



## **Admira Digital Signage Platform Manual**

**[www.admira.mobi](http://www.admira.mobi)**

# Table of Contents

<b>Introduction .....</b>	<b>4</b>
<b>Glossary of terms .....</b>	<b>4</b>
<b>ADmira Player .....</b>	<b>6</b>
<i>Characteristics .....</i>	6
<i>Registering a Player.....</i>	7
<i>Configuration instructions of a Player .....</i>	8
<b>Simple Mode .....</b>	<b>9</b>
<b>Advanced Mode .....</b>	<b>9</b>
<i>Example of "real" use of Advanced Mode.....</i>	10
<b>ADmira Management System.....</b>	<b>12</b>
<b>1. Overview .....</b>	<b>12</b>
<b>2. Content.....</b>	<b>12</b>
2.1 Upload .....	13
2.1.1. Formats accepted by the system .....	14
2.1.2. Uploading full screen content or Flash/HTML files with attachments.....	14
2.1.3. Upload the attachments files for Flash/HTML .....	15
2.1.4. Capture devices .....	16
2.1.5. Web Content.....	17
2.1.6. Widget.....	17
2.2. Content.....	18
2.2.1. Properties of Contents .....	18
2.2.2. Edit content distribution.....	19
2.2.3. Emission mode .....	20
2.3. Smartcontent.....	21
2.4. Removed content .....	23
<b>3. Booking (Advanced mode).....</b>	<b>24</b>
3.1. Reservations.....	24
3.2. Schedules .....	24
<b>4. Management .....</b>	<b>26</b>
4.1. Production .....	26
4.1.1. Simple Playlists .....	26
4.1.2. Blocks (for simple playlists).....	27
4.1.3. Categories (Advanced Mode).....	28
4.1.4. Criteria (Advanced Mode) .....	30
4.1.5. Ratios .....	32
4.1.6. Playlists with criteria.....	35
4.1.7. Templates .....	35
4.2. Distribution .....	39
4.2.1. Inventory .....	39
4.2.2. Screens.....	40

4.2.3. Schedules .....	43
4.3. Management.....	44
4.3.1. Broadcasting.....	44
4.3.2. Stats.....	44
4.3.3. Log .....	45
4.3.4. Administration .....	45
4.3.5. Users .....	46
4.3.6. Projects.....	47
4.3.7. Downloads Log.....	47
4.3.8. Emission Log .....	47
4.3.9. Traffic Statistics .....	48
4.3.10. Notifications.....	48

## Introduction

This document explains the key functionalities and terms that are crucial for a proper adoption and usage of **ADmira**.

**\*ADmira recommends the use of Chrome and Mozilla Firefox browsers to access the online management portal.**

## Glossary of terms

### Player

It is the dedicated computer where the **ADmira Player software** is installed. It acts as the receptor and displays the programmed content.

### Simple Mode

It is the simple alternative for **Playlist** creation. The user specifies "manually" the content to be displayed and in what order.

### Advanced mode

It is the advanced alternative for **Playlist** creation and management where the sequence of multimedia contents is generated automatically following **ratios**, **criteria** and each content **category**.

### Playlist (simple mode)

It is a list of multimedia **contents** that will be displayed in the assigned players. The contents are sorted according to a preconfigured order. These playlist are easily modified using the online management portal.

### Playlist by criteria (advanced mode)

It is a dynamiclist of multimedia **contents** that is automatically generated by the platform for each Player, according to the following advanced distribution parameters: Categories, Criteria, Blocks and Ratios.

### Categories

Tag or keyword that describes the type of content - for example, "Advertising" or "Information". Categories are used in the Advanced mode to generate **Playlists** automatically, respecting the percentage of emission of this content category in the ratio (e.g. 50% of advertising). Categories apply to content and percentages of the emission ratio.

## Criteria

Tag or keyword that determines the distribution of content - for example, "All Players" or "Barcelona" -. The criteria are used in the Advanced mode to generate **Playlists** automatically, which apply to content and Players.

## Ratio

Percentage of emission ("screen quota") for each content category. The emission ratio applies to the Player.

## Block

Ordered grouping of various contents, which in turn is enclosed within a **Playlist** as if it were a single element. This allows handling "playlists within playlists" to manage the new content and order within these in a more simple, fast and comfortable way.

## Bandwidth

A measure that represents the **available or consumed data communication resources** expressed in bits/second or multiples of it (kilobits/s, megabits/s etc.).

## Broadcast

A connection that allows for information to be sent from a server to multiple displays at one time.

## Content

Multimedia files (static and/or dynamic) that are played back on a Digital Signage Media Player device.

## Digital Media Platform

The infrastructure (hardware, software, connectivity and various resources) that is purposefully designed to host, support and broadcast various media file types with the objective to entertain, inform, and educate a targeted audience, as well as drive advertising contents to the points of Digital Signage.

## Proof of Play

A secure document where content is logged each time content is displayed. Proof of play shows a summary of count and duration for every hour. This is often used to charge advertisers.

## ADmira Player

A dedicated and robust computer is one of the basic elements in to launch a Digital Signage circuit. The players must have the **ADmira Player software** installed in order to display the programmed multimedia contents. The minimum number of players per circuit is 1 and additional players can be added easily using the online management portal.

The first step to activate a player is to download the admira player software. It is very important to have a clean, fast and dedicated computer in order to maximize the Digital Signage experience and avoid emission issues. The setup file can be found and downloaded at this link:

<http://www.admira.mobi/Downloads/ADmiraMobi.exe>

Once downloaded, install it by following the instructions displayed by running AdmiraMobi.exe.

### Characteristics

The program has four distinct modules:



**ADmira Player:** Content player.



**ADmira Transfer:** Transfers files and / or settings from server to the computer

- Green: Active (Connecting to the server, updating for changes)
- Red: Off (no connection to the server, not updating for changes)



**ADmira Manager:** Responsible for setting **ADmira Transfer** to restart in case of an involuntary loss of connection to the server.



**ADmira Config:** Allows you to change the configuration parameters of the **Player**, like setting a schedule or set up a connection with a Proxy server (intermediary).

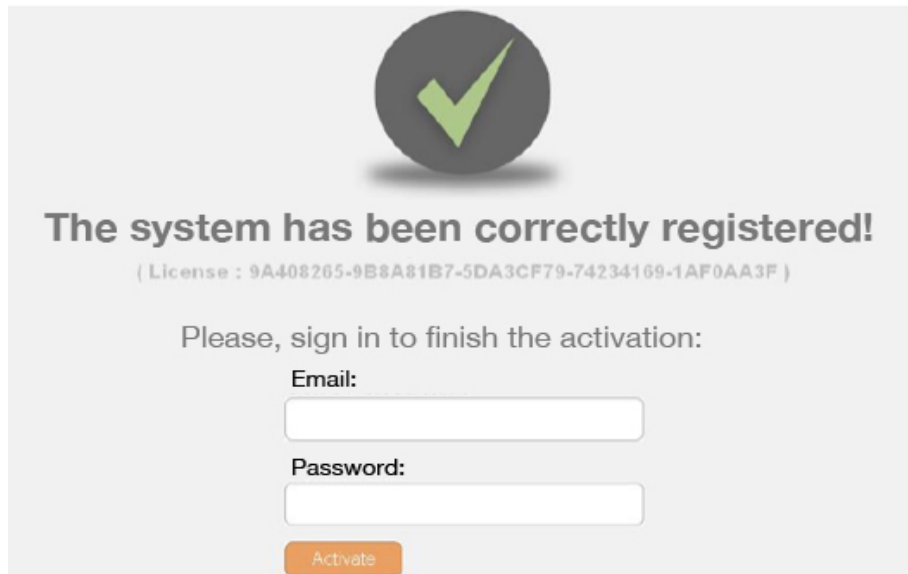


**Stopping the Player's execution:** Right Click the **ADmira Transfer** icon on the taskbar (System tray) and select the option "Start / Stop Player".

To resume execution, you just have to repeat the action.

## Registering a Player

This message should appear on the Player screen once the **ADmira Player** has been properly installed and configured:



Players are activated with the **username and password of the circuit manger**. All users must register at [www.admira.mobi](http://www.admira.mobi) in order to be able to take control of a circuit. The Players are linked to the online management system and circuit based on this step. It is very important to maintain record of the email address and password to access the portal and activating players.

At this stage, the Player is already prepared to reproduce content if a simple playlist is created and assigned. It is highly recommended to start your experience with simple playlists.

The advanced distribution mode is also possible at this stage. To start the advanced distribution mode, one must edit the Player's configuration, (change the playlist mode from single to automatic).

### Notes:

The player must have an Internet connection so that it can be updated with new content and configurations.

Players with NO Internet connection will only show content downloaded in last update.

## Configuration instructions of a Player

The Player is already ready to start broadcasting content. However, as the normal application of the Player is to use it as part of a circuit of Digital Signage in a public place, it is recommendable to follow a series of steps for starting and stopping the Players and **avoid giving a bad image** in case the Player stops playing (e.g, screensaver, antivirus warning or an OS update could make the Player exit its fullscreen mode).

1	Access BIOS and switch on the <b>PowerAlways</b> option (to boot automatically in case of power failure). Optionally, enable <b>Wake onAlarm</b> options (to start at a specific time) or <b>Wake on LAN</b> (to boot from a "signal" given by a server).
2	Remove all users but the administrator one. Do not put a password.
3	Disable the screen protector
4	Disable the power saving, in Windows, set <b>Switch Off Everything</b> to "Never".
5	Set the display resolution to the appropriate resolution for the content.
6	Disable automatic updates.
7	Disable the Windows warnings.
8	Hide desktop icons and start bar.
9	Schedule a shutdown task if necessary.
10	Disable or configure the antivirus to not showing any alerts or messages.
11	Check that there is Internet access.

Once these steps are completed, the Player is ready to start with the most demanding Digital Signage scenario.

Now, we'll see the **two ways to create a Playlist** so the Player can broadcast content.



## Simple Mode

With the **Simple Mode**, one must select the contents (**individually** or organized into **blocks**), add them to the Playlist, and assign a position. These positions will be the order of display in a **loop cycle**.

Once generated the Playlist, the user must specify the assigned players. A Playlist can be assigned one or more Players. In addition, various Playlists can be assigned to each Player if different schedules are specified.

## Advanced Mode

This option is recommended for large circuits (with many Players), where **Playlists are generated automatically based on criteria, categories and ratios** assigned to the contents and Players and previously defined by the user.

- **Categories:** **Type** of content, e.g. *Advertising, VA, News, Cinema*, etc.
- **Criteria:** **Where** the content will be displayed, based on geographic or demographic variables, e.g. *Madrid, Barcelona, Ground Floor*, etc.
- **Ratios:** **Emission share** of the content that belongs to a certain category, e.g. *50% Advertising, 30% News, 20% Cinema*. Ratios must always sum 100%.

Before starting to assign categories, criteria or ratios to the contents and Players, one must define the specific needs of the project.

First, one must **distinguish the Players** and group them by **Criteria**. Normally, this differentiation corresponds to the location of the Player, but it can be any that satisfies the user's needs.

Now we have to create a series of **Categories** for the **content**. These categories will define the content type and will be included later in the percentage of the emission **Ratio** by specifying a screen quota (fixed or variable) to one or more categories of content.

After defining the **Criteria**, **Categories** and **Ratios** of the project, assign one or more **Criteria** and a **Category** to the uploaded content (at the time of the upload or in "edit distribution").

Finally, it is necessary to define a "Broadcast Mode" for content, which may be a "number of showings" (e.g. 30 showings / hour) or "unlimited".

## Example of "real" use of Advanced Mode

We have to create a project for a mall where there are **3 distinct areas**: restaurant zone, shopping zone and leisure area. In this case, the area where the Player is installed is a **criterion**, which can have as values the zones named above. According to this criterion we'll distribute the content in the Player.

Also, we have the following **content types**:

- **Cinema**: movie trailers.
- **Advertising**: different types of advertising
  - Restaurants
- **Telephony**: Telephony stores, operators, etc.
- **Fashion**: clothing brands, shops
- Other
- News
- Sports
- Other
- Trivia
- **Filler content**: short promotional clips of the mall.

Therefore, we will create a **category** for each "group" of content (Film, Advertising, News), and within each category we will specify the content type (Restaurants, telephony, etc.)... In addition, we want to display mainly **advertising** and content **relevant to the area** in which is the Player. To a lesser extent, we want to deliver **news** and **curiosities**.

So the broadcast **Ratio** that can be defined as follows:

- 40% Advertising
  - **Categories**: Advertising, Filler
- 40% Content relevant to the area
  - **Categories**: Cinema, Restaurants, Fashion, Filler
- 20% News and curiosities
  - **Categories**: News, Filler

With all this set, the next step is upload the content. As we upload the content, we specify in which **criteria** and **categories** it fits.

For example, if we upload a movie trailer, we will assign it to the criterion "**Leisure Area**" and to the category "**Cinema**", whereas if we upload a

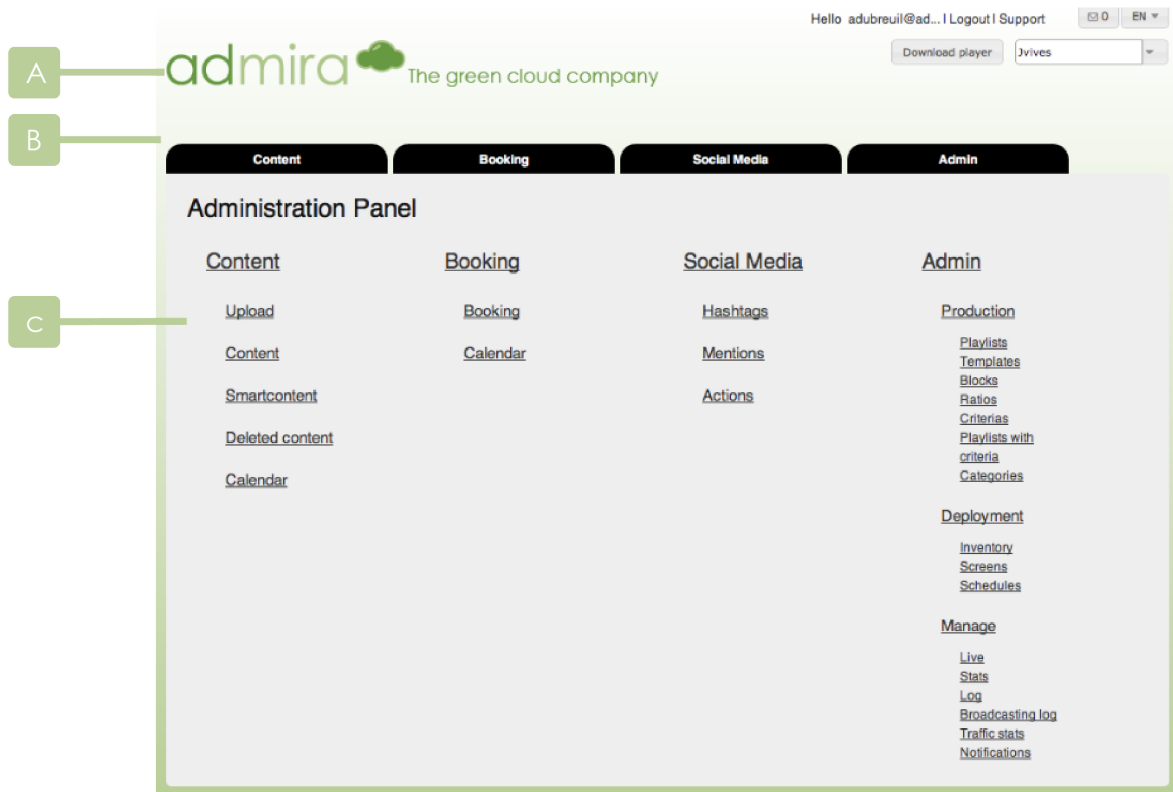
news clip we will assign it to all areas and to the News category. Then you just need to specify the scheduling (number or percentage of showings or unlimited), and **the system will take care of generating the Playlist for all day and automatically distribute content**, respecting all the given parameters.

**Now, let's work with admira.mobi!**

# ADmira Management System

## 1. Overview

The ADmira Management System provides all of these key functionalities once the user has logged into the system.



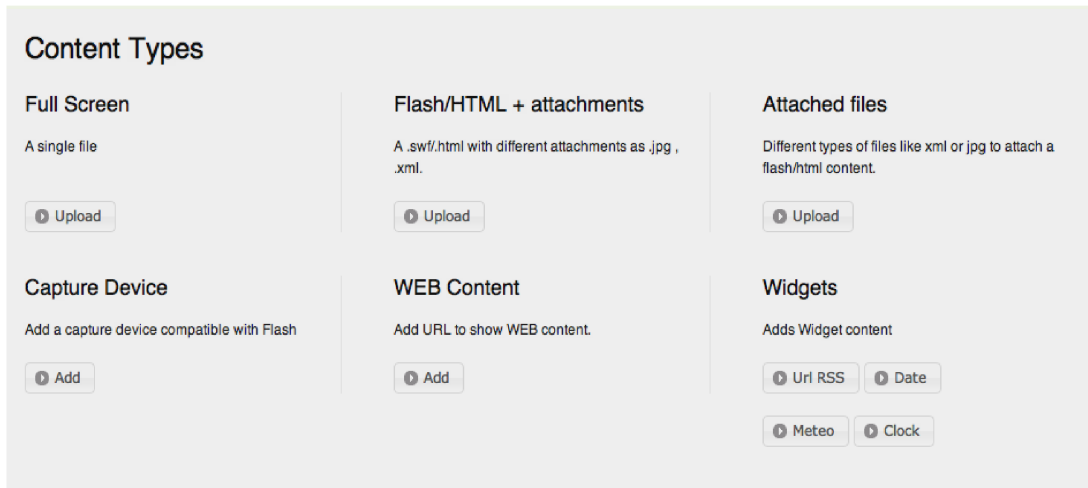
The following table describes the main functionalities:

	Name	Function
A	Logo	Shortcut to the home page
B	Main Menu	Allows the user to browse through the content listed in the General Overview
C	Home	Overview of all specifications and features of ADmira

## 2. Content

Clicking in the **Content** tab you will access this section. Through the Content section you will be able to upload content to the platform, administrate it and even create new contents for your project using the **Smartcontent** tool.

## 2.1 Upload



**Content Types**

<b>Full Screen</b> A single file <input type="button" value="Upload"/>	<b>Flash/HTML + attachments</b> A .swf/.html with different attachments as .jpg , .xml. <input type="button" value="Upload"/>	<b>Attached files</b> Different types of files like xml or jpg to attach a flash/html content. <input type="button" value="Upload"/>
<b>Capture Device</b> Add a capture device compatible with Flash <input type="button" value="Add"/>	<b>WEB Content</b> Add URL to show WEB content. <input type="button" value="Add"/>	<b>Widgets</b> Adds Widget content <input type="button" value="Url RSS"/> <input type="button" value="Date"/> <input type="button" value="Meteo"/> <input type="button" value="Clock"/>

With the **Upload** option one can upload files to the platform or add other content types such as **widgets** or **web content**.

<b>Full screen</b>	Upload single files (images, flash, video) to be displayed full screen.
<b>Flash/HTML + attachments</b>	Upload a base content (SWF or HTML) plus attachments (XML, JPG, etc).
<b>Attachments</b>	Upload files that are associated with an already existing SWF or HTML content.
<b>Capture Device</b>	Adds a capture device compatible with Flash. The content uploaded from this device can be embedded in templates.
<b>Web Content</b>	Adds a URL to display web content.
<b>Widgets</b>	RSS applications that perform the daily reading of information from other sites (news, weather, time, date).

### 2.1.1. Formats accepted by the system

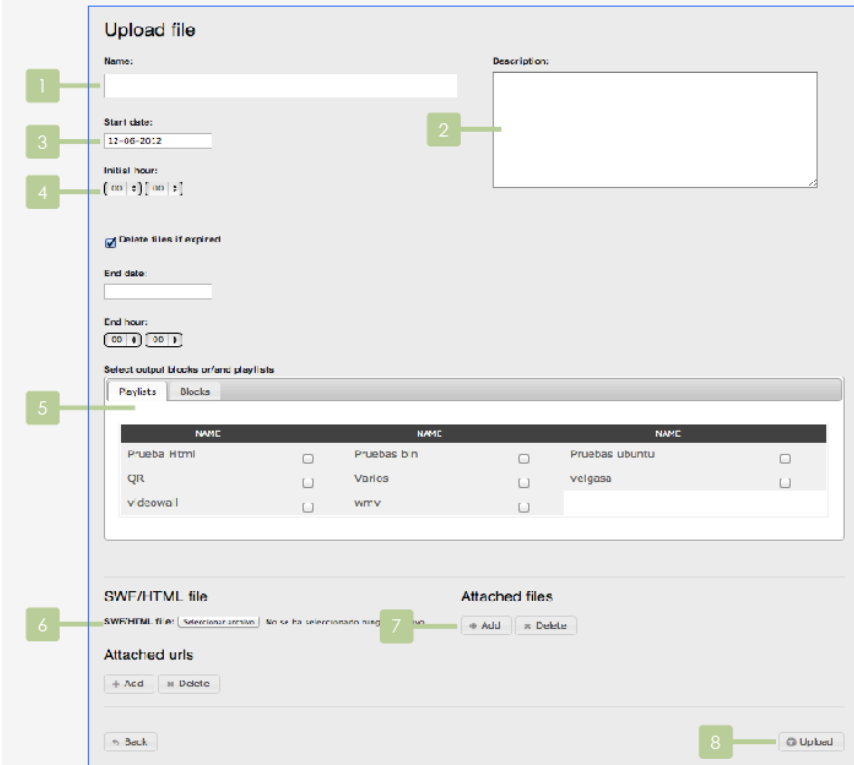
The system **accepts the majority of common video formats**, with or without audio (*mov, mp4, flv, wmv, mpg*), **image formats** (*gif, jpg, jpeg, png*), **Flash** files (*swf*) and **HTML** files.

Imageformats	Video formats	Flash format	HTML format
.gif .jpg .jpeg .png	.mov .mp4 .flv .wmv .mpg .avi	.swf	.html

Automatic coder: ADmira has a coder that **optimizes the performance of content**. If a content parameter is not appropriate (size, codec, format...), the **server will automatically convert it** to the optimized format for emission.

### 2.1.2. Uploading full screen content or Flash/HTML files with attachments

When using the option “**Full Screen**” or “**Flash/HTML with attachments**” you’ll see this screen.



The screenshot shows the 'Upload file' interface with the following elements and callouts:

- 1**: Name input field
- 2**: Description text area
- 3**: Start date input field (showing 12-06-2012)
- 4**: Initial hour input field (showing 00:00)
- 5**: Select output blocks or/and playlists section, including a table of available blocks and playlists.
- 6**: SWF/HTML file input field
- 7**: Attached files section with Add and Delete buttons
- 8**: Attached urls section with Add and Delete buttons

NAME	NAME	NAME
Prueba HTML	Pruebas b n	Pruebas ubuntu
QR	Varios	veigasa
video wall	Wmv	

1	Give a name and a description of the file
2	<i>*Optional:</i> Give a description. It can also generate a QR code but we'll see this feature later.
3	Select a start/End date * By Default start date is the current day
4	Select a start/end time * By default it's 00:00 in the both case
5	Under the Playlists tab, select any pre-defined playlists you wish the content to appear in.  In the Blocks tab select any pre-defined blocks for the content to be placed in  Continue the same selection process for the Category and Criteria tabs. *We will include soon the emission mode tab to improve usability.
6	Search content in your computer
7	You can make additions by adding multiple search fields.  *In the case of "Flash/HTML + Attachments" on right there will be an option to upload the attachment files of the .swf/.html
8	Upload the file to the system.

### 2.1.3. Upload the attachments files for Flash/HTML

You can upload and delete **Attachments (.xml, .txt, .jpg, etc.)** for Flash content **independently from the .swf or .html file** (that is to say, without the need to use "Flash/HTML + attachment files") using the option "Attached Files" whenever the **Flash or HTML content has been uploaded to the system earlier**. The files will be linked if the Flash/HTML content has its reference (hence, the attached files should keep the same name).

You simply have to choose the already uploaded Flash/HTML content and modify its attachments.

Once selected, you will see this screen:

### SWF/HTML file

SWF/HTML file:  Blue Wave.jpg

### Attached files

Attached file 1:  admira-icon-grande.jpg

Attached file 2:  background.jpg

Attached file 3:  Bubbles.jpg

Attached file 4:  Blue Green.jpg


### Attached urls

- 1 Choose an existing Flash/HTML content
- 2 A list of current attachments files  
\* By clicking the red cross to the right of each item, you remove the content you added
- 3 Add attachment URLs
- 4 Add attachment files

#### 2.1.4. Capture devices

When content is added through **Capture Devices** (a camera, DVB, TV...) we must define some areas.

### Capture Device



Press "d" on Admira Player to show an available device list

**Video ID** 
**Audio ID** 
**FPS** : 
**Size** :  x 
**Duration** :

Video and sound ID can be obtained **pressing D in the Player** (when it is operating). This will show a list of **devices connected to the Player** and their IDs.

You can connect a webcam or other capture device compatible with Flash Player, allowing the capture of content from a DVD or DVB-T (With a TV output, from which you can control the emissions, for example).



## Notes

If you use a video capture we recommend the **SVEON stv40**.  
<http://www.sveon.com/fichaSTV40.html>

*It is recommended to use this kind of content with the template feature.*

### 2.1.5. Web Content

During the addition of **Web Content** it is necessary to specify the URL and the duration of the content.



The screenshot shows a form titled "WEB Content". On the left is a speech bubble icon. To its right is the label "URL:" followed by a text input field containing "http://". Further right is the label "Duration (s):" followed by a numeric input field containing "10".

The web page will be displayed in the same way that if you access it through a browser, but in full screen (without the address bar, no menu or tools).

### 2.1.6. Widget

There are currently **four types** of content Widget.

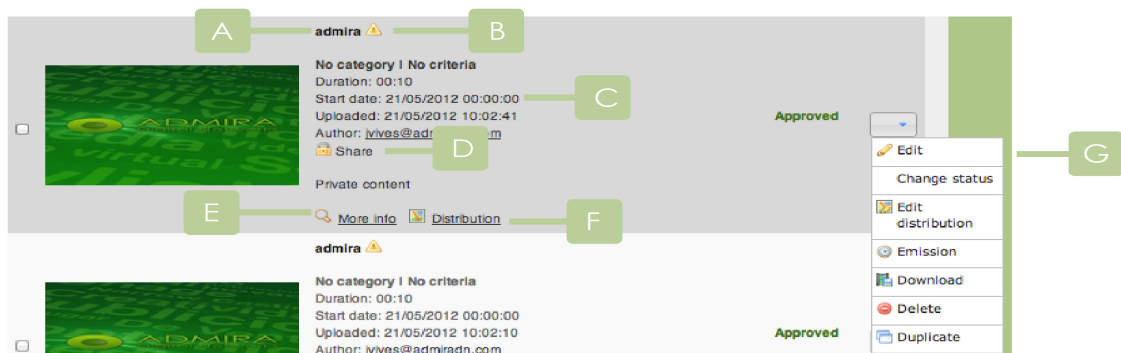
- RSS: Reproduces **FeedRSS** by giving its URL
- Clock: Shows the **current time** on full screen.
- Date: Shows the **current date** on full screen.
- Weather: Shows **weather information** from the specified city.

## 2.2. Content

In this section you will manage the content uploaded to the platform, which is shown as a list.

### 2.2.1. Properties of Contents

Each item in the content list, with its preview, is presented like this:



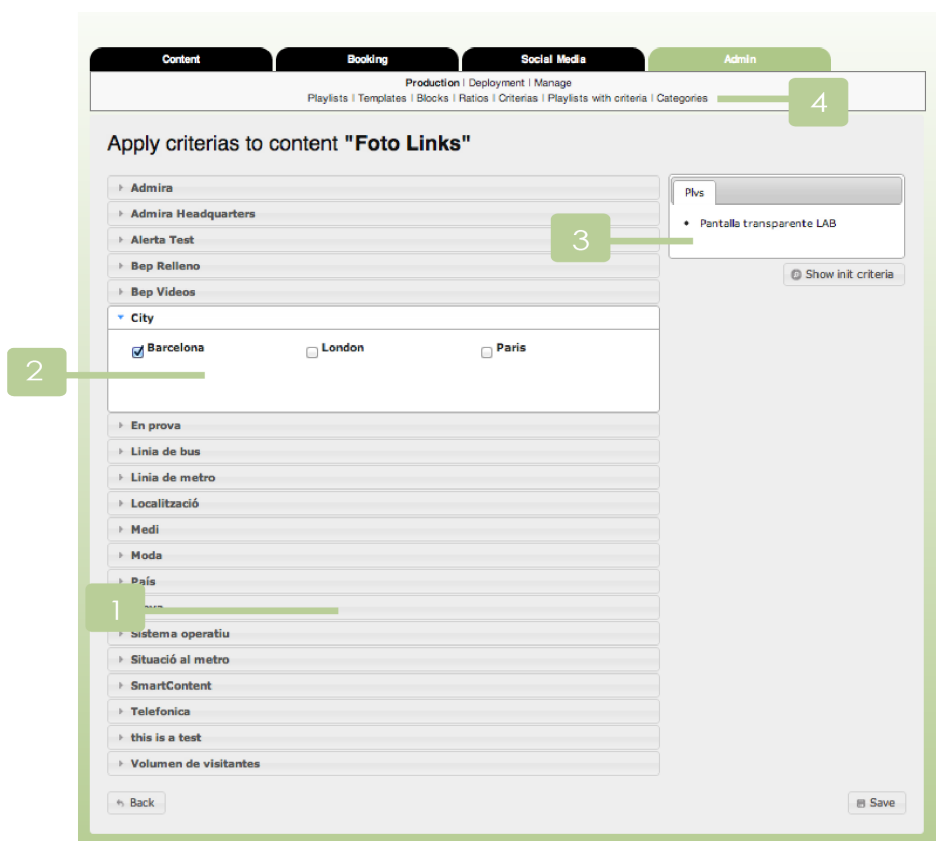
Index	Function	Description
A	Title	Shows the name of the content
B	Notice	Indicates that the content does not have <b>criteria</b> or <b>categories</b> (they are needed only in advanced mode).
C	Length	Indicates the content duration. Static images (jpg, png...) have default duration of 10 seconds (configurable).
	Activation and expiry	Time from which the content is diponible and may be emitted. By default, activation occurs at the moment of the upload and the duration is unlimited <i>* By default, contents are removed when expired</i>
	Uploaded	Date and time of the upload of the content to the platform.
	Author	User who uploaded the content.
D	Sharing	Displays the URL to be able to share content.
E	Additional Information	Displays the resolution, times and days assigned to content.

F	Distribution of Content	View <b>playlists</b> , <b>players</b> and <b>campaigns</b> related to the content.
G	Edit	You can edit the information (name and description) of the content and activation dates and end dates.
	Change status	Change content status ( <i>Pending, Approved or canceled</i> ). Only the contents "Approved" can be issued.
	Change distribution	Allows you to change the criteria, categories and <b>Content Distribution</b> (required for advanced mode).
	Live	You can edit the schedule and the transmission mode of the content (for the advanced mode).
	Downloading	You can upload the content.
	Delete	Delete the system contents <i>*Deleted contents can be retrieved from the page "content erased".</i>

### 2.2.2. Edit content distribution

You only need to modify the content distribution if you're going to use **Advanced Mode**, otherwise it is not necessary to do so (Content is added manually within a Simple Playlist).

It is necessary to assign **criteria** and **categories** for all content that will be used for distribution in **Advanced Mode**.



The screenshot shows the 'Apply criterias to content' interface for 'Foto Links'. The interface has a top navigation bar with 'Content', 'Booking', 'Social Media', and 'Admin' tabs. Below the navigation bar, there is a breadcrumb trail: 'Production | Deployment | Manage | Playlists | Templates | Blocks | Ratios | Criterias | Playlists with criteria | Categories'. A green callout '4' points to the 'Categories' link in the breadcrumb trail. The main content area is titled 'Apply criterias to content "Foto Links"'. It features a list of criteria on the left, with a green callout '2' pointing to the 'City' criterion. The 'City' criterion is expanded, showing a list of cities: 'Barcelona' (selected with a checkbox), 'London', and 'Paris'. A green callout '3' points to the 'City' criterion header. On the right side, there is a 'Plus' button and a list of categories: 'Pantalla transparente LAB'. A green callout '1' points to the 'Save' button at the bottom right of the interface. A 'Back' button is located at the bottom left.

- 1 In the **Status** section on the right of each subject, click on the dropdown menu. (Point G in 2.2.1. Properties of materials). Then click **Edit distribution**.
- 2 All **criteria** established in the project will appear. Select those you want to apply to the content emission.
- 3 Once the criteria chosen, the **list of screens / Players** in which the content will be broadcasted, will appear (if screens or Players are assigned to a criterion).
- 4 Review the selection criteria and repeat steps 2 and 3 for the **categories**.

## Notes

The more criteria a content has, the more restricted will be its emission. This is because only the players that meet all those criteria can broadcast it.

### 2.2.3. Emission mode

When using **Advanced mode** it is necessary to define an **emission mode**, showings per hour, emission rate (within their ratio percentage) or unlimited emission (**this option is the default**, and normally used for filler content that fills the free space in Advanced Mode Playlists)



Index	Function	Description
A	Type of Emission	Showings per hour - Allows you to set the number of showings the content will be shown as a fixed number  Emission rate - Sets how many times the content will be shown as a percentage.

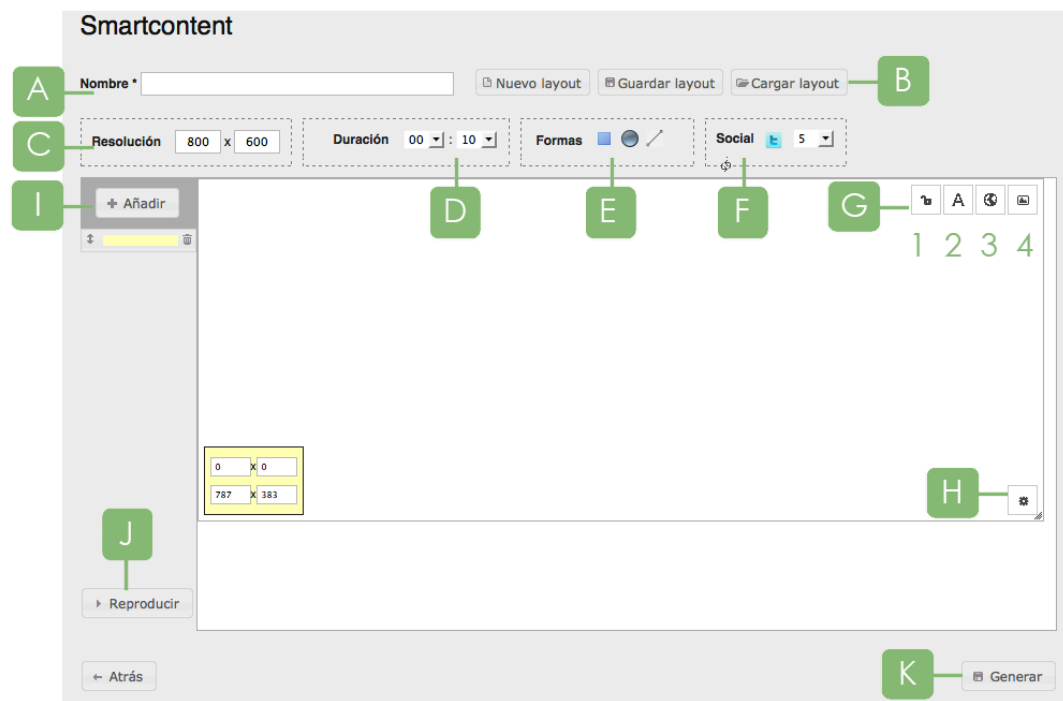
		Unlimited - Plays the content as often as possible (it is used as filler content).
B	Add schedule	Add a new Schedule for the specific content.
C	Schedule	Allows you to determine which days the content will be played.

To configure emission schedules of content in the **Simple Mode**, the content must be inserted in a Playlist or Block, and then click on the "Clock" icon next to the preview.

In case the content is in a Block (qithin a Playlist), it is possible to define showings per hour to the whole Block, but not to each content individually.

## 2.3. Smartcontent

Smartcontent is an **online tool to create content**, which you can use to create both **static and dynamic compositions** easily.



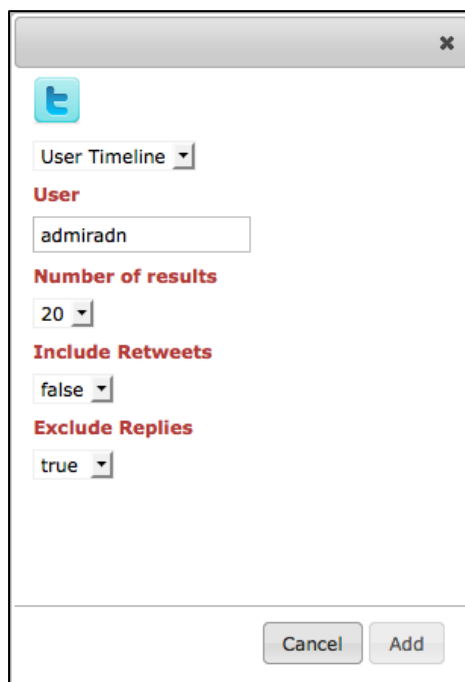
A	Name	The title that will have the content
B	Action	New, Save a Layout, Load a Layout
C	Resolution (in pixels)	It is very important that the resolution of the workspace is the same as the resolution of the screen in which the content will be displayed. If this is not the case, there could be loss of quality or image distortion.
D	Lenght	Duration of the Smartcontent.
E	Shapes	A panel of predetermined shapes are available ( <i>rectangular, circular, line</i> ). Forms are added by clicking the icon.
F	Social	Allows adding a Twitter profile to include <i>tweets</i> as text.
G	1	Permits editing of the layer to other project users  <i>The padlock has three positions:</i>  <i>1. Editing allowed total (open lock)</i> <i>2. Edition the content of the layer and not the position (closed lock)</i> <i>3. No permission (briefcase)</i>
	2	Inserts text in the layer
	3	Inserts an image from URL adress
	4	Inserts an image from the content of the image uploaded to the platform
H	Effects	Defines animation effects of the layer
I	Add	Adds object. This object can be an image or text and is inserted as a new layer.
J	Play	Overview of the way the effects of the layer behave.
K	Generate	Last step to give the diffusion content <i>* The generated content format is <b>html</b></i>

Once the Smartcontent is generated, it will appear in the **List of Contents** ready to be added to a single playlist or distributed by Advanced Mode.

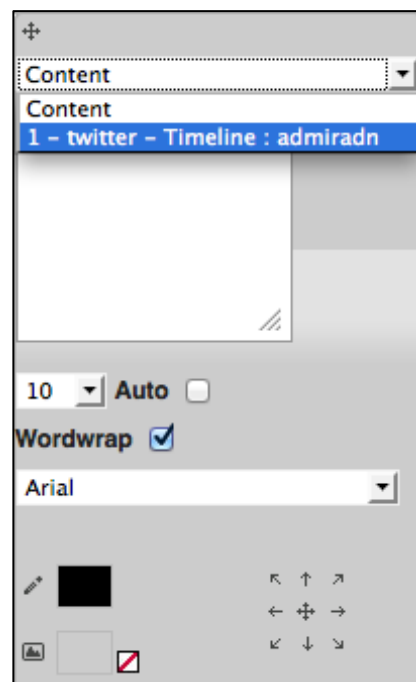
### How to add a Tweet

1	Clic the Twitter icon in "Social"
2	Choose the type of Tweet to search (tweets of a user or about a specific topic).

- 3 Enter the username or topic to search.
- 4 Limit number of results, choose whether to include retweets/responses or not
- 5 Confirm (click “Add”)
- 6 Add a new layer of text
- 7 In the superior drop-down menú, chose “Twitter - *type of result – keyword*”.



A dialog box for configuring a Twitter search. It features a Twitter logo at the top left. Below it, there is a 'User Timeline' dropdown menu. The 'User' field contains the text 'admiradn'. The 'Number of results' is set to '20'. The 'Include Retweets' checkbox is unchecked, and the 'Exclude Replies' checkbox is checked. At the bottom right, there are 'Cancel' and 'Add' buttons.



A dialog box for configuring a content layer. It has a 'Content' dropdown menu at the top, which is currently set to 'Content'. Below it, there is a text input field containing '1 - twitter - Timeline : admiradn'. The 'Number of results' is set to '10'. The 'Auto' checkbox is unchecked. The 'Wordwrap' checkbox is checked. The font is set to 'Arial'. At the bottom, there are icons for image, video, and a red square icon, along with a set of directional arrows.

## 2.4. Removed content

The system ensures that deleted content is maintained on the server for one year in order to be downloaded and recovered.

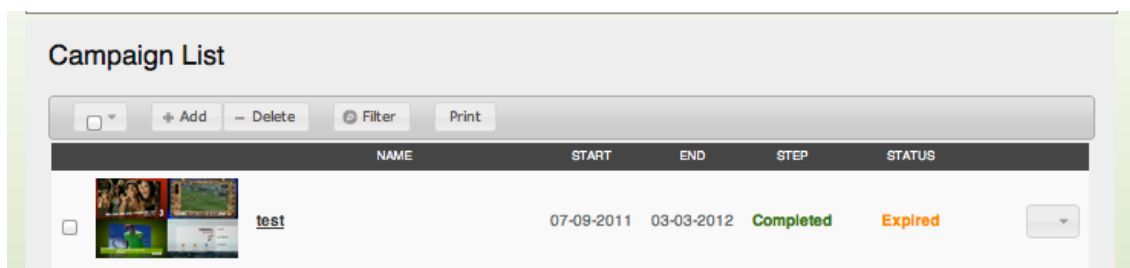
### 3. Booking (Advanced mode)

The booking tool allows **distributing the content** to the Players of the circuit trough the **creation of advertising campaigns** (made in four easy steps).

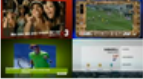
Thus, **it is not necessary to assign neither distribution criteria nor categories to content**, but adding one or more contents to a reservation makes the contents take the required information for their distribution from the campaign.

#### 3.1. Reservations

This section shows the list of available campaigns:



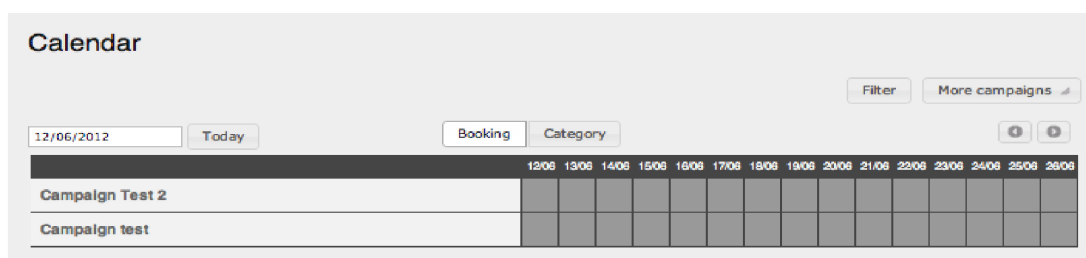
The screenshot shows a web interface titled "Campaign List". At the top, there are buttons for "Add", "Delete", "Filter", and "Print". Below these is a table with the following columns: NAME, START, END, STEP, and STATUS. The table contains one row with a thumbnail image, the name "test", start date "07-09-2011", end date "03-03-2012", status "Completed", and a sub-status "Expired".

	NAME	START	END	STEP	STATUS
	test	07-09-2011	03-03-2012	Completed	Expired

To create a new campaign, you just have to click **Create**. It is a four-step process:

- Fill the **Basic Information for the Campaign**: name, description, start and end date and the status of the campaign (confirmed or not)
- Define **distribution criteria and category of the campaign**. The system will show the list of Players that meet the selected criteria.
- Define the **emission schedule** of the campaign and **add content**.
- **Confirm the selected dates** for the campaign. You can check availability on each month.

#### 3.2. Schedules



The screenshot shows a web interface titled "Calendar". It includes a date selector (12/06/2012), a "Today" button, and tabs for "Booking" and "Category". There are also buttons for "Filter" and "More campaigns". The main part of the interface is a calendar grid showing dates from 12/06 to 26/06. Two campaigns are listed: "Campaign Test 2" and "Campaign test".

	12/06	13/06	14/06	15/06	16/06	17/06	18/06	19/06	20/06	21/06	22/06	23/06	24/06	25/06	26/06
Campaign Test 2															
Campaign test															



The Calendar tool allows the user to have a global vision of the created campaigns and of their emission dates. You can also view the calendar by content category (color code).

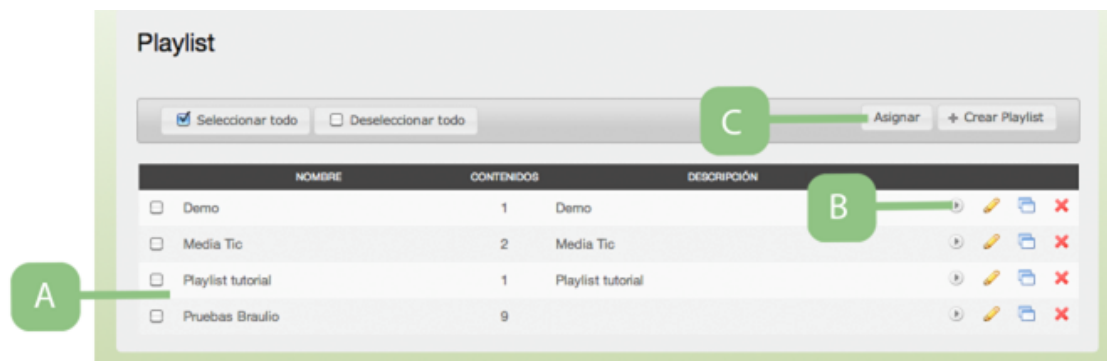
The description might be something like a Twitter **hashtag**, as in the example above (#admira), a **keyword** or **URL**. In fact, any text can be converted to a QR code but the types discussed above are the most often.

## 4. Management

### 4.1. Production

#### 4.1.1. Simple Playlists

Using this section (**Management> Production> Playlist**), you can create and manage Playlists in Simple Mode and assign them to Players who are configured for it (by default they are).



Índice	Función	Descripción
A	Title/Description/Contents	Displays the playlist's title and the number of contents it contains.
B	Modificate	<ul style="list-style-type: none"> <li>▶ Displays a <b>preview</b> of the playlist's content</li> <li>✎ Allows you to <b>edit</b> its name and description</li> <li>📄 <b>Duplicates</b> the selected playlist</li> <li>✖ <b>Deletes</b> the playlist</li> </ul>
C	Assign/Create Playlist	Assigns the playlist to Players and create new playlists.

#### Notes

Clicking **Edit** you can add content (which were previously uploaded) modify the position of different content and / or block, delete or duplicate content.

When **creating** a Playlist, you must enter a name and description, return to the list of Playlists and add content by clicking the **Edit** icon.

Playlist

Select all C Assign + Create Playlist

	NAME	CONTENTS	DESCRIPTION				
<input type="checkbox"/>	beta	3		<span>B</span>			
<input type="checkbox"/>	cadizconecta_prueba	4	Prueba de reproducción de videos				
<input type="checkbox"/>	Dani	3					
<input type="checkbox"/>	Playlist demo ADMira	7					
<input type="checkbox"/>	Playlist demo vacía	5	Es un ejemplo de playlist demo vacía.				
<input type="checkbox"/>	Playlist Test Jana	7					
<input type="checkbox"/>	Playlist test runtime	1					
<input type="checkbox"/>	Pruebas videos Led&go;	2					
<input type="checkbox"/>	tap	2					
<input type="checkbox"/>	test caducidad	3					
<input type="checkbox"/>	test scontet bugs	1					
<input type="checkbox"/>	test_eliminacion_contenidos	1					
<input type="checkbox"/>	test_eliminacion_contenidos_normal	1	Test eliminación automática de contenidos SIN bloques				

#### 4.1.2. Blocks (for simple playlists)

A block is a **content container**. Blocks provide a simple way to **group and organize** the content uploaded to the System. **Blocks can be added to Playlists** as if they were a single content, thus having the possibility of creating "Playlists within Playlists" or nested Playlists.

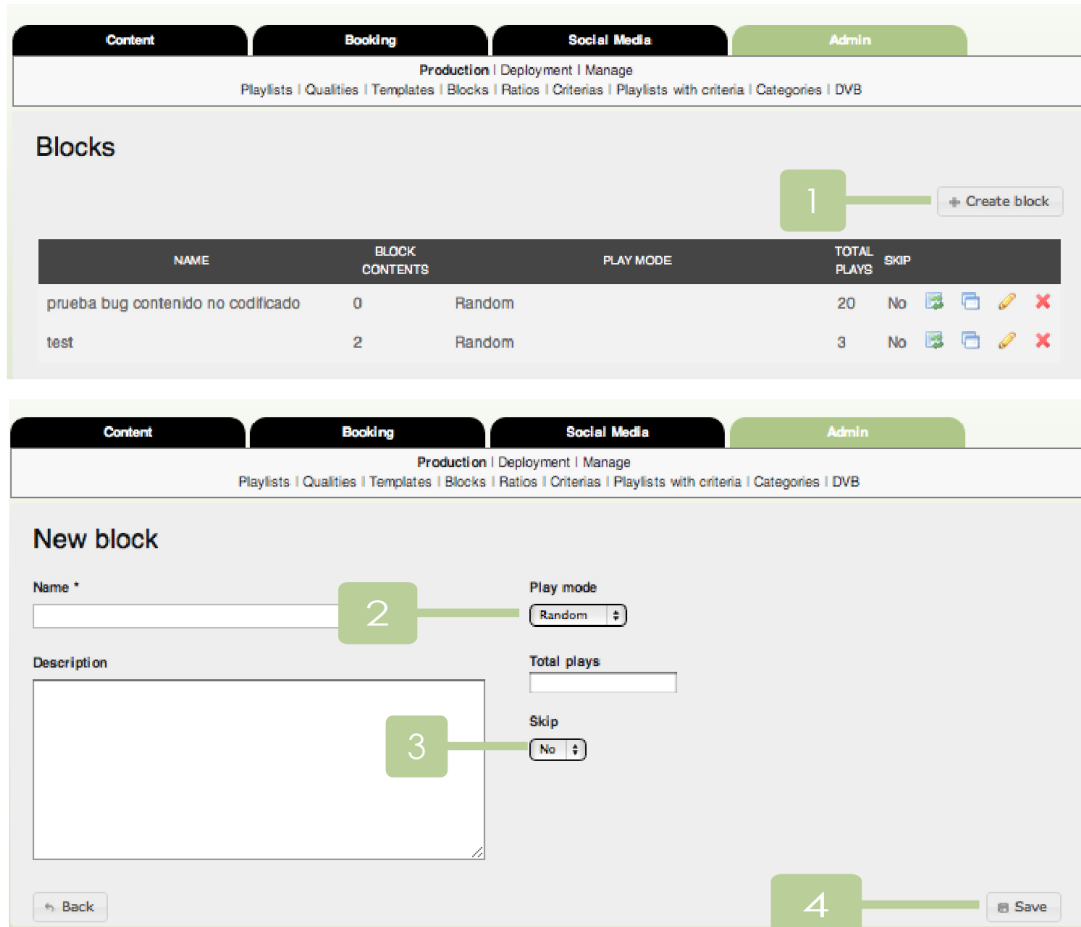
#### Notes

The **Total Plays** column defines the number of contents that will be played each time the block is selected (if the total plays is more than the number of contents contained by the block, content will be repeated).

**Skip** determines whether the player should substitute another piece of content from the block or skip its slot in case one of the pieces of content isn't playable.

The **Play Mode** selects whether the content within the block will be played **sequentially** or **randomly**.

## Adding a block



**Blocks**

1 [+ Create block](#)

NAME	BLOCK CONTENTS	PLAY MODE	TOTAL PLAYS	SKIP	
prueba bug contenido no codificado	0	Random	20	No	
test	2	Random	3	No	

**New block**

Name \* 2

Description 3

Play mode

Total plays

Skip

4 [Save](#)

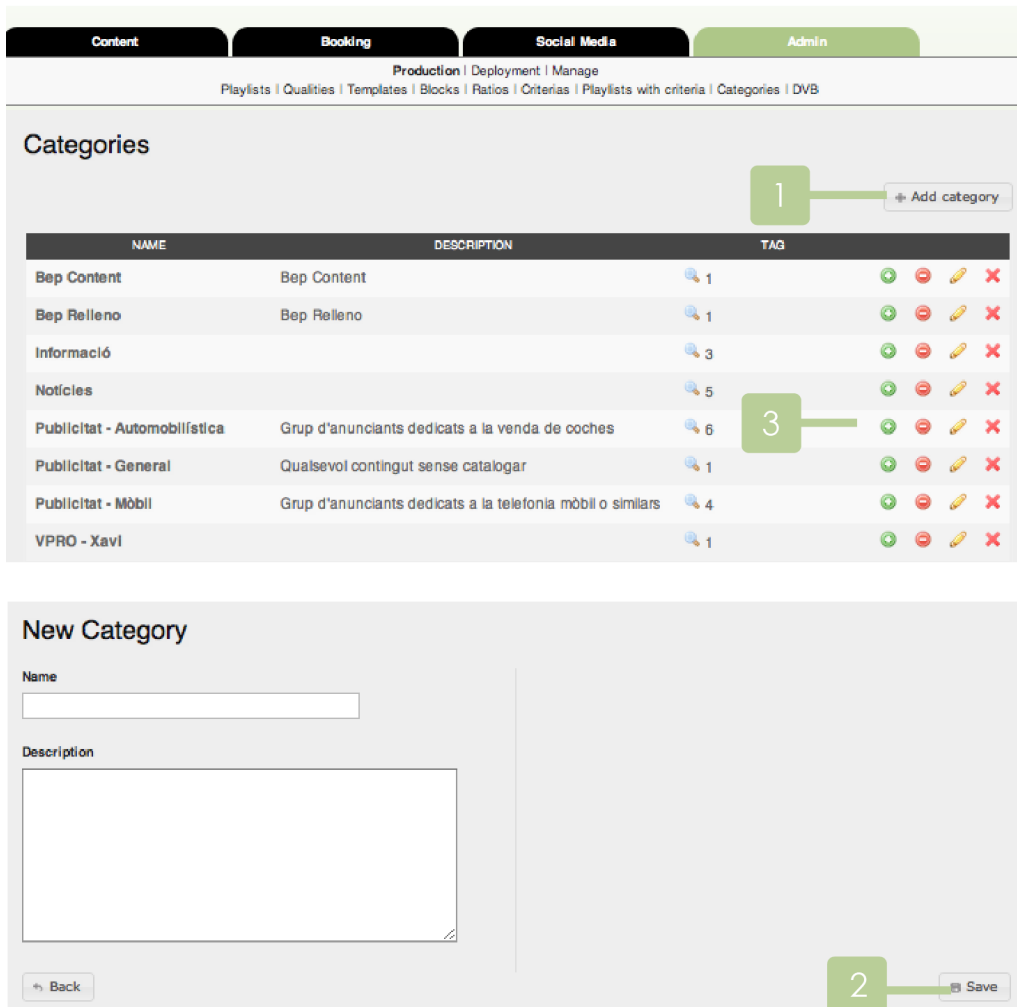
[Back](#)

- 1 Click **Create Block** and enter a **Name** and **Description** (optional) for the new block.
- 2 Select the Play Mode and the total desired number of total plays.
- 3 Set the **Skip** to either on or off.
- 4 Save the Block

### 4.1.3. Categories (Avanced Mode)

Categories provide a way to create a **tag list** to **define the different types of content** (E.g. Information, Advertising, etc.). These categories can later be assigned to emission percentages (see Ratios)

## Creating a new category



**Categories**

1 → Add category

NAME	DESCRIPTION	TAG	
Bep Content	Bep Content	1	+ - ✎ ✕
Bep Relleno	Bep Relleno	1	+ - ✎ ✕
Informació		3	+ - ✎ ✕
Notícies		5	+ - ✎ ✕
Publicitat - Automobilística	Grup d'anunciants dedicats a la venda de coches	6	+ - ✎ ✕
Publicitat - General	Qualsevol contingut sense catalogar	1	+ - ✎ ✕
Publicitat - Mòbil	Grup d'anunciants dedicats a la telefonia mòbil o similars	4	+ - ✎ ✕
VPRO - Xavi		1	+ - ✎ ✕

3 →

**New Category**

Name

Description

← Back

2 → Save

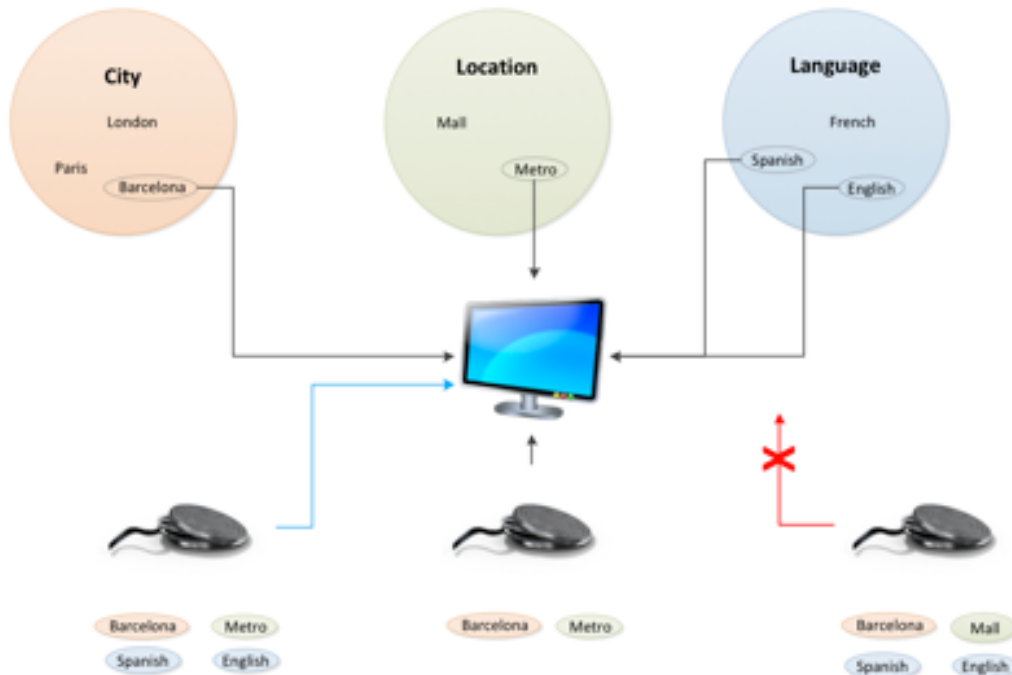
- 1 Click **Add category** and fill out the spaces for its name and description (optional)
- 2 Click **Save** once finished to return to the Categories page
- 3
  - + Add a tag
  - Remove a tag
  - ✎ Edit the category
  - ✕ Delete the category

## Notes

Categories are primarily used in the determination of broadcast **ratios**. Within a ratio each **percentage group** contains at least one category. Categories are also assigned to content, to classify the content and allow the ratio to determine which of the percentage groups it belongs to.

#### 4.1.4. Criteria (Advanced Mode)

In this section, you can create a **list of criteria** based on the characteristics of the circuit. These criteria will be determined by the tags or labels (there must be at least one per criteria) defined in the system.




In this example we have three criteria: **City**, **Location** and **Language**. Each criterion can have various values (tags), according to which the distribution will be made:

- **City:** London, Paris, Barcelona
- **Location:** Metro, Mall
- **Language:** Spanish, French, English

#### Notes

It is recommended to create a **"General"** criterion whose label should be **"All Players"**. This criterion would be useful to distribute content to all the Players on the circuit.



NAME	DESCRIPTION	TAG	
Admira		3	
Admira Headquarters		3	
Alerta Test	Test alertes	1	
Bep Relieno		1	
Bep Videos		1	
City	Cities our players are located in.	3	
En prova	Determina si l'ordinador es troba en proves o no	5	
Linia de bus		7	

Index	Function	Description
A	Name/Description	Displays the playlist's title and description
B	Create a new criteria	Allows the user to create a new criteria
C	Icons	Add a tag to the criteria Delete a tag Edit the criteria Delete the criteria
D	Tag	Shows a list of tags associated with the criteria

## Notes

**Criteria** are used almost exclusively for the automated generation and distribution of playlists (see Playlists with Criteria). For this, criteria must be defined on both the content and the players.

**Tags** determine which content is associated with which player (they must have the same tags defined). If some content does not have tags, it will be ignored.

## Creating a criteria

- 1 Click **Create Criterion** and enter a Name and Description (optional) for the new criterion.
- 2 Add. Add tag to criteria
- 3 Save. Save the changes

#### 4.1.5. Ratios

The System allows determining **emission ratios** or screen quota percentages **for different categories of content**.

Each ratio can have a variable number of tags o percentages that must always sum a total of 100%. To define the tags, you have to clic "Add Percentage to the Ratio", name it and give it a part of the total. By default, this percentage will be "Unvariable", meaning that it will be fixed, e.g. 60% Information / 40% Advertising.

You can define the percentage as "Variable". In this case, it will lend or take time from the other percentages in a situation of low occupation or over-occupation in the playlist

#### Notes

Ratios are applied to each PC using the Inventory section (after defining the player Criteria) or from the Playlist with Criteria section (green puzzle piece icon).

We recommend users to create a "General" ratio for to all Players, which is divided in two groups of Variable Percentages (e.g. 50% Advertising, 50% Information). This way the system will automatically adjust the content shares depending on how much free time is left.

The system requires filler content (unlimited emission mode) to generate automatic playlists.

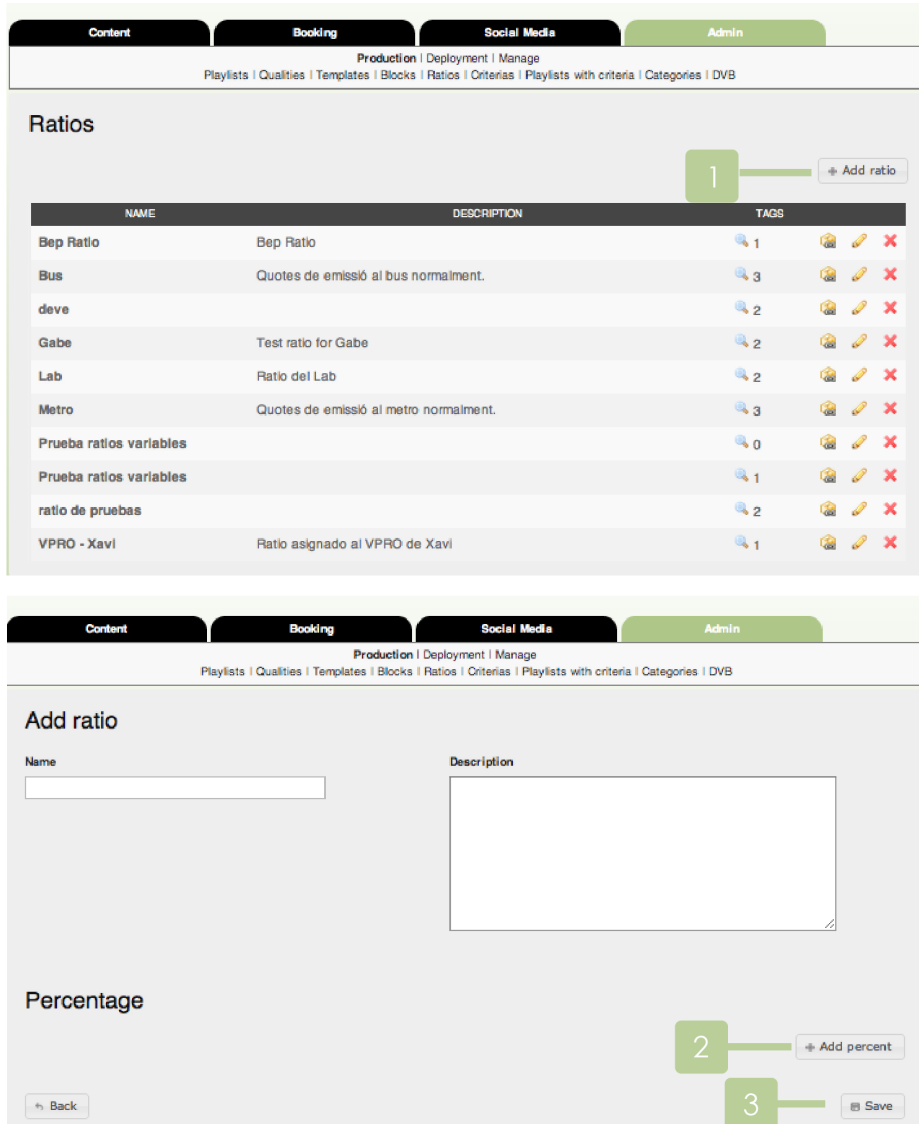
#### Notes

An **Unvariable Ratio** will fill any extra time with filler content or, in case that there is not filler content available, with its own normal content. In addition, the Unvariable Ratio will not let the player emit content that exceeds the time defined by the percentage.

A **Variable Ratio** will reassign any unused time to the other groups by dividing it equally among them. This type of percentage group will also take extra time from other groups if it needs more than its assigned time to display all of its content.



















## Create a new ratio



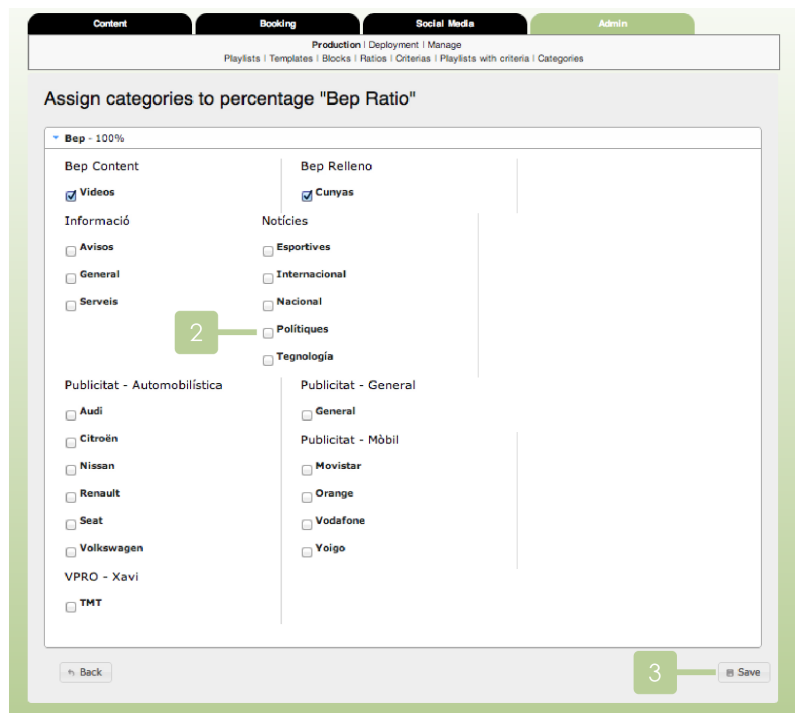
**Ratios**


1 — Add ratio

NAME	DESCRIPTION	TAGS
Bep Ratio	Bep Ratio	1                

## Assigning categories to a ratio

In this section you can view the Playlists automatically generated in the advanced mode and Players that reproduce them.





- 1 Click the icon. 
- 2 Check off the categories you wish to apply to each percentage groups.
- 3 Once all the categories have been assigned as desired, click **Save** to complete the selection


#### 4.1.6. Playlists with criteria







Here, you can visualize the **automatically generated playlists** of the Advanced Mode, and the Players that are playing them.

Playlists with criteria			
PLAYER NAME	DESCRIPTIVE NAME	LAST UPDATE OF SYSTEM	LAST VERSION OF PLAYER
Player_paula	Player Paula	2012-06-12 04:01:02	2012-06-12 04:01:02

A  


B  


C  


Index	Function	Description
A	Name of the player	Name of the player
B	Last update of system /player	Informations about the last update of the playlist in the system and in the player.
C	Icons	<div>  If this icon appears it indicates that the playlist is <b>not able to be automatically distributed</b> (all parameters are missing or there is a lack of advanced content distribution to correctly generate the playlist). </div> <div>  <b>Used Ratio</b> information </div> <div>  <b>Shows the <i>playlist</i></b> for this player during a practical day (precising the moment of thereproduction de each content). </div> <div>  <b>Displays the <b>content</b></b> that meets the criteria for distribution Player. </div> <div>  <b>Displays and allows modification</b> of criteria specific to this Player. </div> <div>  Defines a <b>Template</b> for categories of content </div>

#### 4.1.7. Templates

With the template creation tool, you can create layouts or graphical compositions, inside of which the content will be displayed. It is very similar to Smartcontent, but instead of generating content you create a template that envelops an existent content on the System.

You can use images, flash and widgets on your templates.

## Plantillas

PREVIO	NOMBRE	DESCRIPCIÓN	Nº CONTENIDOS	ULTIMA ACTUALIZACIÓN	ANCHO	ALTO	
	Nombre	Descripción	5	16/03/2012 18:45:37	800	600	   

Index	Function	Description
A	Name and Description	Shows template name and description
B	Num. Contents	Number of contents that form the template (counting the embedded content).
C	Resolution	Template resolution
D	Icons	<b>Edit</b> template <b>Unassing</b> template from where it is applicated <b>Delete</b> template Assign <b>categories</b> (Advanced Mode)


## Create a template

### Plantillas

Nombre \*
Descripción

Editor
Resolución
 x

+ Añadir



1	Add content	Select previously uploaded content
2	Layers	Selects a layer of content
3	Content	Determine the <b>position</b> and <b>size</b> of the content inside the template
4	Resolution	<b>Resolution</b> of the template. Try to use the same as the resolution of the screen in which the template will be displayed.



## Applying a template in Simple Mode

☒ Seleccionar todo
 ☐ Deseleccionar todo

PREVIO	TÍTULO	PLANTILLA	POSICIÓN	TRANS
<input type="checkbox"/> 	<b>Relleno [00:10]</b> Subido: 09/03/2012 16:52:32 Fecha de activación: 09/03/2012 00:00:00 Fecha de caducidad: 19/01/2038 04:14:07 Autor: xavi Tamaño: 1.75 MB 24 horas Ilimitado	Por defecto Por defecto <b>Nombre</b> Nombre2	1	 

Go to the Playlist edition section, in each content there is an option to select the Template. Just select the template you want to use.

## Applying a template in AdvancedMode

 	Nombre2	Descripción	2	19/03/2012 15:16:04	800	600	  	<div>Categoría</div>
---	---------	-------------	---	---------------------	-----	-----	---	----------------------

### Asignar categorías

CINE		
Acción	<input type="checkbox"/>	Comedia
Terror	<input type="checkbox"/>	Estrenos de la Semana
Drama		
Quiz		
PUBLICIDAD		
Perfumes	<input checked="" type="checkbox"/>	Telefonía
Otros	<input type="checkbox"/>	Refrescos
RELLENO		
Relleno	<input type="checkbox"/>	

Guardar

### Playlists con criterios

NOMBRE DEL PLAYER	ÚLTIMA VERSIÓN DEL SISTEMA	ÚLTIMA VERSIÓN DEL PLAYER
<a href="#">Player Zona Cine</a>	Mini Wall 2	2012-03-19 09:24:10
<a href="#">Player Pruebas Victor</a>	Pruebas Victor	2012-03-19 15:00:56

### Asignar plantillas

Nombre	<input checked="" type="checkbox"/>	Nombre2	<input type="checkbox"/>
<div>Guardar</div>			

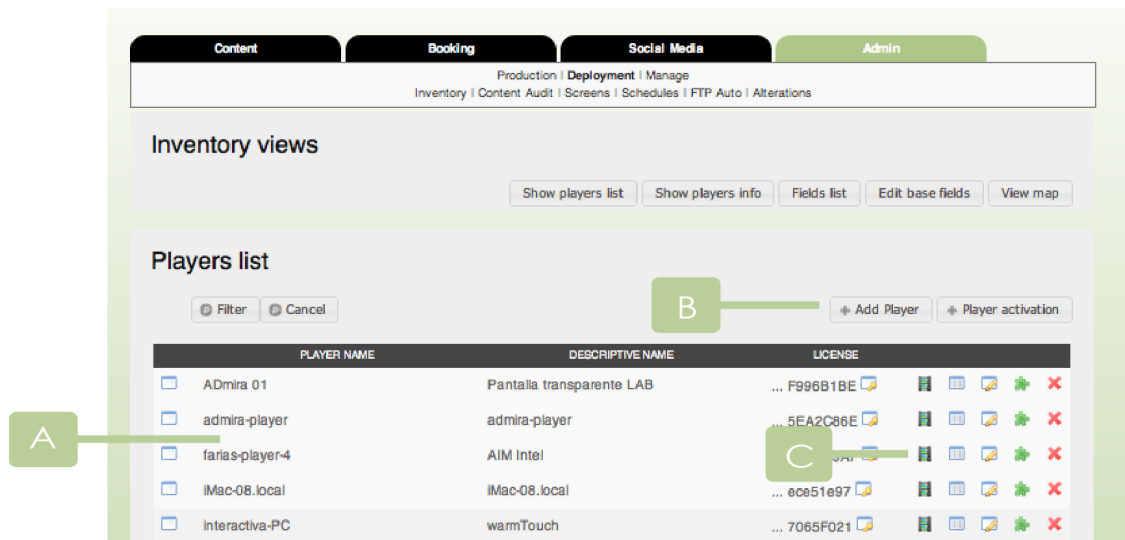
- 1 In **Templates**, select the “envelope” icon of the template you want to use.
- 2 Select the **categories of content** for which you want to apply the template
- 3 Save selection
- 4 In **Playlists with Criteria**, select the “sheet” icon.
- 5 Choose the **templates you want to use**. The System will assign the templates to the contents that share their categories.
- 6 Save selection





In **Advanced Mode**, contents that share the **same category** will always have the **same template**; in **Simple Mode** you can specify the **template for each content**.

## 4.2. Distribution

### 4.2.1. Inventory

The inventory displays a list of all the players registered in the project.



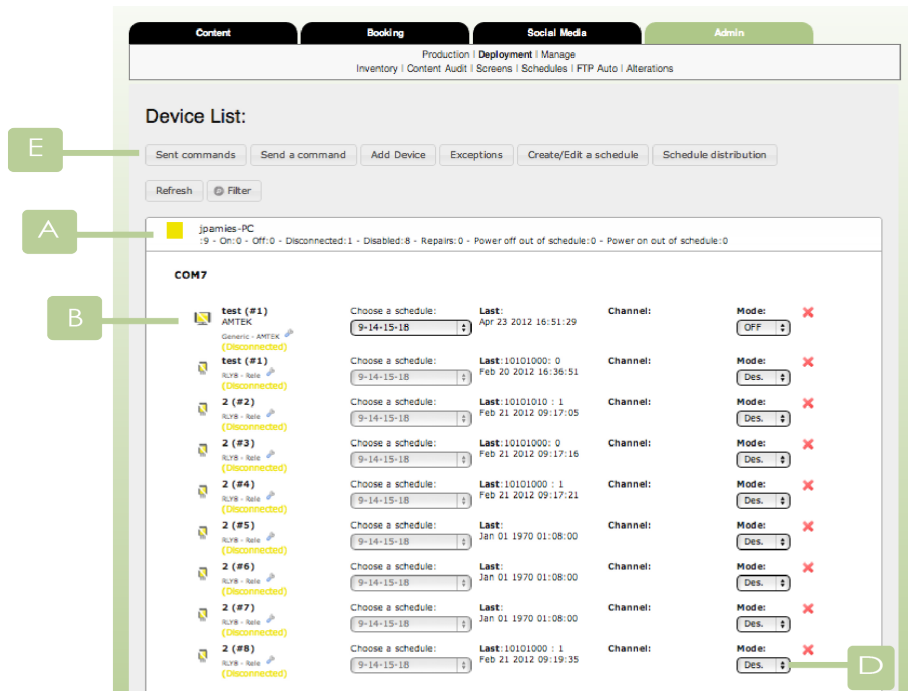
Índice	Function	Description
A	Name/Description	Player name and description.
B	Activate the player	<b>Add a new Player</b> using an activation key
C	Icons	 View <b>playlists associated</b> with the player  Show <b>details</b> about the player.  Displays configuration.  <b>Edit criteria</b> and <b>categories</b> for the <i>player</i> .

#### Notes

To change the **playlist mode** from simple to advanced (or vice versa) click on the **Configuration** icon, and then on the **Edit** button at the bottom right. This allows you to adjust the player's basic information, including its Playlist mode which can be changed from Simple to Auto (advanced).

## 4.2.2. Screens

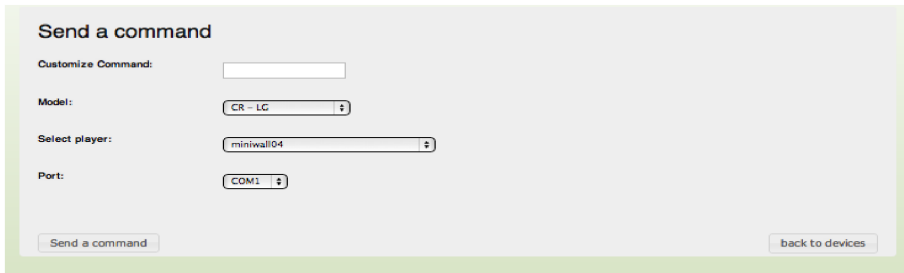
This section provides a way to control each device (screen, projector or relay) connected to the Player through a **RS-232 connector** individually and remotely. This way, you can specify their schedules and reproduction modes.



Índice	Function	Description
A	Player Info	Displays player name, how many screens are attached to it and their current states.
B	Screen Info	Detailed information pertaining to each screen
C	Setting	A menu that allows you to control each screens state, you can set it to not have a schedule, to be always off (or on), or to use a custom schedule.
D	Mode	Sets the play mode for the content being shown on that player.
E	Menu	From this menu you can choose to view sent commands, send commands, add devices, create exceptions, and create/edit a schedule.



## Sending a command



**Send a command**

Customize Command:

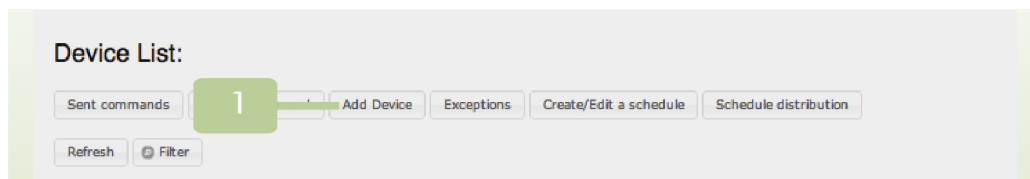
Model:

Select player:

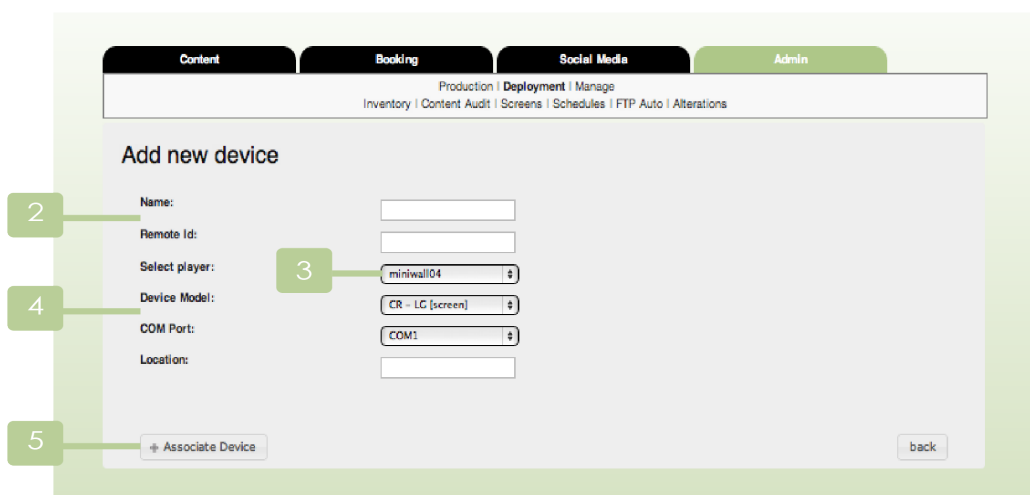
Port:

- 1 Click Send command.
- 2 Select a command, player, and device from the drop down menus.
- 3 You can also send a personalizable command (e.g. changing the volume).
- 4 Click **Send a command** to finish.

## Adding a new screen or a new device



**Device List:**



**Add new device**

2

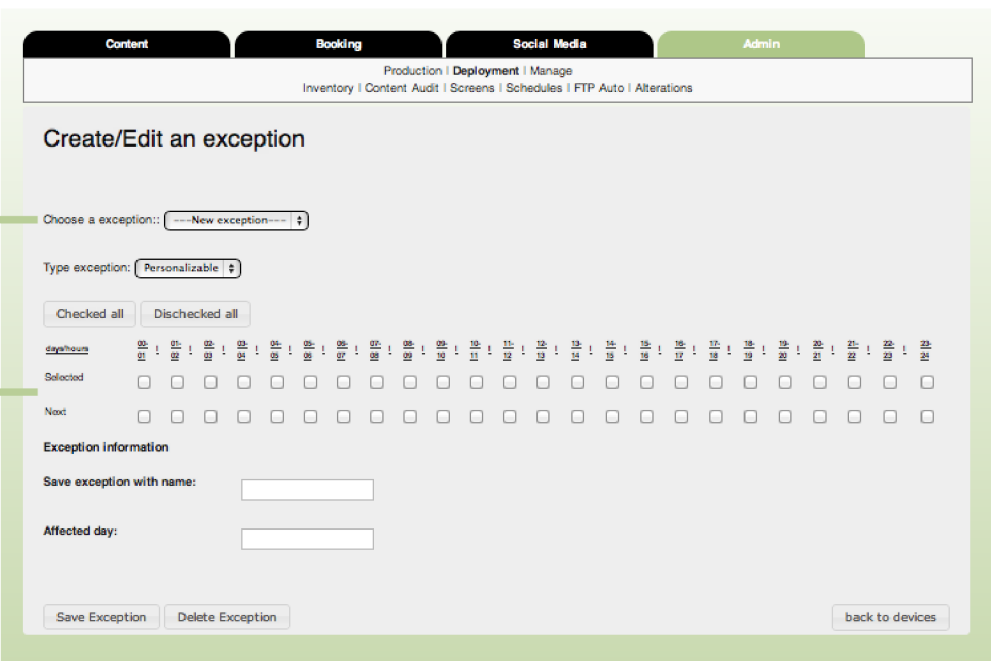
3

4

5

- 1 Click Add device.
- 2 Fill in the screen's name and remote ID.
- 3 Select the player it is connected to.
- 4 Choose the device's model and its COM port.
- 5 Click **Associate Device** to finish

## Creating an exception



2 Choose a exception:

Type exception:

day/hours

day/hours	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Selected	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Next	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Exception information

Save exception with name:

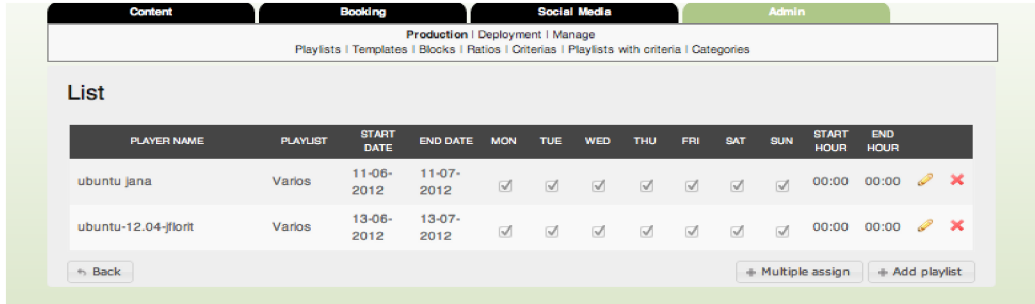
Affected day:

- 1 Click on Create/Edit an exception.
- 2 In the drop-down menu, select a new exception or an existing one, and the type of the exception.
- 3 Select the **hour range** in the table.
- 4 Set a name and a date
- 5 **Save Exception**





## Notes

Exceptions are used to tell a device to **temporarily behave differently** from its normal schedule. You can even tell the player to act like if it was another day of the week in its schedule.

### 4.2.3. Schedules




The screenshot shows the 'Admin' tab selected in the top navigation bar. Below it, a breadcrumb trail reads: 'Production | Deployment | Manage | Playlists | Templates | Blocks | Ratios | Criteria | Playlists with criteria | Categories'. The main content area is titled 'List' and contains a table with the following data:

PLAYER NAME	PLAYLIST	START DATE	END DATE	MON	TUE	WED	THU	FRI	SAT	SUN	START HOUR	END HOUR	
ubuntu jana	Varios	11-06-2012	11-07-2012	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	00:00	00:00	 
ubuntu-12.04-jlorit	Varios	13-06-2012	13-07-2012	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	00:00	00:00	 

At the bottom of the table, there are three buttons: 'Back', 'Multiple assign', and 'Add playlist'.

### Creating a new Schedule

- 1 Click **Add** (located at the bottom right of the screen).
- 2 Select the player you wish to add the schedule to from the drop-down menu.
- 3 Click the button  to set the player's schedule. Select days and Schedule of beginning and end

### Notes

Alternatively, you can use the **Multiple assign** button to create schedules. To do so you must specify the start and end date / time, along with the days of the week the player will broadcast.

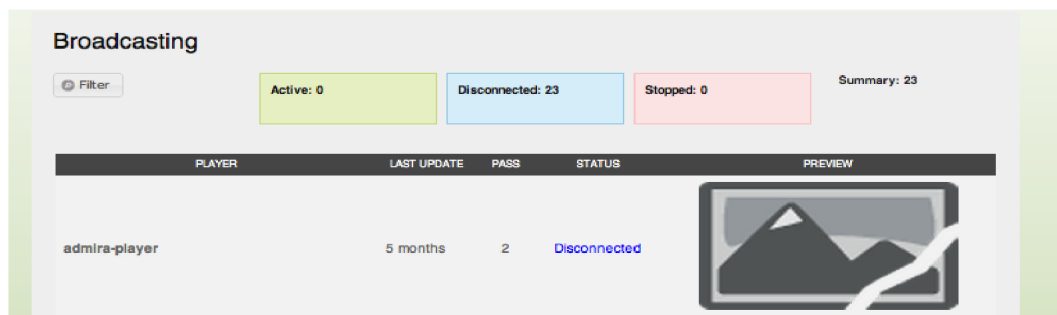
The lower part of the multiple assign screen allows you to select which of the active players the schedule will be applied to.

## 4.3. Management

### 4.3.1. Broadcasting

Allows watching an overview of the **current state of the Players** (active, without connection or stopped) and a **screenshot** of the last update of the Player's emission.

This way you can easily check if the reproduction is going well.



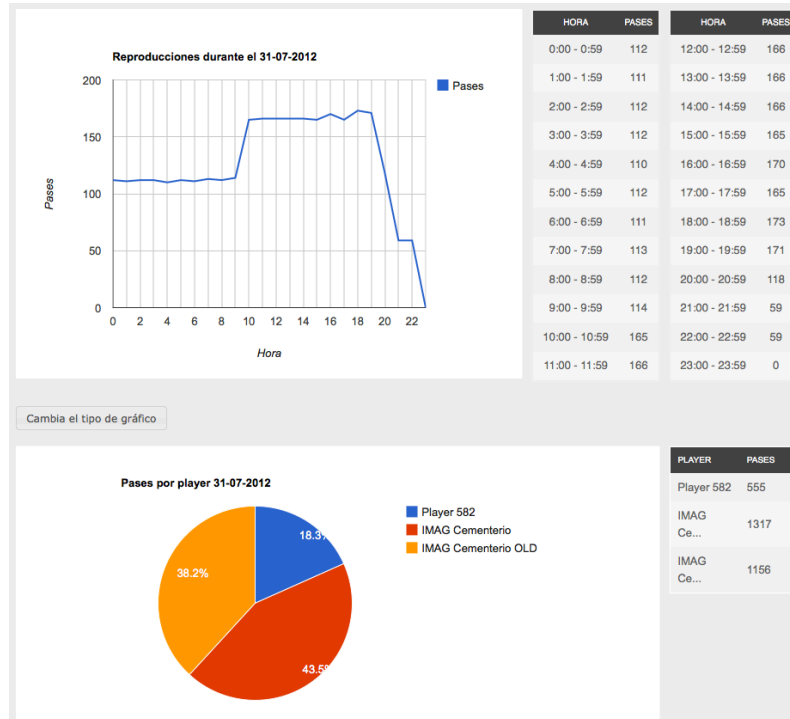
### 4.3.2. Stats

Shows different types of statistics (by content, by Player and by campaign):

- **Stats by content:** Reproductions per day, showings per Player, reproductions during the year (disaggregated by month).
- **Stats by Player:** Reproduced contents, reproduced campaigns, timeline, used bandwidth, Player status.
- **Stats by campaign:** Same as "stats by content"
- 

Once selected the type of stat, you can change the date from which you want to get the data.

All stats are shown in two representations: a table in which you can see the data with more detail and a graphic that gives a general view.



#### 4.3.3. Log

Log		
PLAYER	DOWNLOADS	DETAILS
admira-player	0/0 0.00 MB - 0.00 MB	
AIM Intel	0/8 67.04 MB - 155.86 MB	<a href="#">View details</a>
iMac-08.local	0/0 0.00 MB - 0.00 MB	
jpamies-PC	0/3 1007.43 MB - 1812.04 MB	<a href="#">View details</a>
Mini Wall Vertical-2	0/11 295.75 MB - 51.89 MB	<a href="#">View details</a>
miniwall04	0/5 311.29 MB - 307.05 MB	<a href="#">View details</a>

Displays the volume of downloads and those in progress (status bar).

#### 4.3.4. Administration

Allows stopping and restarting a player remotely from the platform. Simply select the action, the players and click the **send** button.

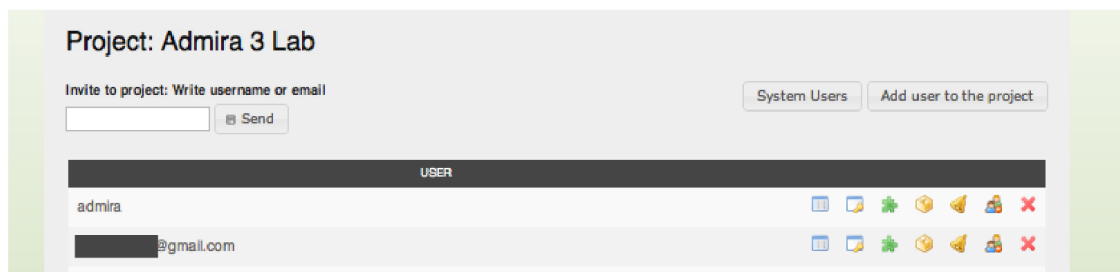
#### 4.3.5. Users

Provides a way to **add** or **delete** users from the project and **limit their privileges** (which determines which actions they can or cannot make).

An Admin (by default, the project creator) can:

- Have **access** to **all areas** and settings of the project.
- **Add** an existing user to the project.
- **Create** a new user and add it to the project.
- **Edit information** and **privileges** of the users that are in the project.

The administrator can also limit user privileges regarding categories and criteria.



Índex	Function	Description
A	Invite	Invites a user (already existing in the system) to the Project.
B	Add an user	Signs a new user up the System (enter name, email and password) and adds him to the Project.
C	User	Shows the user's email.
D	Icons	<p><b>Allows viewing</b> and <b>modifying</b> user information, such as name, email or password.</p> <p><b>Modifies user privileges</b>; limits his or her access to some part of the Project.</p> <p><b>Changes the criteria</b> that the user can assign.</p> <p><b>Edits categories</b> of content that the user can upload.</p> <p><b>Configures notifications</b> that are sent to the <b>Admins</b> when a user performs an action.</p> <p><b>Change permissions</b> on all or part of Playlists, Blocks, etc.</p>

#### 4.3.6. Projects

Allows seeing fields such as license status, number of users and Players in the created projects, and editing them.



NAME	DESCRIPTION	LICENSE	USERS	PLAYERS
#2You Marketing	Piloto en Chile	caducado	2	2

Índex	Function	Description
A	Name and Description	Name and description of the project
B	License status	Displays the remaining time of the license or to see if it has expired (trial license).
C	Users/Players	Displays the number of users and Players attributed to the project.
D	Create Project	Create a new project
E	Icons	Manage project users (see 5.3.5. Users) Modify the project details (name, description) Eliminate the project

#### 4.3.7. Downloads Log

Displays the newly downloaded content for each player, with the date and time of download.

#### 4.3.8. Emission Log

Displays the latest emissions of the Players, including a screenshot of the content emitted.

#### 4.3.9. Traffic Statistics




Shows the upload and download statistics of each Player. As in **Statistics**, you can specify the date range and the Players from which the data will be obtained.

#### 4.3.10. Notifications

Displays the last actions performed by users within the project:

**Project Notifications**

Filter Show more Print



		USERNAME	DATE
 Content edited	Content 721_2 has been edited	adubreuil@admira.co	13-06-2012 07:36:54
 Content edited	Content gif has been edited	adubreuil@admira.co	13-06-2012 07:36:43
 Content edited	Content Foto Links has been edited	adubreuil@admira.co	13-06-2012 07:36:24

It is possible to configure system notifications for each user individually. Go to **Users** and click the notifications icon (yellow bell icon).

A list with the events that trigger a notification will appear. For each row, if you check the check box in the bell icon column, each time that that event happens, it will send a notification to the system. In case you check the checkbox in the envelope column, it will send an email to the user.

Deselect all Select all

Content

		
Uploaded Full Screen	<input type="checkbox"/>	<input type="checkbox"/>
Added flash	<input type="checkbox"/>	<input type="checkbox"/>
Upload Attachment	<input type="checkbox"/>	<input type="checkbox"/>