



# On-screen advertising





## ON SCREEN ADVERTISING module

*The on-screen advertising module is a great tool for increasing product visibility by using existing in-store equipment when it isn't doing anything else.*

*Why not maximize your investment in the front end monitors?*

*And you just may want to negotiate rebates with some of your vendors by promising them advertising space in your store.*



**LOGIVISION**

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### System features include:

#### Display modes

- Display continuous advertising on a window while you are using the system.
- After a programmable inactivity period on the whole screen.

#### Image display

- Add images manually from the backend-PC to deploy to the POS terminals.
- Add text messages to overlay the images.
- Add special effects for added visibility.

#### Trigger items

- Product images can be "triggered" by the sale of a specific product. This helps when negotiating with vendors to sell them the advertising space. You could, for example, display an image for one cola brand every time a competitive cola brand is sold.

#### Price batch interface

- Items added to batches can be added to the advertising display automatically.
- Simplify the advertising set-up by importing items from batches. All you need to do is put the corresponding image into the image folder and the Ad-batch interface will do the rest.

#### Compatible formats

- Standard image files like BMP, JPG, etc.
- Animated images (animated gifs, etc.)
- Short clips (AVI, MPG, etc. )

#### System requirements

Windows XP or Windows 2000.  
PC PIII 700 or greater with 256 meg ram and 30 gig hard drive.  
L-BOSS and L-POS are required to use this optional module.

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