

# DEFAULT ACCESS CODES

**CONFIGURATION: 1-2-3-4-5**

**SERVICE CREDITS: 1-4-4-1**

**CURRENT METER REPORT: 5-4-3-2-1**

# NEW ACCESS CODES

**CONFIGURATION:**

**SERVICE CREDITS:**

**CURRENT METER REPORT:**

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# Safety

## • Warnings & Notices



### WARNINGS



- To assure safe operation, observe specifications, notices and cautions in this document. We accept no responsibility for damage or injuries arising from improper use of this product.
- Prevent electrical shocks and equipment damage! Before connecting or disconnecting the cables or changing the paper, disconnect booth AC power. Switching off power at the booth switch still allows power to enter the booth. You may still be exposed to live current.
- Prevent shock hazards! Only plug the AC power cord into a grounded, three-prong AC outlet. Never defeat or remove the power plug ground prong.
- Don't touch exposed wires or moving parts. For example...
  - Power supply modules
  - The IO board
- Touching these parts could cause a laceration, shock, or other injury. A printer malfunction and data loss might also result.
- Never touch the thermal print head, or head area. The print head operates at an extremely HOT temperature. Touching it might cause a burn or other injury.
- Every time you replenish paper, remove the residual paper from the machine. (Scrap paper from vended photo strips). Otherwise, paper debris may cause a printer jam, or, even poses a fire hazard.
- When cleaning the head, follow the directions in the Mitsubishi manual. Never use cotton, wool or other fabric swabs, because they leave lint behind. This lint poses a fire hazard.
- The printer contains an automatic time-out mechanism. This timer protects the print head against overheating, smoke, or fire. Excess power or voltage during a time interval causes printer shutdown. Improper use of this product might cause overheating, smoke and fire.
- Printer protective circuitry regulates the length of time under power. Printer circuits also regulate power applied to the print head and motor. If you replace or tamper with printer circuitry, components might overheat, smoke or burn.
- Only use Mitsubishi FP2000 or FP9000 Media (Apple Industries part # FP2000 / FP9000) in the printers. Use of other media will cause the photo booth not to work and may cause poor image quality and printer damage. Using other media will void your warranty.
- The print head and associated parts are very delicate.
  - Touching the print head or head area might cause a printer malfunction or data loss.
  - Avoid contacting the print head area with metal objects such as tweezers or screwdrivers.
  - Touching the print head or associated parts may deposit dirt. Dirt can degrade the print head heating element. Dirt deposits can pick up a charge and promote static electric damage.
- Avoid static electricity! While servicing the print head or printed circuit boards (PCB), use proper body grounding procedures.



- If condensation occurs, don't turn on the photo booth. Otherwise, you might damage the printer and/or the electronics.
- Make sure that no dust collects on the media. Never operate booth components in areas containing dust, dirt, and metallic powder. Contaminants affect print quality, camera operation, circuit board reliability and DBV operation.
- Never pull the media out while the printer is printing. Pulling the paper in this way can damage both the media and the delicate print head.
- Follow media-loading instructions precisely. Also, if instructions do not mention a particular operation, then do not do it. Otherwise, you might jam or damage the print head, heating element and gears.



## NOTICE



- This book uses the abbreviation "DBV" for "dollar bill validator."
- This equipment has been tested. It complies with Class A device limits, pursuant to Part 15 of FCC rules. These limits provide reasonable protection against interference when operating the equipment in a commercial environment. To ensure Class A FCC limit compliance, use only shielded cables with this unit. This equipment generates, uses, and can radiate radio frequency energy. Install and use this equipment according to the instruction manual. Otherwise, this equipment may cause harmful interference to radio communications. However, these measures do not guarantee interference prevention in a particular installation.
- Operation of this equipment in a residential area is likely to cause harmful interference. At your own expense, you must correct interference. By turning this equipment off and on, you can determine if it interferes with radio or television reception. If it does, then the FCC encourages you to try to correct interference. Use one or more of following measures:
  - Reorient or relocate the receiving antenna.
  - Increase separation between the equipment and receiver.
  - Connect the equipment and receiver to different outlets or circuits.
  - Consult a dealer or experienced technician for help.
- Operation under Part 15 of the FCC Rules imposes further restrictions:
  - The photo booth must accept any interference received. Such received interference may cause undesired operation.
  - Modifications to this equipment could void your authority to operate it.
- Apple Industries Inc. continuously improves products and services. Specifications may change without notice.



## Configuration

With Apple's innovative Smile 2.0 software, operators can quickly navigate through the onscreen guide to change the software configurations with the touch of a button. Smile 2.0 allows operators to:

- ◇ Store photographs on a USB Flash Drive.
- ◇ Capture customer email addresses for marketing purposes.
- ◇ Automate revenue reports.
- ◇ Change print and share prices.
- ◇ Customize available programs and functionality.
- ◇ Email meter reports.
- ◇ Manipulate software timing delays.
- ◇ And much more....

### • *Entering the configuration and adjustment utility*

When you turn on your PhotoBooth for the first time, it will automatically load the feature mode of your PhotoBooth called "attract mode." ("Attract mode" is the only software mode accessible to PhotoBooth customers).

At any point while "attract mode" is playing, operators can quickly enter a secure Configuration and Adjustment Utility by simply tapping the six o'clock position repeatedly, displaying a keypad in the upper left hand corner of the screen.



**Key Point:** To enter configuration mode, simply tap the 6 o'clock position repeatedly. A keypad will appear in the upper left hand corner of the screen.



For security purposes, once the keypad has appeared, operators are prompted to input an access code to enter one of three different modes within configuration utility:



**Configuration:**

Allows full access to the configuration and adjustment utility.

\* *Default Access Code: 1-2-3-4-5, followed by "OK"*

**Service Credits:**

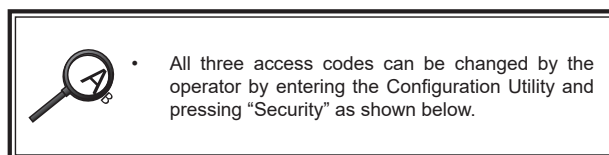
Allows a service technician to test the machine by granting service credits.

\* *Default Access Code: 1-4-4-1, followed by "OK"*

**Current Meter Report:**

Provides a current "soft" reading of the meter. Allows operators/technicians to print or email the report.


\* *Default Access Code: 5-4-3-2-1, followed by "OK"*





Once the desired access code is entered and “OK” selected, operators will notice a brief delay (approximately 3-5 seconds) for the Configuration and Adjustment Utility to load. The screen will display the Windows desktop during this brief delay.

**Key Point:** Entering the Configuration and Adjustment Utility requires operators to enter an access code followed by the “OK” button.



- The operator should change the three access codes from the default codes for security purposes.

## • *Navigating the Configuration and Adjustment Utility*

Navigating the Configuration Utility is designed to be user friendly, utilizing main-menu tabs across the top (Configuration, Programs, Reports, Timing and Upsell, Help) and sub-menu tabs down the left hand side (these change based on which menu item you have selected along the top menu). Operators can determine which menu is selected by examining the tabs highlighted in white. Unselected tabs remain in light blue.



## Configuration Tab

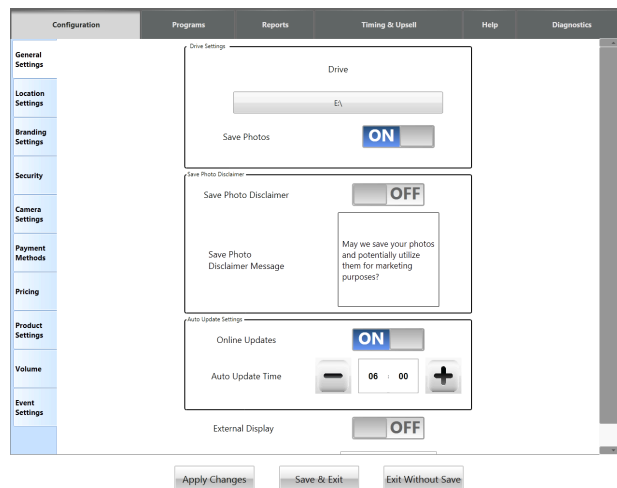
The following features can be configured by pressing the Configuration tab and selecting the appropriate sub-menu:

### **General Settings:**

This sub-menu allows operators to customize photo strips and save pictures to a USB Flash Drive or within a folder on the hard drive itself.

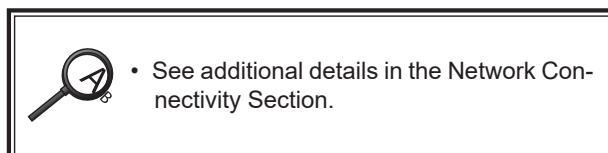
*"Refer to the Logo Manual for details on using the custom logos."*

The General Settings sub-menu also allows operators to capture email addresses entered by the PhotoBooth user when using Share functionality. These email addresses will be saved in a file on the PhotoBooth and can be sent to the operator by pressing the Email Captured Emails button under the Online Alert Tab. (Note: This will send an email to the email address(es) entered in Email Reports To sub-menu under the Reports tab).



**Key Point:** Use your finger to toggle settings in the Configuration Utility ON and OFF.

**Key Point:** Share functionality requires a working internet connection properly configured with your booth.





### **Location Settings:**

Enter a Location Name (Note: the "Location Name" becomes the name of the folder on the USB Flash Drive, **DO NOT INCLUDE SPACES AT THE END OF LOCATION NAME**), Location Type, Operator Name, Location Split, and Machine Date/Time. This sub-menu can also be used by operators to configure the monetary split by operators/locations in generated reports. Additional information on meter reports can be found later on in this manual.

### **Security:**

As referenced above, this sub-menu is used to configure access codes for your PhotoBooth.

### **Camera Settings:**

Operators can configure the "zoom" of the camera using this function. Other options within this sub-menu are considered "advanced settings" for troubleshooting purposes and should not be configured unless directed by an Apple technician.

### **Payment Methods:**

Toggles money acceptor and credit card reader on/off, controls pulse per currency unit.

### **Pricing:**

Toggles Free Play on and off and adjust prices for additional prints and Share (Facebook, Twitter, Email) using this option.

### **Volume:**

Controls the Theme volume (music) and Voice volume. Operators can also configure the Theme and Voice balance, although this is not recommended.

## **Programs Tab**

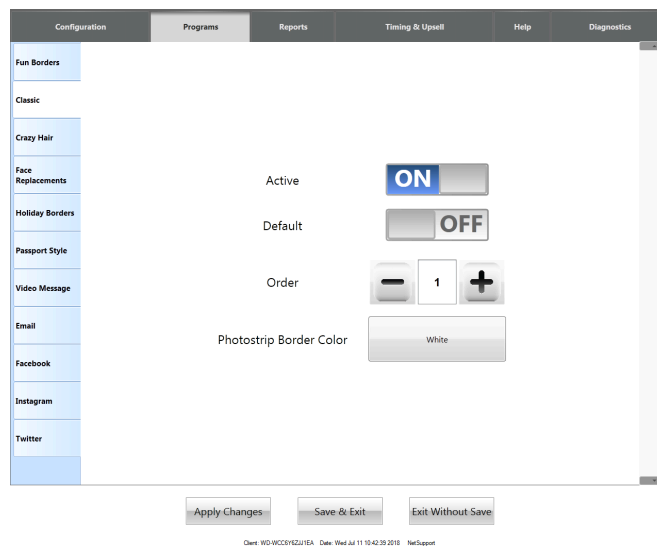
The Programs Tab is used to activate or deactivate Smile 2.0 print/share customizations. Operators have the ability to add or remove options or rearrange the order in which customers can select the type of photo strip or 4 x 6 photographs.





### **Sub-Menu Options:**

Fun Borders, Classic, Crazy Hair, Face Replacements, Holiday Borders, Passport Style, Video Message, Email, Facebook, Instagram, and Twitter.



**Key Point:** Print and Share options can be toggled ON and OFF and configured using the “Programs” menu.



**Key Point:** Adding a custom “Message Signature” offers a great marketing tool to operators. Customers who “Email” prints will automatically receive the text in “Message Signature” at the bottom of the email they receive.

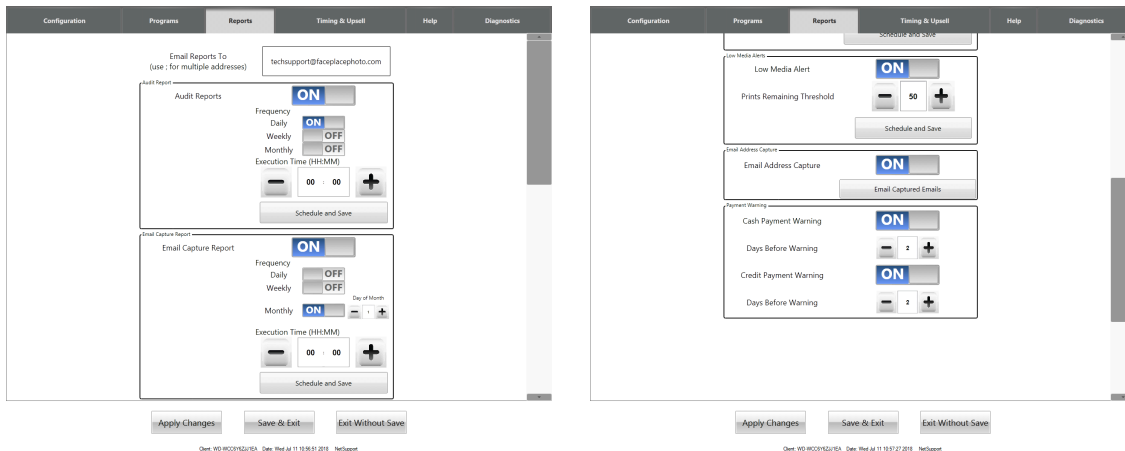
**Facebook** – Operators can toggle Facebook on/off from this sub-menu. Clients can also provide their Facebook usernames and passwords and press the “Store Credentials for Later” button. This will allow the operator to upload the photos to customers’ Facebook pages at a later time without security concerns.

**Key Point:** Operators can also add custom “Message Signature” to Facebook. Customers who post prints to Facebook will automatically receive the text in “Message Signature” along with the print. Operators can also enable batch uploads to Facebook from this menu.



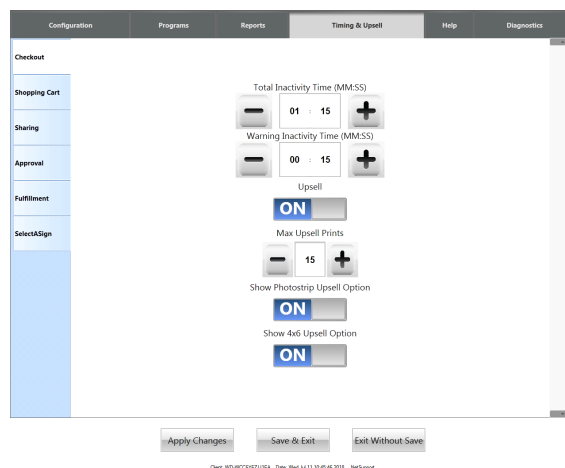
## Reports Tab

This menu allows operators to automatically send usage reports to the email address of their choice. Operators can customize frequency and add additional recipients. For more advanced operators, an FTP server can be used and audit reports enabled.



## Timing and Upsell Tab

Operators can configure inactivity warnings and timeout occurrences throughout "Attract Mode" of Smile 2.0 software. Different warning and timeout points can be configured for the Checkout, Shopping Cart, Sharing, Approval, Take Picture, and Select Product features within Smile 2.0. Operators can also toggle the Share functionality within the Checkout submenu of the Windows Tab. Here is where you can also turn on your subscriptions for our **Share In Times Square** and **Fulfillment** applications. Contact us through our website at <https://faceplacephoto.com/enroll/> for more info and to sign up!



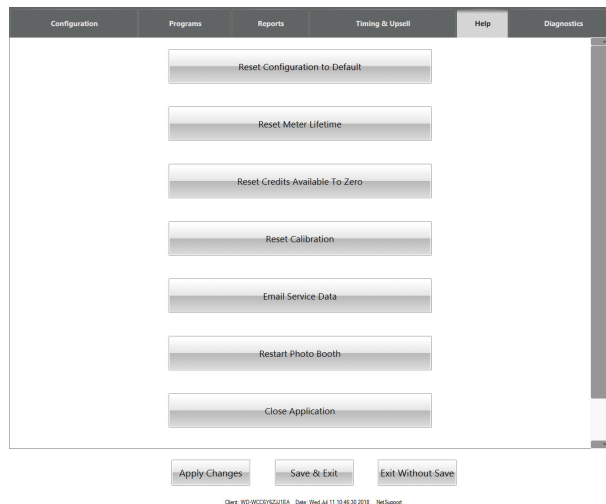
**Key Point:** To turn the Upsell feature off, operators should toggle it under the "Timing and Upsell Tab", "Checkout" sub-menu.

**Key Point:** Operators can limit the maximum number of upsell prints allowed from this menu.



## Help Tab

Operators can return to Default configurations and reset the soft meter report to zero from this menu (Note: Operators' current Access Codes will return to the Default Access Codes).



## • Meter reports

We have added new features to make reading and interpreting the data in the Meter Reports much more simple. Collectors should now press the "Collect and Print" or "Collect without Print" Buttons while making a collection. This will automatically send a Meter Report to the designated email addresses during the collection (Note: Email addresses can be entered and modified under the Reports tab). Also, the full credit card reader serial number is now listed for easier setup with our partner credit card processing company, USA Technologies.

**Meter Report:****System Summary**

OPERATOR NAME: Apple Industries  
 OPERATOR PHONE: 516-619-8000  
 LOCATION NAME: Apple Industries  
 LOCATION ADDRESS: 200 Forest Dr  
 Greenvale, NY, 11548  
 LOCATION TYPE: Other (Sapphire)  
 REPORT #: 1  
 START DATE/TIME: 11/12/2014 10:53  
 END DATE/TIME: 07/11/2018 10:46  
 PHOTOBOOTH SOFTWARE: 4.5.17333.456  
 PRINTER ID NUMBER: C3380  
 HD ID: WD-WCC6Y6ZJJ1EA  
 INITIAL PRINT REVENUE: \$0.00  
 UPSSELL REVENUE: \$0.00  
 PAID PRINTS: 0  
 PAID SHARES: 0  
 FREEPLAY PRINTS: 0  
 FREEPLAY SHARES: 0  
 TOTAL ERRORS: 0  
 CURRENT PAPER REMAINING: 41  
 SERVICE CREDITS: 0  
 CREDIT TRANSACTIONS: 0

**Revenue Summary**

	CURRENT	LIFETIME
CASH EARNED:	\$0.00	\$0.00
CREDIT EARNED:	\$0.00	\$0.00
TOTAL EARNED:	\$0.00	\$0.00
LOCATION SPLIT:	\$0.00	
OPERATOR SPLIT:	\$0.00	

**Daily Summary**

START	END	QTY	MONEY IN	STOCK
07/11/2018 00:00	07/11/2018 10:46	0	\$0.00	41

<a href="#">View Detailed Report</a>	<a href="#">Send Email Report</a>	<a href="#">Collect with Print</a>	<a href="#">Collect without Print</a>	<a href="#">Exit Meter Report</a>
--------------------------------------	-----------------------------------	------------------------------------	---------------------------------------	-----------------------------------

Client: WD-WCC6Y6ZJJ1EA Date: Wed Jul 11 10:47:26 2018 NetSupport



## 4th Frame Logo, 4th Frame Coupon & 4x6 Watermarks

### • What are they?

#### 4th Frame Logo

The 4th Frame Logo (Figure 1) is an operator loaded logo that will be placed on the PhotoStrip in the 4th Frame. When enabled and a PhotoStrip is selected by the customer, 3 images will be captured instead of the usual 4 images. The 4th image will be replaced with the Logo. The 4th Frame Logo is not placed over any image which is why it should not have an alpha channel (transparency).

#### 4th Frame Coupon (Promotion)

The 4th Frame Coupon is an operator loaded coupon that will be placed on the PhotoStrip in the 4th Frame of the 2nd PhotoStrip. The 4th Frame Coupon shares the same specifications as the 4th Frame Logo with the exception that it is only printed on a single strip. If you have both a 4th Frame Logo and a 4th Frame Coupon enabled, each strip will have a different 4th Frame, one with the Logo and one with the Coupon. The 4th Frame Coupon is not placed over any image which is why it should not have an alpha channel (transparency). When a user shares their photo, the PhotoStrip Coupon will not be on the shared image.

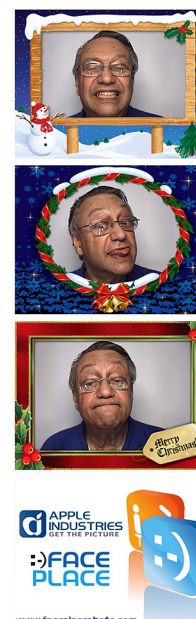


Figure 1

#### 4x6 Wartermarks

The 4x6 Watermark is an operator loaded watermark, which is overlaid on a 4x6 Photo. It is important the logo is kept small, since it is overlaid directly on top of the photo. If it is too big, it will interfere with the aesthetics of the photo. Depending on the orientation of the 4x6, the Portrait (Figure 2) or Landscape (Figure 3) Watermark will be used.



Figure 2



Figure 3



## Logo/Coupon & Watermark Image Requirements

The image requirements are as follows for setting up 4<sup>th</sup> Frame Logos/  
Coupon and 4x6 Watermarks:

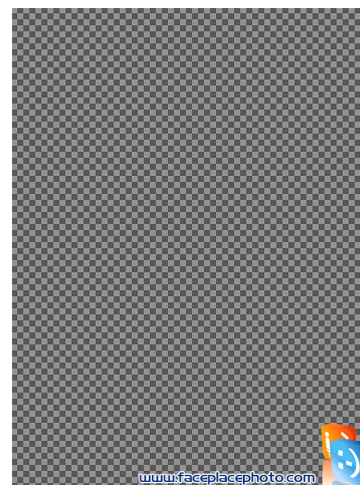
	4 <sup>th</sup> Frame Logo	4 <sup>th</sup> Frame Coupon	4x6 Landscape Watermark	4x6 Portrait Watermark
File Type	PNG	PNG	PNG	PNG
Color	RGB	RGB	RGB	RGB
Transparency Layer	N/A	N/A	1	1
Bits per Channel	8	8	8	8
Total Channels	3(RGB)	3(RGB)	4(RGB+Alpha)	4(RGB+Alpha)
Total Bits	24	24	32	32
Resolution	1500 X 1000	1500 X 1000	1500 X 1000	1000 X 1500
Filename	photostrip	photostrip_coupon	landscape	portrait
Filename 2	photostrip2	photostrip_coupon2	N/A	N/A
Filename 3	photostrip3	photostrip_coupon3	N/A	N/A
Filename 4	photostrip4	photostrip_coupon4	N/A	N/A



4<sup>th</sup> Frame



4x6 Landscape Watermark



4x6 Portrait Watermark



## 4th Frame Logo/Coupon & 4x6 Watermark Creation

To create and/or modify a 4<sup>th</sup> Frame Logo/Coupon and/or 4x6 Watermark you will need to use a Photo Editing Software on a computer other than the PhotoBooth to create the necessary image files that meet the image requirements listed above.

Microsoft Windows comes with a built in Photo Editor, Microsoft Paint, which can be used for simple logos. PaintBrush, a free basic Photo Editor for a Mac based computer can be downloaded at <http://paintbrush.sourceforge.net>.

For best results when creating complicated Logos and Watermarks on both Windows and Mac, a professional photo editing tool should be used, such as Adobe Photoshop (<http://www.adobe.com/products/photoshopfamily.html>) or GIMP (<http://www.gimp.org>).

## Enabling/Disabling 4th Frame Logo/Coupon & 4x6 Watermark

1. Access Configuration Mode.
2. Touch **Configuration**.
3. Touch **Branding Settings**.
4. Use the ON/OFF Sliders to select the Options for the 4th Frame Logo, 4th Frame Coupons & 4x6 Watermarks. (Figure 4)

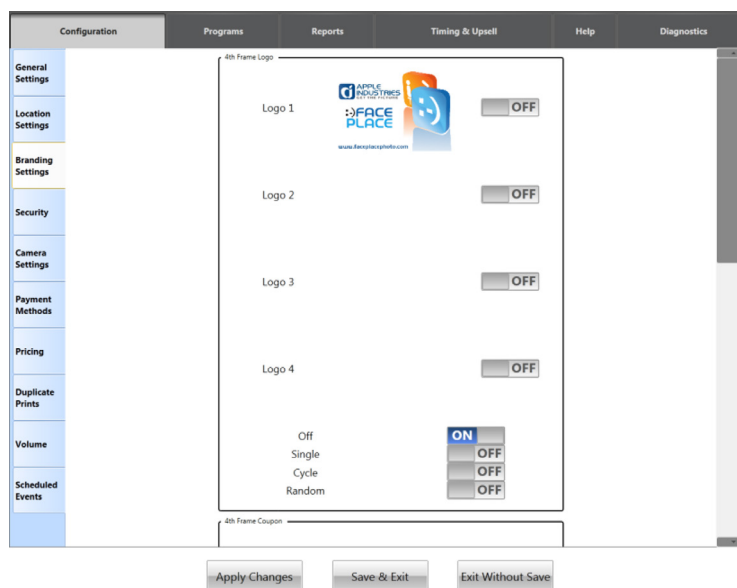


Figure 4

We also give the ability for an operator to load up to 4 Photostrip Logos and 4 Photostrip Coupons (See Filename 2, Filename 3, & Filename 4 specifications above) that can be used in one of the following options:

**Off** – Turned Off

**Single** – A Single Logo is used

**Cycle** – The application cycles through the enabled logos in order during each usage.

**Random** – The application cycles through each enabled logo randomly during each usage.

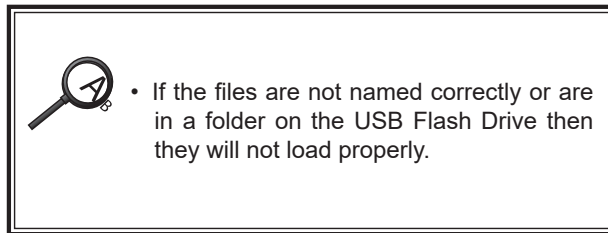
5. Touch **Save and Exit** to Save Configuration Changes.





### Loading 4<sup>th</sup> Frame Logo, 4<sup>th</sup> Frame Coupon & 4x6 Watermark to Booth

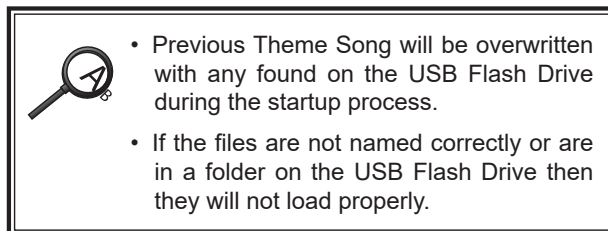
1. Copy Logo, Coupon & Watermark Files to the USB Flash Drive (not in a folder).
2. Access Configuration Mode.
3. Insert USB Flash Drive into PhotoBooth Computer USB Port and wait 15 seconds.
4. Exit Configuration Mode.
5. During the Program Startup Process, the application will load any found files and overwrite any that are currently on the PhotoBooth.
6. Remove USB Flash Drive if not using to save images after PhotoBooth Application has started.



### • **Theme Song**

The Theme Song can be changed in the same manner as the Logos/ Coupon/Watermarks. Any MP3 that is to be used should be named, "Theme Song.mp3" (No Quotes), and placed on the USB Flash Drive. You can load the Logos/Coupon/Watermarks either together or separately with the MP3 but the same process is followed.

1. Copy Theme Song to the USB Flash Drive (not in a folder).
2. Access Configuration Mode.
3. Insert USB Flash Drive into PhotoBooth Computer USB Port and wait 15 seconds.
4. Exit Configuration Mode.
5. During the Program Startup Process, the application will load any found files and overwrite any that are currently on the PhotoBooth.
6. Remove USB Flash Drive if not using to save images after PhotoBooth Application has started.





## Custom Fun Borders Setup

### • What Are They?

Fun Borders are Picture Frames that are displayed when a customer selects the Fun Border Program within the Smile 2.0 Software. An example of an outputted 4x6 Fun Border is below:



Custom Fun Borders can be created to give your Photo Booths a personal feeling for your locations. Custom Borders should be created in sets of 4 as a Photo Strip requires 4 Borders to be selected and are typically put together into themed Strips. A single border can be used more than once in a Strip but this may not be ideal for your customers.

### • Fun Borders Image Requirements

The image requirements are as follows for custom Fun Borders:

	Border
File Type	PNG
Color	RGB
Transparency Layer	1
Bits Per Channel	8
Total Channels	4(RGB+Alpha)
Total Bits	32
Resolution	1500 X 1000



- ***Fun Border Creation***



To create and/or modify a Fun Border you will need to use a Photo Editing Software on a computer other than the PhotoBooth to create the necessary image files that meet the image requirements listed above. The Transparent Area of the image will be where the user will be placed within the Fun Border.

Microsoft Windows comes with a built in Photo Editor, Microsoft Paint, which can be used for simple logos. PaintBrush, a free basic Photo Editor for a Mac based computer can be downloaded at <http://paintbrush.sourceforge.net>.

For best results when creating complicated Logos and Watermarks on both Windows and Mac, a professional photo editing tool should be used, such as Adobe Photoshop (<http://www.adobe.com/products/photoshopfamily.html>) or GIMP (<http://www.gimp.org>).



## • Loading Custom Borders

1. Copy Custom Borders PNG files onto a USB Flash Drive to Load into Photo Booth.
2. Connect a USB Keyboard & USB Mouse to the Front USB Ports of the Photo Booth CPU.
3. Connect USB Flash Drive with Custom Borders into Front USB Port of the Photo Booth CPU.
4. Hit the **ALT + F4** Key on the Keyboard to close the Photo Booth Application.
5. Open **Windows Explorer** by Selecting **Start->My Computer**.
6. Double Click E Drive to Explore USB Flash Drive.
7. Copy all Custom Borders PNG files to C:\PHOTOBOOTH\Images\Borders\
8. Open the file labeled **Default.xml** by right clicking and selecting edit in the Borders folder

```

default.xml - Notepad
File Edit Format View Help
<CombinableImageFiles>
<Directory>borders</Directory>
<OverlayImageGroups>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="Emoji_Borders_01_FG.png"/>
<OverlayImage Foreground="Emoji_Borders_02_FG.png"/>
<OverlayImage Foreground="Emoji_Borders_03_FG.png"/>
<OverlayImage Foreground="Emoji_Borders_04_FG.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="Comic_book_01.png"/>
<OverlayImage Foreground="Comic_book_02.png"/>
<OverlayImage Foreground="Comic_book_03.png"/>
<OverlayImage Foreground="Comic_book_04.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="concert_01.png"/>
<OverlayImage Foreground="concert_02.png"/>
<OverlayImage Foreground="concert_03.png"/>
<OverlayImage Foreground="concert_04.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="cat_Borders_01_FG.png"/>
<OverlayImage Foreground="cat_Borders_02_FG.png"/>
<OverlayImage Foreground="cat_Borders_03_FG.png"/>
<OverlayImage Foreground="cat_Borders_04_FG.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="cats and dogs_01.png"/>
<OverlayImage Foreground="cats and dogs_02.png"/>
<OverlayImage Foreground="cats and dogs_03.png"/>
<OverlayImage Foreground="cats and dogs_04.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="Art_Deco_01.png"/>
<OverlayImage Foreground="Art_Deco_02.png"/>
<OverlayImage Foreground="Art_Deco_03.png"/>
<OverlayImage Foreground="Art_Deco_04.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="ocean_01.png"/>
<OverlayImage Foreground="ocean_02.png"/>
<OverlayImage Foreground="ocean_03.png"/>
<OverlayImage Foreground="ocean_04.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="2Frame02.png"/>
<OverlayImage Foreground="RK-way_wanted-Flat--1.png"/>
<OverlayImage Foreground="2Frame04.png"/>
<OverlayImage Foreground="wanted01.png"/>
</OverlayImages>
</OverlayImageGroup>
<OverlayImageGroup>
<OverlayImages>
<OverlayImage Foreground="Love04.png"/>
<OverlayImage Foreground="Love02.png"/>
<OverlayImage Foreground="Love03.png"/>
<OverlayImage Foreground="Love01.png"/>
</OverlayImages>
</OverlayImageGroup>
</OverlayImageGroups>

```

Client: WD-WCC6Y6ZU1EA Date: Wed Jul 11 10:50:05 2018 NetSupport



The Border Configuration File is where you setup the various Photo Strips by putting the filenames of the scenes for each strip. The configuration file is an XML file, you can learn more about XML file basics, here:

[http://www.w3schools.com/xml/xml\\_syntax.asp](http://www.w3schools.com/xml/xml_syntax.asp).

Each set must be configured in groups of 4 images, within an `<OverlayImageGroup>` tag. The OverlayImages are then set within a nested `<OverlayImages>` tag. Then each image within the set is spelled out within a `<OverlayImage>` tag where the details for the image are spelled out.

Example Photo Strip Setup

```
<OverlayImageGroup>
  <OverlayImages>
    <OverlayImage Foreground="Playingcards01.png"/>
    <OverlayImage Foreground="Playingcards02.png"/>
    <OverlayImage Foreground="Playingcards03.png"/>
    <OverlayImage Foreground="Playingcards04.png"/>
  </OverlayImages>
</OverlayImageGroup>
```

The Photo Strips will be displayed within our Application in the order the groups of strips are ordered from top to bottom. If you would like your strips to be displayed first, they should be put towards the top of the .XML file

**NOTE: The first few lines MUST not be removed:**

```
<CombinableImageFiles>
<Directory>borders</Directory>
<OverlayImageGroups>
```

**NOTE: The last few lines MUST not be removed:**

```
</OverlayImageGroups>
</CombinableImageFiles>
```

**NOTE: If the proper formatting of this file is not maintained and filenames point to files not located on the Photo Booth, the Photo Booth Application will not start up properly until you fix any issues within this file or restore your Photo Booth using a Restore Disk.**

Save the file after you have made your modifications. Disconnect the Keyboard, Mouse & USB Flash Drive. Restart the Photo Booth.

\*FOR PHOTO BOOTHS WITH GREEN SCREEN TECHNOLOGY

LIKE OUR SCENE MACHINE &amp; SCENE MACHINE 2



## Custom Scenes Setup Instructions

### • What Are They?

With Smile 2.0 with Green Screen Technology, Fun Borders are now at a whole new level and are able to represent complete scenes. These scenes are displayed when a customer selects the Scenes Program within the Smile 2.0 with Green Screen Technology Software. An example of an outputted 4x6 Fun Border is below:



Custom Scenes can be created to give your Photo Booths a personal feeling for your locations. Custom Scenes should be created in sets of 4 as a Photo Strip requires 4 images to be selected and are typically put together into themed Strips. A single scene can be used more than once in a Strip but this may not be ideal for your customers.

### • Scene Image Requirements

The image requirements are as follows for custom Fun Borders:

	Background	Foreground	SampleImage
File Type	PNG	PNG	PNG
Color	RGB	RGB	RGB
Transparency Layer	1	1	1
Bits Per Channel	8	8	8
Total Channels	3 (RGB)	4 (RGB + Alpha)	3 (RGB)
Total Bits	24	32	32
Resolution	1500 X 1000	1500 X 1000	1500 x 1000
Purpose	Bottom most layer which is placed behind the user	Top most layer which is placed in front of the user	Scene example image shown to user during selection process

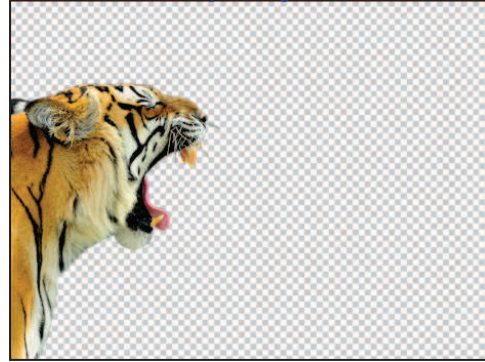




Example Background



Example Foreground



Example SampleImage



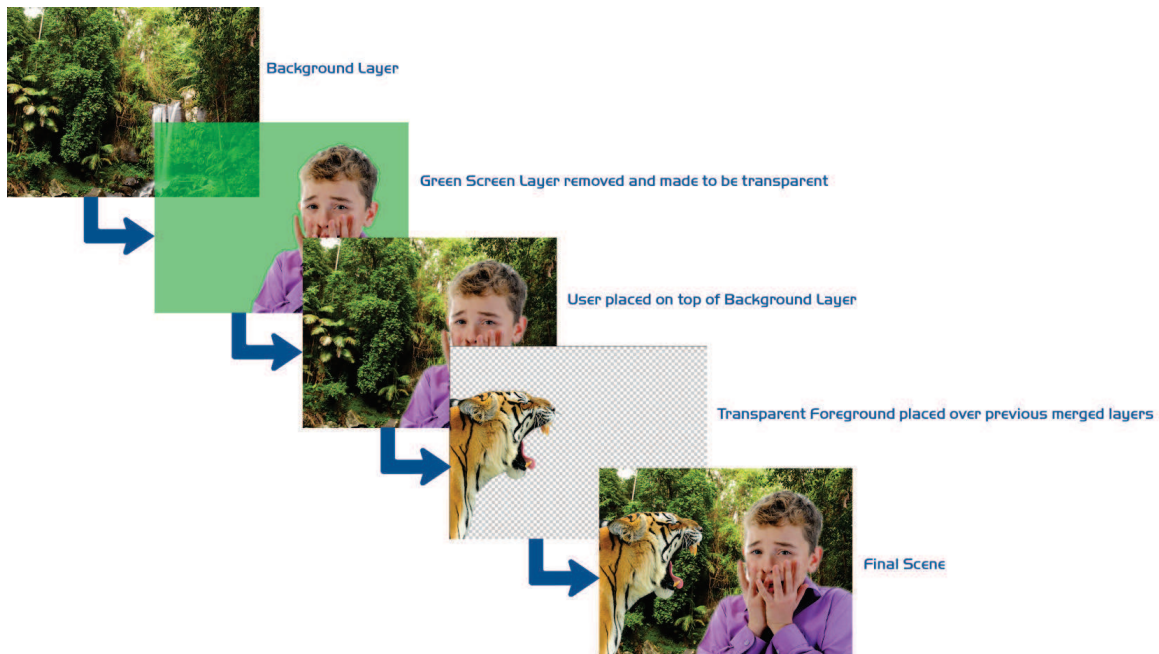
## ● **Scene Creation**

To create and/or modify a Scene you will need to use a Photo Editing Software on a computer other than the PhotoBooth to create the necessary image files that meet the image requirements listed above.

**The Transparent Area of the image will be where the user will be placed within the Foreground.** Microsoft Windows comes with a built in Photo Editor, Microsoft Paint, which can be used for simple logos but cannot be used for Fun Border creation as it does not support Alpha channels. PaintBrush, a free basic Photo Editor for a Mac based computer can be downloaded at <http://paintbrush.sourceforge.net/>. For best results when creating complicated Logos and Watermarks on both Windows and Mac, a professional photo editing tool should be used, such as Adobe Photoshop (<http://www.adobe.com/products/photoshopfamily.html>) or GIMP (<http://www.gimp.org>).



### • *Scene Flow*



### • *Loading Custom Scenes*

1. Copy Custom Scene PNG files onto a USB Flash Drive to Load into Photo Booth.
2. Connect a USB Keyboard & USB Mouse to the Front USB Ports of the Photo Booth CPU.
3. Connect USB Flash Drive with Custom Scenes into Front USB Port of the Photo Booth CPU.
4. Hit the **ALT + F4** Key on the Keyboard to close the Photo Booth Application.
5. Open **Windows Explorer** by Selecting **Start->My Computer**.
6. Double Click **E** Drive to Explore USB Flash Drive.
7. Copy all Custom Scene PNG files to C:\PHOTOBOOTH\Images\Borders\
8. Open the file labeled Default.xml by right clicking and selecting edit in the Borders folder





```

default.xml - Notepad
File Edit Format View Help
<combinableImageFiles>
<directory>border</directory>
<overlayImageGroups>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="ActionMovie_Strip_01_FG.png" Background="ActionMovie_Strip_01_BG.png" SampleImage="ActionMovie_Strip_01_EX.png" />
      <overlayImage Foreground="ActionMovie_Strip_02_FG.png" Background="ActionMovie_Strip_02_BG.png" SampleImage="ActionMovie_Strip_02_EX.png" />
      <overlayImage Foreground="ActionMovie_Strip_03_FG.png" Background="ActionMovie_Strip_03_BG.png" SampleImage="ActionMovie_Strip_03_EX.png" />
      <overlayImage Foreground="ActionMovie_Strip_04_FG.png" Background="ActionMovie_Strip_04_BG.png" SampleImage="ActionMovie_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="Decades_Strip_01_FG.png" Background="Decades_Strip_01_BG.png" SampleImage="Decades_Strip_01_EX.png" />
      <overlayImage Foreground="Decades_Strip_02_FG.png" Background="Decades_Strip_02_BG.png" SampleImage="Decades_Strip_02_EX.png" />
      <overlayImage Foreground="Decades_Strip_03_FG.png" Background="Decades_Strip_03_BG.png" SampleImage="Decades_Strip_03_EX.png" />
      <overlayImage Foreground="Decades_Strip_04_FG.png" Background="Decades_Strip_04_BG.png" SampleImage="Decades_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="Moustache_Strip_01_FG.png" Background="Moustache_Strip_01_BG.png" SampleImage="Moustache_Strip_01_EX.png" />
      <overlayImage Foreground="Moustache_Strip_02_FG.png" Background="Moustache_Strip_02_BG.png" SampleImage="Moustache_Strip_02_EX.png" />
      <overlayImage Foreground="Moustache_Strip_03_FG.png" Background="Moustache_Strip_03_BG.png" SampleImage="Moustache_Strip_03_EX.png" />
      <overlayImage Foreground="Moustache_Strip_04_FG.png" Background="Moustache_Strip_04_BG.png" SampleImage="Moustache_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="SciFi_Strip_01_FG.png" Background="SciFi_Strip_01_BG.png" SampleImage="SciFi_Strip_01_EX.png" />
      <overlayImage Foreground="SciFi_Strip_02_FG.png" Background="SciFi_Strip_02_BG.png" SampleImage="SciFi_Strip_02_EX.png" />
      <overlayImage Foreground="SciFi_Strip_03_FG.png" Background="SciFi_Strip_03_BG.png" SampleImage="SciFi_Strip_03_EX.png" />
      <overlayImage Foreground="SciFi_Strip_04_FG.png" Background="SciFi_Strip_04_BG.png" SampleImage="SciFi_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="VideoGame_Strip_01_FG.png" Background="VideoGame_Strip_01_BG.png" SampleImage="VideoGame_Strip_01_EX.png" />
      <overlayImage Foreground="VideoGame_Strip_02_FG.png" Background="VideoGame_Strip_02_BG.png" SampleImage="VideoGame_Strip_02_EX.png" />
      <overlayImage Foreground="VideoGame_Strip_03_FG.png" Background="VideoGame_Strip_03_BG.png" SampleImage="VideoGame_Strip_03_EX.png" />
      <overlayImage Foreground="VideoGame_Strip_04_FG.png" Background="VideoGame_Strip_04_BG.png" SampleImage="VideoGame_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="WildWildWest_Strip_01_FG.png" Background="WildWildWest_Strip_01_BG.png" SampleImage="WildWildWest_Strip_01_EX.png" />
      <overlayImage Foreground="WildWildWest_Strip_02_FG.png" Background="WildWildWest_Strip_02_BG.png" SampleImage="WildWildWest_Strip_02_EX.png" />
      <overlayImage Foreground="WildWildWest_Strip_03_FG.png" Background="WildWildWest_Strip_03_BG.png" SampleImage="WildWildWest_Strip_03_EX.png" />
      <overlayImage Foreground="WildWildWest_Strip_04_FG.png" Background="WildWildWest_Strip_04_BG.png" SampleImage="WildWildWest_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="Transparent_FG.png" Background="Space_Strip_01_BG.png" SampleImage="Space_Strip_01_EX.png" />
      <overlayImage Foreground="Transparent_FG.png" Background="Space_Strip_02_BG.png" SampleImage="Space_Strip_02_EX.png" />
      <overlayImage Foreground="Transparent_FG.png" Background="Space_Strip_03_BG.png" SampleImage="Space_Strip_03_EX.png" />
      <overlayImage Foreground="Transparent_FG.png" Background="Space_Strip_04_BG.png" SampleImage="Space_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="Coral_Strip_01_FG.png" Background="Coral_Strip_01_BG.png" SampleImage="Coral_Strip_01_EX.png" />
      <overlayImage Foreground="Coral_Strip_02_FG.png" Background="Coral_Strip_02_BG.png" SampleImage="Coral_Strip_02_EX.png" />
      <overlayImage Foreground="Coral_Strip_03_FG.png" Background="Coral_Strip_03_BG.png" SampleImage="Coral_Strip_03_EX.png" />
      <overlayImage Foreground="Coral_Strip_04_FG.png" Background="Coral_Strip_04_BG.png" SampleImage="Coral_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
  <overlayImageGroup>
    <overlayImages>
      <overlayImage Foreground="Alien_Strip_01_FG.png" Background="Alien_Strip_01_BG.png" SampleImage="Alien_Strip_01_EX.png" />
      <overlayImage Foreground="Alien_Strip_02_FG.png" Background="Alien_Strip_02_BG.png" SampleImage="Alien_Strip_02_EX.png" />
      <overlayImage Foreground="Alien_Strip_03_FG.png" Background="Alien_Strip_03_BG.png" SampleImage="Alien_Strip_03_EX.png" />
      <overlayImage Foreground="Alien_Strip_04_FG.png" Background="Alien_Strip_04_BG.png" SampleImage="Alien_Strip_04_EX.png" />
    </overlayImages>
  </overlayImageGroup>
</overlayImageGroups>

```

The Border Configuration File is where you setup the various Photo Strips by putting the filenames of the scenes for each strip. The configuration file is an XML file, you can learn more about XML file basics, here:

[http://www.w3schools.com/xml/xml\\_syntax.asp](http://www.w3schools.com/xml/xml_syntax.asp).

Each set must be configured in groups of 4 images, within an `<OverlayImageGroup>` tag. The `OverlayImages` are then set within a nested `<OverlayImages>` tag. Then each image within the set is spelled out within a `<OverlayImage>` tag where the details for the image are spelled out using the following attributes:

**Foreground** – Image used for Foreground Layer

**Background** – Image used for Background Layer

**SampleImage** – Image used for Sample Image displayed during Selection Screen

Example Photo Strip setup for Animal Scene Set:

```

<OverlayImageGroup>
  <OverlayImages>
    <OverlayImage Foreground="Animals_Strip_01_FG.png" Background="Animals_Strip_01_BG.png" SampleImage="Animals_Strip_01_EX.png"/>
    <OverlayImage Foreground="Animals_Strip_02_FG.png" Background="Animals_Strip_02_BG.png" SampleImage="Animals_Strip_02_EX.png"/>
    <OverlayImage Foreground="Animals_Strip_03_FG.png" Background="Animals_Strip_03_BG.png" SampleImage="Animals_Strip_03_EX.png"/>
    <OverlayImage Foreground="Animals_Strip_04_FG.png" Background="Animals_Strip_04_BG.png" SampleImage="Animals_Strip_04_EX.png"/>
  </OverlayImages>
</OverlayImageGroup>

```



```
<OverlayImage Foreground="Animals_Strip_01_FG.png" Background="Animals_Strip_01_BG.png" SampleImage="Animals_Strip_01_EX.png" />
```

```
<OverlayImage Foreground="Animals_Strip_02_FG.png" Background="Animals_Strip_02_BG.png" SampleImage="Animals_Strip_02_EX.png" />
```

```
<OverlayImage Foreground="Animals_Strip_03_FG.png" Background="Animals_Strip_03_BG.png" SampleImage="Animals_Strip_03_EX.png" />
```

```
<OverlayImage Foreground="Animals_Strip_04_FG.png" Background="Animals_Strip_04_BG.png" SampleImage="Animals_Strip_04_EX.png" />
```



The Photo Strips will be displayed within our Application in the order the groups of strips are ordered from top to bottom. If you would like your strips to be displayed first, they should be put towards the top of the Border Configuration file.

If your Scene does not call for a Foreground as you want it to be fully transparent, you must reference the Transparent\_FG.png that we have available for use. Example:

```
<OverlayImage Foreground="Transparent_FG.png" Background="Blue_Curtain_01_BG.png" SampleImage="Blue_Curtain_01_EX.png" />
```

**NOTE: The first few lines MUST not be removed:**

```
<CombinableImageFiles>
<Directory>borders</Directory>
<OverlayImageGroups>
```

**NOTE: The last few lines MUST not be removed:**

```
</OverlayImageGroups>
</CombinableImageFiles>
```

**NOTE: If the proper formatting of this file is not maintained and filenames point to files not located on the Photo Booth, the Photo Booth Application will not start up properly until you fix any issues within this file or restore your Photo Booth using a Restore Disk.**

11. Save the file after you have made your modifications.
12. Disconnect the Keyboard, Mouse & USB Flash Drive.
13. Restart the Photo Booth

\*FOR PHOTO BOOTHS WITH GREEN SCREEN TECHNOLOGY

LIKE OUR SCENE MACHINE & SCENE MACHINE 2



## Custom Background

### • What Are They?

The Custom Background is an operator loaded background that will be placed behind the user when using the Classic PhotoStrip theme on a Smile 2.0 with Green Screen Technology Booth. When enabled and a Classic PhotoStrip is selected by the user, the Custom Background will be displayed behind the user using our Green Screen Technology. This helps to give your Classic Themes a Red Carpet feel when users are taking pictures at a Corporate Event and can be used as another marketing tool for locations.



### • Custom Background Requirements

The image requirements are as follows for setting up the Custom Background:

	Attract Mode Image
File Type	PNG
Color	RGB
Transparency Layer	NA
Bits Per Channel	8
Total Channels	3 (RGB)
Total Bits	24
Resolution	1500 x 1000
Filename	custombackgroundimage



Example Custom Background



### • **Custom Background Creation**

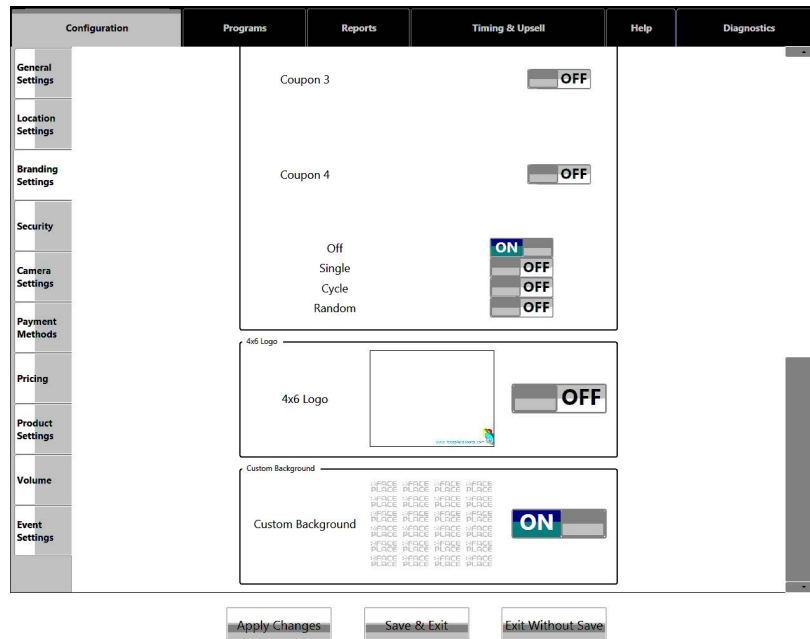
To create and/or modify a custom background you will need to use a Photo Editing Software on a computer other than the PhotoBooth to create the necessary image files that meet the image requirements listed above. Microsoft Windows comes with a built in Photo Editor, Microsoft Paint, which can be used for simple logos. PaintBrush, a free basic Photo Editor for a Mac based computer can be downloaded at <http://paintbrush.sourceforge.net/>. For best results when creating complicated custom backgrounds on both Windows and Mac, a professional photo editing tool should be used, such as Adobe Photoshop (<http://www.adobe.com/products/photoshopfamily.html>) or GIMP (<http://www.gimp.org>).

It is also recommended when creating a custom background that you utilize a small logo placed many times over the background. If you use one big logo, when a user places himself/herself into the frame he will block most of the logo. When utilizing a small logo in an array, it helps to ensure that at least one full logo will always be displayed unless the user really takes up the complete frame. If you are using Photoshop, you can utilize a free utility to help array the image throughout the full background, called Dmonzon Tools, which can be downloaded at <http://dmonzon.com/freebies/12-photoshop-tools/> and offers an Array Generator.



## • **Enabling/Disabling Custom Background**

1. Access Configuration Mode.
2. Touch **Configuration**.
3. Touch **Branding Settings**.
4. Scroll to bottom of the page.
5. Use the ON/OFF Sliders to Turn ON and Turn OFF the Custom Background.



6. Touch Save and Exit to Save Configuration Changes.

## • **Loading Custom Background to Booth**

1. Copy Custom Background to the USB Flash Drive (not in a folder).
2. Access Configuration Mode
3. Insert USB Flash Drive into PhotoBooth CPU USB Port and wait 15 seconds
4. Exit Configuration Mode
5. During the Program Startup Process, the application will load any found files and overwrite any that are currently on the PhotoBooth.
6. Remove USB Flash Drive if not using to save images after PhotoBooth Application has started.

**NOTE: Previous Custom Backgrounds will be overwritten with any found on the USB Stick during the startup process.**

**NOTE: If the files are not named correctly or are in a folder on the USB Stick then they will not load properly.**





## ***Attract Mode Configuration Tool***

---

### • ***Introduction***

The Smile 2.0 Inside Photo Booth Attract Mode Configuration Tool is a tool that has been developed by Apple Industries to allow for Operators to quickly and easily switch between the Standard Face Place Attract Video and load custom image slideshows.

Required hardware:

USB Flashdrive

USB Keyboard

USB Mouse



**Photo Booth Attract Mode  
Configuration**



### • **Preparing Images for Slideshow**

The image requirements are as follows for images that will be used in the Attract Mode Slideshow:

	Attract Mode Image
File Type	PNG or JPG
Transparency Layer	N/A
Recommended Resolution (Inside)*	1280 x 864
Recommended Resolution (Outside)*	1080 x 1920

\*The resolutions above ensure that the images are displayed full screen. Smaller sizes can be used but they will be displayed with a black border around the image or off the screen if they are larger than the allowed resolutions.

### • **Ordering Images for Slideshow**

The images will be displayed in filename order in the slideshow. (If you want the images to display in a particular order, ensure the filenames utilize numbers such as 0001\_, 0002, etc...).

For example, if I had 3 images that I wanted to display in order, I could utilize the following naming scheme to ensure they are displayed as intended:

*0001\_Introduction.png*

*0002\_Family.png*

*0003\_Bye.png*

### • **Putting Images for Slideshow onto USB Flash Drive**

Copy all images that will be used for the Attract Mode Slideshow into a folder named Attract\_Images on the USB Flash Drive. (ex. E:\Attract\_Images\)

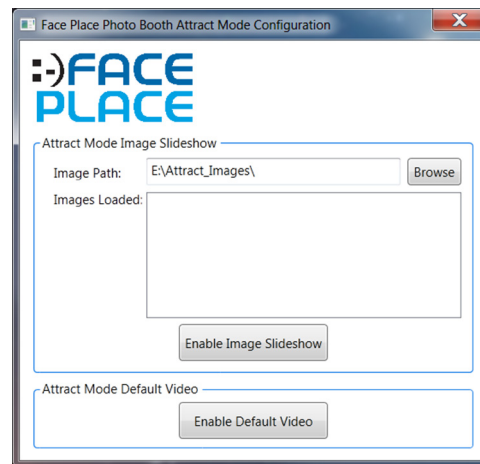


## • **Enabling Image Slideshow**

1. Shut Down Photo Booth.
2. Connect a Keyboard & Mouse to Photo Booth CPU.
3. Connect USB Flash Drive, (with pre-loaded images), into the Photo Booth CPU.

**NOTE: It is important that if you have any other USB Flash Drives connected to the Photo Booth CPU that they be removed at this time. You should only have a single USB Flash Drive connected to the Photo Booth CPU at one time to ensure that Drive Letter Assignments do not get altered.**

4. Power on the Photo Booth and Allow Photo Booth to fully Startup.
5. Close the Photo Booth Application by clicking the Message Area and hitting ALT+F4 on a Keyboard.
6. Select **Tools** Folder on Desktop.
7. Double Click **Photo Booth Attract Mode Configuration** (Shortcut to Launch Face Place Photo Booth Attract Mode Configuration Tool.)



(\*Note: If you did not save the images to E:\Attract\_Images\, you will need to select Browse and select the folder where your images are saved).

8. If you did not save the images to E:\Attract\_Images\, you will need to select Browse and select the folder where your images are saved.
9. Select **Enable Image Slideshow** and follow all prompts to enable the Image Slideshow.
10. Once you receive the confirmation window that the Image Slideshow has been Loaded select **OK**. (The Attract Mode Configuration Tool will close.)
11. Remove any USB Flash Drives that are no longer needed and put any in





that you may have removed above.

12. Restart the Photo Booth Application by Double Clicking the Logo on the Desktop or by cycling the power.
13. You should now see the Image Slideshow in the Attract Mode.

### ● **Preloaded Attract Options**

As of June 7, 2014, all Photo Booths come preloaded with various Attract Options that can be selected using the Attract Mode Tool. The available options can be selected by pointing the Attract Mode Tool to the following Directories:

4x6 Media Options:

Initial Photostrips.-

*C:\PHOTOBOOTH\Attract\Attract Options\Initial\_PS\_4x6Media*

Initial 4x6 –

*C:\PHOTOBOOTH\Attract\Attract Options\Initial\_4x6\_4x6Media*

6x9 Media Options:

Initial Photostrips.-

*C:\PHOTOBOOTH\Attract\Attract Options\Initial\_PS\_6x9Media*

Initial 4x6 with Photostrip Upsells –

*C:\PHOTOBOOTH\Attract\Attract Options\Initial\_4x6\_6x9Media\_wPS*

### ● **Instructions to Change Attract Video**

#### **Video Requirements:**

Video Format: .MP4

Length: no longer than 2 minutes.

Video Name: SmileAttractModeInside or SmileAttractModeInsideSceneMachine \*(For Scene Machine photobooth only)

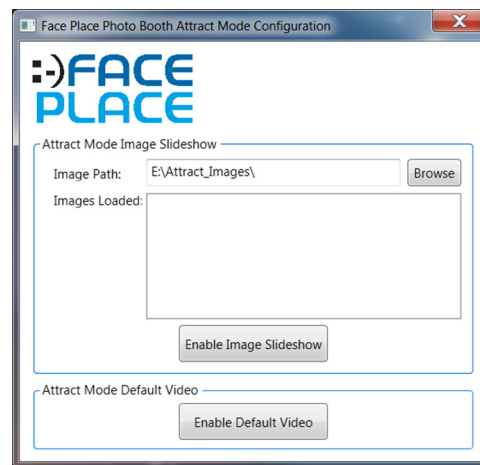
1. Connect a Keyboard and Mouse to the photobooth CPU.
2. Close the photobooth application by hitting ALT + F4 on the keyboard.
3. When you are on the desktop hit Windows key + E to open your files.
4. Open your flash drive containing the new video. It should be listed as drive E:/
5. Right-click the video and select copy off of the menu.



6. Click the back button once and open the Local Disk listed as drive C:/
7. Open the folder labeled PHOTOBOTH and then open the folder labeled Attract.
8. Right click on the window and select Paste off of the menu.
9. You should receive a message asking to confirm if you want to copy and replace. Select Yes to copy and replace.
10. Now close any open windows and double click the Launch icon. Your video should now appear when the program starts.

### ● **Enabling Default Attract Mode Video**

1. Shut Down Photo Booth.
2. Connect a Keyboard & Mouse to Photo Booth CPU.
3. Power on the Photo Booth and Allow Photo Booth to fully Startup.
4. Close the Photo Booth Application by clicking the Message Area and hitting ALT+F4 on a Keyboard.
5. Select **Tools Folder** on Desktop.
6. Double Click **Photo Booth Attract Mode Configuration** Shortcut to Launch Face Place Photo Booth Attract Mode Configuration Tool.



7. Select **Enable Default Video** and follow all prompts to enable the Image Slideshow.
8. Once you receive the confirmation window that the Video has been Loaded select **OK** (the Attract Mode Configuration Tool will close.)
9. Restart the Photo Booth Application by Double Clicking the Logo on the Desktop or by cycling the power.
10. You should now see the Default Video in the Attract Mode.



## ● *Using External Monitor Display Option*

1. Take created images or video and transfer them from a USB flash drive to the following folder: C:\PHOTOBOOTH\Attract\external

1a. If you are adding a video, please name the file "ext\_attract" and save it as a .mp4. When moving it to the correct folder, select to copy and replace the existing file when prompted.

2. Find the external display .XML file and right click, then select edit from the drop down menu. The file is located at C:\PHOTOBOOTH\ExternalDisplayList.xml

3. Edit the document following one of the templates below:

### **Video:**

```
<ExternalDisplayList>
<loop type="sequential">
<display type="video" path="C:\PHOTOBOOTH\Attract\external\ext_attract.mp4" dura-tion="43.0" />
</loop>
</ExternalDisplayList>
```

### **Slideshow:**

```
<ExternalDisplayList>
<loop type="sequential">
<display type="Image" path="C:\PHOTOBOOTH\Attract\external\FILENAME.png" dura-tion="10.0" />
<display type="Image" path="C:\PHOTOBOOTH\Attract\external\FILENAME.png" dura-tion="10.0" />
<display type="Image" path="C:\PHOTOBOOTH\Attract\external\FILENAME.png" dura-tion="10.0" />
</loop>
</ExternalDisplayList>
```

3a. When editing the .XML for videos be sure to change the duration value to the length of your video. Only one video can be loaded.

3b. When editing the .XML for slideshows we recommend the duration value remain at 10 for each image. If adding more than 3 images please add additional line: "<display type="Image" path="C:\PHOTOBOOTH\Attract\external\FILENAME.png" duration="10.0" />" above the tag "</loop>" in the document. FILENAME can be any name for your image so long as it is saved as a .png file.

4. After .xml is edited and saved, launch the photobooth program.

5. When the program is launched, enter your configuration and on the first screen scroll to the bottom and turn the External Display option ON.

6. Save and exit from the configuration and observe the external monitor to confirm new content is playing.



## Meter Reports

### • What is it?

The Meter Report (also called Collections Report) is a powerful tool. It keeps track of statistics such as:

- ◇ Number of prints purchased.
- ◇ How many times photos and videos are shared.
- ◇ How much cash and credit your booth has made since the last report.
- ◇ Which styles and themes customers choose.
- ◇ Amount of paper remaining in the printer.

The image below is an example of what the Meter Report looks like on the Smile 2.0 Photo Booth monitor.

Meter Report:

System Summary

OPERATOR NAME:

Apple Industries

OPERATOR PHONE:

516-619-8000

LOCATION NAME:

Apple Industries

LOCATION ADDRESS:

200 Forest Dr  
Greenvale, NY, 11548

LOCATION TYPE:

Other (Sapphire)

REPORT #:

1

START DATE/TIME:

11/12/2014 10:53

END DATE/TIME:

07/11/2018 10:46

PHOTOBOOTH SOFTWARE:

4.5.17333.456

PRINTER ID NUMBER:

C3380

HD ID:

WD-WCC6Y6ZJ11EA

INITIAL PRINT REVENUE:

\$0.00

UPSELL REVENUE:

\$0.00

PAID PRINTS:

0

PAID SHARES:

0

FREEPLAY PRINTS:

0

FREEPLAY SHARES:

0

TOTAL ERRORS:

0

CURRENT PAPER REMAINING:

41

SERVICE CREDITS:

0

CREDIT TRANSACTIONS:

0

Revenue Summary

CURRENT

LIFETIME

CASH EARNED:

\$0.00

\$0.00

CREDIT EARNED:

\$0.00

\$0.00

TOTAL EARNED:

\$0.00

\$0.00

LOCATION SPLIT:

\$0.00

OPERATOR SPLIT:

\$0.00

Daily Summary

START

END

QTY

MONEY IN

STOCK

07/11/2018 00:00

07/11/2018 10:46

0

\$0.00

41

View Detailed Report

Send Email Report

Collect with Print

Collect without Print

Exit Meter Report

Client: WD-WCC6Y6ZJ11EA Date: Wed Jul 11 10:47:25 2018 NetSupport



## • *How do I view it?*

In order to access the Meter Report, the application needs to be on the Attraction Screen. This is when the video is playing and the START button is visible. Once on the Attraction Screen, touch the middle section of the bottom of the screen, where the text is cycling, 5 times and keypad will pop-up on the screen. The default password for the Meter Report is **54321**. We recommend changing it to a more secure password. See Configuration section to check how to change it. Once you enter your password, the desktop will become visible and the Meter Report will be shown in a moment.

## • *How do I interpret it?*

When determining how much money should be in the Cash Box and your Credit Card Account, you will need to look at the CURRENT values of CASH EARNED and CREDIT EARNED:

OF ALL REVENUE:	\$45.00	\$100.00
CASH EARNED:	\$104.00	\$235.00
CREDIT EARNED:	\$189.00	\$371.00
TOTAL EARNED:	\$293.00	\$606.00
LOCATION FEE (20%):	\$58.60	\$119.00

## • *Description*

### System Summary

#### Operator Name

Name of the operator. See Configuration section to check how to edit it.

#### Operator Phone

Phone number for the operator. See Configuration section to check how to edit it.

#### Location Name

Name of the location. See Configuration section to check how to edit it.

#### Location Address

Street, Town, State, and Zip code for the location

#### Location Type

Type of Location. See Configuration section to check how to edit it.

#### Report #

Will increase each time report is Collected.

#### Date/Time

Start / End times of the current report number.

#### Photobooth Software

Current version of Smile 2.0 application.

#### Printer ID Number

Unique ID number of printer. This number may be needed for servicing your printer.

#### HD ID

Unique ID of computer. This number will be needed for servicing and remote access.

#### CC Reader Serial #

Full credit card reader serial number used for setup with processor USA Technologies



### **Initial Print Revenue**

Total money used to purchase the primary photo. This does not include any Upsell purchases.

### **Upsell Revenue**

Total money used to purchase any additional prints or shares during Upsell.

### **Paid Prints**

Number of photos purchased during the Start/End time of the report.

### **Paid Shares**

Number of times a purchased photo or video is shared via email, Facebook, or Twitter during the Start/End time of the report.

### **Freeplay Prints**

Number of photos printed while booth is on FreePlay during the Start/End time of the report.

### **Freeplay Shares**

Number of times a photo or video is shared via email, Facebook, or Twitter while booth is on FreePlay during the Start/End time of the report.

### **Total Errors**

Number of errors that have occurred during the Start/End time of the report.

### **Current Paper Remainig**

Number of prints allowed based on available paper in the printer.

### **Service Credits**

Number of credits used for testing while booth is not on FreePlay. To access Service Credits menu, pull up the number pad in Attract mode and enter the appropriate password. The default password is **1441**.

### **Credit Transactions**

Number of credit card transactions performed during the Start/End time of the report

## **Revenue Summary**

### **Cash Earned**

Total cash entered into the Dollar Bill Validator during the Start/End time of the report.

### **Credit Earned**

Total money swiped in the Credit Card Reader.

### **Total Earned**

Sum of Cash Earned and Credit Earned. Total amount of money earned during the Start/End time of the report.

### **Location Split (%)**

Amount of money owed to the location based on the percent entered and Total Earned. See **Configuration Guide** to check how to change the percentage. This provides a quick calculation for the current report.

### **Operator Split (%)**

Amount of money the operator keeps based on the percent entered and Total Earned. This percentage is not set in Configuration Mode but is calculated by subtracting the Location Split Percentage from 100%.



## Daily Summary

### Start/End

Provides a detailed statistics in a specific time range when the booth is powered on. It creates a new range each day at midnight as well as if the machine is powered down for than 5 minutes. This lets the operator know if the booth was shut down and for how long. It also provides analysis on how busy the booth is on a particular day.

### Qty

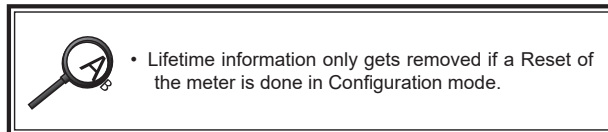
Quantity – Provides the number of prints and shares for the time range.

### Money In

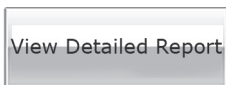
Provides total cash and credit used during the time range.

### Stock

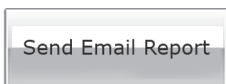
Provides amount of paper remaining at the END time of the time range.



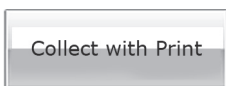
## Button Controls



Touch to access Detailed Report screen. This has no effect on the current report.

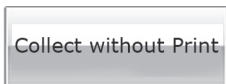


Touch to email current report to email address(es) entered in Configuration. See **Configuration Guide** to check how to add or edit addresses. This has no effect on the current report.

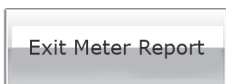


Touch to print current report on 4x6 paper. This will reset all current report statistics and increase the Report # by 1.

*\*Note: The printed report may require more than one 4x6 paper, depending on the number of sessions in the Daily Summary.*



Touch to exit the Meter Report and reset all current report statistics and increase the Report # by 1. Once the Meter Report is exited, Attract Mode will play automatically.



Touch to exit the Meter Report and save all current report statistics. This button should be used when just evaluating the statistics without performing a collection. Once the Meter Report is exited, Attract mode will play automatically.



## • Detailed Report

The Detailed Report displays the System Summary, as found in the Meter Report, along with an in depth analysis of each photo taken. This tool allows the operator to see which products are being utilized. The image below is an example of what the Detailed Report looks like on the Smile 2.0 Photo Booth monitor.

### Detailed Report:

#### System Summary

OPERATOR NAME: Apple Industries  
 OPERATOR PHONE: 516-619-8000  
 LOCATION NAME: Apple Industries  
 LOCATION TYPE: Other (Deluxe)  
 REPORT #: 1  
 START DATE/TIME: 11/12/2014 10:53  
 END DATE/TIME: 07/26/2018 13:01  
 PHOTOBOOTH SOFTWARE: 4.5.18045.461  
 PRINTER ID NUMBER: D5449  
 HD ID: WD-WCC2EAEX0815  
 INITIAL PRINT REVENUE: \$0.00  
 UPSELL REVENUE: \$0.00  
 PAID PRINTS: 0  
 PAID SHARES: 0  
 FREEPLAY PRINTS: 8  
 FREEPLAY SHARES: 5  
 TOTAL ERRORS: 0  
 CURRENT PAPER REMAINING: 117  
 SERVICE CREDITS: 0  
 CREDIT TRANSACTIONS: 0

PRODUCT TYPE	PRICE	QUANTITY	MONEY IN
Fun Borders 4X6 PRINT	\$5.00	1	\$5.00
Fun Borders PHOTOSTRIP PRINT	\$5.00	2	\$10.00
Fun Borders 4X6 EMAIL	\$1.00	1	\$1.00
Fun Borders 4X6 FACEBOOK	\$1.00	1	\$1.00
Fun Borders 4X6 TWITTER	\$1.00	1	\$1.00
Fun Borders 4X6 INSTAGRAM	\$1.00	2	\$2.00
Face Replacements 4X6 PRINT	\$5.00	4	\$20.00
Face Replacements PHOTOSTRIP PRINT	\$5.00	1	\$5.00

#### Lifetime

TYPE	QUANTITY
Initial Photostrips	3
Initial 4x6	0
Initial 6x9	0
Upsell Photostrips	0
Upsell 4x6	5
Upsell 6x9	0
Total Shares	5
Fun Borders 4X6 PRINT	1
Fun Borders PHOTOSTRIP PRINT	2
Fun Borders 4X6 EMAIL	1
Fun Borders 4X6 FACEBOOK	1
Fun Borders 4X6 TWITTER	1
Fun Borders 4X6 INSTAGRAM	2
Face Replacements 4X6 PRINT	4
Face Replacements PHOTOSTRIP PRINT	1

Back to Meter Report





## Pricing

### Product Type

Lists the type of photo by describing the Program used, if it was a Photo-strip or 4x6, and how it was vended (whether it was printed or shared via email, Facebook or Twitter).

### Price

Cost of the product.

### Quantity

Number of times the specific product was purchased during the time of the report.

### Money In

Amount of money the specific product made during the time of the report.

## Lifetime

### Product Type

Lists the type of photo by describing the Program used, if it was a Photo-strip or 4x6, and how it was vended.

### Quantity

Number of times the specific product was purchased during the lifetime of the booth.



- Lifetime information only gets removed if a Reset of the meter is done in Configuration mode.



## Network Connectivity

Your Photobooth comes pre-installed with a Pepwave Surf On-The-Go Router which will make it easy to get your Photobooth, Internet Access using 1 of 3 different choices.

*Important: Please follow these instructions step-by-step. If you are using a 4G/3G Wireless Broadband mode, please ensure it is listed as a Pepwave-supported device by visiting <http://www.peplink.com/technology/4g3g-modem-support/>*

### Wireless or Wired Internet Access

- ◇ Enables internet access through 4G/3G wireless broadband networks, existing WiFi, or Ethernet -based data services (Cable / DSL / Satellite).
- ◇ Supports most wireless data modems from the leading carriers (modem and service sold separately).
- ◇ Special Feature: Use WiFi as a Data Source.

### • What are the Choices

1. **Wired** – A Wired Internet Connection requires an Ethernet Cable with Internet Access at the location to be run into the PhotoBooth and connected directly to the PhotoBooth computer. A Wired Internet Connection will be the most reliable of the three connection options and will be the easiest to install and configure.
2. **WiFi as WAN** - A WiFi Network available at the location can be used to provide Internet Access to the PhotoBooth. The reliability of this connection will depend on a number of factors including the Signal Strength of the WiFi Network.
3. **4G/3G Wireless Broadband** – A 4G/3G Wireless Broadband USB Modem (Air Card) can be used to provide Internet Access to the Photo-Booth. The reliability of this connection will depend on a number of factors including the Signal Strength of the Broadband Service chosen. To find a listing of all available 4G/3G Modems please visit the following site: <http://www.peplink.com/technology/4g3g-modem-support/> .

### • Are you using a wired connection?

1. If you have chosen to go with a Wired Connection, you will need to bring an Internet Accessible Ethernet Cable into the PhotoBooth using one of the Pass-Through Holes on the Cabinet. (On some cabinets it may be necessary to drill a Pass-Through Hole if one is not available).
2. You will need to disconnect the Ethernet Cable that comes pre-installed between the Pepwave and the Photobooth computer from the computer.
3. Connect the Internet Accessible Ethernet Cable that you have at the location into the PhotoBooth computer.
4. Your PhotoBooth should now have Internet Access.



### • **Are you using WIFI or a 4G/3G Wireless Broadband Connection?**

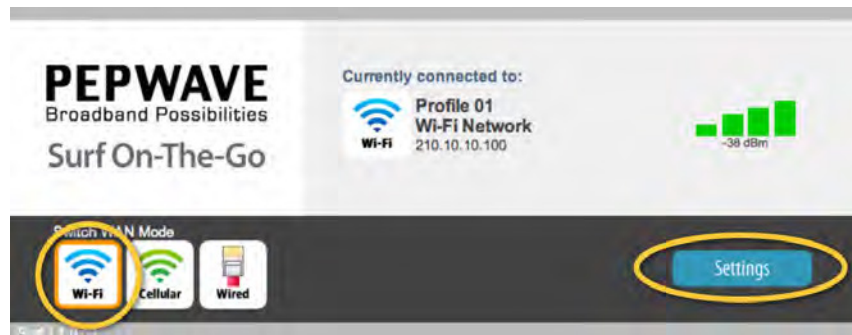
If you have chosen WiFi or 4G/3G Wireless Broadband Connection you will need to configure the Pepwave. Before getting started, if you are using WiFi, please ensure that you have the WiFi SSID and Password for the WiFi Network you will be connecting to. If you will be using a 4G/3G Wireless Broadband Modem, install the Modem into the USB Port of the Pepwave before continuing.

See Supported Cellular Modems at <http://www.peplink.com/technology/4g3g-modem-support/>

#### **Step 1: Accesing the Router Dashboard**

To access the Pepwave Administration Dashboard you will need to do the following:

1. Connect a Keyboard and USB Mouse to the Front USB Ports of the Photobooth Computer.
2. At any point while "Attract Mode" is playing, Hit the Alt + F4 keys at the same time to close the application.
3. On the desktop Double-Click the Tools icon; in that folder select the Link for the Pepwave (Cradlepoint) Administration Console.
4. An Internet Explorer Window will open displaying the Pepwave Home Page. Underneath the title there will be 3 icons.



5. Here you must select the type of connection you wish to make.
6. If using a Cellular Air Card, first, make sure that your Air Card is plugged into the USB slot on the Pepwave Device. Then select the icon labeled Cellular. After a few moments the screen should indicate that it is connected to your device. You now have Internet Access.
7. If using a Wi-Fi signal, Please make sure you have all the required information listed above. Now select the Wi-Fi icon.
8. Now enter the settings window. From there, scroll down until you see Wireless Network Name (SSID).



WiFi WAN Settings[?]	Connect to Any Open Mode AP	<input type="radio"/> Enable <input checked="" type="radio"/> Disable
	Profile Select	Profile 01
	Wireless Network Name (SSID)	Wi-Fi Network (MySSID) Refresh
	Authentication	WPA/WPA2-Personal (Open)
	Encryption Key	***** (emptykey) (at least 8 characters)
	Custom MAC	<input type="radio"/> Enable <input checked="" type="radio"/> Disable
	Custom MAC Address	: : : : : 0
	Loop Protection	<input type="radio"/> Enable <input checked="" type="radio"/> Disable

9. Next to the field you will see the word Refresh Highlighted in Yellow. Click on Refresh and a list of Networks will appear.
10. Select the Network you wish to connect to. If there is a password please enter it into the field titled "Encryption Key". If there is no password please continue to the bottom of the page where you can save your entry.
11. Once you hit the save button you will be brought back to the top of the page. From here you can hit the "Dashboard" tab to go back to the Home page. After a few minutes the Pepwave will verify your Wi-Fi connection. You now have Internet Access.

If you've successfully connected to the Surf, the Surf's LEDs will be lit as follows:

**PWR** – Solid green

**RDY** – Amber

**ENET** – Solid green

**Wi-Fi** – Displays a varying number of lit signal bars, depending on the strength of the received Wi-Fi signal



## Hardware generic

### • Printer description

The Mitsubishi CP9550DW-A is a dye sublimation thermal, photographic quality printer. The printer produces fast, high-resolution black and white and color photographs for indoor, self-service applications. The photo booth computer sends digital image data to the printer. Output is two four-image, two-by-six-inch photo strip and 4x6 photos. Each image is two inches x one and a half inches. From exposure to vend, per-strip turnaround time is about 17 seconds.

### • Operating requirements

Power supply	AC 120V 50/60Hz
Power consumption	3.5A (AC 120V, 50/60Hz).

Operating condition	Temperature: 5-40 °C (41-104 °F)	Humidity 30-80% (No dewing)
---------------------	-------------------------------------	--------------------------------

### • Equipment characteristics

Shipping weight	Design type	Construction
Dependant on Booth Model.	Coin-operated photo booth.	Powder-coated, sheet steel.
System	Peripherals	
<ul style="list-style-type: none"> <li>1 PCB, Intel microcontroller-based.</li> <li>Windows (OS).</li> <li>OS &amp; application PC.</li> <li>I/O control board.</li> <li>Credit card reader ( optional).</li> </ul>	<ul style="list-style-type: none"> <li>Mitsubishi digital printer CP9550DW-A.</li> <li>Digital sound system.</li> <li>Logitech High Definition Web Camera</li> <li>Pepwave Surf-on-the-Go Router</li> <li>LCD Touch Screen Monitor.</li> <li>Dollar Bill Validator.</li> <li>On Screen Diagnostic and settings.</li> </ul>	

Operator variables	<ul style="list-style-type: none"> <li>Pricing.</li> <li>Logo.</li> <li>Color Adjustments.</li> <li>Backgrounds.</li> <li>Sound volume.</li> </ul>	<ul style="list-style-type: none"> <li>Date &amp; Time.</li> <li>Lighting.</li> <li>Programs.</li> <li>Real-time picture quality.</li> <li>Program Choices on/off.</li> </ul>
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Use this QR code to view a quick instructional video on our YouTube page for Loading Media.



Subscribe to FacePlacePhoto on YouTube for exciting tutorials and information on our products

## • Loading media (Film and paper)

### ENGLISH



- AVOID BURNS AND HEAD DAMAGE! Don't touch the print head.
- Only use Mitsubishi FP2000 or FP9000 media (Apple Industries part # FP2000 / FP9000) in the printer. Other media will cause the booth not to work and may cause printer, PC, and control board damage. Using other media will void your warranty.

### FRANÇAIS



- ÉVITEZ DES BRÛLURES ET DU DOMMAGE À LATÊTE D'IMPRESSION. Ne touchez pas la tête d'impression.
- Seulement utilisez média Mitsubishi FP2000 ou FP9000 (pièce d'Apple Industries n°FP2000 / FP9000) dans l'imprimante. Usage d'autre média causera le mal fonctionnement du photomaton et peut causer du dommage à l'imprimante, à l'ordinateur, et à la carte de contrôle. Usage d'autre papier annulera votre garantie.

## Ink ribbon installation



Ink sheet.



Turn on the power, then press the Door Open button.



Lower the tray.



Pull the tray out.

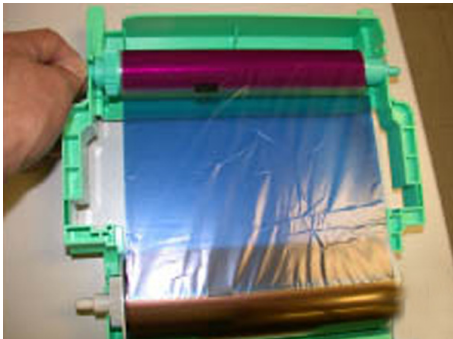




**Lift up roll at front.**



**Supply roll at back, ribbon comes from bottom to top.**



**Tighten the sheet.**



**Insert the tray**

### **Ink ribbon installation**



**Push the tray up, you will hear a click when the tray is in the correct position.**



**Final position.**





## Paper roll assembly



**Take out the parts from the box.**



**Squeeze the two notches towards center.**



**Insert it into the paper roll.**



**Insert the other part into the paper roll.**

## Paper loading



**Drop it into the slot.**



**Insert the cartridge.**



**Insert between the metal and black rubber roller.**



**Paper edge needs to reach the black cover.**



**Close the door.**

### **Paper feeding mechanism**



**When the door is closed.**



**Printer will automatically feed and cut three times.**



## Transportation requirements



1. Remove paper.
2. Remove ink sheet and empty tray but store separately.
3. Close the door.
4. Wait until the paper/ink ribbon green LED starts blinking.

### ENGLISH



- Only use Mitsubishi FP2000 or FP9000 media (Apple Industries part # FP2000 / FP9000) in the printers. Other media will cause the photo booth not to work and may cause printer damage. Using other media will void your warranty.
- Every time you replenish media, remove any paper scrap remains from inside the machine. This buildup of paper scrap poses a fire hazard.

### FRANÇAIS

- Seulement utilisez média Mitsubishi FP2000 ou FP9000 (pièce d'Apple Industries n°FP2000 / FP9000) dans l'imprimante. Usage d'autre média causera le mal fonctionnement du photomaton et peut causer du dommage à l'imprimante. Usage d'autre média annulera votre garantie.
- Chaque fois vous remettez du papier, enlevez le papier résiduel de la machine. Débris de papier pose un risque d'incendie.



- Store paper in a dark and dry place. Never store print paper in places that are hot humid or exposed to direct sunlight. Temperatures must be between 55°F (13°C) and 90°F (32°C).
- Fingerprints or dust on the papers surface may degrade print quality and cause paper jams.
- The paper and ink ribbon are made of plastic. When you dispose of them, follow local regulations concerning disposal.



## ***Credit card activation (If installed)***

---

### **• Credit Card Reader Activation Instructions**

Apple Industries (Apple) has teamed with USA Technologies (USAT) as the merchant service provider for your card reader equipment. They are responsible for the processing of credit/debit transactions of your photo booth equipment, and the suite of services associated with card reader functionality. When you are ready to move forward with credit/debit card acceptance, USAT will need to setup a merchant account for your company. To do this, please contact USA Technologies at [newaccounts@usatech.com](mailto:newaccounts@usatech.com) or call their toll free number at 1-484-359-9423.

#### **Instructions:**

1. Connect your photo booth to the internet (See Network Connectivity section of this manual for instructions).
2. Perform a “test” swipe with a credit card, you should see a green light illuminate on the card reader.
3. Call or email USA Technologies to setup your merchant account (Note: You will need the serial number from your credit card reader, which is listed in the electronic meter report for your photo booth—See Meter Reports section of this manual for more information).





## ***Maintenance***

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### **• *Booth-Wide inspection***

Periodically check the entire booth. Your profits depend on booth cleanliness and booth performance. A shabby, malfunctioning booth can't merchandise itself as well as a properly maintained booth can. Upkeep is the only way to assure that the booth can earn for you. Regularly check that the booth...

- ◊ Has plenty of paper. Use only Apple Industries FP2000 or FP9000 media (Apple Industries part # FP2000 / FP9000). Be sure that you load it properly.
- ◊ Stacker is installed and empty at the beginning of every business day.
- ◊ Seat is clean.
- ◊ It is clean and free from graffiti, stains and scratches. Replace or refurbish worn-out graphics and surfaces.
- ◊ Pricing and vending options are up to date and competitive.
- ◊ Bill validator operates properly and doesn't stick, jam or otherwise malfunction.
- ◊ Camera lens window is clean, graffiti-free and unscratched.
- ◊ Fluorescent Light Bulbs all operate properly.
- ◊ Rapidly exposes and prints splendid, snappy images with a full tonal range.

### **• *Camera window cleaning***

1. Spray plastic or glass cleaner on a lint-free, non-abrasive wipe. This cleaner is for the window only. Never use it directly on the camera lens!
2. Gently wipe dust and dirt off the camera window inside the booth. Use a straight-across motion, rather than a circular motion. Don't scrub over stubborn dirt.
3. Inspect the glass for cracks. Scratches and gouges that may degrade images.

### **• *Printer inspection***

Be sure that you load the paper properly. Clean the printer at least once a year. Regularly check that the print.

- ◊ Feeds paper properly.
- ◊ Operates as it did when new.
- ◊ Makes no abnormal sound.
- ◊ Produces outstanding print quality.



- **Replacing Fluorescent Light Bulbs**

1. Turn off booth power.
2. Open the service door.
3. Use a nut driver. Gently pull and replace the Fluorescent Light Bulbs.
4. Fasten diffuser holder.
5. Bulbs are accessible once door is removed.
6. Gently pull and replace.
7. Close service door, remove key.
8. Turn on booth power and verify normal lamp operation.

- **Replacing the dome lamp (If applicable)**

1. Turn off booth power.
2. Two nuts secure the dome lamp to the booth roof. The screws for these nuts are on the ceiling of the Seat Unit. (Note a third screw that secures the lamp flange under the lamp diffuser. Avoid loosening this screw.) Use a screwdriver and nut driver to remove dome lamp screws and nuts.
3. Remove the lamp diffuser.
4. Replace the LED strip. Your replacement should be 12vDC LEDs. Call Apple for exact replacement part.
5. Before replacing the reflector, be sure that the lamp socket flange is tight. If it's loose, tighten it.
6. Replace the lamp diffuser.
7. Use a screwdriver and nut driver to secure dome lamp reflector screws and nuts.
8. Turn on booth power and verify normal lamp operation.

- **Care and handling of your touchscreen**

The following tips will help keep your touchscreen functioning at the optimal level.

- ◇ To avoid risk of electric shock, do not disassemble the brick power supply or display unit cabinet. The unit is not user serviceable. Remember to unplug the display unit from the power outlet before cleaning
- ◇ Do not use alcohol (methyl, ethyl or isopropyl) or any strong dissolvent. Do not use thinner or benzene, abrasive cleaners or compressed air.
- ◇ To clean the display unit cabinet, use a cloth lightly dampened with a mild detergent.
- ◇ Avoid getting liquids inside your touchscreen. If liquid does get inside, have a qualified service technician check it before you power it on again.
- ◇ Do not wipe the screen with a cloth or sponge that could scratch the surface.
- ◇ To clean the touchscreen, **use a window or glass cleaner that does NOT contain ammonia**. Put the cleaner on a clean cloth and wipe the touchscreen. Never apply the cleaner directly on the touchscreen.





## Troubleshooting



- Periodically check the booth by inserting bills, taking a picture and observing the vended product.
- Repair or replace anything that isn't as good as new.

### ENGLISH



For test purposes, you can isolate a printer from the rest of the system. When testing, run the printer directly off an AC power source.

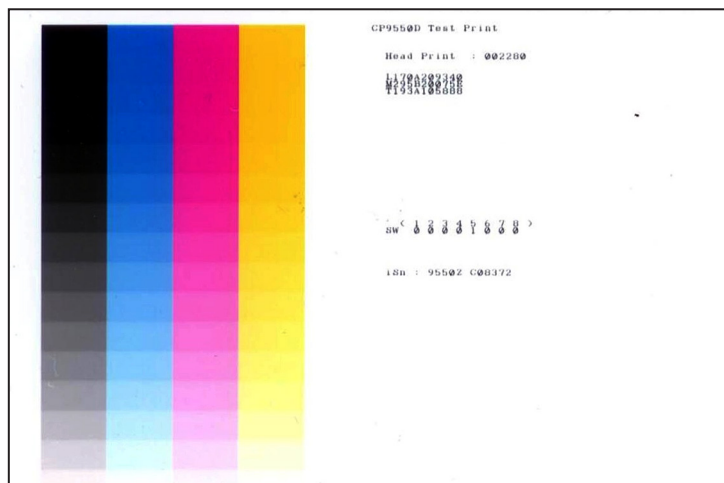
### FRANÇAIS

Pour des essais, vous pouvez isoler une imprimante du reste du système. Pendant les essais, branchez l'imprimante directement dans une source d'alimentation c.a.

### • Printer test

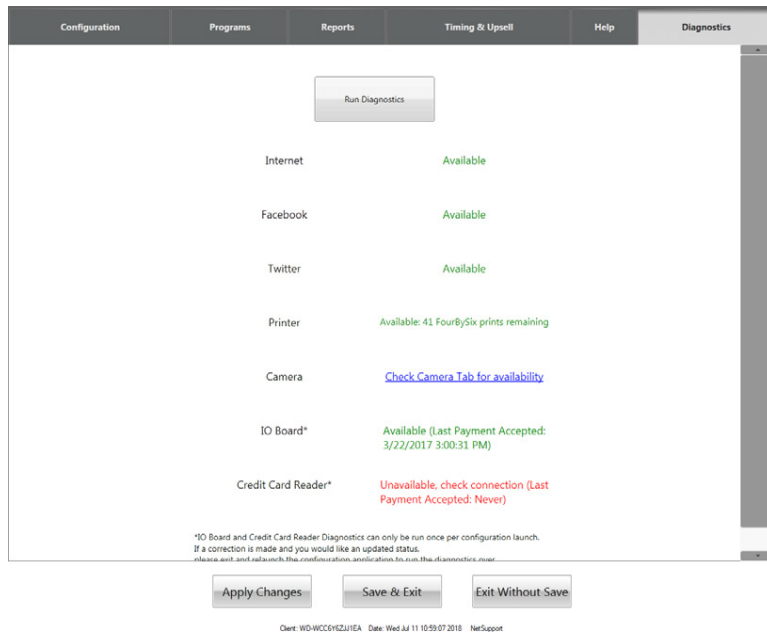
Built in pattern print for Mitsubishi CP9550DW-A.

1. Turn off printer power.
2. While holding down: Door Open and Feed/Cut buttons, turn printer on.
3. Continue to hold buttons until you hear a beeping sound, then release them.
4. Press the Cancel button (must hear a beeping sound and release).
5. In approximately ten seconds you should see the Data LED turn on, it will now print the test pattern.





## • **Diagnostics Tool**



If you see the above screen, please run the diagnostics program and record all the information displayed before calling Tech Support.

To run the Diagnostics Program:

1. Please go into your configuration menu
2. Click on the Diagnostics tab in the upper right of the screen
3. Then click on the large gray button that is labeled "Run Diagnostics"
4. Please record the information displayed and follow any instructions on screen.

For Further assistance contact Tech Support.





## • Using troubleshooting tables

**Troubleshooting Tables guide you** to appropriate remedies based on photo booth malfunctions. The idea is to think of each malfunction or indication as a symptom. A symptom usually isn't the problem, and you shouldn't treat the symptom as the problem. Many problems produce more than one symptom. Some of these symptoms may be misleading. Together, all the symptoms generally suggest one or more causes. Each cause associates with a treatment procedure.

**Start troubleshooting** by finding your booth's symptom on the tables. By testing and considering each cause, you'll find one or more that seem more likely. The Troubleshooting Tables should help you to narrow down the possibilities and take corrective action.

SYMPTOM	CAUSE	REQUIRED ACTION
No illumination, no obvious sign of operation.	<ul style="list-style-type: none"> <li>No AC power</li> <li>Open Fuse</li> </ul>	<ul style="list-style-type: none"> <li>Check that booth is plugged in.</li> <li>Check that booth power switch is on.</li> <li>Check BREAKER located on Power strip and switch</li> </ul>
Machine lights up, monitor flashes brand logo then there is no activity on the screen.	<ul style="list-style-type: none"> <li>No power to the computer.</li> </ul>	<ul style="list-style-type: none"> <li>Check to see that the power cord that plugs into the computer is snug in the socket on the PC.</li> <li>Check to see that the PC has not shut itself off. Press the power button on the front of the PC case.</li> <li>Replace the power supply inside the computer case. Call customer service to obtain a new one.</li> </ul>
Machine lights up, LED's on computer case illuminate, after 3 minutes or so the DBA lights illuminate and blink. Monitor brand logo does not appear.	<ul style="list-style-type: none"> <li>Monitor has no power or has shut itself off during transport.</li> </ul>	<ul style="list-style-type: none"> <li>Check to see that the power cord and the vga signal cable to the monitor is connected to the back of the monitor.</li> </ul>

Camera		
SYMPTOM	CAUSE	REQUIRED ACTION
Live image on screen is blurry and resulting prints are blurry as well.	<ul style="list-style-type: none"> <li>Dirt and debris on camera glass.</li> </ul>	<ul style="list-style-type: none"> <li>Spray glass cleaner on paper towel and clean glass on both sides. If problems persists closer examination is necessary, often the cause can be detected by studying the blurry print and find the object that the camera is focusing on.</li> </ul>

Meter report error displayed	Cause of error	Possible solutions
No email address has been entered. Please enter email address in Configuration Reports section.	<ul style="list-style-type: none"> <li>Operator has attempted to send an email from the Meter Report but no Email address is configured in the Configuration Application.</li> </ul>	<ul style="list-style-type: none"> <li>Open Configuration Application and enter email address under Configuration Reports section.</li> </ul>



Printer		
SYMPTOM	CAUSE	REQUIRED ACTION
Machine comes up and after the photobooth load a message appears at the end of the startup that says "Fatal Printer Error... Check connections and reboot".	<ul style="list-style-type: none"> <li>Printer is unplugged or off.</li> <li>Printer is in a state of alarm.</li> </ul>	<ul style="list-style-type: none"> <li>Check to see if the printer power and ready LED's are lit.</li> <li>Correct source of alarm (paper jam etc).</li> </ul>
Machine comes up and after the photobooth loads a message appears at the end of the startup that says "Unsupported Media Type".	<ul style="list-style-type: none"> <li>Incorrect media loaded in Printer.</li> </ul>	<ul style="list-style-type: none"> <li>Make sure that you have loaded into your printer GENUINE Apple Industries Print media specific to your machine.</li> <li>The Apple Photo 2 Go uses FP2000.</li> </ul>

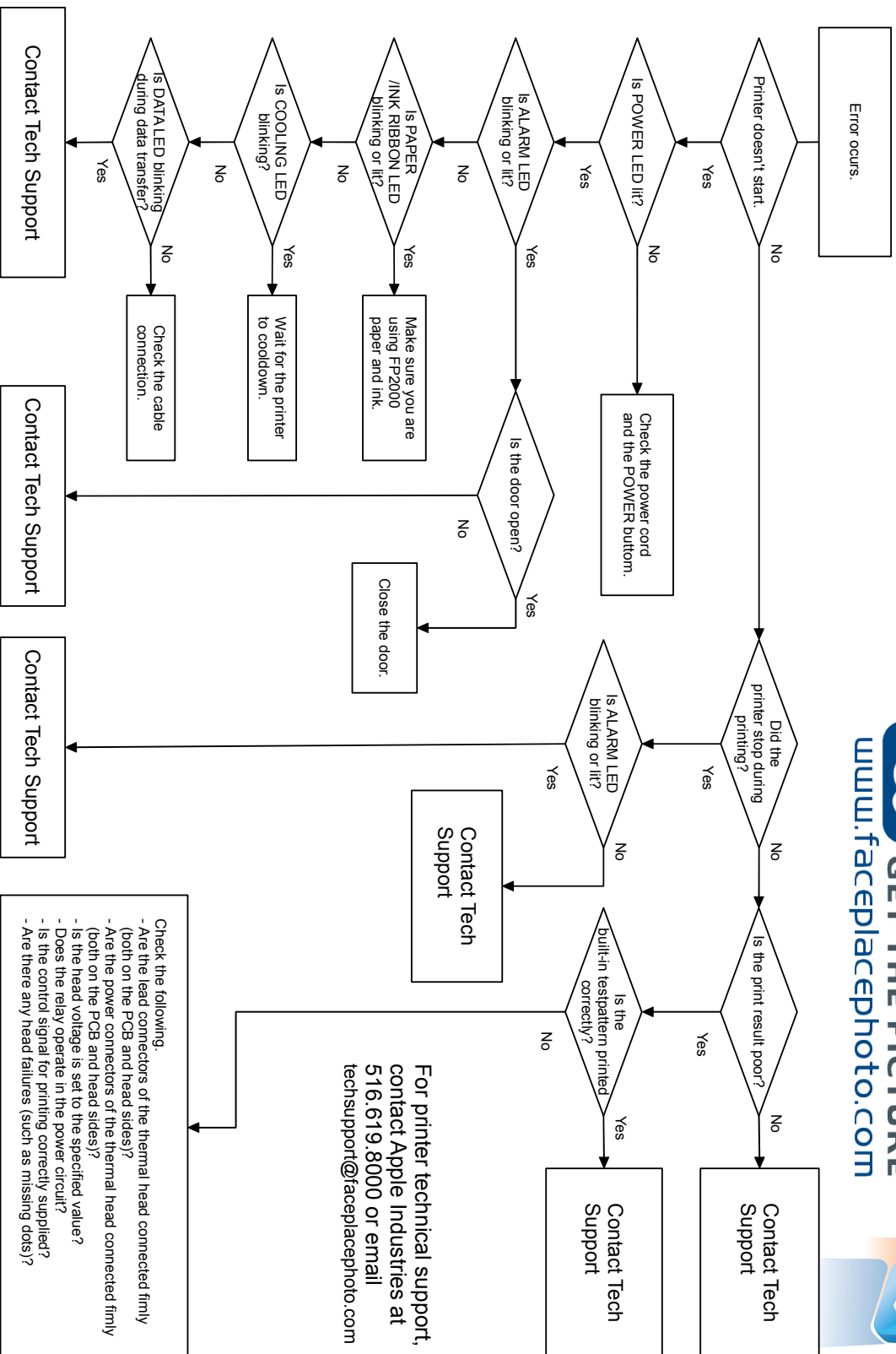
User interface error displayed	Cause of error	Possible solutions
Problem starting Photobooth. Please notify the Operator.	<ul style="list-style-type: none"> <li>Fatal Photo Booth Error during Startup Diagnostic Checks.</li> </ul>	<ul style="list-style-type: none"> <li>Check I/O board is properly connected and powered up if not on Free Play.</li> <li>Check that Credit Card Reader is properly connected if not on Free Play.</li> <li>Check that the camera is properly connected to all connections (Serial &amp; S-video) and powered up.</li> </ul>
Printer is not found. Check USB or Power On.	<ul style="list-style-type: none"> <li>Printer is not found.</li> </ul>	<ul style="list-style-type: none"> <li>Check printer is properly connected, powered on and ready.</li> </ul>
The printer door is open. Close the door.	<ul style="list-style-type: none"> <li>Printer door is open.</li> </ul>	<ul style="list-style-type: none"> <li>Close the printer door.</li> </ul>
There is no sheet. New media (Ink & Paper).	<ul style="list-style-type: none"> <li>Media is missing from Printer.</li> </ul>	<ul style="list-style-type: none"> <li>Insert the Apple-provided media into the printer. (Ink &amp; Paper).</li> </ul>
Print Error.	<ul style="list-style-type: none"> <li>The Printer failed as printing.</li> </ul>	<ul style="list-style-type: none"> <li>Check printer is properly connected, powered on and ready.</li> </ul>
No faces detected. Please look at the camera and try again. Or select a different theme.	<ul style="list-style-type: none"> <li>A theme requiring Facial Detection (Face Replacement, Crazy Hair, Postcard &amp; Passport Style) was selected but the user did not look at the camera for all pictures.</li> </ul>	<ul style="list-style-type: none"> <li>Have the user look at the camera for all pictures or select a theme that doesn't require facial detection. (Classic, Fun Borders, Holiday Borders).</li> </ul>
Could not share with Facebook. Check username and password.	<ul style="list-style-type: none"> <li>Unable to share with Facebook.</li> </ul>	<ul style="list-style-type: none"> <li>Have the user verify their Facebook credentials are correct.</li> <li>Verify that the Photo Booth is properly online and connected to the internet.</li> </ul>
An error occurred. Please try again.	<ul style="list-style-type: none"> <li>The camera has stopped communicating with the Photo Booth.</li> </ul>	<ul style="list-style-type: none"> <li>Check that the camera is properly connected to all connections (Serial &amp; S-video) and powered up.</li> </ul>



Configuration error displayed	Cause of error	Possible solutions
Email cannot be sent at this time. Please check internet connection.	<ul style="list-style-type: none"> <li>Operator has attempted to send an email from the Meter Report but no internet access is established.</li> </ul>	<ul style="list-style-type: none"> <li>Verify the booth is properly online and connected to the internet and try again.</li> </ul>
Cannot disable CC Reader while free play and dollar bill validator (DBV) are disabled.	<ul style="list-style-type: none"> <li>At least one payment method must be enabled when not on Free Play.</li> </ul>	<ul style="list-style-type: none"> <li>Either enable Free Play or enable the DBV.</li> </ul>
Cannot disable DBV Reader while free play and CC are disabled.	<ul style="list-style-type: none"> <li>At least one payment method must be enabled when not on Free Play.</li> </ul>	<ul style="list-style-type: none"> <li>Either enable Free Play or enable the CC.</li> </ul>
Cannot disable free play while DBV and Eport are disabled.	<ul style="list-style-type: none"> <li>At least one payment method must be enabled when not on Free Play.</li> </ul>	<ul style="list-style-type: none"> <li>Either enable DBV or CC before attempted to disable Free Play.</li> </ul>
Cannot disable Color/B&W/Sephia while Custom strip contains Color/B&W/Sephia.	<ul style="list-style-type: none"> <li>The operator has attempted to disable either Color, B&amp;W or Sephia while the Custom Strip contains that program choice.</li> </ul>	<ul style="list-style-type: none"> <li>Remove all instances of program choice from Custom Strip setup prior to disabling.</li> </ul>
Invalid action. Must set a program to default.	<ul style="list-style-type: none"> <li>The operator has attempted to remove the default option from a program while no other programs are set to default.</li> </ul>	<ul style="list-style-type: none"> <li>One program has to be set as default. Have the operator select another program as the default program.</li> </ul>
No email found.	<ul style="list-style-type: none"> <li>Operator has attempted to send Email Captures but no Email addresses are currently captured.</li> </ul>	<ul style="list-style-type: none"> <li>Try again later after email addresses have been captured.</li> </ul>
Unable to connect to Facebook. Try again or check credentials.	<ul style="list-style-type: none"> <li>Operator has attempted to add credentials to Facebook Batch but unable to connect with Facebook.</li> </ul>	<ul style="list-style-type: none"> <li>Have the operator verify their Facebook credentials are correct.</li> <li>Verify that the Photo Booth is properly online and connected to the internet.</li> </ul>
Unable to Post Media to Facebook. Try again or check credentials.	<ul style="list-style-type: none"> <li>Operator has attempted to send to Facebook Batch but unable to connect with Facebook because user credentials are incorrect.</li> </ul>	<ul style="list-style-type: none"> <li>Have the operator verify their Facebook credentials are correct.</li> </ul>
Facebook unavailable, please check internet connection.	<ul style="list-style-type: none"> <li>Operator has attempted to send to Facebook Batch but unable to connect with Facebook because there is no internet connection.</li> </ul>	<ul style="list-style-type: none"> <li>Verify that the Photo Booth is properly online and connected to the internet.</li> </ul>

If problems persist, please contact our technical support at (516) 619-8000 during business hours. (8:30 am to 5:00 pm Eastern Time.)

# PRINTER ERROR DETECTION FLOW CHART



# **APPLE INDUSTRIES, INC.**

## **WARRANTY POLICY**

All parts (except for light bulbs and cabinet wheels) are under Warranty against actual defects in material and workmanship under normal and customary use for a period of one year from the date of purchase. This Warranty does not include labor, unless the defect occurs Within 30 days of purchase. The customer is responsible for the inbound freight of items sent in for Warranty repair. The customer must call customer service for an RMA on all returns. There is no charge for utilizing our telephone technical assistance, which is available 8:30 am-5:00 pm EST Monday-Friday, except holidays.

Apple may, in its discretion, provide an advance exchange of parts under Warranty. In the event that an advance exchange of parts is provided by Apple, regular ground shipping (U.S. only) of the new parts will be provided by Apple, at no cost to the customer. Any special shipping requests are the responsibility of the customer. Shipping to return the defective parts is the sole responsibility of the customer. All such defective parts must be returned within 15 calendar days after receiving the new replacement parts. If the defective parts have not been returned by the customer within the 15 calendar days, or if any of the parts are deemed not defective or otherwise not under warranty, no credit will be issued, the advance replacement will be considered a final sale and Apple will charge customer's credit card accordingly. Apple may require customer's credit card as a condition to an advance exchange of parts.

This Warranty shall be null and void if the equipment has been tampered with or serviced by a person not authorized by Apple to perform the service.

ANY IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXPRESSLY DISCLAIMED. THIS EXPRESS LIMITED WARRANTY IS THE EXCLUSIVE REMEDY OF THE CUSTOMER, AND IS PROVIDED IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. IN NO EVENT SHALL APPLE OR ANY OF ITS RELATED COMPANIES BE LIABLE, WHETHER IN CONTRACT OR TORT (INCLUDING NEGLIGENCE) FOR DAMAGES IN EXCESS OF THE PURCHASE PRICE OF THE PRODUCT, OR FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR LOSS OF REVENUE OR PROFITS.

## **IMPORTANT SAFETY WARNING**

Disclaimer: Apple Industries/Face Place shall not be liable or responsible for any damages resulting from the handling, use or operation of its photo booths. With your purchase, the buyer confirms that you have read and understand the following warnings and you agree that you are responsible for all damages and injuries caused by the handling, operation or use of the photo booths, which include any personal injuries. The Face Place Deluxe: Theme Park Edition photo booth is designed as a weather resistant photo booth capable of being left outdoors under normal weather conditions. It is not designed for nor shall it be used during inclement weather events including rain, high winds, thunderstorms, snow, extreme heats (in excess of 100 degrees Fahrenheit), or cold (below 50 degrees Fahrenheit). If such inclement weather conditions occur, the photo booth's operation should cease immediately and the photo booth should be thoroughly inspected prior to resuming operation.

