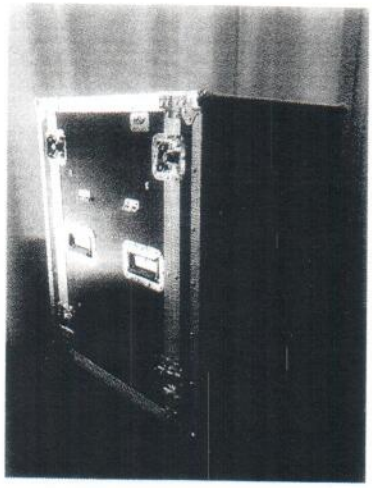
Thank you for choosing PopNoggins

We have designed this product to give you reliable operation over many years. Please take a few moments to read these instructions carefully, as we want you to enjoy your new PopNoggins products quickly and to the fullest.



The Components

Main Rack

The PopNoggins components are housed in a 16-space rack. The rack may also have the options of being internally shock mounted and or may have a rear front door that can convert into a work table. The optional shock mount and table configured rack is shown in this manual.

Figure 1 PopNoggins main rack with covers note the encircle table receivers

Assembling Optional Table

Setting up the table is an easy process to. Remove the doors from the main rack. The front door will have a set of legs riveted to the door. Unfold the legs. There are a set of clips riveted to the edge of the door opposite the legs. These are clipped into a pair of receivers that are riveted to the left and right side of the rack cabinet allowing the table to be pplaced on either side of the rack. They are encircled in the preceeding figure. A photgraph of the completed assembly is shown to the left.

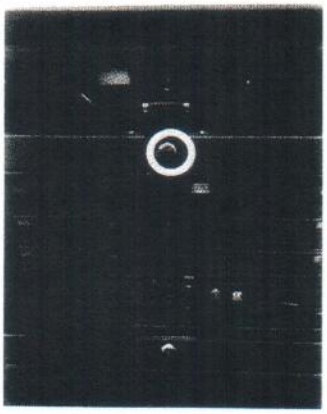
Figure 2 Main rack with optional table assembled

Technician monitor (Touch screen optional)

This screen is mounted on a folding mount that is fastened to a locking sliding shelf. To unlock the shelf turn the latch clockwise ¼ turn. This will allow the shelf to slide forward. When the shelf is fully extended, return the latch to the locked position. the monitor can be unfolded.

Note: the latch cannot be engaged unless the shelf is either fully extended or retracted. The shelf will not latch midway in travel. Remember to close and latch the shelf prior to moving the unit. Damage can occur is the shelf is allowed to slide back and forth while in transport.

Figure 3 Main rack with extended monitor shelf



Unfolding The Monitor

To unfold the monitor, make sure the lock is unlocked (see yellow circle) and pull the monitor out. Place your hand on the top of the monitor and pull up and towards you.

Figure 4 Monitor mount with encircled locking tab

Now that the monitor is straight up unlatch the shelf latch again and push the shelf back inside the rack. When the shelf is completely recessed turn the shelf latch counter clockwise ¼ turn to relock the shelf, the monitor is now ready for use.

To stow the monitor reverse the order.

Figure 5 Monitor ready for use

ART Clean box

Operating the clean box is a simple as turning a knob. Turning the left knob clockwise raises the volume turning the knob counter clockwise lowers the volume. A green or red LED indicates the unit is getting power.

Note: only the bottom TRS connector and the bottom knob are used. The top TRS connector is for unbalanced output. Plugging in the TRS from the computer to the top connector on the clean box can damage the clean box as well as the computer audio card.

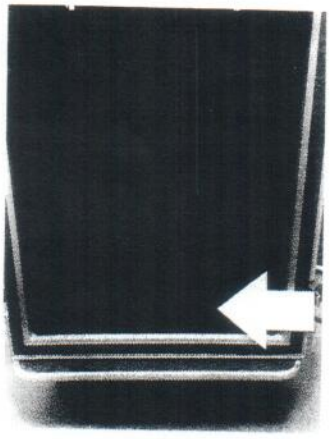
Figure 6 Monitor shelf extended to show ART Clean Box

Keyboard

The keyboard is a standard 101 key keyboard with a touchpad located at the bottom of the keyboard. To access the keyboard unlock the shelf by turning the latch clockwise ¼ turn. This will allow the shelf to slide forward, extend the shelf fully and turn the latch ¼ turn counter clockwise this will lock the latch in the open position.

To stow the keyboard unlock by turning the latch clockwise ¼ turn push the shelf in and latch the shelf by turning the latch counter clockwise ¼ turn

Figure 7 Keyboard drawer extended for use



3 space Drawer (optional)

To open the drawer turn the latch counter clockwise ¼ turn to unlatch and pull the drawer open. To latch, turn the knob ¼ turn clockwise after completely closing the drawer.

Note: Remember to close and latch the drawer prior to moving the unit. You may have a mess on your hands if the drawer were to open and the contents spill.

A lockable drawer can be ordered as an option

Figure 8 Three space drawer

Setting up the machine

Before Powering Up.

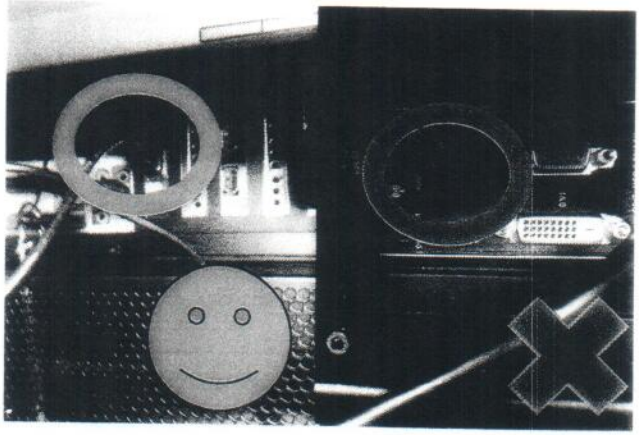
Making connections

In some cases the rack may be delivered and its connections may have come loose. Ensure all connections between the CPU and its peripherals are intact.

Capture Card Connections

The videos are recorded using a capture card. Both audio and video are captured using this card. The capture card then merges the data and sends it to the hard drive where it is stored and then burned to DVD.

Video & Audio Connection



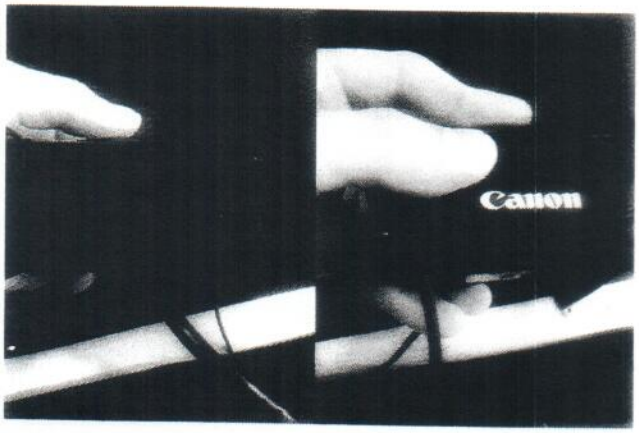
The video capture is made by connecting an HDMI cable from the top head of the video card to the HDMI connector on the capture card. This is not the HDMI connector located on the CPU itself. ***This cable must be connected or video will not get to the hard drive for burning. Failure to make this connection will result in DVDs with "black" video and sound. Also the Nvidia video driver must be set to clone mode to make successful videos.***

Figure 9 Capture card connection (correct on left, incorrect on right)

Dongle Insertion

The dongle is a USB device that allows the blender software to work. It provides decryption for the video files as well as a time lock on the software. If the dongle is not inserted properly the software will not launch.

Camera Connection



The camera will need to be attached to the mini HDMI and 5.3 volt connectors located on the back of the camera. The power supply can be plugged into the power strip located on the back of the rig.

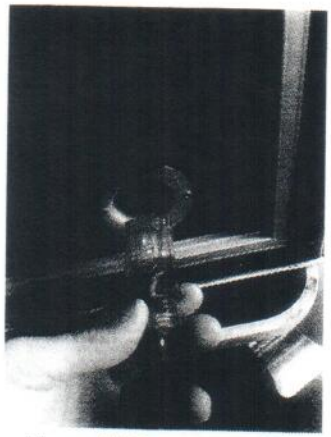
Once all these connections are checked for continuity and connectivity the rack is ready to be powered up

Figure 10 Camera HDMI and power supply

STARTING THE UNIT

Applying power

Plugging the unit in



The main power plug is located in the lower right hand corner located on the back of the rack. The connector will take an ordinary extension cord. A power plug and cord has been provided for your convenience.

The main rack will require 15 amp of power.

Figure 11 Power connection on rack

Main Switch (Tripplite power strip)

The main power switch is located on the rear of the unit on the tripp lite power strip. Flipping the power switch to the up position will power on the unit, this is further indicated by the power switch illuminating.

The Tripplite Power bar has six outlets on its face and six outlets on its rear.

Figure 12 Main switch on Tripp lite

Soft Goods

Green Screen and Tripod Assembly

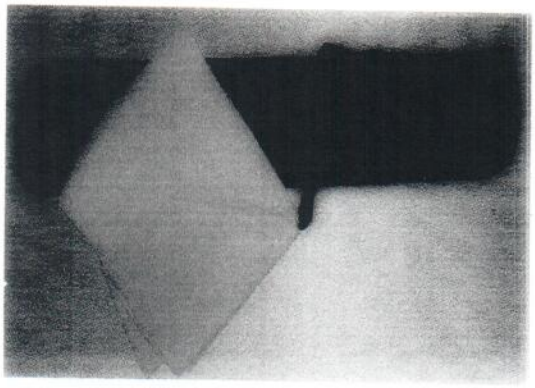


Figure 13 Green screen fabric and tripod in bag

The PopNoggin system comes with its own green 8 foot by 10 foot green screen. It is placed behind the subjects and is used as a back wall. This screen will be rendered invisible by the chroma key software resident inside the blender.

The green screen system has four components the backdrop, the crossbar assembly, the tripod and six Noggin Necks.

The Green Screen Tripods

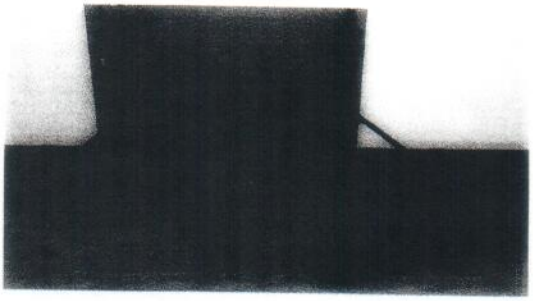


Figure 14 Green screen, tripods, crossbar, and bag

Remove the tripods from their soft carrying case. Then loosen the wing nut that is attached to the leg assembly and unfold the legs. Set the tripods aside

Assembling The Cross Bar

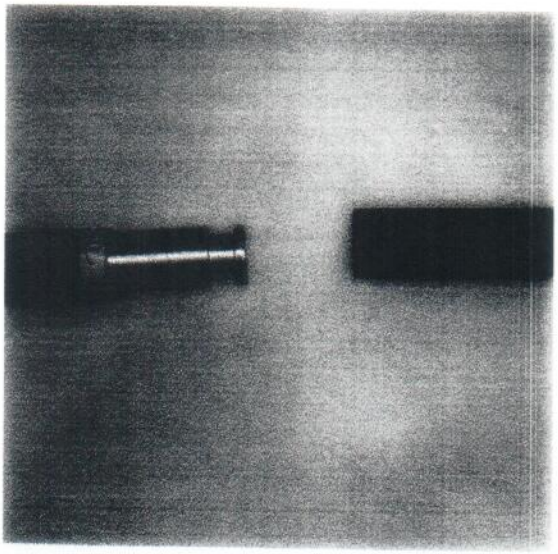
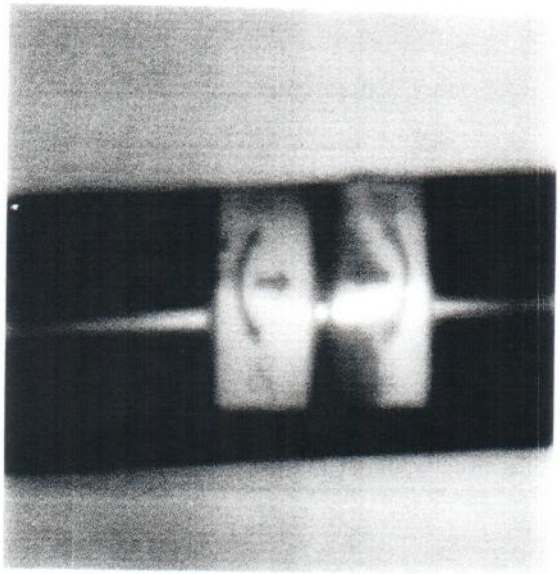


Figure 15 Green screen crossbar cam assembly

The cross bar comes in four sections. There are two end sections and two middle sections. The end sections can be identified by looking the holes in one end of the pipe. These holes are used to attach the assembled cross bar to the tripod.



The cross bar sections are locked together with a cam system that is integrated into the cross bar section. Insert the male end of the cross bar into the female end of the cross bar give either section a quarter turn and they are now locked together. Repeat this process until all four sections are tied together forming a solid bar approximately 10 feet long.

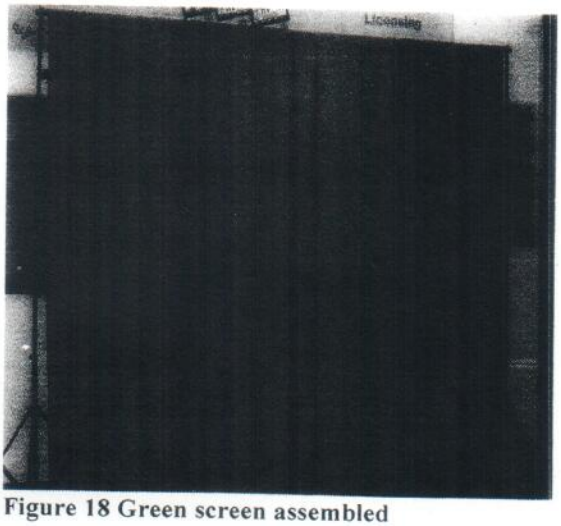
Figure 16 Green screen crossbar assembled

Adding The Soft Goods.

The backdrop has a 2 inch pipe pocket sewn in the top and bottom of the panel. It is impossible to place the backdrop upside down, however the panel does have a front and back to it. The seam that is formed at the top and bottom pipe pockets should be in the rear of the panel and not facing the camera.

Figure 17 Green screen with seam facing rearward

Attaching The Cross Bar And Panel To The Tripods.

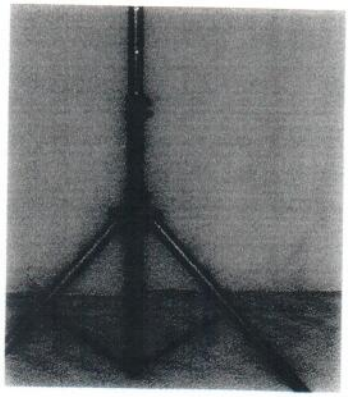


The end sections have holes in the pipes to attach to the screw and wing nut assembly in the top of the tripod. The tripod screw posts fit inside the holes of the cross bar. Remove the wing nuts slide the crossbar onto the screw post and re attach the wing nuts. This locks the cross bar to the tripod.

Raise the tripod assembly until the panel hangs freely and does not touch the ground. Stretch the panel along the length of the cross bar smoothing out the panel.

Figure 18 Green screen assembled

Hardware and Rigging



Speaker Tripod Stands

There are a number of variants used as tripods. They are the Ultimate Speaker Stand, Pro Line Speaker Stand, OSP Speaker Stands

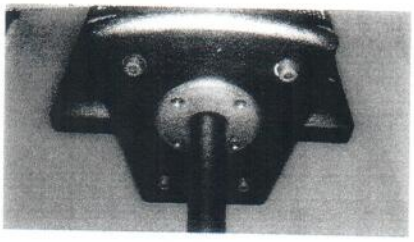
The Video Monitors, Speakers, and Lighting are attached to the speaker stands. To prepare the Speaker Stands for assembly, remove them from their (optional) Soft Carrying pouch unfold the legs and set to either side of the main rack in front of the performance area. Placing them approximately 45 degrees from the performance area will yield the best lighting results.

Figure 19 Speaker tripod

Speakers/Speaker System

The audio system is a 2 way active 25w speaker system

Figure 20 Speaker system



Speakers are placed on top of the tripod. The speakers have a built in "top hat" receptacle that is located on the bottom of the cabinet.

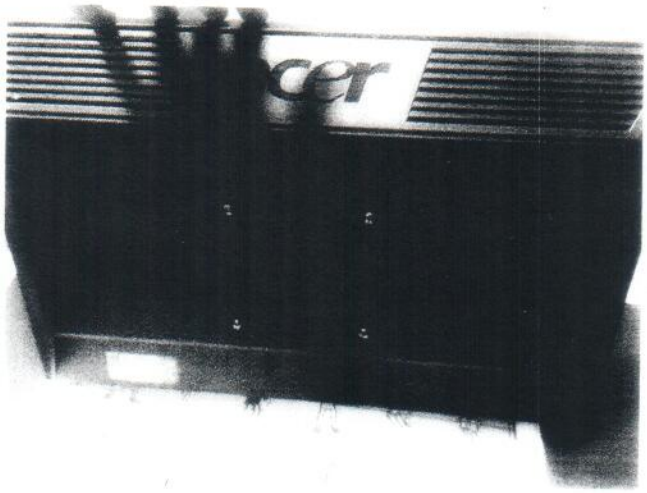
Figure 21 Tripod and speaker receiver

Video Monitors

The PopNoggin System also comes with monitors that allow other guests to join in on the fun. The variant of these monitors are as follows:

24 inch LCD monitors

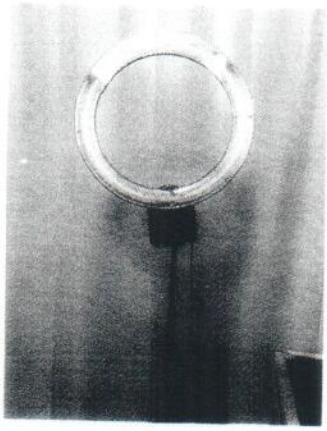
Monitor Attachment



When you using the 24 inch LCD monitors they are attached to the tripod via a monitor mount that is bolted to a half cheeseborough clamp. The clamp is fitted to the tripod and the monitor hangs from the mount as per the manufacturer's direction.

Figure 21 Monitor Mount

Lighting Fixture



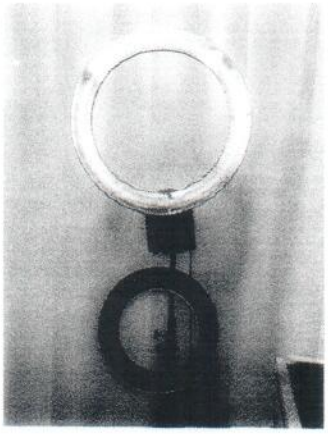
NG-65C

Parameters:

1. Color Temperature – 5400K
2. RA - >90
3. Voltage - 220v/110v
4. Power – 65w x 1 = 65w
5. Diameter 373cm/487cm (Inner/Outer)
6. Weight – 1700 grams

Figure 22 Ring light

Ring Light Attachment



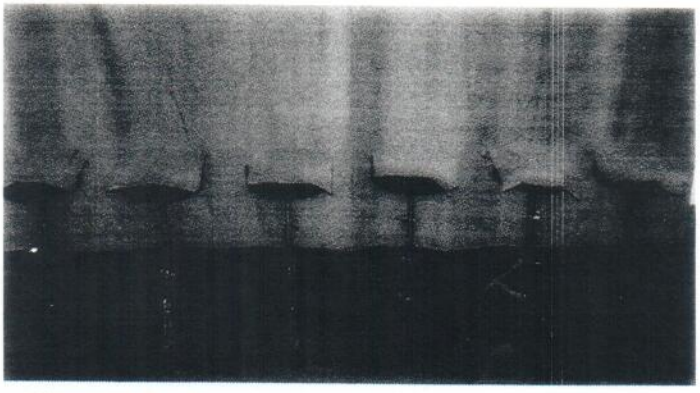
The ring light attaches to the tripod directly and secures by tightening the knob located on the connection piece on the bottom of the light.

Figure 23 Ring light connection

Every installation is different and chroma key is a mixture of art and science. There is not one way to light the subject matter for best results. You may have to move the tripod around to have the best chroma key results. Your mileage may vary.

Figure 24 Camera & Ring Light Placement

Seating



The PopNoggin Video System can seat up to six people. Place the seating in front of the green screen. The seating should be one row deep and six seats wide. Seating should be placed in such a manner that all six seats appear to be in front of the green screen while the green screen fills the entire camera frame.

Figure 25 PopNoggins seating

PopNoggins Software

GENERAL INFORMATION

The PopNoggins system takes a section of video and overlays it with background video.

The order of video layers is from back to front, Background Video, Dancer(s), Live Video, and Logo.

The system uses a green screen to chroma key the users' head onto the body of a dancer.

The videos are stored on the hard drive as DVD and H264 formats.

OS: Windows 7

Video subsystem: Camcorder HDMI out -> PC HDMI In

Operating the System

Splash Screen

Accessing The Screen

Figure 26 PopNoggins Splash screen

Accessing the admin menu is as simple as clicking on the launch blender icon on the Windows Desktop. This will take you to the admin screen. The admin screen has three icons shaped as buttons. They are labeled as follows: Launch, Admin, and Shutdown

Launch

Tapping this icon launches the application.

Shutdown

Tapping this icon turns the computer off. It does not turn any other installed devices off.

Admin

The admin screen has 3 separate tabs inside.

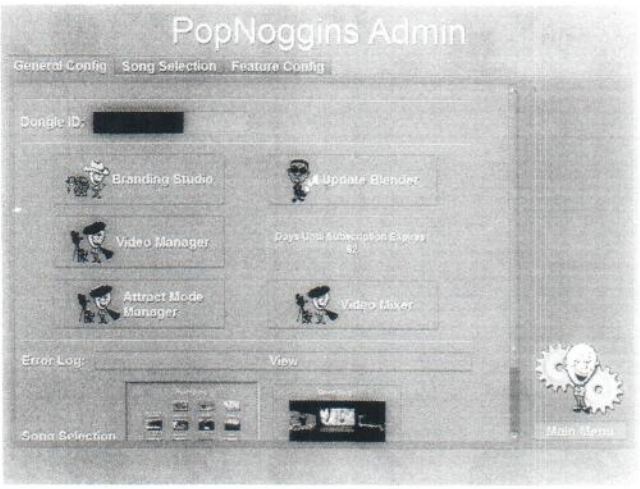


Figure 27 General Config Tab in Admin

The **General Config** tab allows access to the Branding Studio, Video Manager, Attract Mode Manager, shows remaing days on subscription, Video Mixer, Error Log, and also how you would like your song selection view to look.

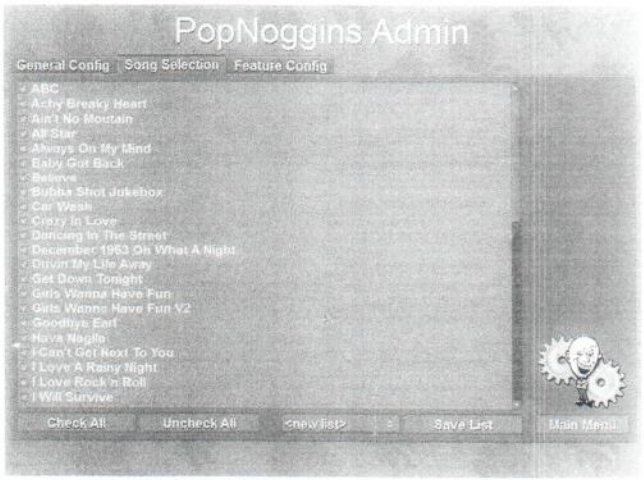


Figure 28 Song Selection Tab

The **Song Selection** tab allows you to select the songs to show up in the song selection using the check box system.

Figure 29 Check Box System

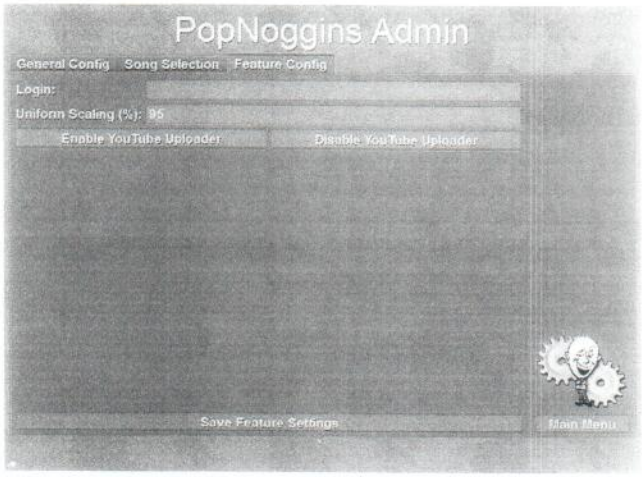
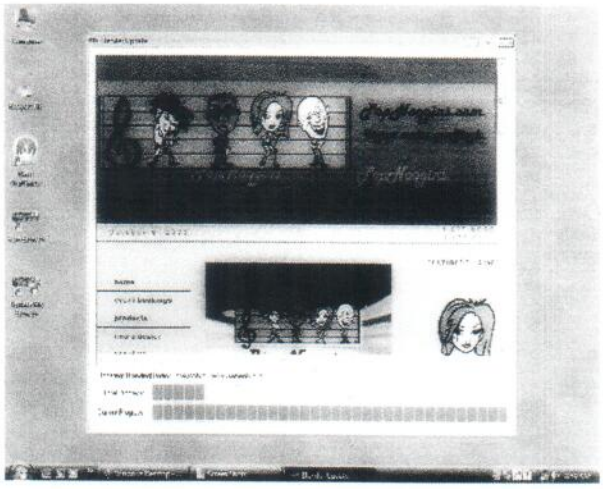


Figure 30 Feature Config Tab in Admin

The **Feature Config tab** has a scaling feature that allows you to fit on the photo paper and has an optional Youtube uploader that uploads all of the videos from an event to a YouTube account.

Update Blender

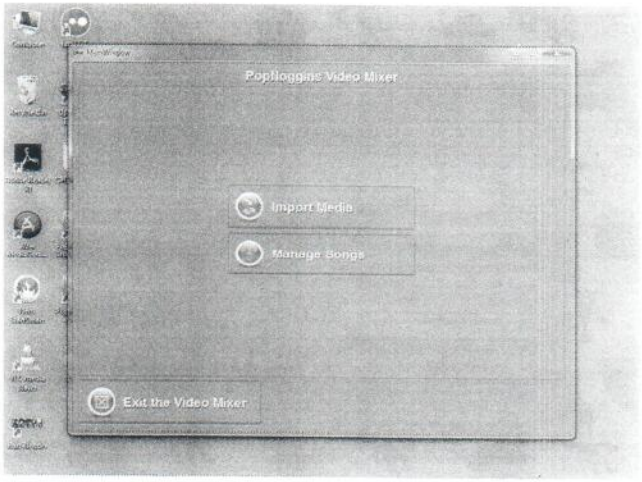


Hitting the update blender on the desktop will allow the machine to talk to the update server. The server will ask for DVD burn reports, transaction locations, and other health and welfare issues. The server in turn will send the machine any software updates that have been released.

Figure 31 PopNoggins update screen in progress

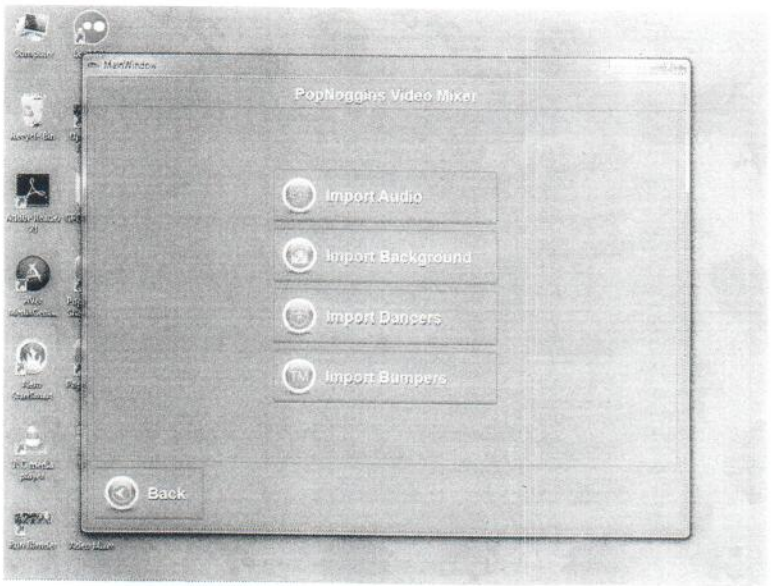
Software updates can be a lengthy process sometimes lasting several hours especially over less than ideal network connections. Allow for plenty of time for updates.

Video Mixer (Freestyle Package)



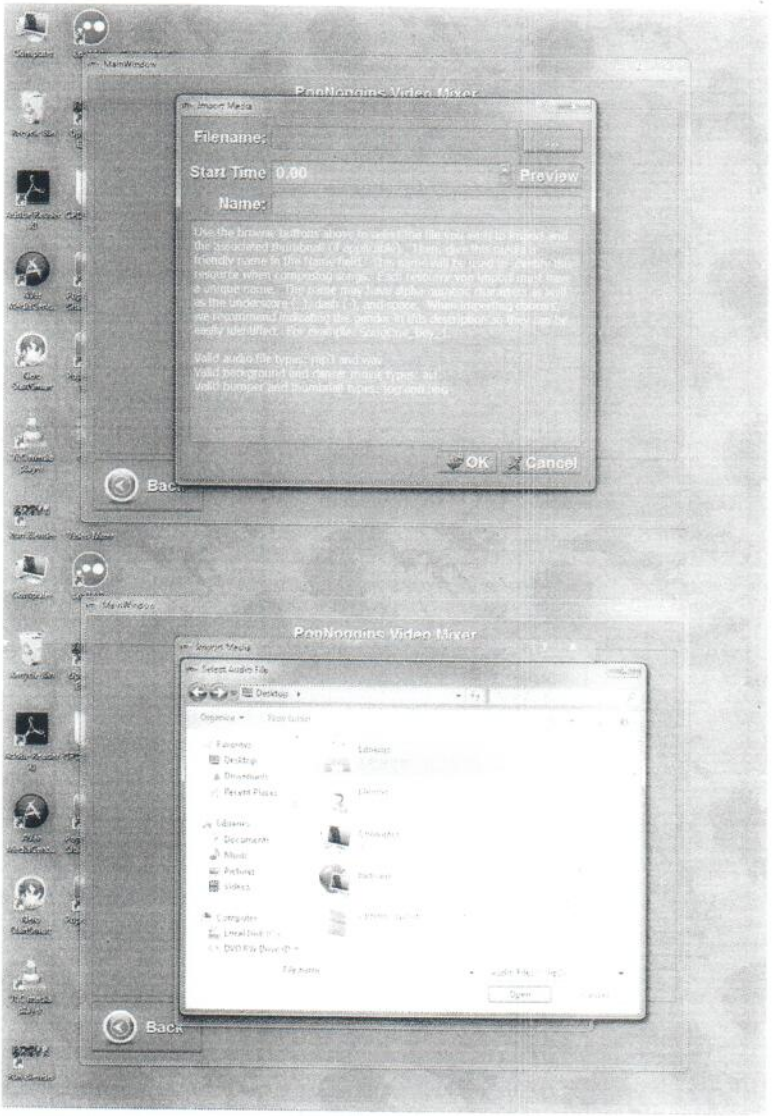
If you purchase our Freestyle package then the blender gets the Video Mixer. The Video Mixer allows users to make custom videos and songs.

Figure 32 Video Mixer Screenshot



It is a library-based system of all the assets. Once it is added to the library, one can mix and match to make custom songs.

Figure 33 Import Media List



You can add your own one-minute .AVI files for backgrounds. You can use programs such as iMovie or Windows Movie Maker to get this done. One-minute .MP3 files for your song can be added as well. We suggest the use of an outboard digital audio workstation such as Audacity or Reaper. With this software you can edit smoothly and add fade in's and fade out's. After the song is rendered in programs such as these they are ready for use. The audio and background must be stored in a known location because you will need to navigate the path to the files using the file explorer.

Figure 34 Import Box and file explorer

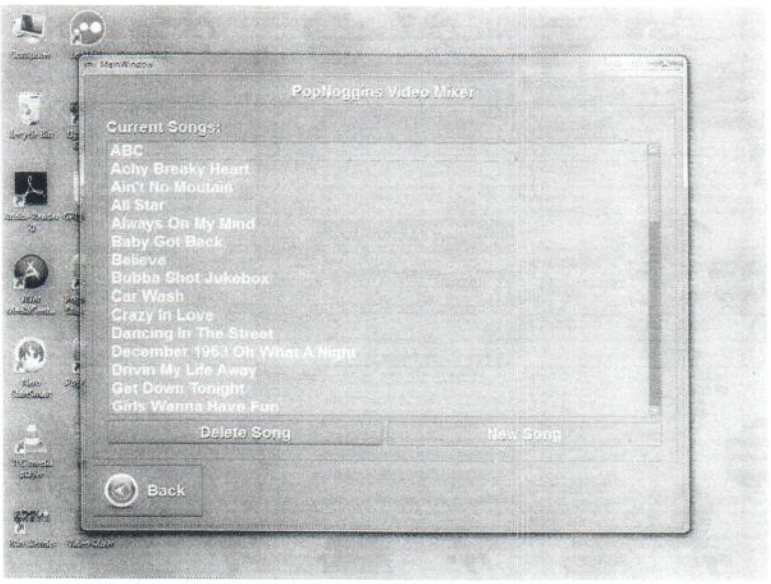


Figure 35 Manage Songs screen

Once you have added the files you need you can click on the manage songs tab to mix and match your pieces by pressing New Song. If you are not satisfied with that song you can also delete what you created by selecting Delete song.

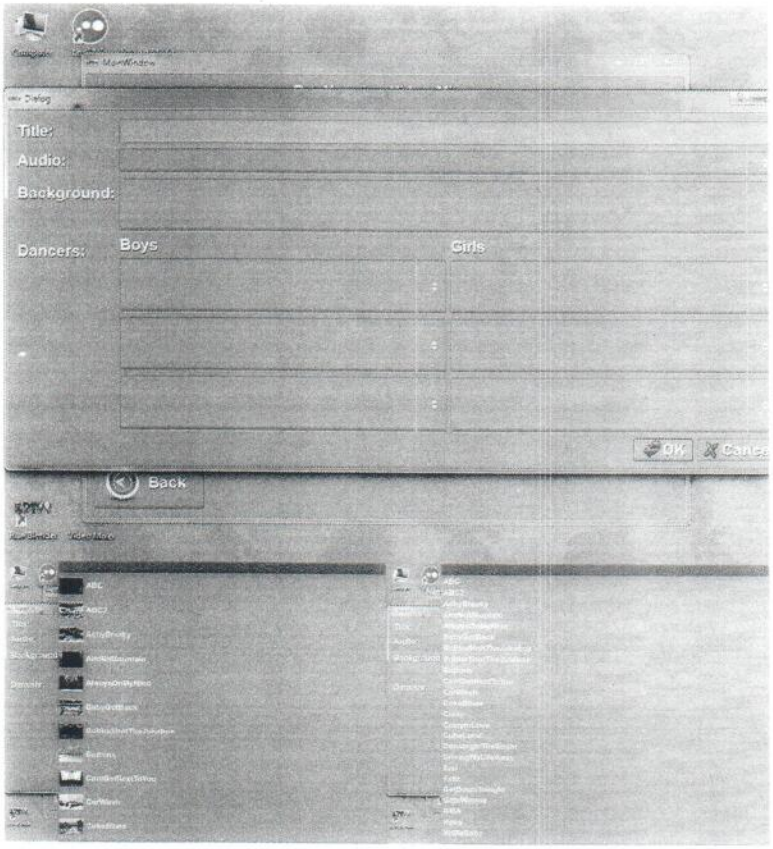
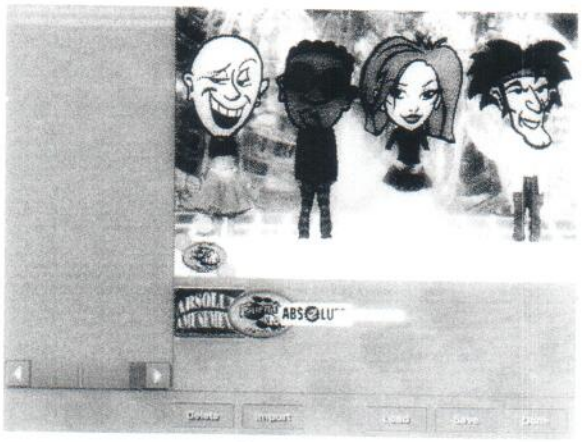


Figure 36 Mix and Match selections with drop down menus

Once New Song has been clicked a series of dropdown menus comes up. Here you mix and match the files you would like to create your custom piece. You will use the drop down menus to locate the files needed. The dancers cannot be amended, but you can pick from any of the bodies that are in the system already. ***The audio cannot be edited inside of the PopNoggins system itself. All assets must be prepared before insertion.***

Branding Studio



Going through the Admin button and then to the branding studio you can add and delete custom images to be displayed at the bottom of every video you record.

Figure 37 Branding studio screen with brands in the palette

How to build a logo for Branding Studio

The PopNoggins video screen is 640 x 480 pixels. For ease of manipulation and insertion, all branding studio elements should fit within these constraints.

If you wish your logo to span the width of the screen it should be no more than 480 pixels wide and proportionally tall.

The Branding studio prefers a .png file. However .jpg, bmp, or .tif will work as well. If you wish to insert an object that is not a rectangle such as a circle, or an ellipse, a png file will offer you a transparent background vs a .jpg file which will offer your circle or ellipse on a white background.

If all you have is a .jpg file the branding studio does offer a solution. It is the white rectangle that comes with the branding studio. This allows you to place a jpg with a white background in front of this rectangle giving the illusion that your jpg file is one logo that spans the width of the screen.

Once a logo is imported into the branding studio it can be resized by pulling on the grab handles in the upper left or lower right corner. It can also be rotated on its center axis clockwise or counter clockwise by dragging the green handle that is located at the top center of the logo. Please be advised that resizing occurs in both the horizontal and vertical planes simultaneously in order to preserve aspect ratio. Additionally a logo can be moved about the screen by clicking and dragging it into the space the user deems best.

Be advised that logos are on the top layer of the video surface and will obscure the dancers and background if they are too large.

Importing you logo
Place your logo on a flash drive and place the flash drive into an available USB slot.

Launch the blender software

Go to the admin menu

Go to Branding Studio

At the bottom of the branding studio palette you will see the button that says import. Click on the import button and the import widow will pop up. On the left side of the window click on desktop, computer, and then the drive your thumb drive is occupying, this is typically the J drive.

When your thumb drive opens navigate to the place you file is located . Sinlge click to focus the computer on that file and then hit the open button. The file will be placed in the palette ready for manipulation.

Hit Done and the logo is inserted into the video.

This logo will remain in all videos until you remove it from the video space.

Remember to build your logos from back to front. If you wish to use the white bar as a ground row or as a banner in the top of the video, remember to place it in the video first, and then place you logo in front of it. The last logo touched will be on top. Currently there is no way to choose which logo goes in front.

If you accidentally place the logo in back of the white bar, activate the logo by clicking on it and then remove it by dragging it off the video space. Grab the logo again from the palette and place it in the video space, since it is the last logo brought inot the space it will sit on top.

To remove the logo elements go to the Branding studio palate and drag the logo out of frame the logo will be removed from the video.

You can view a video on this process at:
http://youtu.be/kqEiKOigTrE

Video Manager

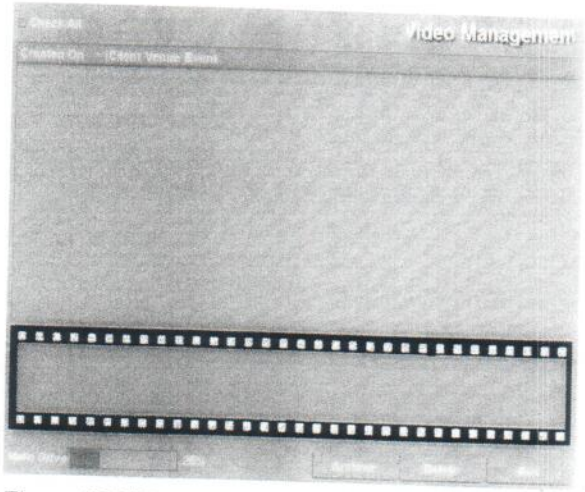


Figure 38 Video Manager Screen

Pressing this icon takes you to the video manager screen. Here you can burn master disc for client or for your records. You can then delete them out of the memory to save space on the hard drive and make the system run better.

When burning a master disk, a blank disk must be in the top left drive. You can only burn one master at a time. It will not burn if the blank disk is in any of the other five drives.

ATTRACT MODE

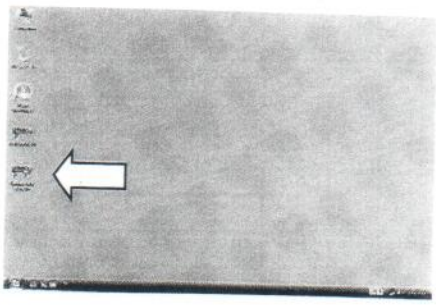
Attract Mode will run a series of video sessions that have been recorded on the hard drive and automatically placed in the directory C:/Blender/Attract.. These files will play round robin until someone interrupts the cycle by touching the screen or clicking the mouse. Once the cycle has been interrupted the select song screen is once again displayed and the machine is ready to for use.

If the machine is left still (no interaction) for 30 seconds and the PopNoggins Video application is launched the machine will go into attract mode.

The DVD Drives

The PopNoggin system uses six drives to burn DVDs. The drives require the use of a DVD +RW format. To assure compatibility DVD's must be purchased from PopNoggins

MAKING THE FIRST VIDEO



Click on the Launch Blender Icon at the Windows Desktop to launch the software

Figure 39 Desktop Screen Shot

Double click the "Run Blender" icon to go to the admin screen.

Click on the "Launch Blender" Button to go to the event info screen.

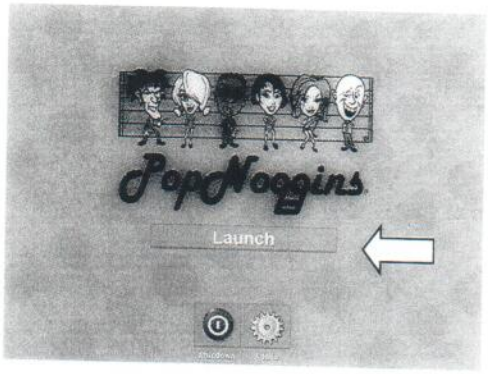
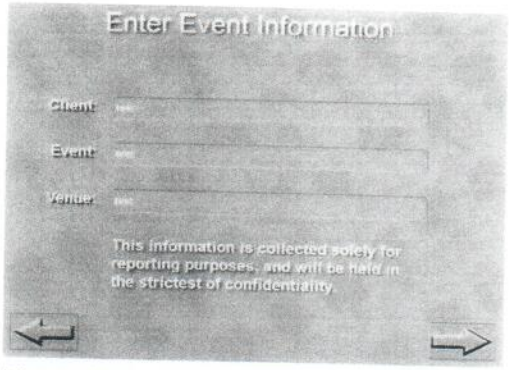


Figure 40 PopNoggins Admin Screen

Entering The Event Information



Here you can enter the client, event, and venue for future reference. Once all information is entered, click the right arrow button in the lower right corner to go to the song list.

Figure 41 Event Information Screen

Choosing a song

The player(s) will then choose one of 52 songs on the next five screens. The songs are represented by icons that are actual scenes in the video. Additionally, the respective titles are also located below the icons. Pushing the arrow to the right guides users to the next screen while pushing to the left guides users to the previous screen.

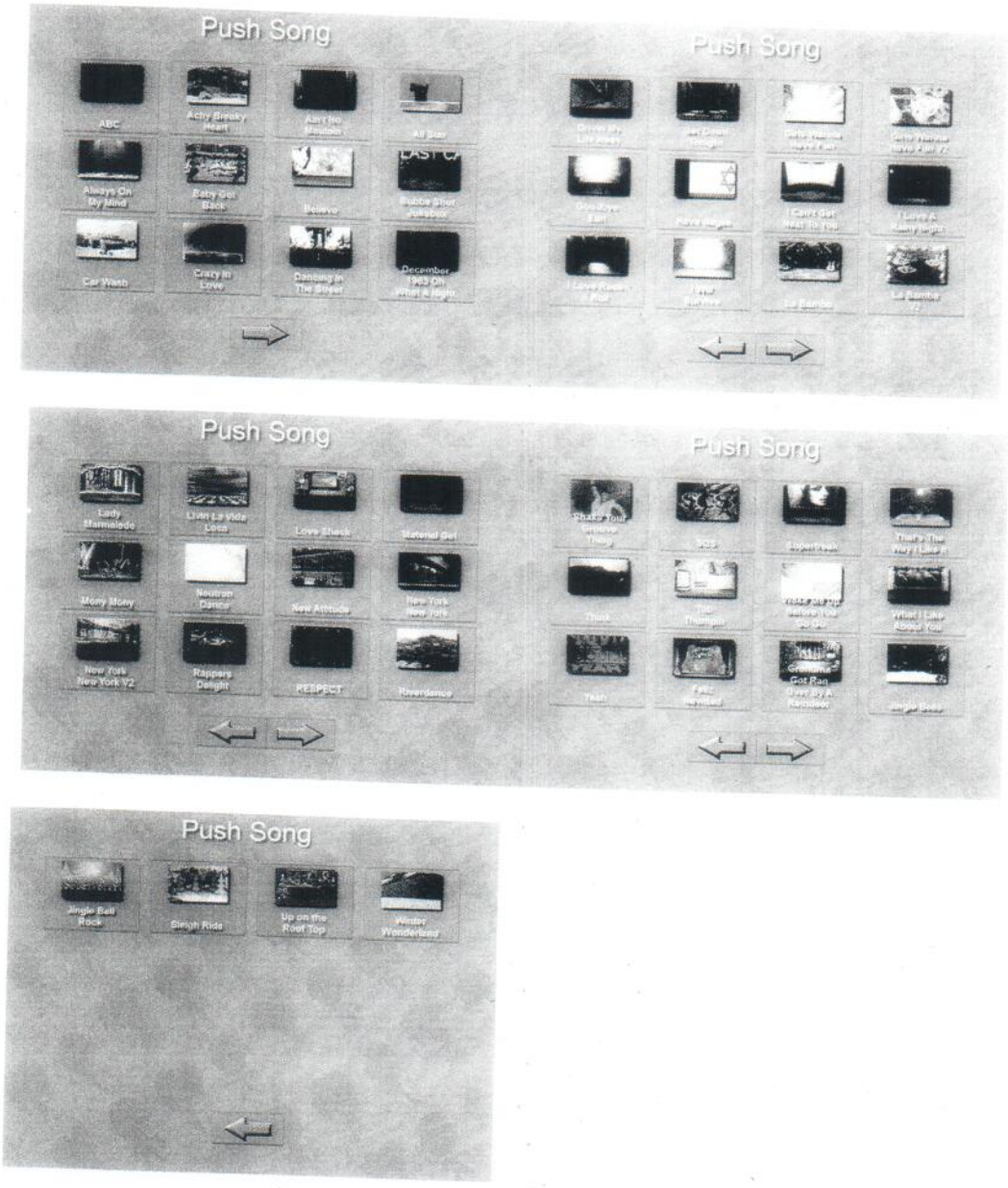
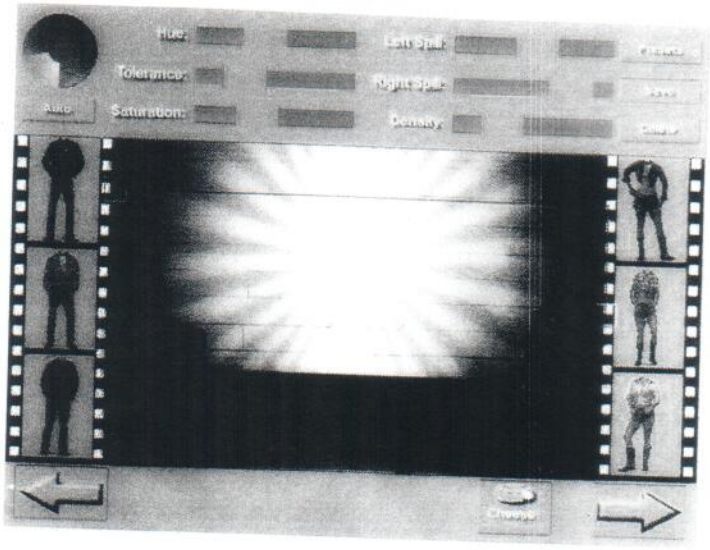


Figure 42 Song Selection Screens

Chromakey Settings

Understanding the keyer



The chromakeyer in the PopNoggins system employs the use of a color wheel as a graphic user interface to make keying adjustments easier to understand and to execute.

Keyer Controls

The keyer controls are as follows:

Hue

Hue is the color that is going to be rendered invisible as one takes the slider control and moves it from left to right the hue that is going to be removed will shift from green to blue to red.

Figure 43 Chromakeyer Screen

Tolerance

Tolerance is the amount of different colors one wishes to render invisible. As the user sliders the tolerance slider from left to right the amount of different colors rendered invisible are increased. This is used to account for shadows and lighting hot spots the camera may inaccurately pick out as a different color.

Saturation

Saturation is the difference between the most saturated version of a color and white. As the user moves the slider to the right more pastel colors are removed along with the key color. This also helps the camera render invisible what it may inaccurately determine a different shade of the key color.

Spill

Spill is the "halo" that may be around the subject when the chroma key is not quite right. Moving the "Left Spill" slider to the right reduces the amount of spill on the left side of the subject. Moving the "Right Spill" slider to the right reduces the amount of spill on the right side of the subject

Density

Density is the difference between the subject and the background. Sometimes the keyer will inadvertently render parts of the subject either invisible or translucent. Sliding the "Density" slider to the right increases the density of the subject and pulls the out of the background.

Configuring (white balancing) the camera:

1. Ensure the camera is in "Record Mode"
2. Ensure the camera is not in "Demo Mode"
3. Ensure the camera "Power Save" is off
4. Tape a white sheet of paper to the back wall in the seating area.
5. Zoom the camera in so that the white paper fills the LCD of the camera.
6. Ensure Camera is in Manual Mode (refer to Page 54 of the manual)
7. Change the White Balance so the LCD on the camera is white. (refer to Page 54 of the manual)
8. Pull the zoom out to get the whole seating area.

Adjusting The Chromakeyer.

1. Adjust Tolerance and Saturation to be narrow. This will make the highlighted portion of the color wheel to be very thin and near the edge of the circle.
2. Adjust Hue to get the best chroma effect possible with a tight Tolerance. This is called the key color
3. Adjust Tolerance to be a little wider to allow for a better picture. This will widen the highlighted pie shape on the wheel.
4. Adjust Saturation This will move the pie shape closer to the center,
5. If you have shadows appearing, adjust the left and right spill settings depending on the amount of spill
6. Add density to pull the subject off the background.

Hit the next icon (arrow symbol) at the bottom of the screen when you are satisfied

It is imperative that the camera be properly white balanced and the iris be properly set prior to checking the chromakey. If the picture does not look right, refer to the table below for top trouble shooting methods

Choosing Players

The user can then choose the number and gender of bodies that are offered. There are two to six choices. There are one to three male bodies and one to three female bodies in each song. The bodies are independent video streams. And can be dragged into the "virtual space".

Using either the touchpad on the keyboard or the optional touch screen select the body you wish to use via a single click. A red sizing square will surround the body. The body can then be dragged into the virtual space.

The body can also be sized using the grab handles at the upper left and lower right hand corner. Dragging the handles away from the body will cause the body to grow, dragging the handles toward the bodies will cause them to shrink.

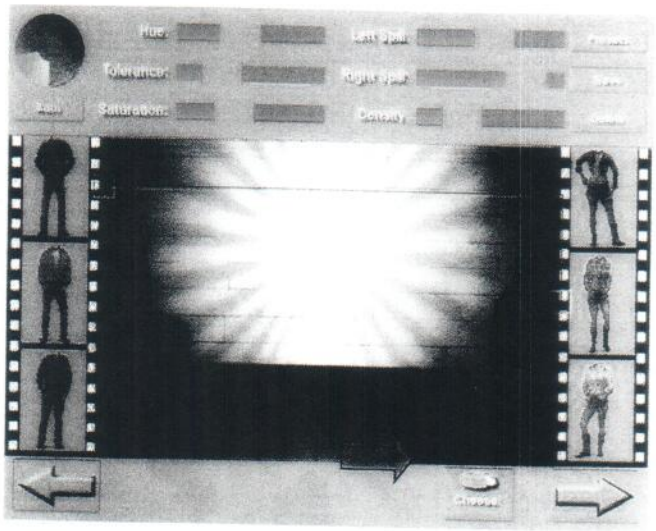
The bodies will grow in both the x and y planes. You cannot enlarge or shrink the bodies in only one plane.

Shrinking the bodies can give the illusion of depth. This makes the body look like it is placed in the back of the virtual space. Enlarging the body can make it look like it is places in the front of the space.

Capturing The Head(s)

The user has the ability to treat the players' heads as independent video streams. This will give all the live heads the same qualities as the video stream bodies such as drag and drop placement and scaling. This process is known as cheesing.

Using Cheese (Optional)



The user can hit the cheese button at the base of the Onstage Right Screen. The computer then finds the players faces and "pastes" them to the virtual space.

The cheese function may move the heads once they are cheesed. To place the heads on the bodies the user using either the touchpad or the touch screen select the head you wish to use via a single click. A red sizing square will surround the head. The head can then be dragged into the virtual space.

Figure 44 Chromakeyer Screen with highlighted cheese button

The head can also be sized using the grab handles at the upper left and lower right hand corner. Dragging the handles away from the head will cause the head to grow, dragging the handles toward the head will cause them to shrink.

The head will grow in both the x and y planes. You cannot enlarge or shrink the head in only one plane.

Shrinking the head can give the illusion of depth. This makes the head look like it is placed in the back of the virtual space. Enlarging the head can make it look like it is places in the front of the space. Additionally, the user may scale the head larger or smaller than normal for a comic effect.

If the user is not satisfied with the cheese the user can reset the cheese using the reset button. There is no limit to the number of times the user can cheese and reset.

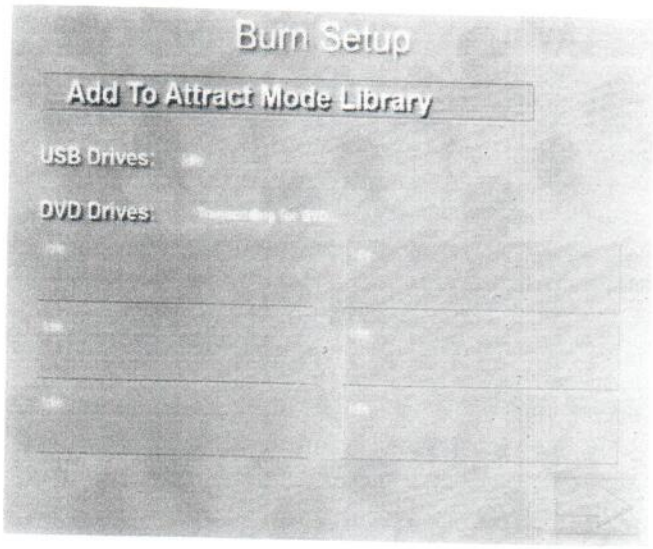
Using the cheese function can cause some undesirable artifacts such as pixilation. This occurs when the zoom on the camera is insufficient and the heads are too small to begin with. When using cheese, zoom in on your subject as much as practically possible. It is much better to zoom in too large and then use the cheese function to make the heads smaller rather than zoom too far away and make the heads bigger by grabbing the handled and digitally sizing them larger.

The cheese function will place the heads in their own crop. This will appear as a small box. If the subject were to move their head too far left or right they may be out of the crop and rendered invisible.

Recording The Performance

The unit will play a video for the next minute or so. The player(s) can move their heads in time with the music. At the conclusion of the video the PopNoggin bumper will display. After the video is done playing, you can remove the noggin bibs from the players and start getting the next group of players ready.

The Burn Process



Once the performance has been recorded the computer will transcode the performance into a VOB file which is suitable for use on a home DVD player. The DVD can also be played on a computer provided the computer has DVD playing software installed such as Win DVD or VLC or Nero. Windows Media player is not a DVD playing software and will not play these DVD's

Figure 45 DVD Burn Screen

Once the file has been transcoded it then goes through a mastering process. Once the mastering process is complete the file is then ready to be burned on DVD. The DVD's that are being used are a special DVD-+RW formula to make the burn process as quick as possible.

The burn will take three passes as is noted by the progress bar at the bottom of the screen. There is a progress bar for each of the six possible burners. Burn time should not exceed three minutes.

Dispensing DVDs

When the burn process is completed the drive tray(s) will open. The user can remove the disc and accordingly distribute it to the players.

Return To Attract Mode

If the machine receives no player interaction within the next 30 seconds it will go back to attract mode as described above.

Maintenance

Frequency

The machine will have to be updated yearly. It's recommended you verify your unit has been updated before each show to insure you have the latest updates, software, and songs.

File Management

There are three main directories that store the videos in the blender software. They are the DVD template, the HD template, and the Attract directories. These directories will need maintenance in an effort to keep the hard drive as empty and efficient as possible.

DVD template

The DVD template directory houses all the videos that have occurred since its last cleaning. The directory houses folders that are time stamped with a number of TS and .vob files. This directory can easily be overcome with data since these subfolders can run up to 80 meg each.

Clearing The Directories

Removing DVD templates

If you are in the blender software close it by pressing ALT and F4 simultaneously on the keyboard. This will take you to the windows desktop.
Click on the icon that says DVD template shortcut. This will take you to the DVD template directory.
You will see a .number of folders and a noggin.xml file.

Removing the Folders
Select the top folder by single clicking on it. This will cause it to be highlighted. Hold the shift key while simultaneously holding down the down arrow key this will cause the selected folders to be highlighted right click and a dialogue box will appear choose delete.

Please note the files may be too large to place in the recycle bin, if that is the case, they will be deleted and cannot be retrieved.

Warning! Do not remove the noggin xml file it will render the blender useless.

Removing Attract Mode Sub Folders/Files

The attract directory contains all the files that are used in attract mode. These files will be played if the machine has no interaction for 30 seconds.

These files are created when participants make their DVDs

Select the top folder by single clicking on it. This will cause it to be highlighted. Hold the shift key while simultaneously holding down the down arrow key this will cause the selected folders to be highlighted right click and a dialogue box will appear choose delete.

Please note the files may be too large to place in the recycle bin, if that is the case, they will be deleted and cannot be retrieved.

Trouble Shooting

Video shows on screen and audio plays on system but video shows black and audio is fine when played on DVD.	1. Monitor has not been set to clone mode.
Audio is heard in system but does not appear in DVDs video is fine.	1. AV distribution amplifier has been unplugged from computer 2. AV distribution amplifier has lost power. 3. The Cable from the AV distribution amplifier to the audio inputes of the capture cad has become disconnected.
No video on technician screen but other screens are fine	1. Technician screen is powered off. 2. VGA cable from VGA distribution amplifier to technician screen has been disconnected.
No video on any screen, audio is fine	1. VGA distribution amplifier is powered off or power is disconnected 2. VGA connector to input of VGA distribution amplifier is disconnected.
System will not get to the internet	1. Check local internet connection 2. Cat 5 connector on keystone is become unplugged 3. Router not connected to computer.
Blender will not update	1. Check local internet connection 2. Cat 5 connector on keystone is become unplugged 3. Bad or Expired Dongle 4. Dongle turned off for non payment (will tell the user to contact PopNoggin support
Audio on DVD but does not play in system	1. External sound system not plugged in 2. External Sound system not turned on 3. ART clean box is not turned up 4. ART clean box has no power 5. Output of Computer audio disconnected from AV distribution Amplifier 6. Cable between computer output and sound system input is bad or disconnected.
Disc burn screen goes to 50% on first pass and gets stuck	Bad disc
Choosing Player screen filled with black snow	Camera off or unplugged
Choosing player screen shows infinite images	Camera off or unplugged
Image bounces and then turns strange colors and zooms in and out by itself	Camera on Demo mode
Choosing player screen does not show live video window	Electronic Crop handles are inverted
Faces look purple on video	Camera is not white balanced for halogen lights and lighting is daylight color temperature. White balance must match the color temperature of the lighting
Faces look red on video	Camera white balanced for daylight and lighting is halogen. White balance must match the color temperature of the lighting
Disc will not play in DVD player	DVD player must be DVD +RW compatible
System will not turn on	1. Make sure system is plugged in 2. Make sure wall outlet has power Tripplilte power strip is not turned on