

POS AdPlayer Series

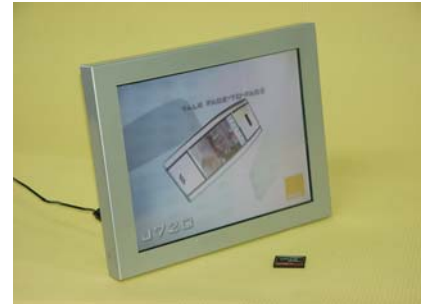
"Plug 'n' Play"
digital POS displays

FEATURES

- Available in a range of fit-for-purpose sizes
- MPEG-1, MPEG-2, high resolution still pictures, Audio/Video output.
- Stereo Audio
- Continuous loop playback

OPTIONS:

- Integrated RS-232 input for Barcode reader
- Touch Sensor



The POS AdPlayer range integrates high quality displays with Avisum's advanced solid-state MPEG 1 & 2 digital media players to offer the latest generation of fit-for-purpose instore digital POS.

Compact and designed specifically to enhance the impact of any instore promotion or unconnected retail, kiosk or vending display application, the POS AdPlayer range offers the next generation of high impact retail merchandising - driving more visits, longer visits, higher impulse purchasing and less promotional waste. Ideal for Out-of-Home & In-Store digital signage applications.

Applications:

- Brand and retail shelf, mid-gondola and gondola-end POP displays
- Digital Signage
- Visitor attractions and museum displays
- Vending applications
- Exhibitions and information kiosks
- Sales presentation and training

Features:

- A compact, self-contained digital video player specifically designed to store and playback high quality audio/video output in MPEG-1, MPEG-2 and MP3 formats.
- With wide viewing angle capability, the POS AdPlayer comprises a TFT LCD panel with built-in speakers and high speed Compact Flash memory card and offers looped or scheduled playback.
- Unique, no moving parts (diskless & fanless), self-cooling design is designed for continuous playback 24/7. Long lifespan is guaranteed whilst its low power requirements are deliverable from existing light fittings.
- RS232 controllable enabling easy interface with a range of interactive accessories.
- Non-Windows operating system requires no expensive software licenses.
- Available in a range of fit-for-purpose sizes.
- The POS AdPlayers are available in LCD sizes between 6.5" to 55" enclosed or open-frame formats.

MPEG-1

MPEG-2

Still Image

JPEG

VGA