Multimedia Management Console (MMS)

USER'S Guide

Multimedia Management System v1.1.22

Release 15.07.2002

MMS Document Version 15.07.2002

September 2002
Prepared by Roman Merhar

Functional Sheet 15.07.2002

Functional Specification

Of
Multimedia Management Console (MMS)

ENDORSEMENT OF ACCEPTANCE
(for and on behalf of ALGE-TIMING GmbH&Co)

1)

_____ _____
Name: Date
Designation:

2)

_____ _____
Name: Date
Designation:

3)

_____ _____
Name: Date
Designation:

4)

_____ _____
Name: Date
Designation:

Multimedia Management System Module
Current Release: Original Version 15.07.2002

Previous Releases:	

New Releases:	

Notice:

This functional specification is an early release of the final specification, which may be changed substantially prior to final release.

This document is provided for informational purposes only.

MMS Version 1.1.22.

Publication: P2002 – Release : 001 – Serial : 

Additional copies of this document may be purchased separately:
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MMS Console

Main Window

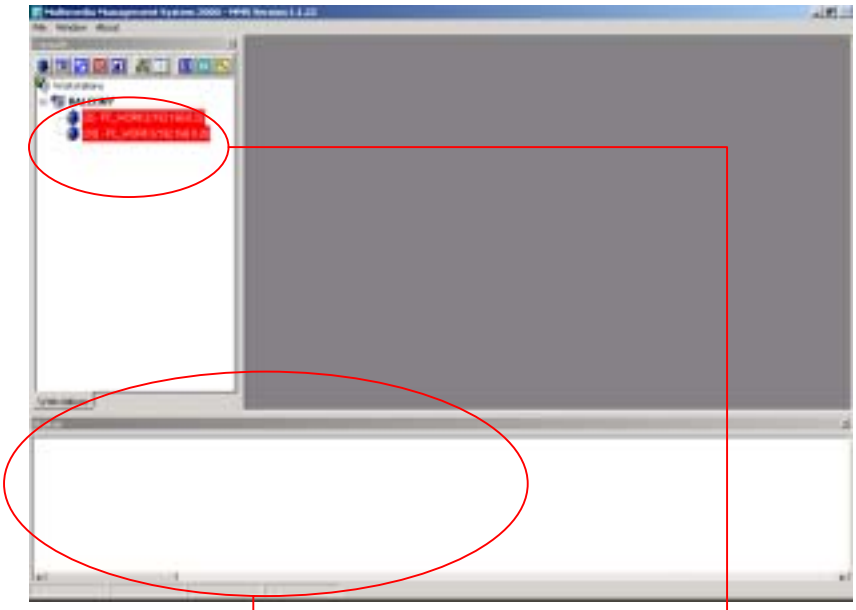

Figure 1.0

Status that shows what kind of messages being sent to the terminal

Terminal *online / offline* indication

Figure 2.0

Launch MSMQ Communicator

Launch Parameter Setting Program

Launch File Transfer Program

Refresh Workstation Treeview

Location Monitoring

PIXIO Graphic Designer

Scheduler Maintenance

Location Designer

Client Maintenance

Workstation Maintenance

File Menu Hierarchy

File
- i) Controller
- ii) User Maintenance
- iii) Remote Terminal Monitoring
- iv) Exit (Terminate program)

Windows
- i) Tile Horizontally
- ii) Tile Vertically
- iii) Cascade
- iv) Window List

About

Terminal Status Monitoring

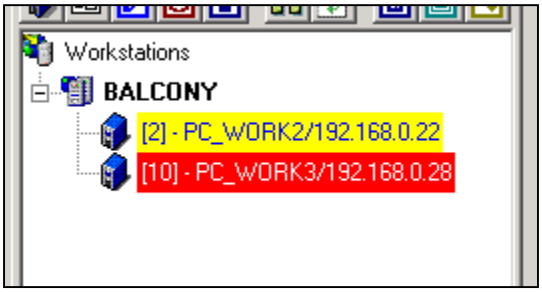

Figure 3.0

In figure 3.0, the treeview is indicating the terminal status. If the terminal status is online, the backcolor of the workstation name will be in ***yellow*** color whereas if the terminal is in offline mode, the backcolor of the workstation will be in ***red*** color.

Workstation Maintenance

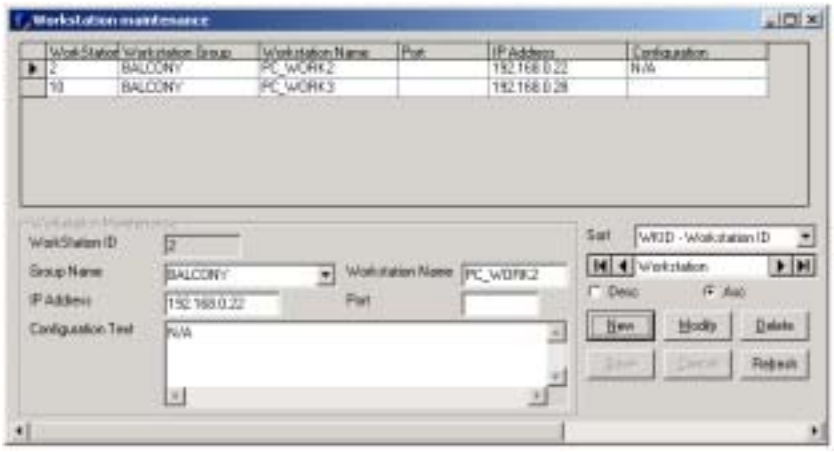

Figure 4.0

[NEW] – To insert a new record, firstly need to click on *NEW* button. After entering all the workstation information, click on *SAVE* button to save the workstation information into database

[MODIFY] – Select an existing workstation by clicking on the grid, then click on *MODIFY* button to modify the existing selected item. Click on *SAVE* button to save the modified workstation.

[DELETE] – Select an existing workstation by clicking on the grid, click on *DELETE* button and the system will prompt for confirmation *YES* or *NO.* Click on *YES* will delete the selected item and *NO* will not be deleted.

[SAVE] – When *NEW* or *MODIFY* button is clicked, clicking on *SAVE* button will store new or modified data into the database.

[CANCEL] – Before clicking on *SAVE* button while any modified data or new data have been applied, clicking on *CANCEL* button can undo the changes

[REFRESH] – Refresh the grid

Select the *SORT* combo to sort by using the given fields.
Click on either *DESC (Descending)* or *ASC (Ascending)* to view the grid with different orders

Client Maintenance

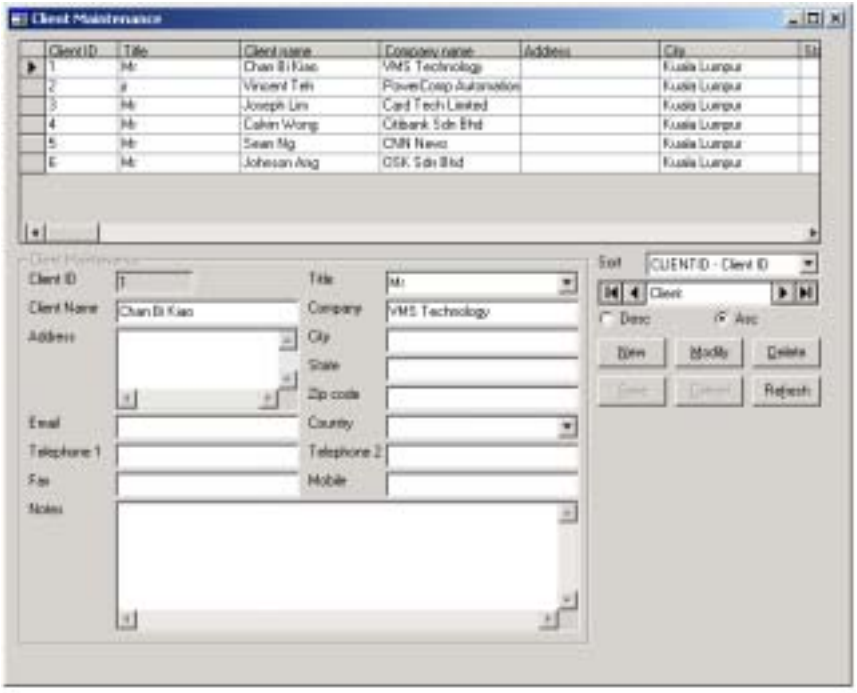

Figure 5.0

[NEW] – To insert a new record, firstly need to click on *NEW* button. After entering all the workstation information, click on *SAVE* button to save the workstation information into database

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[REFRESH] – Refresh the grid

Select the *SORT* combo to sort by using the given fields.
Click on either *DESC (Descending)* or *ASC (Ascending)* to view the grid with different orders

Location Designer

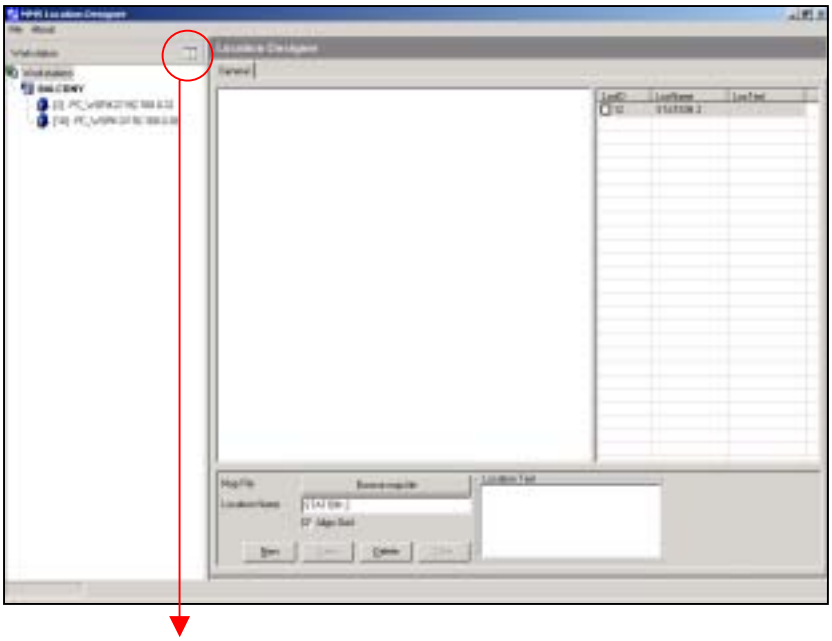

Figure 6.0

Refresh the Workstation Treeview. (When there is any new workstation being introduce in MMS Console, this button need to be click in order to refresh and receive the new entered workstation details.

The steps to add a new location so that it could be called from MMS Console for monitoring are as followed :-

STEP 1

i) Click on *NEW* for a new location

ii) If modify an existing location, click on the Listview at the right corner of the window, then an existing map will be shown on the screen

STEP 2

i) Click on the *Browse Map File* to select an existing scanned map images. A dialogue box will popup for you to select a map. You can choose other directories, which stored the maps. By default, the map directory will be in the MAPS directory of the application path

STEP 3

i) Click on *SAVE* to save the existing modified or new location map

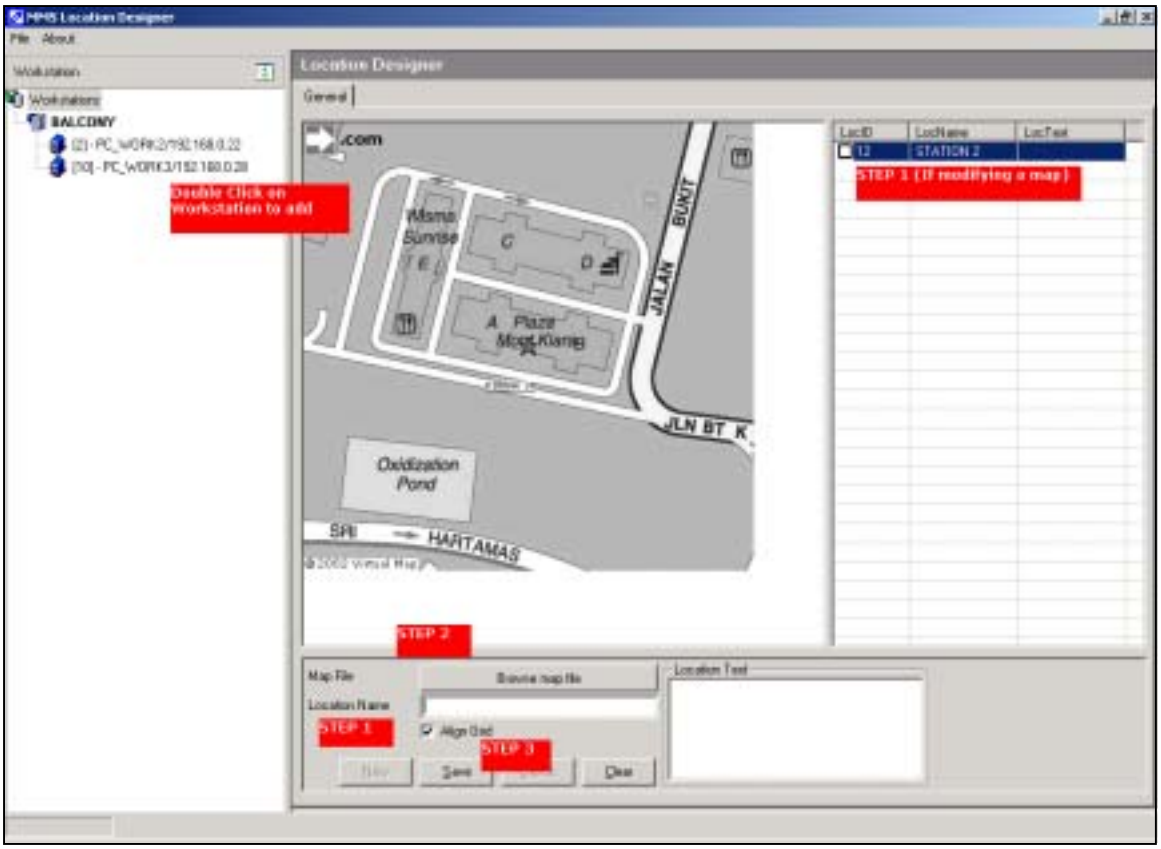

Figure 7.0

In figure 7.0, show steps on applying a new location map and also modifying an existing map. To add new workstation on the map, just **double click** on the desire workstation and the workstation will appear on the map as followed :-

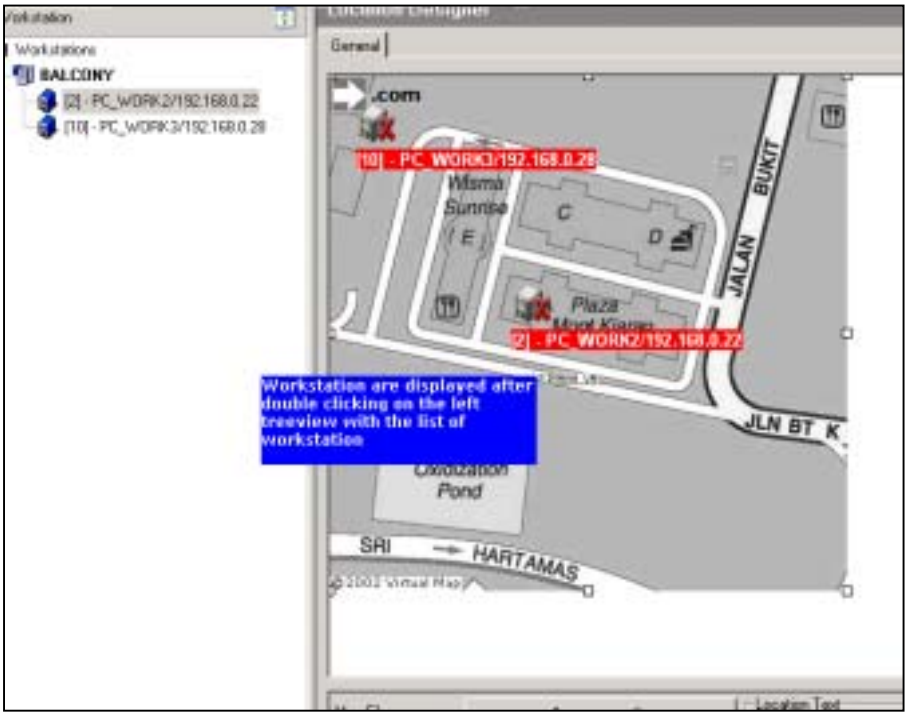

Figure 8.0

To delete an existing workstation in the map, just select the workstation and press keyboard button DELETE. To delete a location map, click on the location map item checkbox on the right side of the listview and then click on button DELETE. A message box of YES or NO will popup for confirmation. Click on YES to delete the selected location map or NO to indicate not to delete.

Scheduler Maintenance

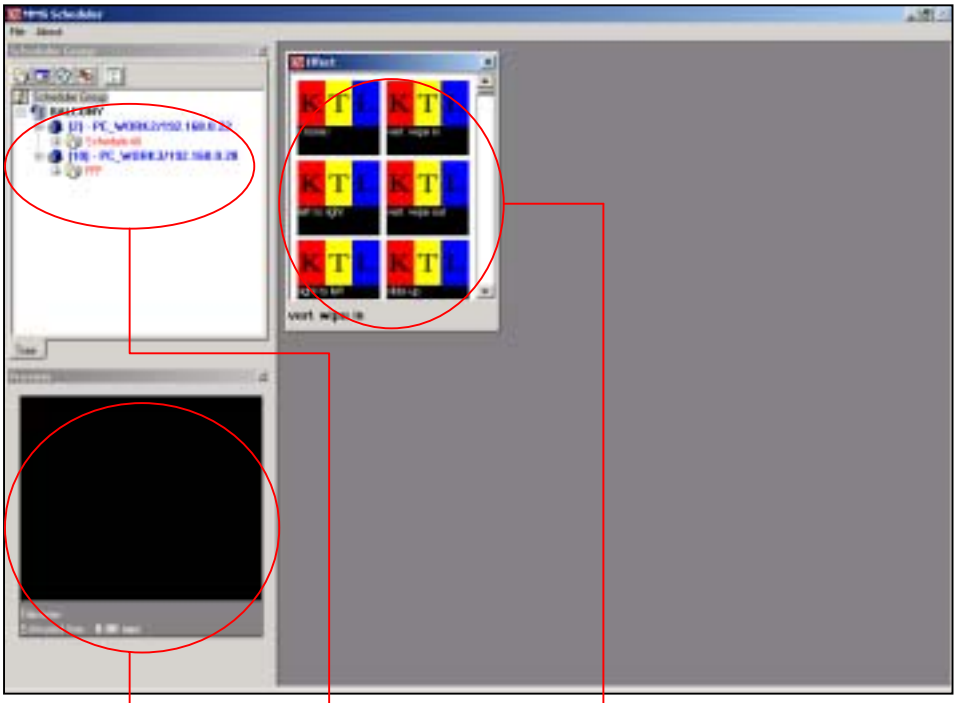

Figure 9.0

Preview Image / Animation Screen

Scheduler Information

Static Image Effect

Figure 10.0

Refresh Schedule

Browse Image and import into MEDIA directory

Create and modify Scheduler information

Client Maintenance, which is same as MMS Console

Create Scheduler Group. Groups need to create first in order to create and modify scheduler information

Scheduler Hierarchy and Relation

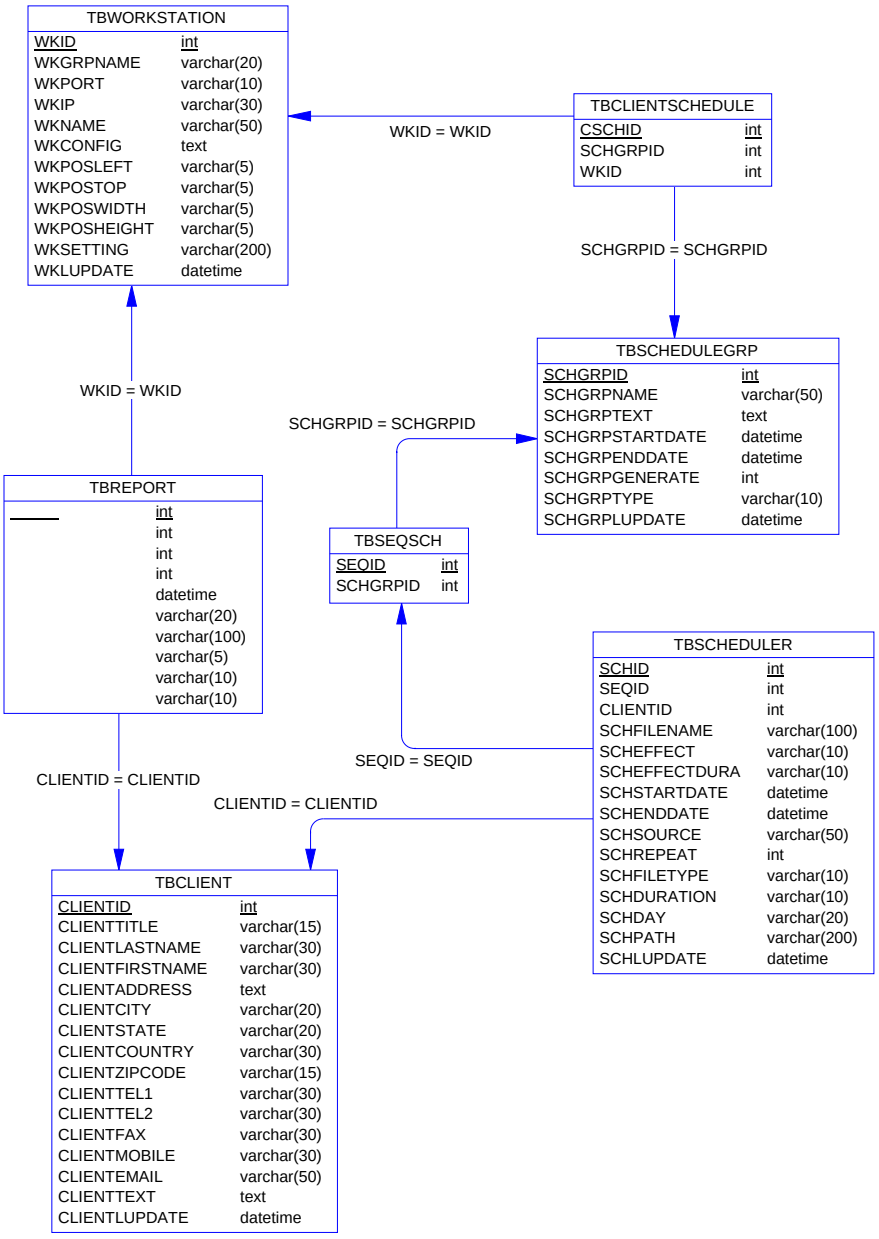

Figure 11.0

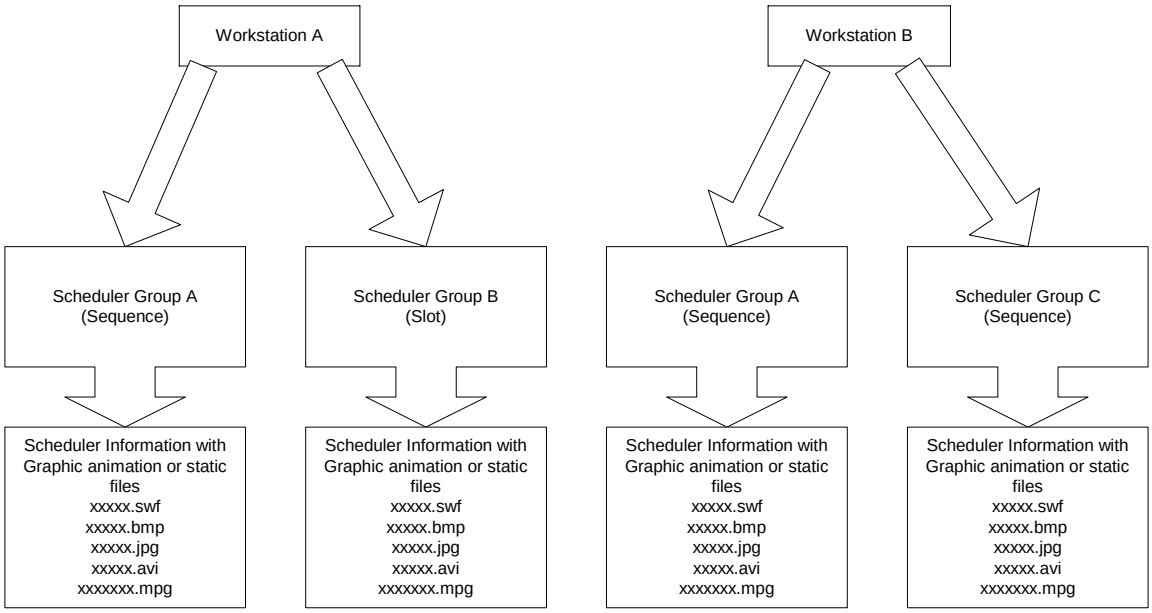

Figure 12.0

Each Workstation will have many different schedule groups. Each workstation can only have 1 Slot Type Scheduler Group but can have many Sequence Type Scheduler Group. As you see on *Figure 12.0*, *W*orkstation A and Workstation B has a same **Scheduler Group A (Sequence Type)** respectively. A Scheduler group can be applied to different workstation respectively. But each Workstation can only have one Scheduler Group with Type Slot. Each scheduler group can contain many different animation or static files, which will be scheduled to be aired or run at the display board.

Scheduler Group

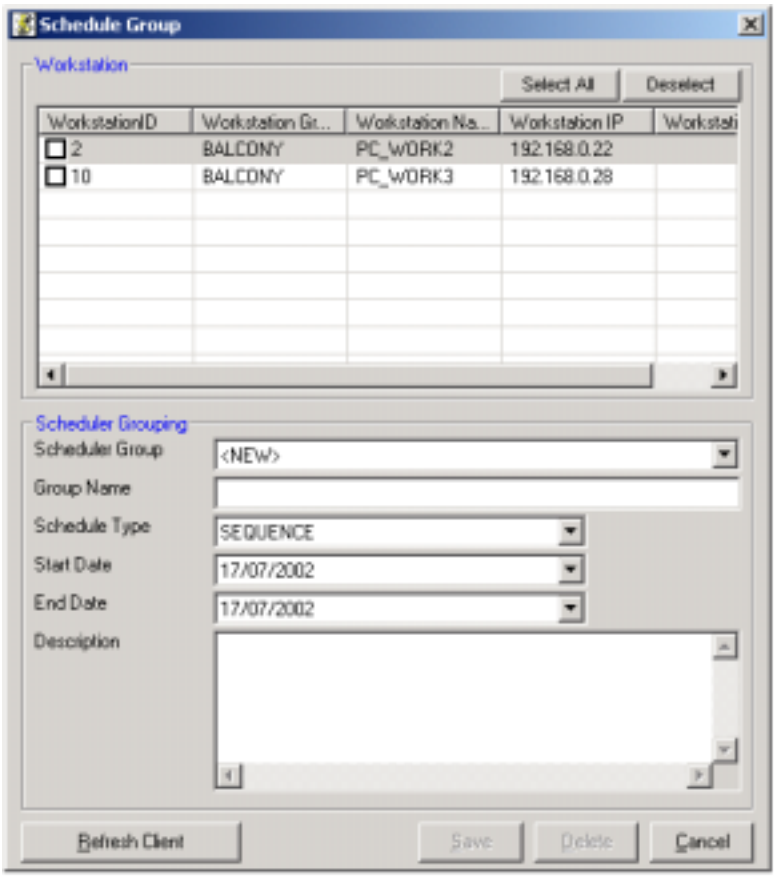

Figure 13.0

[SAVE] – If the scheduler group combo has been chosen as *<NEW>,* clicking on the *SAVE* button will add a new scheduler group into the database. If chosen an existing scheduler group from the combo and click on *SAVE* button, this will overwrite or modify the existing scheduler group. To save a new group, Group Name need is mandatory. The start and end date will determine whether the group will be run in a specific date range condition.

[DELETE] – Click on the checkbox at the grid of the scheduler, click on the *DELETE* button will delete scheduler group with those selected checked item only.

[REFRESH CLIENT] – There is a possibility that a new client is introduce without the notice scheduler group. To get the latest client group, click on *REFRESH CLIENT* button will refresh the client grid so that new or existing scheduler group can be applied to those clients.

Scheduler Details for each Scheduler Group

After applying scheduler group to individual workstation respectively, you will see the following treeview in *figure 14.0* indicating each workstation with different scheduler group child :-

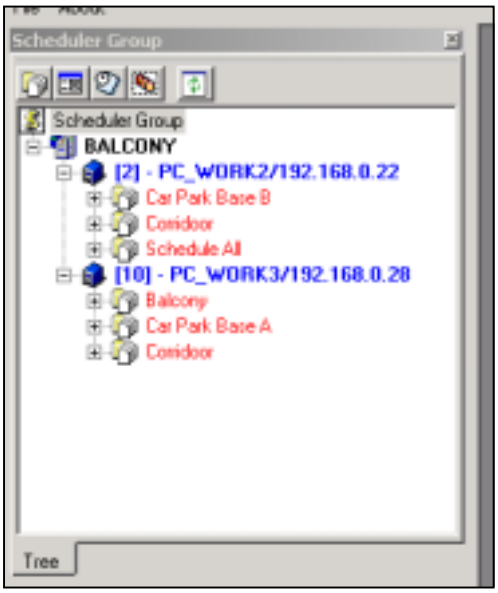

Figure 14.0

BALCONY – is one of the workstation group name. Workstations are grouped with a given name for easier maintenance. Below are an example of the workstation hierarchy:-

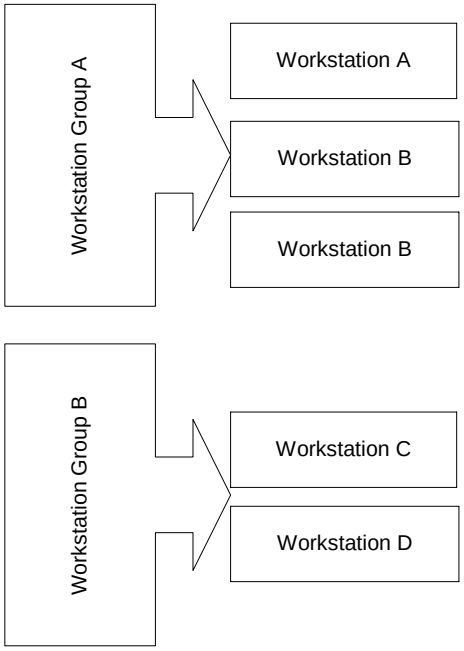

Figure 15.0

To start entering scheduler details for a specific group, click on the icon 
The following dialog box will appear as shown in *figure 16.0*

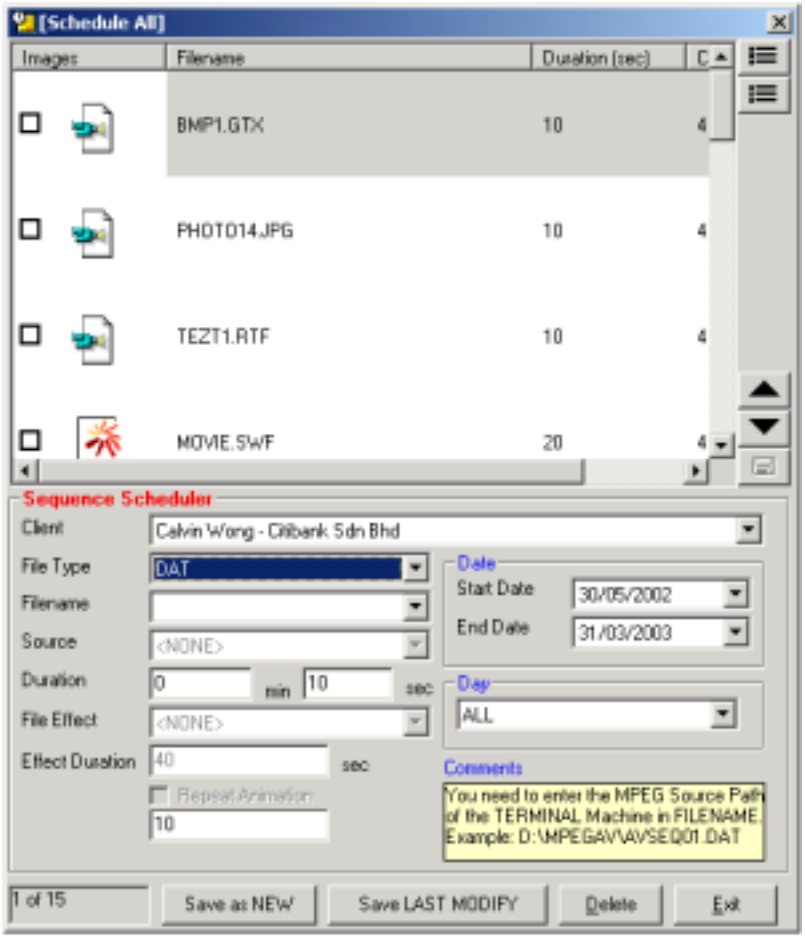

Figure 16.0

To enter a scheduler file, a client need to be selected from the combo box indicating which files is being engaged to which client. After that select any file type. There are various type of file type, as for GTX, TIM and RTF can be created using MMS PIXIO Graphic Designer which will be discussed later in this document. Every time when a file type is selected, the filename combo box will browse through the MEDIA directory to display the files with the specific type selected in the filename combo box. If the file type is *DAT*, the filename combo box needs to enter a full path of the MPEGAV file reside, normally in a CD-ROM. The path needs to be the terminal path instead of the console because the system will run directly from the terminal if it encounter a file type with *DAT*. If the type is *VID*, which means direct video, the source will be enabled for selecting the video source, currently available source is *SOURCE COMPOSITE 1, SOURCE COMPOSITE 2, S-VIDEO 1* and *S-VIDEO 2*. Duration is the determined how long will the file run and file effect will only apply to static images and not animation files. Individual schedule files can also set the day and date range condition, if condition is met in the date range and day, then the file will only display on the board, otherwise it will skip to another schedule file.

[SAVE as NEW] – If all entry is entered, clicking on this button will add a new schedule file into the database, and immediately the images of the file will be added into the grid.

[SAVE as MODIFY] – Select an existing schedule file from the grid, the info will be retrieve into the necessary entries box, once modified and click on this button, the system will overwrite the existing selected item from the grid to the modified entries.

[DELETE] – Click on the checkbox at the grid of the scheduler, click on the *DELETE* button will delete scheduler file with those selected checked item only.

Move schedule item up one level

Move schedule item down one level

After moving the item up or down, this button will enable in order to save changes. This button will be eliminate in future to simply work process.

*** Note : The slot schedule will not be available in this system. Currently on sequence schedule can be applied.*

Image List Browse and Import

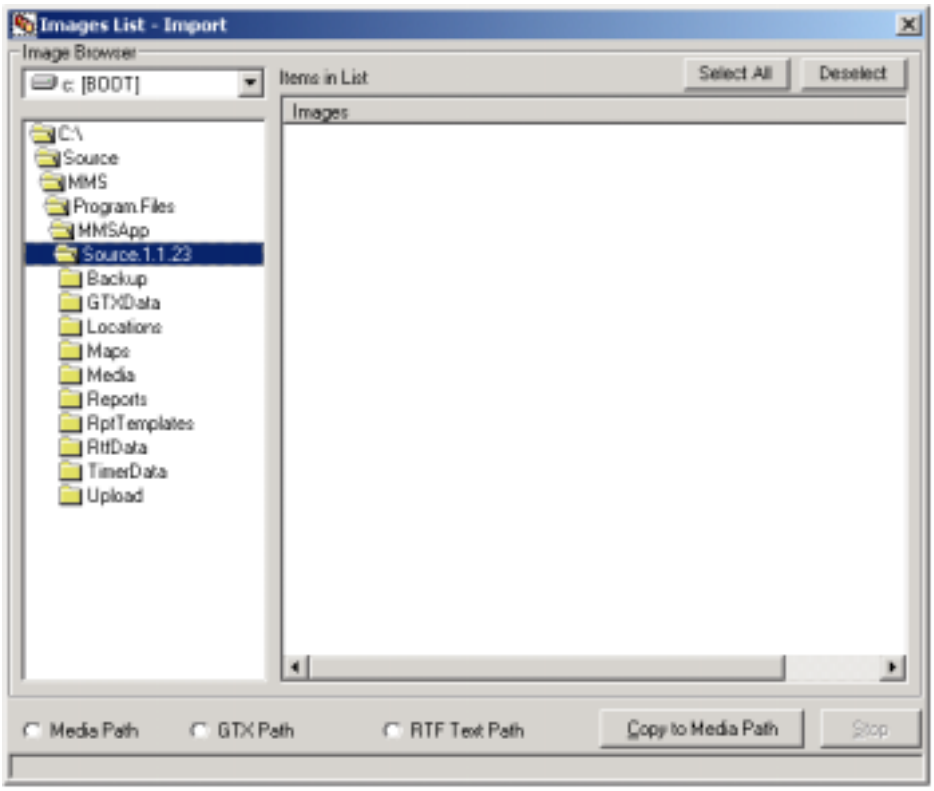

Figure 17.0

The image list browse and import is just to ease user to be easily search from any media source where they want to look for any animation or static images. Images will display and list on the right grid for user to see.

[COPY to MEDIA PATH] – Clicking on this button will allow user to copy the selected item in checked to the MEDIA directory of the application. All files that have been copied can then be selected from the Schedule File Details. User can checked all item by selecting the [SELECT ALL] button or de-select all by selecting [DESELECT] button.

[MEDIA PATH] / [GTX PATH] / [RTF PATH] (radio button) – When the following radio button is click, the directory browser on the left side will navigate directory to the system MEDIA, GTX or RTF directory respectively.

 This icon is to refresh the workstation and scheduler group on the left treeview manually.

PIXIO Graphic Designer

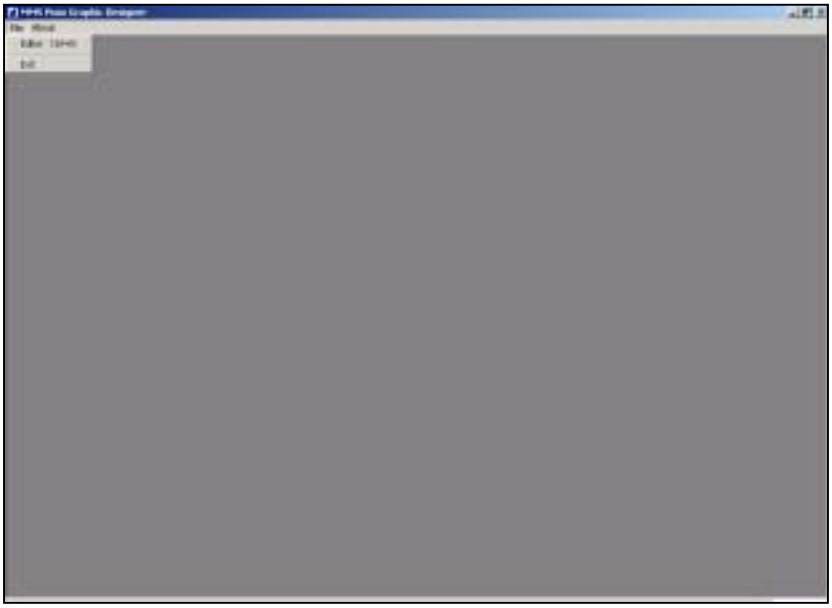

Figure 18.0

Click on file and then choose *Editor* menu. A dialogue box will popup as followed :-

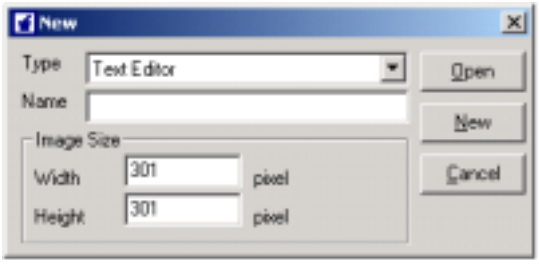

Figure 19.0

[OPEN] – Click on *OPEN* will open a file dialogue box to select an existing graphic files with the specific type respectively.

[NEW] – Create a new graphic files base on the type selected.

The width and height is to determine the size of the graphic file to be created. The graphic name is mandatory and need to be keyed in.

There are 3 type of graphic designer :-

RTF – Only text (rich text format)
GTX – Multiple images and text as layer to be created (graphic text)
TIM – Timer or clock designer

Rich Text Format (RTF)

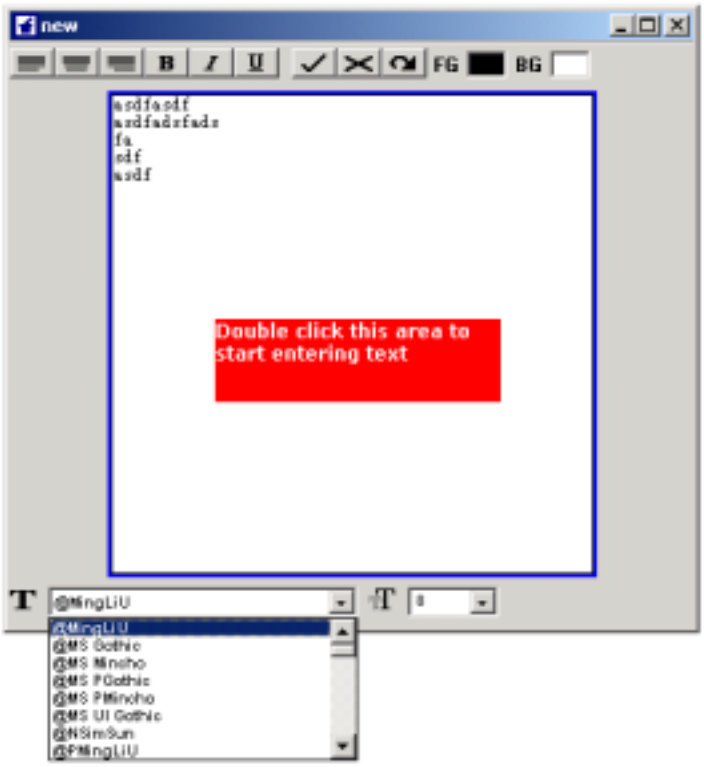

Figure 20.0

Figure 21.0

Undo changes

Close RTF Editor and go back to standby mode

Save RTF Editor. After saving, this file can be selected from the Scheduler Details entry screen.

The editor is always in standby mode where it cannot be edited or add any text into the white editable area. To edit or add text, you need to double click on the editable area.
FG – Foreground of the text
BG – Background of the editable area.

User are allow to choose alignment, font name, font size, background color and text foreground color.

GTX Designer

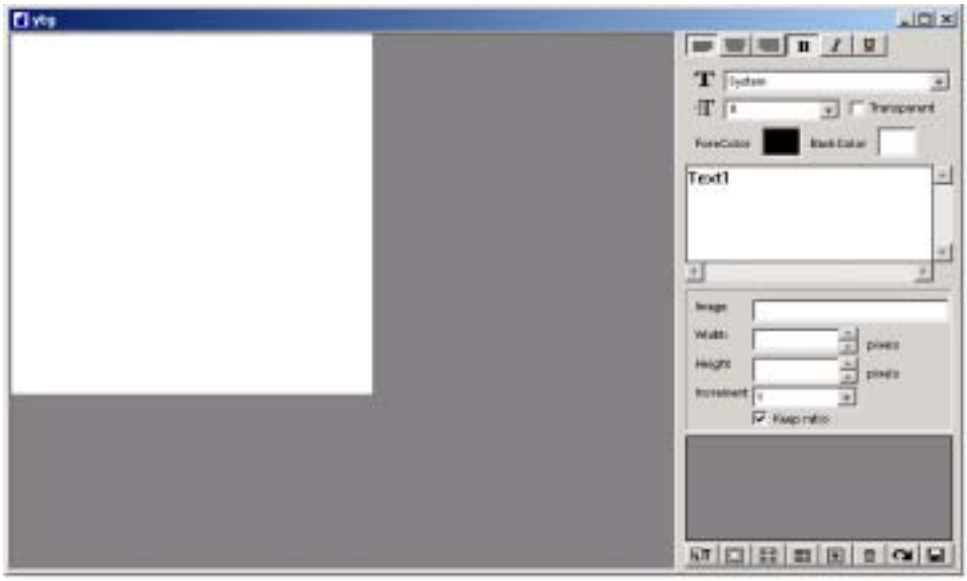

Figure 22.0

The GTX Designer allow user to enter text or insert images as layer. Text can be modified by its name, size, foreground color, background color, transparency, bold, italic and underline. Text can be keyed in from the free text format area. After entering a text, click on icon  to add the text into the area. Text can be move by dragging it with mouse. Clicking on button  will insert a bitmap images into the GTX area. Images inserted can also be dragged and move around using mouse. To resize the images, click on the up and down button of the *width* and *height.* By default when up and down button is clicked, it will either increase or decrease the pixel by 1, to modify the pixel increment or decrement, select the increment pixel combo box of your choice.

Figure 23.0

Select background color without image

Tile background

Stretch background

Figure 24.0

Delete layer of an image or text

Clear background image

Save the GTX drawer. After saving, this file can be selected from the Scheduler Details entry screen.

Example of a GTX Drawer with images and text

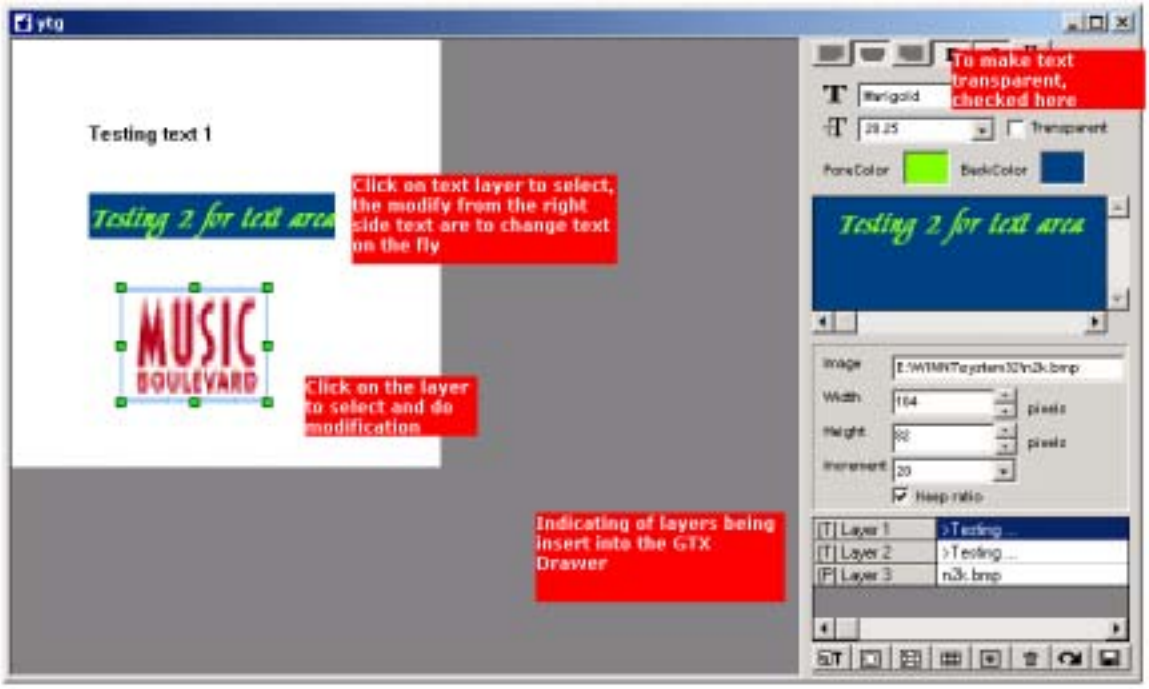

Figure 25.0

Timer Clock Designer

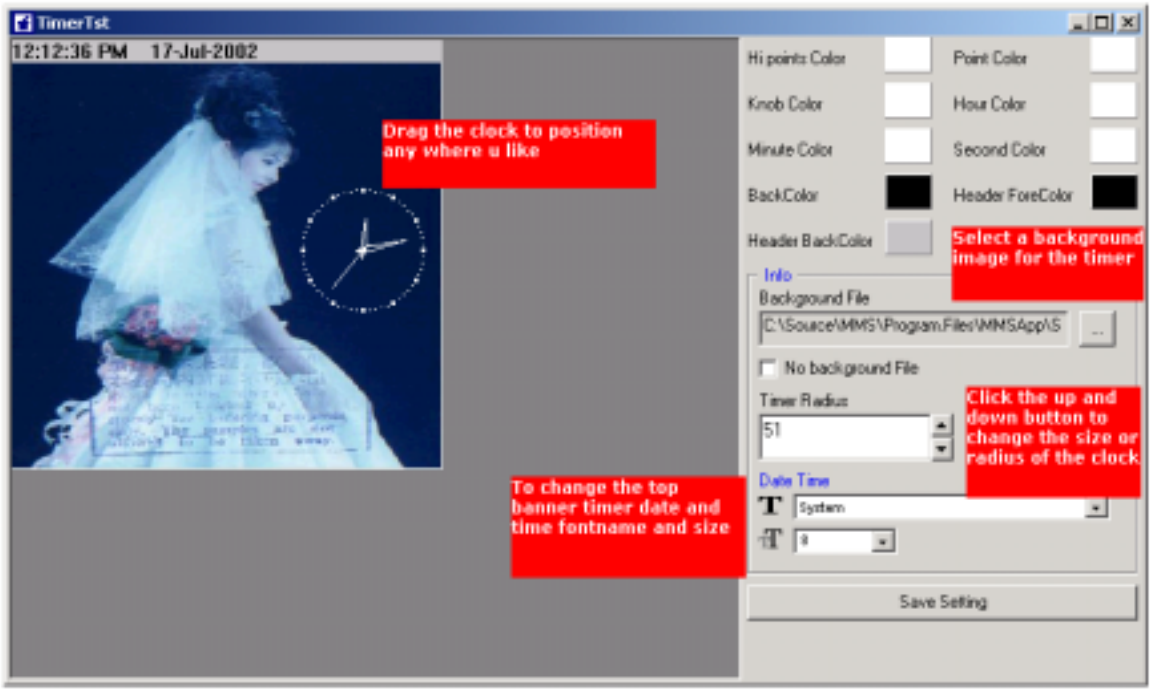

Figure 26.0

By double clicking on ***HI POINTS COLOR, POINT COLOR, KNOB COLOR, HOUR COLOR, MINUTE COLOR, SECOND COLOR, BACKCOLOR, HEADER FORECOLOR*** and ***HEADER BACKCOLOR,*** a color picker will popup for you to select color to be applied on the clock.

[BACKGROUND FILE] – To select a background image, just click the ellipse button to select an image. Check the *NO BACKGROUND FILE* will erase the background image and apply a background color, which have selected.

The *Timer Radius* is needed to change the desire clock size.

[SAVE SETTING] – Save the timer file. After saving, this file can be selected from the Scheduler Details entry screen.

Location Monitoring Status

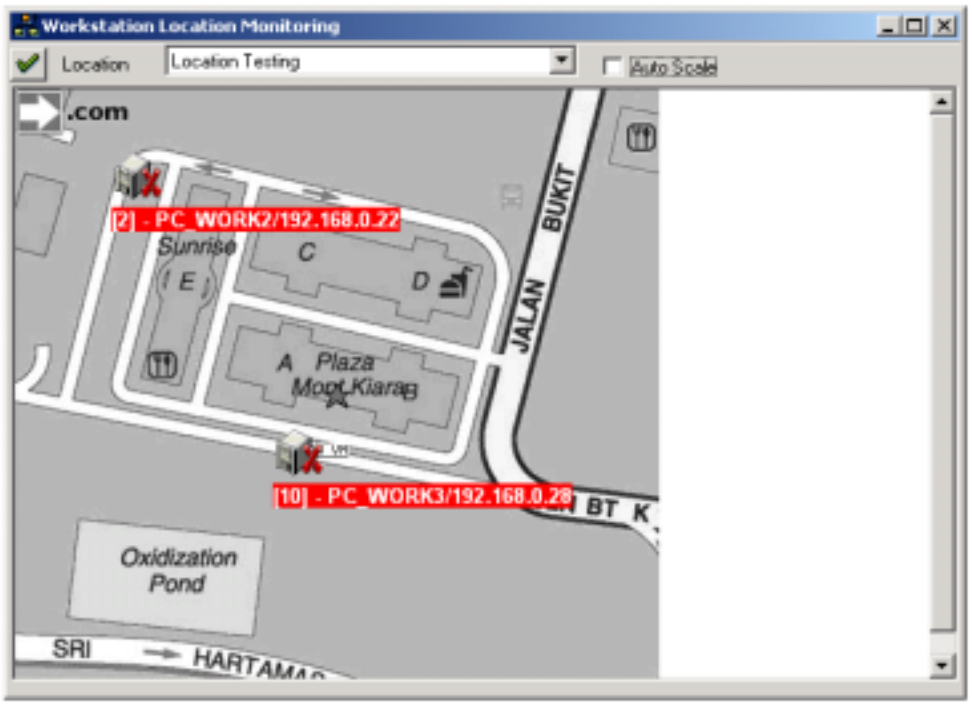

Figure 27.0

Choose a desire location from the combo box and click on the *GREEN TICK* icon to start monitoring status. The *AUTO SCALE* check is to stretch the entire location to fit the window.

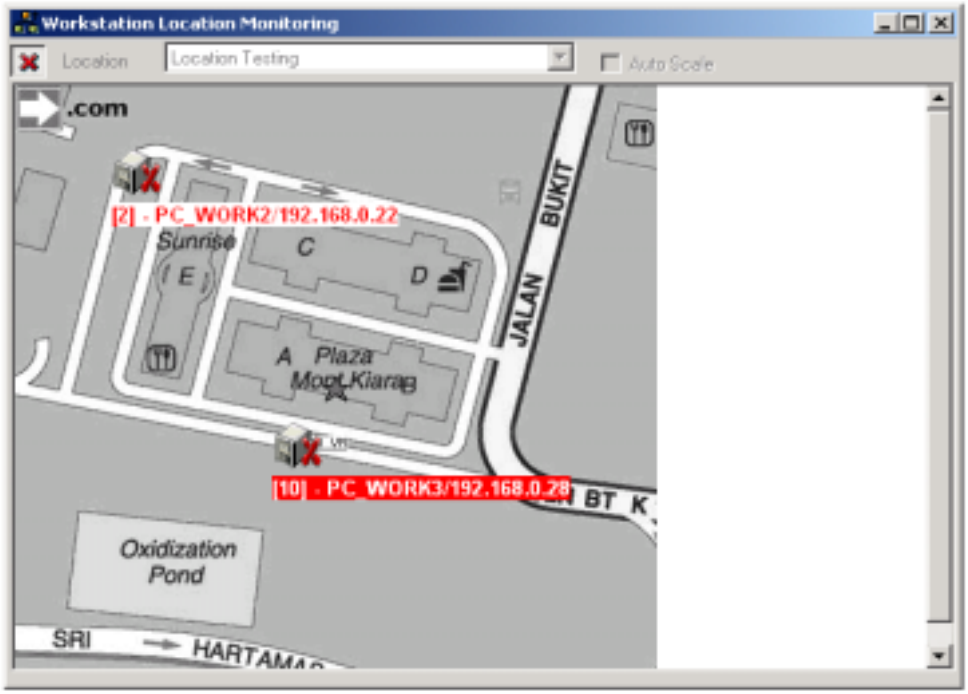

Figure 28.0

While checking of workstation status, when it blink with ***RED and WHITE*** means it is offline or disconnected whereas ***YELLOW and BLUE*** indicating it is working fine and connected.

File Daemon Transferring

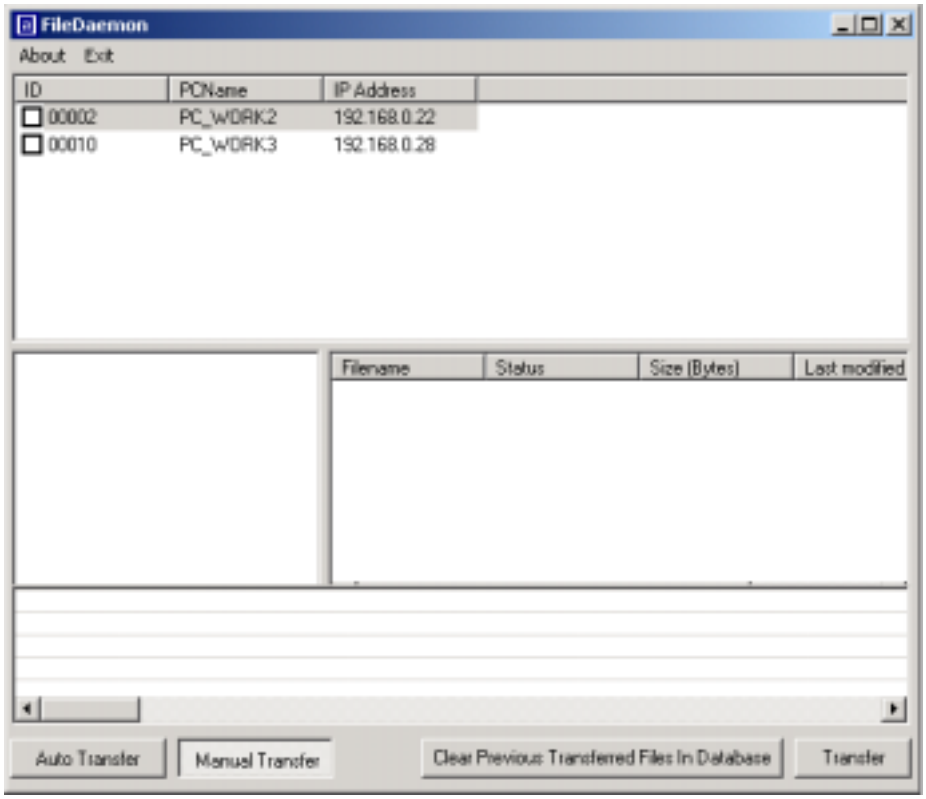

Figure 29.0

This File Daemon is mainly for doing file transferring of schedule images and animation files. It can be run automatically in background or transfer on demand manually.

[AUTO TRANSFER] – When click, the file daemon will automatically send graphics files to the terminal for display. The File Daemon program reside in system tray. Double click on the File Daemon icon on the system tray will hide the program and transfer will be done in the background.

[MANUAL TRANSFER] – When manual transfer is click, user need to manually select which workstation need to be updated with the latest graphic files by checking each workstation and click [TRANSFER].

[CLEAR PREVIOUS TRANSFERRED FILES IN DATABASE] – All successfully sent files will be store in the database, due to some abnormal reason, if the terminal doesn't have the file or the file is deleted without the notice of the console, the file will not sent over to the terminal again because in the console database indicates that the file is successfully sent. To force the console to send again the file to terminal, we need to clear the records, which indicates the files have been sent in the database by clicking on this button.

MSMQ Communicator

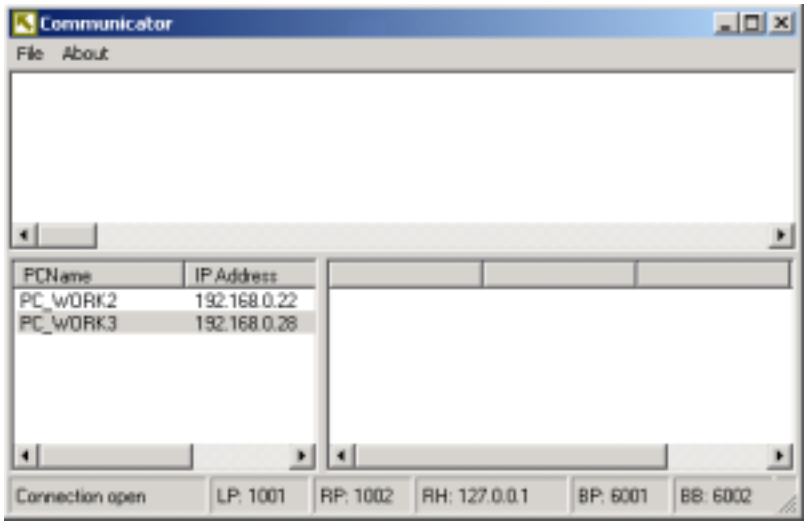

Figure 30.0

The communicator program is exactly like the File daemon program, which reside in system tray. It act as a bridge to communicate between console and terminal workstation. When a new workstation is being introduced, click on *FILE* and then *REFRESH WORKSTATION* to received the most updated workstation details so that it will be communicated with the console. In future, this will be automated without clicking on the Refresh menu. Messages sent from the console will be listed in the top grid panel and then will send accordingly to the terminal.

Remote Terminal Monitoring Status

Click on *FILE* and *REMOTE TERMINAL MONITORING* to see the status of the remote terminal.

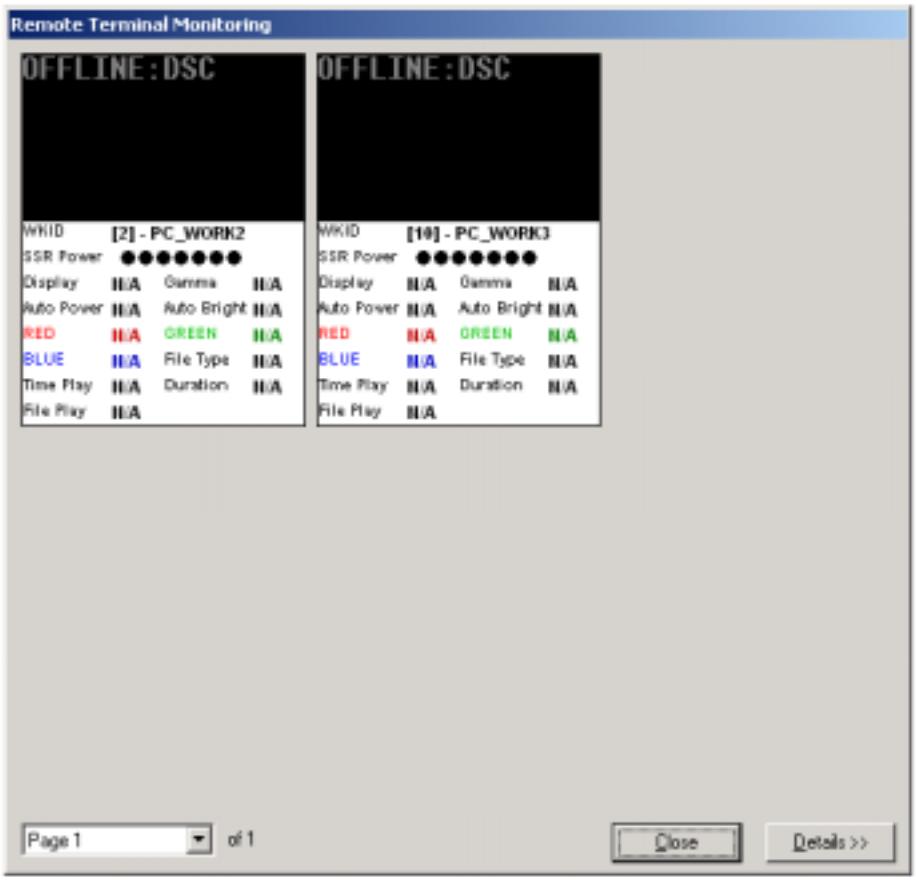

Figure 31.0

The above screen is to display 6 terminal status at a time. To scroll to other workstation, click on the page combo box. Each page contains 6 terminal status. The information shown are as followed :-

i) Workstation ID
ii) Workstation Name
iii) Display status ON/OFF
iv) Gamma value
v) Auto Brightness ON/OFF
vi) Auto Power ON/OFF
vii) RGB value
viii) Graphic Files currently playing (there might be some delays on the files playing, approximately 5-10 seconds)
ix) Graphic file type
x) Time started to play the current Graphic files
xi) Duration of the graphic file to be displayed
xii)

[DETAILS] – Show the terminal information or details

User Maintenance

Figure 32.0

The user maintenance is to add or update user into the system with a user level to indicate which area that a user can access.

[ADD] – Clicking this button will add the user into the database.

[UPDATE] – Select a user from the grid below and modify the details from the textbox, click on *UPDATE* will overwrite the selected user item details to the new modified details.

[DELETE] – Click on the checkbox at the grid below, click on the *DELETE* button will delete user from the database.

*** Note : Currently the user maintenance is working but the system will not restrict any access to any particular user yet. User access depending on level will only be applied in future.*

Controller Navigation

To launch or activate controller navigation, go to the menu and click on *FILE* and then *CONTROLLER.* In general, whenever there is command sent over to the terminal using the controller navigation, user need to select which workstation to be received the message by ticking a checked on the left side of the list or clicking on [SELECT ALL] to select all workstation.

Board Controller Tab

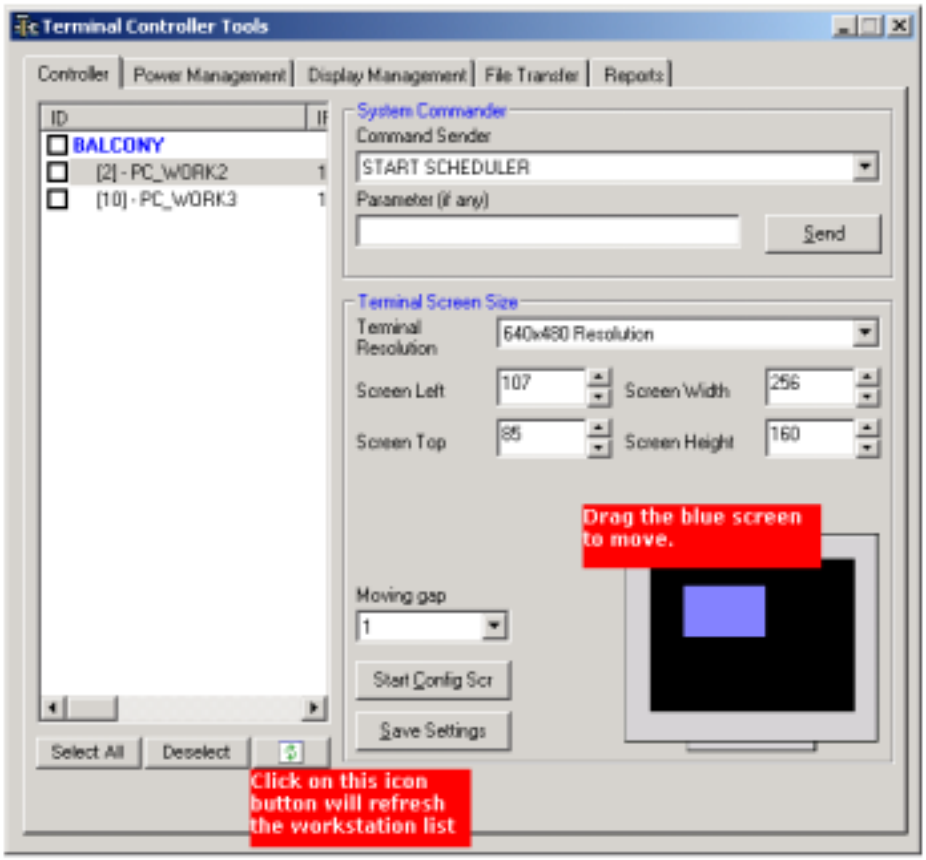

Figure 33.0

[SEND] – Select the command to be sent from the command sender combo box, if there is any parameter for that command, just enter into the Parameter textbox and click *SEND*

[START CONFIG SCR] – To adjust the screen width, height, left and top, user can click the up and down button to make changes on the screen display at the terminal. To move the screen display, user can use mouse to drag or click on the up and down button. If user choose to click on the up and down button to move the screen, user can adjust the moving gap by selecting the *moving gap* combo box. By default, each move will be calculated in 1 pixel. Greater pixel will move the screen in bigger steps.

[SAVE SETTINGS] – Save the setting to the console database. Only checked or ticked workstation will be saved.

Power Controller Tab

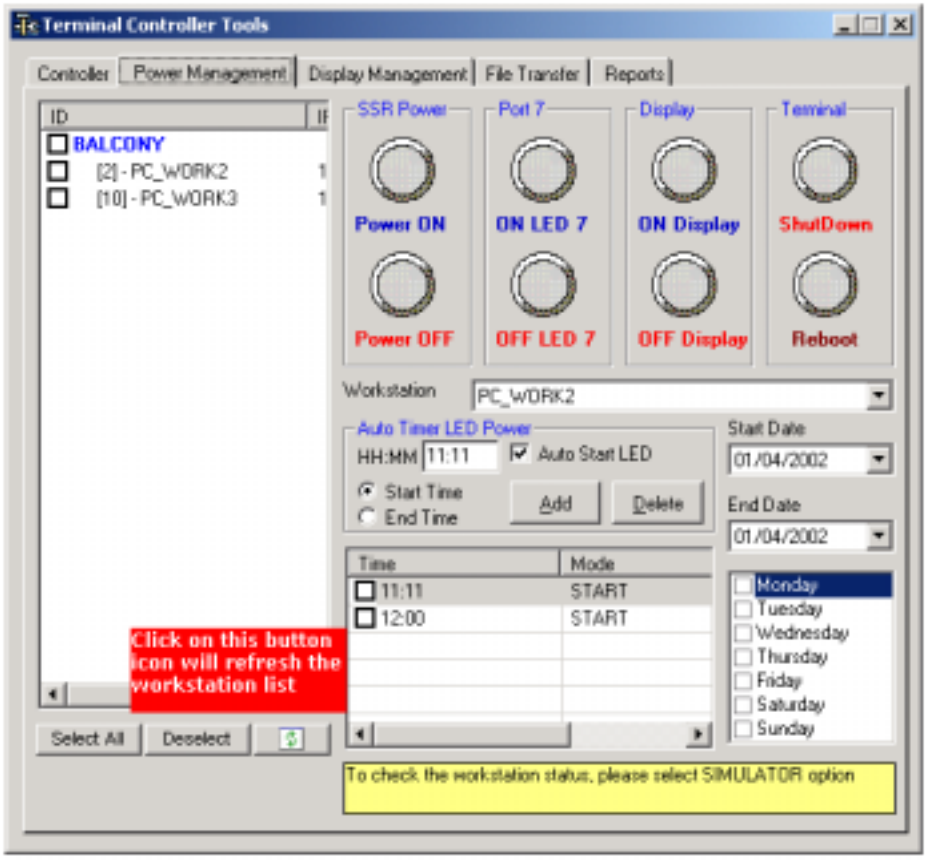

Figure 34.0

[SSR POWER] – To ON/OFF the main SSR power which supply to the display board.
[PORT 7] – Additional power ON/OFF to add-on hardware or device like fan and so forth
[DISPLAY] – Set the display board ON/OFF
[TERMINAL SHUTDOWN] – Shutdown the terminal
[TERMINAL REBOOT] – Reboot the terminal

User are allow to make a schedule of power controller. This schedule is to determine when will the display to start power up and display schedule, OR when to stop the power supply and shutdown the schedule. Selecting the workstation combo box will allow user to modify schedule for selected workstation. Only checked or ticked workstation will be save or added into schedule.

[AUTO START LED] (checkbox) – If is checked or ticked, the terminal will automatically check or inspect the power controller schedule, which was created. After checking, it will shutdown or power up the display according to the schedule. If is not checked, the terminal will not check for the power schedule, all power up and power down have to be done manually.

To start or stop a power can be determine by several condition, namely :-

i) Start Date and End Date
ii) Which day, can be select multiple from the list
iii) Time to start or stop the power.

[ADD] – After determining the condition, click on the radio button START TIME (start power) or END TIME (stop power) and click on the *ADD* button to add into power schedule.

[DELETE] – Checked on the desire power schedule click on *DELETE* to delete the item.

Display Management Tab

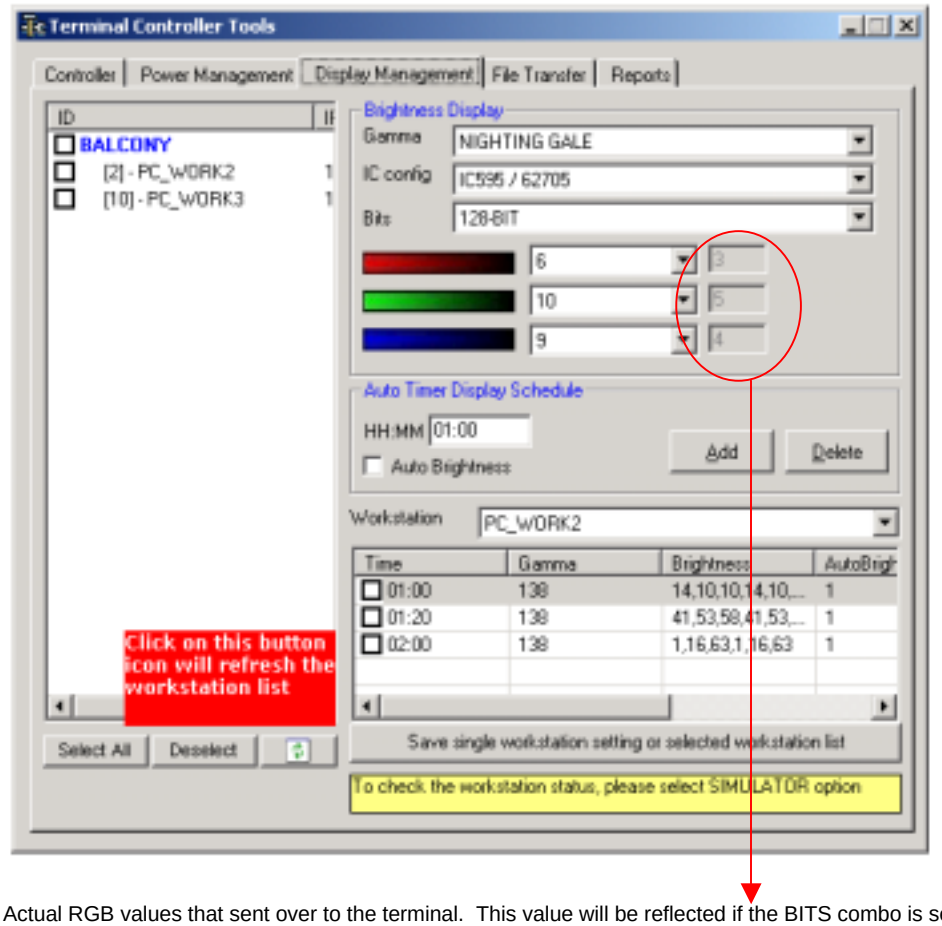

Figure 35.0

Actual RGB values that sent over to the terminal. This value will be reflected if the BITS combo is selected in different bits.

Beside making power schedule, user are also allow to make a display schedule asking the board to change the gamma and RGB value of the board in a given value and time.

[AUTO BRIGHTNESS] (checkbox) – If is checked or ticked, the terminal will automatically check or inspect the display schedule, which was created. After checking, it will start modifying the board gamma and RGB value according to the schedule. If is not checked, the terminal will not check for the display schedule and all gamma and RGB value setting have to be done manually.

The change of display board brightness value is determine by a condition, which is TIME (HH:MM).

[ADD] – After determining the time, click on the *ADD* button to add into display schedule. The gamma value and RGB value will be then save into the database with the time.

[DELETE] – Checked on the desire display schedule click on *DELETE* to delete the item.

[GAMMA] (combo box) – Selecting this combo will reflect the terminal display board

[RGB] (3 different color bars) – Selecting either one of the combo will also reflect the terminal display board. The value can be varies if the *IC* and *BITS* combo is selected differently. Try it out and you will see.

File Transfer Tab

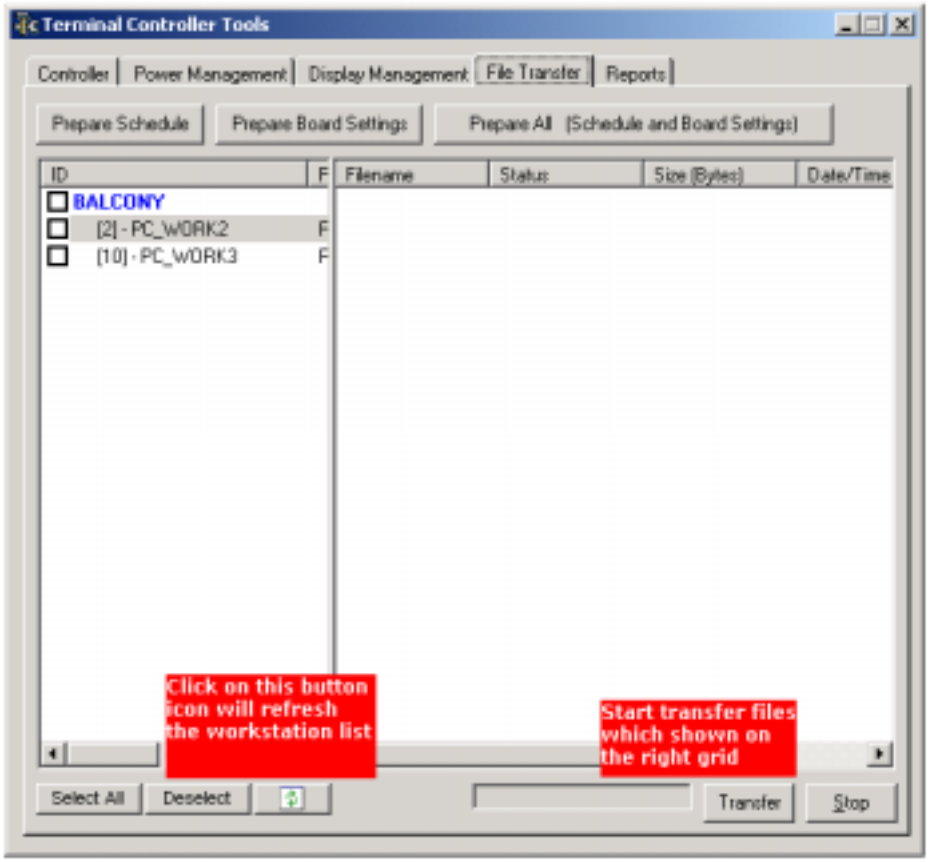

Figure 36.0

[PREPARE SCHEDULE] – Prepare the schedule details for all the workstation. This file will then later be sent over to the terminal.

[PREPARE BOARD SETTINGS] – Prepare the display and power schedule, which was created in *Display Management Tab* and *Power Controller Tab.* This file will then later be sent over to the terminal with the schedule files together.

[PREPARE ALL] – Will prepare schedule, display and power schedule.

[TRANSFER] – Transfer files that have been prepared to terminal.

[STOP] – Stop transferring file.

A file is successfully sent or not is determine by the grid on the right side, under column status. If is not successfully sent, a ***FAILED*** status will be shown or the status column value and size column value is not the same.

Reports Tab

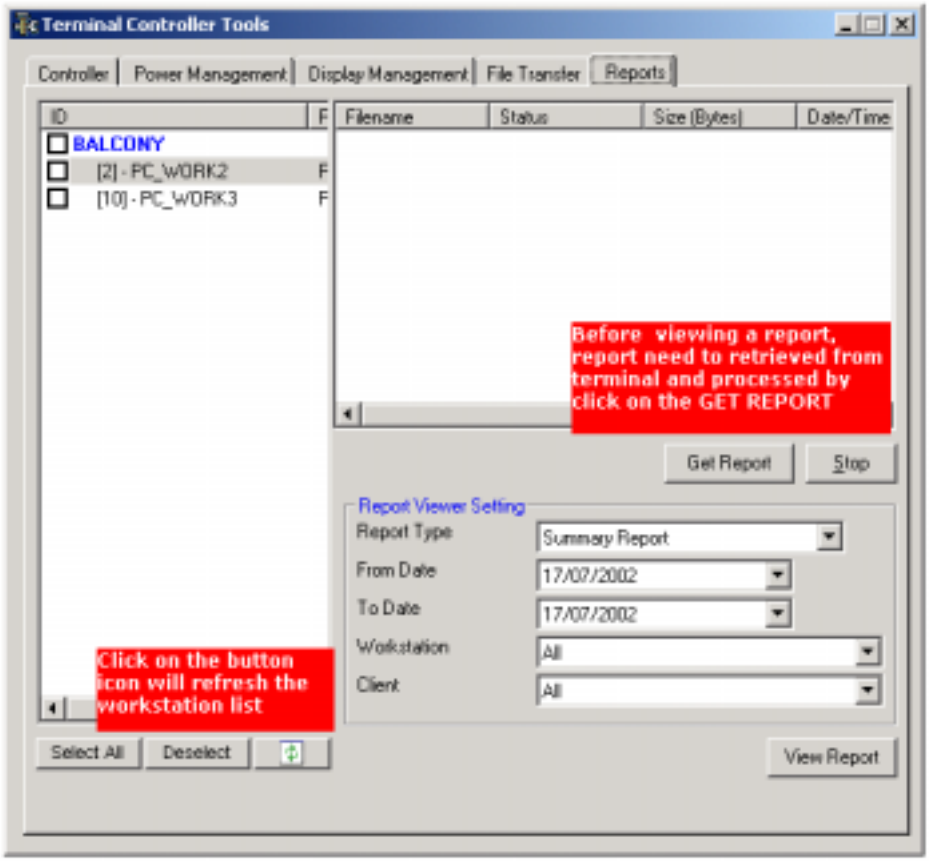

Figure 37.0

[GET REPORT] – Reports need to retrieve from the terminal. All successfully retrieved reports will be process and updated into the database. The report file will then be added in the top right grid with the filename. Same as the *File Transfer Tab*, if retrieving fail, indication will be displayed on the column status. To stop a half generated report, just kindly click on the [STOP] button.

Successfully generated report can be view by clicking on [VIEW REPORT] button. There are 2 types of report namely ***Summary Report*** and ***Itemized Report*** Reports item can be filtered using the given fields in combo box such as From and To Date, Workstation and Client.

Example of Summary Reports

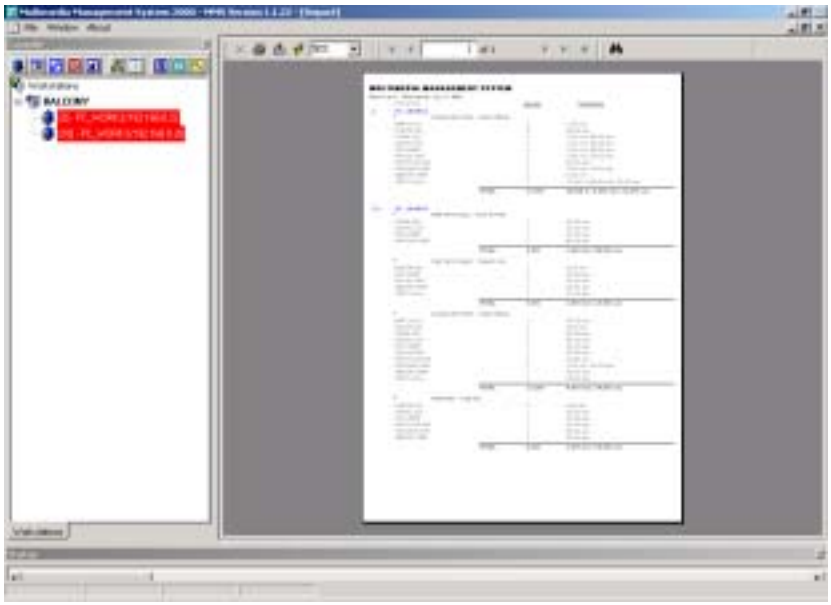

Figure 38.0

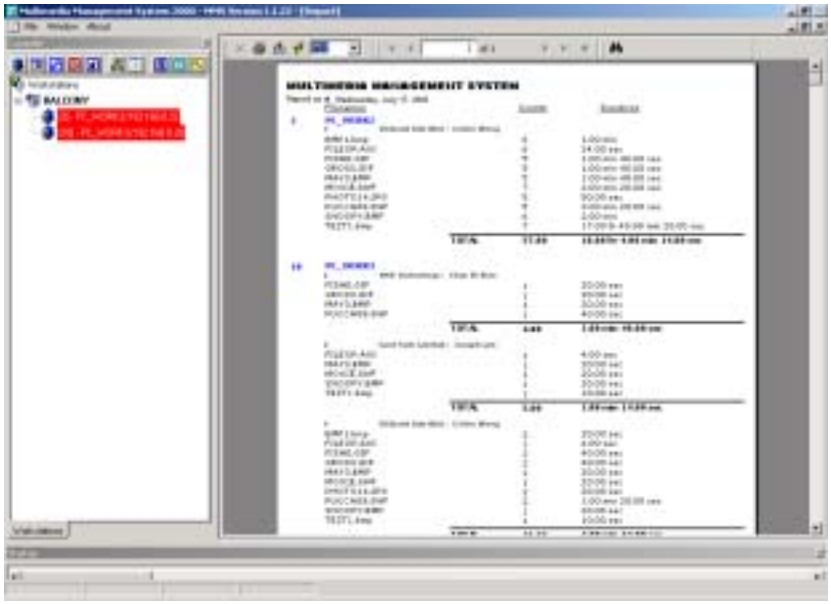

Figure 39.0

Example of Itemized Reports

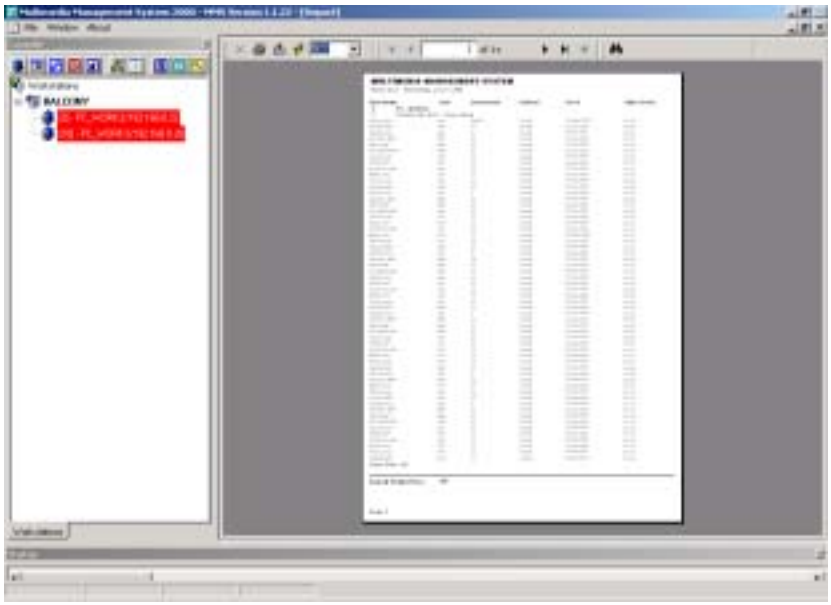

Figure 40.0

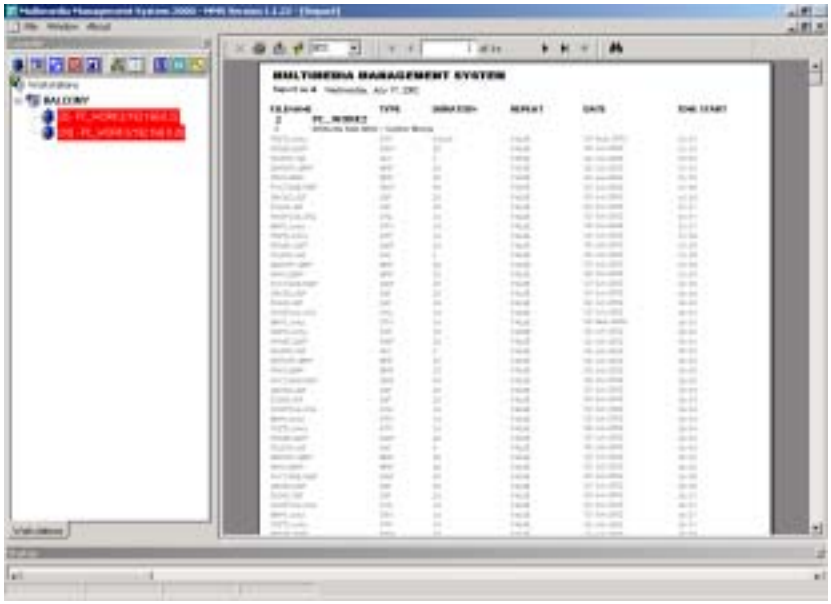

Figure 41.0