



HELIUS MEDIAGATE SERVER

MEDIASIGNAGE PROVIDER MANUAL

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MEDIAGATE SERVER

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MediaCore v. 2.8.2
MediaSignage 2.1.2

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SECTION 1

MEDIASIGNAGE OVERVIEW

Overview

The Helius MediaSignage software tool manages a network of receivers that display digital signage content. Management features include: organization of receivers, client and contract management, creation and management of advertising spots, schedule and panel configuration control.

MediaSignage uses other features of the MediaGate Server such as MediaWrite. For an in-depth coverage of MediaWrite and other aspects of the server, please refer to the basic Provider Manual for the MediaGate Server. MediaSignage automates creation of MediaWrite packages for digital signage delivery.

This manual assumes the server and routers have been physically installed and configured on your network prior to MediaSignage setup. Network configuration in this manual refers to the setup of MediaSignage networks at the Provider level with the understanding that the physical network is already installed and functioning with the appropriate features licensed and active.

Provider Level Login

Two levels of login are allowed on the server: Support and Provider.

- **Support**
A Support User is primarily responsible for setup and configuration of the MediaGate Server and Routers, and arranging with the client to assign the appropriate bandwidth availability to their account. Support level access creates Providers. Support level login configures the network and assures that the appropriate features are licensed and functioning prior to a Provider being created.
- **Provider**
A Provider is a client or customer requiring the ability to create and send packages, add receivers and provide authorizations. A Provider is responsible for the content that needs to be delivered and the creation and sending of those packages. A Provider sets up the MediaSignage network, including client informaton, contracts, content uploading and assignment and delivery of that content.

Login to Server

1. Launch a web browser.
2. Specify the IP address of the equipment followed by “:1000” For example: “http://IP_address:1000”.



The login window will display.

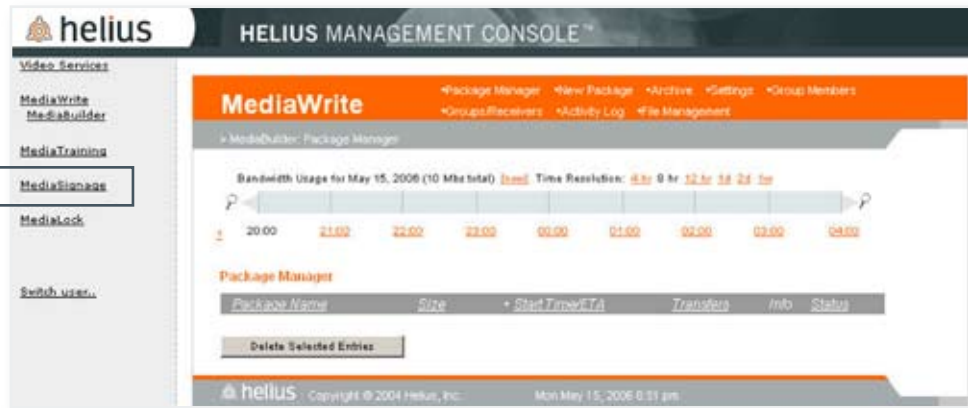


The IP address specified will display in the upper left hand corner of the login screen.

3. Enter the appropriate user name and password. The Support level technician creates the Provider account including username and password. Please refer to your support level technician for this information.
4. Select OK.

Opening MediaSignage

The default screen **MediaWrite** > **Package Manager** displays once login occurs.



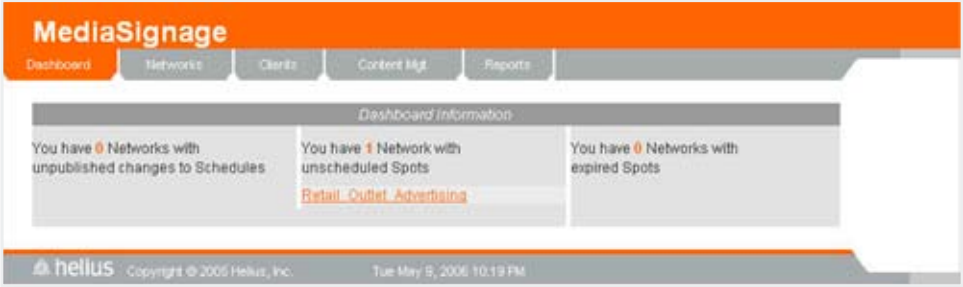
1. Select **MediaSignage** in the left navigation menu.

The screenshot shows the MediaSignage login screen. It features a navigation bar with Dashboard, Networks, Clients, Content Mgt, and Reports. Below the navigation bar are input fields for User Name and Password, and a Login button. The footer displays the Helius logo, Copyright © 2005 Helius, Inc., and the date/time: Mon May 15, 2006 8:57 PM.

2. Enter your Provider login and password again to enter MediaSignage.
3. Select LOGIN.

MediaSignage Dashboard

Once logged into MediaSignage, the general Dashboard displays.



The Dashboard provides an overall view of the registered networks on MediaSignage. any unpublished changes since the last publish date will be listed along with the MediaSignage network name.



Do not use the BACK button on the browser. Navigate using the available links in the breadcrumbs on the Navigation Bar to return to the previous page or use one of the existing navigation tabs.



The tabs at the top of the interface are features available to any network.

Steps To Create a Network and Assign MediaSignage

Networks

1. [Create a MediaWrite group for use in MediaSignage.](#)
2. [Register the group as a Network in the MediaSignage interface.](#)
3. [Define the configuration for the network.](#)
4. [Create receivers for the network.](#)

Client, Contracts and Spots

1. [Add Client information. Client information must be created before a contract or spot can be created for that client.](#)
2. [Upload content to the Server.](#)
3. [Create Contracts for each client.](#)
4. [Create Spots for each contract.](#)

Playlists, Schedules and Zones

1. [Create Playlists.](#)
2. [Create Zones.](#)
3. [Create Schedules and assign zones to receive each schedule.](#)

Crawler

1. [Configure Crawler \(automated ticker\) options.](#)
2. [Add Crawler Feeds and Stories for the network.](#)

Publish

1. [Publish the MediaSignage information to the network.](#)

Network configuration information for a network or individual receiver can be updated or added at any time in this process. All information should be entered before publishing the information to the network.

For details on each of these steps, please refer to the associated section of this manual.

SECTION 2

MEDIASIGNAGE NETWORKS

Overview

Network setup and configuration discussed here is the setup of the MediaSignage specific networks by the Provider.

This manual assumes the physical network of server and routers has been installed and configured properly for the network scheme and that all options have been licensed, configured and services and processes started for the network to function as a MediaSignage network. This task is generally performed by the support level technician.

- When creating receivers, the MediaSignage interface allows you to provide detailed information on each receiver that the MediaWrite interface does not. It is easier to enter all receiver information in the MediaSignage interface rather than enter initial basic information in the MediaWrite interface then go back and add detailed location and contact information within MediaSignage.

Networks and Receivers

A network is a MediaWrite group registered for use with MediaSignage. A nested group within MediaWrite will not be recognized in MediaSignage, but all receivers created for that group in the MediaWrite interface will be accepted in the MediaSignage interface. Several networks may be created, but individual receivers can belong to only one network in MediaSignage.

A receiver is a single Router on the network. The terms receiver and router are generally interchangeable.

SSTs and SST-ADVs can be placed in remote locations within a site with a receiver. Each SST and SST-ADV within a site is assigned a “zone.” For more information on zones, playlists and schedules, please refer to that section in this manual.



An SST will only play the Main Playlist in a zone. To select the zone for an SST, you must log into the router it is associated with and assign the playlist or zone for the SST to receive. An SST can play any playlist that is available on the router and draws that information directly from the router. After the initial assignment, the SST will continue to pull that zone information from the Router while powered on. Please refer to the MediaGate Router Support Manual for more information on SSTs.



An SST-ADV will display its assigned zone using the selected network configuration. To select the zone, press the front panel button on the SST-ADV until the desired playlist is displayed or identify the zone by logging into the router and selecting the zone in the MediaStream SST section. The SST-ADV downloads the zone files, so if the network goes down, the SST-ADV will still be able to play its playlist. Please refer to the MediaGate Router Support Manual for more information.



Planning networks carefully helps ensure the most logical and useful method of delivering content. Proper organization of networks and their corresponding receivers, zones and schedules helps improve the ease of management and information delivery.

For details on installing and adding SSTs and SST-ADVs to your network, please refer to the MediaGate Router Support Manual for more information.

Organizing Networks and Receivers

The following examples show sample ways to organize networks and receivers. Each receiver may have multiple SSTs or SST-ADVs, either with terrestrial or wireless connections in locations throughout a store. Each SST or SST-ADV may be assigned a unique schedule of playlists.

Planning your networks and receivers carefully before beginning to publish is very important. A receiver added to a network after the initial publish will not receive the content originally sent unless the content publish status is reset before the next Publish. Please refer to the Publish and Content segment of this manual for more information.



Diagram 1

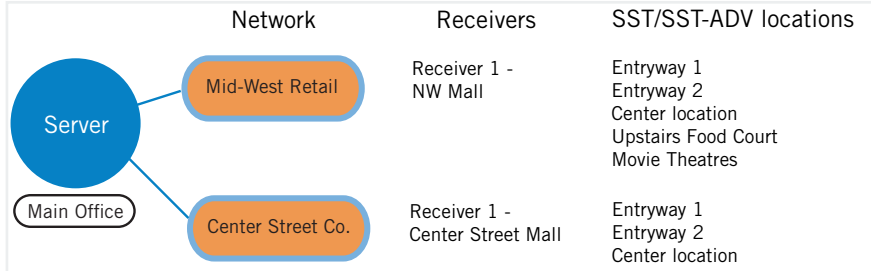


Diagram 2

Diagram 1 shows a network with several receivers and extended locations within each store using one or more SSTs or SST-ADVs in the departments of that store. Diagram 2 shows a receiver at a mall location with SSTs and SST-ADVs throughout the mall. Each SST or SST-ADV is assigned to receive a zone schedule and will display content on an attached display device.

If you want the advertising intended for the Bedding department to be delivered to each Bedding department in each store within the same network, then assign the same zone to each SST or SST-ADV in the Bedding department of all the stores. You can create specific playlists and assign them to the Bedding zone schedule intended for that specific audience.

Steps for creating a MediaSignage Network

1. Create a MediaWrite group for use in MediaSignage. (**MediaWrite** > **MediaBuilder** > ***Groups/Receivers***)
2. Register the group as a Network in the MediaSignage interface. (**MediaSignage** > ***Networks*** > ***Add Network***)
3. Define the configuration for the network. (**MediaSignage** > ***Networks*** > Select Network > ***Network Config***)
4. Create receivers for the network. (**MediaSignage** > ***Networks*** > Select Network > ***Receivers*** > ***Add Receiver***)

NOTE: Receivers can be created in the MediaWrite interface and added to the MediaWrite group prior to registration as a MediaSignage network. These receivers will need to have additional information provided such as contact information in the MediaSignage interface.

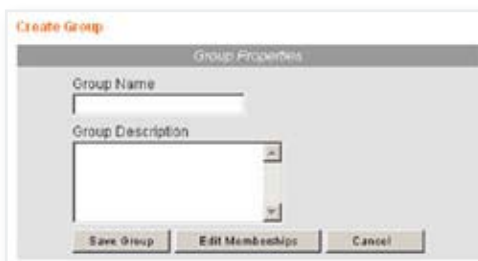
Create a MediaWrite Group

A MediaWrite group must be created in MediaWrite for use with MediaSignage. Within MediaSignage, a MediaWrite group is registered as a Network. Each MediaWrite group created as a Network must have its own unique set of receivers. A single receiver cannot be a member of more than one Network.

1. Log into the MediaGate Server using the Provider login.
2. Select **MediaWrite** > **MediaBuilder** > **Groups/Receivers**.



3. Select Create Group.



4. Fill out a Group Name and Group Description that will help to identify this group uniquely.
5. Select SAVE GROUP to return to the Groups/Receivers page.

Register a Network

Once the MediaWrite group(s) has been created for use in the MediaSignage interface, each MediaWrite group must be registered as a unique MediaSignage network.

When the MediaSignage link is selected on the Navigation Menu, the MediaSignage interface will open in a secondary window, while leaving the Helius Management Console still open. You will be required to login a second time using the same Provider login information.

1. Select **MediaSignage**. A new login page will display.



The screenshot shows the MediaSignage login interface. At the top, there is an orange header with the 'MediaSignage' logo. Below the header is a navigation menu with tabs for 'Dashboard', 'Networks', 'Clients', 'Content Mgt', and 'Reports'. The main area contains a login form with fields for 'User Name:' and 'Password:', and a 'Login' button. At the bottom, there is a footer with the Helius logo, copyright information 'Copyright © 2005 Helius, Inc.', and the date and time 'Tue Dec 6, 2005 9:17 PM'.

2. Enter the Provider user name and password that was used to log into the Helius Management Console. Select LOGIN. The MediaSignage Dashboard will display.



The screenshot shows the MediaSignage Dashboard. At the top, there is an orange header with the 'MediaSignage' logo. Below the header is a navigation menu with tabs for 'Dashboard', 'Networks', 'Clients', 'Content Mgt', and 'Reports'. The main area displays 'Dashboard Information' with three summary cards: 'You have 0 Networks with unpublished changes to Schedules', 'You have 0 Networks with unscheduled Spots', and 'You have 0 Networks with expired Spots'. At the bottom, there is a footer with the Helius logo, copyright information 'Copyright © 2005 Helius, Inc.', and the date and time 'Tue Dec 6, 2005 9:10 PM'.

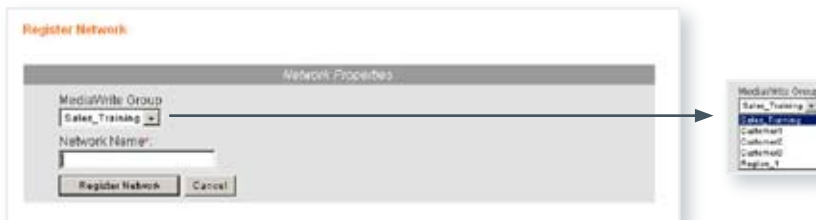
When you first log into the MediaSignage Dashboard, it will display general information about your available networks. If no networks have been registered yet, the page will look like the screen shot above.

3. Select the *Networks* tab along the top of the page.



When first logging into MediaSignage to create your first network, the Network page will display as shown above.

4. Select *Add Network* to register the MediaWrite group as a MediaSignage network.



The drop down menu under MediaWrite Group will display all available MediaWrite groups. Your MediaSignage network group should be named clearly enough to identify it as the group to be used for MediaSignage. Once a group is registered, it will no longer be available for selection to register as a network.

5. Select the MediaWrite group from the drop down menu. Enter a Network Name for the group to be registered. The Network Name will be used to identify the MediaWrite group in the MediaSignage interface.



6. Select REGISTER NETWORK to complete registration of the group.

Network Configuration

Once a network is defined, the panel configuration for the video displays connected to the receivers and SSTs on the network can be defined.

Determining Panel Configuration

Below are samples of panel configurations that can be defined within the MediaSignage interface. Panel configuration is defined in the Network Config section of the interface. Options are described below.



The network can have a variety of combinations of 2- or 3-panel configurations as shown above. The 2-panel can have a Main Playlist and either the crawler (top or bottom position) or the sidebar (right or left position). The 3-panel can have the Main Playlist and the sidebar (right or left position) and crawler (top or bottom position).

Configure Network Options

1. Select the *Network Config* link in the network's dashboard page.

Publish Configuration for Retail_Outlet_Advertising

Publish Configuration

* = Required Field

Scheduler

Frequency*: Publish Day(s):

Sun Mon Tue Wed
 Thu Fri Sat Daily

At: Hour Minute

Bit Rate(KB):

Reliability:

Max # of Sends:

Delivery Report:

Crawler

Publish times per

Panel Configuration for Retail_Outlet_Advertising

Panel Configuration

Overscan: Vertical: Horizontal:

Use Sidebar: Sidebar/Crawler Size

Left Right

Small 316 x 708

Medium 336 x 688

Large 356 x 668

Use Crawler: Bottom Top

Each segment of the Network Config page will be discussed in the following pages.

2. Enter Publish information in the Publish Configuration section of the Network Config page.

Frequency options for the Scheduler include selecting the Publish days of the week and identifying the time of day the transfers occur. Crawler information may be published numerous times during the day because the information is timely and more current. Select the number of times per day or per hour to preset/automate publication for those times.

Publish Configuration for Retail_Outlet_Advertising

Publish Configuration

* = Required Field

Scheduler		Crawler	
Frequency:	Publish Day(s):	Publish	times per
<input type="checkbox"/> Sun	<input checked="" type="checkbox"/> Mon	4	Hour
<input checked="" type="checkbox"/> Tue	<input checked="" type="checkbox"/> Wed		
<input checked="" type="checkbox"/> Thu	<input checked="" type="checkbox"/> Fri		
<input type="checkbox"/> Sat	<input type="checkbox"/> Daily		
At: 2	Hour: 00		Minute
Bit Rate(KB):	1000	1000	
Reliability:	Good	Good	
Max # of Sends:	2	2	
Delivery Report:	<input type="checkbox"/>	<input type="checkbox"/>	

MediaWrite transfer rate information. This information corresponds with the transfer rate information set for MediaWrite packages.

3. Enter panel configuration.

To view sample panel configurations, please refer to “Determining Panel Configuration.”

Select Overscan to adjust for TV image cropping. Your TV manufacturer should provide the Overscan adjustments to enter for vertical and horizontal scan.

Overscan: See inset.

Sidebar and **Crawler** will display when settings are saved. To view the settings, reselect *Network Config*.

Panel configuration can be set differently for an individual zone in the Zones page.

4. When all configuration information has been selected, select SAVE.
To reset all the configuration options to the default settings, select RESET.
To exit the Network Configuration page without accepting any changes, select CANCEL.

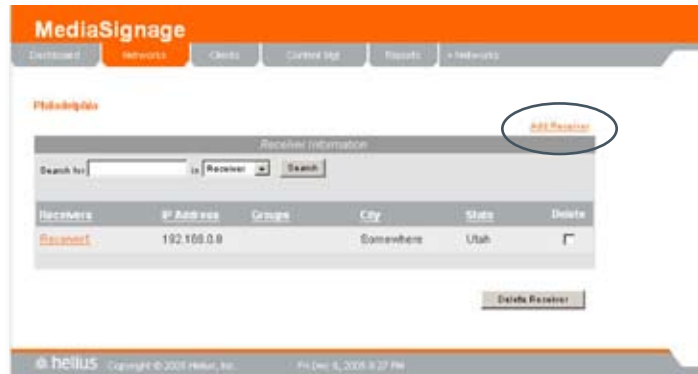
Create Receivers for the Network

Receivers refer to the actual Router and its location. Individual receivers within the MediaSignage interface can be part of only one network.

Create a Receiver

Instructions here are shown assuming you are already on your network page.

1. Select *Receivers*.



2. Select *Add Receiver*.

The screenshot shows the 'Add Receiver' form. It is divided into three sections: 'Receiver Properties', 'Physical Location', and 'Contact Information'. The 'Receiver Properties' section includes fields for Descriptive Name, Hardware Address, IP Address, and Zone (set to NONE). The 'Physical Location' section includes fields for Address, City, State, and Zip Code. The 'Contact Information' section includes fields for Contact Name, Contact Email, Contact Phone Number, and Alt. Phone Number. At the bottom, there are buttons for 'Save Receiver', 'Save and New', 'Clear', and 'Cancel'. A text box on the right explains that receiver hardware and IP address can be obtained from the MediaGate Router console.

The receiver hardware and IP address can be obtained by logging in to the receiver as a support user, and creating a Generate Report from the **MediaGate Router** > **Console** page.

3. Select **SAVE RECEIVER**.

SECTION 3

CLIENTS, CONTRACTS AND SPOTS

Overview

Clients are available to all networks. Once Client information is entered, contracts may be created for that client with any registered MediaSignage network.

Contracts are network-specific and spots are specific to a contract. A Spot is a video or still image file identified as a commercial spot for a contract. Video content is available to be used to create a spot for any contract, allowing a single piece of content to be used on several networks or for several different contracts for that client.

When video content is uploaded, it is assigned to a specific client. The video file need only be uploaded once to be used with any registered network. Each contract requires the video file to be identified as a “spot” prior to assigning it to the contract.

The following page displays a table of sample spots for two different clients that are assigned to a contract and network.

A contract may be assigned a start and end date and the software will provide a reminder of expired spots and contracts on the network dashboard.

Sample Client, Contract and Spot Information

SodaMan (Client A)

Commercial Spots	Contracts	Networks
DocOrange_holiday	Holiday Special Holiday Special	Big City Network Restaurant Network
RealCola_holiday	Holiday Special Holiday Special	Big City Network Restaurant Network
BlandDiet Cola	Daily	Big City Network
Fizzzzzz	Daily	Big City Network

BlueJean Co. (Client B)

Commercial Spots	Contracts	Networks
TrimSlim_Jeans_Holiday	Holiday Special Holiday Special	Big City Network Restaurant Network
BeatEmUp Jeans	Weekly Special May06	Big City Network
FancyJeans	Weekly Special May06	Big City Network
TrimSlim_Jeans2_Holiday	Holiday Special-2	Big City Network

SodaMan (Client A) has four product commercial spots. He has contracted to air some of those spots on two different networks. SodaMan must take out a contract for each network he wants to air that spot on even if the contract dates and information are the same. The contracts may be titled the same with different networks, but he needs a separate contract for each network he airs that spot on. Contracts on the same network must have different titles.

BlueJean Co. (Client B) wants to have a playlist with most of his product commercial spots displayed in that playlist within the same network. BlueJean Co. takes out separate contracts for the shorter term spots that will air only during a specific holiday and titles them uniquely to identify them as the holiday ad. This helps him in determining where he will place those ads in the playlist order. For the other spots, he takes out contracts that will last longer as the ad for those products is not changing for a month.

Steps to Create Clients, Contracts and Spots

These steps assume you are already in the MediaSignage interface.

1. **Create a Client.** A Client should exist when content is uploaded in order to assign the content to the client. Assigning the content to a client is a required field.
2. **Upload Content.** Content must be assigned to the client.
3. **Create a contract for the client.** When you create a contract, the network should already be created and available for selection to assign the contract its location.

The contract page can be accessed from the Client (Clients tab) or Network page (select the Networks tab, then select from the Network drop down menu.)

4. **Add a spot to the contract.** Content that has been uploaded for that client will display in a drop down menu on the *Add Spot* page.

Client Information

Clients and Contracts

The screenshot displays the 'Advertiser Info' page, which is divided into three main sections: 'Advertising Client Information', 'Contract Information', and 'Client Contact Information'. The 'Advertising Client Information' section contains form fields for Client Name (SodaMan), Client Address (somewhere back east), City (New Something), State (New Jersey), Zip/Postal Code (12467), and Country (United States). It also shows 'Client Since' as 04 May 2006. The 'Contract Information' section features a table with columns for Contract Name, Network, and Delete. A single contract is listed with 'Retail 1' as the name and 'Retail_Outlet_Advertising' as the network. Below the table are 'Add Contract' and 'Delete Contract' buttons. The 'Client Contact Information' section has 'Add Client Contact' and 'Delete Contact' buttons. At the bottom of the page are 'Save', 'Clear', and 'Cancel' buttons. Two callout boxes provide additional context: one explains that client information is entered once and shared across networks, and another explains that contracts are network-specific and listed with their network names.

Advertiser Info

Advertising Client Information

Client Name: SodaMan
Client Address: somewhere back east
City: New Something State: New Jersey Zip/Postal Code: 12467
Country: United States
Client Since: 04 May 2006

Contract Information

Contract Name	Network	Delete
Retail 1	Retail_Outlet_Advertising	<input type="checkbox"/>

Add Contract Delete Contract

Client Contact Information

Add Client Contact Delete Contact

Save Clear Cancel

Client Information is entered only once. Client Information will then be available to all registered networks.

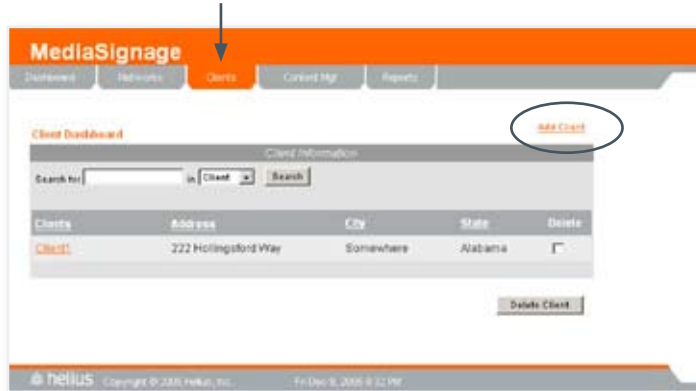
Contracts will be listed within the Client Information page. Since contracts are network-specific, the name of the associated network will be listed next to the contract name.

Please see the next page for more details on contracts and spots. By selecting the contract name link, the Client Contract page will open.

The Advertiser Info page provides Client information, Contract information and additional Client information, if needed. From this page, you can create, modify and delete contracts and client information.

Add a Client

1. Select the *Clients* tab along the top bar of the MediaSignage page.



2. Select *Add Client*.

The screenshot shows the 'Advertiser Info' form. It is divided into three main sections: 'Advertising Client Information', 'Contract Information', and 'Client Contact Information'. The 'Advertising Client Information' section contains fields for 'Client Name', 'Client Address', 'City', 'State', 'Zip Code', and 'Country'. The 'Contract Information' section contains a table with columns for 'Contract Name', 'Network', and 'Delete'. Below the table are 'Add Contract' and 'Delete Contract' buttons. The 'Client Contact Information' section contains 'Add Client Contact' and 'Delete Contact' buttons. At the bottom of the form are 'Save', 'Clear', and 'Cancel' buttons. A callout box points to the 'Add Contract' button, stating: 'Selecting the ADD CONTRACT button saves the client information and opens the Add Contract page with the network selected.'

Additional contact information can be added for each client.

3. Select ADD CLIENT CONTACT to add additional contact information.
4. Select SAVE when all information is completed.

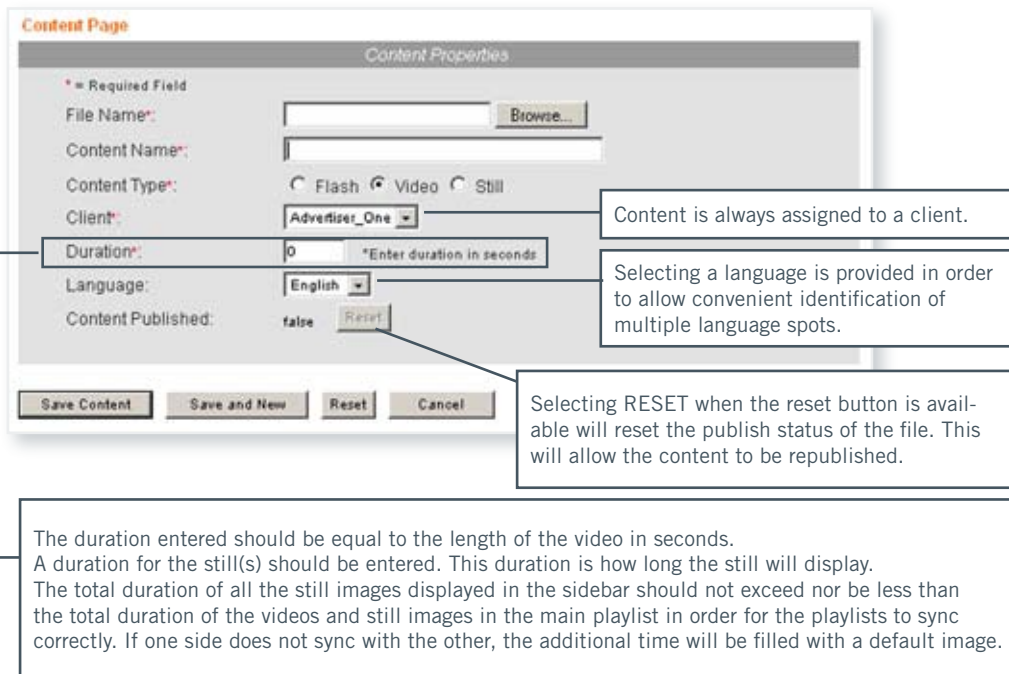
Upload Content

When content is uploaded, it is assigned to the client and identifies the file type and duration.

1. Select *Content Mgt* from the tabs along the upper bar.



2. Select *Add Content*.



* = Required Field

File Name*: Browse...

Content Name*:

Content Type*: Flash Video Still

Client*:

Duration*: *Enter duration in seconds

Language:

Content Published: false

Content is always assigned to a client.

Selecting a language is provided in order to allow convenient identification of multiple language spots.

Selecting RESET when the reset button is available will reset the publish status of the file. This will allow the content to be republished.

The duration entered should be equal to the length of the video in seconds.
A duration for the still(s) should be entered. This duration is how long the still will display.
The total duration of all the still images displayed in the sidebar should not exceed nor be less than the total duration of the videos and still images in the main playlist in order for the playlists to sync correctly. If one side does not sync with the other, the additional time will be filled with a default image.

3. Select SAVE CONTENT. Select SAVE AND NEW in order to add more content.

Contracts and Spots

Client Contract Page

The screenshot displays a web interface for managing advertising contracts. It is divided into three main sections:

- Advertiser Info:** Contains fields for Client Name (SodaMan), Client Address (somewhere back east), City (New Something), State (New Jersey), Zip/Postal Code (12457), and Country (United States). It also indicates the client has been active since 04 May 2006.
- Contract Information:** A table listing contracts with columns for Contract Name, Network, and Delete. The contracts listed are:

Contract Name	Network	Delete
Retail_1	Retail_Outlet_Advertising	<input type="checkbox"/>
SpecialHoliday	Diners	<input type="checkbox"/>
SpecialHoliday	Retail_Outlet_Advertising	<input type="checkbox"/>
Super Holiday Sale	Retail_Stores_BigCity	<input type="checkbox"/>
- Contract Spots:** A table listing spots assigned to the selected contract, with columns for Spot Name, Begin Date, End Date, Content Name, and Delete. The spots listed are:

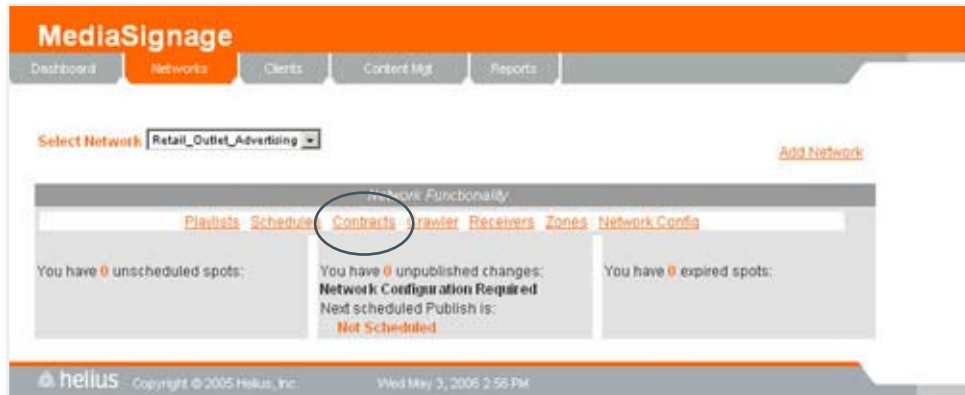
Spot Name	Begin Date	End Date	Content Name	Delete
BlindClaf	05 May 2006	17 May 2006	Movies	<input type="checkbox"/>
DocOrange	05 May 2006	15 May 2006	Let's_Sell	<input type="checkbox"/>

Buttons for 'Add Contract', 'Add Client', 'Save', 'Clear', 'Save Contract', 'Save and New', 'Reset', and 'Cancel' are visible at the bottom of the interface.

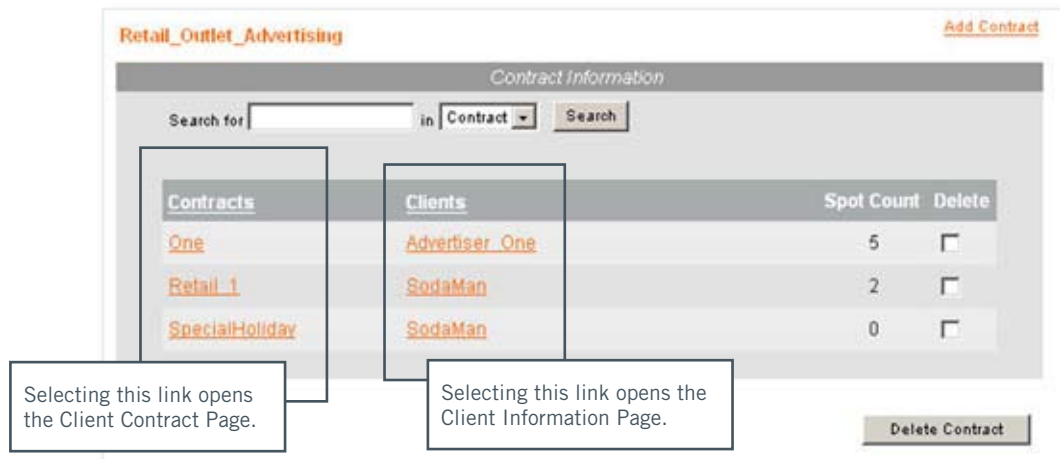
Select a contract name in order to view the spots listed on this contract. Selecting this link displays the client contract page.

Spots are assigned to a contract and listed in the contract page interface.

Network Contract Page



Selecting Contracts on the Network page opens the network contract page.



The network contract page provides a snapshot of all contracts on that network and their associated clients.

Add a Contract

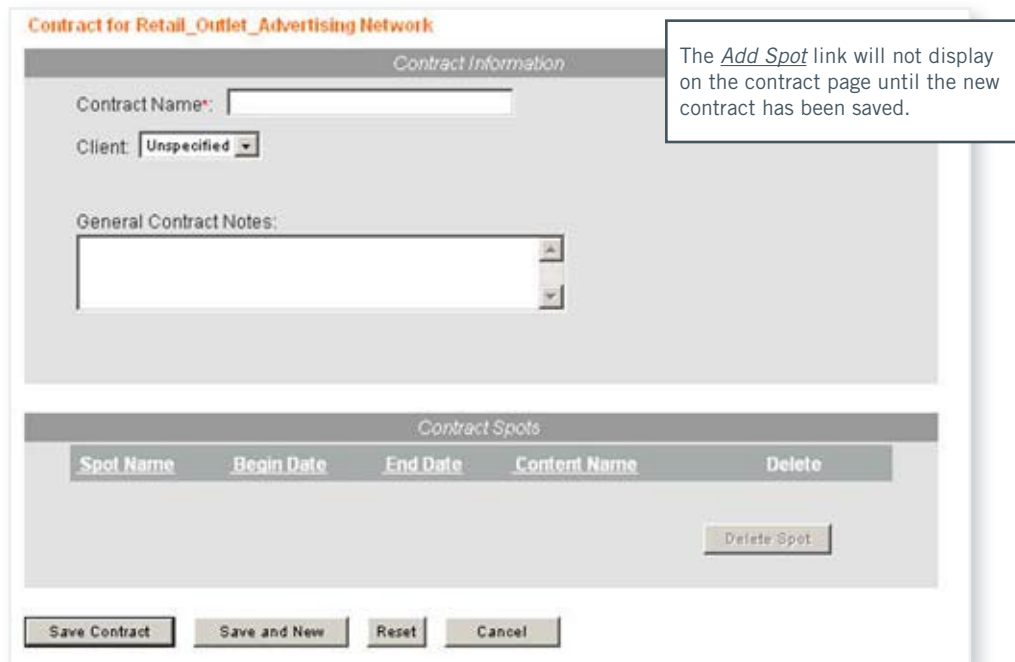
These instructions assume you are already at the Network page.

1. Select Contracts.



The screenshot shows the 'Retail_Outlet_Advertising' page. At the top right, there is a link labeled 'Add Contract' circled in red. Below this is a 'Contract Information' section with a search bar and a 'Search' button. Underneath is a table with columns: 'Contracts', 'Clients', 'Spot Count', and 'Delete'. The table contains one row with 'HolidaySpecial' under 'Contracts', 'SodaMan' under 'Clients', '0' under 'Spot Count', and a checkbox under 'Delete'. At the bottom right of the table area is a 'Delete Contract' button.

2. Select Add Contract.

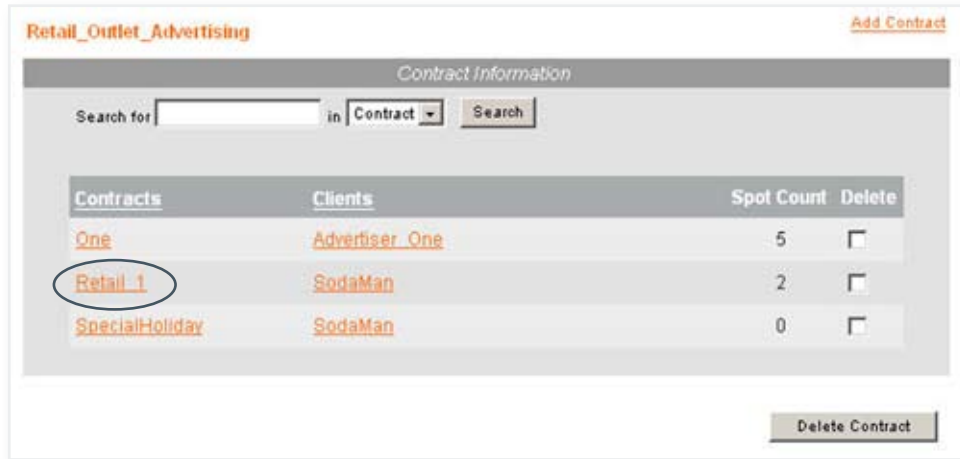


The screenshot shows the 'Contract for Retail_Outlet_Advertising Network' form. It has a 'Contract Information' section with fields for 'Contract Name', 'Client' (set to 'Unspecified'), and 'General Contract Notes'. Below this is a 'Contract Spots' section with a table header: 'Spot Name', 'Begin Date', 'End Date', 'Content Name', and 'Delete'. At the bottom of the form are buttons for 'Save Contract', 'Save and New', 'Reset', and 'Cancel'. A callout box on the right states: 'The Add Spot link will not display on the contract page until the new contract has been saved.'

3. Enter contract information and select SAVE. Contract information must be saved before a spot can be added. Once the contract information is saved, you may reselect that contract from the Contracts page and the Add Spot link will be active.

Add a Spot

To add a spot to a contract, the contract must be created and saved first. These instructions assume that has already been performed and you are on the Contracts page for the network.



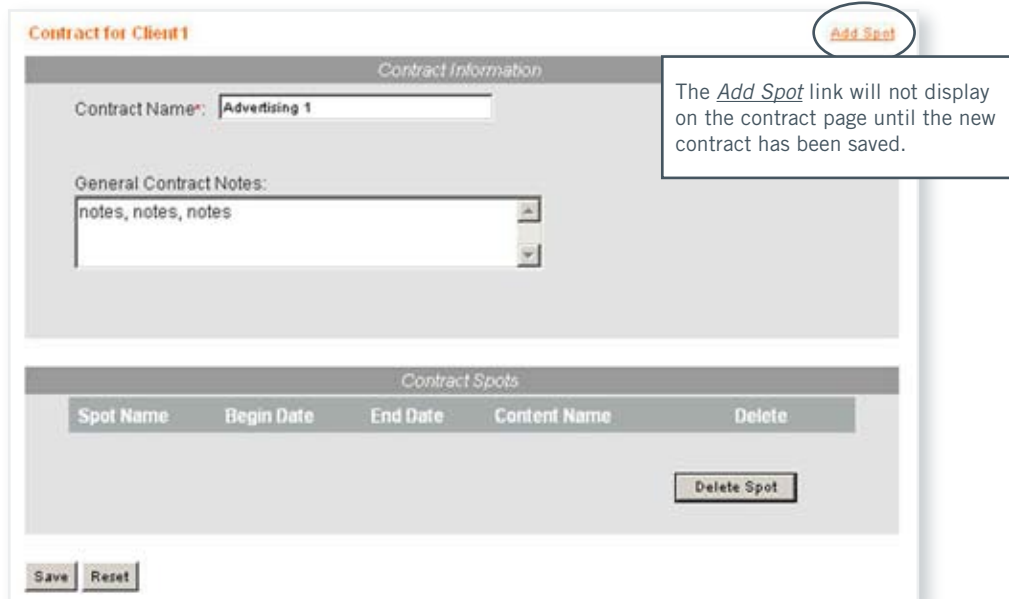
Retail_Outlet_Advertising [Add Contract](#)

Contract Information

Search for in **Contract**

Contracts	Clients	Spot Count	Delete
One	Advertiser_One	5	<input type="checkbox"/>
Retail_1	SodaMan	2	<input type="checkbox"/>
SpecialHoliday	SodaMan	0	<input type="checkbox"/>

1. Select the contract.



Contract for Client 1 [Add Spot](#)

Contract Information

Contract Name:

General Contract Notes:

Contract Spots

Spot Name	Begin Date	End Date	Content Name	Delete
-----------	------------	----------	--------------	--------

The [Add Spot](#) link will not display on the contract page until the new contract has been saved.

2. Select [Add Spot](#).

Spot Info for SodaMan

Spot Information

* = Required Field

Spot Name*:

Select Content: Unspecified
Unspecified
Let's Sell
Movies

[Content Mgmt](#)

Schedule and Settings

Availability Start Date*: 05 May 2006

Availability End Date*:

\$ Billable: X Removable: ● HardStop:

If the content has not been uploaded yet, select the [Content Mgmt](#) link to upload the file.

3. Select SAVE SPOT to save and return to the contracts page.
 Select SAVE AND NEW to create another spot for this contract.
 Select CLEAR to erase all fields and return to default values.
 Select CANCEL to cancel and return to the contract page.

- Billable: When Billable is selected, a \$ icon will display on the spot indicating it is a billable item.
- Removable: When Removable is selected, an X will display indicating that the spot is removable and not bound by a contract requiring its presence in that playlist.
- Hard Stop: Hard Stop means that the file will stop at the end date automatically and be removed from availability in the playlists. Hard Stop is represented by a red square.

Edit a Contract

These instructions assume you are already at the Network page. You may also access the contract information for a specific client by opening the Clients page, and selecting the client.

1. Select *Contracts*.

Network name

Contracts	Clients	Spot Count	Delete
One	Advertiser_One	5	<input type="checkbox"/>
Retail_1	SodaMan	2	<input type="checkbox"/>
SpecialHoliday	SodaMan	0	<input type="checkbox"/>

2. Select the contract to edit in the *Contracts* column.

Use *Add Spot* to add another spot to the contract.

Spot Name	Begin Date	End Date	Content Name	Delete
BlancDiet	05 May 2006	17 May 2006	Movies	<input type="checkbox"/>
DocOrange	05 May 2006	15 May 2006	Let's_Sell	<input type="checkbox"/>

To edit spot information such as start/end date, or billable status, select the link in the *Spot Name* column.

Activate the checkbox in the *Delete* column and select DELETE SPOT to remove a spot from the contract. This does not remove the video file from the server.

3. Edit information, delete or add a spot.
4. Select SAVE CONTRACT to save and close the page, SAVE AND NEW to save and open a new contract page. Select RESET to return to the previous saved state of the contract. Select CANCEL to cancel the actions not saved.

Delete a Contract

These instructions assume you are already at the Network page. You may also access the contract information for a specific client by opening the Clients page, and selecting the client.

1. Select Contracts.



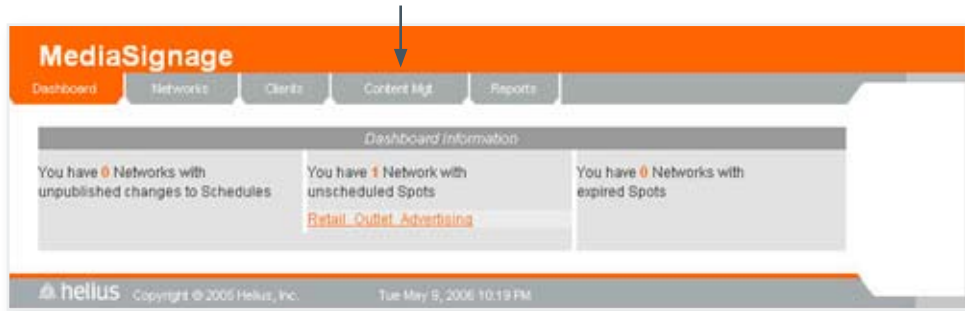
The screenshot shows a web interface titled "Retail_Outlet_Advertising" with a sub-header "Contract Information". At the top right is a link "Add Contract". Below the header is a search bar with the text "Search for" followed by an input field, "in" a dropdown menu set to "Contract", and a "Search" button. The main content is a table with the following data:

Contracts	Clients	Spot Count	Delete
One	Advertiser_One	5	<input type="checkbox"/>
Retail_1	SodaMan	2	<input type="checkbox"/>
SpecialHoliday	SodaMan	0	<input type="checkbox"/>

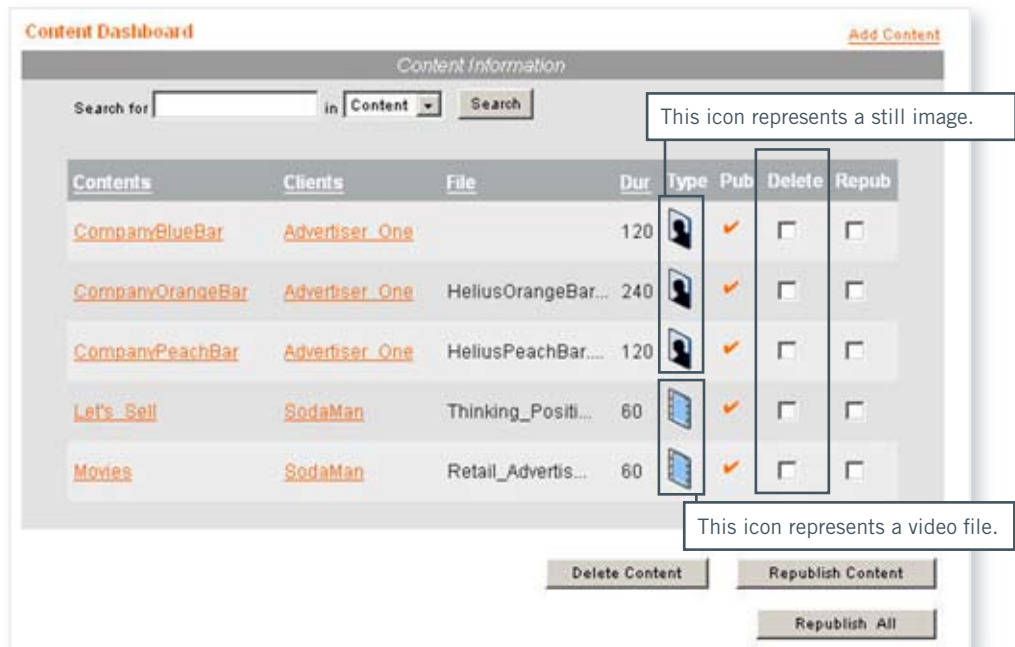
At the bottom right of the table area is a button labeled "Delete Contract".

2. Activate the checkbox in the *Delete* column of the contract.
3. Select DELETE CONTRACT.

Remove a Spot (from the server)



1. Select the *Content Mgt* tab.



2. Activate the checkbox in the *Delete* column of the spot.
3. Select DELETE CONTENT. The DELETE CONTENT button will be located at the bottom of the page.



SECTION 4

PLAYLISTS, SCHEDULES AND ZONES

Overview

A Playlist is a collection of spots made into an ordered, playable list of video and still images.

A Schedule is one or more playlists assigned together.

A Zone is an assigned Schedule that is delivered to specific receivers or SST/SST-ADV devices in a network. A Zone can be assigned only one schedule for playback.

Playlists

Playlists contain still and video spots. Using content that has been created and uploaded to the server, spots are created for each contract. Spots are contract specific and contracts are specific to a network. Clients can be used among all the networks, but a contract for the client is assigned within a network and is therefore network specific.

To create a Playlist, all the video files should be uploaded and spots created prior to creating the playlist in order for them to display and show availability in the Playlist creation interface.

Create a Playlist

These instructions assume you are already on the network page.

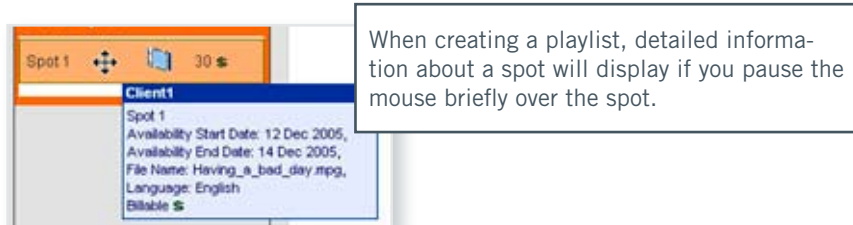
1. Select *Playlist*.



2. Select *Add Playlist*.



3. Name the playlist.
4. Drag and drop selections to the Main and Sidebar Playlist. The Sidebar Playlist can only accept still images or animated gifs.
5. Select APPLY CHANGES to save your changes and remain on the page or SAVE to save and exit the Playlist Information page.



When creating a playlist, detailed information about a spot will display if you pause the mouse briefly over the spot.

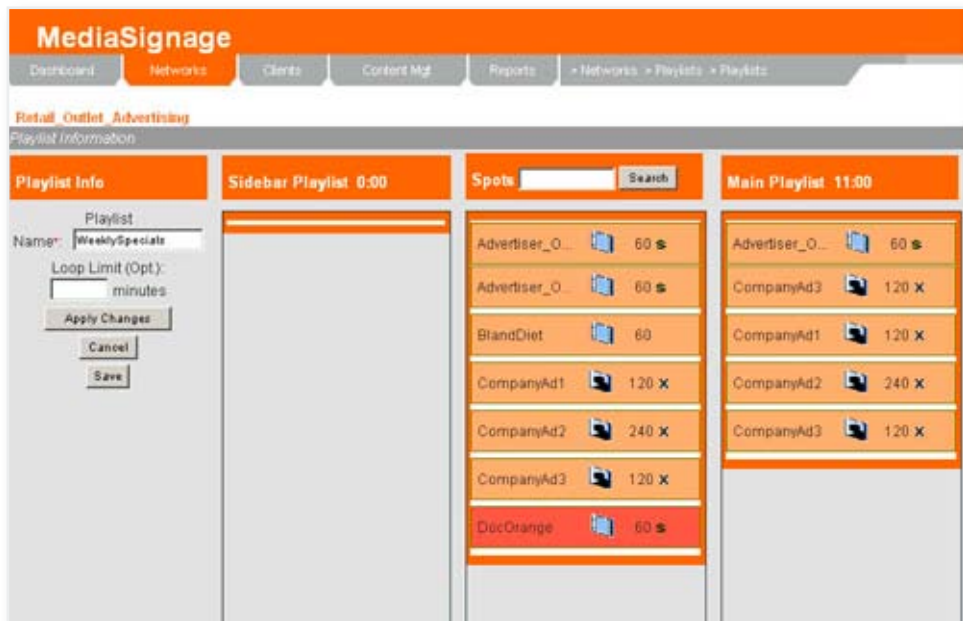
Edit a Playlist

Add Spots to an Existing Playlist

1. Select *Playlist*.



2. Select a playlist to edit by selecting the link in the *Playlist Name* column.



3. Drag and drop new spots into the sidebar or main playlist.
4. Select APPLY CHANGES to save during editing. Select SAVE to save and close the page.

Remove Spots from Playlist

To remove a spot from a playlist, drag and drop the spot into the gray area.



Once the spot has been released, it no longer exists in the playlist unless there was more than one iteration of the spot placed in the list. As shown above, there is a second iteration of the ad in the playlist. This ad will also have to be “dropped” from the list by dragging it onto the gray area and releasing it.

The spot will still be available in the Client Spot column to add to another location or playlist until the spot or contract is deleted or the end date of a Hard Stop is met. When a spot has Hard Stop selected, and the end date is met, it will be removed from availability in playlists but will remain on the contract until the contract or spot is deleted. A Hard Stop is indicated by a red square.

Delete a Playlist

These steps assume you are on the network page.

1. Select *Playlist*.



The screenshot shows a web interface for 'Retail_Outlet_Advertising'. At the top right is an 'Add Playlist' link. Below is a 'Playlist Information' section with a search bar and a 'Search' button. A table lists four playlists: 'Filler', 'HolidaySpecial', 'SpecialtyPlaylist', and 'WeeklySpecials'. The table has columns for 'Playlist Name', 'Sidebar', 'Main', 'Loop Limit', and 'Delete'. The 'Delete' column contains checkboxes, with the checkbox for 'HolidaySpecial' checked. A black box highlights the 'Delete' column and its checkboxes. At the bottom right is a 'Delete Playlist' button.

Playlist Name	Sidebar	Main	Loop Limit	Delete
Filler	0:00	3:00		<input type="checkbox"/>
HolidaySpecial	0:00	7:00		<input checked="" type="checkbox"/>
SpecialtyPlaylist	2:00	2:00	2:00	<input type="checkbox"/>
WeeklySpecials	0:00	11:00		<input type="checkbox"/>

2. Activate (✓) the checkbox in the delete column of the playlist to be deleted.
3. Select DELETE PLAYLIST.

Schedules

A schedule is made up of one or more playlists. A single schedule of playlists is assigned to a zone.

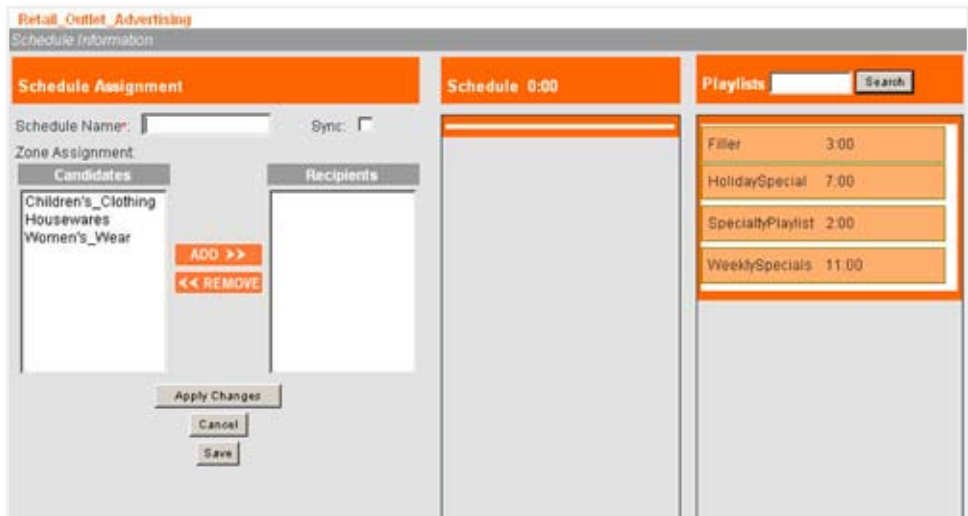
The Schedules page is accessible from the network page. The following instructions assume you are on the selected network page.

Create a Schedule

1. Select *Schedules*.



2. Select *Add Schedule*.



3. Name the schedule.
4. Drag and drop desired playlists into the *Schedule* column.
5. Select the zone candidates to receive the schedule.
6. Select APPLY CHANGES to save the changes and remain on the page or SAVE to save and close.

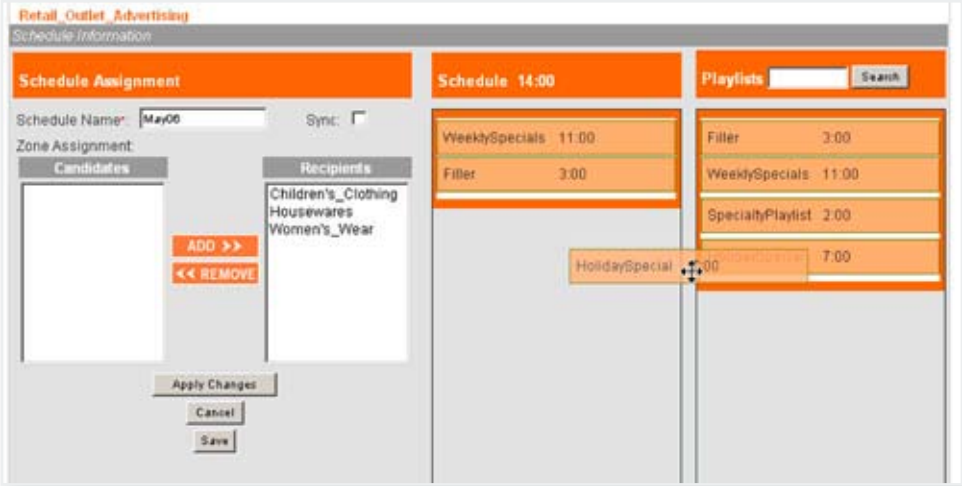
Edit a Schedule

The following instructions assume you are on the selected network page.

1. Select *Schedules*.



2. Select the schedule to edit by selecting the highlighted link in the *Schedule Name* column.



3. To remove a playlist, drag and drop the playlist in the gray area of the screen. To add a playlist, drag and drop the playlist from the *Playlist* column to the *Schedule* column.
4. Select APPLY CHANGES to save the current changes and continue editing. Select SAVE to save the changes and return to the Schedules page.

Delete a Schedule

The following instructions assume you are on the selected network page.

1. Select Schedules.



The screenshot shows a web interface for 'Retail_Outlet_Advertising'. At the top right is an 'Add Schedule' link. Below is a 'Schedule Information' section with a search bar and a 'Search' button. A table lists three schedules: 'Holidays' (14:00), 'May05' (14:00), and 'Weekly' (4:00). A 'Delete' column is on the right, with checkboxes for each row. The checkbox for 'May05' is checked. A 'Delete Schedule' button is at the bottom right.

Schedule Name	Duration	Delete
Holidays	14:00	<input type="checkbox"/>
May05	14:00	<input checked="" type="checkbox"/>
Weekly	4:00	<input type="checkbox"/>

2. Activate the checkbox in the *Delete* column next to the schedule to delete.
3. Select DELETE SCHEDULE.

Zones

Zones are used to deliver content to specific locations on the network. An SST is a set-top device that displays media files in a single panel. An SST-ADV is a set-top device that displays MediaSignage content using the network panel configuration (1, 2 or 3-panel configurations).

All zone information is delivered to all receivers on the network, then downloaded to the SST-ADV that are registered with the receiver. SSTs receive their zone directly from the receiver.

Assignment of the zone display on an SST is done through the Helius Management Console on the individual receiver associated with that SST.

Assignment of zones on an individual SST-ADV is made by pressing the front panel button on the SST-ADV until the desired zone displays or by logging into the receiver via the Helius Management Console. See Section 2 of this manual or refer to the MediaGate Router Support Manual for more information on SSTs and SST-ADV.

Create a Zone

The following instructions assume you are on the selected network page.

1. Select Zones.

Retail_Outlet_Advertising

Zone Information

Search for in **Name**

Zone Name	Description	Schedule	Panel/Delete
Children's Clothing	Children's Clothing Department Advertising		<input type="checkbox"/>
Housewares	Housewares department.		<input type="checkbox"/>
Women's Wear	Women's Clothing Department Advertising		<input type="checkbox"/>

2. Select Add Zone.

Retail_Outlet_Advertising

Zone Properties

* = Required Field

Zone Name*:

Zone Description:

Schedule: **Unspecified**

Zone Panel Configuration

Use Default Network Panel Configuration

Overscan: Vertical: Horizontal:

Use Sidebar: Left Right
Sidebar/Crawler Size
 Small 316 x 708
 Medium 336 x 688
 Large 356 x 668

Use Crawler: Bottom Top

The zone name must not have any spaces.

An individual zone panel configuration can be set different than the network configuration defined.

Deselecting the Use Default Network Panel Configuration checkbox enables the checkboxes below.

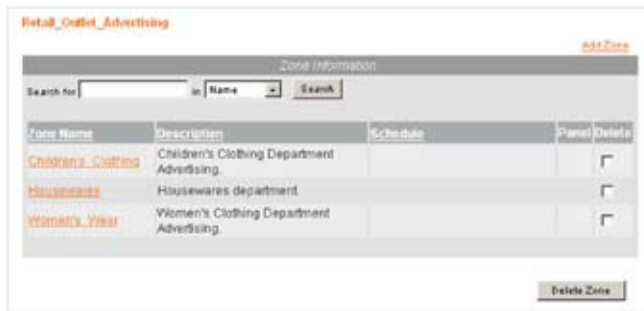
The panel configuration defined here will only affect this zone. This configuration will display on all monitors that receive this zone.

3. Enter zone information.
4. Select SAVE ZONE.

Edit a Zone

The following instructions assume you are on the selected network page.

1. Select Zones.

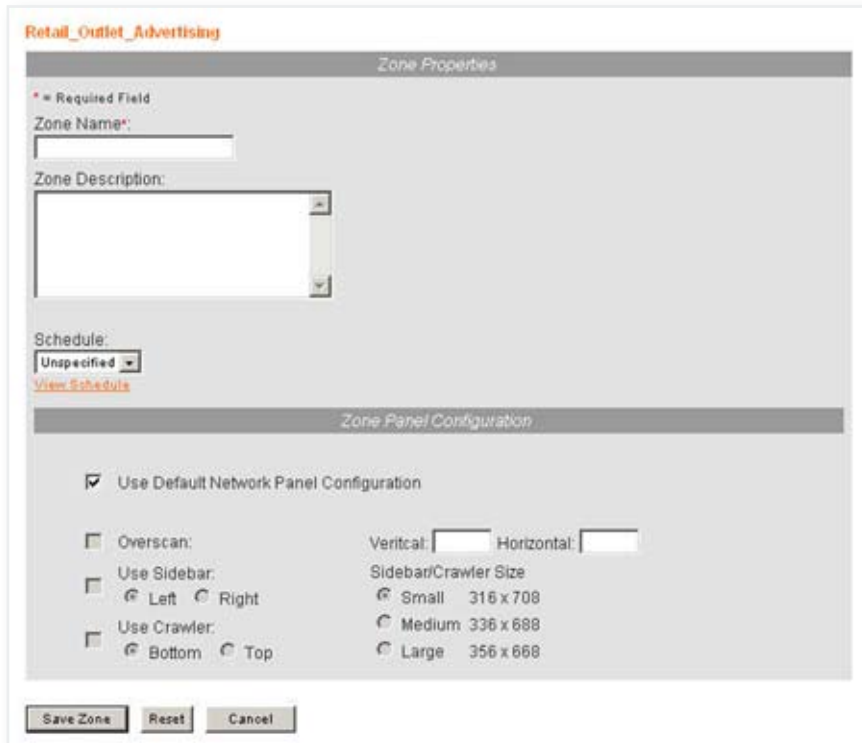


The screenshot shows a web interface titled "Retail_Outlet_Advertising" with a sub-header "Zone Information". Below the header is a search bar with the text "Search for" and a dropdown menu set to "Name", followed by a "Search" button. A table lists three zones:

Zone Name	Description	Schedule	Panel	Delete
Children's Clothing	Children's Clothing Department Advertising			<input type="checkbox"/>
Housewares	Housewares department			<input type="checkbox"/>
Women's Wear	Women's Clothing Department Advertising			<input type="checkbox"/>

At the bottom right of the table area is a "Delete Zone" button.

2. Select the highlighted link in the *Zone Name* column.



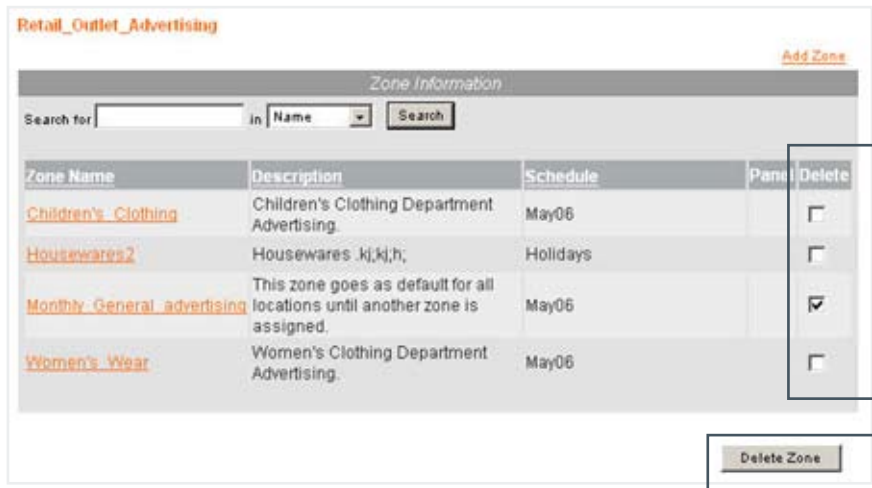
The screenshot shows the "Retail_Outlet_Advertising" page with the "Zone Properties" section active. It includes a legend for required fields (* = Required Field). The "Zone Name*" field is a text input. The "Zone Description:" field is a text area. The "Schedule:" dropdown menu is set to "Unspecified", with a "View Schedule" link below it. The "Zone Panel Configuration" section has a checked checkbox for "Use Default Network Panel Configuration". Below this are three groups of options: "Use Sidebar:" with radio buttons for "Left" and "Right"; "Use Crawler:" with radio buttons for "Bottom" and "Top"; and "Verical:" and "Horizontal:" input fields. To the right of these are "Sidebar/Crawler Size" options: "Small 316 x 708", "Medium 336 x 688", and "Large 356 x 668". At the bottom are "Save Zone", "Reset", and "Cancel" buttons.

3. Edit any any field.
4. Select SAVE ZONE to save changes and return to Zones page.
Select RESET to reset the fields to what they were when the page was opened.
Select CANCEL to erase the changes and return to the Zones page.

Delete a Zone

The following instructions assume you are on the selected network page.

1. Select Zones.



The screenshot shows a web interface for 'Retail_Outlet_Advertising'. At the top right is an 'Add Zone' link. Below it is a 'Zone Information' section with a search bar and a 'Search' button. The main content is a table with the following data:

Zone Name	Description	Schedule	Panel	Delete
Children's Clothing	Children's Clothing Department Advertising.	May06		<input type="checkbox"/>
Housewares2	Housewares .kj,k,h;	Holidays		<input type="checkbox"/>
Monthly_General_advertising	This zone goes as default for all locations until another zone is assigned.	May06		<input checked="" type="checkbox"/>
Women's Wear	Women's Clothing Department Advertising.	May06		<input type="checkbox"/>

At the bottom right of the interface is a 'Delete Zone' button.

2. Activate the checkbox in the *Delete* column of the zone to delete.
3. Select DELETE ZONE.



SECTION 5

CRAWLER

Overview

The Crawler is an automated ticker that scrolls or streams along the top or bottom of the screen display.

Crawler feeds are information received from user defined RSS2.0 media services and fed to the crawler.

A Crawler story is manually entered information that displays in the crawler at the front of a feed. Stories may be copied (“cut”) from one application and pasted into the Crawler story text box. Crawler stories are restricted to 500 characters.

The instructions in this chapter assume you are starting at the network page of the selected network.

Configure Crawler

To edit configuration, just re-open the configuration page, make and save changes.



1. Select Crawler.



2. Select Config.

Retail_Outlet_Advertising

Crawler Configuration

Mode:

Scroller

Number of Lines:

Refresh every: Seconds

Ticker

Ticker Speed:

Character Limit:

Font:

Font Face:

Font Style:

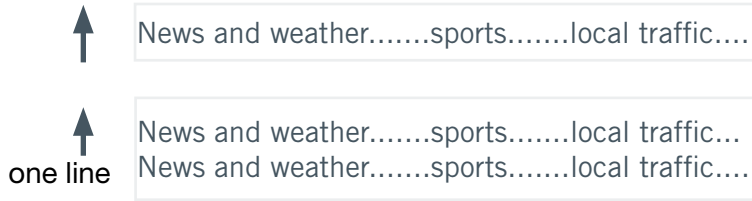
Font Color:

Background Color:

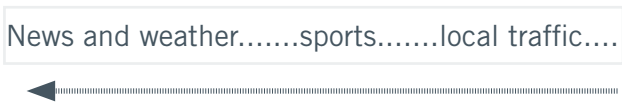
3. Identify Crawler configuration.
4. Select SUBMIT. Select CLEAR to return to the default values before saving. Select CANCEL to cancel without saving and return to the Crawler page.

Scroller vs ticker

A scroller displays 1-4 static lines for the “refresh every” duration selected. When the scroller refreshes, it moves the display up one line to display the next line of text available.



A ticker is a dynamic display that streams across the page from right to left. Ticker speed selections are: slow, medium, fast.



Identify Feeds

These instructions assume you are already on the Crawler page.



1. Select Feeds.



2. Select Add Feed.

Retail_Outlet_Advertising Network

RSS Feed Configuration

* = Required Field

Feed Name*:

URL:

Feed Type:

Last Refresh: No Collection

Recipients Selection

Candidates		Recipients
Receivers		
Rec1_NW		
Rec2_NE		
Zones		
Women's_Wear	<input type="button" value="ADD >>"/>	
Children's_Clothing	<input type="button" value="<< REMOVE"/>	
Housewares2		
Monthly_General		

3. Enter feed information and identify the receivers or zones that should receive this feed for their crawler content.

The feed for crawler information currently needs to be a valid RSS2.0 feed. Selecting VERIFY tests that the address exists, but it does not verify that it is a valid RSS2.0 feed.

4. Select SAVE FEED.
Select RESET to return settings to default.
Select CANCEL to cancel and return to the Feeds page.

Edit Feeds



The screenshot shows the MediaSignage dashboard with the 'Networks' tab selected. The 'Retail_Outlet_Advertising' network is chosen. In the 'Network Functionality' section, the 'Crawler' tab is circled. Below this, three status boxes are visible: '0 unscheduled spots', '0 unpublished changes' with a 'Network Configuration Required' warning, and '0 expired spots'. The footer includes the Helius logo, copyright information, and the date 'Wed May 3, 2006 3:27 PM'.

1. Select Crawler.



The screenshot shows the 'Crawler Dashboard for Retail_Outlet_Advertising Network'. The 'Feeds' tab is circled. The dashboard displays 'Summary Information' including the last crawler publish time ('Thu, 18 May 2006 17:22:03 GMT') and a table for 'Latest Successful Feeds Collection' with columns for category and collection status.

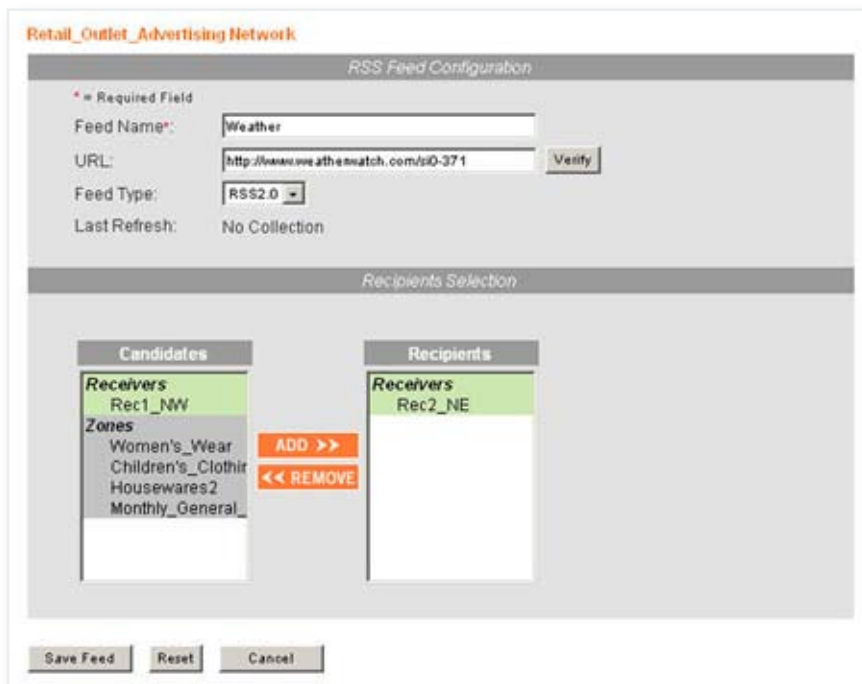
Latest Successful Feeds Collection:	
Sports	No Collection
Weather	No Collection

A 'Publish' button is located at the bottom left of the dashboard.

2. Select Feeds.



3. Select the feed name in the *Name* column.



4. Make changes.
5. Select SAVE FEED.
 Select RESET to restore the feed information to the previous settings.
 Select CANCEL to cancel the changes and return to the Feeds page.

Delete Feed



1. Select *Crawler*.



2. Select *Feeds*.



3. Activate (✓) the checkbox in the *Delete* column next to the feed to be deleted.
4. Select DELETE FEED.

Create Stories

The screenshot shows the MediaSignage interface. At the top, there's a navigation bar with 'Dashboard', 'Networks', 'Clients', 'Content Mgt', and 'Reports'. Below this, a 'Select Network' dropdown is set to 'Retail_Outlet_Advertising'. A sub-section titled 'Network Functionality' contains several tabs: 'Playlists', 'Schedules', 'Contracts', 'Crawler', 'Receivers', 'Zones', and 'Network Config'. The 'Crawler' tab is circled in red. Below the tabs, three status boxes are visible: 'You have 0 unscheduled spots:', 'You have 0 unpublished changes: Network Configuration Required. Next scheduled Publish is: Not Scheduled.', and 'You have 0 expired spots:'. The footer includes the 'hellus' logo, copyright information, and the date 'Wed May 3, 2006 3:27 PM'.

1. Select Crawler.

This screenshot shows the 'Crawler Dashboard for Retail_Outlet_Advertising Network'. The 'Stories' tab is circled in red. The dashboard displays 'Summary Information' including 'Last Crawler Publish: Thu, 08 May 2006 17:22:03 GMT' and 'Latest Successful Feeds Collection:' with sub-items for 'Sports' and 'Weather', both showing 'No Collection'. A 'Publish' button is located at the bottom left.

2. Select Stories.

This screenshot shows the 'Retail_Outlet_Advertising Network' interface. The 'Add Story' button is circled in red. Below it is a search bar and a table titled 'Crawler Stories Information'. The table has columns for 'Names', 'Stories', 'Start', 'Stop', and 'Delete'. One story is listed with the following details:

Names	Stories	Start	Stop	Delete
Story 1	If you want to eat a fairly healthful diet, shop the perimeter and pick up produce, fish, meat, low-fat dairy products and fresh-baked bread, and stay out of the center aisles, which often are loaded with processed foods	03 May 2006 14:40:00	Not Set	<input type="checkbox"/>

A 'Delete Story' button is located at the bottom right of the table.

3. Select Add Story.

Retail_Outlet_Advertising_Network

Story Configuration

* = Required Field

Name*:

Story:

Start Date*: At: Hour Minute

End Date*: At: Hour Minute

Recipients Selection

Candidates		Recipients
Receivers		
Rec1_NW		
Rec2_NE		
Zones	<input type="button" value="ADD >>"/>	
Women's_Wear	<input type="button" value="<< REMOVE"/>	
Children's_Clothing		
Housewares2		
Monthly_General_		

- Name the story and enter the text to be displayed on the crawler. Stories appear at the front of the feed.

Select a start and end date. The start date defaults to the current date and time. If the end date is left blank, then no end date will be assigned.

Select the receiver(s) or zone(s) that will receive the story. A story created at the server goes to all recipients selected here. A story can be created for an individual receiver by logging into that receiver through the Helius Management Console.

- Select SAVE STORY to save and return to the Stories page.
 Select SAVE AND NEW in order to save this story and create a new one.
 Select RESET to reset to the default.
 Select CANCEL to end story creation and return to the Stories page.

Edit a Story

These instructions assume you are already on the Crawler page.

[Config](#) [Feeds](#) [Stories](#)

Crawler Dashboard for Retail_Outlet_Advertising Network

Summary Information

Last Crawler Publish: **Thu, 18 May 2006 17:22:03 GMT**

Latest Successful Feeds Collection:

Sports	No Collection
Weather	No Collection

1. Select Stories.

Retail_Outlet_Advertising Network [Add Story](#)

Crawler Stories Information

Search for in **Name**

<u>Names</u>	<u>Stories</u>	<u>Start</u>	<u>Stop</u>	<u>Delete</u>
Story 1	If you want to eat a fairly healthful diet, shop the perimeter and pick up produce, fish, meat, low-fat dairy products and fresh-baked bread, and stay out of the center aisles, which often are loaded with processed foods	03 May 2006 14:40:00	Not Set	<input type="checkbox"/>

2. Select the link in the *Name* column.

Retail_Outlet_Advertising Network

Story Configuration

* = Required Field

Name*:

Story:

Start Date*: At: Hour Minute

End Date*: At: Hour Minute

Recipients Selection

Candidates		Recipients
Receivers		Zones
Rec1_NW		Housewares2
Rec2_NE		
Zones	<input type="button" value="ADD >>"/>	
Women's_Wear	<input type="button" value="<< REMOVE"/>	
Children's_Clothing		
Monthly_General		

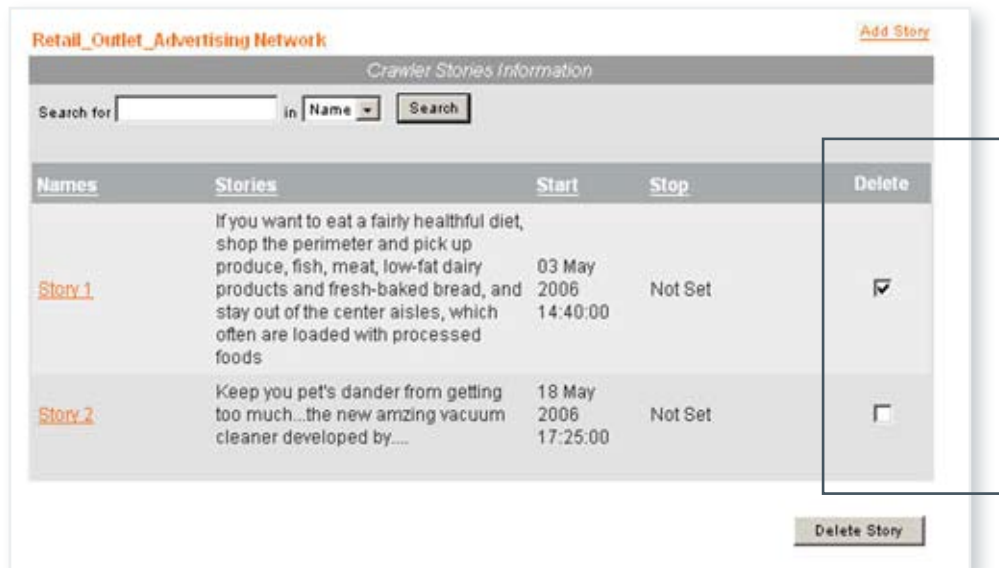
3. Make changes to story.
4. Select SAVE STORY.
Select RESET to restore the story information.

Delete a Story

These instructions assume you are already on the Crawler page.



1. Select Stories.



2. Activate (✓) the checkbox in the *Delete* column next to the story to be deleted.
3. Select DELETE STORY.



SECTION 6

PUBLISH AND CONTENT

Overview

When network information is published, the system collects the playlists and schedules, network configuration and any content not previously published, then delivers it to the receivers on the network. SST-ADVs are updated with their respective new zone information anytime zone information is published.

Publish

When the network configuration was defined, the Publish configuration dates and times were identified.

The screenshot shows a configuration window titled "Publish Configuration for Retail_Outlet_Advertising". It is divided into two main sections: "Scheduler" and "Crawler".

- Scheduler:**
 - Frequency: * Required Field
 - Publish Day(s): Sun, Mon, Tue, Wed, Thu, Fri, Sat, Daily
 - At: 2 Hour 00 Minute
 - Bit Rate(KB): 1000
 - Reliability: Good
 - Max # of Sends: 2
 - Delivery Report:
- Crawler:**
 - Publish: 4 times per Hour
 - Bit Rate(KB): 1000
 - Reliability: Good
 - Max # of Sends: 2
 - Delivery Report:

When there are outstanding changes or updates to be published, the information plus a PUBLISH button will display on the network page. A Publish command can be manually done by selecting the PUBLISH button on the network page.

The screenshot shows the "MediaSignage" interface. The "Networks" tab is selected, and the network "Retail_Outlet_Advertising" is chosen. The "Network Functionality" section is active, showing a list of items with a "Publish" button highlighted.

Network Functionality

- Playlists
- Schedules
- Contracts
- Crawler
- Receivers
- Zones
- Network Config

You have 1 unscheduled spots:
Advertiser_One_Movies

You have 8 unpublished changes:
Children's_Clothing change
Housewares2 change
Monthly_General_advertising change
Women's_Wear change
Children's_Clothing schedule
Housewares2 schedule
Monthly_General_advertising schedule
Women's_Wear schedule

Publish

Next scheduled Publish is:
Fri, 19 May 2006 - 02:00:00 GMT

You have 2 expired spots:
DocOrange
BlandDiet

helius Copyright © 2005 Helius, Inc. Thu May 18, 2006 9:15 PM

To immediately publish all changes instead of waiting for the next scheduled publish time, select the PUBLISH button when it is displayed on the network page.

Content

Planning your networks, zones and receivers is very important. If a receiver is added to a network after the network information has been published, it will not receive the already published information or content. Content that has already been published is not re-published when updates are made.

In order to assure a new receiver has all the previous content delivered to it on the next publish date, you must reset the content status.

Content Dashboard

Search by content name, client name, file name or duration.

Content Dashboard

Content Information

Search for in **Content** Search

Represents a still image.
Represents a video clip.

Contents	Clients	File	Dur	Type	Pub	Delete	Repub
CompanyBlueBar	Advertiser_One		120		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CompanyOrangeBar	Advertiser_One	HeliusOrangeBar...	240		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CompanyPeachBar	Advertiser_One	HeliusPeachBar...	120		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Let's Sell	SodaMan	Thinking_Positi...	60		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Movies	SodaMan	Retail_Advertis...	60		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Select a Contents link to open the Content page for that file.

Select a Clients link to open the advertiser information page for that client.

Delete Content

Republish Content

Republish All

To reset the status of all content listed here, select REPUBLISH ALL. The status will be reset and all content will be republished with the next Publish.

A checkmark in the Pub column indicates that the content has been published. To republish content, activate (✓) the checkbox in the Repub column and select REPUBLISH CONTENT.

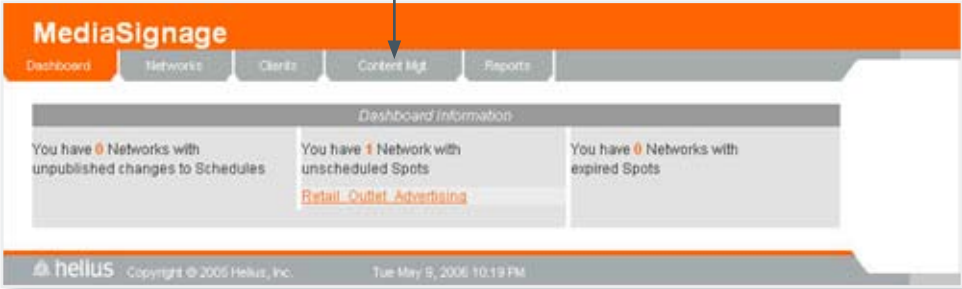
Content Page

Content Properties

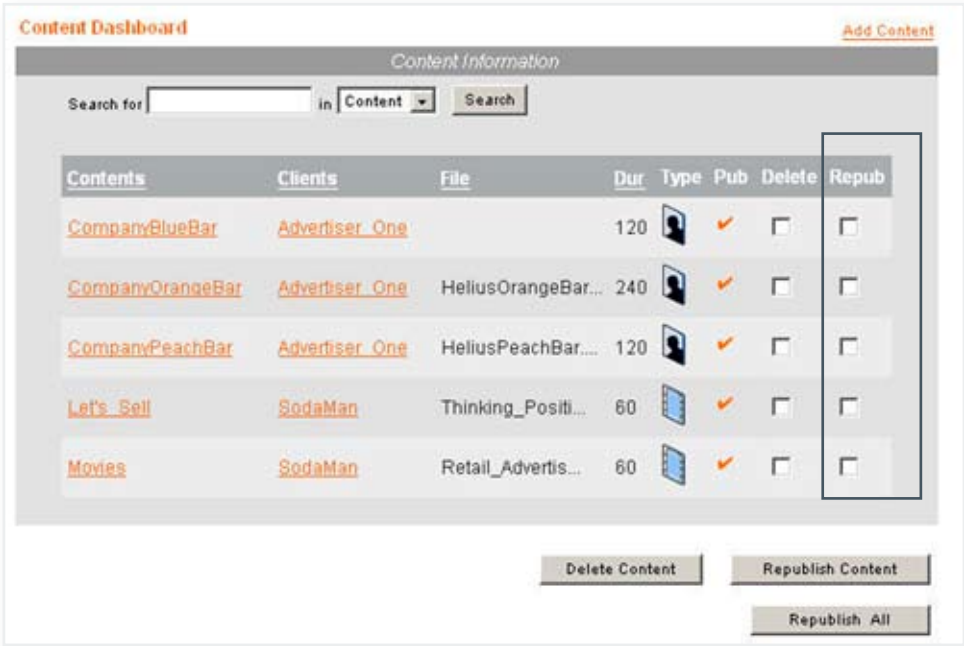
File Name: Thinking_Positive.mp4
Content Name: Let's Sell
Content Type: Flash Video Still
Client: SodaMan
Duration: 60 *Enter duration in seconds
Language: English
Content Published: Yes No

Save Content Save and New Print Cancel

Reset Content Status



1. Select the *Content Mgt* tab in MediaSignage.



2. Activate (√) the checkbox in the Repub column or select REPUBLISH ALL to automatically reset all content to be sent on the next PUBLISH command.
3. Select REPUBLISH CONTENT. The content status will be reset to false and will be re-sent to all receivers in the network when the network information is next published.

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Helius, Inc.
333 South 520 West Ste. 330
Lindon, UT 84042
www.helius.com