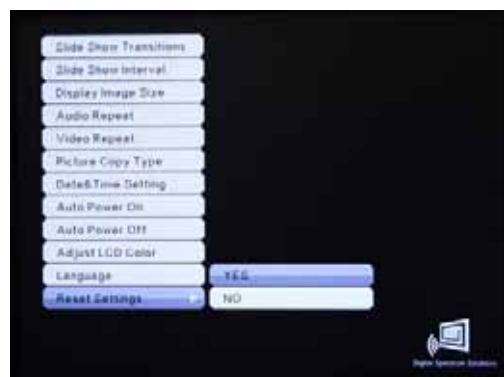
**Adjust LCD Color** – This is used to adjust the LCD screen for Brightness, Contrast, Tint, and Color. Use the Up and Down buttons to navigate between functions. Use the Left and Right buttons to increase and decrease the selected values. Once complete use the BACK button to return to the Settings Menu.



**Language** – This is used to set the on screen language. Use the Up and Down buttons to select the language. Press ENTER to change.



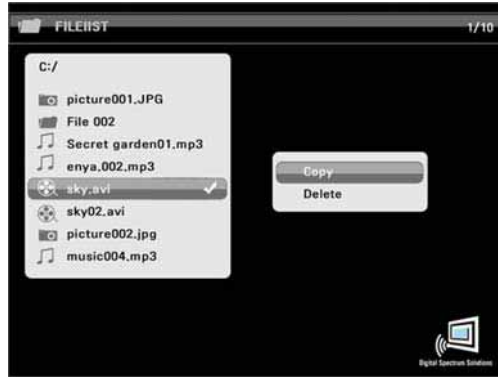
**Reset Settings** – This is used to reset the settings to default.



**File**

This is the function used to view all files types that the frame recognizes to also include ASCII text style files and extensions. This is also where files are tagged for Copy/Delete. From the Main Menu navigate to FILE and

ENTER. On the Media Menu select the location of the desired files and ENTER. The thumbnail is a listing of the located files including name extension. Press ENTER to play. Use may also use the navigation buttons and the SELECT button on the remote control to “tag” files for Copy or Delete. Once finished, press the COPY/DELETE button on the remote control. A secondary screen will appear to select either Copy or Delete. Navigate to the desired choice and ENTER to execute. You may copy files from external memory to internal memory. You may delete files from either external or internal memory. You may not copy files from internal memory to external memory.



### Changing the Frame

MemoryFrame™ has the ability to mount a standard open frame so that you can change the look of the frame to suit your decor. Standard 8”x10” open frames mount on 8.4” MemoryFrame and 9”x12” open frames mount on 10.4” MemoryFrame. Caution should be exercised to make sure the frame overhang does not block the touch sensitive area; otherwise the touch controls may become erratic.

### Specifications

Feature	MF-801, MF-801B	MF-1041
Screen size	8.4”	10.4”
Aspect ratio	4:3	4:3
Internal memory	512MB	512MB
Images	JPG, BMP	JPG, BMP
Audio	WMA	WMA
Video	MPEG	MPEG
Card Reader	MMC/SD/XD/MS	MMC/SD/XD/MS
AC Input power	100-240 V AC, 50/60 Hz	100-240 V AC, 50/60 Hz
DC Unit power	9VDC, 2.0	9VDC, 2.0A
Built-in speakers	⌘	⌘
USB to PC	⌘	⌘
USB to Device	⌘	⌘
Remote Control	⌘	⌘
Rechargeable Battery	MF-801B	NA

## FCC CERTIFICATION:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**FCC NOTE : THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT**

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



Digital Spectrum Inc.

 **MemoryFrame**