MASTERSuite

USER MANUAL

020-100448-01

CHRISTIE®

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020-100448-01

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1 MASTERSuite Introduction

2 Software Setup and Administration

3 Showing Media on the Display Wall

4 Managing the Display Wall

5 Remote Operation – Client PC

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1 MASTERSuite Introduction

1.1 About MASTER*Suite*

MASTER*Suite* is a collection of integrated software modules that allows for flexibility when working with the display wall. MASTER*Suite* is comprised of MediaManager, WallManager, and a collection of applications for easy remote operation.

1.2 In this Document

Chapter 1 Introduction: The current chapter.

Chapter 2Software Setup and Administration: MediaManager and WallManager can be configured to best suit your environment.

Chapter 3Showing Media on the Display Wall: MediaManager allows you to specify and configure media to be shown on the display wall.

Chapter 4Managing the Display Wall: WallManager allows you to control the display walls remotely, and it allows you to create and schedule scenarios that include multiple windows.

Chapter 5 Remote Operation Client PC: A variety of small applications are provided that extend remote operation functionality.

Chapter 6Setting Wall Display Properties: Advanced display property settings.

Chapter 7Troubleshooting: Information about common issues.

1.3 Related Documents

Software setup and operation information is included in the on-line help.

The TVC Controller manual includes information about the controller, the expansion chassis, the input modules, and system configurations.

The Installation Guide includes information required in the event that the controller software must be re-installed.

2 Software Setup and Administration

MASTERSuite is a suite of programs used to configure (MediaManager) and display (WallManager) media content on a TVC display wall. The controller comes with MASTERSuite installed. If for any reason you need to re-install the MASTERSuite software on the controller, see the ***MASTERSuite Installation Manual***.

This section includes:

2.1 MediaManager Setup

Set up MediaManager on the controller or on a laptop using WallManager.

Once you have set up channels and profiles in MediaManager, you can include MediaManager content in WallManager scenarios and work with MediaManager remotely. To work with MediaManager remotely, install WallManager and access MediaManager in WallManager's Interactive mode. See *5.1WallManager on a Remote PC* and *Controllers Views* on page 4-6.

The following instructions assume that you are working directly on the controller.

NOTE: *MASTERSuite security is controlled in WallManager. See 2.2.4 Security.*

2.1.1 Start MediaManager

The first time you start MediaManager, the License window appears. Read and accept the License to continue.

1. Log into the controller with an administration level user account.
2. At the display wall, click **Start>All Programs>Christie>MASTERSuite>Christie MediaManager**. The default window appears.

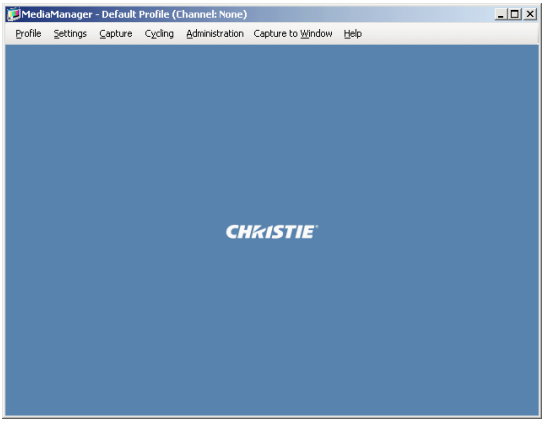


Figure 2-1 Default MediaManager Window

The default window can be changed for future start-up by changing the default profile.

2.1.2 Configure Language

Select the Language

1. In the **MediaManager** window, click **Administration>Languages**. The submenu lists the supported languages.

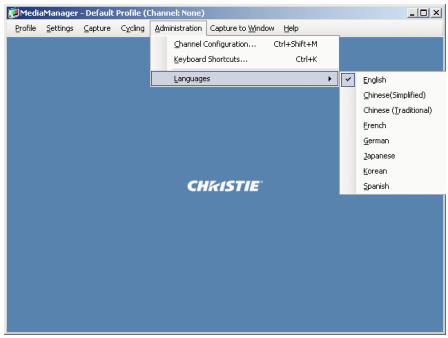


Figure 2-2 Language Selection

2. Select a language.

   The change is immediate. All MediaManager dialogs and windows are converted to the selected language.

   NOTE: *Text fields such as Name and Descriptions are not affected by this change. These fields can be entered in any language regardless of the language selected for MediaManager.*

Wrong Language Selected

Use the following procedure if you have configured MediaManager to use a language that you cannot read.

1. In the MediaManager window, click the fifth (5) menu in the menu bar.
2. On the fifth menu, click the third (3) item to expand the list of supported languages.
3. Select the desired language. English is the first option. See Figure 2-2.

2.1.3 Manage Channels

The first time you start the MediaManager software it creates a default set of input source channels. The channels are based on the input modules detected in the system. You can rename channels to make the channel contents clearer

to users. You can also change properties, such as brightness. For detailed descriptions of the settings you can change, see *Channel Properties Dialog* on page 2-6.

This section includes the following:

Rename Channels

MediaManager channels are named for their respective input modules. Renaming channels to reflect content makes it easier to identify the correct input source when you set up media windows on the display wall.

IMPORTANT! Profiles refer to channel names. If you change a channel name after it has been included in a profile, change the profile to refer to the new name.

1. In the **MediaManager** window, click **Administration>Channel Configuration**. The *Channel Configuration* dialog appears.

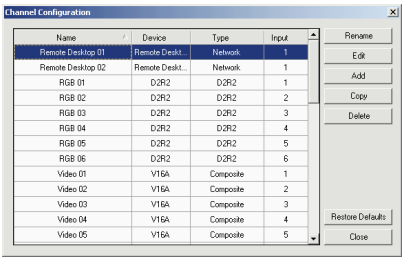


Figure 2-3 Channel Configuration

2. Select the channel you want to rename.
3. Click **Rename**. The **Name** cell for the selected channel is activated.
4. Modify the name and press **Enter**.

Create New Channel

1. In the **MediaManager** window, click **Administration>Channel Configuration**. The **Channel Configuration** dialog appears.
2. Click **Add**. The Select Device dialog appears.

Figure 2-4 Select Device Dialog

3. Select the appropriate device from the **select device type** list. For example, for a remote desktop channel pick **RemoteDesktop**.
4. Click **OK**. The new channel is added to the list.
5. With the new channel selected click **Edit**. The Channel Properties dialog for the specified device type appears. See *Channel Properties Dialog* on page 2-6.
6. Change the channel settings until you are satisfied with the effect and click **Save**.

NOTE: *Alternatively, select an existing channel and click Copy.The new channel has the same properties.*

Edit Channel Properties

1. In the **Channel Configuration** dialog, select the channel you want to change, and click **Edit**.
2. Adjust the channel properties. See *Channel Properties Dialog* on page 2-6.
3. Click **Save**.

Delete a Channel

1. In the **Channel Configuration** dialog, select the channel you want to delete, and click **Delete**.
2. Click **Yes** to confirm.

Restore Default Channels

Restores all channels to their default settings.

Notes: 1) You cannot restore a single default channel. 2) The action of restoring default channels is final – you cannot regain the channels once they are deleted.

1. In the MediaManager window click **Administration>Channel Configuration**. The *Channel Configuration* dialog appears.
2. In the **Channel Configuration** dialog, click **Restore Defaults**.
3. Click **Yes** to confirm the deletion of existing information and the restoration of the channel defaults.

Select Device Dialog

Select Device Type – The device type identifies the channel's input module from which the MediaManager window receives a signal. Devices are:

V16A – Select this device when you want to display the video sources connected to the V16A module. This module supports multiple videos per display device.

V4 – Select this device when you want to display video sources connected to the V4 module. This device supports only one active video per display device.

V9 – Select this device type when you want to display the video sources connected to the V9 module. This device supports multiple videos per display device.

D2R2 – Select this device type when you want to display an analog or digital RGB source connected to any D2R2 module.

RemoteDesktop – Select this device when you want to display the desktop of some other computer on the network other than the controller.

NOTE: *RDClient must be installed on the other PC for the remote desktop feature to work.*

Channel Properties Dialog

The Channel Properties dialog allows you to review and change the properties associated with a channel.

The options available from the Channel Properties dialog depend on whether the signal source is from a video, an RGB device or a RemoteDesktop.

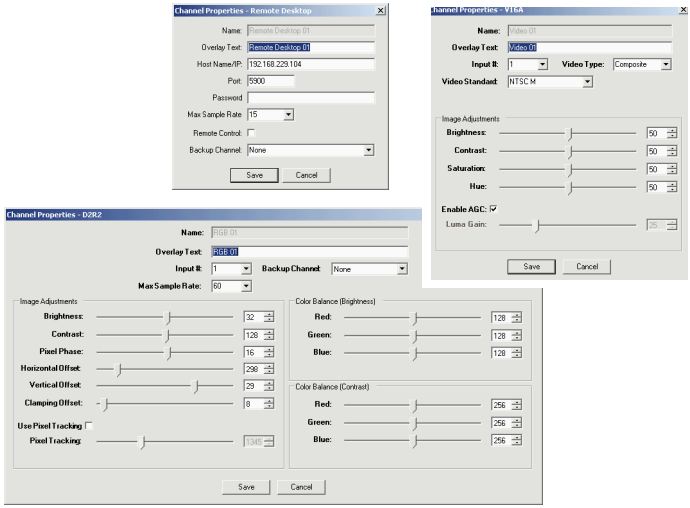


Figure 2-5 Channel Properties Dialog

Name (All) – The default name for a channel is based on the channel's device type, for example *RGB 03*. You can rename channels so that users can identify the contents from the name, but if you have already created profiles that refer to the old name, those profiles need to be updated. Profile references to names that no longer exist result in a "Channel: None Selected" message in the MediaManager window.

Overlay Text (All) – The default overlay text reflects the default channel name. You can change it to identify the channel's source. For example, "Back door".

Input # (RGB, Video) – The Input **#** specifies which input port on the device to use. When you try to open a window to an input that is already being used, the window displays a "device in use" image in the MediaManager window.

The range of Input #'s available depends on the number of modules installed on the specified device type.

NOTE: *D2R2 modules cannot have more than 4 windows displaying the same input channel.*

Remote Control – Indicates whether the user at the controller can take control of the displayed remote desktop using the controller's keyboard and mouse. When Remote Control is checked, MediaManager right-click menus are not available in the MediaManager window displaying the remote desktop. Mouse and keyboard actions in the remote desktop window are sent to the remote desktop.

Backup channel – Identifies the channel Media Manager will switch to if the current channel is selected but not available.

Video Type (Video) – Specify the type of video signal that should be displayed by selecting one of the following video types:

- Composite A Video – 1 BNC connector (default)
- Composite B Video – 1 BNC connector, second input for V9 module
- S-Video – 2 BNC connectors

Video Standard (Video) – Select the proper video standard from the Video Standard drop-down menu. This specifies which video standard the signal has been encoded in.

Host Name/IP (RemoteDesktop) – Host Name/IP specifies the IP address or full name of the remote computer.

Port (RemoteDesktop) – Port specifies the port number of the remote computer.

Maximum Sample Rate (RGB, RemoteDesktop) – The Maximum Sample Rate specifies how quickly the window updates (refreshes) in frames per second. The maximum attainable refresh rate is dependent on how much bandwidth is available on the PCI bus. Setting a high sample rate reduces bandwidth availability for other applications and other RGB windows. It can also cause irregular updates when one or more windows are open.

If you notice irregular updates or ghosting, decrease the Maximum Sample Rate value until the updates occur more smoothly.

Password (RemoteDesktop) – A password is only required to connect to a remote desktop if authentication has been enabled (with a password) in the RDClient application on the remote desktop. Specify the password that was set up on the remote desktop's RDClient.

If a password is not provided when the channel is set up and authentication is enabled, you will be prompted for the password when the channel is selected for display.

Image Adjustments (RGB, Video) – The bottom half of the Channel Properties window is dedicated to image adjustment settings. The options that appear in this section change depending on whether you are working with Video or RGB signals. Most options have an adjustable slide bar. Moving it toward the right increases the value of the setting and moving to the left decreases it. The exact value appears to the right of the slide bar.

Brightness (RGB, Video) – Adjust the slide bar until the desired image brightness is achieved. A high brightness setting could turn the black areas of an image to dark gray. This could create an overall "washed-out" appearance of the image. If the brightness setting is set too low, the dark areas of an image appear black ("crushed").

Contrast (RGB, Video) – Adjust the slide bar until the desired image contrast is achieved. A high contrast setting can cause the light areas of the image to appear white and distorted. If the contrast setting is too low, the image could appear dim.

Brightness Color Balancing (RGB) – Adjust the slide bar until the desired color balance is achieved for brightness. This adjustment is made separately for each color channel.

Contrast Color Balancing (RGB) – Adjust the slide bar until the desired color balance is achieved for contrast. This adjustment is made separately for each color channel.

Saturation (Video) – Adjust the slide bar until the desired color saturation is achieved.

Hue (Video) – Adjust the slide bar until the image displays the desired hue. Applies only to NTSC video output.

Enable AGC (Video) – Enable AGC to activate the "automatic gain control" circuit to make sure properly bright images. AGC affects decoded video image only. Disable this option if a decoded video image exhibits strange color artifacts such as stripes in highly saturated colors. This may indicate an incompatibility between the sources and the AGC.

Luma Gain (Video) – Adjust the slide bar to change the brightness of video sources that display incorrectly saturated colors.

Use Pixel Tracking (RGB) – Check to enable pixel tracking. Adjust the slide bar to increase or decrease the frequency of the pixel sampling clock to correct the consistency of the image.

Pixel Phase (RGB) – Adjust the slide bar so that any evident shimmer in the displayed image disappears and the image remains stable.

Horizontal Offset (RGB) – Adjust the slide bar to shift the image from left to right.

Vertical Offset (RGB) – Adjust the slide bar to shift the image up or down.

Clamping Offset (RGB) – Adjust the slide bar when the image displays strong horizontal streaks or appears dim. In these cases, the clamp position requires adjustment to match the frequency of the incoming signal.

2.1.4 Hotkey Configuration

Many common tasks in MediaManager have been assigned hotkeys. For example, you can create a new profile by pressing CTRL + N. You can customize the hotkey assignments.

Review Current Hotkey Configuration

1. To review the current hotkey configuration, click **Administration>Keyboard Shortcuts**. The Keyboard Shortcuts dialog appears.

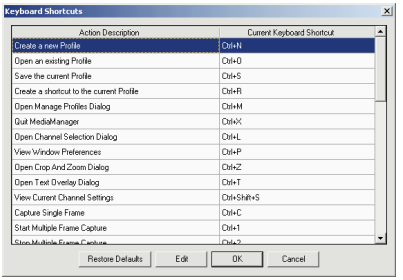


Figure 2-6 Keyboard Shortcuts Dialog

2. Scroll down to see the complete list.

Customize a Hotkey Assignment

1. On the **Keyboard Shortcuts** dialog highlight a task in the window and click **Edit**. The Assign Hotkey dialog box appears.

Figure 2-7 Assign Hotkey Dialog

2. Type a hotkey combination in the **Enter New Keyboard Shortcut** field and click **OK**.

Notes: 1) You cannot assign the same hotkey to more than one task. 2) The ALT key is not available for MediaManager shortcuts. 3) Some hotkeys are reserved for Microsoft Windows tasks and cannot be used on another task.

Restore Default Keyboard Shortcuts

1. On the **Keyboard Shortcuts** dialog click **Restore Defaults**.
2. Confirm the restoration of all the default shortcuts.

2.2 WallManager Setup

WallManager is a client application used to set up TVC display walls. WallManager is pre-installed on the TVC controller with security disabled. Please see *2.2.4 Security*.

Use WallManager to:

- Enable MASTERSuite security for remote access
- Set up user levels and users
- Set up applications for use on the display wall
- Set up display wall partitioning and access
- Set up scenarios (display wall layouts) and schedules

This setup section assumes that you are working directly on the TVC controller. It includes the following:

Interactive Mode allows you to work with the controller desktop, including media windows and applications from a remote PC. If you have multiple controllers to set up, you can work at one controller and connect to additional controllers. The setup activities all require an active connection to the controller being set up.

2.2.1 Initialize WallManager on the Controller

1. Click **Start>All Programs>Christie>MASTERSuite>WallManager**.

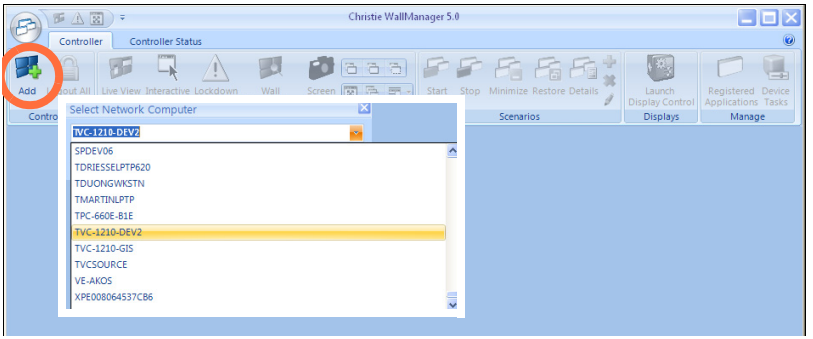


Figure 2-8 Add a TVC Controller

2. To add a controller to the Controller tab, click the **Add Controller** button. WallManager detects available network computers automatically.
3. Select the controller from the list and click **OK**. The controller is added to the Controller gallery.

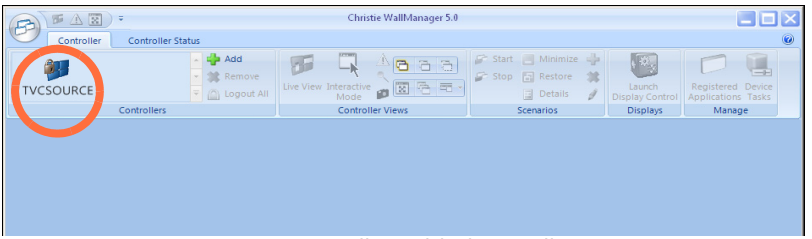


Figure 2-9 Controller Added to WallManager

NOTE: *If the controller is not in the list, you can type the name or IP address in the Select Network Computer field.*

4. To connect to the controller and add the display wall to the workspace, click the controller icon.

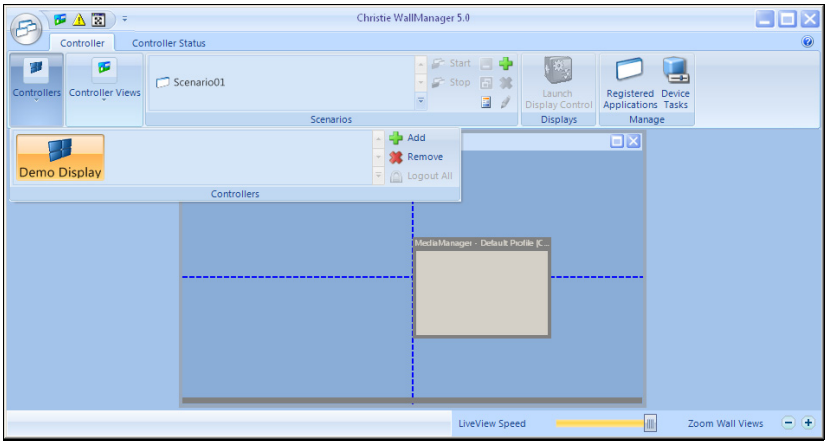


Figure 2-10 Connected Controller, Wire-Frame View

NOTE: *If WallManager security is enabled, enter a valid user name and password.*

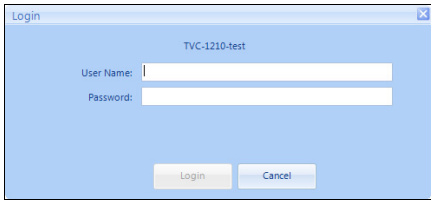


Figure 2-11 Security Enabled, Login

Language Selection

Each installation of WallManager on a remote PC can work with their preferred language.

1. Click the WallManager button and choose **WallManager Options**.

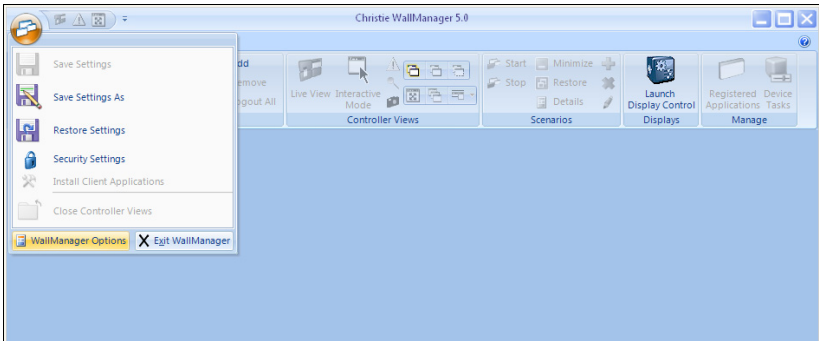


Figure 2-12 WallManager Options

The WallManager Options dialog opens at the **Popular** options panel.

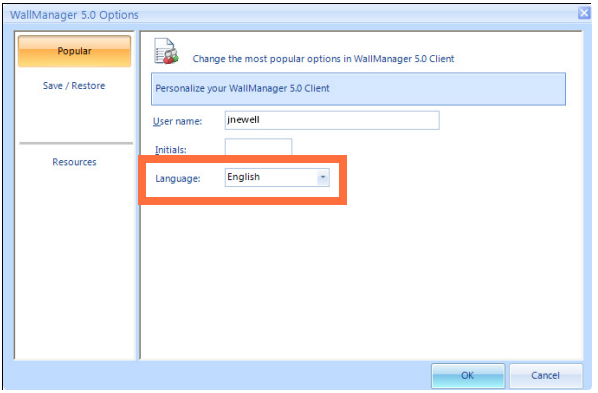


Figure 2-13 WallManager Language Selection

2. Select the language you want to use with your installation of WallManager.
3. Click **OK** to close the options dialog.

2.2.2 Setting Up Additional Controllers

You can connect to multiple controllers and complete all the setup from one machine. Setting up multiple controllers at once lets you export scenarios from one controller to another.

Add a Controller

1. To add a controller, click the **Add Controller** icon and select an additional controller from the list.

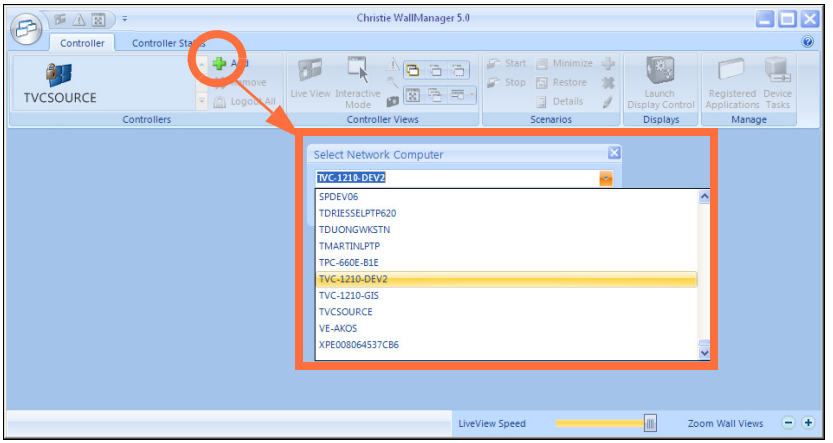


Figure 2-14 Add a controller

For each additional controller a labelled icon is added to the Controller tab.

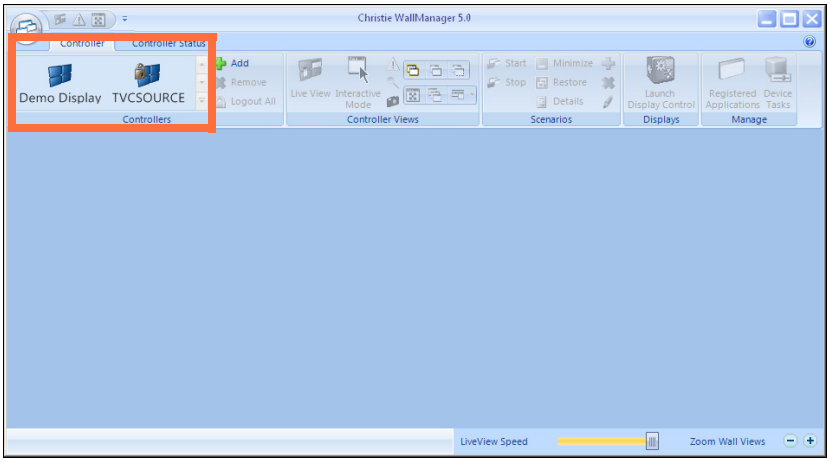


Figure 2-15 Second controller added, not connected

2. To connect to the controller, click the **Controller** tab and select the controller icon. The display wall for the selected controller is added to the workspace.

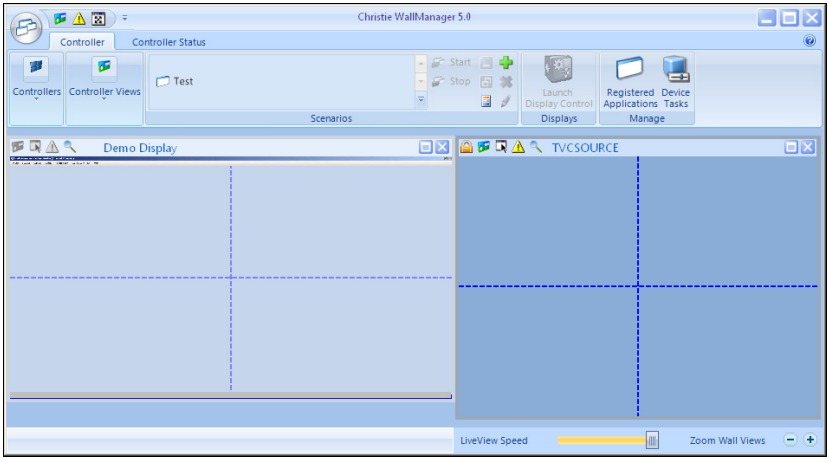


Figure 2-16 Two Connected Controllers

2.2.3 WallManager Status

1. Click the **Controller Status** tab and select the controller to review.

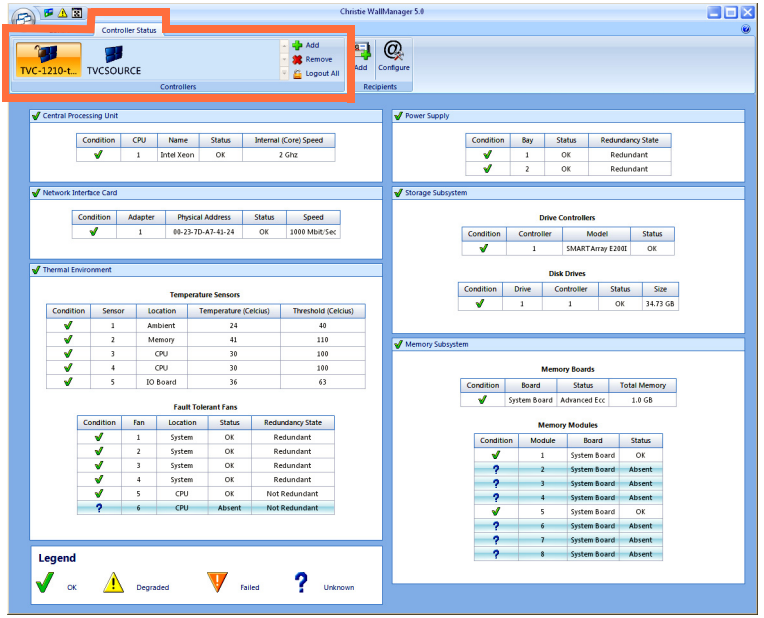


Figure 2-17 Status for Selected Controller

2.2.4 Security

Security settings are controller specific. When working with multiple controllers, a user can have administrative previleges on one controller and not on another.

Windows Security

The Windows Server 2003 operating system provides log-in control for direct access to the controller and the display wall. Once logged in you can interact directly with the display wall, including starting MediaManager windows or other applications.

For information about Windows security:

1. Click the **Windows Start** button.
2. Click **Help and Support**.
3. Search for **User** and **Passwords**.
4. Review the **Users and Passwords Overview**.

WallManager Security

WallManager security controls access to WallManager functions such as scenarios and scheduling. It also controls remote access and the ability to work with multiple controllers and display walls from one machine.

The TVC controller ships with WallManager security disabled. If you do not want to enable security, you can skip directly to *2.2.7 Manage Applications in WallManager*.

IMPORTANT: *You can continue to operate the controller without enabling WallManager security. If security is not enabled and the controller is connected to a network, the controller is open to anyone who has access to your network.*

To enable WallManager security:

1. Click the **WallManager** button and choose **Security Settings**.

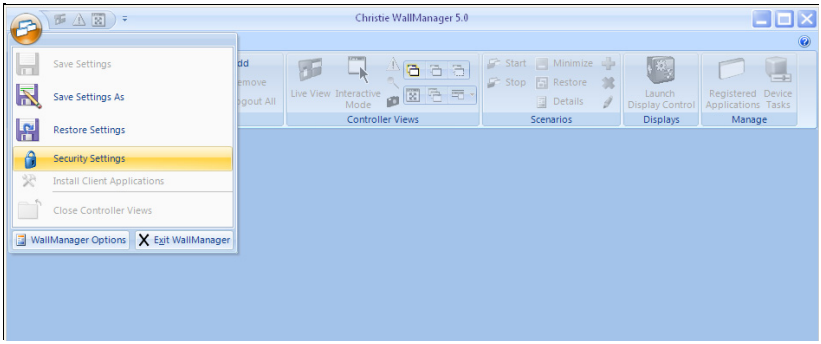


Figure 2-18 Security Settings Button

The Security Settings dialog appears.

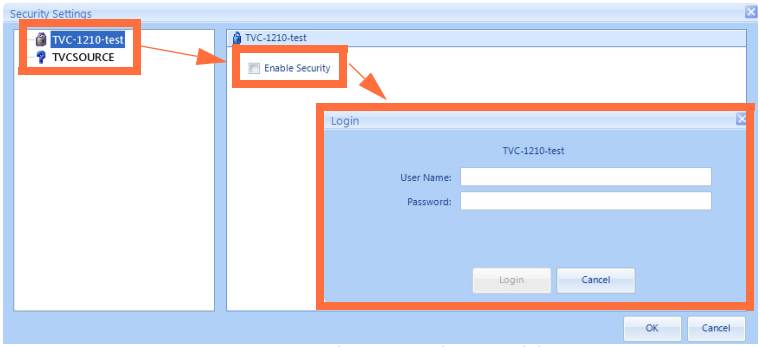


Figure 2-19 Password Required to Enable Security

2. Select the controller to work with and check **Enable Security**.
3. Sign in with a valid Level 1 account (Administrator).

The User and User Group administration functions display when security is enabled.

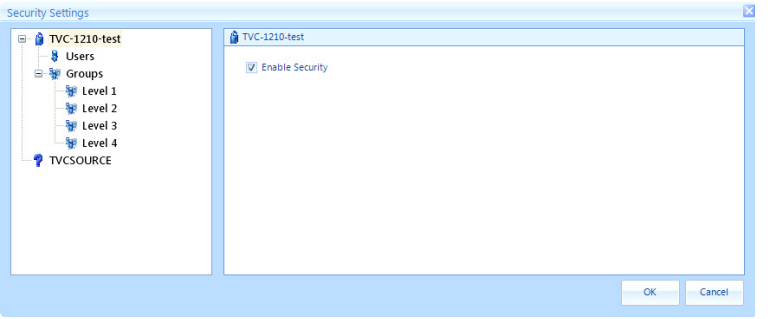


Figure 2-20 Security Enabled

4. Continue to *2.2.5 Manage Users* to set up permissions and user accounts for people who need access.

2.2.5 Manage Users

WallManager permissions and users can only be added or edited when WallManager security is enabled. Permissions for WallManager functions are specified for the four user levels. Users permissions assigned by assigning the user to a group level.

- *Edit User Group Permissions*
- *Security Settings*
- *Create a Wall Partition*
- *Add a WallManager User*
- *User Settings*
- *Change User Password*
- *Edit User Information*
- *Delete a User*

Edit User Group Permissions

WallManager software supports 4 user group levels. The software is shipped with permissions to WallManager functions disabled for all groups except for Level 1. Level 1 users always have access to all WallManager functionality. Only a Level 1 user can turn security ON and OFF. The other user groups can be defined as required, for example, Power User, Administrator, Everyone.

Permissions for applications are initially enabled for all groups.

To edit User Group Permissions:

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.
4. To edit permissions, click the group level you want to work with, for example Level 2.

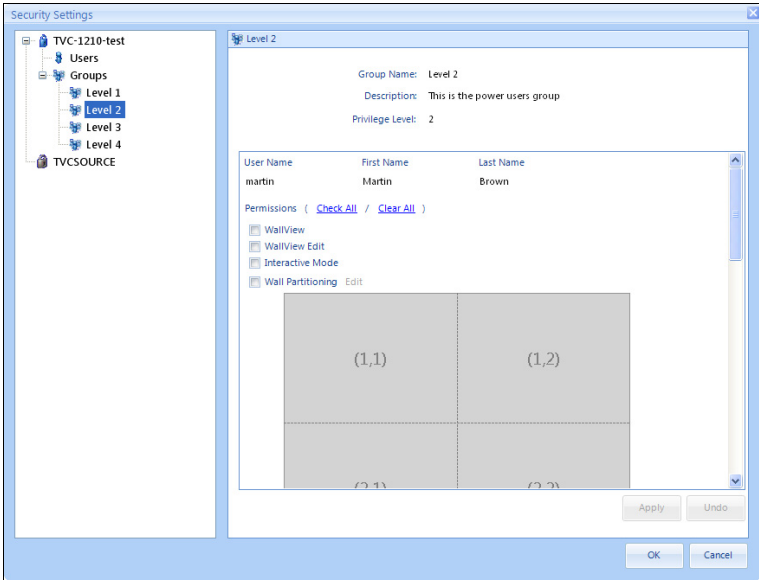


Figure 2-21 User Group Permissions

NOTE: *Level 1 cannot be edited. Level 1 users always have access to everything.*

5. Check only the functions and applications that you want the users in this group to have access to and click **Apply**.
6. Repeat this process for all the groups you want to use.

   NOTE: *For information about permissions options, see* *Security Settings* on page 2-20.
7. Click **OK** to save your changes and close the dialog box.

Security Settings

Permissions – Use these options to specify what the user can do in WallManager. New users are automatically granted the permissions assigned to their security group.

WallView View – Check this option to allow users to see the contents of the display wall in WallView.

WallView Edit – Check this option to allow users to have some basic control over windows on the display wall. For example users can move or close windows on the display wall without either LiveView or Interactive Mode enabled.

Interactive Mode – Check this option to allows users to interact with the contents of application windows.

Wall Partitioning – Check this option to limit user access to a portion of the display wall. Uncheck this option to give users full access. See *Create a Wall Partition* on page 2-21.

WallView Port Modify – Check this option to allow users to change the port WallManager uses to communicate with the server. This setting should only be made available to system administrators.

Start Scenario – Check this option to allow users to start scenarios.

Stop Scenario – Check this option to allow users to stop scenarios.

Edit Scenario – Check this option to allow users to create and change scenarios.

Lockdown Mode – Check this option to allow users to initiate "lockdown mode". Lockdown mode limits user activity on the display wall and shuts down the scheduler until you exit Lockdown mode. For more information, see *4.3.11 Lockdown Mode*.

User Maintenance – Check this option to allow users to add/delete users or change permissions.

Projector Setup – Check this option to allow users to execute projector functions available through WallManager and PowerTool.

Manage Device Tasks – Check this option to allow users to set up additional device tasks that can be run in a scenario.

Registered Applications – Check this to allow users to edit the list of registered applications and application properties.

Edit Schedules – Check this option to allow users to edit scheduling information for scenarios.

RemoteControl – Check this option to allow users to access the wall using the RemoteControl application.

Launch MediaManager – Check this option to allow users to start MediaManager on the wall.

Controller Status – Check this option to allow users to view the Controller Status tab for the current controller.

SNMP E-mail – Use this option to give users access to the SNMP e-mail setup.

Applications – Use these options to specify which registered applications the user can run on the display wall.

Create a Wall Partition

Wall partitions are part of the user group definition. All of the display wall is available by default. When you create a wall partition, you limit user access to the area of the partition in the following ways:

- WallManager and WallViewer users who belong to the group see only the partition defined for the group.
- WallManager and WallViewer users can interact only with elements they can see in their partition, provided they have permission to access those elements.
- WallManager users can only create or edit scenarios for their partition, provided they have scenario editing permissions.

Partitions do not prevent users with direct access to the controller and display wall from seeing and interacting with elements on the entire display wall using the TVC controller mouse and keyboard.

To create a partition:

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.
4. To access the user maintenance controls, click the group you want to restrict.
5. Check **Wall Partitioning** and click **Edit**.

6. In the Edit Group Wall Access dialog, click and drag to draw the area users have access to.

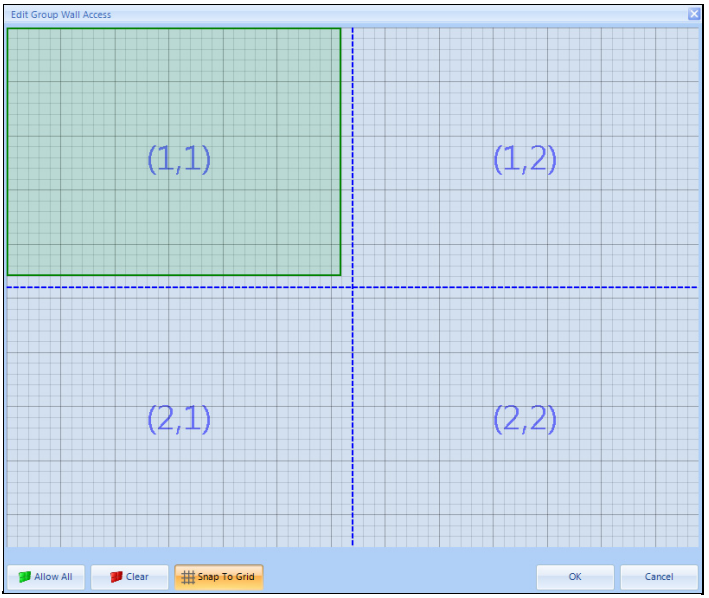


Figure 2-22 Edit Group Wall Access Dialog

7. Click **OK** to confirm the change and close the dialog.
8. Click **OK** to close the **Security Settings** dialog and click **OK** to confirm the changes.

Add a WallManager User

When managing users with access to multiple controllers, take care to duplicate user and password information on each controller a user has access to. Password changes can be applied to multiple controllers if the user name and password combinations are identical.

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.

4. To access the user maintenance controls, click **Users**.

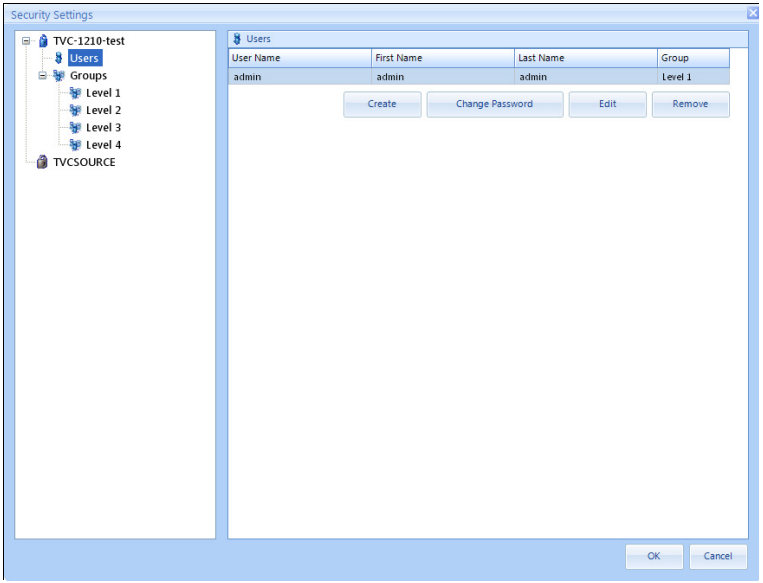


Figure 2-23 Security Settings Dialog

5. To create a new user, click **Create**.

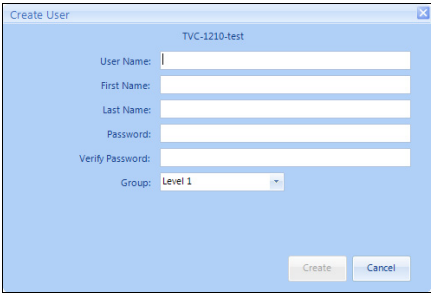


Figure 2-24 Create User Dialog

6. Complete the **Create User** form. For information about the user information, see *User Settings* on page 2-23.
7. Repeat steps 5 and 6 for each new user.

User Settings

User Name – Identifies the account being modified.

First Name – Identifies the first name of the person the account belongs to.

Last Name – Identifies the last name of the person the account belongs to.

Group – Identifies the security level of the account.

Password/Verify Password – Use these options to set or reset the current user's password.

Create Button – Click this button to save the changes.

Change User Password

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.
4. To access the user maintenance controls, click **Users**.
5. Choose a user from the list and click **Change Password**.

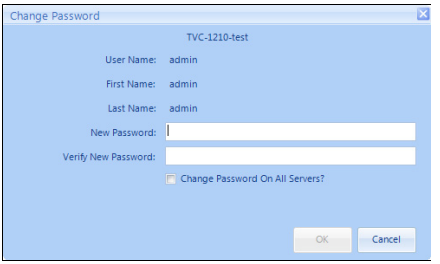


Figure 2-25 Change Password Dialog

6. Complete the **Change Password** dialog.
7. If the user has access to multiple controllers, check **Change Password On All Servers**. WallManager will check all connected controllers and update the password for all matching combinations of the user name and old password.

Edit User Information

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.
4. To access the user maintenance controls, click **Users**.

5. Choose a user from the list and click **Edit**.

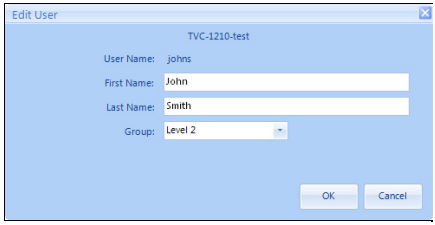


Figure 2-26 Edit User Dialog

6. Complete the **Edit User** dialog.

   NOTE: *Any changes made to other user accounts take effect the next time the user starts WallManager. Changes to the current account take effect when you click OK.*

Delete a User

NOTE: *You cannot delete the last Level 1 user in the system.*

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.
3. If required, log in with an account that has User Maintenance permissions on the selected controller.
4. To access the user maintenance controls, click **Users**.
5. Choose a user to be deleted from the list and click **Remove**.
6. Confirm the deletion.

2.2.6 Disable WallManager Security

Only a user with Level 1 security access can disable WallManager security.

1. Click the **WallManager** button and choose **Security Settings**.
2. Select the controller you want to work with.

3. Log in with Level1 user account on the selected controller.

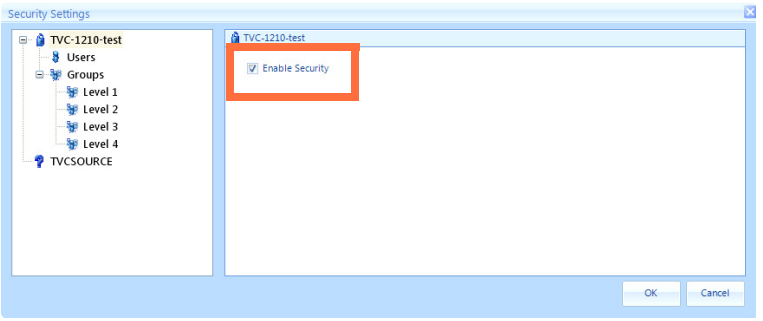


Figure 2-27 Security Settings Dialog

4. Uncheck the **Enable Security** option in the right panel.

NOTE: *Disabling security does not delete the users and user information. If you enable security again, user information becomes active.*

2.2.7 Manage Applications in WallManager

WallManager allows you to start applications on the display wall including MediaManager windows. Initially, WallManager scans the Controller's Start Menu program list to identify applications that can be run. Review the preliminary list and remove from the list the applications that are not suitable for wall display.

- *To remove an application from the list of available applications* on page 2-28
- *To change application properties* on page 2-30
- *To register an application* on page 2-29
- *To change application properties* on page 2-30
- *Application Details* on page 2-30

Edit the List of Registered Applications

1. If you have enabled security, sign on with an account that has Registered Application permissions.

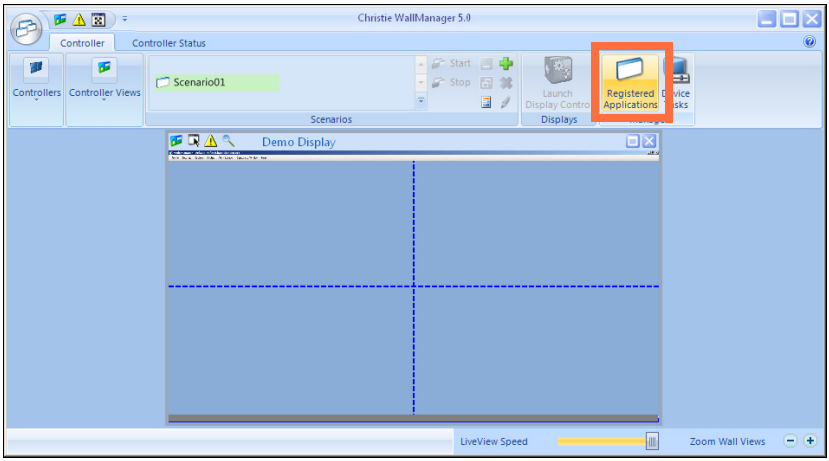


Figure 2-28 Registered Applications Button

2. To access the Manage Registered Applications dialog, click the **Registered Application** button.

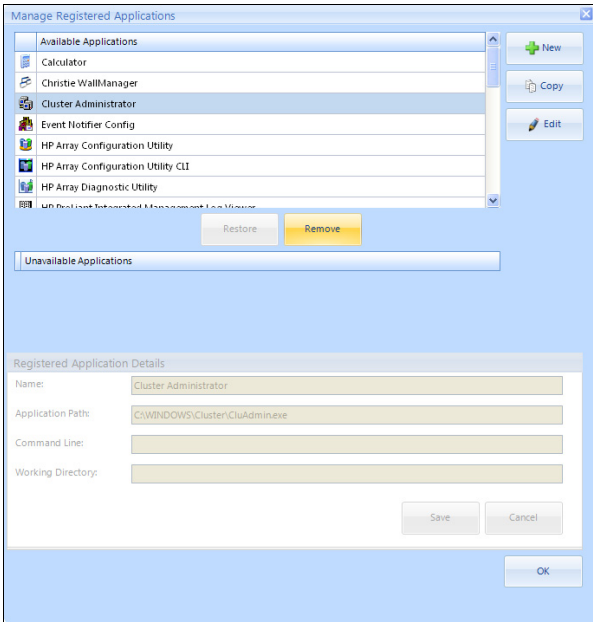


Figure 2-29 Manage Registered Applications Dialog

To remove an application from the list of available applications

1. Select the application and click **Remove**. The application moves to the Unavailable Applications list and cannot be included in scenarios.

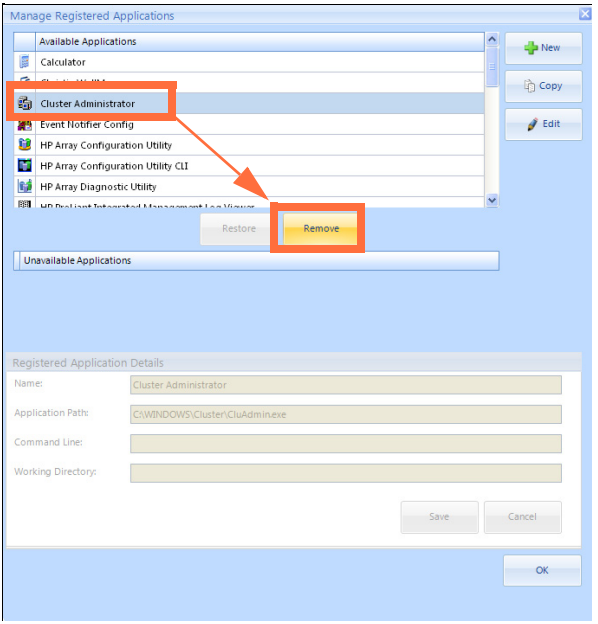


Figure 2-30 Remove Registered Application

NOTE: *To move an application back to the Available Applications list, select the application and click Restore.*

To register an application

1. In the **Manage Registered Applications** window, click **New**. The Details panel becomes active as the **New Registered Application** panel.

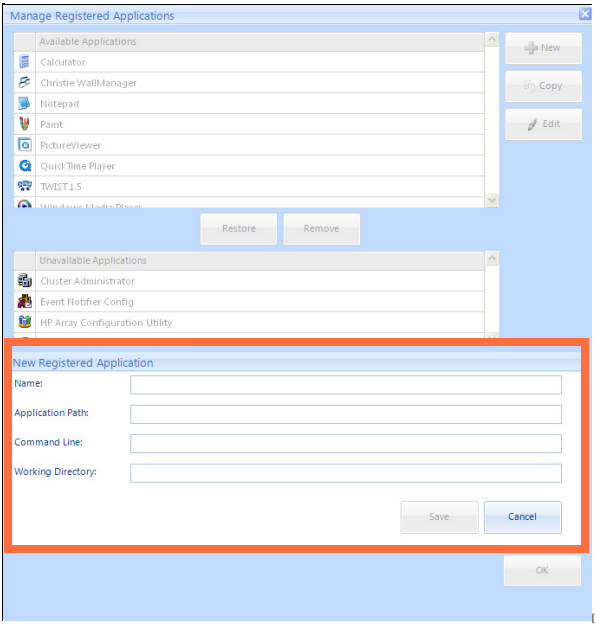


Figure 2-31 New Registered Application Panel

2. Complete the New Registered Application panel. For more information, see *Application Details* on page 2-30.
   - Registered applications are run on the controller, therefore application path and working directory must be on the controller.
   - If you are working remotely, you can check the presence and location of applications by viewing **My Computer** on the controller in Interactive mode.
3. Click Save.

NOTE: *When on the controller, the application details panel includes browse buttons for quick access to applications.*

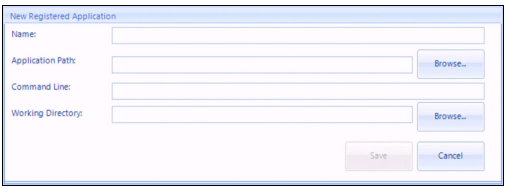


Figure 2-32 Registering Applications on the Controller

To change application properties

1. Select the application and click **Edit**. The Details panel becomes active as the **Editing** panel.

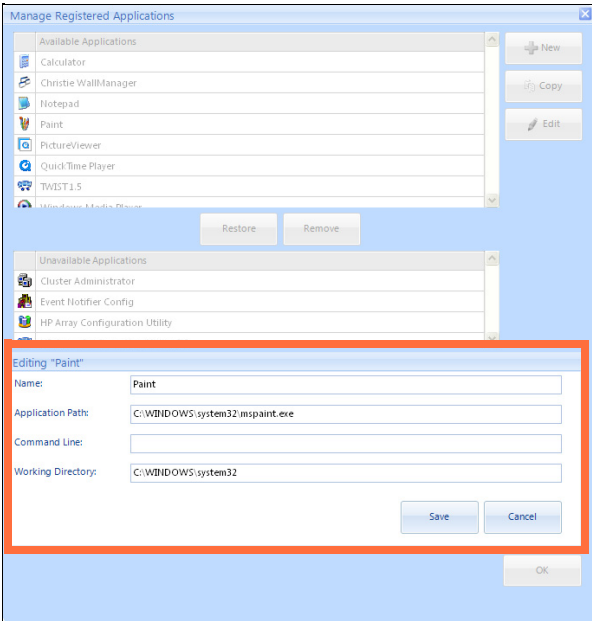


Figure 2-33 Edit Registered Application Panel

2. Change the information as required and click **Save** to save the changes. For more information, see *Application Details* on page 2-30.

Application Details

This panel lets you specify files and switches required to run an application on the display wall. This detail information appears on the **New Registered Application** dialog and the **Edit <application>** dialog.

Name – Name identifies the application.

Application Path – Identifies the location of the application on the controller, for example C:\Program Files\Adobe\Acrobat\Acrobat.exe.

Command Line – Identify switches (for example, /s with .ppt files), start up files (for example, initialization, configuration, images, etc.), and data files (for example, .PDF, .xls, etc) required to run the application the way you want.

Working Directory – The default working directory is the application directory. The working directory updates automatically if a data file in a different folder is specified in the Command Line field.

2.2.8 Manage Server Status Notification

You can use WallManager to set up TVC controllers to send notification of status changes to e-mail addresses you specify.

Set Up Status Notification E-mail Server

1. In WallManager, click the **Controller Status** tab.

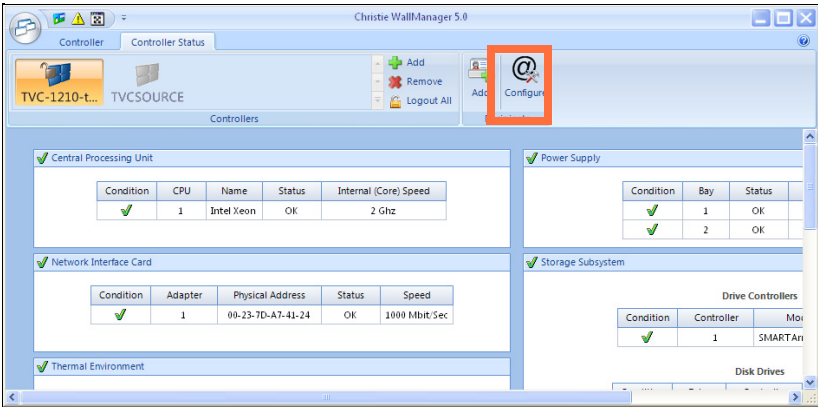


Figure 2-34 Configure E-mail Server Button

2. Click **Configure**. The Configure Notification E-mail Server dialog appears.

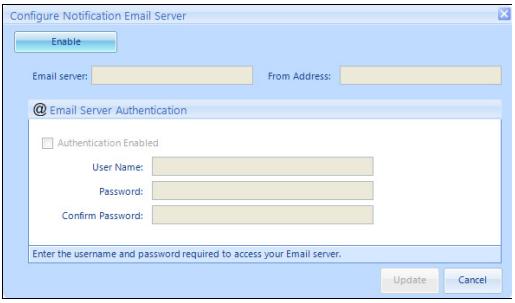


Figure 2-35 Configure Notification E-mail Server Dialog

3. Click Enable to activate the set up dialog.
4. Identify the **E-mail Server** to use for status notification e-mails.
5. Identify the **From Address** to send e-mail status notifications from. The address must be a valid e-mail address on the e-mail server.

6. If your e-mail server requires authentication, check the **Authentication Enabled** checkbox and specify a valid e-mail user and password with permission to send e-mails.
7. Click **Update**.

Add a Status Notification E-mail Recipient

1. Click **Add**.

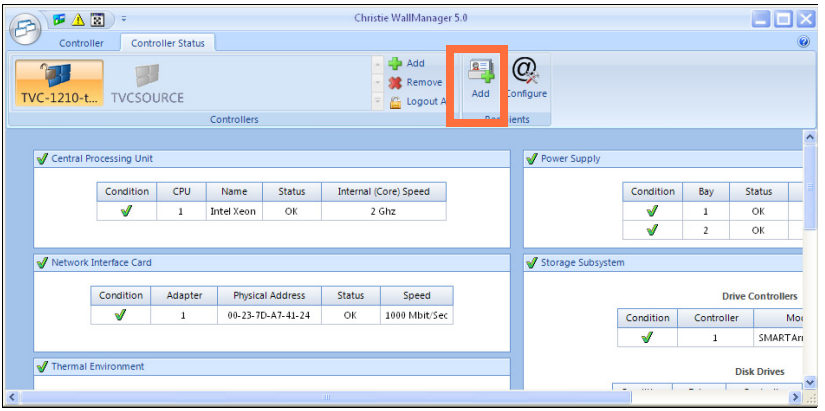


Figure 2-36 Add E-mail Notification Recipient Button

2. The **Add Notification Recipient** dialog appears.

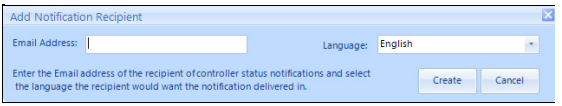


Figure 2-37 Add E-mail Notification Recipient Dialog

3. Enter the e-mail address of the recipient you want to add to the list.
4. Specify the language to use for the recipient.
5. Click **Create**.

Remove a Status Notification E-mail Recipient

1. In the Recipients panel, select the e-mail address and click **Remove**.

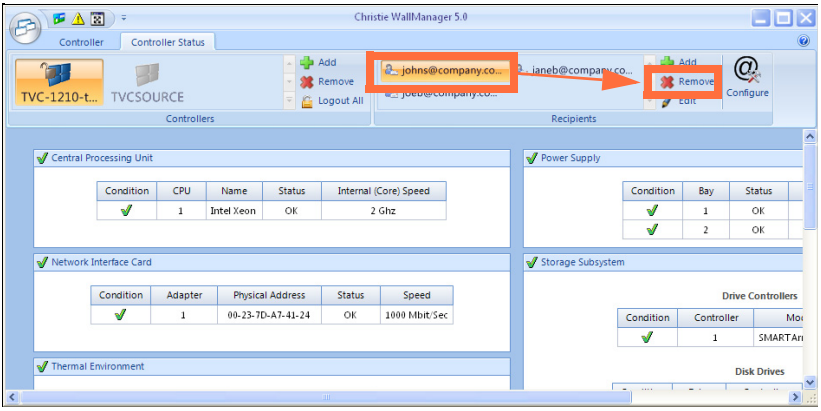


Figure 2-38 Remove E-mail Notification Recipient Button

2. Confirm the delete.

2.2.9 Manage Device Tasks

You can create device tasks that specify an action to be performed on a device and include it in a scenario. For example, you can send instructions to a networked projector to close a shutter or power off. Device control should be reserved for Administrator level users who know and understand the serial command interfaces of their equipment.

NOTE: *For advanced projector setup and control functions, press Launch Display Control.*

1. Click **Device Tasks**.

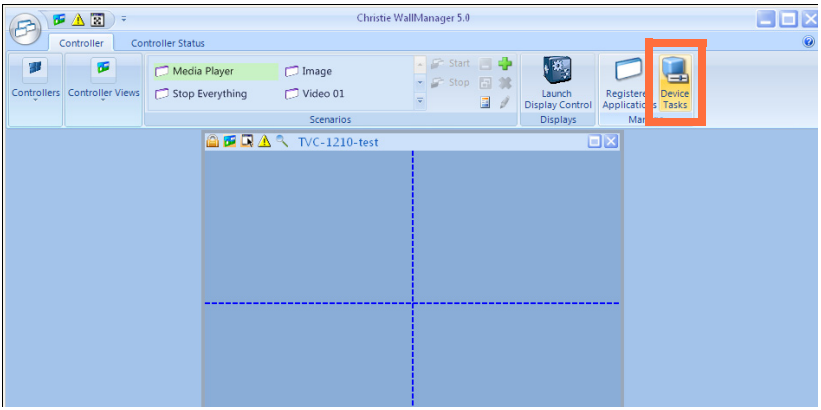


Figure 2-39 Device Tasks Button

The Manage Device Tasks dialog lists the device tasks defined for the selected controller.

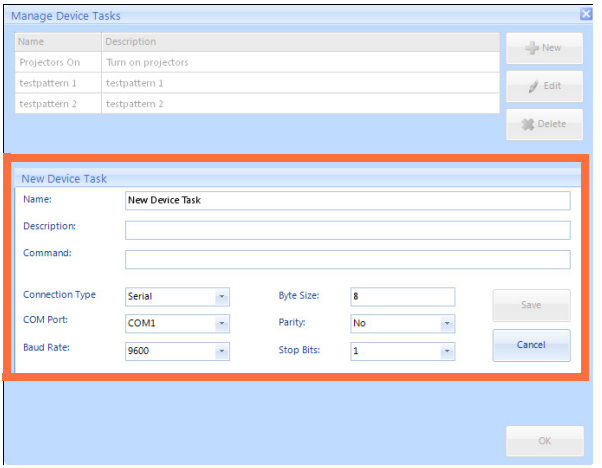


Figure 2-40 Manage Device Tasks Dialog

2. To create a new task, complete the **New Device Task** panel.
   - Name and describe the device task for easy recognition and use when constructing scenarios.
   - Ensure that the command is accurate.
   - Ensure the communication information is correct. Contact your system administrator for communication settings.

NOTE: *When you add a device task to a scenario, WallManager forwards the specified command to the device or devices at the specified COM port or IP address/port. WallManager does not know what the command is or the type of device receiving it.*

2.2.10 QuickLaunch

QuickLaunch can be installed on the desktop for quick and easy access to WallManager, WallViewer, RemoteControl, and WallManager scenarios.

Figure 2-41 QuickLaunch Button Bar

Install QuickLaunch

1. To install QuickLaunch from WallManager, click the WallManager button and select **Client Applications**. The Client Application dialog appears.

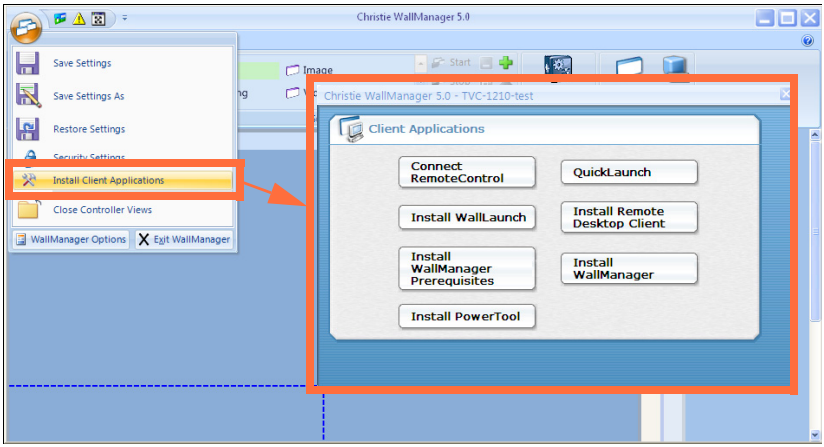


Figure 2-42 Client Applications Window

2. Click **QuickLaunch**.
3. If security is enabled, log in using a valid user account on the controller.

   The **QuickLaunch** bar and QuickLaunch shortcut appears on your desktop.

Figure 2-43 Initial QuickLaunch bar and QuickLaunch shortcut

Configure QuickLaunch

1. Right-click on QuickLaunch and select **Configure**. The QuickLaunch Configuration dialog appears.

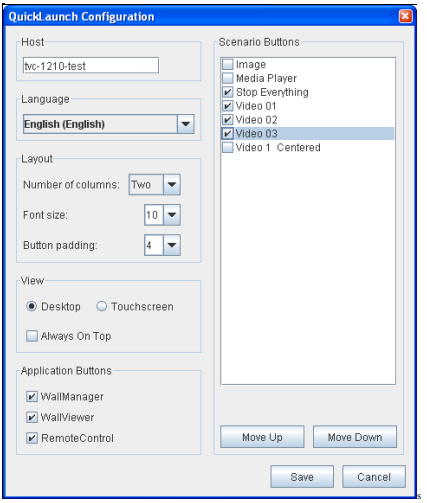


Figure 2-44 QuickLaunch Configuration

2. Specify how you want QuickLaunch to look.
3. Check the items you want to appear on QuickLaunch.

   NOTES: *1) The scenario list is retrieved automatically from the controller when you open QuickLaunch. 2) The Touchscreen option in the View panel makes the buttons larger so they are easier to work with on a touchscreen.*

4. Click **Save**.

   NOTE: *The Host field allows you to change your server if you have more than one controller set up.*

3 Showing Media on the Display Wall

MediaManager is a software application specifically designed for viewing video, RGB and remote desktop sources on a multi-display wall.

3.1 About MediaManager

MediaManager is an interactive application. Changes made to the settings in MediaManager are seen immediately on the display wall. You can use MediaManager on its own or with WallManager, which adds the ability to schedule MediaManager windows and control the display wall remotely.

Adding to test reference function in robohelp.

3.1.1 Profile vs. Channel

It is important to make the distinction between a Profile and a Channel, since these terms are used throughout the software menus and this manual.

A Channel represents a specific signal source, such as a camera, DVD player, PC on the network, etc. It stores all the optimized input settings for the source, such as its specific hardware connection, brightness, contrast, hue, etc. Channels can be uniquely named to make selection easier, eliminating the need to remember how the signal is connected and what input settings are associated with it.

Channels can be created, copied, deleted, and edited. See *2.1.3 Manage Channels*.

A Profile is a group of settings that describes what is shown in the window and how it is displayed. Such settings include window size, position, and style, as well as text overlay and content capture. Profiles allow you to quickly set up a display wall or change a display wall layout without having to reset window properties. A Profile can specify one channel to be displayed, or more than one channel to be cycled.

Profiles are saved on the system's hard drive as .xml files. The number of Profiles that can be created and stored is limited to the memory available on the hard drive. See *3.1.3 Profile Menu* and *3.1.4 Settings Menu*.

3.1.2 MediaManager Layout

MediaManager is installed on the controller. It is accessed from the display wall desktop and opens on the display wall. You can access MediaManager functions through the menus.

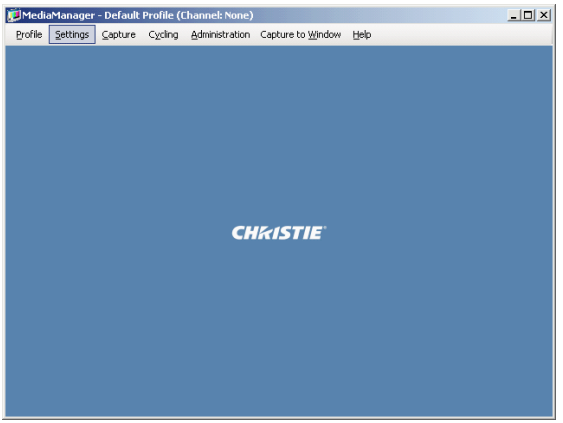


Figure 3-1 MediaManager

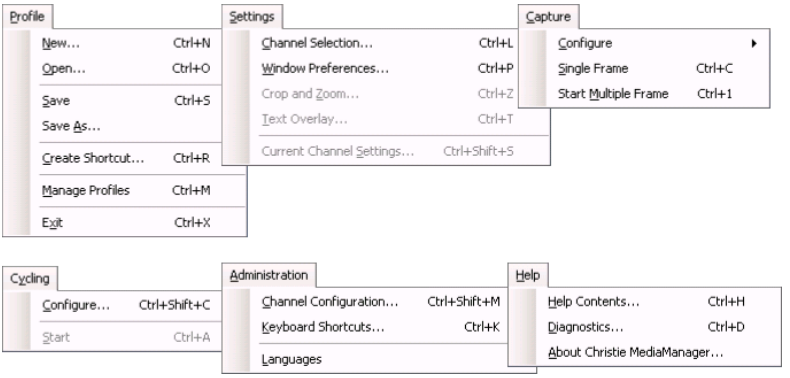


Figure 3-2 MediaManager Menus

Shortcut keys are fully customizable. See *2.1.4 Hotkey Configuration*.

You can optionally hide a MediaManager window's menu bar by clicking **Settings>Windows Preferences** and selecting **Borders Only** or **None** on the Windows Preferences dialog. You can access the menu options by clicking the right mouse button anywhere in the MediaManager window.

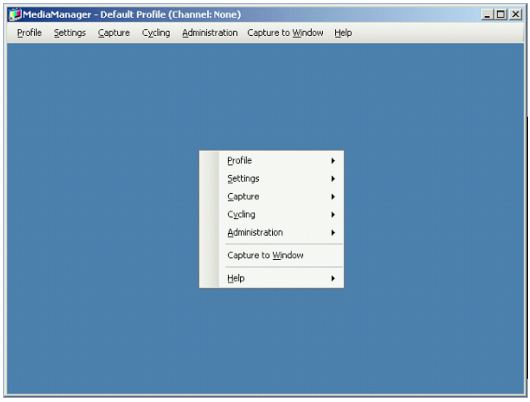


Figure 3-3 Context Sensitive Menu (Right-Click)

3.1.3 Profile Menu

The **Profile** menu allows you to work with profiles.

New – Select this option to create a new profile. MediaManager assists you by stepping through the most commonly used dialogs.

Open – Select this option to load a saved profile. The Open dialog allows you to open the profile into the current window or into a new window.

Save – Select this option to save changes to an existing profile using the **Save** dialog. If you are not working with an existing profile, this option automatically opens the Save As dialog.

Save As – Select this option when creating a new profile or when you want to save an existing profile under a new name.

Create Shortcut – Select this option to create a shortcut to the current profile.

Manage Profiles – Select this option to manage your profile list.

Exit – Select this option to close down the MediaManager window.

3.1.4 Settings Menu

The **Settings** menu allows you to work with all Channel options except Channel Cycling properties, which are under the Cycling menu.

Channel Selection – The Channel Selection dialog allows you to select a channel to be loaded in the current window, or into a new window.

Window Preferences – The Window Preferences dialog allows you to specify the window size, position and style of the current MediaManager window. See *Window Preferences Dialog* on page 3-11 for more information.

Crop and Zoom – The Crop and Zoom dialog allows you to focus on a specific part of the window's content. See *Crop or Zoom the Image* on page 3-9.

Text Overlay – Select this option to enable and set up the appearance of overlay text, and to specify the text for profile level overlays. For more information, see *Text Overlay Dialog* on page 3-14.

Current Channel Settings – Select this option to change channel settings of the currently displayed channel. The settings that can be changed depend on the channel's device. See *Channel Properties Dialog* on page 2-6.

3.1.5 Capture Menu

The **Capture** menu allows you to set up and initiate image captures of the channel content.

Configure – Use these options to setup capture options.

- **Single Frame** – Select this option to set up image properties and storage location for single snapshots. See *Single Frame Dialog* on page 3-17.
- **Multiple Frame** – Select this option to set up image properties and storage location for image sets. See *Multiple Frame Dialog* on page 3-19.

Single Frame – Select this option to capture an image of the current contents of the MediaManager window.

Start/Stop Multiple Frame – Select this option to start and stop the automatic capture of multiple images of the contents of the MediaManager window.

3.1.6 Cycling Menu

The Cycling menu allows you to control channel cycling in the MediaManager window.

Configure – Select this option to select and arrange channels to display in windows that see the current profile.

Start/Stop Channel Cycling – Select this option to start and stop cycling through the channels associated with the current profile. This option is only available if more than one channel is specified in the profile's cycling list.

3.1.7 Administration Menu

Channel Configuration – Select this option to work with the channel list. The Channel Configuration dialog allows you to add, delete, and rename channels. It also allows you to open the Channel Properties dialog for the selected channel. See *Channel Properties Dialog* on page 2-6.

Setup Keyboard Shortcuts – Select this option to configure keyboard shortcuts for common tasks.

Language – Select this option to change the language of the MediaManager displays.

3.1.8 Capture to Window

Capture to Window captures an image of the MediaManager window and displays it automatically in a new window. The source MediaManager window continues to play.

3.1.9 Help Menu

Help Contents – Select this option to access the online help for MediaManager.

Diagnostics – Select this option to review information about the system.

3.2 Working with MediaManager

MediaManager works behind the scenes with a virtual copy of a profile. You can manipulate the look and feel of the window through the interactive dialogs and then save the changes.

Clicking **OK** on MediaManager dialogs generally saves the changes to the virtual copy. To save the changes to file, click **Profile>Save As** or **Profile>Save**.

3.2.1 Start MediaManager

On the wall display desktop, double-click on the Christie **MediaManager** icon located on the desktop OR navigate through the Start menu to start using MediaManager. (**Start>All Programs>Christie>MASTERSuite>Christie MediaManager.**)

When you start MediaManager the default window appears. MediaManager is configured to display a blank MediaManager window.

3.2.2 Quick Start with Profiles

MediaManager provides some assistance for creating profiles for single-channel display. It walks you through the dialogs most commonly used to set up a basic profile.

To start, click **Profile>New**. The dialogs in the quick start are modified to include **Next** and **Previous** buttons, and prompt you to save the profile at the end. The **Cancel** button cancels the quick start.

- Channel Selection: See *Select a Single Source* on page 3-7
- Window Preferences: See *Change the Style, Size, Position or Aspect Ratio* on page 3-10
- Text Overlay: See *Add a Text Overlay* on page 3-12
- Single Frame Capture: See *Capture a Snapshot Manually* on page 3-16
- Multiple Frame Capture: See *Capture Multiple Snapshots Automatically* on page 3-18.

For a complete list of setup tasks and options, see the introduction to *3.2 Working with MediaManager*.

Select an Input Source for Display

MediaManager organizes input sources as channels. Each MediaManager window can display one input source, that is, one channel at a time. You can select multiple channels to be displayed in sequence.

- *Select a Single Source* on page 3-7
- *Cycle Through Multiple Sources* on page 3-8

NOTE: *You can also load channels by loading a profile. If the profile has a list of channels, the first channel in the cycling list automatically displays in the MediaManager window. If the profile has only one channel, that channel is displayed.*

Select a Single Source

1. In the **MediaManager** window click **Settings>Channel Selection**. The **Channel Selection** dialog appears.

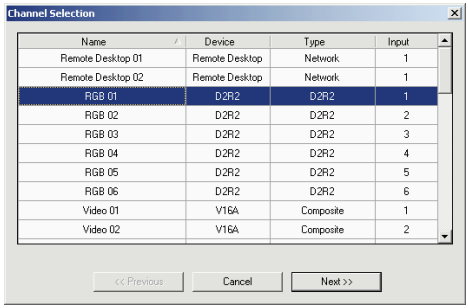


Figure 3-4 Channel Selection

2. Select a channel and click **Load Channel**. The channel content appears in the MediaManager window.
3. To save the changes, click **Profile>Save**.

NOTE: *You can refresh a channel by pressing CTRL-F5.*

NOTE: *A single display output can display multiple V9 channels if the channels are from the same input card.*

Cycle Through Multiple Sources

1. In the **MediaManager** window, click **Cycling>Configure**. The Cycling Configuration dialog appears.

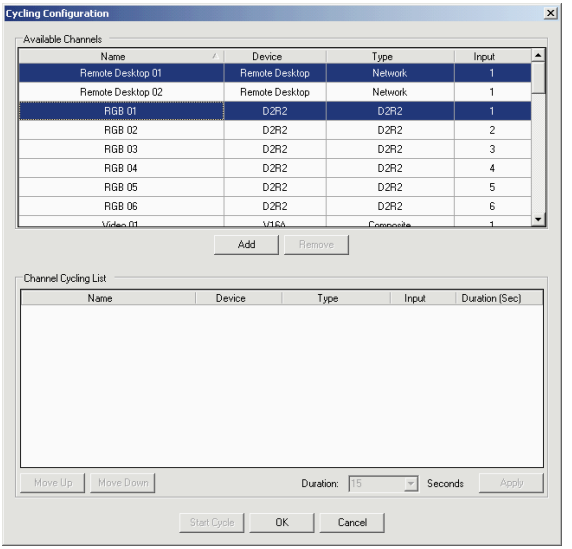


Figure 3-5 Cycling Configuration

2. Click a channel to select it.
3. To add the selected channel(s) click **Add**.

   NOTE: *Select a channel in the lower list and click Remove to remove an item from the cycling list.*

4. Specify the amount of time to display for the selected channels in the **Channel Cycling List** by entering a value in the **Duration** field and clicking **Apply**.

   NOTE: *You can have different display durations for specific channels or groups of channels.*

5. You can use the **Move Up** and **Move Down** buttons to re-order the Channel Cycling list.
6. Click **Start Cycle** to begin cycling through the channels in the MediaManager window.
7. Click **OK** to close the dialog.
8. To save the changes, click **Profile>Save**.

3.2.3 Change the Appearance of the Displayed Source

The Channel Properties window allows you to control the appearance of the source. For example, you can change the brightness, or the sample rate.

Change Channel Properties

The Channel Properties window contains different properties for each of the device types. Changing a channel affects all profiles that refer to that channel.

1. Once you have selected a channel in the **MediaManager** window click **Settings>Current Channel Settings**. The **Channel Properties** dialog appears.

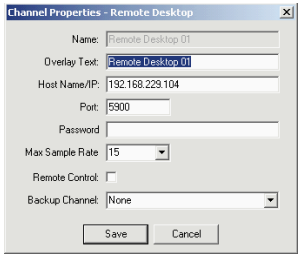


Figure 3-6 Channel Properties

NOTE: *The contents of the Channel Properties dialog are different depending on the device type associated with the channel. See* *Channel Properties Dialog* on page 2-6.

2. Adjust the channel properties. As you adjust channel settings, you can see the effect on the display wall.

   NOTE: *Profiles refer to channel names. Changing a channel name causes existing profiles that refer to the old name to display an "Invalid Input" message instead of the content. Rename channels with caution and remember to update your profiles.*

3. Click **Save** to save the settings to a channel configuration file (.XML file).

   NOTE: *Click Cancel to return the settings to the most recently saved state.*

Crop or Zoom the Image

Crop and Zoom settings allow you to trim or trim and zoom in on a portion of the window. These settings are saved for specific channels in a profile. The same channel can have different crop or zoom settings in different profiles, but each profile can have only one crop setting or one zoom setting.

1. Once you have selected a channel in the **MediaManager** window,
   - **CTRL + left-click**, hold and drag the cursor to select the area to crop. When you release the mouse button, the window automatically resizes to the selected area. This key and mouse combination can be used without opening the Crop and Zoom dialog.
   - **ALT + left-click**, hold and drag the cursor to select the area to zoom. When you release the mouse button, the contents automatically zoom in on the selected area. The window remains the same size. This key and mouse combination can be used without opening the Crop and Zoom dialog.
2. To save the changes, click **Profile>Save.**

   Notes: 1) Alternatively, you can access the Crop and Zoom dialog by clicking Settings>Crop/Zoom. In the Crop and Zoom dialog, enter the number of horizontal and vertical pixels you don't want to see in the image by entering the values in the Top, Bottom, Right, Left text boxes or use the Up/Down arrow keys to incrementally increase the value. 2) You can reset to the original size by clicking the Reset button.

3.2.4 Change the Appearance of the MediaManager Window

You can change the MediaManager window properties, for example by removing the title bar or adding a text overlay. Window properties remain effective for the window regardless of the channel (input source) being displayed.

Change the Style, Size, Position or Aspect Ratio

1. Click **Settings>Window Preferences**. The Window Preferences dialog appears.

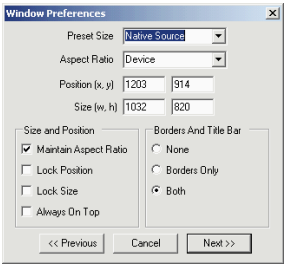


Figure 3-7 MediaManager Window Preferences

2. Adjust the window settings to the desired size and position. You can see the changes immediately.

   NOTE: *You can optionally lock any of the settings that you adjust by checking the appropriate checkbox so that they cannot be changed accidentally.*

3. In the **Borders and Title Bar** panel, select the desired window style.

   NOTE: *Removing the title bar also removes the menu bar. If you remove the title bar, you can still access all menu options by right-clicking the cursor anywhere in the MediaManager window.*

4. Click **OK** to accept the changes and close the dialog box.
5. To save the changes in the profile click **Profile>Save**.

Window Preferences Dialog

The Window Preferences dialog allows you to change the appearance of the MediaManager window.

Preset Size – Use the drop-down menu to adjust the size of the MediaManager window to best suit your installation. Select the option Native Source (default) if you want to display the window based on the resolution of the input signal. *Custom* is automatically selected if the window size is scaled to another size not available from the option list. Select 1/4 Source, 1/2 Source, 2x Source or 4x Source to resize the window based on the size of the input signal.

When you select 1/3 Screen, 1/2 Screen, Single Screen or 2x2 Screen the incoming signal is resized based on screen size. For example, select 2x2 Screen if you want to display any source signal across a 2x2 display wall, or if you have a single screen and four incoming signals, you can select 1/2 Screen to display all four signals on one screen.

Aspect Ratio – Use the Aspect Ratio drop-down menu to select the aspect ratio of the MediaManager window. The size of the MediaManager window automatically changes when a different aspect ratio is selected. The default aspect ratio setting is Device.

Check the **Maintain Aspect Ratio** check box to keep the window at the specified aspect ratio when scaling.

Position – Use the text boxes, labeled X and Y, to enter coordinates that specify where the MediaManager window displays on the display wall. (The coordinates entered specify where the top left corner of the **MediaManager** window is located.) The default coordinates are 0,0.

Check the Lock Position check box to prevent moving the window to another position.

Size – Use the text boxes labeled Width and Height to specify the exact pixel size of the MediaManager window (content only) – some consideration should be given to the thin borders (4 pixels each side), title bar (depends on size of font) and caption bar. By default, the size is the native size of the window content.

Check the Lock Size check box to prevent resizing the window.

Always on Top – Check this option to keep the current MediaManager window on top.

None – Select this option when you want to display the current contents of the window without borders. If you choose this window style, use the "right-click" menu to access window options.

Borders Only – Select this option to display the window with a thin border only, and without menu and title bar. If you choose this window style, use the "right-click" menu to access menu options.

Both (default) – Select this option when you want the MediaManager window menu and title bar to display.

Add a Text Overlay

You can display text over the content in a window, for example to identify the source of the content.

1. Click **Settings>Text Overlay**. The Text Overlay dialog appears.

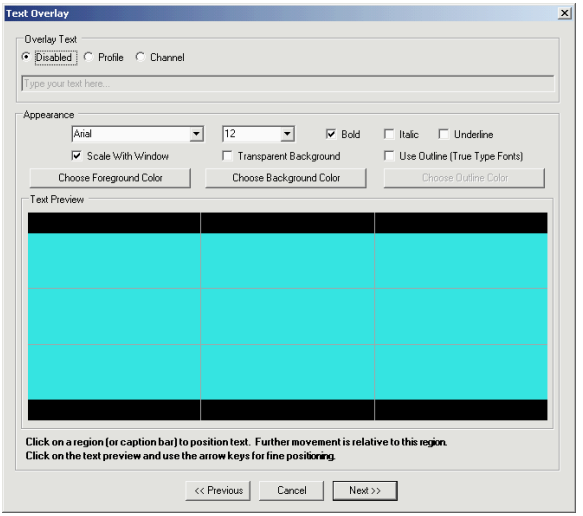


Figure 3-8 Text Overlay

2. By default, text overlay is disabled. To turn text overlay ON, select the type of overlay to use: **Profile** or **Channel**.
   - If you select *Profile*, the text is specified in the **Overlay Text** field. Type the text you want to appear over the channel content. The text appears in the **MediaManager** window.
   - If you are specifying settings for channel-specific overlays, you do not need to specify the text. The text specified in each channel's properties dialog is used. The default text string is the channel name.
3. Adjust the appearance of the text overlay until you are satisfied with the look and position, and click **OK** to close the dialog. See *Text Overlay Dialog* on page 3-14.
   - **All** devices can display a transparent background for text overlays.

   NOTE: The Text Preview panel does not scale text. For best results scale the MediaManager window to the source's native size during Text Overlay setup. Set up the text overlay and check the Scale with Window option. Alternatively, you can make the window the desired size and set up the text overlay in an appropriate size.
4. To save the changes in the profile click **Profile>Save**.
5. If you chose to customize channel specific text overlays, see *Customize Overlay Text to Channels* on page 3-13.

Customize Overlay Text to Channels

You can customize text overlay content in a window, for example to identify the source of the content.

1. To specify text for multiple channels, click **Administration>Channel Configuration**. The Channel Configuration dialog appears.
2. Click a channel to select it, and click the **Edit** button. The Channel Properties dialog appears. The Channel Properties dialog contents depend on the channel selected. See *Channel Properties Dialog* on page 2-6.

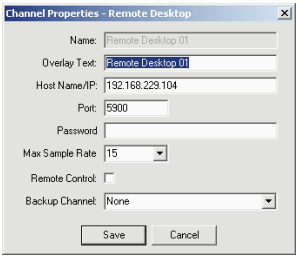


Figure 3-9 Channel Properties

3. Enter the text in the **Overlay Text** field, and click **Save**.
4. Repeat steps 2 to 3 for each channel requiring customized overlay text.
5. Except for channel-specific text, text overlay information is defined and saved in the profile. To turn channel-specific text overlays ON and to edit the appearance of the text overlays, see *Add a Text Overlay* on page 3-12.

Turn Text Overlays ON or OFF

Text overlays are controlled in the Text Overlay dialog.

1. Click **Settings>Text Overlay**. The Text Overlay dialog appears.
2. Select one of the options at the top of the dialog:
   - *Disabled:* Turns text overlays OFF
   - *Profile:* Displays the text specified on the Text Overlay dialog
   - *Channel:* Displays the text specified in the Channel Properties dialog
3. Click *OK* to close the dialog.
4. To save the changes in the profile click **Profile>Save.**

Text Overlay Dialog

Enter the desired text in the **Overlay Text** field and click **OK**. By default the text appears centered at the bottom of the window. The text overlay information is stored with the profile.

You can optionally change the appearance of the text by adjusting a variety of settings on the **Text Overlay** window.

NOTE: *You can also specify a separate text overlay for each channel.*

Disabled – Select this option to display no text overlay.

Profile – Select this option to display the text overlay specified on the **Text Overlay** dialog.

Channel – Select this option to display the text overlay specified on the **Channel Properties** dialog.

Overlay Text – Enter the text you want to display with the selected source in the **Overlay Text** field. The overlay text appears in the **Preview Text** window below.

Appearance Section – You can change the way the text looks and preview the changes as you make them.

- Select the style and size of your text from the **Font** and **Size** drop-down lists respectively.
- You can change the appearance of the text by checking the **Bold, Italic**, or **Underline** checkboxes.
- Enable the **Scale with Window** option to automatically resize the text overlay in relation to the window's horizontal size. Scaling only changes the text in relation to the window's horizontal size.
- Enable the **Transparent Background** option to float the text over the content without a background box.
- Click the **Choose Foreground Color** button to open a color selection window. Select the color you want and click **OK**.
- Click the **Choose Background Color** button to open a color selection window. Select the color you want and click **OK**.

  NOTE: *Background color is applied to the entire caption bar.*
- Enable **Use Outline**, to apply a thin, one-pixel outline around each character of the text overlay – this only applies to True Type fonts.
- Click the **Choose Outline Color** button to open a color selection window. Select the color you want and click **OK**. Outline settings apply to True Type fonts only.
- Position the text overlay by clicking in the **Preview Text** panel. You can select one of the 15 preset locations by clicking the desired area in the window, or you can drag the text by clicking and holding while you move the mouse. Preset positions place the text overlay 5 pixels from the edge.

3.2.5 Capture Snapshots of the MediaManager Window

You can set up the system to capture snapshots of the content.

This section includes the following:

Capture a Snapshot Manually

You can capture a snapshot of the MediaManager window's content at any time by pressing a combination of shortcut keys, for example CTRL+C. By default, the system stores snapshots in the C:\MyCaptures folder. You can customize the snapshot name and location. For more information, see *Single Frame Dialog* on page 3-17.

NOTE: *Shortcut keys are customizable. For a current list of shortcut keys click Administration>Keyboard Shortcuts and view the list in the Keyboard Shortcuts dialog.*

1. To configure single snapshots, click **Capture>Configure>Single Frame**. The **Single Frame** dialog appears.

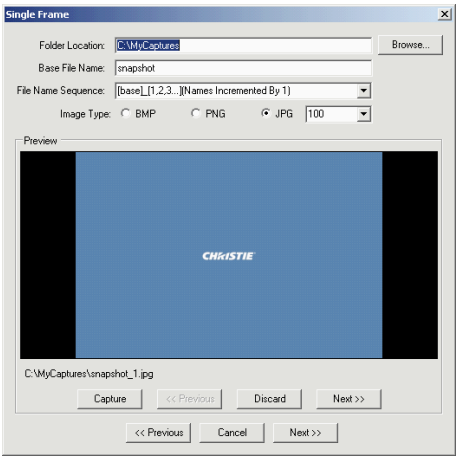


Figure 3-10 Single Frame Capture

2. Identify the folder where snapshots are to be saved in the **Folder Location** field.
3. Identify a base name in the **Base File Name** field.

   NOTE: *Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…], the first four snapshots will be called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.*
4. Select the sequence numbering style in the **File Name Sequence** field.
5. Select the **Image Type**. When JPG is selected, you can specify the quality of the image captured, by entering a value from 1 to 100. In

general, the higher you set the value the better the image quality will be, and the larger the file size.

6. Click **Capture** to create a snapshot. The snapshot is displayed in the Preview panel.
7. Click **OK** to close the dialog.
8. To save the changes in the profile click **Profile>Save.**

   NOTE: *You can scroll through all the images in the default directory by clicking the Previous and Next buttons.*

Single Frame Dialog

The **Capture Single Frame** dialog allows you to set up and review single frame snapshots.

Folder Location – You can specify the location where the single capture image files will be stored. Use the Browse button to quickly navigate your file system to locate a specific folder. Click on the folder you want – the folder name appears in the Folder Location text box.

Base Name – Enter the prefix you want to apply to your image captures in the Base File Name text box or use the default ("snapshot"). As each capture is taken a sequential number is automatically added to the base name. For example, if you enter the prefix "Camera1" into the Base File Name text box, and take 4 captures you might see the following in your capture folder: Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg.

File Name Sequence – You can choose to include the date and time in your Filename. Click the file name sequence list and select the numbering style you want.

Image Type – Enable BMP, PNG or JPG to specify which file format you want the image captures in. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up/down arrow keys under the Quality option. In general, the higher you set the value for Quality the better the image quality, and the larger the file size. Any value from 1 – 100 can be entered.

Preview – Review existing images in the Preview panel. Use the Preview and Next buttons to browse through your snapshots.

Capture – Use this button to capture a snapshot of the image in the window.

Discard – Use the Discard button to delete the image displayed in the **Preview** panel.

Capture Multiple Snapshots Automatically

You can start to capture a sequence of snapshots of the MediaManager window's content at any time by pressing a combination of shortcut keys, for example CTRL+1. By default the system captures an image every 10 seconds, and store sequences of snapshots in the C:\MyCaptures folder. Click CTRL+2 to stop the capture. You can customize snapshot frequency, location, storage limits, and file naming.

NOTE: *Shortcut keys are customizable. For a current list of shortcut keys click Administration>Keyboard Shortcuts and view the list in the Keyboard Shortcuts dialog.*

1. Click **Capture>Configure>Multiple Frame**. The Multiple Frame dialog appears. For more information about the fields, see *Multiple Frame Dialog* on page 3-19.

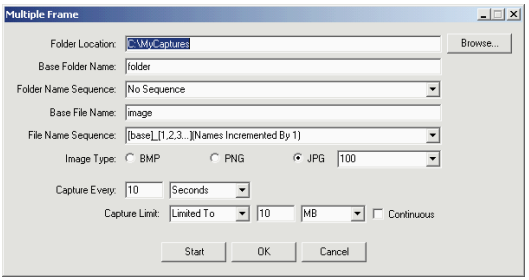


Figure 3-11 Multiple Frame Capture

2. In the **Folder Location** field, identify the folder in which all sequence subfolders are to be saved.
3. Identify a file name in the **Base File Name** field.

   NOTE: *Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…], the first four snapshots are called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.*
4. Select the sequence numbering style for the images in the **File Name Sequence** field.
5. Identify a folder name in the **Base Folder Name** field.
6. Select the sequence numbering style for the folders in the **Folder Name Sequence** field.

   NOTE: *The folder name sequence allows you to indicate when a new folder should be started. New folder names are built from the base name and the date and or time sequence selected. For example, if you provide*

the name Camera1 and select [base]_[date] (new folder at midnight) a new folder is created at midnight with a name like Camera1_2005_4_1.

7. Select the **Image Type**. When JPG is selected, you can specify the quality of the image captured, by entering a value from 1 to 100. In general, the higher you set the value the better the image quality, and the larger the file size.
8. Identify how often to take a snapshot in the **Capture Every** field.
9. Identify how many snapshots should be stored in the **Capture Limit** field.
10. Click **Start** to begin taking snapshots or **OK** to save the settings and dismiss the dialog.
11. To save the changes in the profile click **Profile>Save.**

Multiple Frame Dialog

The Multiple Frame dialog allows you to automate the process of image capture by specifying a timed interval.

Folder Location – Use the Browse button to quickly navigate your file system to select where you want your image capture folders to be stored.

Base Folder Name – Specify a name for the subfolders.

Folder Name Sequence – You can choose to include the date and time in your subfolder name. Click the folder name sequence list and select the numbering style you want.

Base File Name – Enter the prefix you want to apply to your image captures in the *Base File Name* text box or use the default (“image”). As each capture is taken a sequential number is automatically added to the base name. For example, if you enter the prefix “Camera1” into the Base File Name text box, and take 4 captures you will see the following in your capture folder: Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg.

File Name Sequence – You can choose to include the date and time in your Filename. Click the file name sequence list and select the numbering style you want.

Image Type – Enable BMP, PNG or JPG to specify which file format you want the image captures in. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up/down arrow keys under the Quality option. In general, the higher you set the value for Quality the better the image quality, and the larger the file size. Any value from 1 – 100 can be entered.

Capture Every – Use this option to specify how often the system should save a snapshot. You can specify the frequency in number of seconds or in number of frames.

Capture Limit – Use this option to specify how many snapshots the system should save.

- Select **None** when you want the software to continue capturing images at the specified frequency until there is no hard drive space available.
- Select **Limited To** when you want to limit the number of images saved.
- Specify the image capture time span in number of seconds, minutes, hours, or frames.
- Specify the maximum amount of disk space to be used.
- By default, image capture stops when a limit is reached. Enable the **Continuous** checkbox to continue capturing. Once a limit is reached, the capture process loops back and begins overwriting the oldest files already captured in the series.

OK – Click this button to save the automatic capture setup.

Start/Stop Capture – Click this button to start and stop capturing a series of snapshots.

3.2.6 Save Current MediaManager Window Settings as a Profile

When you are satisfied with the way the MediaManager window looks, you can save your settings to a MediaManager profile.

- To save a new profile, click **Profile>Save As** and specify a name for the new profile in the space provided. Click **OK**.
- To save over the current profile, click **Profile>Save**. The settings are automatically saved to the current profile. If the MediaManager window has not been saved, the Save As dialog appears.

3.2.7 Create a Shortcut to Open a MediaManager Window

Once you have saved a MediaManager profile, you can create a desktop shortcut to launch a MediaManager window using the saved profile.

1. In the **MediaManager** window, click **Profile>Create Shortcut**. The Save Shortcut dialog opens.
2. Browse to the location you want to save the shortcut to, and click **Save**.

3.2.8 Open an Existing Profile

1. Click **Profile>Open**. The **Open** dialog appears.

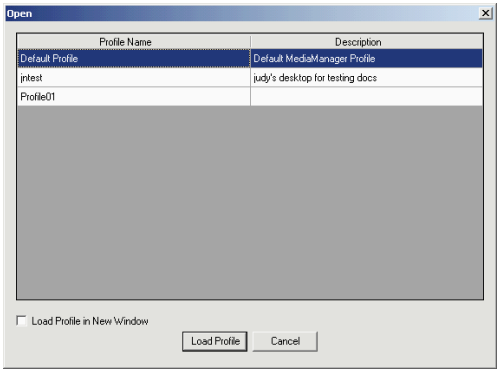


Figure 3-12 Open Profile

2. Select a profile and click **Load Profile**. The MediaManager window changes to reflect the settings specified in the profile, and the contents of the first channel in the profile automatically displays.

3.2.9 Modify an Existing Profile

1. Open a **MediaManager** window with the profile you want to change.
2. Modify the profile settings. You can change channel and window settings.
3. Once you have configured the current **MediaManager** window to your satisfaction, click **Profile>Save** to overwrite the current profile.

3.2.10 Manage Channels

The **Channel Configuration** dialog is accessed from the **Administration** menu. It allows you to quickly edit an existing channel; add, copy, or delete channels; or restore all default channels. For more information, see *2.1.3 Manage Channels*.

4 Managing the Display Wall

Once media channel and profiles (MediaManager), and scenarios (WallManager) are set up you can access and control the display wall in a number of ways.

Table 4.1 Remote Operation Functions

Application	Functionality	Remote Views
WallManager	• Installation required on remote PC • Full scenario management including create, edit, schedule, start, stop • Full interaction including working with applications directly on the controller • Manage registered applications and device tasks • Manage remote access security • Integrated projector management • Install client applications • Server status • Manage server status notifications • Backup/restore settings • Lockdown Mode • Manage multiple controllers from one machine	• Wire outline of display elements • Full LiveView

Table 4.1 Remote Operation Functions

Application	Functionality	Remote Views
WallViewer	• Web-based, no installation required • Start/stop existing scenarios and tasks • Re-arrange scenario elements on the display wall • Install client applications • Server status • Backup/restore settings • Lockdown Mode	• Wire outline of display elements • Window-based LiveView
WallLaunch	• Start/stop existing scenarios	No
QuickLaunch	• Start existing scenarios • Start WallManager, WallViewer, and RemoteControl	No
Remote Control	• Control the TVC controller with a remote PC's mouse and keyboard. Assumes a direct view of the display wall.	No
RS232 Control Server	• Start/stop existing scenarios • Switch channels in running MediaManager windows	No

Table 4.2 Remote Desktop Display

	Functionality	Remote Views
Remote Desktop (VNC)	• Configure communication so that the remote PC desktop can be mirrored in real time in a MediaManager window on the display wall • Can share control of remote desktop with controller's mouse and keyboard	No

4.1 About WallManager

WallManager is a “client-server” software package providing powerful and flexible remote management of tiled multiple display walls. Use WallManager to manage users, remote access security, launch and control applications on the display wall, schedule scenarios, and perform other related functions.

WallManager includes the following functionality:

- Monitors and handles communication between the TVC controller and client NT/2000/XP workstations
- Launches applications on the display wall as requested from clients
- Monitors the network clock for scheduled scenarios

The WallManager comes installed on your controller. It stores all user, task, projector, and schedule information as XML files on the controller. Christie services must be running on the controller for the WallManager client software to work. See *7.4.1 Scenarios*.

PowerTool integration provides access to projector control. See the *PowerTool User Manual* for more information.

4.2 WallManager Layout

WallManager’s ribbon interface provides easy access to display wall controls, controller status, and scenario management controls.

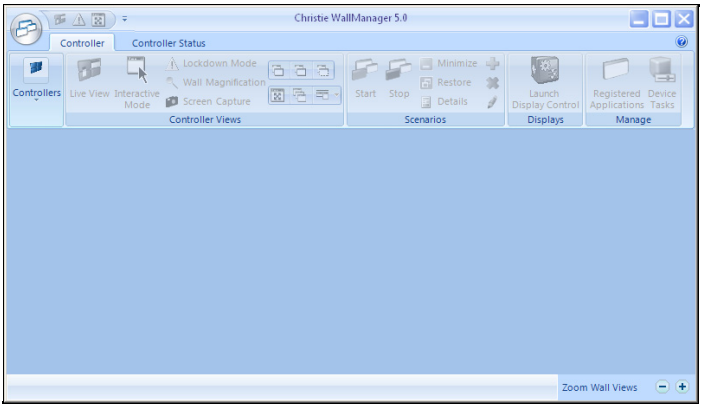


Figure 4-1 New Installation of WallManager

Right-Click Menu

Context sensitive right-click menu provides access to functionality based on mode and window content.

- Right-click on a view in wire frame or Live View mode to access a subset of the Controller Views options. See Controller Views for information about individual options.
- Right-click on a view in Interactive mode to access the right-click menu of the element on the controller desktop. For example, right-click on a MediaManager window in the controller view opens the MediaManager context menu.

4.2.1 WallManager Button Menu

Click the WallManager button to access the menu.

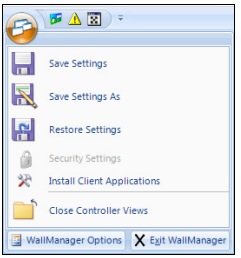


Figure 4-2 WallManager Button Menu

Save Settings/Save Settings As – Use these options to back up WallManager preferences and settings for the selected controllers. The default file name includes the system date.

Restore Settings – Opens the Restore Controller Settings dialog where you can specify the restores files for the selected controllers.

Security Settings – Opens the Security Settings dialog where you can manage WallManager security for remote access to the selected controllers. See *WallManager Security* on page 2-17.

Install Client Applications – Opens the Client Applications window where you can install client applets, such as the Christie QuickLaunch bar and RemoteControl. See *Client Applications Dialog* on page 4-5.

Close Controller Views – Closes all active controller views. It does not affect the operational state of the controllers.

WallManager Options – Opens the options dialog.

Popular>User Name/Initials – Identifies the primary user of the WallManager software.

Popular>Language – Identifies the language WallManager uses.

Save>Restore – Identifies the default storage location for backup files.

Exit WallManager – Closes WallManager. Closing WallManager does not shut down the display wall.

Client Applications Dialog

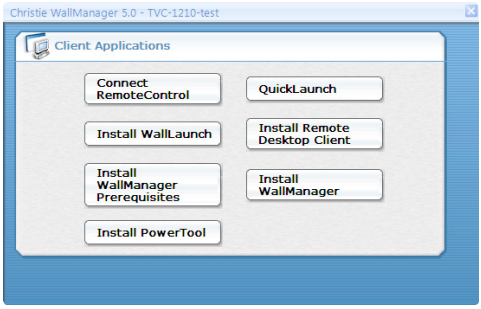


Figure 4-3 Installing Client Applications

Connect RemoteControl – Installs RemoteControl which allows you to control the display wall with your remote mouse and keyboard.

QuickLaunch – Installs QuickLaunch bar on your desktop for easy access to the WallManager functions you need most. The QuickLaunch bar is configurable.

Install WallLaunch – Installs WallLaunch on your desktop for easy access to the Scenarios on the controller.

Install RemoteDesktop Client – Installs RemoteDesktop Client and use your desktop as a source for MediaManager on the display wall.

Install WallManager Prerequisites – Installs the supporting software for WallManager.

Install WallManager – Installs WallManager for remote access and control of the display wall. Ensure that the supporting software is installed before starting this installation.

Install PowerTool – Installs PowerTool for access and control of display projectors.

4.2.2 Controller Tab

WallManager opens automatically at the Controller tab. The controller tab provides a real-time, live representation of the display wall.The Controller ribbon includes controls for connecting to and managing multiple display walls.

Controllers

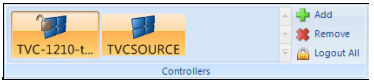


Figure 4-4 Expanded Controllers Panel

Controller Gallery – Identifies the TVC controllers that have been added to the WallManager application. A lock on the controller icon indicates that the controller requires a valid user name and password. Click an icon to open a view for the controller on the WallManager workspace.

Add – Opens the Select Network Computer list. The list contains all the networked computers in your domain.

Logout All – Logs out of and closes all controllers that have security enabled.

Remove – Removes the selected controller from the panel.

Controllers Views

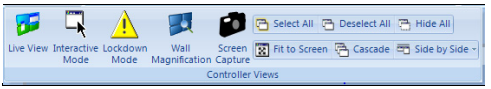


Figure 4-5 Expanded Controller Views Panel

Live View – Toggles Live View mode for the selected controller views. Live View mode shows the contents of the display wall in real time. When Live View is enabled, selected windows are outlined in yellow.

Interactive Mode – Toggles Interactive mode for the selected controllers. Interactive mode shows the contents of the display wall in real time and allows you to interact with application on the desktop as if they were running on your PC, including context sensitive right-click menus.The quality of the interaction depends on your network speed. When Interactive mode is enabled, selected windows are outlined in blue.

Lockdown Mode – Toggles Lockdown mode for the selected controllers. Lockdown mode logs out all remote WallManager users with permissions less than Level1. Users cannot sign back in until Lockdown mode is turned

off. Scheduled scenario starts are suspended as well. When Lockdown mode is enabled, the controller view in the WallManager workspace is outlined in red. The red outline does not appear on the display wall.

Wall Magnification – Opens the Wall Magnification tab where you can select an area on the display wall to magnify. For more information, see *4.2.3 Wall Magnification Tab*.

Screen Capture – Captures the selected display wall at the controller's native resolution. The image is saved as a .bmp file. Neither Live View nor Interactive mode are required to capture a display wall. If multiple controllers are selected, the last controller selected is captured.

Select All – Opens a view of each connected controller in the Controllers panel and selects the views for further action. If security is enabled, WallManager prompts you to log in for each secured controller.

Select None – Deselects all the controller views.

Hide All – Closes all the controller views. Does not log out or disconnect from the controllers.

Fit to Screen – Fits the selected view or views to the workspace area. When multiple views are selected, the layout of the group is fit to the space without altering proportions or layout.

Cascade – Arranges the selected views in a cascade without adjusting size.

Side by Side – Arranges the selected views side by side.

Align Top/Bottom/Center – Aligns the selected views along the top or bottom edge, or along the midpoint of each view.

Full – Arranges the selected views side by side, matches and maximizes the sizes for best fit in the workspace.

Scenarios

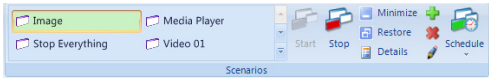


Figure 4-6 Expanded Scenarios Panel

Scenario Gallery – Identifies the scenarios you have access to. If security is not enabled, all scenarios on the selected controllers appear in the list. If security has been enabled, the list includes scenarios associated with the current user, and the scenarios created by users whose security level is the same as or lower than the current user.

Start – Starts the selected scenario immediately. If multiple controllers are selected, the selected scenario will start on all the controllers that have the scenario.

Stop – Stops the selected scenario immediately. If multiple controllers are selected, the selected scenario will stop on all the controllers that are running the scenario.

Minimize – Minimizes the windows associated with the selected scenario to the controller task bar.

Restore – Restores the minimized windows associated with the selected scenario.

Details – Opens the Scenario Details dialog which contains information about the scenario including a list of tasks and scheduling information.

New Scenario – Opens the scenario editor at a blank layout for the selected controller.

Delete Scenario – Deletes the selected scenario from the selected controllers.

Edit Scenario – Opens the scenario editor for the selected scenario.

Schedule – Opens the Schedule menu for the selected scenario. The menu identifies the controller.

List of Schedules – Lists the schedules defined for the scenario. Each schedule is indicates the schedule type, for example, once or daily.

Add – Opens the scheduling dialog. See *Schedule Dialog* on page 4-10.

Displays

Displays – Provides access to PowerTool in which you can set up and control the projectors in the display wall. See the PowerTools User Manual.

Manage

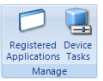


Figure 4-7 Manage Panel

Register Applications – Opens the Manage Registered Applications dialog which lists the applications that can be run on the display wall. You can edit the existing list, or an individual application's properties. The list is compiled automatically based on the contents of the controller's Program Files directory. MediaManager is automatically registered. See *2.2.7 Manage Applications in WallManager*.

Device tasks – Opens the Manager Device Tasks dialog which allows you to create device tasks that can be included in scenarios. See *2.2.9 Manage Device Tasks*.

WallManager Workspace

The controller views in the workspace display real-time representations of the information shown on the display walls in wire frame, Live View, or Interactive mode. The default wire frame view shows the outlines and layout of active windows.

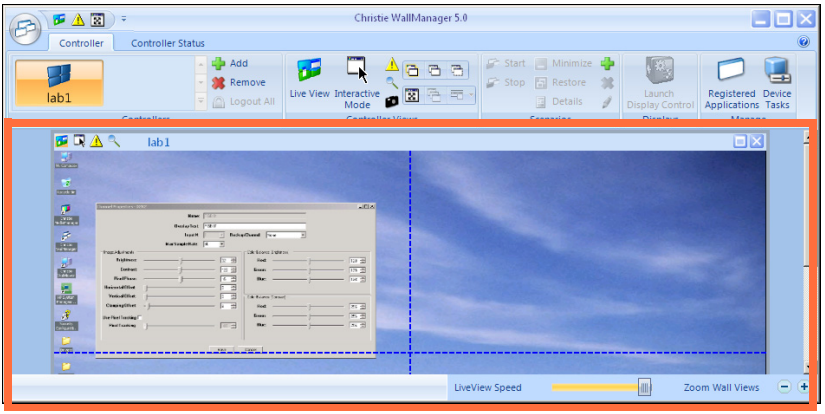


Figure 4-8 Workspace Zoomed In on One Controller View

Quick Access Buttons (at the top left of a view window) – Provide quick access to key view functions (Log Out, Live View, Interactive Mode, Lockdown Mode, and Wall Magnification, see *Controllers Views* on page 4-6), and additional visual feedback about the state of the controller. The button backgrounds of active modes turn from transparent to orange.

Local Alias – Highlight the controller name in the controller view title bar and type a new name. The local alias is used to identify the controller for the current PC only. To view the server name, open the Controllers gallery and hover the mouse cursor over the controller button. A popup briefly displays available information about the controller including the server name.

Mouse Functions

Move Window – In wire frame and Live View, click and drag a window to its new location. In Interactive mode, treat windows as you would applications on your desktop. For example, click and drag the title bar to a new location.

Resize Window - Click and drag a window border or corner to resize a window.

Scroll – Use the mouse wheel to scroll up or down, or use the scroll bars to reposition the part you want to see.

Zoom – Hold down the Ctrl key and use the mouse wheel to zoom in or out. Use the scroll bars to reposition the part you want to see. See also Zoom Buttons.

Zoom Buttons – Use the zoom in (+) and zoom out (-) buttons at the bottom right of the WallManager window to adjust the size of the image of the display wall in order to see details and work with applications. Use the scroll bars to reposition the part you want to see.

LiveView Speed – When using LiveView or Interactive mode this slider adjusts the frequency of background image updates. Move the slider to the left to slow down updates or to the right to speed up updates.

- A higher frequency of updates keeps the display wall image more up-to-date and reflects a faster response time when working with applications in the WallManager window. However, this uses more of your system resources (CPU and RAM), and can slow down application response times for WallManager and other applications running at the same time.
- A lower frequency of background image updates uses fewer resources, but may slow down the display of feedback for working with applications in the WallManager window, and it may introduce artifacts such as ghost dialog boxes when a dialog is moved.

View Context Menu

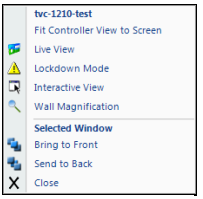


Figure 4-9 Controller View Context Menu

Fit Controller View to Screen – Fits the controller view to the workspace.

Live View, Lockdown Mode, Interactive View, Wall Magnification – See *Controllers Views* on page 4-6.

Bring to Front – Brings the selected window on top of other windows.

Send to Back – Sends the selected window behind other windows.

Close – Closes the selected window.

Schedule Dialog

Controller Time – Shows the date and time on the selected controller.

Start – Identifies the start time of the schedule. Click the arrow to view a calendar for date selection. Edit the Time directly.

Stop – Identifies the stop time of the schedule. Click the arrow to view a calendar for date selection. Edit the Time directly.

Recur – Indicates how often the schedule recurs.

Delete – Deletes the current schedule.

4.2.3 Wall Magnification Tab

Wall Magnification allows you to identify an area on the display wall to magnify. The magnification window can be directly over the specified area or it can be moved to the side.

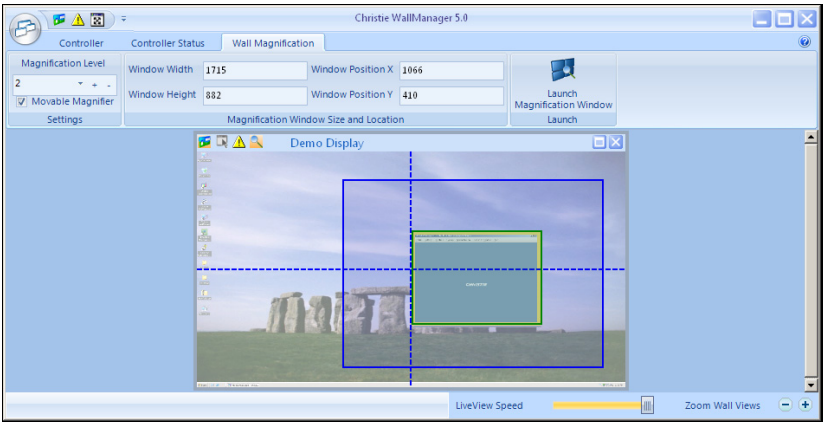


Figure 4-10 Wall Magnification Tab

Settings

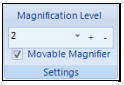


Figure 4-11 Settings Panel

Magnification Level – Indicates how many times the area will be enlarged.

Movable Magnifier – Indicates where the magnifier can be moved to enlarge a different area of the display wall.

- Check to make the magnification area moveable. Moving the enlarged view window moves the magnification area and changes the contents of the view window.
- Uncheck to anchor the magnification area to the original position. Moving the enlarged view does not change the contents.

Magnification Window Size and Location

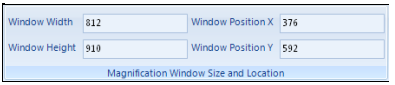
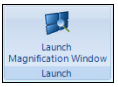


Figure 4-12 Magnification Window Size and Location Panel

Window Width/Height – Identify the dimensions of the area being magnified.

Window Position X/Y – Identifies the position of the top left corner of the area.

Launch



Launch – Launches the magnification window on the display wall.

Enlarged View Window

You can work with the magnification window in Interactive mode. Click Options in the top left corner to get the following options:

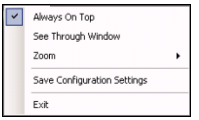


Figure 4-13 Magnification Options

Always on Top – Indicates whether the magnification window should be in front of all other windows.

See Through Window – Indicates whether the magnification window should be transparent.

Zoom – Changes the level of magnification.

Save Configuration Settings – Saves the current settings to a configuration file. Use the configuration file information to create magnified views for scenarios.

Exit – Closes the magnification window.

4.2.4 Edit Scenario Tab

The Edit Scenario tab allows you to create and edit collections of applications, media windows, and tasks that can be saved and scheduled. When you create a scenario, the workspace is blank. When you edit a scenario, application and media windows display in the workspace.

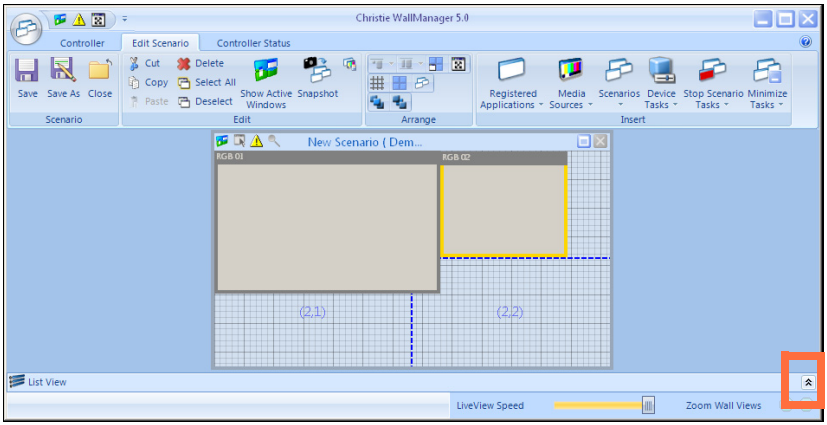


Figure 4-14 Scenario Editor

Device tasks, Stop scenarios, and Minimize tasks do not display in the graphical workspace. To view a list of elements in the scenario including device tasks, click the List View button at the lower right of the workspace.

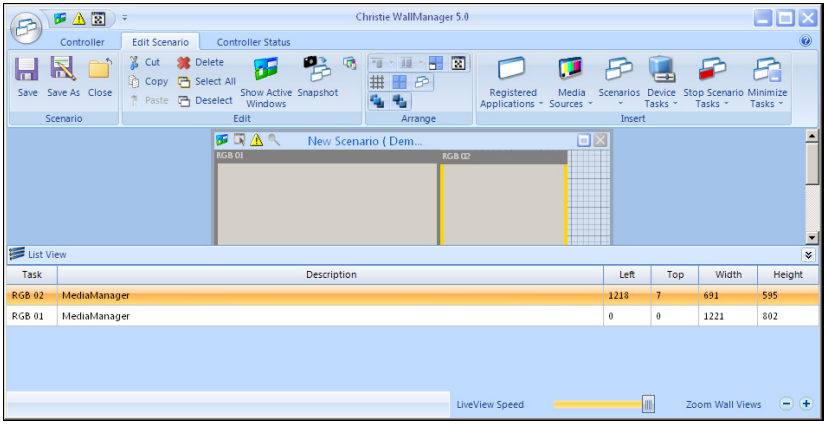


Figure 4-15 Scenario Editor, List View

Scenario

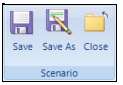


Figure 4-16 Scenario Panel, Expanded

Save – Saves changes to an existing scenario.

Save As – Opens the Save As dialog where you can specify a name for the scenario.

Close – Closes the Edit Scenario tab.

Edit

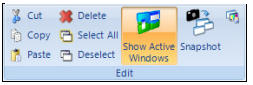


Figure 4-17 Edit Panel

Cut/Copy/Paste – Cut and paste items in the scenario using these standard commands.

Delete – Deletes the selected window(s).

Select All – Selects all items in the Scenario.

Deselect – Deselects items in the Scenario.

Show Active Windows – Shows what is currently displayed on the display wall.

Snapshot – Captures the windows currently showing on the display wall and adds them to the scenario. Adds the captured applications to the registered application list if they are not already there.

Scenario Properties – Opens the Properties dialog for the scenario.

Name – Identifies the scenario.

Date Created – Indicates when the scenario was created.

Date Modified – Indicates when the scenario was last edited.

Modified By – Identifies who edited the scenario.

Description – Displays the short description provided when the scenario was created.

Task List – Shows the tasks that comprise the scenario.

Schedule – Shows scheduling information for the scenario.

Window Properties – Opens the Application Properties dialog for the selected window.

Name – Identifies the application.

Command Line – Identifies command line arguments such as the file to load.

Working Directory – Identifies the working directory for the application.

Window Preferences – Identifies the size and position of the application window.

NOTE: *If the selected window is a MediaManager window, this option opens the Window Profile Settings dialog. For information about individual settings, see* *Working with MediaManager* on page 3-5.

Arrange

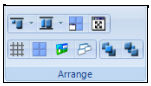
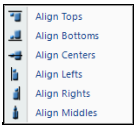


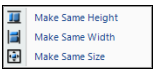
Figure 4-18 Arrange Panel, Expanded

Top Row

Align – Select two or more windows and click the align button to align all of the windows with the first selected window. The button shows the current alignment option. Click the arrow beside the button to show all the alignment options.



Same Size – Select two or more windows and click one of the *Size* options to resize the selected windows according to the sizing of the first selected window.



Fit to Display – Fit the selected window to the display.

Full Screen – Fit the current window to the display wall.

Bottom Row

Snap to Grid – Toggles forcing windows to snap to the underlying grid.

Snap to Display – Toggles forcing windows to snap to the closest display.

Snap to Active Windows – Toggles forcing selected windows in the scenario to snap to the closest active window.

Snap to Scenario Windows – Toggles forcing selected windows to snap to the closest window in the scenario.

Bring to Front – Moves the selected windows on top of other windows.

Send to Back – Moves the selected windows behind other windows.

Insert

The Insert panel provides access to the elements that can be included in a scenario.

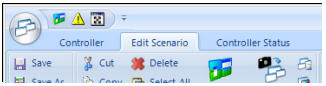


Figure 4-19 Insert Panel, Expanded

Registered Applications – Lists the applications that are available to be included in scenarios. Also provides access to application management, see *Manage Applications in WallManager* on page 2-26.

Media Sources – Lists the channels and profiles that have been defined in MediaManager for the current controller. See *2.1.3 Manage Channels*.

Scenarios – Lists the existing scenarios on the current controller.

Device Tasks – Lists the device tasks that have been defined on the current controller and provides access to device task management. See *2.2.9 Manage Device Tasks*.

Stop Scenarios – Lists a Stop task for each scenario on the controller and includes a Stop All Scenarios option. Use this list to identify the scenarios that should be stopped before the current scenario is run.

Minimize Tasks – Lists a Minimize task for each scenario on the controller and includes a Minimize All Scenarios option.

Security Access

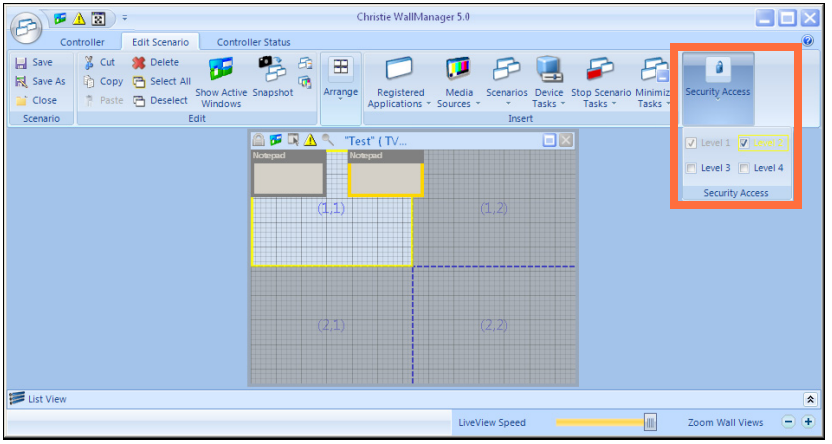


Figure 4-20 Security Access Panel, Expanded

Security Access – Indicates which permission groups will have access to the scenario. All users with higher permissions than the creator automatically have access. Level l users always have access to everything. Checking a user level also indicates what that permission group sees. For example, Figure 4-20 indicates that Level three users only see the top left quadrant of the display wall.

Edit Context Menu

The Editing workspace includes a context sensitive menu that provides quick access to the commands in the ribbon. Right-click in the workspace to view available commands.

4.2.5 Controller Status Tab

The Controller Status tab displays a summary of the current status of the TVC controller and provides access to controller status notification maintenance.

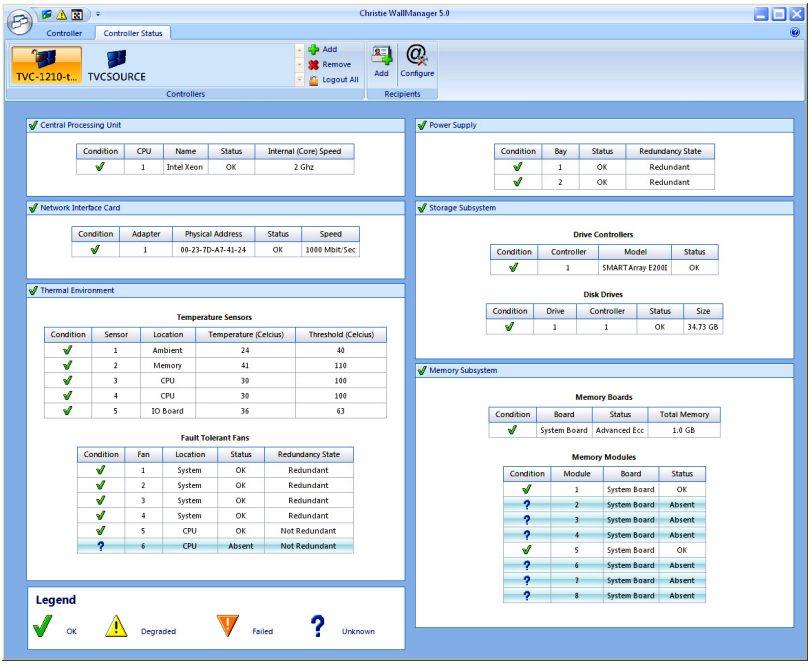


Figure 4-21 TVC Controller Status Tab

Controllers

Figure 4-22 Expanded Controllers Panel

Controller Gallery – Identifies the TVC controllers that have been added to the WallManager application. A lock on the controller icon indicates that the controller requires a valid user name and password. Click an icon to view the controller's status.

Add – Opens the Select Network Computer list. The list contains all the networked computers in your domain.

Remove – Removes the selected controller from the panel.

Logout All – Logs out of and closes all controllers that have security enabled.

Recipients - E-mail Notification of Status

Figure 4-23 Recipients Panel

Recipients Gallery – Lists the e-mail accounts to be notified when the status of a component changes.

Add – Opens the Add Notification Recipient dialog box.

E-mail Address – Identifies the e-mail address to be notified.

Language – Identifies the language to be used for the notification.

Remove – Removes the selected e-mail address from the list.

Edit – Opens the Edit Notification Recipient dialog box.

E-mail Address – Identifies the e-mail address to add to the notification list.

Language – Identifies the language to be used for the contact.

Configure – Opens the Configure Notification E-mail Server where you can identify the e-mail server to use and the credentials required to access the e-mail server.

Enable – Enables e-mail notification of controller status changes.

E-mail Server – Identifies the e-mail server to use to notifications.

From Address – Identifies the e-mail address to send the notifications from.

Authentication Enabled – Enables or disables e-mail authentication. Enable this option if the e-mail server requires authentication. If you enable this option, you must fill in the User Name and Password.

User Name – Identifies the user account to use for authentication on the e-mail server.

Password/Confirm Password – Identifies the user account password.

4.3 Working With WallManager

This section provides information about getting content displayed on the display wall:.

Notes: 1) See 2.2 WallManager Setup for information about administrative tasks; such as creating new WallManager users, registering applications and changing security options. 2) See 5 Remote Operation Client PC for information about interacting with the wall from a remote workstation.

4.3.1 Start WallManager

WallManager can be run on the controller or on a client workstation.

1. Ensure that the TVC controller(s) and the display wall(s) are powered on.
2. Start WallManager:
   - To start WallManager on the controller, click on the **Christie WallManager** shortcut from the desktop.
   - To start WallManager on a client workstation, click **Start>Programs>Christie>MASTERSuite>WallManager**.

On initial startup, the Controllers panel will be empty.

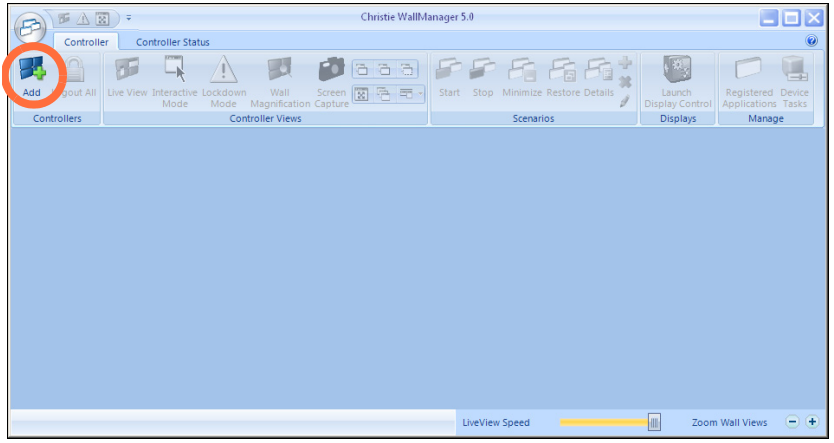


Figure 4-24 Add Controller to WallManager

NOTE: *If WallManager fails to run, ensure that .NET 3.1 SP1 has been installed. If not, click the WallManager button>Client Applications>WallManager Prerequisites to install it.*

3. To add a controller to WallManager desktop click the Add controller button. WallManager detects visible networked computers.

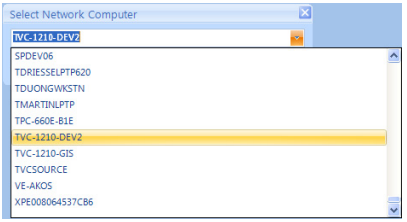


Figure 4-25 List of Networked Computers

4. Select the controller from the list and click OK. The controller is added to the Controller gallery. Complete this step even if you are working on the controller.

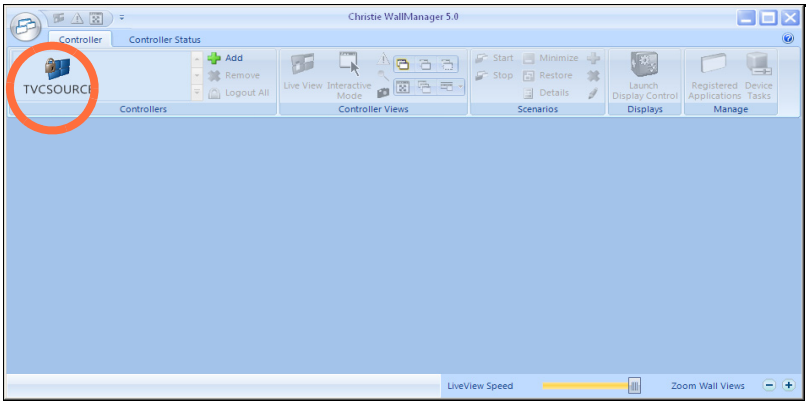


Figure 4-26 Controller Added to WallManager

NOTE: *If your controller does not appear in the list, enter the controller name or IP address manually. If you still cannot connect, contact your system administrator.*

5. To connect to the controller and display an outline of the associated display wall, click the controller icon.

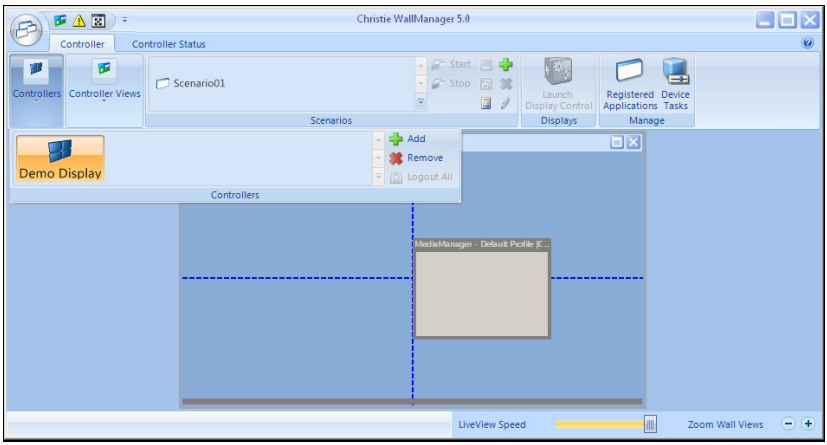


Figure 4-27 Connected Controller

NOTE: *If WallManager security is enabled, enter a valid user name and password.*

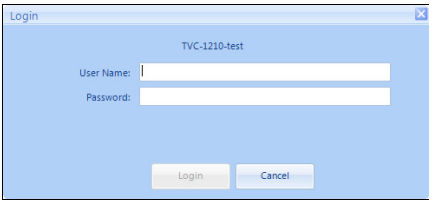


Figure 4-28 Security Login

NOTES: *1) To install QuickLaunch, see 2.2.10 QuickLaunch. 2) For information about starting scenarios and tasks, see 4.3.7 Start a Scenario.*

4.3.2 Create a New Scenario

You can build a scenario from scratch or you can capture the current wall display layout.

The scenario editor makes a temporary record of the scenario as you build it. If you leave the editor to view other information in WallManager you are prompted to save the scenario.

NOTE: *If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.*

Build a New Scenario

1. In **WallManager**, click to select the controller you want to work with.
2. In the Scenarios panel, click **Add**.

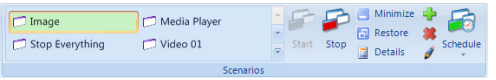


Figure 4-29 Expanded Scenarios Panel

The scenario editing window appears.

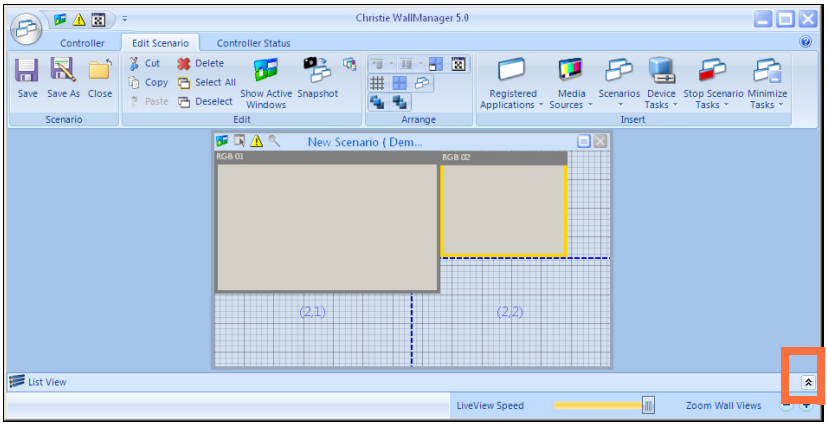


Figure 4-30 Scenario Editor

3. To add a media or application window to the scenario, click the **Registered Applications**, **Media Sources**, or **Scenarios** button in the **Insert** panel and select the element to add.
4. Click and drag windows to position them for the scenario.
5. Click and drag window edges and corners to size the windows or use the Arrange panel to control your layout. See *Arrange* on page 4-15.
6. Right-click the application or media window and select **Properties**. The appropriate Properties dialog appears. Configure the application or media window as required:
   - Application settings, see *Application Details* on page 4-24.
   - MediaManager settings, see *MediaManager Details* on page 4-24.
7. When you are satisfied with your layout, click **Scenario panel>Save As**.
8. Enter a name for the scenario and click **OK** to confirm.
9. To save a copy of the scenario on an additional controller, check the **Export To** option in the **Save As** dialog and select a controller. All connected controllers are listed.

NOTE: *You can display wire frames for the applications currently running on the display wall to help you position additional applications around them. Click Edit Panel>Show Active Windows.*

Application Details

Specify a working directory and command line parameters in the **Working Directory** and **Command Line** fields as required, and click **OK**.

Command Line parameters can include start up files (for example, initialization, configuration, images, etc.) and data files (for example, .pdf, .xls, etc.).

MediaManager Details

Media sources include configured profiles, as well as default profiles for each available channel.

For each MediaManager window you want to include in the scenario, WallManager automatically applies any channel and profiles settings you have set up in MediaManager. You can review and change them using the Windows Profile Settings dialog.

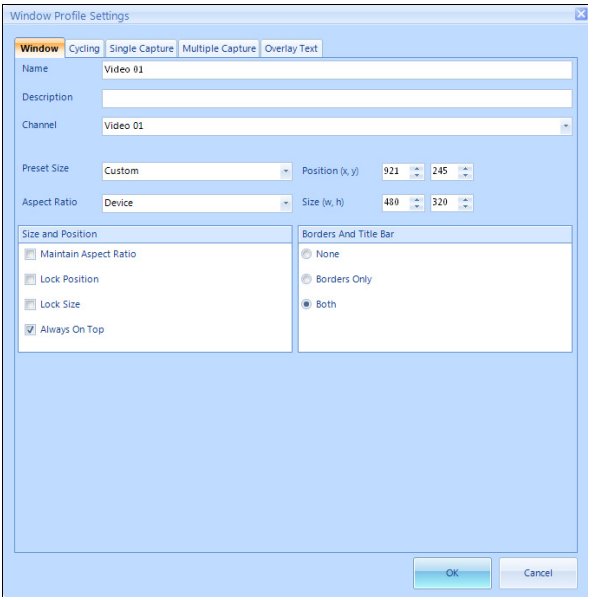


Figure 4-31 Window Profile Settings

A number of settings are not applied because they do not make sense in the context of scheduled scenarios. For example, the ability to review a snapshot has been removed from the **Single Capture** tab.

The Appearance panel on the Text Overlay tab has been streamlined in the WallManager version, functionality remains the same.

See *3.2 Working with MediaManager* for information about the individual settings.

NOTE: *Changes implemented using this dialog are saved with the scenario only. To change a profile permanently, you will need to work with the full version of MediaManager on the controller.*

Scenario Details

You can add an existing scenario to a new scenario in the same way that you add applications and media sources, by clicking a scenario in the list. When you add a scenario, the windows and tasks are added to the current scenario. No connection to the selected scenario is maintained, that is, the scenario that was included can be changed or deleted without affecting the current scenario.

Create a New Scenario From a Snapshot

When creating a scenario from a snapshot, WallManager ignores windows associated with the operating system. For example, it does not capture Explorer folders. To include an Explorer window in your scenario, add it manually.

1. In the **Controller** tab, lay out the display wall the way you want it to look:
   - Start applications and media windows on the controller desktop directly as you would applications on your remote PC.
   - Start scenarios and work with the scenario windows. See *4.3.8 Arrange the Display Wall in Real Time*.
2. In the **Scenarios** panel click **New Scenario**.
3. In the **Edit Scenario** tab, click **Edit Panel>Snapshot**. WallManager captures the applications and media windows running on the display wall. Each window is automatically configured with its proper program name, working directory, and current position and size.

4.3.3 Add a Device Task to the Scenario

Note that Device tasks setup is an advanced administrative feature which requires knowledge about the use of serial commands. For information about creating device tasks, see *2.2.9 Manage Device Tasks*.

Add a Device Task

WallManager allows you to include device tasks in addition to projector tasks. For example, you can include a task in a scenario to turn on a projector, or adjust the room lighting.

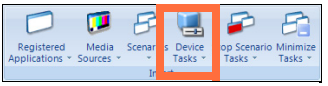


Figure 4-32 Device Tasks Button

1. In the **Edit Scenario** tab, click **Insert>Device Tasks** and select a task from the list.
2. Check the Device task in the List View.

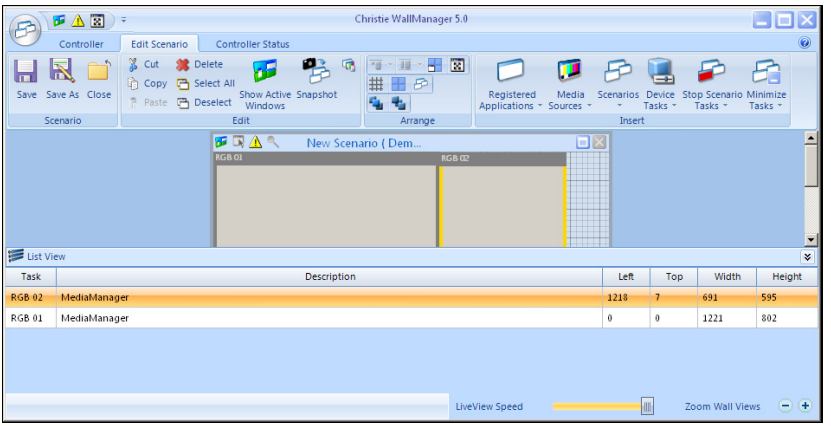


Figure 4-33 Scenario Editor, List View

Remove a Task

To remove a task, select the task in the **List View** and press **Edit panel>Delete**.

4.3.4 Add a Stop Scenario Task to the Scenario

Scenarios can include Stop Scenario tasks. These tasks specify scenarios that will be shut down before the new scenario is started.

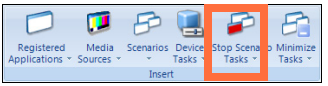


Figure 4-34 Stop Scenario Tasks Button

1. To include a Stop Scenario task, open the scenario for editing.
2. Click **Insert>Stop Scenarios** and select a scenario from the list.

The task is added to the scenario List View.

4.3.5 Add a Minimize Task to the Scenario

Scenarios can include Minimize tasks. These tasks specify scenarios that will be minimized to the task bar when the new scenario is started.

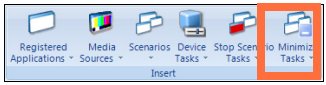


Figure 4-35 Minimize Scenarios Button

1. To include a Minimize task, open the scenario for editing.
2. Click **Insert>Minimize Tasks** and select a scenario from the list.

   The task is added to the scenario List View.

4.3.6 Open a Scenario for Editing

You can edit an existing scenario to add or remove windows, change position or sizing. If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.

1. In **WallManager**, click the **Controller** tab.
2. On the Scenarios panel click the scenario you want to edit.
3. In the right panel, click **Edit**. The Edit Scenario tab appears with the scenario loaded.
4. Edit the scenario:
   - Remove windows
   - Add windows
   - Resize and reposition windows
   - Security Access
5. When you are satisfied with your changes, click **Scenario panel>Save** or **Save As**.
6. Restart the scenario to see the changes.

4.3.7 Start a Scenario

Start a Scenario in WallView

The Controller tab lists all available scenarios on the selected controllers.

1. On the **Controller** tab, select a scenario in the **Scenarios** panel.

   NOTE: *To view scenario details, click Scenarios panel>Scenario Details. The scenarios for the selected controller are listed. Click a scenario to view the details.*

2. Click **Start**.

Scheduling a Scenario for Automatic Start

You can schedule a scenario to run once, or you can create a recurring schedule, for example hourly or weekly. WallManager checks for scheduled events at startup and at regular intervals while it runs.

1. On the **Controller** tab, select a scenario in the Scenarios panel.
2. In the **Scenarios panel click Schedule>Add**.
3. To identify when the scenario can be run, specify a **Start date and time** and an **End date and time**. For example, you can specify that a scenario can be run from June 1, 1pm to June 30, 2pm.
4. Select the run frequency from the **Recur** options. The applications, media windows and device tasks will be run at the specified time interval, during the date and time periods specified. With the current example, if you select **daily**, the scenario will be run every day between the specified times.
   - If you select the **Weekly** option, you will need to specify which days of the week apply.
   - If you select the **Monthly** option, you will need to specify the dates that apply.
5. Click **OK** to add the schedule to the scenario.

To Edit/Delete a Schedule

1. On the **Controller** tab, select a scenario in the Scenarios panel.
2. In the **Scenarios** panel click **Schedule** and select a schedule to edit or delete.
3. In the **Scheduled Item** dialog:
   - Change schedule details and click **OK** to save, or
   - Click **Delete** to remove the open schedule.

4.3.8 Arrange the Display Wall in Real Time

The Controller tab provides a real-time, live representation of the display wall. You can interact with the display wall by manipulating the windows in the controller view in the workspace.

NOTE: *If security is enabled, you must login with WallView and WallView Edit permissions in order to work with the display in real time.*

Working with Wire Frames and Live View

The Controller tab allows you to manipulate the display wall windows with or without the content showing. If you have a large number of media windows on the display wall, you may find it easier and faster to work with Live View OFF.

1. On the **Controller** tab, select the controller you want to work with.
2. To turn Live View off, click **Controller Views panel>Live View**.

Moving an Application

Click to select the application window and then use the left mouse button to drag to a new location. This re-location is temporary—upon re-launch, the application returns to the location specified in the scenario.

Resizing an Application

Click to select the application window and then use the left mouse button to drag the borders of the application. This resizing is temporary—upon re-launch, the application returns to the size specified in the scenario. When resizing, certain applications will crop at some point.

Closing an Application

Click to select the application window and right-click to access the menu. Select **Window>Close**.

4.3.9 Working in Interactive Mode

WallManager includes an interactive mode that allows you to work on a remote PC with applications that are running on the display wall. In this way you can accurately manipulate the display wall when you cannot see it.

1. On the **Controller** tab, right-click the wall display and click **Interactive View**.
2. Use your mouse and keyboard to control the cursor and work with the controller desktop, and the application and media windows.

Mouse clicks on your desktop are mirrored on the display wall. Your interaction with the applications on your desktop is mirrored on the display wall as well.

NOTE: *Interactive mode provides full access to MediaManager functionality. Use the right-click menu to access options. Because interactive mode works with the files and applications running on the controller, the changes you make will be saved with the channels and profiles you work with.*

4.3.10 Stop a Scenario

If security is enabled, you must log in with Stop Scenario permissions in order to be able to stop scenarios.

Stop a Scenario Manually

The **Scenarios gallery** shows a list of available scenarios. Select the scenario you want to stop and click **Stop**. The applications that belong to the scenario are removed from the display wall.

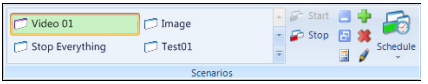


Figure 4-36 Scenario Gallery

NOTE: *You can stop any window on the display. Click the window and right-click to access the Close option.*

Stop a Scenario Through Scheduling

Scenarios can be scheduled for a specific time span. When the time span expires, the scenario will automatically close.

Stop a Scenario with another Scenario

Scenarios can include Stop Scenario tasks. These tasks specify scenarios that will be shut down automatically before the new scenario is started.

4.3.11 Lockdown Mode

Lockdown mode shuts down the WallManager scheduler so that no new scenarios can be started on the display wall automatically. Scheduling will be enabled again when lockdown mode is turned OFF.

If security has been enabled, users with a security level lower than Level 1 will be unable to interact with the display wall until lockdown mode is turned OFF. If their session is closed during lockdown mode, these users will not be able to login again until lockdown mode is turned OFF. Only level 1 users can log in during lockdown.

- To initiate lockdown mode, click the **Lockdown Mode** button at the top left of the Controller View window in the workspace. If security has been enabled, Lockdown mode can only be initiated by users with Lockdown mode permission.
- To exit Lockdown Mode, click the **Lockdown Mode** button at the top left of the *Controller View* window. If security is enabled, you must have security level equal to or higher than the user who initiated Lockdown mode. You must also have Lockdown permissions.

4.3.12 Shutting Down WallManager

Close the WallManager application at any time. Shutting down the WallManager application does not shut down the display wall. Nor does it shut down scheduled scenarios or remote access. Scheduled scenarios and remote access are controlled by Christie Web Server (WallServer.exe) running on the controller, and continue to run until the service is stopped.

To shut down the WallManager application, access the WallManager button menu and click Exit WallManager.

4.4 About WallViewer

WallViewer is a browser-based application that lets you to view tiled multiple display wall remotely.

WallViewer includes the following functionality:

- Launches and stops WallManager scenarios.
- Displays a representation of the display wall as a wireframe layoutor as a graphic representation of the displayed content using LiveView.

The WallViewer application is hosted by Christie Web Server which runs on the controller. You can access WallViewer from client NT/2000/XP workstations from a browser.

Security for WallViewer is managed in the WallManager software. See *2.2.4 Security*.

4.4.1 WallView Tab

WallViewer opens automatically in the WallView tab. WallView provides a real-time, live representation of the display wall. The panel on the left lists available scenarios with status indicators that turn green when a scenario is running. The panel on the right shows the applications and media currently on the display wall.

Figure 4-37 WallView Tab

You can select application windows and move, resize or close them. See *4.3.8 Arrange the Display Wall in Real Time*.

A right-click menu allows you to change the appearance of WallView. For example, you can turn LiveView ON or OFF, you can zoom the window, and you can display a grid and window labels.

Scenarios

The panel on the left lists the scenarios available on the display wall. The right-click menu allows you to start and stop scenarios and to review their properties. You can double click a scenario to view the tasks that comprise it.

Display Wall Workspace

The workspace displays a real-time representation of the information shown on the display wall. You can turn LiveView ON and see the contents of the windows as displayed on the wall. The right-click menu lets you position, resize, minimize, or close the windows on the display wall using the mouse.

Edit Menu

Select All – Use this option to select all the windows.

Clear Selection – Use this option to deselect any selected windows.

View Menu

Zoom – Select from these options to help you focus on the part of the display wall you want to work with.

- **Zoom to fit** – Select this option to fit the contents of the display wall into the WallView window. This setting make sure you can see the entire display wall.
- **Zoom to Actual** – Select this option to zoom in to the display wall's resolution.
- **Zoom In** – Select this option to narrow the focus on a specific part of the display wall.
- **Zoom Out** – Select this option to view more of the wall display.

Snap to Grid – Select this option to toggle an underlying grid to make aligning windows easier.

Display Snap Grid – Select this option to show the underlying grid.

Screen Co-ordinates – Select this option to toggle screen co-ordinate labeling.

Screen Boundaries – Select this option to toggle boundary display.

Window Menu

LiveView – Use this option to view the selected window with content. To view all windows with content, enable Live View in the Preferences section of the Administration tab.

Order – Use these options to position windows that overlap.

- **To Front** – Select this option to move the selected window on top of the other windows.
- **To Back** – Select this option to move the selected window behind the other windows.

Size – Use these options to quickly adjust the windows to a preset size.

Maximize – Select this option to stretch the application across the entire display wall.

Minimize – Select this option to minimize the selected window to the Display Walls task bar.

Fit to Display – Select this option to fit the selected window to the screen. Select a window, right-click in the screen you want to fit the selected window to and click **Window>Size>Fit to Display**.

NOTE: *Some application windows have properties that prevent them from being fit to the display. Such as, MediaManager windows with a locked aspect ratio, position, or size. Some applications like the Windows calculator do not resize.*

Restore – Select this option to restore minimized and maximized windows. Right-click in the **WallView** window and click **Size>Restore** and select the window you want to restore.

Close – Select this option to close the application.

4.4.2 Set WallView Preferences

WallView is set up to open windows with LiveView disabled. You can change this behavior in the Preferences section of the Administration tab.

1. To enable LiveView for all windows, click the **Administration** tab. The **Administration Status** window appears.

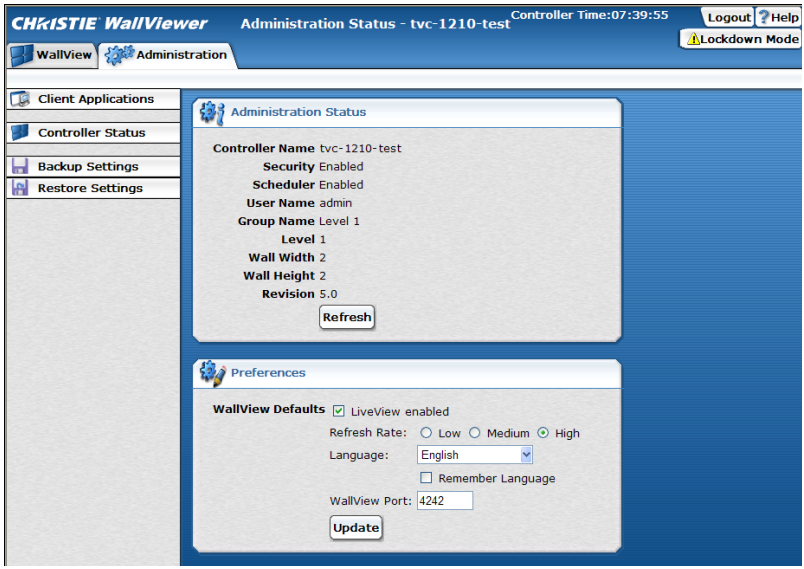


Figure 4-38 WallView Preferences

2. In the **Preferences** panel, check the **WallView Defaults>LiveView Enabled** checkbox and click **Update**.

   NOTE: *The refresh rate for LiveView is set automatically to High. The speed depends on your CPU, memory, and the number of clients accessing the server. If you experience slow browser response, consider lowering the refresh rate.*

3. Select the language to use in WallManager and check **Remember Language** to make the selection permanent.

4. You can change the TCP/IP port that WallView uses to communicate with the server. Only qualified system administrators should change the port number. New sessions start using the new port as soon as the *Update* button is clicked. Existing sessions continue using the old port.

   NOTE: *When security is enabled, you only see the WallView Port field if you have permissions to change it.*

4.5 Browser Setup for WallViewer

Browser setup affects how WallViewer looks and functions.

4.5.1 Internet Explorer

To check your Internet Explorer settings:

1. In Internet Explorer, click **Tools>Internet Options**. The Internet Properties dialog appears.
2. Click the **Advanced** tab.
3. In the **Browsing** section, make sure the **Reuse windows for launching shortcuts** option is unchecked.
4. In the **Java (Sun)** section, make sure the **Use JRE #.#.#_## for <applet>** option is checked, where the version number is 1.6.0_16 or later.

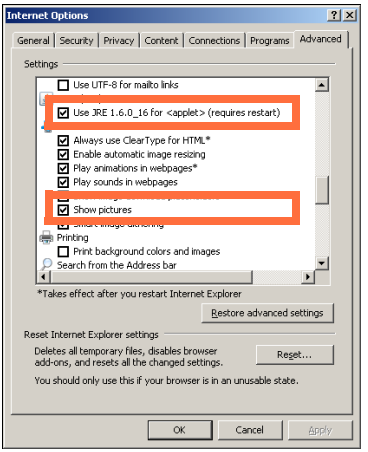


Figure 4-39 Internet Explorer Advanced Settings

5. In the **Multimedia** section, make sure **Show Pictures** is checked.
6. Close the Internet Properties dialog.

4.5.2 Firefox

To check your Firefox settings:

1. In Firefox click **Tools>Options**. The Options dialog appears.

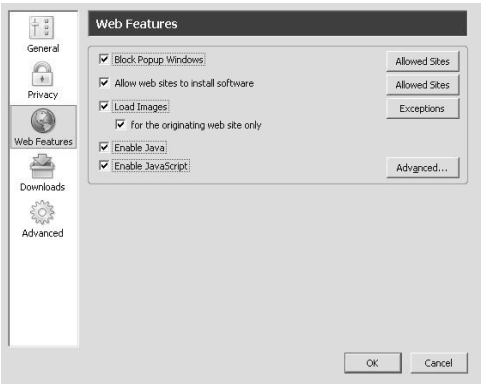


Figure 4-40 Firefox Options-Web Features

2. Click **Web Features** in the navigation panel at the left.
3. In the **Web Features** panel, if the **Block Popup Windows** option is checked, click the **Allowed Sites** button. The Allowed Sites dialog appears.

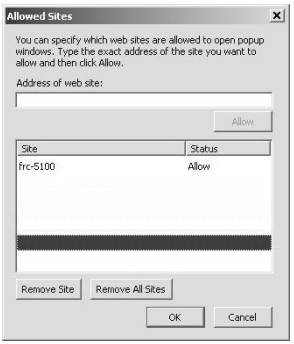


Figure 4-41 Allowed Sites

4. Add the controller host name to the list of sites that can display pop-ups and click **OK**.
5. Make sure the **Load Images, Enable Java**, and **Enable JavaScript** options are checked in the Web Features panel.
6. Click **Advanced** in the navigation panel at the left.

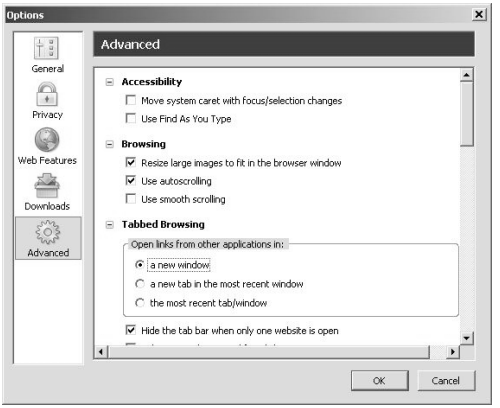


Figure 4-42 Firefox Options, Advanced Settings

7. In the **Advanced** tab, make sure the **Open links from other application in** option is set to **a new window**.
8. Click **Ok** to close the Options dialog.

5 Remote Operation – Client PC

MASTER*Suite* includes the following client applications for remote operation of, and remote interaction with, the display wall.

- WallManager allows you to view and control the controller desktop from a remote PC. For installation, see *5.1 WallManager on a Remote PC*. Interactive Mode in WallManager allows you to work remotely with applications running on the display wall. The applications display in WallManager on the client PC. Interactions with applications in WallManager are duplicated in real time on the wall display. For more information, see *4.3.9 Working in Interactive Mode*.
- RemoteControl allows you to control the display wall using the mouse and keyboard at a remote PC. See *5.2 RemoteControl*.
- RemoteDesktop allows you to set up a client PC as a source for MediaManager. You can control the display of the desktop through MediaManager. See *5.3 RemoteDesktop*.
- WallLaunch allows you to start existing scenarios on the display wall without starting WallManager. WallLaunch can be run on the controller or on a remote PC desktop. See *5.4 WallLaunch*.
- Christie RS-232 Control Server allows you to start and stop scenarios using a serial control device like Crestron or AMX. See *5.5 Christie RS-232 Control Server*.
- QuickLaunch allows you to start existing scenarios on the display wall without starting WallManager. QuickLaunch can be run on the controller or on a remote PC desktop. For more information, see *QuickLaunch* on page 2-34.

Client applications can be installed from WallManager (WallManager button>Client Applications) or from WallViewer (Administration tab>Client Applications). Once located, client application installs are identical.

5.1 WallManager on a Remote PC

Recommended specification for remote installation

- 1.7GHz or faster processor
- 1GB or greater RAM
- 200MB available hard disk space (Dot Net Framework and WallManager)

To install WallManager

1. Start an internet browser.
2. Enter the name or IP address of the controller, for example http://controller, and press **Enter**.

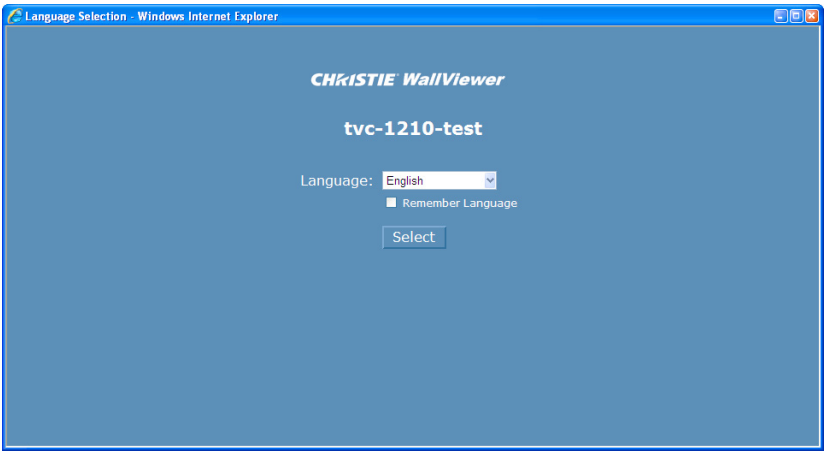


Figure 5-1 WallViewer Initial Screen

NOTE: *If WallViewer is not available, make sure that the Christie Web Server is running on the controller.*

3. If WallManager security is enabled, log in with a valid user account.
4. Select the language you want to work in and click **Select**. WallViewer opens at the WallView tab.

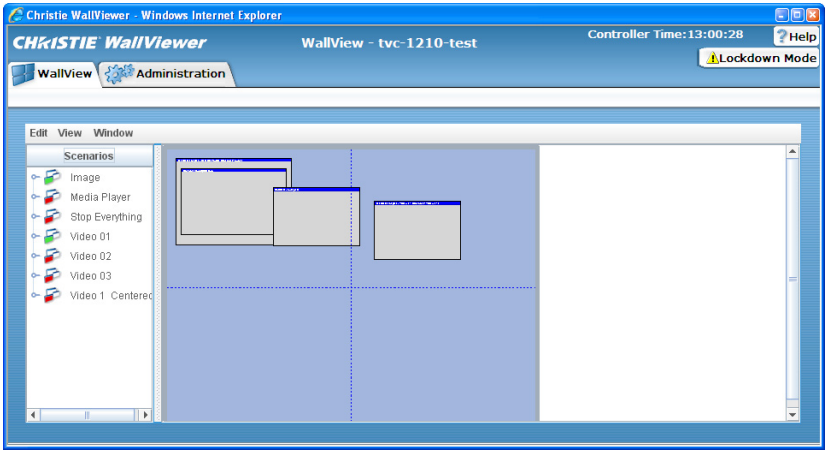


Figure 5-2 Display Wall

5. Click the **Administration** tab.

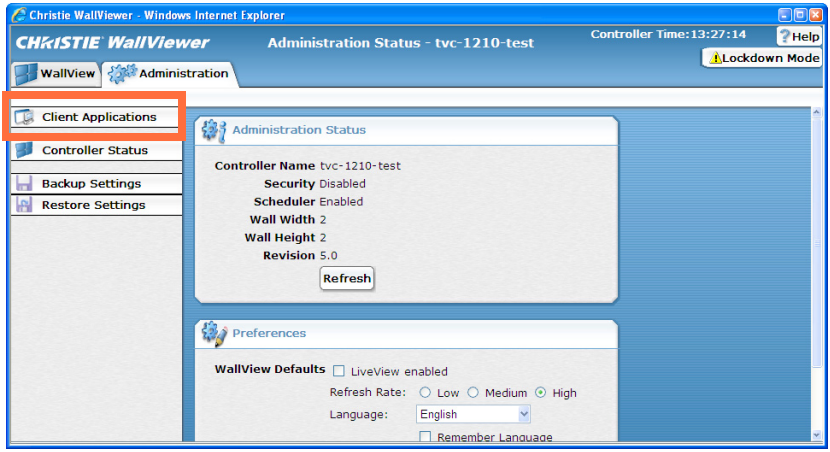


Figure 5-3 Client Applications Button

6. Click **Client Applications** in the left panel.

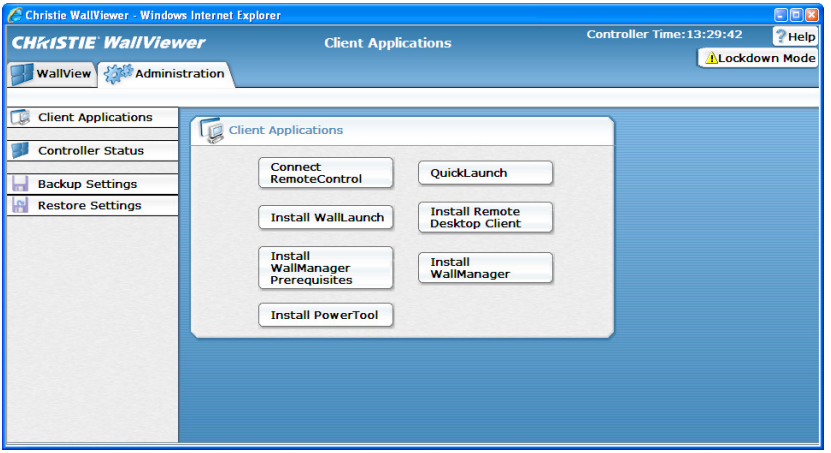


Figure 5-4 Client Applications Panel

7. To install required supporting software, click **Install WallManager Prerequisites**.

   NOTE: *For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.*

8. Follow the directions in the installation wizard.
9. To install WallManager, click **Install WallManager**.

   NOTE: *For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.*

10. Follow the directions in the installation wizard.
11. Close the browser running **WallViewer** application.

NOTE: *For information about installing and using the other client applications, refer to 5 Remote Operation – Client PC.*

5.2 RemoteControl

MASTERSuite includes the ability to take control of the wall display cursor using a remote workstation's mouse and keyboard. Depending on how RemoteControl has been configured, a user with a higher security level may be able to take control from a user with a lower security level. The system will notify you if someone else gains control.

RemoteControl involves the following two components:

5.2.1 RemoteControl Server

RemoteControl Server Setup

The controller comes installed with RemoteControl software. RemoteControl allows you to control the controller keyboard and mouse using IP protocol from a remote networked workstation. The remote workstation must be running Windows NT 4.0, Windows 2000, or Windows XP. If WallManager security is enabled, the user at the remote workstation must login with a valid WallManager username and password.

RemoteControl runs as a service on the controller and displays an icon in the controller's system tray.

Figure 5-5 System Tray

1. On the controller, double-click the **RemoteControl Server** icon in the system tray. The **RemoteControl Server** dialog appears.

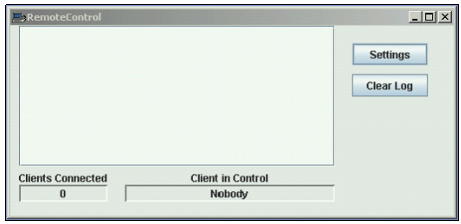


Figure 5-6 RemoteControl Server

2. Click **Settings**. The **Settings** dialog appears with the Configuration tab displayed.

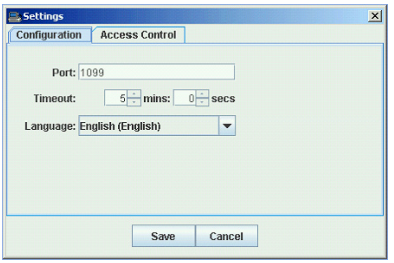


Figure 5-7 Configuration

3. Accept the default values for **Port** and **Timeout**. If you need to change the values, contact your system administrator for appropriate settings.
4. Select the language option and **Save.**
5. To restrict access to the display wall to a list of specific IP addresses, click the **Access Control** tab. The **Access Control** dialog appears.

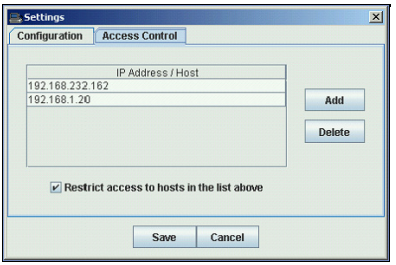


Figure 5-8 Authentication

6. Check the **Restrict Access to hosts in the list above** option.
7. Click **Add**, enter the IP address of the computer that can access the display wall, and click **OK**.
8. Repeat for each IP address you want to be able to access.
9. Click **Save** to save the setup information.

NOTE: *You can also use WallManager's security to restrict users by name. Make sure WallManager security is enabled. Enable RemoteControl permission only for those users who should have access to this function. Only users with valid WallManager accounts and with RemoteControl permission will be able to use RemoteControl.*

RemoteControl Server Dialog

The *RemoteControl* Server dialog provides status information about the RemoteControl function.

Status Log – Shows the status of RemoteControl.

Settings – Opens the *Settings* dialog and allows you to specify connection information and to control access to specified IP addresses.

Clear Log – Select this option to clear the *Status Log*.

Exit – Select this option to exit the RemoteControl dialog.

Clients Connected – This field identifies the number of computers that have an open RemoteControl connection.

Client in Control – This field identifies the WallManager user who is currently in control of the display wall cursor.

RemoteControl Server Settings Dialog

Use the *Settings* dialog to change connection parameters and to limit access to specific IP addresses.

Port – Identifies the port that the server listens to for requests from the RemoteControl client. Use the default value. If you need to change the port number, contact your network administrator.

Timeout – Identifies the length of time that a connection can be idle before it is disconnected. Use the default value. If you need to change this value, contact your network administrator.

IP Address/Host – This list identifies the computers that can access the display wall through the RemoteControl function.

Add – Use this button to add an IP address or host name.

Delete – Use this button to delete the selected IP address or host name from the list.

Restrict Access to Hosts in the List Above – Enable this option to restrict access to RemoteControl functionality to the list shown. No other computers will be allowed access.

Save – Use this button to save the RemoteControl settings.

Troubleshooting RemoteControl Client

Message: "Failed to connect to server" – Possible Solution:

- Make sure RemoteControl service is running on the controller.
- Check that the Host Address specified on the RemoteControl Client window correctly points to your controller.

Message: "A required privilege is not held by the client" –

Possible Solution:

- Make sure RemoteControl service is running on the controller with Administrative permissions with "act as part of the operating system" enabled.
- Consult your RS-232 controller documentation for further details.

5.2.2 RemoteControl Client

Taking Control

1. In WallManager, click the **WallManager** button and select **Install Client Applications**.

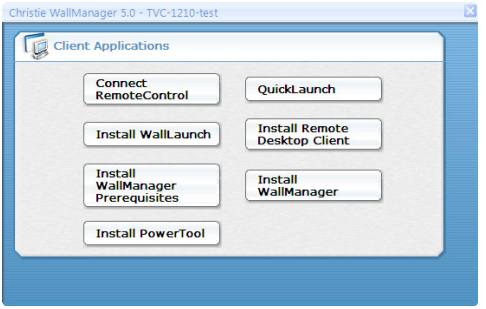


Figure 5-9 Client Applications

2. Click **Connect RemoteControl**.
3. Close the **Client Applications** window.

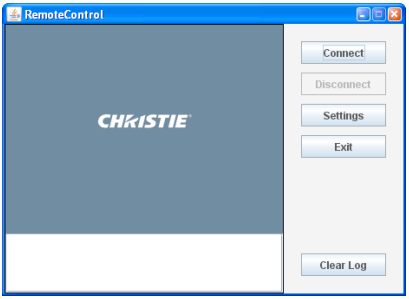


Figure 5-10 Remote Control Client

NOTE: *For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.*

4. To identify the controller, click **Settings**.

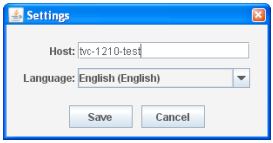


Figure 5-11 Settings

5. Enter the controller host name or IP address in the **Host** field.
6. Select the language you want RemoteControl to work with and click **Save**.
7. On the **RemoteControl Client** dialog (Figure 5-10), click **Connect**.
8. If security is enabled, log in with valid user and password.

   When you are connected to the controller, the **RemoteControl Client** window shows the status of the connection in the lower left panel and the **Disconnect** button is enabled.

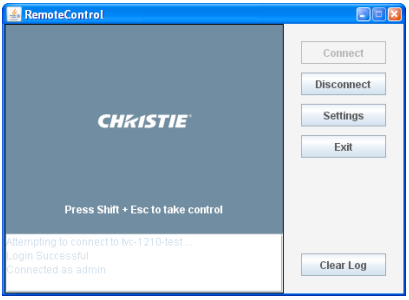


Figure 5-12 Connection Status

9. Press **SHIFT+ESC** to take control.

Releasing Control

1. To release control of the controller press **SHIFT+ESC** again.

5.3 RemoteDesktop

RemoteDesktop lets you display and interact with Windows and Linux desktops by setting up the client PCs as sources for MediaManager windows. The controller comes installed with the server portion of RemoteDesktop. The remote workstation needs to be set up to allow MediaManager to connect.

- *RDClient*
- *Set up a Linux Desktop for Display*

5.3.1 RDClient

- *Installing RDClient*
- *Starting RDClient*
- *Configuring RDClient*
- *Closing RDClient*

Installing RDClient

1. In WallManager, click the **WallManager** button and select **Install Client Applications**.

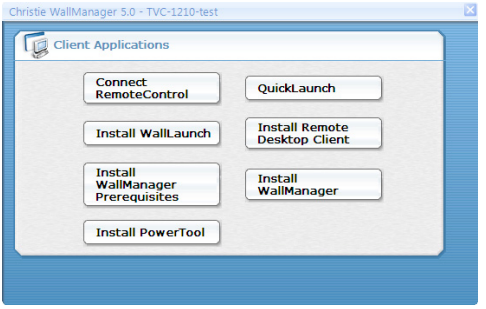


Figure 5-13 Client Applications

2. Click **Install Remote Desktop Client** to start the installation wizard.

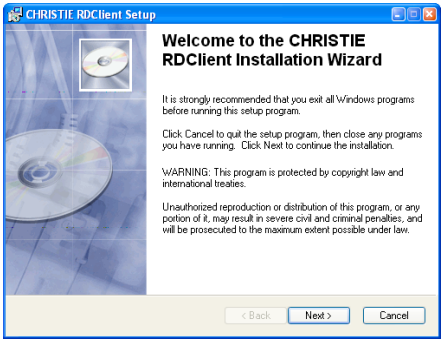


Figure 5-14 RDClient Installation Wizard

NOTE: *For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.*

3. Click **Next** and type the user information.

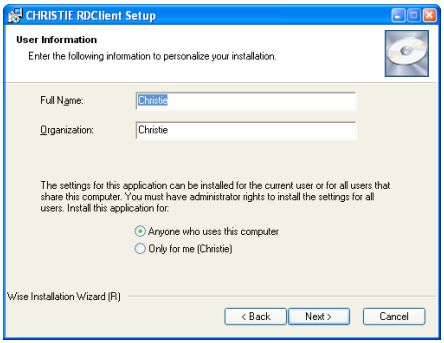


Figure 5-15 User Information

4. Click **Next** and specify where the program files are stored.

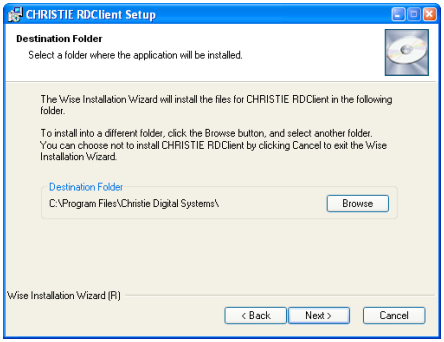


Figure 5-16 Destination Folder

5. Click **Next** and **Next** again to confirm the installation.
6. When the installation is complete, click **Finish** to dismiss the wizard.
7. Close the **Client Applications** window.

Starting RDClient

Start RDClient by double-clicking on the icon located on the desktop or by navigating through the Start Menu: **Start> Programs> Christie> MASTERSuite> RDClient**.

When RDClient is running, its icon is visible in the system tray.

When a user is connected to RDClient, the RDClient icon background changes from black to white to show that there is an active connection.

Closing RDClient

To close the RDClient application, right-click on the **RDClient tray icon** and select **Close RDClient** from the menu.

Configuring RDClient

1. To open RDClient Properties double-click the **RDClient icon** in the system tray.
2. On the Authentication tab, make sure the **VNC Password Authentication** option is selected and click the **Configure** button.

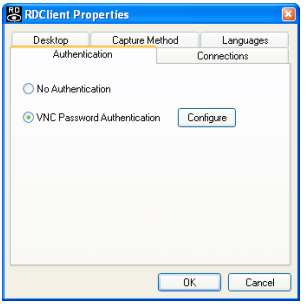


Figure 5-17 RDClient Properties - Authentication Tab

NOTE: *If you want MediaManager to connect to RDClient without password security, contact your system administrator to determine if you are operating in a secure environment, such as a secure LAN or firewall-protected network. If you are not working in a secure environment, the No Authentication option is not recommended.*

3. On the **VNC Server Password** dialog, specify and confirm the password that *MediaManager* will use to connect to RDClient. The password can be up to 8 alphanumeric characters. Click **OK** to close the dialog.

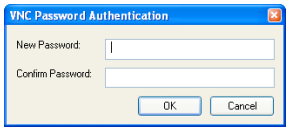


Figure 5-18 Password Authentication

4. Click **OK** to close the dialog.
5. On the **Connections** tab, make sure the option **Accept connections on port:** is checked and specify the port *MediaManager* will use to connect to RDClient.
6. On the **Desktop** tab, specify the background information that will be sent to the display wall.

   Unless the information is required, performance can be improved by selecting all options. Not sending the wallpaper and interface effects decreases processor usage and network bandwidth.

   - **Remove desktop wallpaper** turns OFF the wallpaper on the client PC and also disables Active Desktop components.
   - **Disable user interface effects** disables desktop enhancements; such as font smoothing, window title bar shading, menu animation and so on.

   NOTE: *Update performance depends on the general performance of the remote workstation, the graphics drawing activity of the information being sent to the display wall, network performance, and the frame rate setting specified in the MediaManager channel setup. If the workstation is running very sluggishly while there is an active RDClient connection, it is possible to improve the workstation performance by decreasing the RemoteDesktop frame rate in MediaManager.*

7. On the **Capture Method** tab, you can specify how the information sent to the display will be updated.

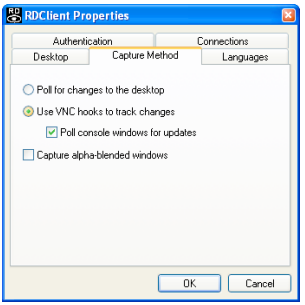


Figure 5-19 RD Client Properties - Capture Method

- **Poll for changes to the desktop - choose this option when** the client PC is running video. VNC server polls strips of the screen for changes. The polling mechanism attempts to minimize the load on the server computer while delivering a reasonable level of responsiveness. The upgrading may visibly degrade if you have a slow connection.
- **Use VNC hooks to track changes - choose this option** unless you want to send video from the client PC to the display wall. This update mechanism is more efficient than continuous polling, but relies on certain properties of Windows applications and so can "miss" updates in some situations. It polls the screen infrequently to catch any missed updates.
  VNC Hooks cannot track console windows because of limitations in the operating system. Check **Poll console windows for updates**, to poll console windows for changes, then VNC Server will track the visible parts of console windows.
- **Capture alpha-blended windows** - choose this option when you need to display an application with tool tips. This option increases the load on the server and may cause the cursor to flicker.

8. On the **Languages** tab, select the language MediaManager will use to display the **RDClient Properties** dialog.
9. Click **OK** to confirm your changes and close the dialog. Changes take effect as soon as you click **OK**.

Note the IP address, the port number, and password. You will need this information to set up a Remote Desktop channel in MediaManager, see *Create New Channel* on page 2-5.

5.3.2 Set up a Linux Desktop for Display

To mirror the desktop of a Linux machine, you will need a program like KDE Desktop Sharing or x11vnc. These programs allow you to view and interact with the Linux desktop using the RD Client on the display wall. The KDE Desktop Sharing program is installed with the KDE Network package on KDE Linux systems. x11vnc and similar VNC programs are available free for download on the internet. Follow the installation and setup instructions for your VNC program.

- Ensure that your VNC program allows the connection, for example in the KDE Desktop Sharing application, check **Allow uninvited connections**. x11VNC allows connections by default.
- Ensure that your firewall does not block the connection.
- Note the Linux system IP address, and the port number and password used by the Linux VNC program. You will need this information to set up a Remote Desktop channel in MediaManager, see *Create New Channel* on page 2-5.

5.4 WallLaunch

WallLaunch allows you to start scenarios from a remote PC without opening WallManager. By passing parameters to the WallLaunch program, users are able to create multiple desktop shortcuts for launching frequently used scenarios. Direct calls to WallLaunch can be incorporated into end-user software to allow for specified tasks and events to be launched for example when alarm conditions are encountered.

Install WallLaunch

1. In WallManager, click the **WallManager** button and select **Install Client Applications**.

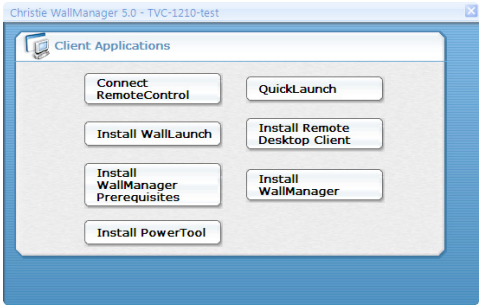


Figure 5-20 Client Applications

2. Click **Install WallLaunch** to start the installation wizard.

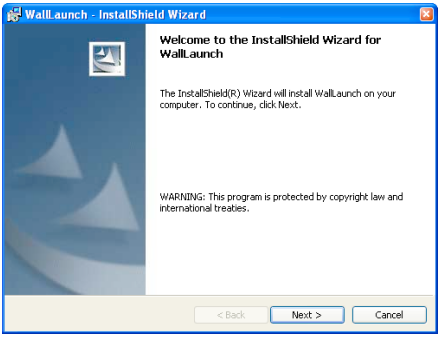


Figure 5-21 WallLaunch Installation Wizard

NOTE: *For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.*

3. Click **Next** and type the user information.
4. Click **Next** and the Server Name window appears.

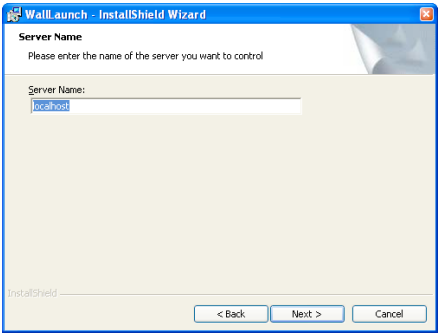


Figure 5-22 Server Name

5. Identify the controller, and click **Next**. The Custom Setup window appears.

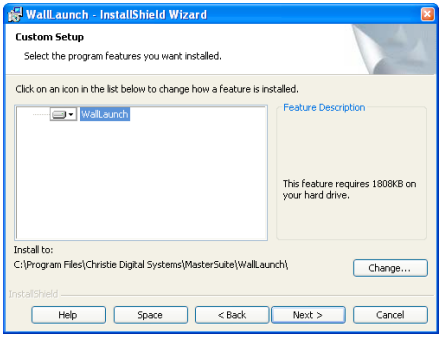


Figure 5-23 Custom Setup

6. Click **Next** and the Ready to Install the Program window appears.

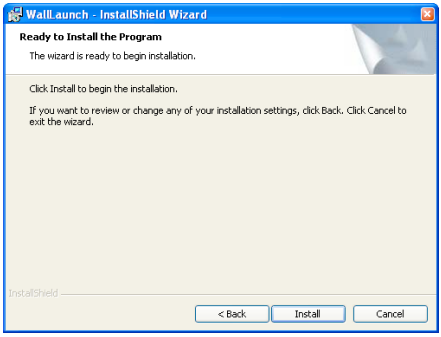


Figure 5-24 Ready to Install the Program

7. Click **Install**. The wizard displays progress information and then the InstallShield Wizard Completed window.

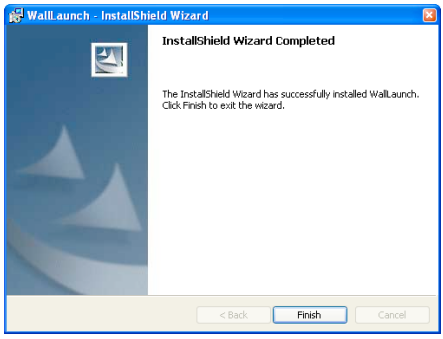


Figure 5-25 Installation Complete Notification

8. Click **Finish** to dismiss the wizard.
9. Close the Client Applications window.

Select Language for WallLaunch

You can specify the language to use in WallLaunch.

1. Start WallLaunch by navigating through the Start Menu – **Start>Programs>Christie>MASTERSuite>WallLaunch**. The WallLaunch window appears.

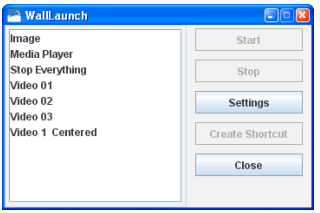


Figure 5-26 WallLaunch

2. Click the **Settings** button. The Settings dialog appears.

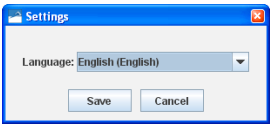


Figure 5-27 WallLaunch Settings

3. Select the language you want to use with WallLaunch, and click **Save**.

Start a Scenario Using WallLaunch

WallLaunch automatically lists all the scenarios that are available when you start WallLaunch. If WallManager security is enabled, you will only see the scenarios available for your security level.

1. Start WallLaunch by navigating through the Start Menu – **Start>Programs>Christie>MASTERSuite>WallLaunch**. The WallLaunch window appears.

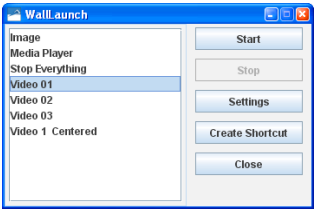


Figure 5-28 WallLaunch

2. Select a scenario and click **Start**. The scenario is started on the display wall.

Create a Scenario Shortcut

WallLaunch allows you to create shortcuts for scenarios, for example on a remote desktop.

1. Start WallLaunch by navigating through the Start Menu – **Start>Programs>Christie>MASTERSuite>WallLaunch**. The WallLaunch window appears.
2. Select a scenario and click **Create Shortcut**. A dialog window opens, prompting you to select where to create the shortcut.

Edit a WallLaunch Shortcut

WallLaunch allows you to create shortcuts to start a scenario. You can edit such a shortcut to change what the shortcut does.

1. Right-click on the shortcut and click *Properties*.
2. In the **Target** field, move the cursor to the end of the command. You should see the following: **-hhostname "-lscenario"** where hostname identifies the system that the scenario will be run on.
3. You can make the following changes:
   - To change the shortcut to stop a scenario, change the –l to a –k in the **–l scenario** parameter.
   - To specify a different host change the hostname in the **–hhostname** parameter.

5.5 Christie RS-232 Control Server

The RS-232 Control Server allows you to start and stop scenarios on the display wall using a serial device (e.g. Crestron or AMX). The controller comes installed with the RS-232 Control Server and the service runs automatically when the controller is turned ON.

1. On the controller, open the RS-232 Control Server window by double-clicking on the **RS-232 icon** in the system tray. The Christie RS-232 Control Server dialog appears.

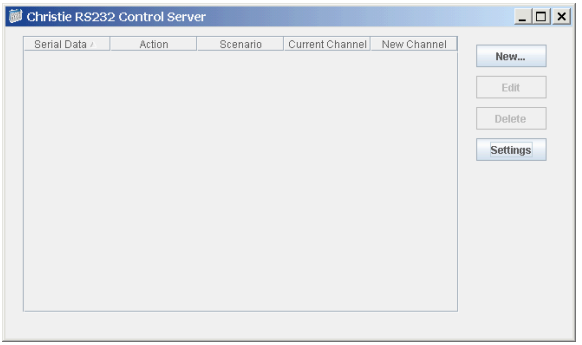


Figure 5-29 RS232 Control Server

2. Click the **Settings** button. The Settings dialog appears.

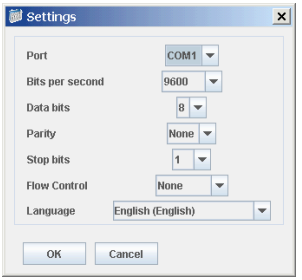


Figure 5-30 Settings

3. Adjust the communication settings to match your device and click **OK** to save the settings and dismiss the Settings dialog.
4. Click **New** to setup the controller. The Serial Event Properties dialog appears.

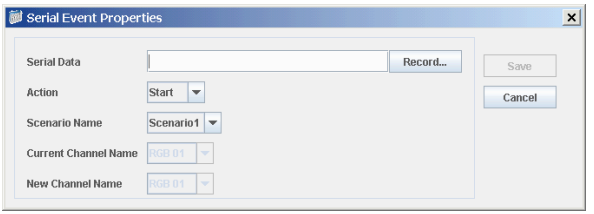


Figure 5-31 Serial Event Properties

5. Record the serial data associated with a button or action on the serial control device by clicking the **Record** button. The RS-232 controller listens and records the next action at the serial control device.

NOTE: *You can specify the serial data string associated with a button or action on the serial control device by hand. For more information see the documentation that came with your serial control device.*

6. Select an action to be associated with the serial data string.
   - Start the scenario specified in the Scenario Name field.
   - Stop the scenario specified in the Scenario Name field.
   - Switch the video source. All video sources playing the Current Channel Name are switched to play the New Channel Name independent of scenario settings.
7. Click **Save** to save the data and close the dialog.

6 Setting Wall Display Properties

MediaManager supports two graphics cards, the D4A module and the original D4 module. For technical information about the two graphics cards, see the Specifications section of the TVC Hardware Manual.

6.1 Configuring Display Properties

Additional display properties for the D4A and D4 modules allow you to customize the way you view your display wall. You can specify parameters such as number and configuration of screens, color depth and refresh rate.

Important! Close all MediaManager windows (RGB and/or Video) before changing the display properties. If these settings are modified while MediaManager windows are open, the system will exhibit artifacts or unpredictable behavior until the system is re-booted.

6.1.1 Change display Settings

To access the additional display properties, do the following:

1. Right-click on the desktop and select **Properties**.
2. Click on the **Settings** tab.
3. Click the **Advanced** button.
4. On the **Advanced Settings** dialog, click the **Christie** tab.

   The Screen Configuration represents the number of screens and configuration of the currently defined display wall. This will change automatically as the settings in the rest of the window are modified.

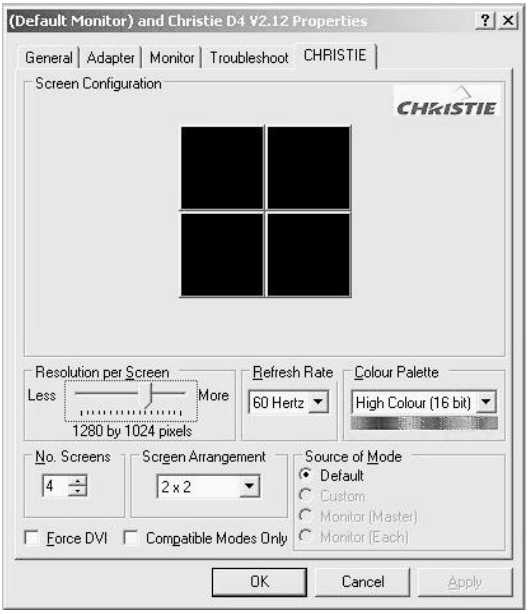


Figure 6-1 Display Properties

5. Update the settings as required. For information about the settings, see *Screen Configuration Options* on page 6-2.
6. Click **OK** to accept the changes and close the dialog.

Screen Configuration Options

Resolution per Screen – Enter a resolution that each adapter will output by adjusting the slide bar. This should be set to the resolution expected by the display devices. See the following table for available display modes. If the *Compatible Modes Only* checkbox is enabled, then the available resolutions will be restricted to modes that are compatible with the display device.

Refresh Rate – Use the Refresh Rate drop-down menu to select a refresh frequency for the system. The refresh rates available depend on the resolution selected. They correspond to the VESA standards.

Color Palette – Use the Color Palette drop-down menu to select a color depth setting used by the system. Select from 8bpp, 16bpp (recommended setting) or 32 bpp.

No. of Screens – Enter the number of screens in your display wall by entering a value in the No. of Screens field. You can increase or decrease the value in this field using the up or down arrows. The value you enter in this

field depends on the number of *D4A*/*D4* modules installed in your controller. **Important!** Each D4A/D4 module can be connected to a maximum of four display devices. The maximum number of D4A modules that can be installed in a controller is 16, making a total of 64 screens that can be handled. The maximum number of D4 modules that can be installed in a controller is 10, making a total of 40 screens that can be handled. It is important you do not exceed the hardware limitations of your system. If the value is set beyond the capabilities of your hardware, the system will display as a 1 x 1 (1600 x 1200 @ 60Hz).

NOTE: *If you increase the number of screens (beyond what is configured at the time the system is booted), you will be required to reboot the system before the changes take place. This is due to the operating system initializing only the used adapters.*

Screen Arrangement – Select this drop-down menu to choose a display wall configuration. All valid display wall configurations are listed.

Source of Mode – The display driver reads the Extended Display Information Data (EDID) from each monitor and reads the Registry to find detailed display timing information. The Source of Mode group box shows which mode sources are available for the selected resolution and color depth. *Source of Mode* has 4 options.

- **Default** - Monitor timing information from the display driver's internal tables.
- **Custom** - Monitor timing information from the Registry. For more information, see *6.1.2 Defining Custom Modes*.
- **Monitor (Master)** - Monitor timing information from the monitor attached to output 1 of the D4/D4A outputs.
- **Monitor (Each)** - The monitor timing information from each monitor is used for the output connected to that monitor.

Force DVI Output – When the display driver initializes it reads the EDIDs of the attached screens to determine if the DVI (digital) or analog outputs should be used. If the display device does not provide EDID information then this control is used to decide which output to enable.

If the check box is in an indeterminate state it signifies the enabled outputs are not as requested by the user. This will occur if a mixture of analog and digital screens are used or if the type of display device used is different to the Force DVI state.

Since the DVI (digital) output supports a lower pixel dot-clock frequency than the analog output, the resolution dialog is updated when the check box is changed to reflect the resolutions supported by the active output.

Compatible Mode Only – If EDID information is available for the display device(s), then checking this box restricts the list of available resolutions to those that are compatible with the monitor(s). If EDID information is not available, then this control has no effect.

6.1.2 Defining Custom Modes

The D4A module allows you to define Custom Modes in the Registry for each device. Registry entries for multiple devices are numbered Device0, Device1, etc.

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\DGC123\Device0

For the D4 module use:

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\Horizon\Device

In a **REG_MULTI_SZ** value named "Mode". Each mode definition is on a single line (there can be multiple mode definitions each on a new line). The mode definition should be typed in the following format as a comma-separated string:

X, Y, Refresh, hfp, hsync, hbp, vfp, vsync, vbp, hpol, vpol, dotclock

For example: 1280,1024,50,24,240,144,3,3,1,0,0,90139

The following table explains what each value represents:

Parameter	Details
X	Active display width in pixels
Y	Active display height in lines
Refresh	Refresh rate displayed in dialog. Also used for calculating dot-clock if no dot-clock value is provided
hfp	Horizontal front porch in pixels (value must be divisible by 8)
hsync	Horizontal sync width in pixels (value must be divisible by 8)
hbp	Horizontal back porch in pixels (value must be divisible by 8)
vfp	Vertical front porch in lines
vsync	Vertical sync width in lines
vbp	Vertical back porch in lines
hpol	Horizontal sync polarity (0 = negative, 1 = positive)
vpol	Vertical sync polarity (0 = negative, 1 = positive)
dotclock	Pixel dot-clock in KHz (optional). Allows more accurate control of the dot-clock

NOTE: *If this registry value is amended the Christie tab must be closed then re-opened to make sure the new values are read from the Registry.*

7 Troubleshooting

7.1 Live View/Interactive Mode

Interactive Mode doesn't match how my wall appears.

- Check the Controller tab and ensure that you are connected to the correct wall. Deselect all controllers, close all WallView windows and then re-connect to the wall.
- Your computer may have stopped communicating with the wall or is not receiving the updates correctly. Close WallManager and re-open it to re-establish the connection.

Some of my key presses don't do anything in Interactive Mode.

Some keys and key combinations are not captured by Interactive Mode. This allows you to maintain control of both your system and the TVC controller(s) at the same time. If you would like to control the controller only, use RemoteControl, see *5.2RemoteControl*. RemoteControl lets you use your mouse and keyboard for one TVC controller at a time. You must be able to see the display wall to use RemoteControl as WallManager does not track the position of the cursor on the display wall.

7.2 Launch Display Control

The Launch Display Control button is greyed out or does nothing.

Launch Display Control accesses the Christie PowerTool application. If the PowerTool application is not installed on your system:

1. Click the **WallManager** button at the top-left of the WallManager window.
2. Choose **Install Client Applications**.
3. Click **PowerTool** to install the application on your system.

7.3 Security/Permissions

Some areas of the application are not displayed and/or I cannot set permissions for.

- If changes have been made which would affect Security/Permissions options, the TVC controller may require a restart before the new or updated options display under Security Settings and Permissions.
- Security Settings or Permissions are not available for that area of the application. Please contact our support team at support@christiedigital.com for further assistance.

7.4 WallManager

7.4.1 Scenarios

Whenever I try to start MediaManager I get a message saying "Could not start scenario.", what does this mean?

- MediaManager requires the following Services to be running.

a. On the TVC controller access **Start>Control Panel>Administrative Tools>Services**.

b. In the services window, scroll down the list to the Christie entries. All Christie services should have a status of “Started”.

c. For Christie services that are not running, right-click the service and choose "Start".

- MediaServer is a background application that should be running in order to launch MediaManager windows. Check your Task Manager to ensure this program is running. If MediaServer is not running:

a. Browse to the Jetty folder in the MASTERSuite directory structure. The default location is: **c:\Program files\Christie Digital Systems\MASTERSuite\Christie\Jetty**.

b. In the Jetty folder, double click MediaServer.exe to start the application.

- Rebooting the TVC controller will generally resolve any issues relating to required applications not running.

7.4.2 Wall Magnification

After I launch Wall Magnification on my wall, I cannot turn it off.

With the appropriate server selected in WallView, right-click the WallMagnification application and choose the Close option.