

SPOTFORGE TECHNOLOGIES

SIGNAGE PLAY

USER MANUAL

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1. Dashboard Menu:

The Dashboard menu helps the subscriber to view the overall information of the system.

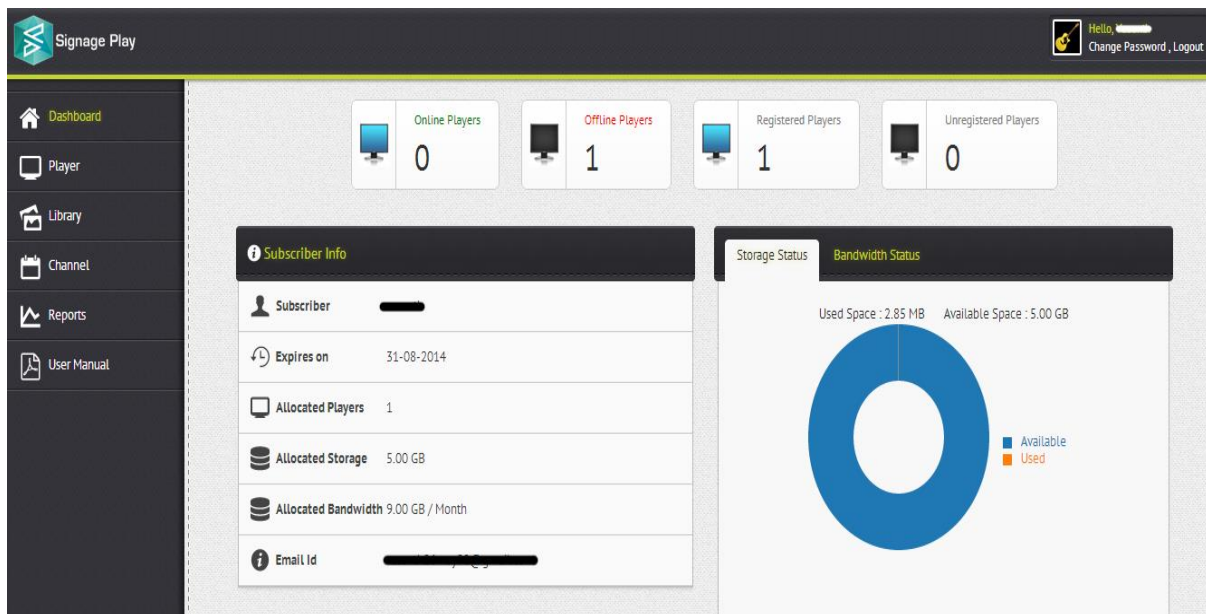
1.1 Players Status:

Online Players : Players communicating with the server at present (Communication Frequency: 60 Sec to 180 Sec)

Offline Players : Players currently not in communication with the server (More than 180Secs)

Registered Players : Players communicated with the server at least once from the date of registration.

Unregistered Players : Players yet to communicate with the server from the date of registration.



1.2 Subscriber Information:

- **Subscriber** : Name of the subscriber
- **Expires on** : Subscriber has to renew the subscription within the specified date for further usage of the product
- **Allocated players** : Number of Players licensed by the Organization
- **Allocated Storage** : Storage size allocated on the cloud server for subscriber usage (to store media contents)

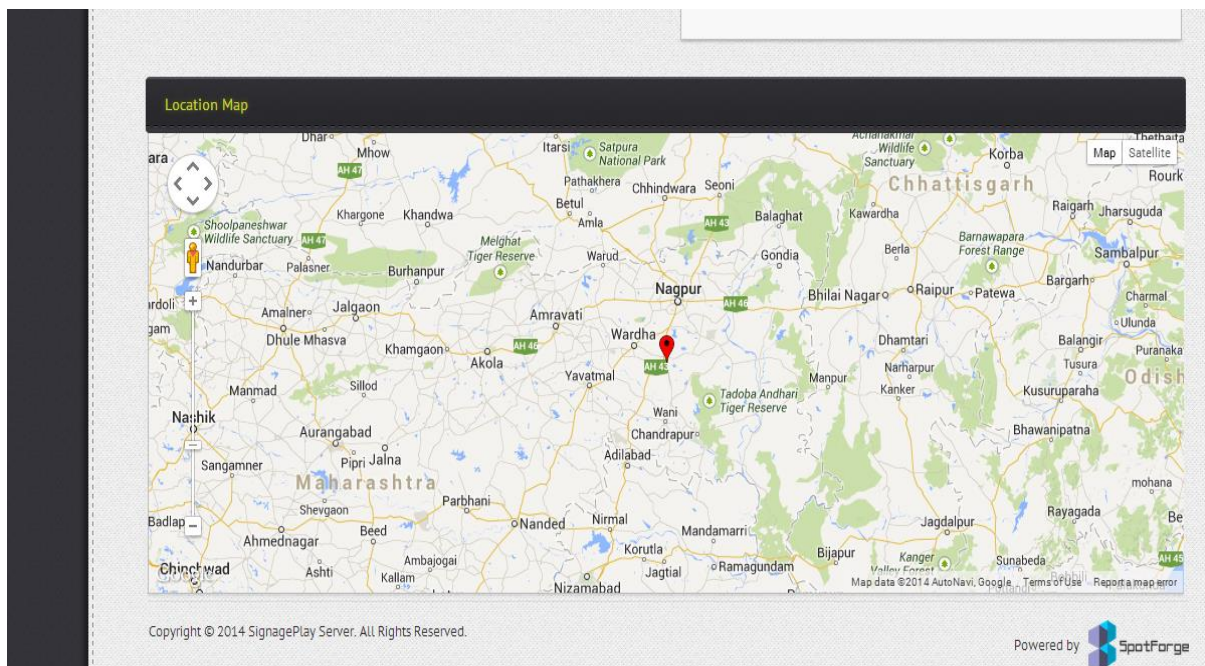
- **Allocated Bandwidth** : Bandwidth limit per month for data transfer with the cloud server (Upload/Download).
- **Email id** : E-mail id used by the subscriber to activate the account. The former should be used by the subscriber to renew the product subscription.

1.3 Storage Status and Bandwidth Status:

- **Storage Status** : displays the used and available space on the server
- **Bandwidth Status** : displays the used and available bandwidth for the subscriber

1.4 Location Map:

It displays the player(s) location and online/offline status in Google map.

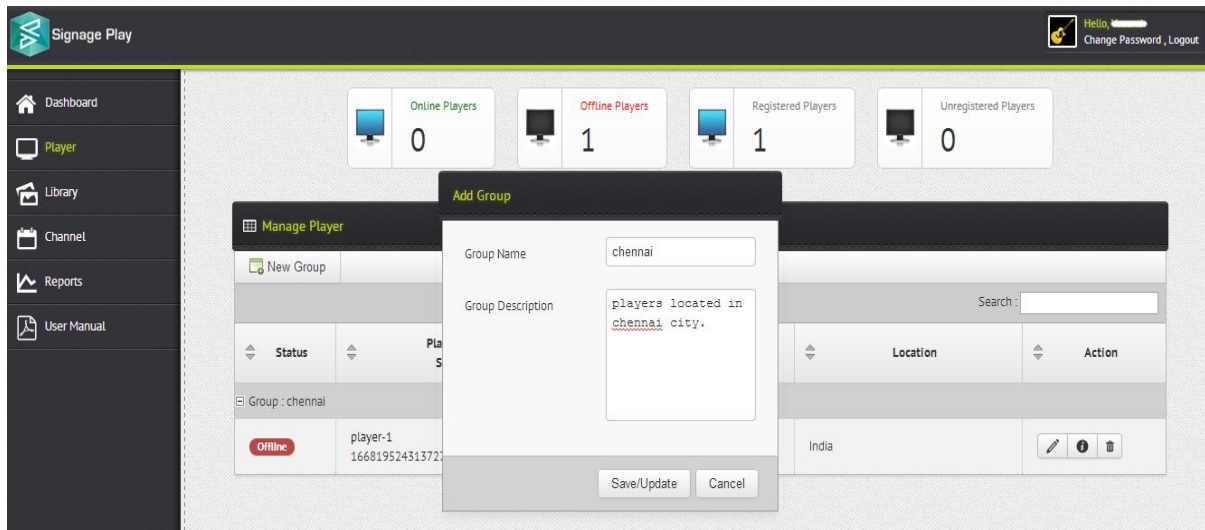


2. Player Menu:

The player menu helps you to create and manage the players. Each player has its own group*(Group consists of one or more players clustered according to location/type/content).

2.1 To create a New Group:

- Click “New Group” in the menu bar of “manage player” window
- Enter the group name and the group description in the “add group” pop-up window
- Click “Save&Update”



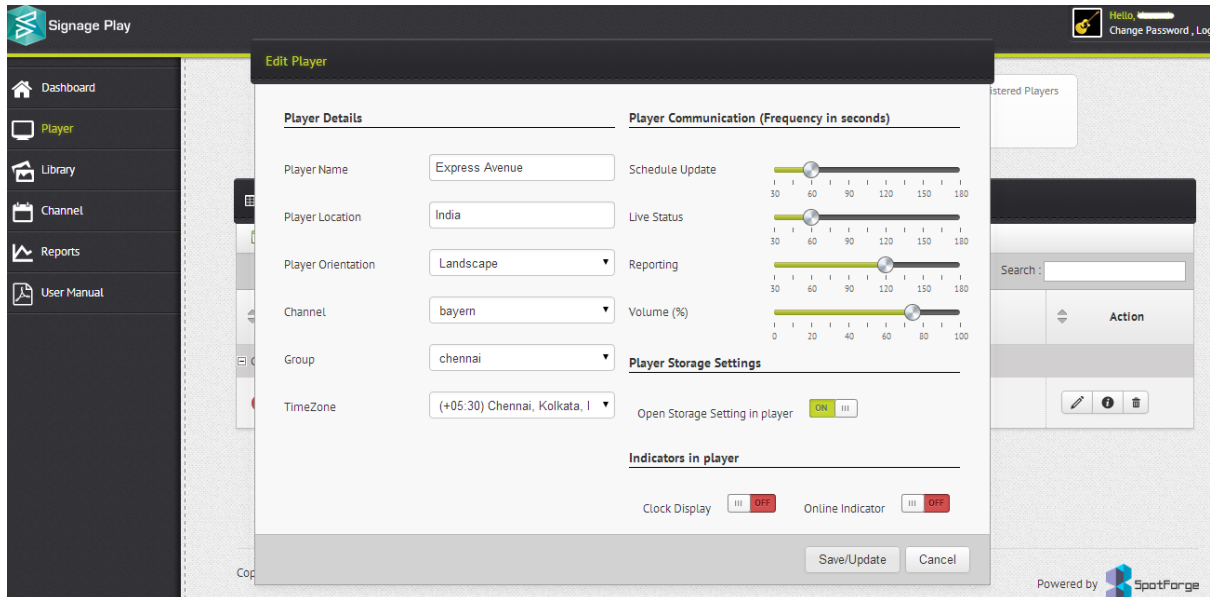
2.2 To Edit Player Information:

Click on “edit player” symbol in the “action” column of “manage player” window.

a. Player Details:

- Player Name : Enter the player name
- Player Location : Enter the geographic location of the player
- Player Orientation: Select the orientation of the player
(eg:Landscape)
- Channel : Select the “Channel” from the drop-down list box
(To create a new Channel refer section “4.1”)

- **Group** : Select the “Group” from the drop-down list box (To create a new Group refer section “4.1”)
- **Time Zone** : Select the “Time Zone” of the player from the drop down list box.



b. Player Communication:

- **Schedule Update** : Time interval to check for the schedule updates from the server
- **Live Status** : Time Interval taken by the server to decide whether the player is live or not(Player has to regain the connection with the server within the time specified to be an “active” player)
- **Reporting** : Time Interval taken to update the reports by the local device to the Server
- **Volume** : Volume level of the player can be adjusted here.

c. Player Storage Settings:

User can change Player’s current storage device with the help of changing the settings in the server (For eg: If the local storage (SD card) of the player is overloaded then the user can change the local storage device by enabling this option).

d. Indicators in Player:

- **Online Indicator** : It displays the connection status of the player by two icons (green/red) on the left-top corner of the display
 1. Internet connection of the player
 2. Connection of local device with the serverIf any of the above icons turns red, it states the loss in connection.
- **Clock Display** : User can Enable/Disable the Clock

Action:

- The “Action” column in the “manage player” window provides option to edit and delete the player
- It also has an option to display the player information

The screenshot displays the Signage Play web interface. On the left is a navigation menu with options: Dashboard, Player, Library, Channel, Reports, and User Manual. The main content area is titled 'Player Information' and shows details for a player named 'Express Avenue'. At the top, there is a satellite map of the player's location. Below the map, a table lists device specifications:

Android OS Version	4.4.2 (Kernel Version :3.1.10-g4776c68)
Device Model	Nexus 7
Processor	ARMv7 Processor rev 9 (v7l) (Frequency :1GHz)
RAM	974 MB
Storage Size	13.36 GB (FreeSpace :12.15 GB)
Last Connected at	2014-08-06 11:33:15

To the right of this table is a donut chart titled 'Storage' showing 'Free Space' (blue) and 'Used Space' (orange). The 'Action' column on the right side of the interface contains icons for edit, info, and delete. The interface is powered by SpotForge.

3. Library:

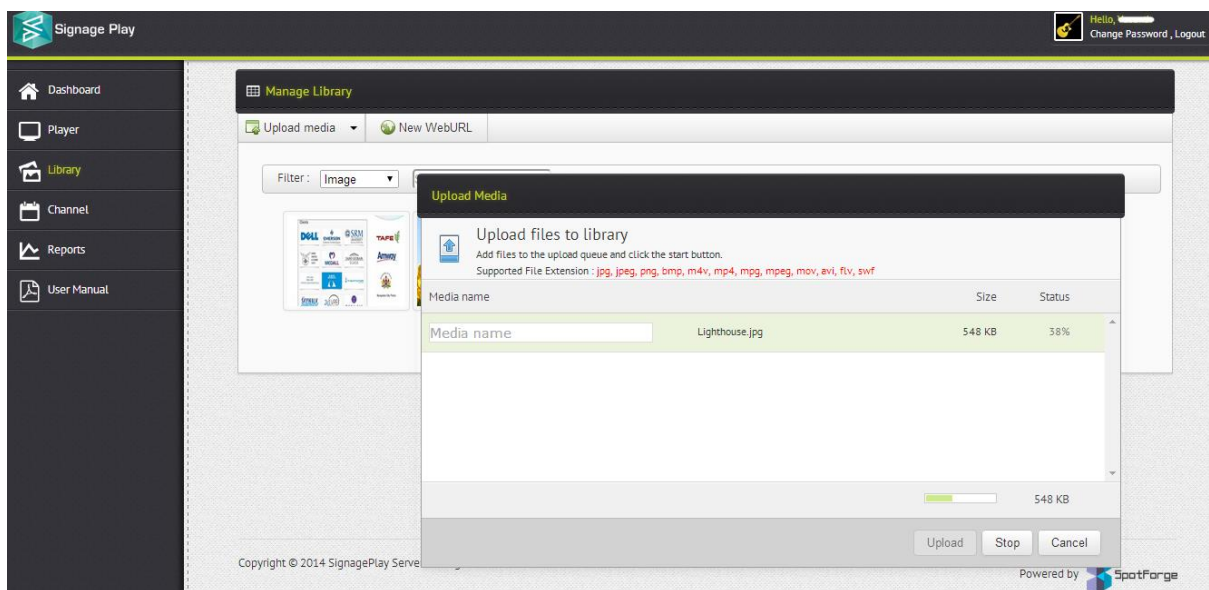
Library is the storage area allocated in server for the subscriber.

3.1 Upload Media:

This option in the menu bar of “manage library” helps you to upload the media content to the server.

3.1.1 To Upload Images/Videos:

- 1) Click “Upload Media”
- 2) Select “Image/Videos”
- 3) Click “Add Files” in the “upload media” pop-window
- 4) Select files to be uploaded and click “upload”
- 5) Wait for the files to be uploaded in the server. Once it shows 100% status in all files, click “Done”.



3.1.2 To Upload Ticker Background:

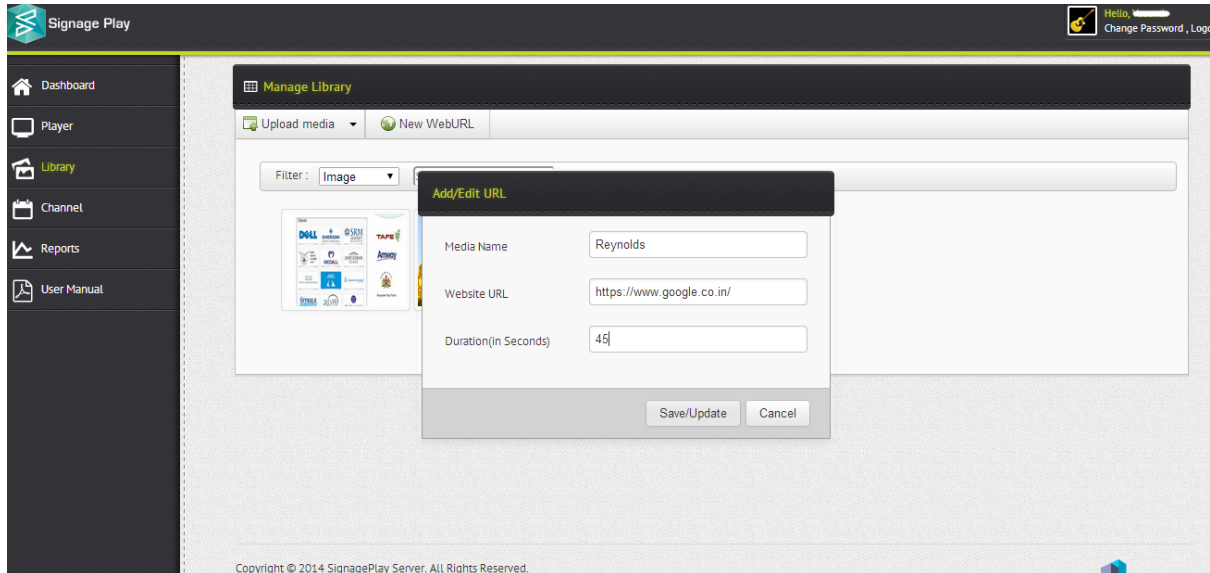
Follow the same steps as above except step 2. Select Ticker Background instead of Images/Videos in step 2.

3.2 New Web URL:

This option in the menu bar of “manage library” helps you to store the web URL to the server.

3.2.1 To add a new Web URL:

- 1) Enter the Name of Media
- 2) Enter the website URL to be displayed (example: <https://www.123.co.in/>)
- 3) Enter the Duration in Seconds (duration to display the URL)



- 4) Click Save/Update.

3.3 Filter:

This feature in the tool bar of “manage library” helps you to view the uploaded contents according to their types such as images, videos, swf, url, ticker background, feed, live streaming, templates and audio.

The tool bar of “manage library” also consists “**search**” option which helps to you to find the contents at ease.

4. Channel:

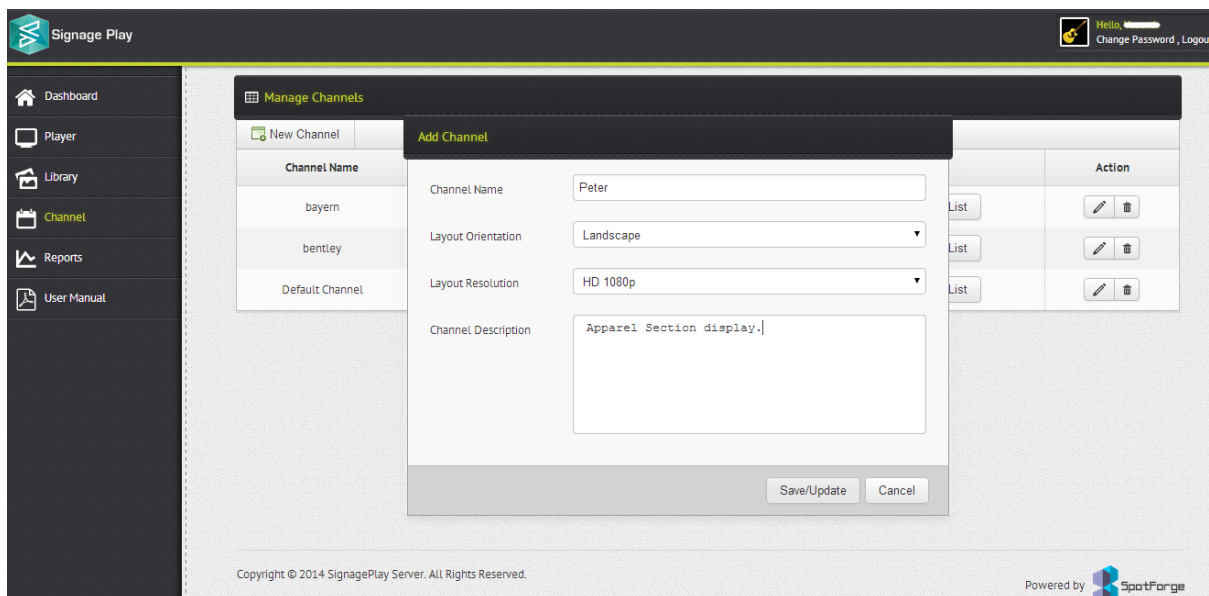
Channel is a cluster of schedules, to manage the contents that are to be played. A user can create and manage media schedules and ticker schedules through the channel. To create a new schedule, you have to create a new channel first.

4.1 To create a New Channel:

- Click “New Channel” in the menu bar of “Manage Channels”.

Enter the following details in the pop-up window.

- a) Channel Name : Enter the name of the channel
- b) Layout Orientation : Select Landscape or Portrait
- c) Layout Resolution : Select Screen Resolution (1080p, 720p etc...)
- d) Channel Description : Type the description of the channel
- e) Click “Save/update”



The channel created will be displayed in the manage channels window.

4.2 To create a New Schedule:

- Select the “Goto Schedule List” in the channel created.

Choose whether you want to schedule a media file or ticker from the menu bar of “channel name”.

4.2.1a To Create a New Media Schedule:

- Click “New Schedule” from the “media Schedule” menu

Enter the following details in the pop-up window.

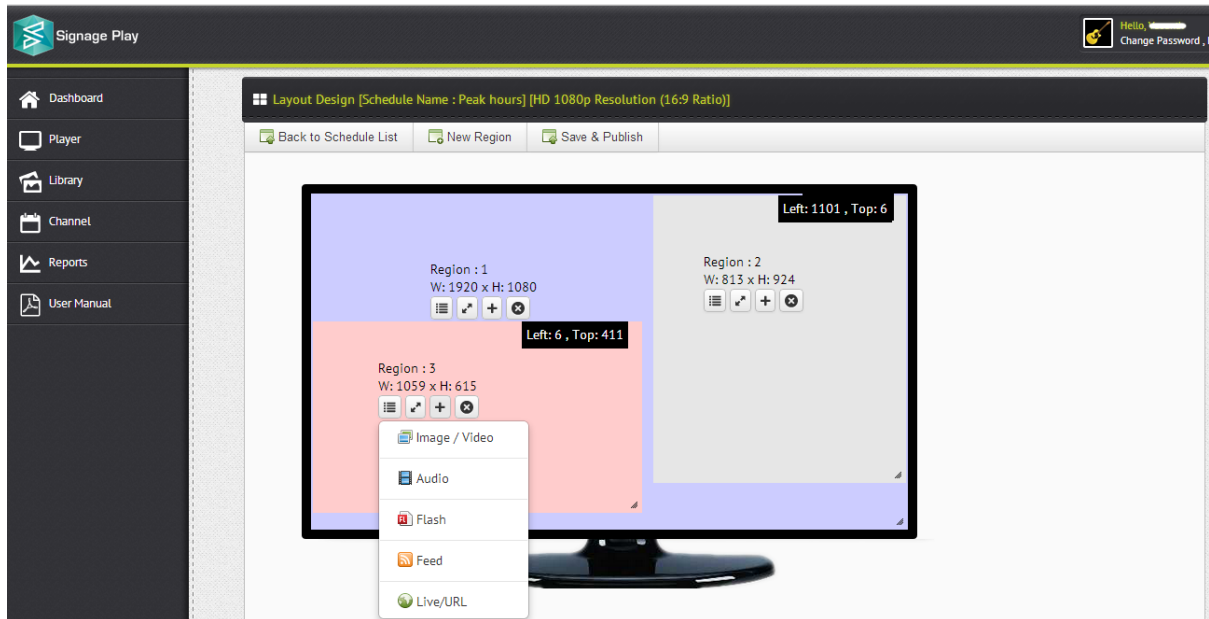
- a) Schedule Name : Enter the schedule name
- b) Start and End Time : Specify the start date and end date
- c) Loop the Content : Check the tick box if you want to run the file repeatedly till the time specified
- d) Recursive Display : Check the tick box if you want to play the content on regular intervals(once you click on the tick box, you have to fill in the details of the interval in which the content should be played and until which date it should play)

The screenshot displays the 'Add Schedule' dialog box within the Signage Play application. The dialog is titled 'Add Schedule' and is overlaid on a main interface. The main interface has a dark sidebar on the left with icons for Dashboard, Player, Library, Channel, Reports, and User Manual. The top of the main interface shows 'Media Schedule' and 'Ticker Schedule' tabs, with 'Channel: Peter' on the right. Below the tabs are 'New Schedule' and 'Schedule Publish' buttons. The 'Add Schedule' dialog contains the following fields and options:

- Schedule Name:** Peak hours
- Start and End Time:** 06-08-2014 18:00:00 to 06-08-2014 21:00:00
- Loop the content to occupy the scheduled time:**
- Play the schedule recursively:**
- Repeat every:** 1 Week(s)
- Repeat Until:** 29-08-2014 21:00:00
- Days:** Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday

At the bottom of the dialog are 'Save/Update' and 'Cancel' buttons. The background interface also shows 'Copyright © 2014 Signage' and 'Powered by SpotForge'.

- e) Click “save/update”. It will lead you to the “layout design” window.
- f) The user can create a minimum of 1 to maximum of 4 regions to display the contents.
- g) To create a new region click on the “New Region” menu in the menu bar of “layout design” window.



h) Each region has four options.

1) Region Playlist : Displays number of files to be played in each region

@ It also has the option to edit and delete the schedule of the files.

2) Resize the Region : Option for Resizing the region of display

@ The region has to be resized by entering the co-ordinates in pixels.

3) Add Media to Playlist : Option to add new media content

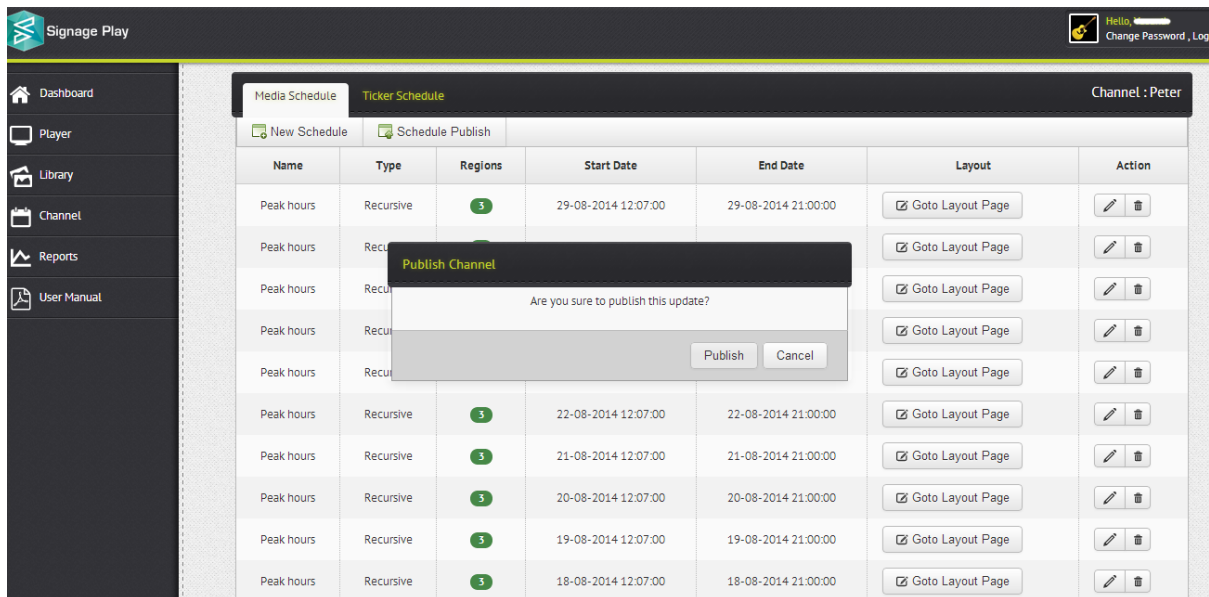
@ Select the media file to be uploaded according to its type from the drop down list.

4) Delete Region : Delete the region already created

i) Click on “Save&Publish” menu in the menu bar of “layout design” window to publish the media.

4.2.1b To publish an Existing Schedule:

- Click “Schedule Publish” from the “media Schedule” menu
- Click “Publish” in the “Publish channel” pop-up window

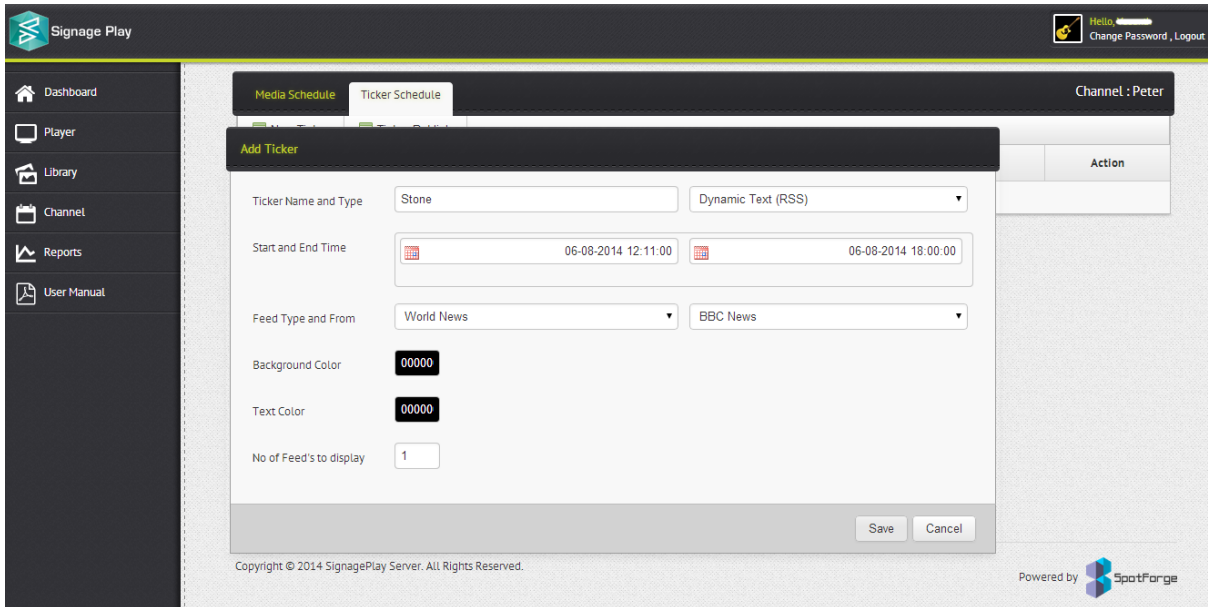


4.2.2a To create a New Ticker Schedule:

- Click “New Ticker” from the “media Schedule” menu

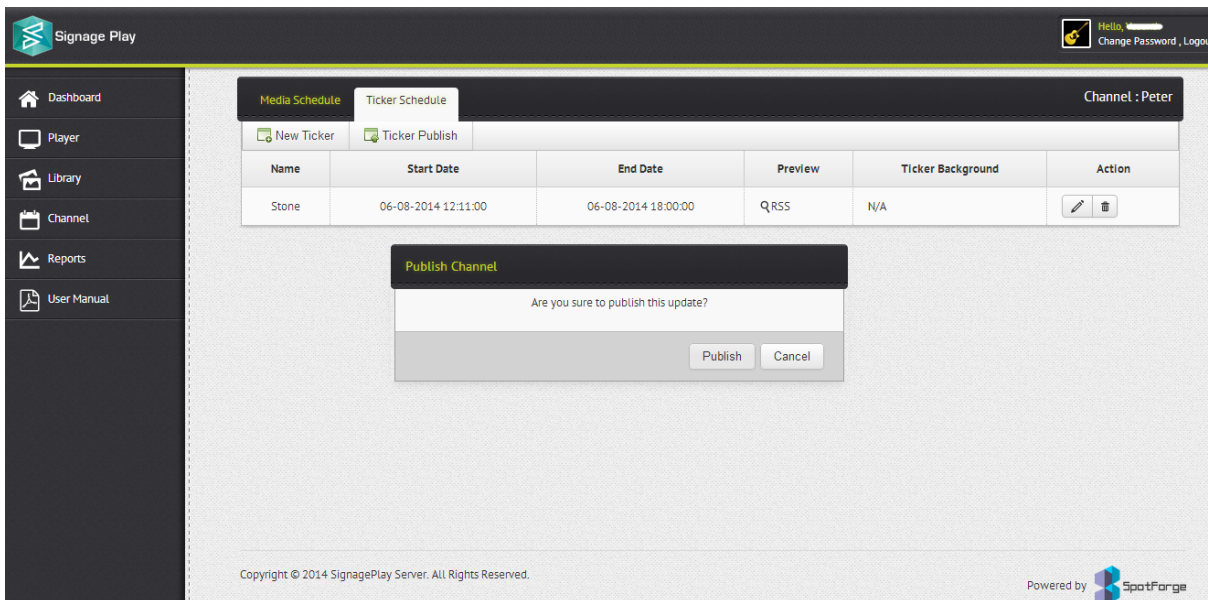
Enter the following details in the pop-up window.

- a) Ticker Name : Enter the ticker name
- b) Ticker Type : Select “static text or dynamic text(RSS)” from the drop down list
 - If “static text” is selected then enter the text to be displayed in the text box provided with the label “Ticker Text”
 - If “Dynamic text(RSS)” is selected then select the feed type and the source from the respective drop down boxes.(for ex: if feed type is selected as “World news” then select the source as “BBC news”)
 - Choose the background colour and text colour
 - Now choose the number of feeds to be displayed
- c) Start date and end date: Specify the starting and ending time of the ticker to be played
- d) Click on “Save” to store your scheduled content



4.2.2b To Publish an Existing Ticker:

- Click “Ticker Publish” from the “Ticker Schedule” menu
- Click “Publish” in the “Publish channel” pop-up window



Action:

The action column allows you to edit the contents and delete the contents created.

5. REPORTS:

Report menu helps to cross check or create reports about the contents played. Reports can be generated in simple or extended or in both formats for each player.

5.1.1 To create a Report:

- Click on “Reports” in the main menu bar
- Start date : Specify the “Start time” until which the report has to be generated.
- End date : Specify the “End time” until which the report has to be generated.
- Player : Select the player for which the report has to be generated from the drop down list box.
- Report Type : Select whether you want to create “Simple report” or “Extended Report” from the drop down list box
- Click on “Get Report” to generate the report.

