



Gebruikershandleiding

Ooh!Media 3.4



Welcome ooh!Media 3

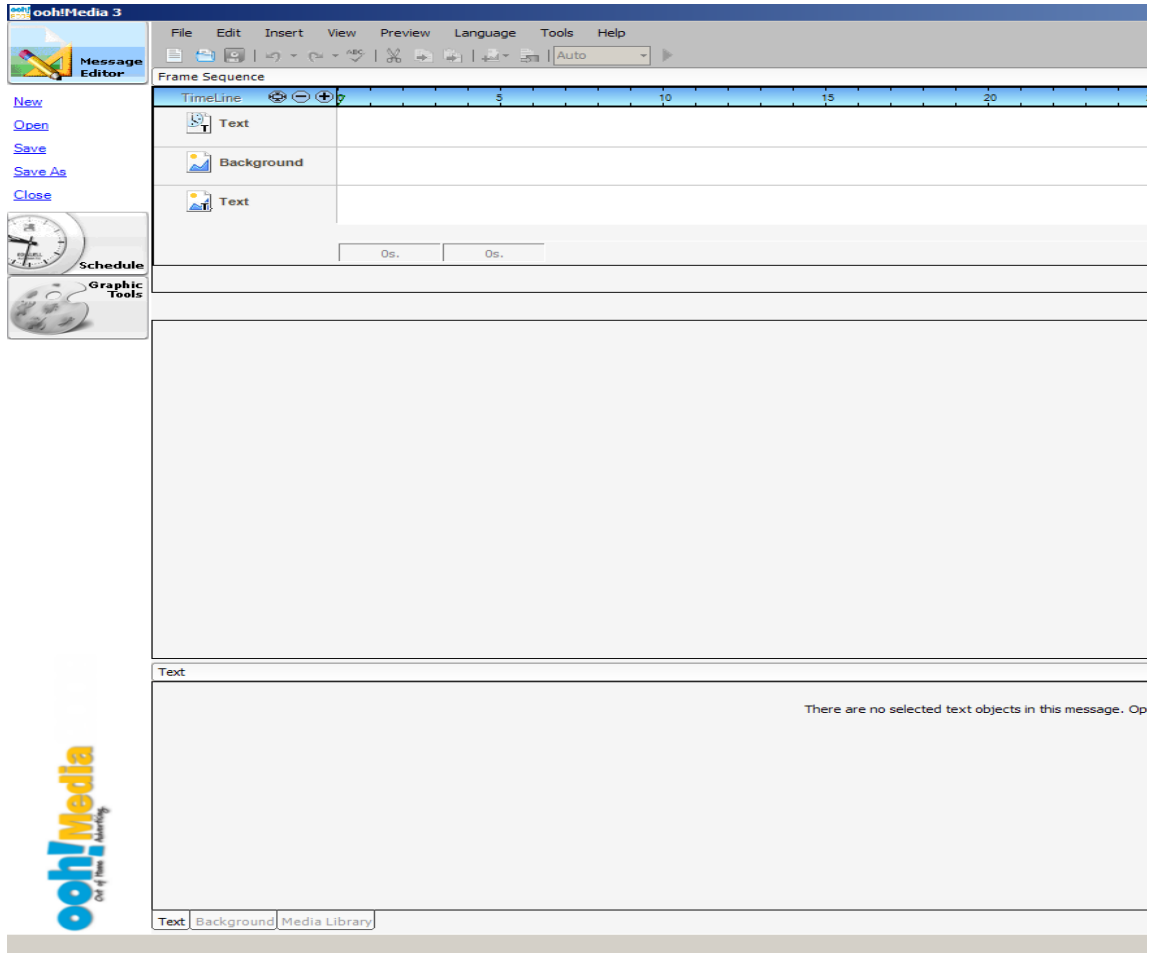
Welcome to ooh!Media 3!

ooh!Media 3 tool by Adaptive Micro Systems LLC, is a powerful tool for creating and uploading messages for different kinds of signs. In ooh!Media 3 you can create text messages, messages with animations or graphics, and messages with both text and graphics or animations.

ooh!Media 3 consists of two different components: Message Editor and Message Scheduler. Message Editor creates messages to display on signs and Message Scheduler defines when content will be played on a sign.

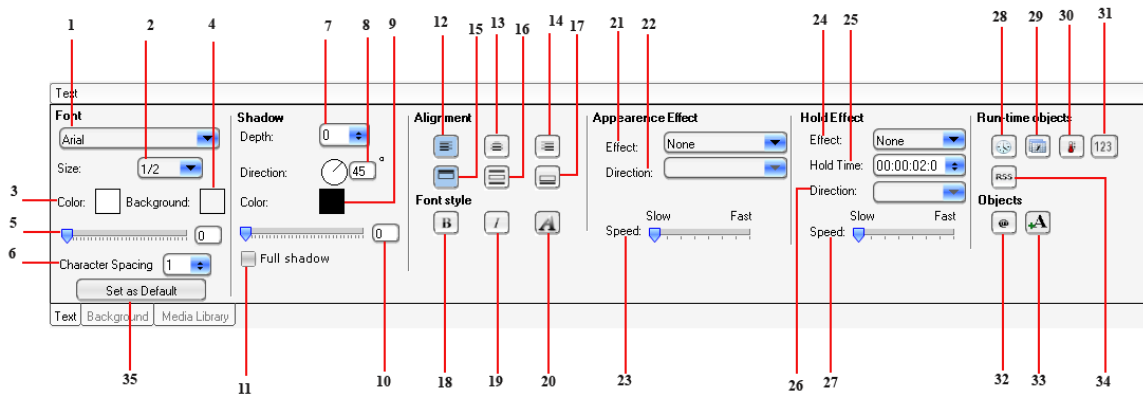
Message Editor

The Message Editor is used to create messages for your sign.



Text panel

The dockable window “Text” is used to edit properties of the selected text object of the message. The parameters that can be changed are: “Font”, “Shadow”, and “Alignment” which are used to make changes to the visual appearance of the text in the text object. You can add “Run-time objects” (ex. time, or temperature). “Effects” allows assigning different effects to different objects.



Font	1	is used for changing font-family, (for ex. Times New Roman, Arial). <i>15x12 Proportional Fancy</i> is the default selection
	2	is used for font-size changing. The number of lines can range from 1 to 16. The minimum size of the text object is 1/16, the maximum size is 1 ^{1/2}
	3	is used for text color changing
	4	is used to change the color for the background region of the text object. It is transparent by default
	5	is used to set transparency for the text
	6	is used for changing spacing characteristic

Shadow	7	is used for changing depth of the shadow
	8	is used for changing the shadow's direction
	9	is used for choosing the color of the shadow
	10	is used for setting transparency for the text's shadow
	11	full shadow
Alignment	12	aligns left edges of the text
	13	centers horizontally in the region
	14	aligns right edges
	15	vertically aligns text to the top of the region
	16	vertically aligns text in the center of the region
	17	vertically aligns text to the bottom of the region
	18	sets the bold type
	19	sets the italic type
	20	assigns the Flash effect to the part of the text string
Appearance Effect	21	contains the effects that can be applied to the layers
	22	selects the direction for the selected appearance effect
	23	allows setting the speed for the selected effect
Hold Effect	24	defines the type of the hold effect
	25	defines how long the hold effect will be applied to the layer
	26	selects the direction for the selected hold effect
	27	allows setting the speed for the selected effect

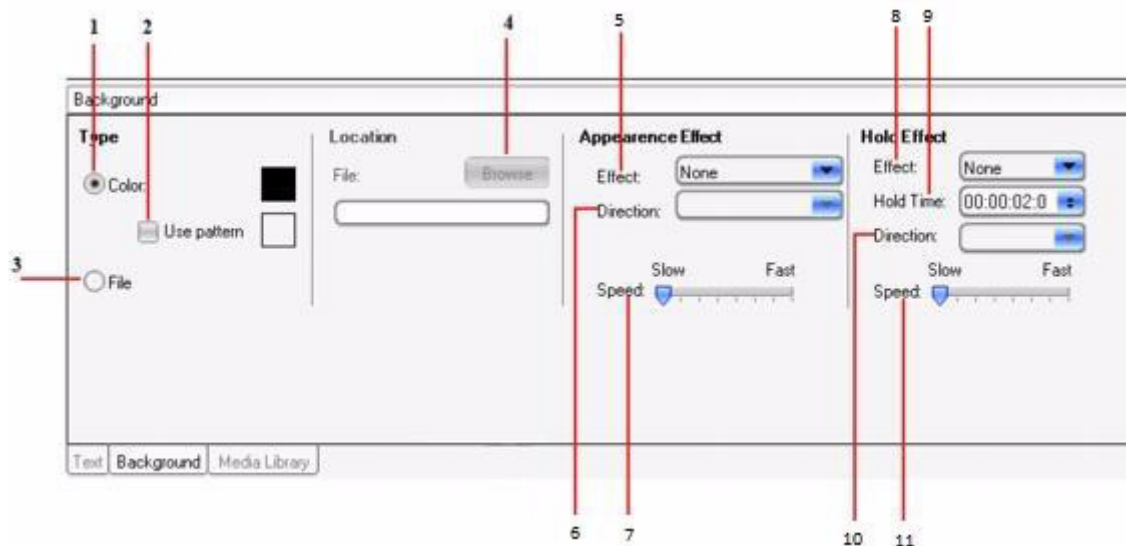
Run-time objects	28	inserts the current time into the message
	29	inserts the current date into the message
	30	inserts the current temperature into the message
	31	inserts a counter object (available only for EzView signs)
	32	sends real-time data to the sign (available only for EzView signs)
	33	is used to select a special symbol to insert, for example ü, ä
Set as Default	35	sets parameters as default

Note: An RSS Feed (Really Simple Syndication) is a web address that sends real-time data to the sign.

Background panel

The dockable window “Background” is used to manage the background layer of the message. The window “Background” allows you:

1. To set the background as a color.
2. To set the background as an image.



Type	1	selects the color from the color palette available
	2	changes the filling pattern
	3	loads pictures, animations, or movies to the background layer using Browse
Location	4	browses for the file
Appearance Effect	5	contains the effects that can be applied to the layers
	6	selects the direction for the selected appearance effect
	7	allows setting the speed for the selected effect
Hold Effect	8	defines the type of the hold effect
	9	defines how long the hold effect will be applied to the layer
	10	selects the direction for the selected hold effect
	11	allows setting the speed for the selected effect

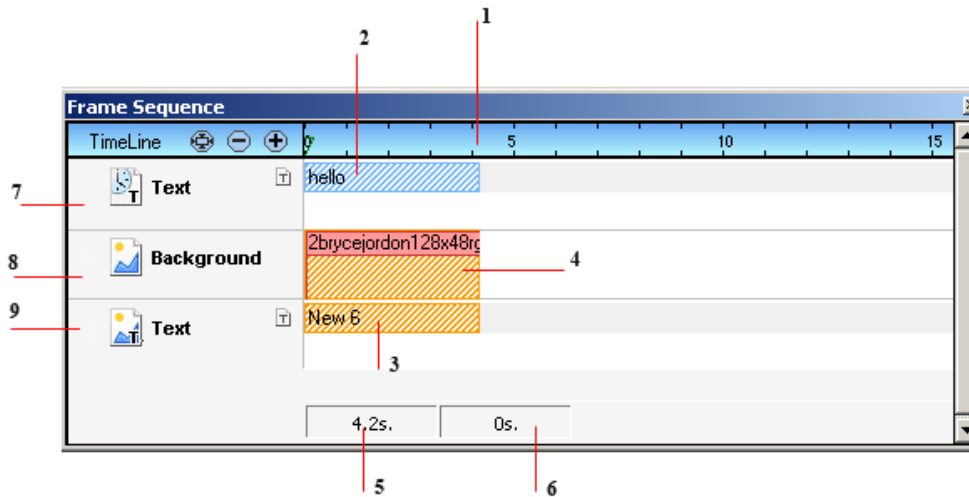
Note: It is possible to load a picture, animation, or movie to the background layer. Below is the list of valid background objects:

- Static picture -static picture can be imported from files (.bmp, .jpg, .jpeg, .gif, .png formats)
- Animated Sequence - animated picture can be imported (.gif format)
- Movie file - movie can be imported (.avi, .mpg and .mpeg formats)

Frame Sequence panel

The dockable window “Frame Sequence” displays the message based on the TimeLine. The message content is divided into layers:

- Text, linked to Time;
- Background;
- Text, linked to Background.



Elements of the “Frame Sequence”:

TimeLine	1	represents the time visualization
Text object	2	linked to time
Text object	3	linked to the background
Background	4	it is a background object (ex. .jpg, .jpeg, .bmp, .gif, .png .avi, .mpg, .mpeg)
Total time	5	represents the total time of the message
Current time	6	this is the lowest limit (by time) of the selected background object
Text layer	7	contains text objects linked to time
Background layer	8	contains a background object
Text layer	9	contains text objects linked to the back-ground

Background Layer:

- Layer name – background with layer icon;
- Background object;
- Background object contains the name of the imported file [for ex. .bmp, .jpg, .avi]; flag “Color” in case the background contains only color.

Text Layers:

- Text layer linked to time contains texts objects, linked to time;
- Text layer linked to the background contains texts objects, linked to the background;
- Duration for Text with ‘Scroll’ effect calculated automatically.

Note: Each text object is represented as a region. Each region has characteristics:

- Color;
- Text;
- Duration (in seconds).

Elements of the Text linked to the background:

1. The duration (time) of the text can’t be longer than the duration of the background object;
2. The text object can’t start earlier than the background object;
3. The text object can’t stop later than the background object.

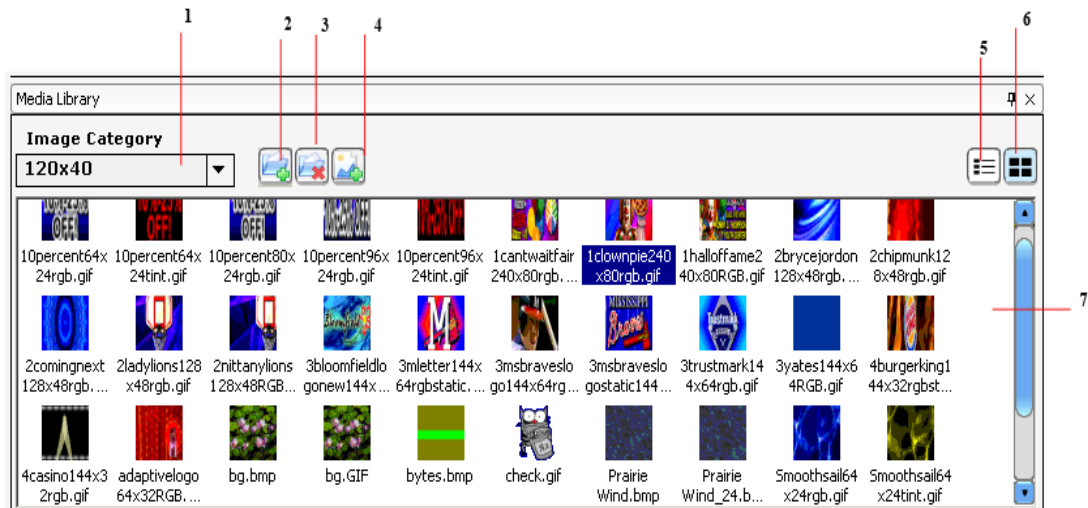
Elements of the Text linked to time:

1. The duration of the text is an independent value;
2. The text object can start and stop at any time.

Media Library panel

The dockable window “Media Library” is used for managing the media library. The media library contains media files such as pictures and animations. In this window you can:

1. Navigate through the media library.
2. Create a new folder. To create a folder click “Create a folder” button.
3. Delete a category. In order to delete the existing category it is necessary to select the category to be deleted. The category will be deleted with all the embedded files.
4. Add a new file to the folder. A new file will be added to the currently selected category.
5. Delete a file from the media library. Highlight the selected file and hit the “Delete” key on you keyboard.



1	allows navigating through the media library
2	adds a new category
3	deletes a category
4	adds a new file to the media library
5	shows files as pictures with names
6	gives the detailed view of the file
7	the viewing region

Media library divides all files by sign family first (ex. “StreetSmart”, “Excite”).

Within the sign family folder all files are divided by supported color palette. For example “StreetSmart” signs can support one of two palettes: “Red”, “Amber”; “Excite” signs can support only “RGB”.

Within the color palette folder all files are divided by size. Each size folder contains files grouped by categories. For example, 200x170 is:

200 = The number of columns.

170 = The number of rows.

Select the size that is most similar to your sign.

Each category contains a number of media files. The size folder can contain non grouped files as well.

Preview modes:

1. “Detailed”. This view gives the following properties in a list:
 - File name;
 - Size;
 - Date modified;
2. “Thumbnails”. This view shows files as small pictures with names.

Emulation area

The main window of the Message Editor contains the Emulation Area.

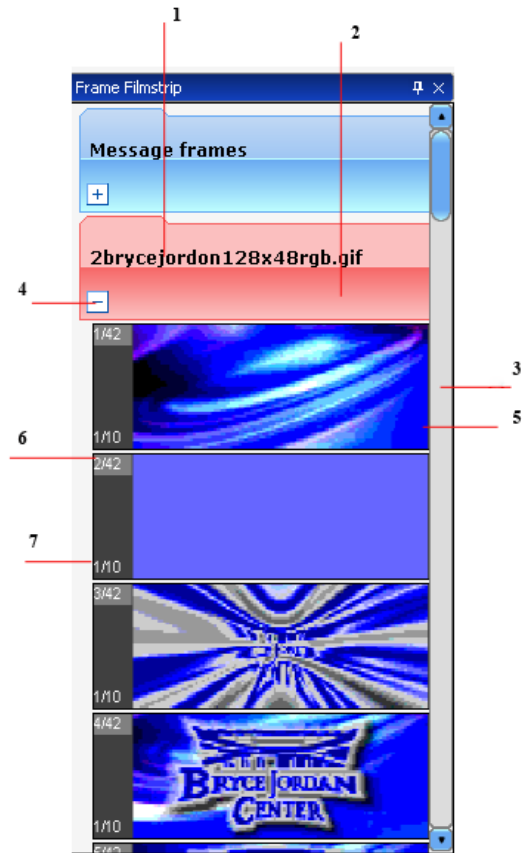
The Emulation Area has two different modes:

1. Edit Mode is used to edit the message.
2. Run Mode is used to view the message in real-time.



Frame Filmstrip panel

The dockable window “Frame Filmstrip” is assigned to display the background layer as a sequence of frames. The “Frame Filmstrip” window contains the following items:



Folder appearance

The sequence of background objects are displayed as a folder #2 with:

- “Name” #1;
- “Plus” icon for expanding frames;
- “Minus” #4 icon for collapsing frames.

Scroll bar

If the total length of items is larger than the size of the window, scroll bar #3 appears.

Frame appearance

Each background object consists of frames. Each frame contains the following information:

- Frame **#5**. A frame image is a picture of the Emulation area and it represents the appearance of the sign when the frame is being displayed on the sign;
- Frame number **#6** is the frame count within the folder;
- Frame duration **#7** (in seconds).

Step-by-Step Tutorial - Messages

Messages contain one or more background that can be transmitted to a sign. Messages support text, images (.gif, .jpg, .jpeg, .png, .bmp) and movies (.avi, .gif .mpg, .mpeg).

Creating a new text message

To create a new text message:

1. Open ooh!Media 3.
2. Click on the “File” menu item.
3. Select the “New” menu item.
4. The Emulation panel will appear.
5. Select “Insert text”.
6. Your new message will be displayed in the emulation area.
7. If you are satisfied with your message, click on the Save button.

Step-by-Step Tutorial - Text Properties

Properties for the text string in the message can be modified.

Note: The text layer can contain a number of text objects. The window “Text” is assigned to edit only one (selected) text object.

Changing font colors

To change font colors:

1. Highlight the text.
2. Click the Color palette.
3. Choose the color you want to use.
4. Click the **OK** button.

Changing the font size

To change the font size:

1. Highlight the text.
2. Choose the size you want from the drop-down list.
3. The changes will be displayed in the Emulation window.

Changing the spacing

To change the spacing:

1. Highlight the text.
2. Click on the Spacing button.
3. Choose the spacing you want.

Changing shadow parameters

To change the direction of the shadow:

1. Highlight the text.
2. Move the mouse with the left button pressed on the direction circle.

To change the depth of the shadow:

1. Highlight the text.
2. Choose the depth you need in the drop-down list.

Note: The depth is how thick the shadow is.

Step-by-Step Tutorial - Adding Effects

The ooh!Media 3 application provides the ability to assign different effects to the background or to the text object.

Adding effects to the text

To add effects to the text:

1. Open ooh!Media 3.
2. Select the object you want to add effects to.
3. Choose the necessary effects.
4. Press the **Play** button to preview the applied effects.
5. Click the **Save** button to save your changes.

Step-by-Step Tutorial - Media Library

The Media Library is a structured data storage location for image (.gif, .jpg, .png, .bmp, .jpeg) and movie (.avi, .gif, .mpg, .mpeg) files.

Creating a background from the Alphamation media library

To create a background:

1. Open ooh!Media 3.
2. Create a new message.
3. Open the **Media Library** window.
4. Select the file icon within the list of the backgrounds.
5. Use Drag-and-drop operation.
6. Drop the dragged file's icon in:
 - “Frame Filmstrip” window. The new object will be created between two background objects.
 - “Frame Sequence” window. The new object will be created between two background objects.
 - “Emulation area window”. The new object will be created at the end of the sequence of background objects.

Creating a new category

It is possible to add a new category to the currently selected folder:

1. Click the **Create a new category** button.
2. The popup window “New category” will appear.
3. Enter the name of the new category.
4. Click the **OK** button.

Deleting a category

It is possible to delete a category from the Media Library:

1. Select the category to be deleted using the combo box.
2. Press the **Delete category** button.
3. The confirmation window for the “Delete” operation will appear.
4. Confirm the deletion operation.
5. The category will be deleted with all embedded files.

Adding a file to the Media Library

It is possible to add a file to the Media Library:

1. Click the **Add new file** button.
2. Standard “Open” dialog window will open.
3. New file will be added to the currently selected category.

Step-by-Step Tutorial - Adding RSS Feed

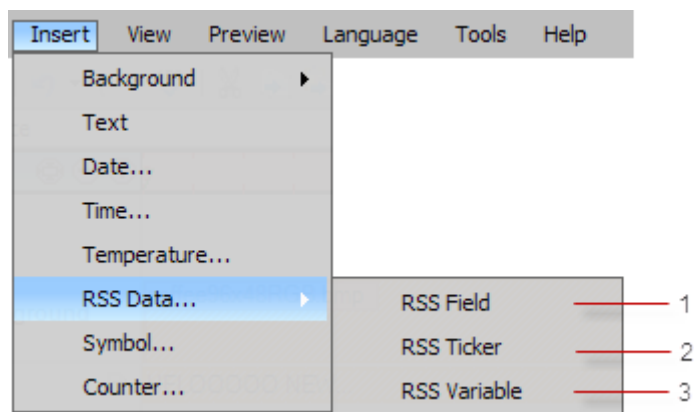
An RSS feed from the Internet can be added to the message.

Adding RSS Feed

To find an RSS Feed:

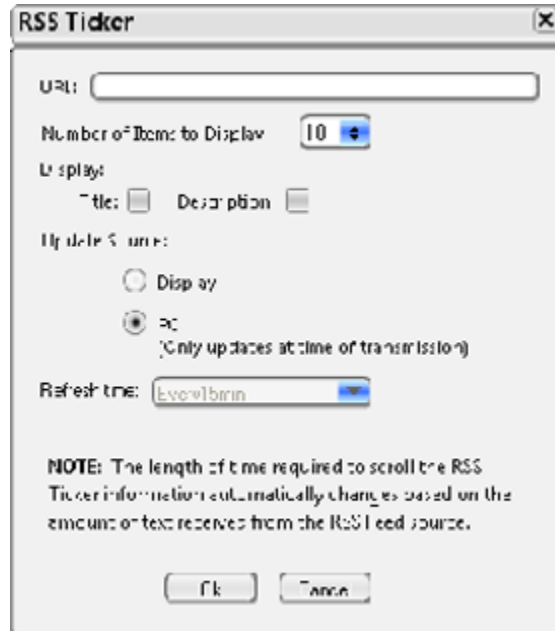
1. Open Internet Explorer.
2. Go to cnn.com.
3. Find RSS Feeds.
4. Highlight the RSS Feed you want.
5. Copy the RSS Feed.
6. Go back to the ooh!Media 3.
7. Set the properties in the RSS Field.

To add RSS feed:



1. Open ooh!Media 3.
2. Click **Insert** menu item.
3. Select “RSS Data”.
4. Select “RSS Field” #1 to add simple RSS feed.
5. Select “RSS Ticker” #2 to add RSS Ticker.
6. Select “RSS Variable” #3 to add RSS Variable

RSS Ticker



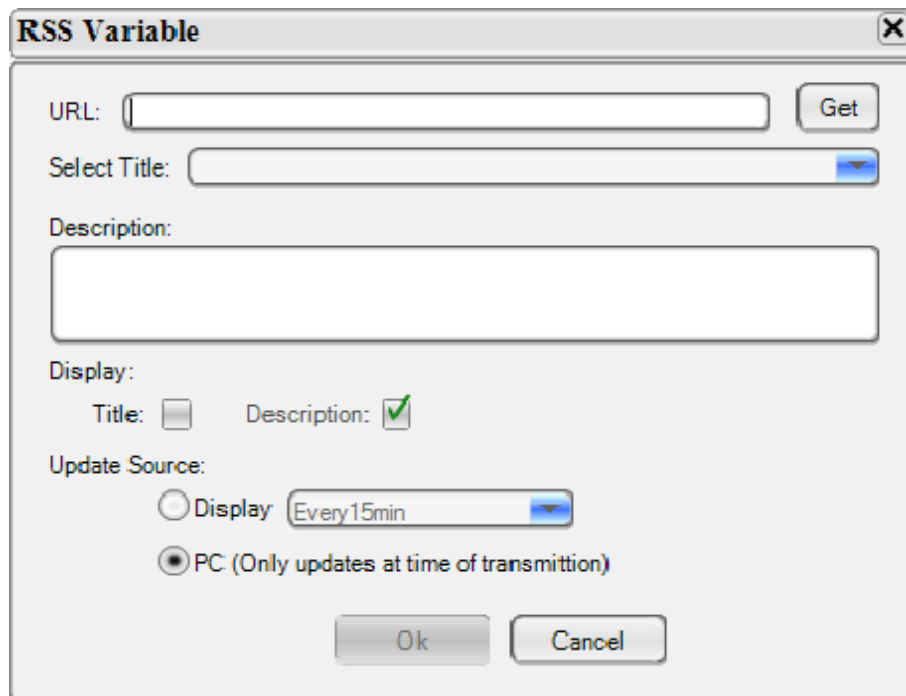
The image shows a dialog box titled "RSS Ticker" with a close button (X) in the top right corner. The dialog contains the following fields and options:

- URL:** A text input field.
- Number of Items to Display:** A spin box set to 10.
- Display:** Two checkboxes labeled "Title" and "Description".
- Update Source:** Two radio buttons: "Display" (unselected) and "PC" (selected). Below the "PC" radio button is the text "(Only updates at time of transmission)".
- Refresh time:** A spin box set to "Every 10 min".
- NOTE:** A text block stating: "NOTE: The length of time required to scroll the RSS Ticker information automatically changes based on the amount of text received from the RSS feed source."
- Buttons:** "OK" and "Cancel" buttons at the bottom.

The system will gather the following information from the user:

1. URL of the source.
2. Number of items to be displayed.
3. Fields to be displayed (TITLE and/or DESCRIPTION)
4. Source of Update (Display or PC)
5. If the source of the update is set to Display: Refresh time is enabled.
6. Clicking the OK button will cause the RSS Ticker to be added to the message, where it is available for further manipulation of fonts, colors, etc. within the message editor. The system is immediately retrieve the feed and calculate the scroll hold time and set it to same.

RSS Variable



The image shows a dialog box titled "RSS Variable" with a close button (X) in the top right corner. The dialog contains the following fields and controls:

- URL:** A text input field followed by a "Get" button.
- Select Title:** A dropdown menu.
- Description:** A large text area.
- Display:** Two checkboxes: "Title" (unchecked) and "Description" (checked).
- Update Source:** Two radio buttons: "Display" (unchecked) and "PC (Only updates at time of transmission)" (checked). The "Display" radio button is associated with a dropdown menu showing "Every15min".
- Buttons:** "Ok" and "Cancel" buttons at the bottom.

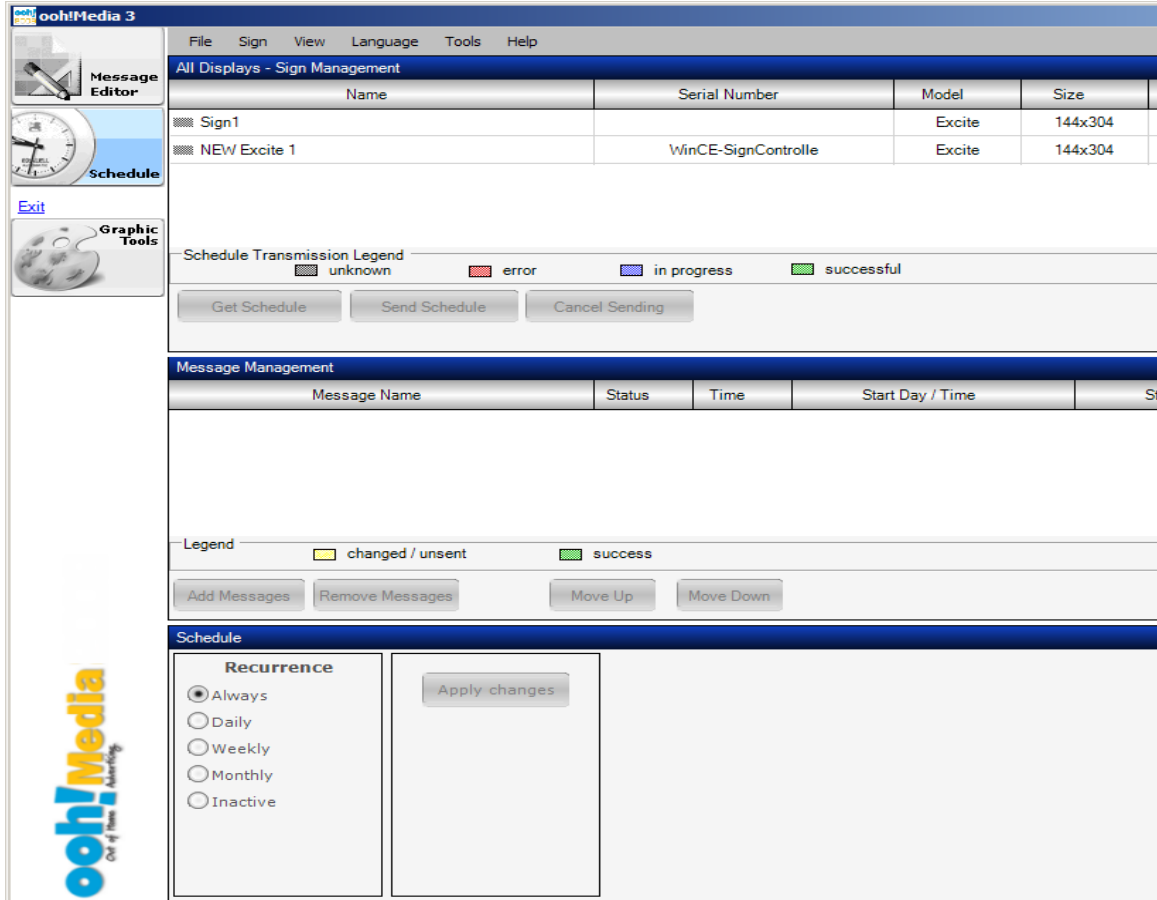
The system will gather the following information from the user:

1. URL of the source.
2. Select Title from drop down list.
3. System shows value of DESCRIPTION of the selected TITLE in the DESCRIPTION field.
4. Fields to be displayed (TITLE and/or DESCRIPTION)
5. Source of Update (Display or PC)
6. If the source of the update is the Display: Refresh time is enabled.

Clicking the OK button will cause the RSS Variable to be added to the message, where it is available for further manipulation of fonts, colors, etc. within the message editor.

Message Scheduler

The Message Scheduler is used to create schedules for Signs. It allows creating various schedules, assigning schedules to specific signs, reading schedules from signs.



Sign Management window

The “Sign Management” window allows the user to upload schedules to the chosen sign(s), and download the schedules from the selected sign(s).

The screenshot shows the "All Displays - Sign Management" window. It features a table with the following data:

Name	Serial Number	Model	Size	IP Address	Status	Last Updated
Sign1		Excite	144x304	localhost	Manual	
NEW Excite 1	WinCE-SignControlle	Excite	144x304	192.168.2.133	No Response	12/8/2010 2:48:51 PM

Below the table is a "Schedule Transmission Legend" with the following items:

- unknown (grey square)
- error (red square)
- in progress (blue square)
- successful (green square)

At the bottom, there are three buttons: "Get Schedule", "Send Schedule", and "Cancel Sending".

Numbered callouts (1-10) point to various UI elements: 1 points to the table header, 2 to the table body, 3 to the right sidebar, 4 to the legend, 5 to the "in progress" status, 6 to the "error" status, 7 to the "unknown" status, 8 to the "Get Schedule" button, 9 to the "Send Schedule" button, and 10 to the "Cancel Sending" button.

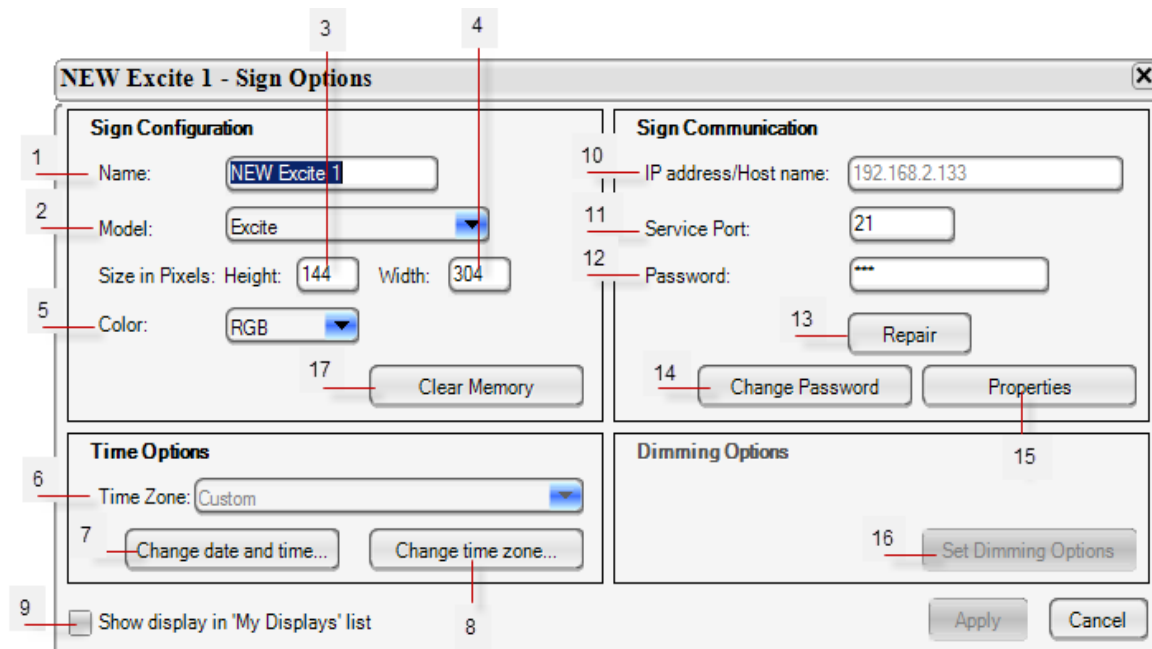
Properties of the Sign Management window:

- Filtering signs **#1** - the user can filter signs that are displayed in the “Sign” window. In order to filter signs that have a certain property value the user should select the sign(s) with this property value and click on the header of the column that corresponds to this property.
- “Choose Signs” list/tree view **#2** allows the user to select sign(s).
- Choose Signs list view popup menu **#3** allows the user to select the columns which will be displayed in the list view.
- Signs State Legend displays current sign state. There are four possible states:
 - Green **#4**- Operation is successful. This is a state showing that upload, download, or update operation was successfully completed.
 - Blue **#5**- Operation in progress. This is a state when upload, download, or update operation has started communications with the sign but not finished yet.
 - Red icon **#6**- Communication Error. This is a state when a communications error has occurred while the user was trying to upload, download, or update the signs’ schedule.
 - Grey icon **#7**- Unknown. This is a state when no connection with the sing has been made.
- “Get Schedule” button **#8** allows the user to download schedule(s) for all selected sign(s) or schedule(s) will be downloaded to the computer and the schedule will be opened.
- “Send Schedule” button **#9** allows the user to upload the schedule to the selected sign(s).
- “Cancel Sending” button **#10** allows the user to cancel the process of sending the schedule to the sign.

Sign Options

The “Sign Options” window is assigned to “Edit/View” characteristics for the existing sign. It consists of two parts:

- Sign Configuration
- Time Options
- Sign Communication
- Dimming Options



Sign configuration:

- Sign “Name” #1 represents the name of the sign.
- Sign “Family” #2 represents the family of the sign. (ex. Excite, StreetSmart, RoadStar, Infinity, EzView).
- Matrix “Height” #3 represents the height of the sign in pixels.
- Matrix “Width” #4 represents the width of the sign in pixels.
- “Color” #5 represents the information about the color model that is supported by the chosen sign family.
- “Clear Memory” #17 is used to clear the physical memory of the sign..

Time options:

- “Time zone” #6 represents the name current Time Zone of a sign
- “Change date and time” #7 changes of Date and Time for a sign.
- “Cahnge time zone...” #8 opens dialog of Time Zone settings.

Sign Communication:

The Sign Communication part depends on the chosen Communication Type.

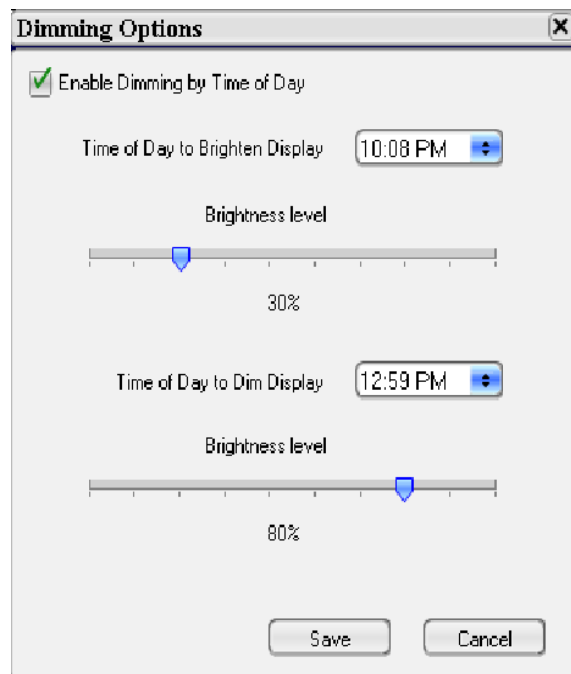
- “IP address” #10 allows the user to set the IP address, or Host name.
- “Service Port” #11 allows the user to set the port.
- “Password” #12 set the password.
- The “Auto Detect” button #13 helps to get the parameters of the sign.
- The “Change Password” button #14 is used to change the password.
- The “Properties” button #15 is used to change the TCP/IP properties.

Note: Note: “Auto Detect: button changes to “Repair” if sign is already detected by software

- “Repair” #13 helps to repair sign settings.

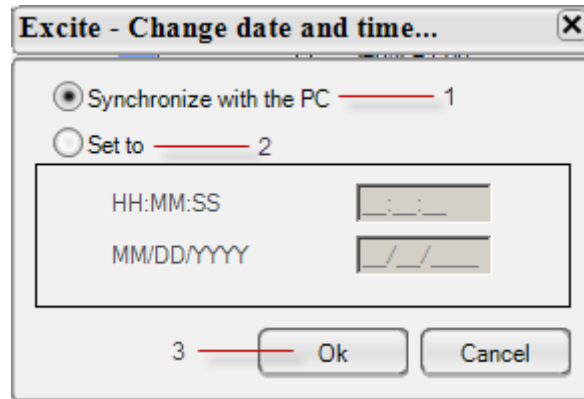
Diming Options #16:

Note: The sign is rebooted after saving the dimming parameters.



Change Date and Time

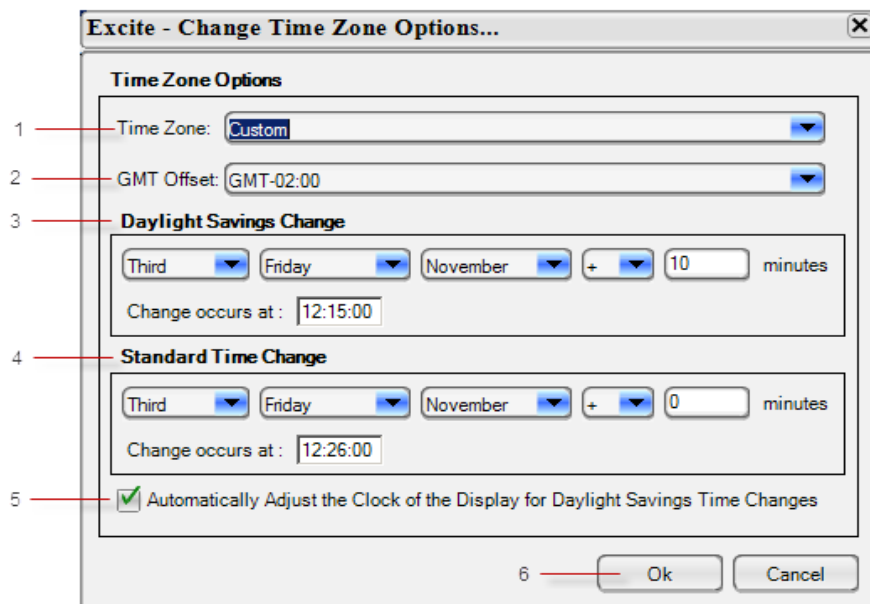
The “Set time and date” command is used to set time and date for the sign. It is possible to do the following



- Synchronize time with the time on the personal computer #1;
- Set a definite time and date #2.
- The commands are executed only after the “Ok” button #3 is clicked.

Time Zone

The “Change Time Zone Option” window is assigned to set Time Zone for signs



Commands:

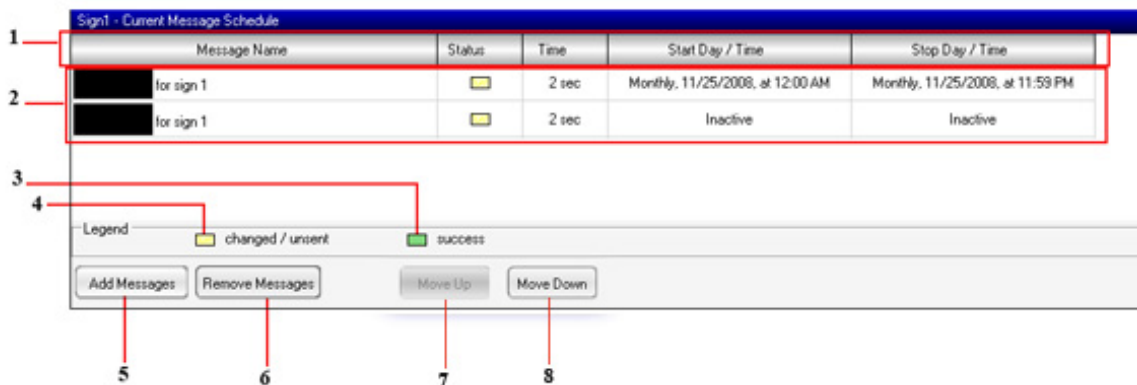
- The “Change Time Zone Option” is used to set time zone for the sign. It is possible to do the following:
 - Select standard Time Zone from the list #1 or create custom time zone;

For Custom Time Zone:

- Set a “GMT Offset” #2. GMT Offset is a list of GMT Offsets from the local operating system.
- “Daylight Savings Change” #3
- “Standard Time Change” #4
- “Automatically Adjust the Clock of the Display for Daylight Savings Time Changes” #5 is a check box that determines if the display should automatically adjust its own clock for DST changes.
- The commands are executed only after the “Ok” button #6 is clicked.

Message Management window

The “Message Management” window contains messages for each sign. It allows the user to add and remove messages to and from the sign.



The “Message Management” window will be empty and disabled until some Sign is selected.

The “Message Management” window contains a multi selection list of messages for each sign #2.

The table #1 contains the following information about the message: Message Name, Status, Time, Start date/Time, and Stop date/Time.

Status #3,4, is added to show if the message has changed since the last time it was transmitted to the display. Yellow #4 shows that the message has been modified since last transmitted.

Green #3 signifies that the status of the message is up to date.

Note: The status is yellow for the newly added messages.

The “Add Messages” button #5 opens the “Add Message” windows which allows the user to multi select from the list of saved messages.

The “Remove Messages” button #6 allows removing messages from the list.

The “Move Up” button #7 moves the selected message up.

The “Move Down” button #8 moves the selected message down.

Schedule window

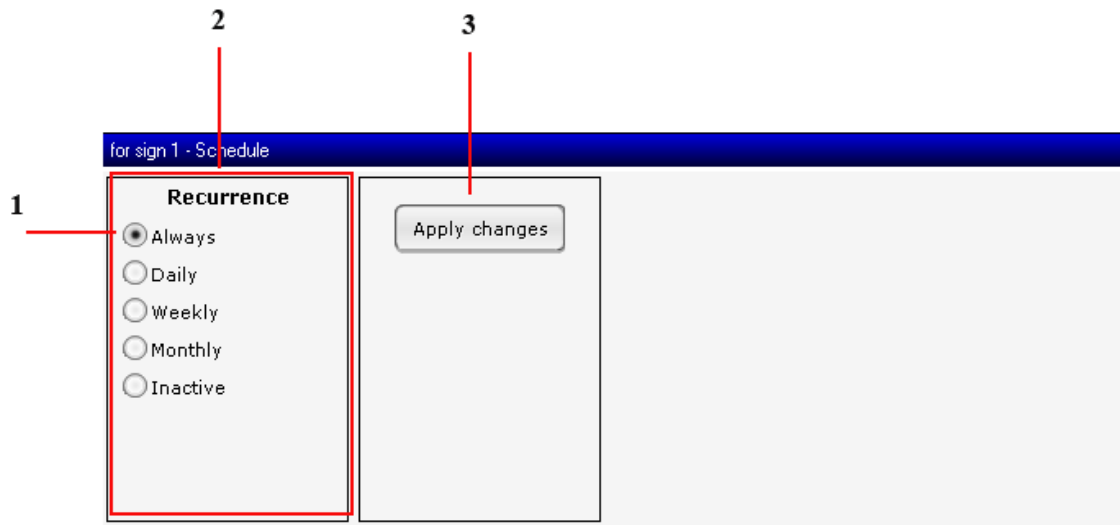
The “Schedule” window is used to define time and recurrence settings of messages.

Recurrence Types:

The recurrence panel allows the user to choose the recurrence type for the message. It defines time period(s) within which the message will be displayed on the sign. There are four recurrence types:

Always

“Always” recurrence means that the message will be shown always.



- Recurrence Panel #2 (the “Always” radio button #1 should be selected);
- On selecting the “Apply Changes” button #3 the current settings will be applied to the message.

Daily

“Daily” recurrence means that the message will be shown periodically with one or more day period.

The screenshot shows a dialog box titled "for sign 1 - Schedule" with four main panels and an "Apply changes" button. The panels are:

- Recurrence Panel #2:** Contains radio buttons for "Always", "Daily" (selected), "Weekly", "Monthly", and "Inactive". Below these is a section labeled "Every" with a text input field containing "1" and the word "Day".
- Time Panel #3:** Contains "Start:" and "End:" labels with corresponding time selection dropdowns. The start time is "12:00 AM" and the end time is "11:59 PM".
- Range of Recurrence Panel #4:** Contains "Start:" and "End:" labels with date selection dropdowns. The start date is "11.25.2008". Below these are radio buttons for "No End Date", "End After", and "End by" (selected). A small numeric input field with "0" is positioned between "End After" and "End by". The "End by" dropdown is set to "11.25.2008".
- Apply changes Panel #5:** Contains a single button labeled "Apply changes".

Numbered callouts point to: 1 (the "Daily" radio button), 2 (the Recurrence panel), 3 (the Time panel), 4 (the Range of Recurrence panel), and 5 (the "Apply changes" button).

- Recurrence Panel #2 (the “Daily” radio button #1 should be selected);
- Time Panel #3 allows entering start time and end time for the message;
- Range of Recurrence Panel #4 allows setting the message recurrence characteristics;
- The “Apply changes” button #5 allows saving the changes performed in the schedule for the selected message.

Weekly

“Weekly” recurrence means that the message will be shown each week during the time interval selected.

The screenshot shows a scheduling interface for a sign, titled "for sign 1 - Schedule". It is divided into five main panels, each with a red box and a number pointing to it:

- Panel 1:** Points to the "Weekly" radio button in the "Recurrence" panel.
- Panel 2:** Points to the "Recurrence" panel header.
- Panel 3:** Points to the "Time" panel, which includes "Start: 12:00 AM" and "End: 11:59 PM" dropdown menus.
- Panel 4:** Points to the "Range of Recurrence" panel, which includes "Start: 11.25.2008", "End:" options (No End Date, End After, End by), and a "0" spinner.
- Panel 5:** Points to the "Recurrence pattern" panel, which includes checkboxes for Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.
- Panel 6:** Points to the "Apply changes" button.

- Recurrence Panel #2 (the “Weekly radio button #1 should be selected);
- Time Panel #3 allows entering start time and end time for the message;
- Range of Recurrence Panel #4 allows setting the message recurrence characteristics;
- Recurrence Pattern Panel #5 allows selecting the days of the week when the message will be shown;
- The “Apply changes” button #6 allows saving the changes performed in the schedule for the selected message.

Monthly

“Monthly” recurrence (the message will be shown each month for the time intervals selected).

for sign 1 - Schedule

Recurrence

Always

Daily

Weekly

Monthly

Inactive

Every

1 Month

Time

Start: 12:00 AM

End: 11:59 PM

Range of Recurrence

Start: 11.25.2008

End:

No End Date

End After

0

End by

11.25.2008

Recurrence pattern

Every day

Every

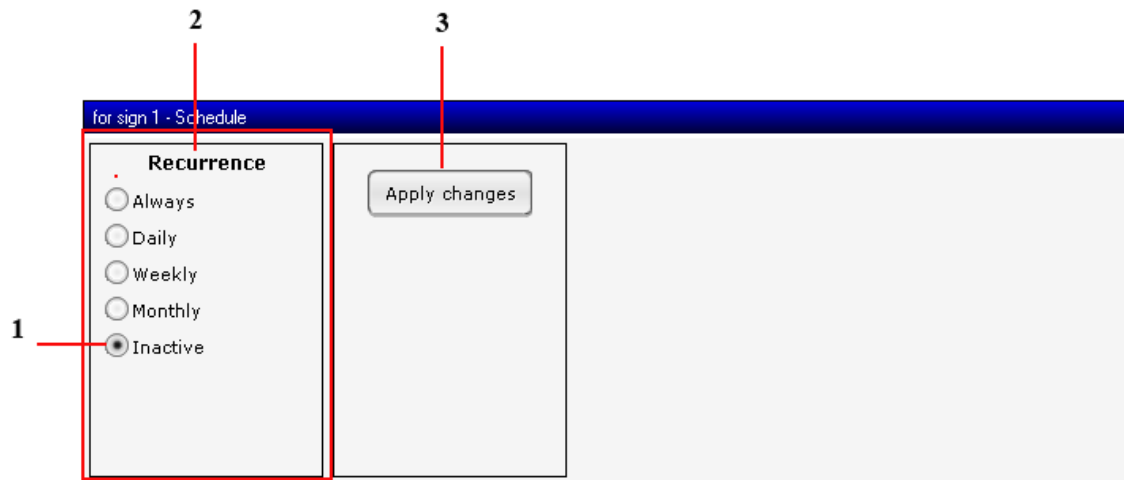
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Apply changes

- Recurrence Panel #2 (the “Monthly” radio button #1 should be selected);
- Time Panel #3 allows entering start time and end time for messages;
- Range of Recurrence Panel #4 allows setting the message recurrence characteristics;
- Recurrence Pattern Panel #5 allows choosing the days of the month from the calendar #6, or weeks of the month and days of the weeks for recurrence;
- Calendar #6 allows choosing any day within the month for the recurrence pattern;
- The “Apply changes” button #7 allows saving the changes performed in the schedule for the selected message.

Inactive

Inactive marks the item as inactive and removes it from the active play list, but leaves it in the list of selected messages for this display.



- Recurrence Panel #2 (the “Inactive” radio button #1 should be selected);
- The “Apply changes” button #3 allows saving the changes performed in the schedule for the selected message.

Step-by-Step Tutorial - Working with Signs

Auto Detection

Note: available for Signs with new firmware (SignServer version 1.3.17.0 and higher):

Available signs are shown in the All Displays table

Adding a sign

To add a sign:

1. Open the Message Scheduler.
2. Select Sign - Add Display menu item.
3. The “Sign Options” dialog will open.
4. Set parameters for the sign and click the “Auto Detect” button.
5. Click on the “OK” button.

Editing a sign

1. Select a sign you want to edit.
2. Select Sign - Edit Display menu item.
3. Edit parameters in the “Sign Options” dialog.
4. Click the “Apply” button.

Getting and Sending Schedule

The user can get and send schedule to the sign from the “Sign Management” window:

1. Select a sign from the list of signs in the “Sign Management” window.
2. To send a schedule click on the “Send Schedule” button.
3. To get a schedule click on the “Get Schedule” button.
4. To cancel the process of sending the schedule click on the “Cancel Sending” button.

Update Status of All Displays:

Note: available for Signs with new firmware (SignServer version 1.3.17.0 and higher):

1. Select menu item Sign - Detect Displays from the “Message Scheduler” window

Update Status of selected Displays:

Note: available for Signs with new firmware (SignServer version 1.3.17.0 and higher):

1. Select one or several signs in the All Displays list using Ctrl button
2. Select menu item Sign - Query Display

Note: If you select sign with old firmware ‘Query Display’ menu item will be disabled.

Step-by-Step Tutorial - Managing Messages

Adding messages

To add a message:

1. Select a sign.
2. In the “Message Management” window click on the “Add Messages” button.
3. The “Add Messages” window will open.
4. Select a message from the list of saved files for the selected sign.
5. Click on the “Add” button.

Note: the user can select multiple messages from the list.

Removing messages

To remove a message:

1. Select the message.
2. Click on the “Remove Messages” button.
3. Click the “OK” button in the warning dialog.

Step-by-Step Tutorial - Setting Schedule

Set schedule

To set a schedule:

1. Select a message.
2. Go to the “Schedule” window.
3. Choose the necessary schedule options.
4. Click on the “Apply changes” button.

Note: if several messages are selected the “Schedule” window will be disabled.