

Digital Signage CDMS

GTV Manual V4.0

* The information contained in this document is subject to change without notice.

Revision History

Revision	Revision Date	Principle Changes
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Chapter 1 **System Overview**

1.1 Introduction

Signway CDMS is designed based on B/S structure and distributed network management technologies, providing a perfect cross-platform solution. The system is deployed on Windows or Linux platform, and can work well with X86, Android and embedded terminals, with integrated management of display terminals like ad displays, LED full color displays, LCD splicing walls and ordinary LCD televisions.

1.2 Features

- Support multiple media types, including image, video, music, RSS, slide, touch, web, text, APK and dynamic table.
- LOGO, instant messages, real-time date/time/week can be displayed.
- Support background image and background color.
- Interactive buttons allow users to jump to other contents with just one click.
- Dynamic table updates the display in real time without re-publishing the program.
- Support full screen and customized multi-zone presentation as you wish.
- Drag and drop editor makes content editing intuitive.
- Such slide features as IMP, music synchronization and background music are substitutes for the traditional light boxes and posters.
- The concise program publish interface allows you to arrange contents and their playback time, sequence, frequency and location easily.
- With intelligent scheduling, contents can be played on a loop, at a certain time or idle hours, or as instant break-ins.
- You can have your program published immediately or at your specified date and time.
- Contents can be updated remotely, or imported or read directly from a USB disk on site.
- Program previews and multi checks ensure information delivery correct and accurate.
- Owing to flexible classification management mechanism, players can be managed in organizations and groups, users can be granted different permissions.
- Advertiser details, related contents, price strategies and playback logs are all within your reach for ease of client management.

- Breakpoint resume, time download and bandwidth control help to make use of network resources more effectively.
- The powerful feature of time on/off in multiple periods achieves unattended operation.
- Player operations such as adjusting playback volume, changing display screen, reboot, and hibernation can be completed remotely with just one click.
- You are allowed to oversee players remotely in real time, and will be provided with various running and operation reports.
- Health monitoring technique is employed to give failure alert in time.
- Remote upgrade and intelligent DNS make operation and maintenance more convenient.
- Deployments across WAN/LAN/VPN/WiFi/3G network, and different regions are supported.
- Customizable for your specific needs and will easily scale as your business grows.

1.3 Applications

For a widespread project, it is advised to use Signway CDMS to compile programs and distribute contents to players via the network of WAN, LAN, VPN, WiFi or 3G. With rich remote management capabilities, CDMS is especially suitable for large and super-large scale network deployment, and can be easily scale as your business grows. Now it has widely used in the fields of media, finance, communications, transportation, catering, hotels and enterprises.

Chapter 2 System Access

2.1 Running Environment

The following minimum requirements are recommended to run CDMS.

- Memory: 2G or above
- HDD: 500G or above

2.2 Login

Based on B/S structure, CDMS works right in your web browser and requires no client installation. You are allowed to login the system anywhere with a networked PC and your user name and password.

1. In the browser address bar, enter the server IP address, e.g. <http://192.168.0.x:8088/cdms/>, and press **Enter** to open the login interface.



The port number is 8088.

2. Choose your preferred operation language, English or Simplified Chinese.
 3. Enter your user name, password and security code.
 4. Click **Login** to enter CDMS and click **Reset** to re-enter the required information.
- With CDMS running, you can click **Logout** to quit.

Chapter 3 Quick Start

Here gives a brief guide to use CDMS to publish programs and manage users and players. More detailed explanations will be given in the following chapters.

1 Build Organizations

1. Click the menu **Setting > Organization** to present the organization tree.
2. Click the button **New** to add a new organization.



See Chapter 11.1 Organization.

2 Register Players

1. Click the menu **Player > Player** to open the player management page.
2. Click the button **New** to register information of new players.

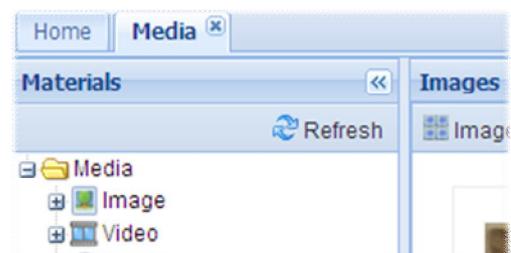
A screenshot of a 'Player List' table. The table has columns for Player Name, Organization, Group, Player ID, S/N, 3G Card, Software, Created By, and Update Time. There are three rows of data.

Player Name	Organization	Group	Player ID	S/N	3G Card	Software	Created By	Update Time
0E500003	System			0E500003			sa	2014-5-13 16:41:13
0E500002	System			0E500002			sa	2014-5-13 16:41:13
0E500001	Sytem			0E500001			sa	2014-5-13 16:41:13

See Chapter 9.1 Player.

3 Prepare Media Files

1. Click the menu **Media**.
2. Click **Image** on the left navigation pane.
3. Click **Upload** to upload images that you may use.
4. Upload videos and other media files the same way.



See Chapter 6 Media.

4 Design Templates

1. Click the menu **Program > Template**.
2. Choose the template type on the left pane.
3. Click **New** to choose the player operating system.
4. Enter the required information and then design the layout.

See Chapter 7.1Template.



5 Compile Programs

Programs are formed by playlists or scroll text.

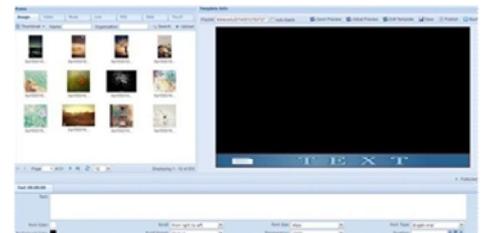
• Make Playlist

1. Click the menu **Program > Playlist**.
2. Click the button **New**.
3. Choose the template you designed in step 4.
4. Add media files to the template and make playback settings.
5. Click **Save**.



• Make Scroll Text

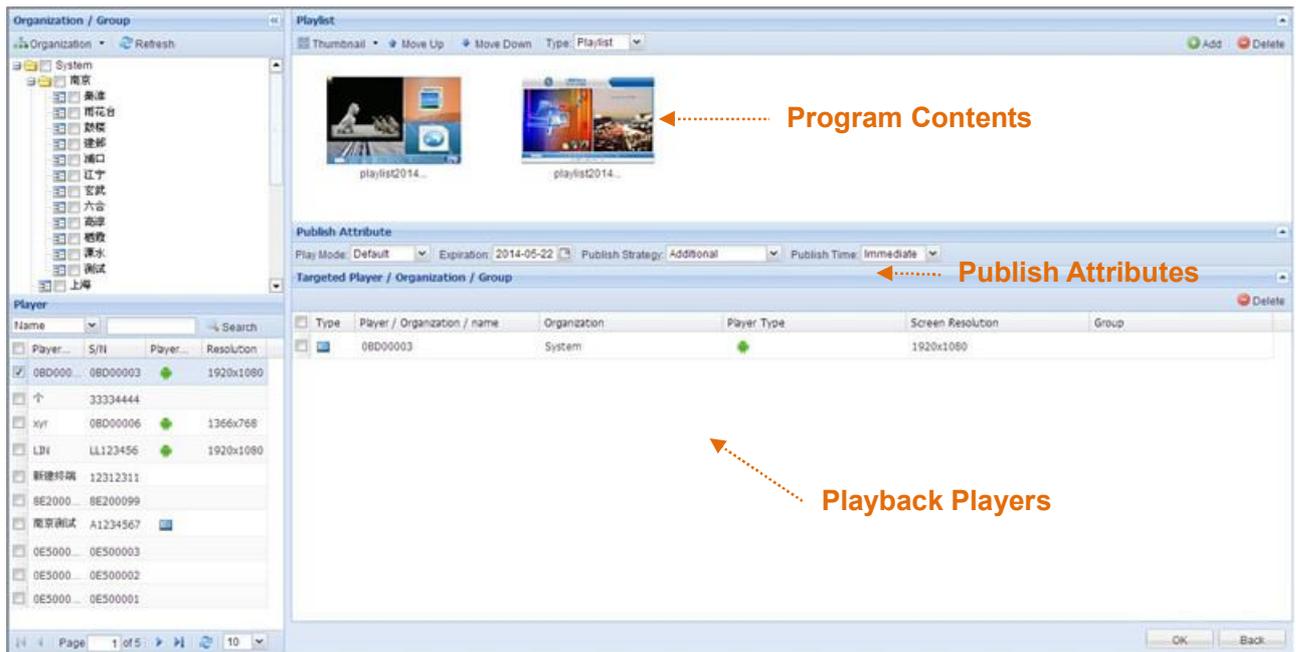
1. Click the menu **Program > Scroll Text**.
2. Click the button **New**.
3. Enter text in the ticker box and set its format.
4. Click **Save**.



See Chapter 7.2Playlist and 7.3Scroll Text.

6 Publish Programs

1. Click the menu **Program > Publish** or the button **Publish** just after you complete your program to open the publish page.
2. Choose the program type, playlist or scroll text.
3. Click **Add** to add playlists or scroll texts you want to publish to players.
4. Set publish attributes include playback mode and the schedule.
5. Choose your target players.
6. Click **OK**.

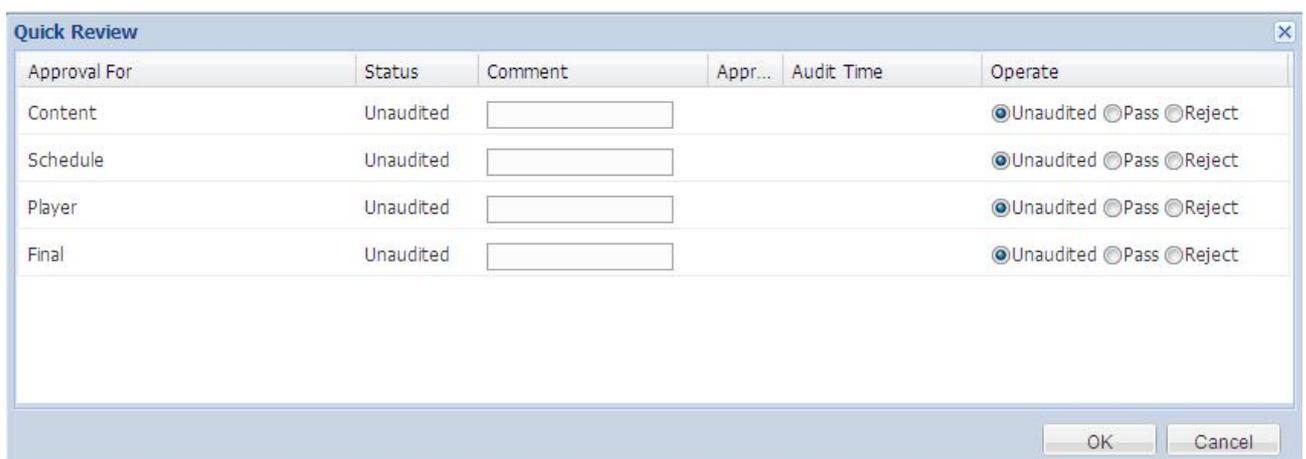


See Chapter 7.4 Publish.

7 Program Approvals

Audit programs via two methods:

- Click the menu **Program > Audit**, and then click **Quick Preview** in the Approval column.
- Click **Msg** in the top right corner of the page, and then click **Quick Preview** in the **Schedule** page.



Skip this step if there is no approval strategy configured. See Chapter 7.5 Audit.

8 Supervisions

■ Users

1. To create roles with specific permissions, click the menu **System > Role** and then the button **New**.
2. To build users with different roles for an organization, click the menu **System > User** and then the button **New**.
3. To edit user details, password or distribute players, right click on a listed user, and then click options from the pop-up menu.

See Chapter 11.2User and 11.3Role.

■ Players

- To register players, click the menu **Player > Player** and then the button **New**.
- To view player status, click the menu **Player > Status**.
- To control players remotely, click the menu **Player > Status** and then the button **More**.

See Chapter 9Player.

■ Clients

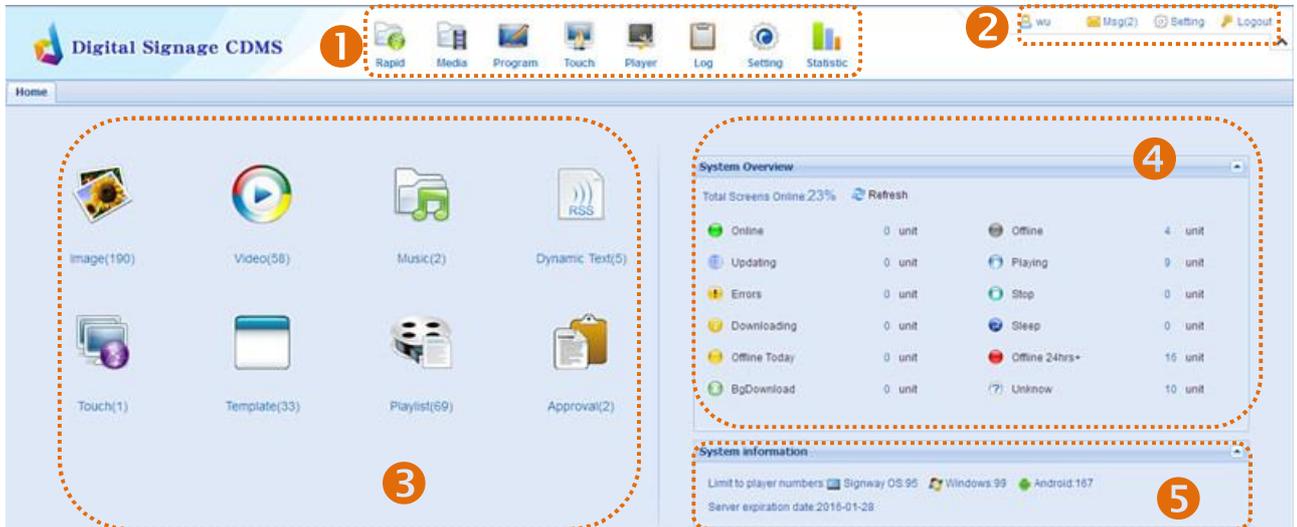
Advertiser users can login CDMS with their own accounts and passwords to view their media files and content playback statistics.

- Advertiser Account – First click the menu **System > User** and then the button **New** to create an advertiser user. Then go to **Media > Advertiser** and click **New** to register the advertiser information.
- Advertiser Media – Go to **Media > Advertiser**, then right click on an advertiser and choose **Detailed material** to view images and videos of advertisers.
- Pricing Strategy – Go to **Statistic > Billing Options**, click **New** to build a new strategy and click on a strategy name to edit its content.

See 6.10Advertiser.

Chapter 4 Home

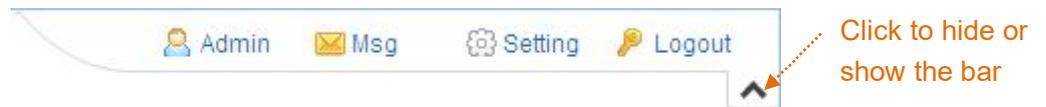
Home page appears after login.



1 Menu Bar – provides access to all the CDMS features, which will be explained in detail from Chapter 5 to Chapter 12.



2 System Info. – shows the current user account and instant messages and allows you to make user settings or logout.



3 Feature Blocks – provides quick access to frequently-used features.

4 System Overview – provides the current status of players and exception information.

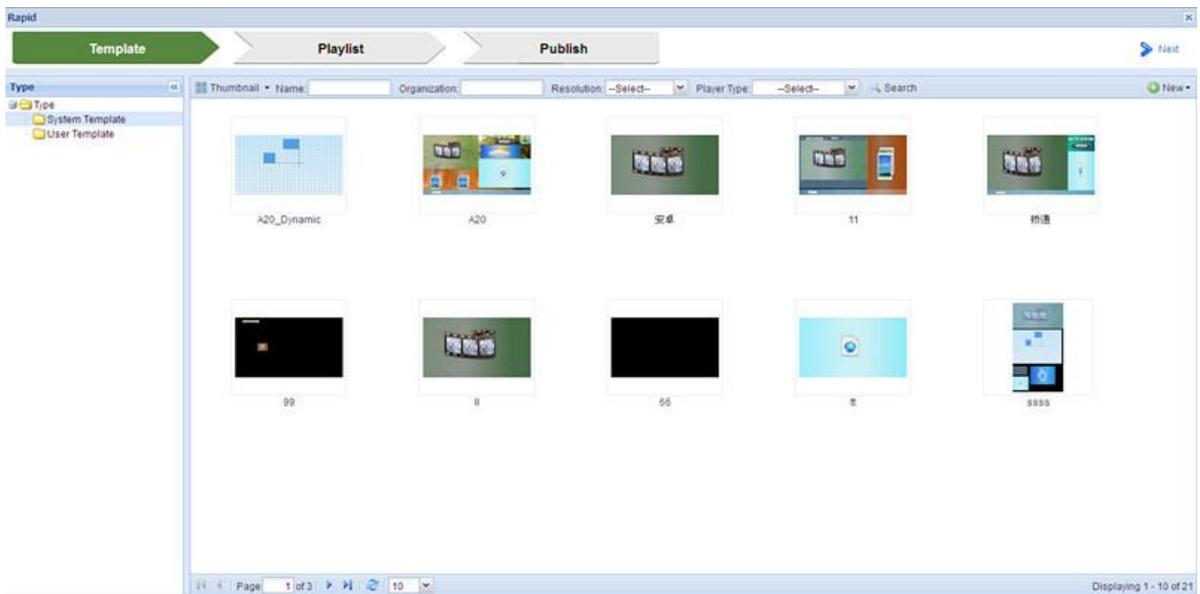
5 System Information – shows the player number limitation and the expiration of the management system.

Chapter 5 Rapid Publishing

Click the menu **Rapid** starts the rapid publishing process, which will guide you to make and publish a program in a speedy manner.

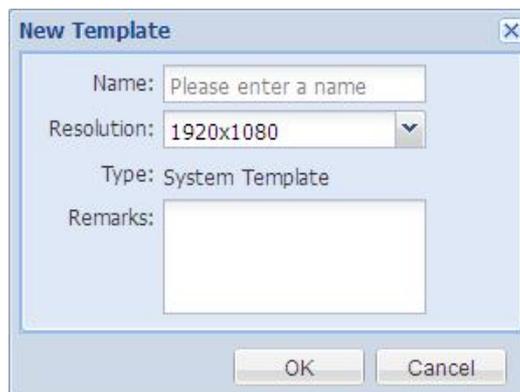
5.1 STEP 1: Template

Prepare a screen template before you compile a program. The template defines the content layout on your screen by splitting the screen into zones for diverse contents, such as image zone and video zone.

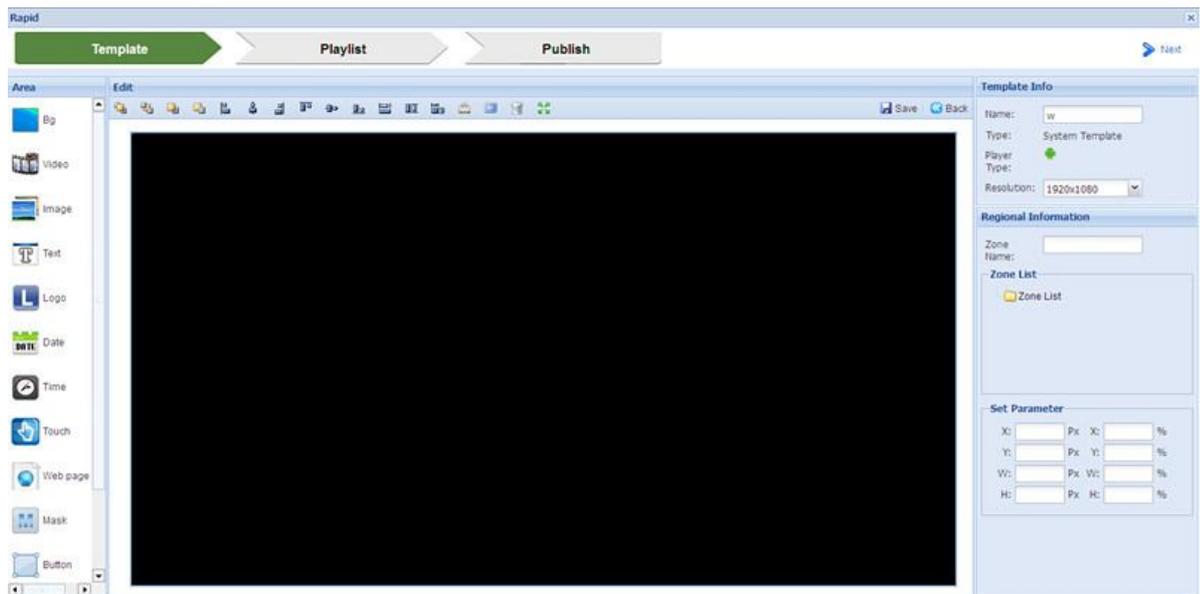


Choose the template that you want to use from the list and click **Next** to enter the next step. You can also create your own templates for specific needs.

1. Choose the template type from the left pane. Then Click the button **New** and choose the player operating system from the drop-down menu
2. Enter the required information in the followed window.



3. Click **OK** to open the template editing page.



4. Edit the template.
5. After editing, click the button **Save** to save the template and click **Next** to enter step 2.

For detailed description, see: 7.1Template.

5.2 STEP 2: Playlist

To generate a playlist for playback, you need to add media files to a template.



Items – all media files. To preview a file, click on its name or double click on its thumbnail.

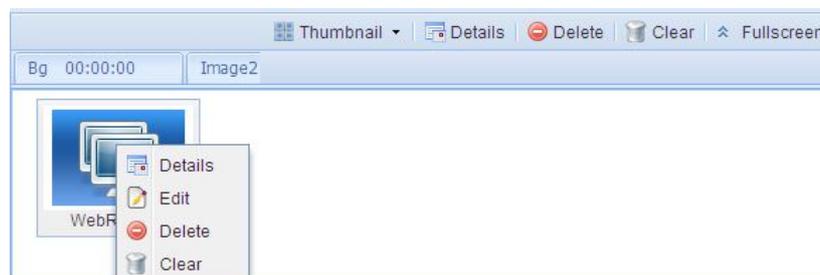
Template Info – displays the current template. If the template is not satisfactory, click **Edit Template** to modify it. Once satisfied, click **Save** to return to the current page.

Contents – provide content details on each zone.

1. Select media files from the left media library and drag them to a suitable playback zone.

Zone	Contents can be played
Bg	Image, Color
Video	Image, Video, Music, Slide, Live
Image	Image
Text	Dynamic text or scroll text you enter directly
Logo	Image
Date	requires no extra content
Time	requires no extra content
Touch	Touch Application
Web	Web page
Mask	pre-prepared image masking
Button	Jump action
Dynamic Table	Dynamic Table
Static text	Stationary text you type in

2. Switch to a zone by clicking it on the template or the tab in the bottom section. Then edit contents and properties of each zone.



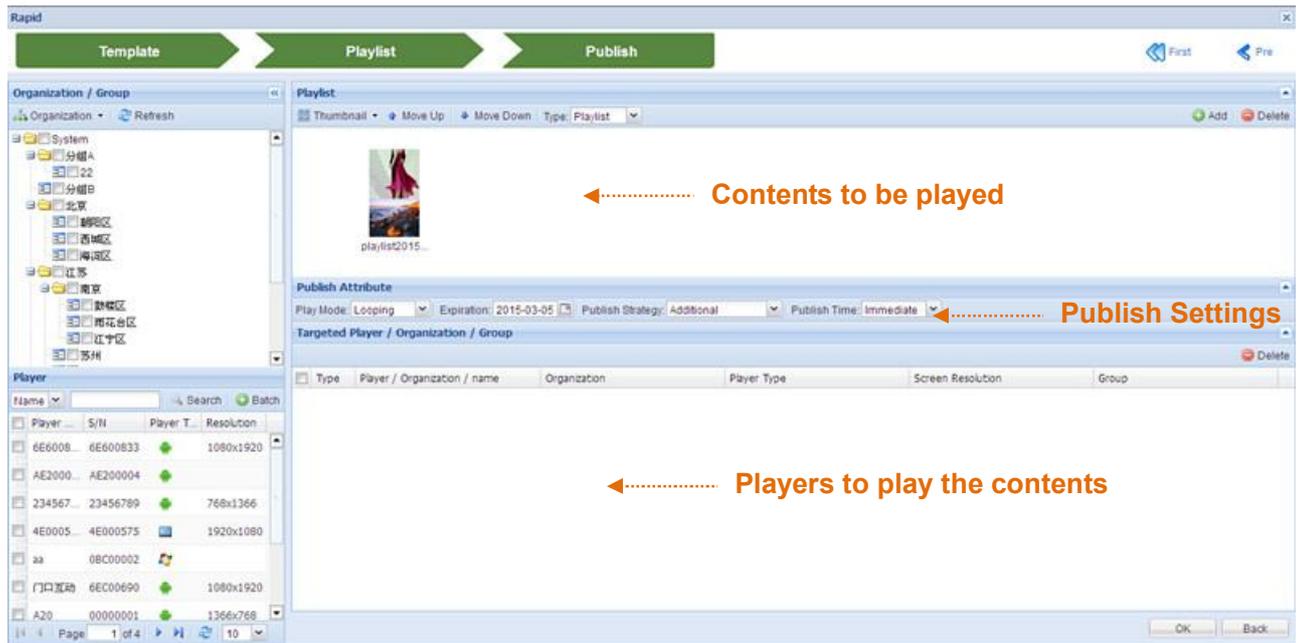
3. Click **Quick Preview** or **Actual Preview** to preview the current playlist.
4. Click the button **Save** to save the template. Click **Next** to move on to the next step. The button **Back** returns to the previous playlist page without saving.

NOTE: There must be contents in the main play area. Otherwise, the playlist cannot be saved.

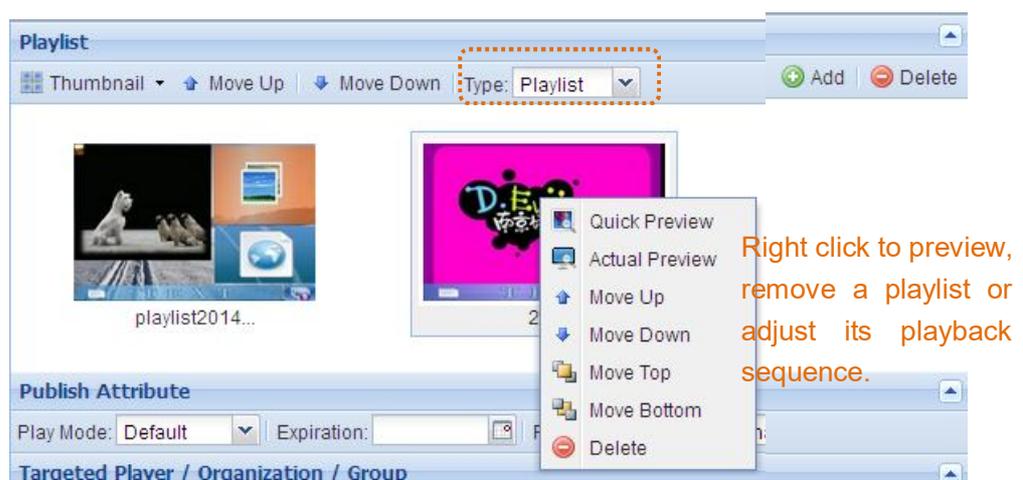
For detailed description, see: 7.2Playlist.

5.3 STEP 3: Publish

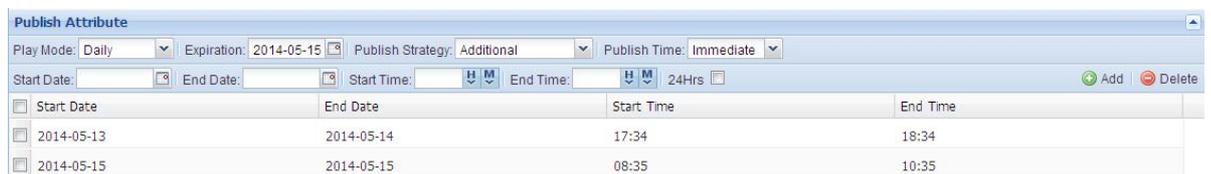
After playlist editing, step forward to publish it to the players.



1. In the column Playlist, specify the program type, playlist or scroll text, and then click Add to add the corresponding contents.



2. In the column Publish Attribute, make publishing settings.



3. Specify the target players.

On the left panel, check the target organization, group or players. The selected ones will appear in the right column Targeted Player / Organization /Group.

Player			
Name	S/N	Player T...	Resolution
<input type="checkbox"/>	AE2000...	AE200004	
<input checked="" type="checkbox"/>	234567...	23456789	
<input type="checkbox"/>	4E0005...	4E000575	
<input type="checkbox"/>	aa	0BC00002	
<input checked="" type="checkbox"/>	门口互动	6EC00690	
<input type="checkbox"/>	A20	00000001	
<input type="checkbox"/>	6E8047...	6E804778	

Targeted Player / Organization / Group				
Type	Player / Organization / name	Organization	Player Type	Screen Resolution
<input type="checkbox"/>	23456789	System		768x1366
<input type="checkbox"/>	门口互动	System		1080x1920

4. Click **OK** to submit. The program will be distributed to the players directly if there is no approval strategy configured.

For detailed description, see: 7.4Publish.

Chapter 6 Media

The **Media** menu helps you to efficiently manage multimedia contents such as images, videos and RSS, as well as advertisers.

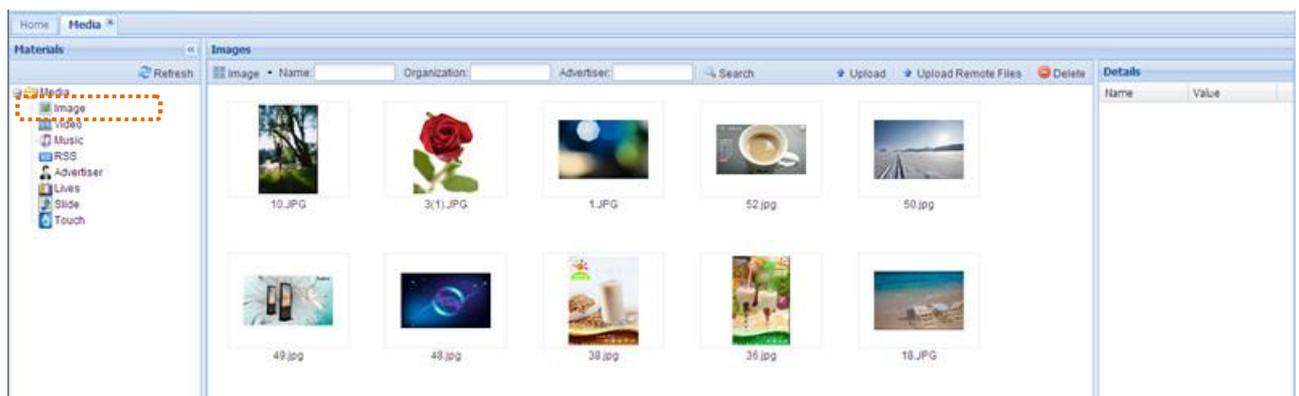
Click the menu **Media** on the menu bar to open the below page.



Click to enter the corresponding page to manage various contents.

6.1 Image

Click the Image node on the left panel or the image block on the homepage to open the image management page as below.



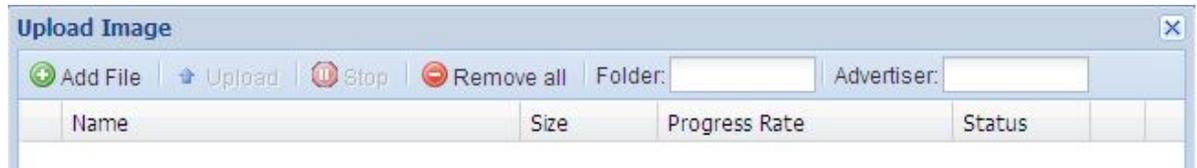
6.1.1 Upload Images

Prepare the images that you may use before you compile a program.

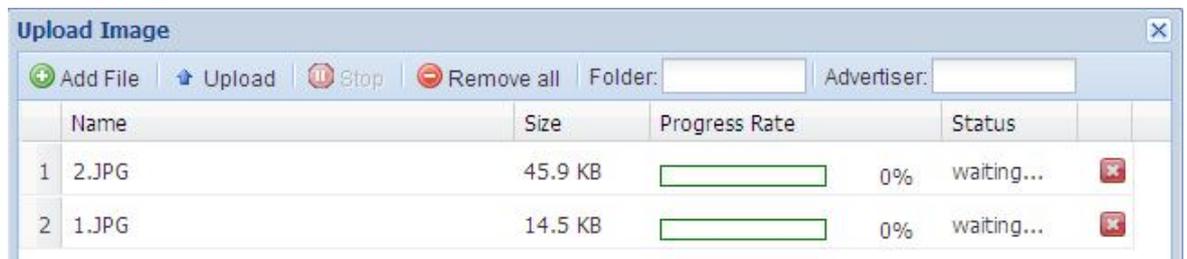
CDMS allows you to upload images stored in your local PC or from a remote server. Supported image formats include *.jpg, *.jpeg, *.bmp, *.png, and *.gif.

Upload local Images

1. Click the menu **Media > Image**.
2. Click **Upload** to open the upload window.



3. Click **Add File** to select files from your PC.
The selected files will appear in the pending list. Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the images will be saved to, and **Advertiser** allows you to choose who the images belong to.



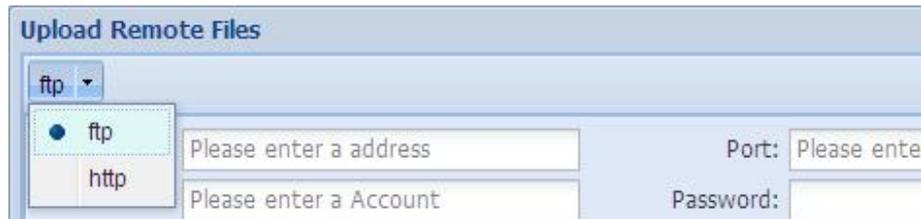
4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.
5. When the upload ends, the images will disappear from the list.

Upload Remote Files

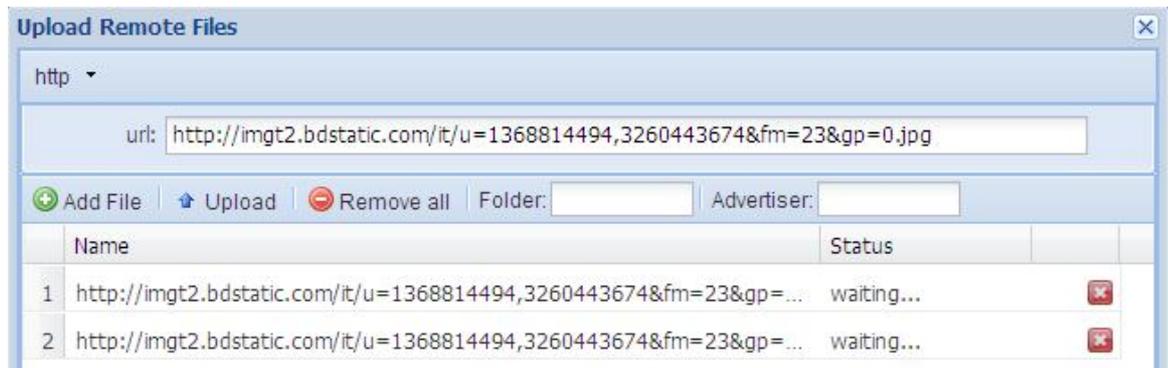
1. Click the menu **Media > Image**.
2. Click **Upload Remote Files** to open the upload window.



3. Choose where the file is stored, ftp or http, and then enter the required information.



4. Click **Add File**.

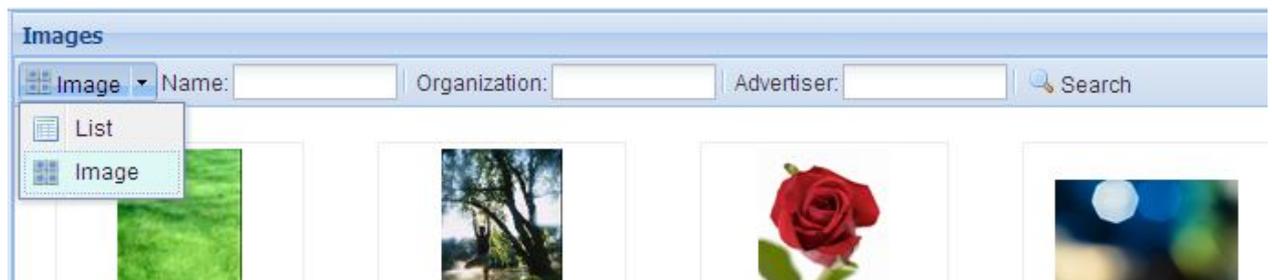


The selected files will appear in the pending list. Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the images will be saved to, and **Advertiser** allows you to choose who the images belong to.

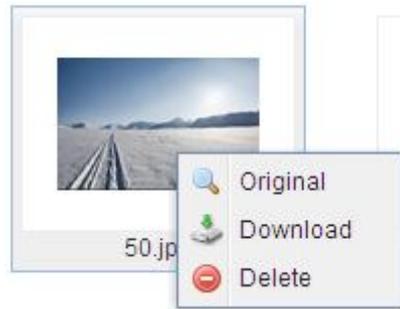
5. Click **Upload** to start the upload process. Click **Stop** will cancel the upload
6. When the upload ends, the images will disappear from the list.

6.1.2 Image Library

All your CDMS images are showed in the form of list or thumbnail.



Search images – you are allowed to locate specific images by entering one or more filter conditions in the multiple criteria tabs. To view an original image, click **Original** from the image right-click menu.



Download Images – right click on an image name or its thumbnail, and then click **Download** from the pop-up menu.

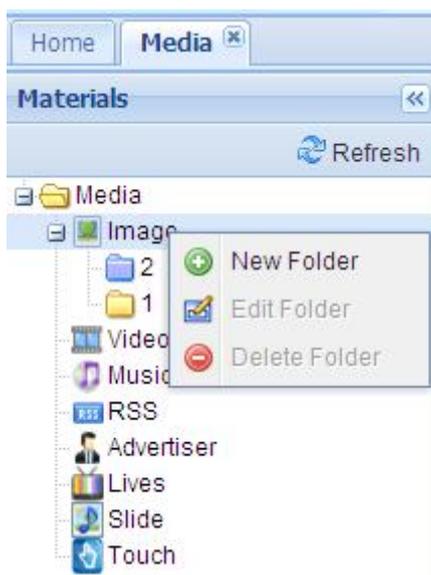
Delete Images – Click **Delete** from the image right-click menu or from the top right corner above image list.

Image Details – with an image highlighted, the right column will give its properties in detail. The fields Folder, Advertiser and Remarks can be modified.

Details	
Name	Value
Name	50.jpg
Resolution	1024 X 683
Size	89.72KB
Uploaded by	sa
Time Uploaded	2014-04-28 1...
Updated by	sa
Update Time	2014-04-28 1...
Folder(*)	default
Organization	System
Advertiser(*)	
Remarks(*)	

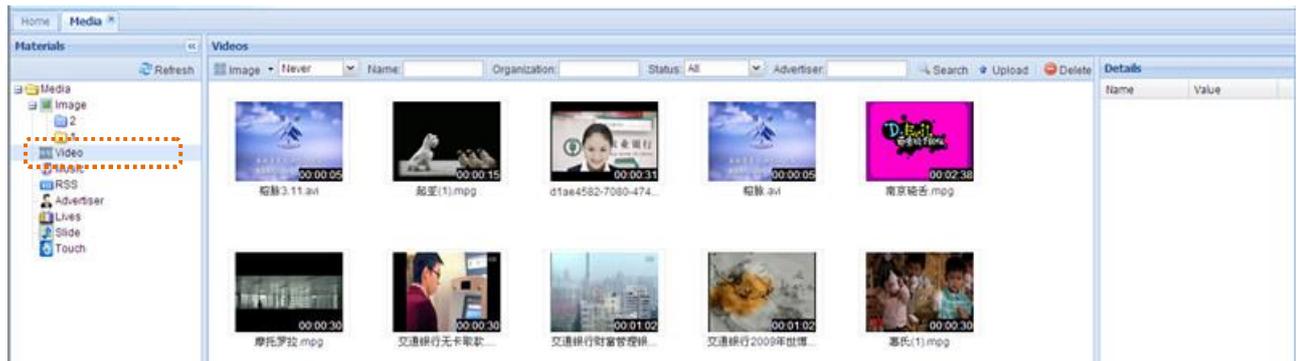
Click to modify its content

Image Folders – you are allowed to store images in different folders for ease of management. To create, edit or delete a file folder, right click on Image in the left panel, and then click the corresponding option. Public folders are open to all the users and private folders are only to the creator himself. The folder named **default** is created by CDMS and cannot be deleted.



6.2 Video

Click the Video node on the left panel or the video block on the homepage to open the video management page as below.

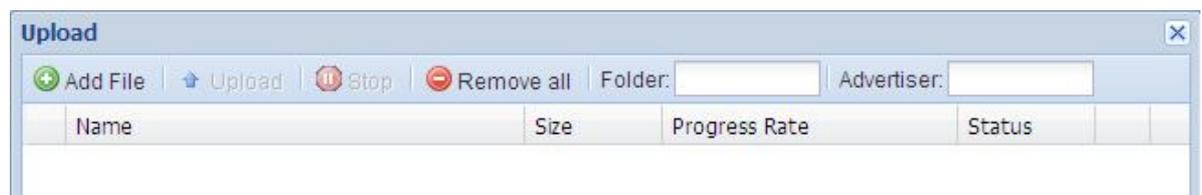


6.2.1 Upload Videos

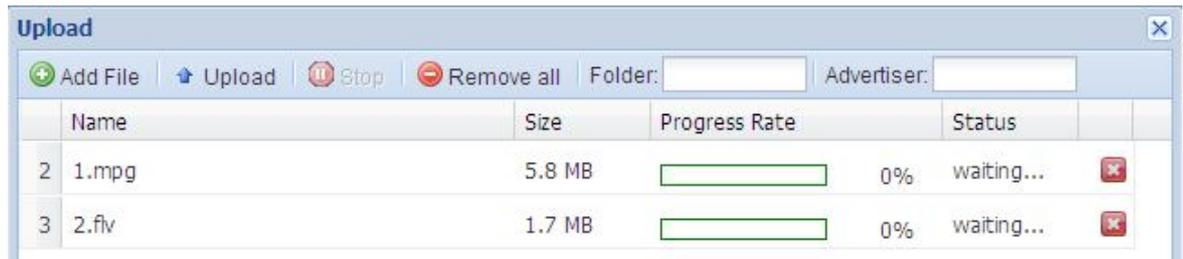
Prepare the videos that you may use before you compile a program.

CDMS allows you to upload videos stored in your local PC. Supported video formats include *.avi, *.mpeg, *.wmv, *.mpg, *.ra, *.rm, *.ram, *.rmvb, *.dat, *.mov, *.asf, *.mtv, *.mkv, *.3gp, *.mp4, *.amv, *.dmv, *.swf, *.divx, *.ts and *.flv.

1. Click the menu **Media > Video**.
2. Click **Upload** to open the upload window.



3. Click **Add File** to select files from your PC.
The selected files will appear in the pending list. Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the videos will be saved to, and **Advertiser** allows you to choose who the videos belong to.



4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.
5. When the upload ends, the images will disappear from the list.

6.2.2 Video Library

All your CDMS videos are showed in the form of list or thumbnail.



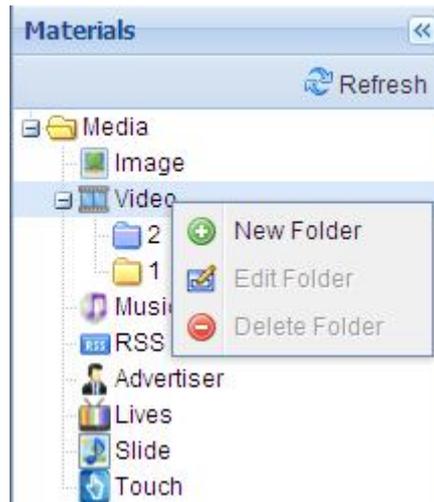
Search videos – you are allowed to locate specific videos by entering one or more filter conditions in the multiple criteria tabs. To preview a video, click its name or double click on its thumbnail.

Download Videos – right click on a video name or its thumbnail, and then click **Download** from the pop-up menu.



Delete Videos – Click **Delete** from the video right-click menu or from the top right corner above video list.

Video Folders – you are allowed to store videos in different folders for ease of management.



To create, edit or delete a file folder, right click on video in the left panel, and then click the corresponding option. Public folders are open to all the users and private folders are only to the creator himself. The folder named **default** is created by CDMS and cannot be deleted.

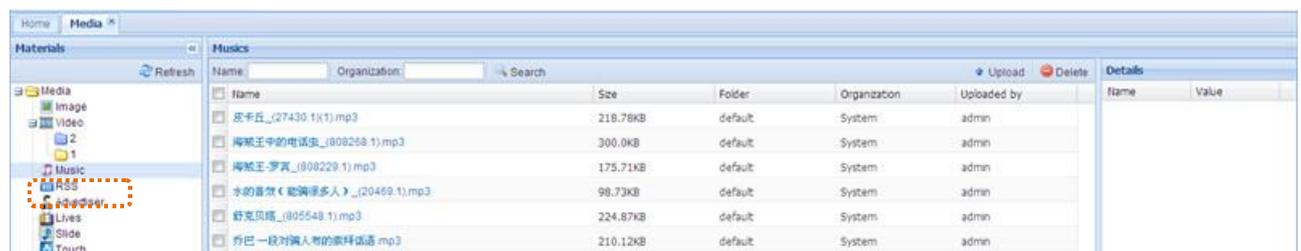
Video Details – with a video highlighted, the right column will give its properties in detail. The fields Folder, Advertiser and Remarks can be modified.

Details	
Name	Value
Name	起亚(1).mpg
Resolution	1920 X 1080
Duration	00:00:15
Size	28.53MB
Uploaded by	admin
Time Uploaded	14-03-12 05:3...
Updated by	admin
Update Time	14-03-12 05:3...
Folder(*)	default
Organization	System
Advertiser(*)	
Status	Normal
Remarks(*)	

Click to modify its content

6.3 Music

Click the Music node on the left panel or the music block on the homepage to open the music management page as below.



6.3.1 Upload Music

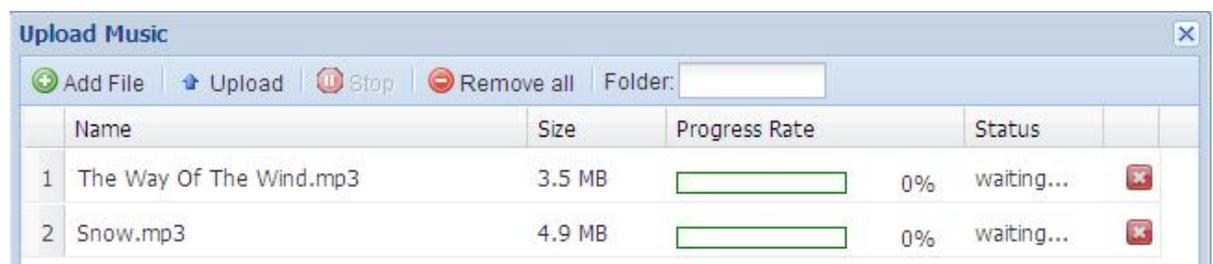
Prepare the music that you may use before you compile a program.

CDMS allows you to upload music stored in your local PC. Supported music formats include *.mp3, *.wma, *.ogg, *.aac and *.wav.

1. Click the menu **Media > Music**.
2. Click **Upload** to open the upload window.



3. Click **Add File** to select files from your PC. Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the music will be saved to.



4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.
5. When the upload ends, the files will disappear from the list.

6.3.2 Music Library

All your CDMS music files are showed in the form of list.

Musics					
Name: <input type="text"/>		Organization: <input type="text"/>		Search <input type="text"/>	
				Upload	Delete
<input type="checkbox"/>	Name	Size	Folder	Organization	Uploaded by
<input type="checkbox"/>	Dreaming In The Moonlight.mp3	3.99MB	default	System	sa
<input type="checkbox"/>	Snow.mp3	4.89MB	default	System	sa
<input type="checkbox"/>	The Way Of The Wind.mp3	3.52MB	default	System	sa

Search Music – you are allowed to locate specific music by entering one or more filter conditions in the multiple criteria tabs. To listen to a music file, just click its name.

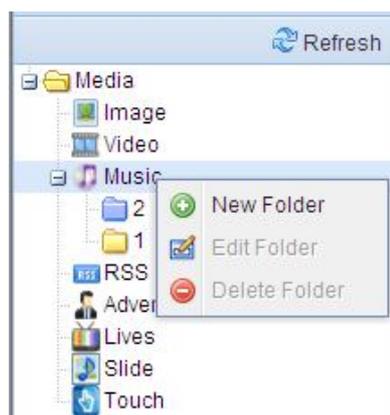
Music Details – with a music highlighted, the right column will give its properties in detail. The fields Folder and Remarks can be modified

Details	
Name	Value
Name	Snow.mp3
Size	4.89MB
Duration	00:05:20
Uploaded by	sa
Time Uploaded	2014-04-28 1...
Updated by	sa
Update Time	2014-04-28 1...
Folder(*)	default
Organization	System
Remarks(*)	

Click to modify its content

Delete Music – select the music to be removed and click the button **Delete** above the music list.

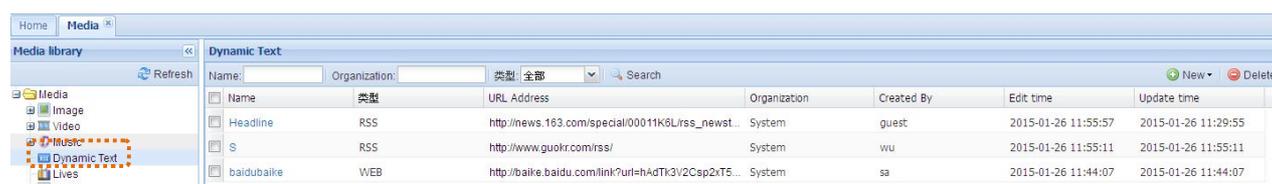
Music Folders – you are allowed to store music in different folders for ease of management. To create, edit or delete a file folder, right click on Music in the left panel, and then click the corresponding option. Public folders are open to all the users and private folders are only to the creator himself. The folder named **default** is created by CDMS and cannot be deleted.



6.4 Dynamic Text

Contents of dynamic text include RSS feeds and WEB contents.

Click the Dynamic Text node on the left panel or the block from the homepage to open the Dynamic Text management page as below.



6.4.1 Create RSS

Prepare RSS that you may use before you compile a program.

1. Click the menu **Media > Dynamic Text**.
2. Click the button **New > RSS** on the Dynamic Text management page.

3. Enter the required information and you can preview its content in detail on the right column.
4. Click **OK** to complete.

6.4.2 Create WEB

Prepare WEB contents that you may use before you compile a program.

1. Click the menu **Media > Dynamic Text**.
2. Click the button **New > WEB** on the Dynamic Text management page.

3. Give the content a name and enter the required web information. The right column allows you to preview the content.
4. Click **OK** to complete.

6.4.3 Dynamic Text Library

All your dynamic texts are listed on the Dynamic Text management page.

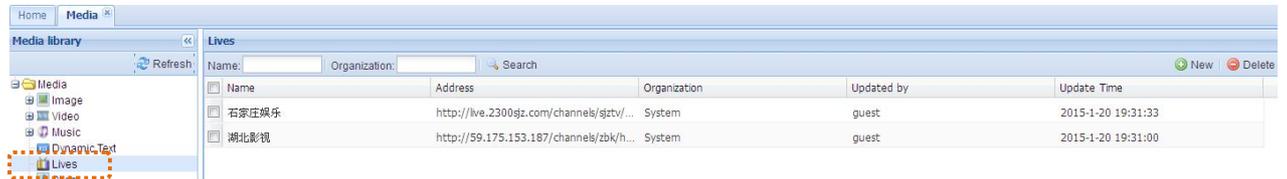
Name	类型	URL Address	Organization	Created By	Edit time	Update time
Headline	RSS	http://news.163.com/special/00011K3L/rss_newst...	System	guest	2015-01-26 11:55:57	2015-01-26 11:29:55
S	RSS	http://www.guokr.com/rss/	System	wu	2015-01-26 11:55:11	2015-01-26 11:55:11
baidubaik	WEB	http://baike.baidu.com/link?url=hAdTk3V2Csp2xT5...	System	sa	2015-01-26 11:44:07	2015-01-26 11:44:07

You are allowed to locate a specific dynamic text by entering one or more filter conditions in the multiple criteria tabs. Right click on a dynamic text allows you to edit or delete it.

	Organization	Created By	Edit time	Update time
aidu.com/link?url=hAdTk3V2Csp2xT5...	System	sa	2015-01-26 11:56:34	2015-01-28 13:29:43
3.com/special/00011K6L/rss_newst...	System	guest	2015-01-26 11:55:57	2015-01-28 13:29:44
okr.com/rss/	System	wu	2015-01-26 11:55:11	2015-01-28 13:29:47

6.5 Lives

Live webcast can be played in the video zone. RTSP and RTMP streaming protocols are supported. Click the node Lives on the left panel to open the Lives management page as below



6.5.1 Create Lives

Prepare live webcasts that you may use before you compile a program.

1. On the Lives management page, click the button New to open the below window.



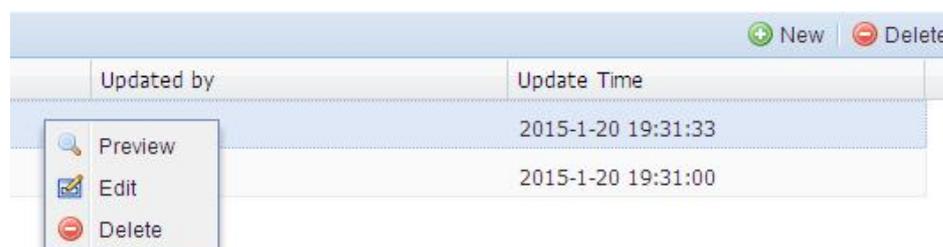
2. Give it a name and enter the web address.
3. Click **OK** to complete.

6.5.2 Lives Library

All your Lives are listed on the Lives management page.

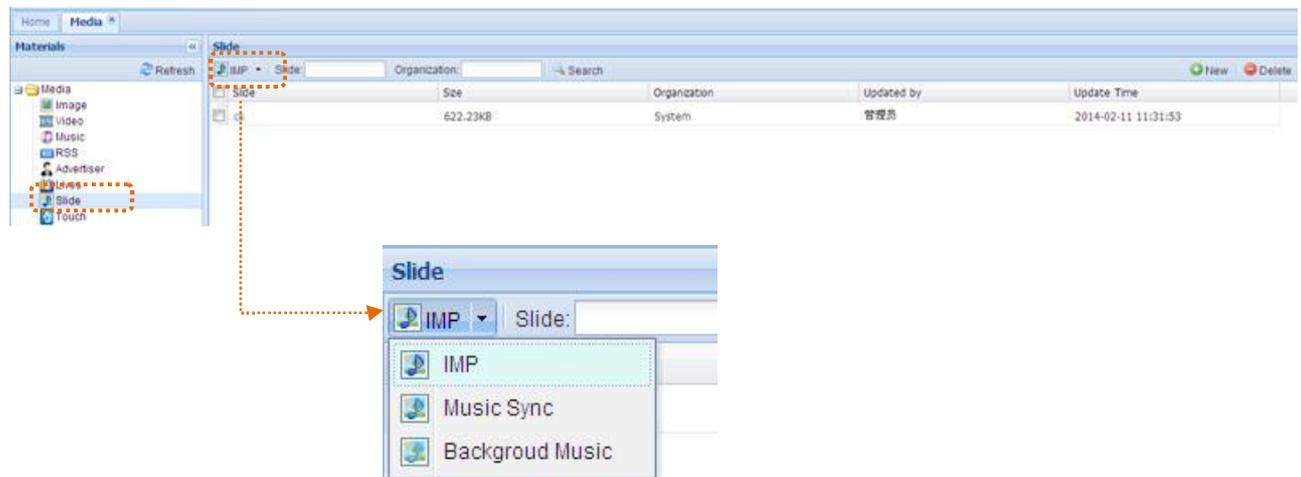


You are allowed to locate specific live broadcasts by entering one or more filter conditions in the multiple criteria tabs. Right click on a live broadcast allows you to preview, edit or delete it



6.6 Slide

Click the Slide node on the left panel or the Slide block on the homepage to open the slide management page as below.



Three kinds of slides are supported:

- **IMP**: also called digital poster. Images together with the correspondent music are played synchronously, and will switch to the next group when both of them are finished. Groups are played in a continuous loop.
- **Music Sync**: Multiple images are played in order while one music file is played. The playback ends when both music and images are finished.
- **Background Music**: Multiple images are played with multiple music files played as background. Both images and music are played in a continuous loop.

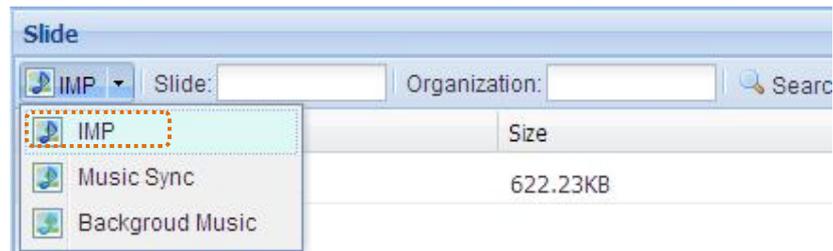
6.6.1 Create Slide

Prepare the slides that you may use before you compile a program.

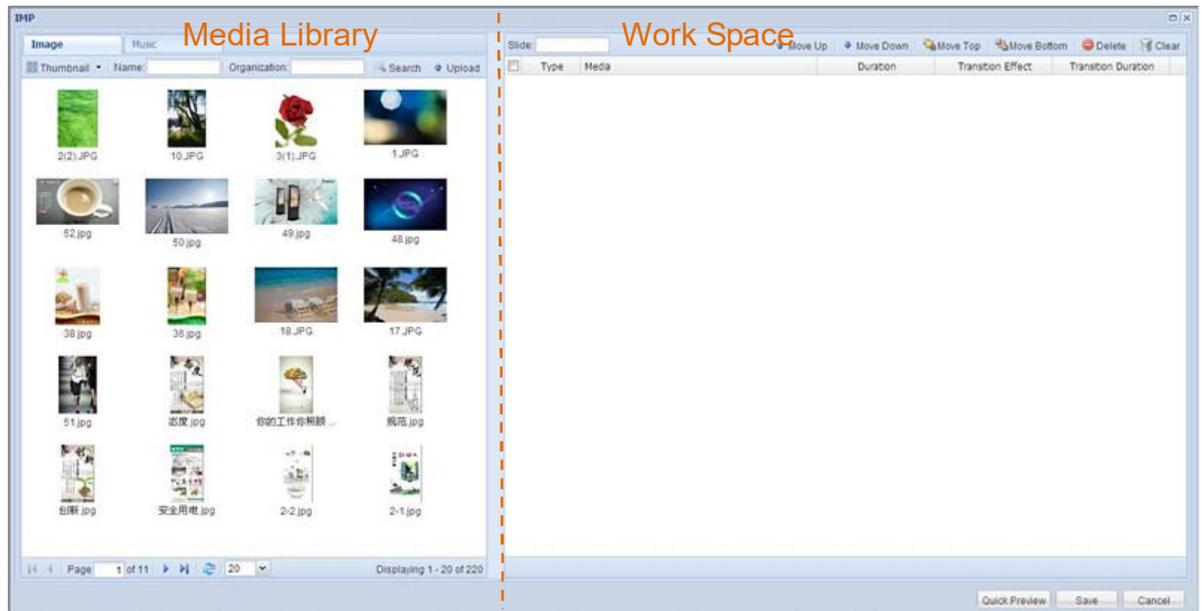
Create IMP Slide

IMP also called digital poster. Images together with the correspondent music are played synchronously, and will switch to the next group when both of them are finished. Groups are played in a continuous loop.

1. Click the menu **Media > Slide**.
2. Choose the IMP slide.



3. Click the button **New** to open the IMP editing page.



4. Give the slide a name.
5. Add images.

Select an image from the left library and drag it to the right blank space. Press Ctrl to select multiple images.

Type	Media	Duration	Transition Effect	Transition Duration
	1.JPG	00:00:10		0.5
	17.JPG	00:00:10		0.5

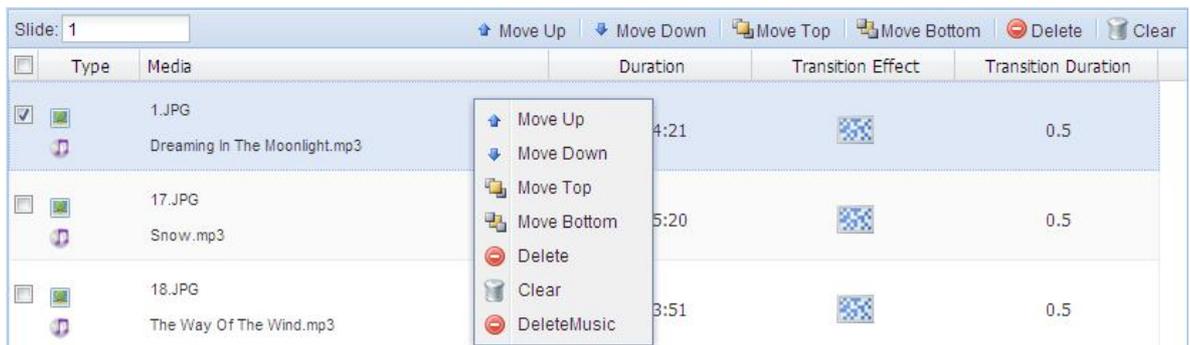
6. Add music.

Select a music file from the left library and drag it to its correspondent image in the right work space to form a group list like below.

Type	Media	Duration	Transition Effect	Transition Duration
	1.JPG	00:04:21		0.5
	Dreaming In The Moonlight.mp3			
	17.JPG	00:05:20		0.5
	Snow.mp3			

7. Adjust the playback sequence.

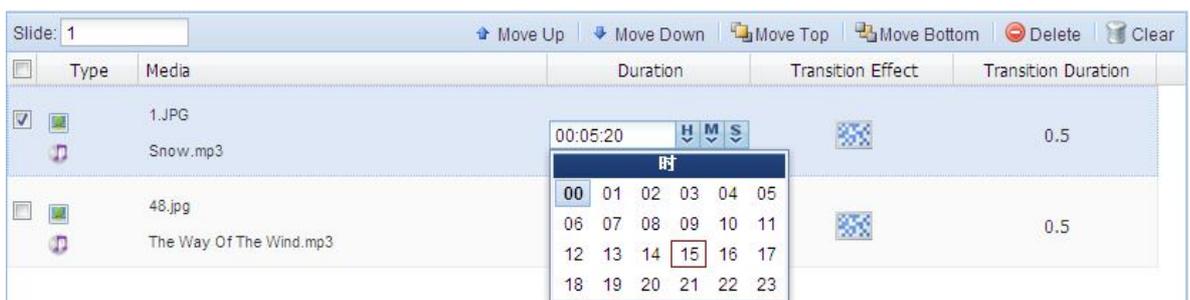
To adjust the playback sequence, click buttons above the playback list, or the options on the right-click menu of a line.



Move Up	Move up a group	Delete	Remove a group
Move Down	Move down a group	Clear	Remove all the media files
Move Top	Move a group to the top	DeleteMusic	Remove music from a group
Move Bottom	Move a group to the bottom		

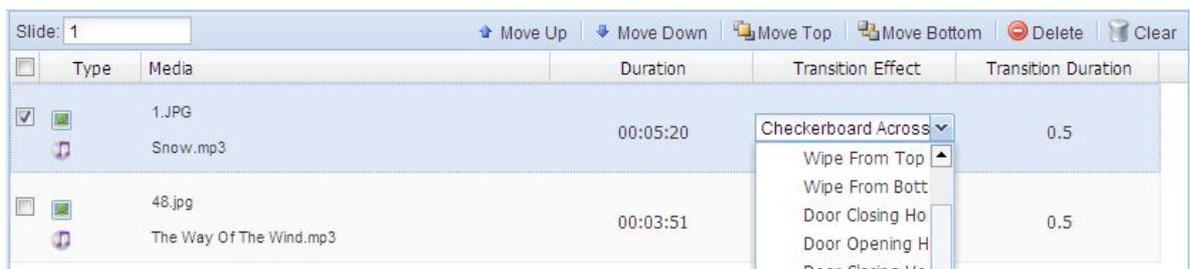
8. Set playback duration.

Click the duration cell of a group to change its playback period, which is the music length by default.



9. Set transition effect.

Click the transition effect cell to choose an effect, which is used to introduce the next image to replace the current one.



10. Preview.

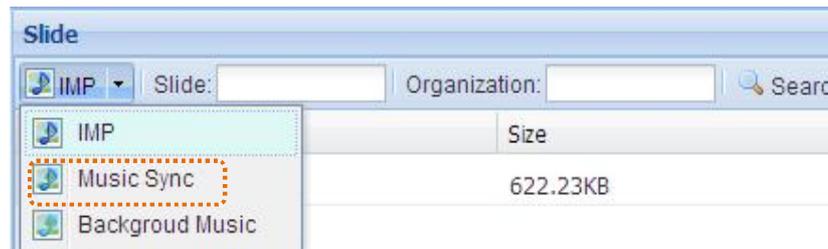
Click the button **Quick Preview** to preview the current slide.

11. Click the button **Save** to complete.

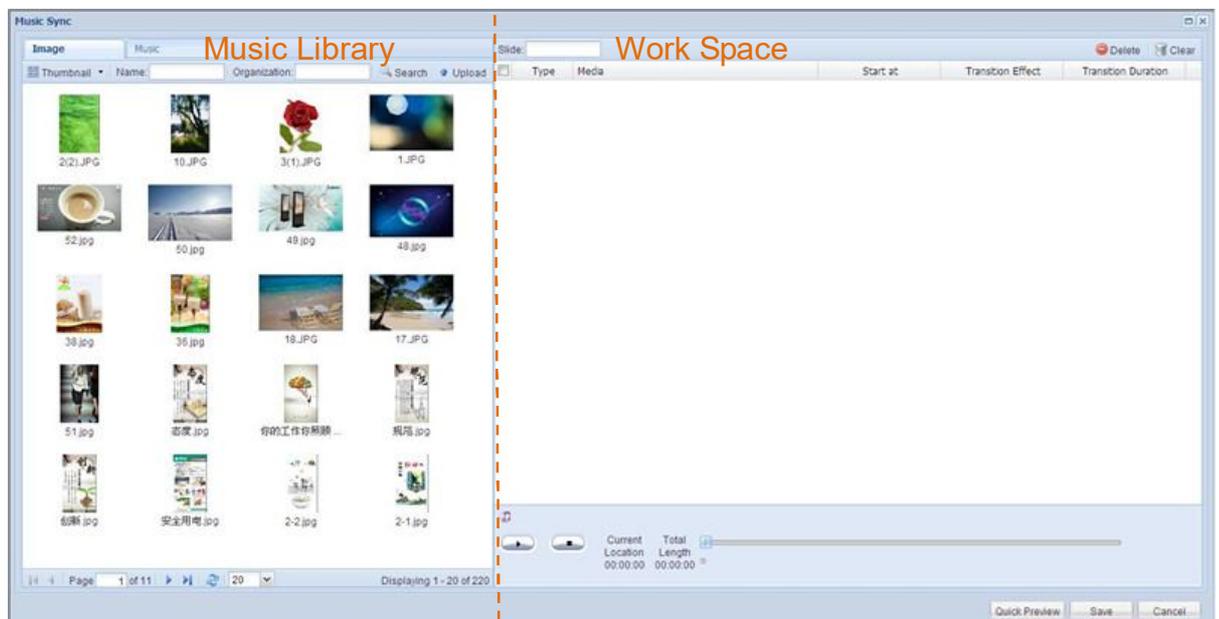
Create Music Sync Slide

For a music sync slide, multiple images are played in order while one music file is played. The playback ends when both music and images are finished.

1. Click the menu **Media > Slide**.
2. Choose the Music Sync slide.



3. Click the button **New** to open the Music Sync editing page



4. Give the slide a name.
5. Add images.
Select an image from the left library and drag it to the right blank space. Press Ctrl to select multiple images.

Slide: 2		Delete Clear			
<input type="checkbox"/>	Type	Media	Start at	Transition Effect	Transition Duration
<input type="checkbox"/>	Image	1.JPG	00:00:00		0.5
<input type="checkbox"/>	Image	48.jpg	00:00:00		0.5
<input type="checkbox"/>	Image	17.JPG	00:00:00		0.5

The button **Delete** allows you to remove an image and **Clear** to remove all the images in the slide.

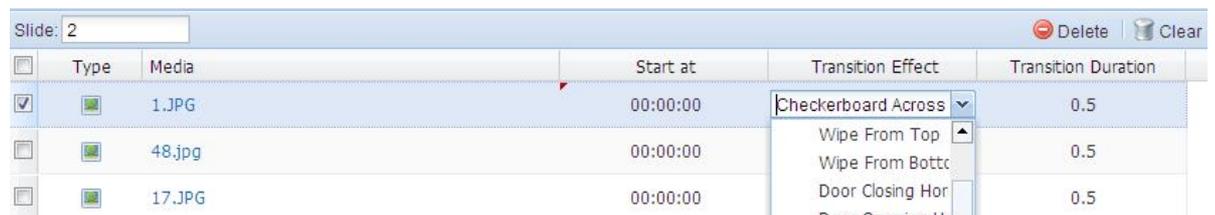
6. Set playback duration.

Click the duration cell of a line to change the image playback period.



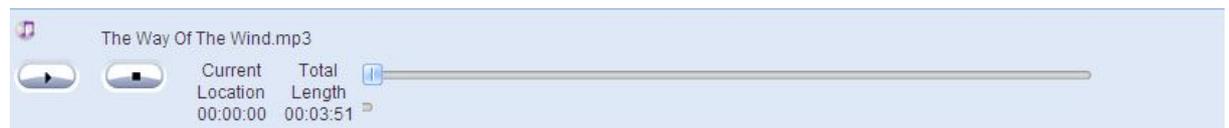
7. Set transition effect.

Click the transition effect cell to choose an effect, which is used to introduce the next image to replace the current one.



8. Add music.

Select a music file from the left library and drag it to the right music section.



9. Preview.

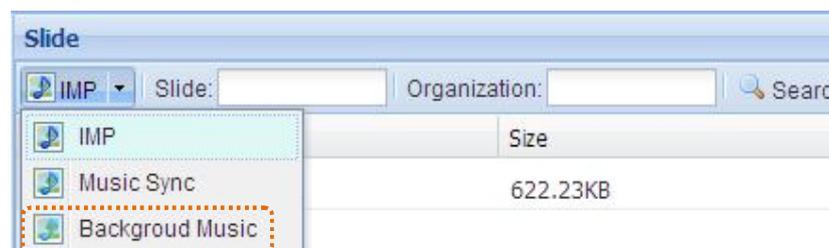
Click the button **Quick Preview** to preview the current slide.

10. Click the button **Save** to complete.

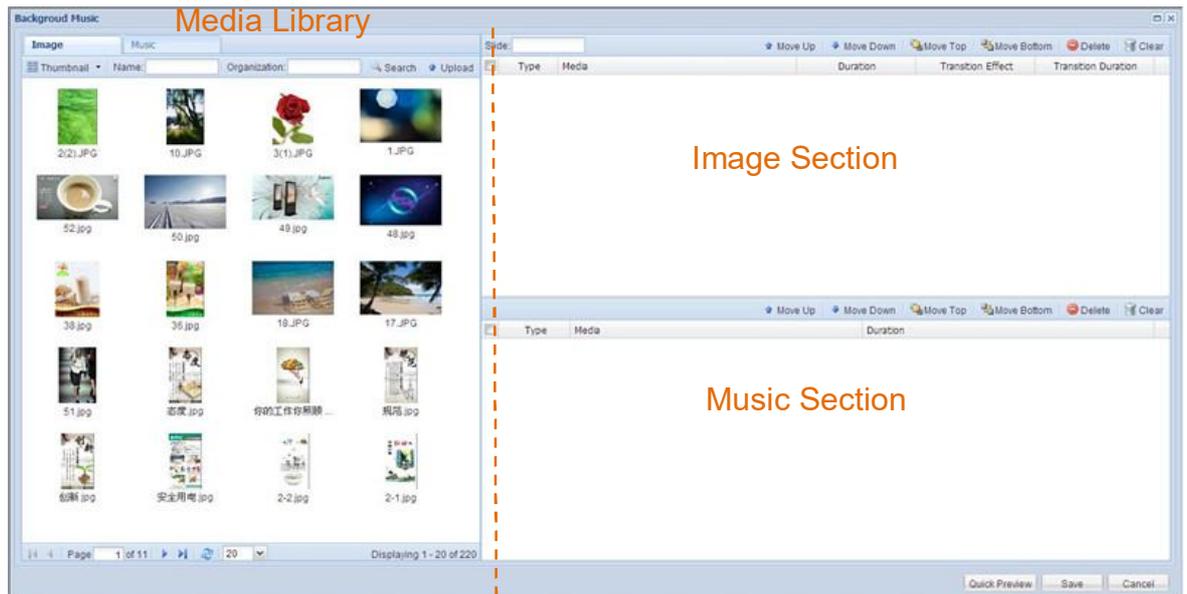
Create Background Music Slide

For a background music slide, multiple images are played with multiple music files played as background. Both images and music are played in a continuous loop.

1. Click the menu **Media > Slide**.
2. Choose the Background Music slide.



3. Click the button **New** to open the Background Music editing page.



4. Give the slide a name.
5. Add images.

Select an image from the left library and drag it to the right image section. Press Ctrl to select multiple images.

Slide:	Type	Media	Duration	Transition Effect	Transition Duration
<input type="checkbox"/>	Image	48.jpg	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	1.JPG	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	17.JPG	00:00:10	Checkerboard Across	0.5

6. Set image playback duration.

Click the duration cell of a line to change the image playback period.

Slide:	Type	Media	Duration	Transition Effect	Transition Duration
<input checked="" type="checkbox"/>	Image	48.jpg	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	1.JPG	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	17.JPG	00:00:10	Checkerboard Across	0.5

7. Set transition effect.

Click the transition effect cell to choose an effect, which is used to introduce the next image to replace the current one.

Slide:	Type	Media	Duration	Transition Effect	Transition Duration
<input checked="" type="checkbox"/>	Image	48.jpg	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	1.JPG	00:00:10	Checkerboard Across	0.5
<input type="checkbox"/>	Image	17.JPG	00:00:10	Checkerboard Across	0.5

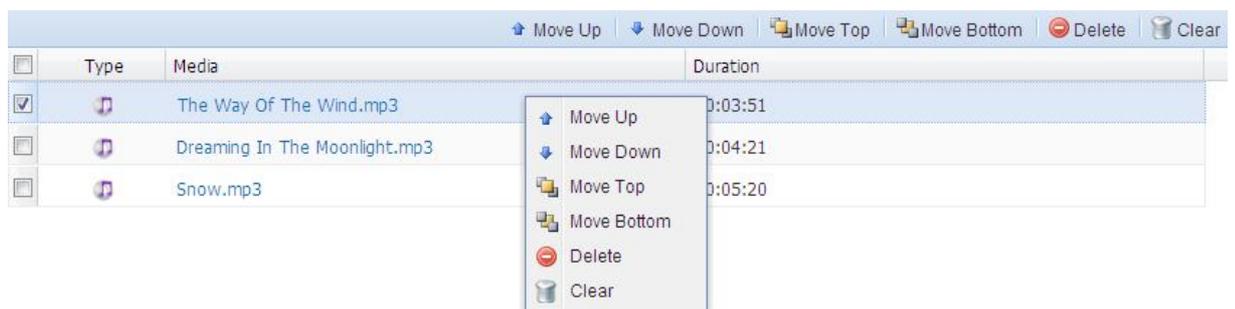
8. Add music.

Select a music file from the left library and drag it to the right music section.



9. Adjust the playback sequence.

To adjust the playback sequence, click buttons above each media file list, or the options on the right-click menu of a line



Move Up	Move up a media file	Move Bottom	Move the media file to the bottom
Move Down	Move down a media file	Delete	Remove a media file
Move Top	Move a media file to the top	Clear	Remove all the media files

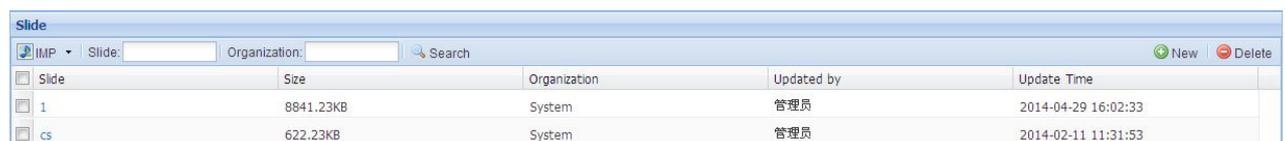
10. Preview.

Click the button **Quick Preview** to preview the current slide.

11. Click the button **Save** to complete.

6.6.2 Slide Library

All your CDMS slide files are showed in the form of list



Search Slide – you are allowed to locate specific slide by entering one or more filter conditions in the multiple criteria tabs.

Edit Slide – click the slide name to enter the editing page and finally click the button **Save** to save the changes.

Remove Slide – Click the button Delete to remove a selected slide.

6.7 Touch

Click the Touch node on the left panel or the touch block on the homepage to open the touch application management page as below.



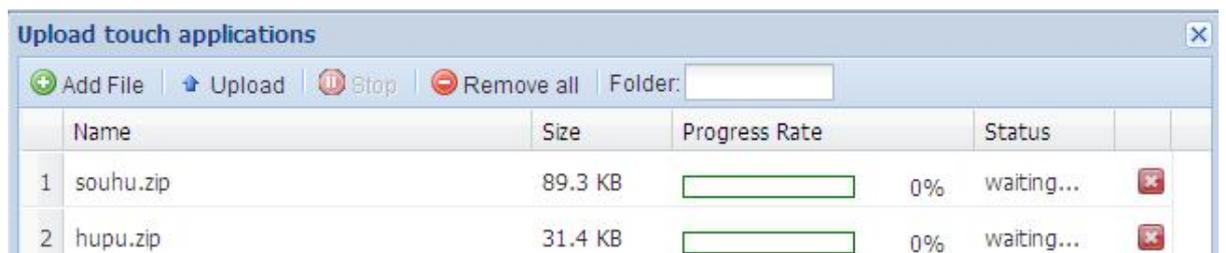
6.7.1 Upload Touch Applications

Prepare the touch applications that you may use before you compile a program. Compress the file before upload and only the format *.zip is supported.

1. Click the menu **Media > Touch**.
2. Click **Upload** to open the upload window.



3. Click **Add File** to select files from your PC.



Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the touch applications will be saved to.

4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.
5. When the upload ends, the images will disappear from the list.

6.7.2 Touch Applications

All your CDMS touch applications are showed in the form of list.

Touch Applications List						
Name:	Organization:	Search			Upload	Delete
Name	size	belongs folder	Organization	Uploaded by	download	
wangzhi.zip	0.43KB	default	System	sa		
taobao.zip	8.89KB	default	System	sa		
hupu.zip	31.43KB	default	System	sa		
souhu.zip	89.32KB	default	System	sa		
WebRoot.zip	1.33MB	default	System	admin		

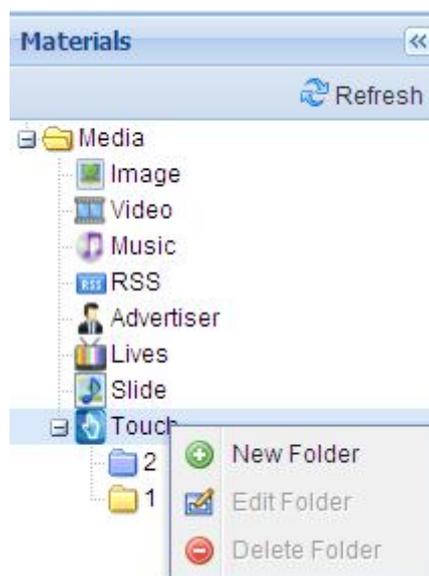
Search Touch Applications – you are allowed to locate a specific touch application by entering one or more filter conditions in the multiple criteria tabs.

Download Touch Applications – click the download icon at the end of a line, or click the option **Download** from the right-click menu of a line.

Touch Applications List						
Name:	Organization:	Search			Upload	Delete
Name	size	belongs folder	Organization	Uploaded by	download	
<input checked="" type="checkbox"/> wangzhi.zip	0.43KB	default	System	sa		
<input type="checkbox"/> taobao.zip	8.89KB	default	System	sa		
<input type="checkbox"/> hupu.zip	31.43KB	default	System	sa		

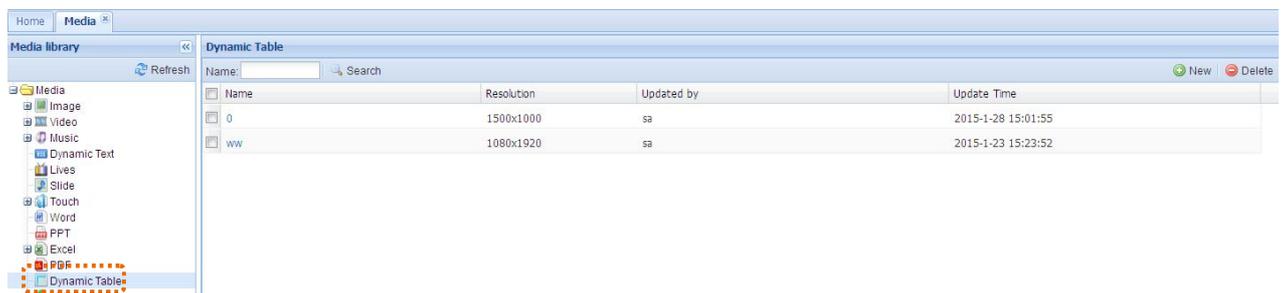
Delete Touch Applications – select the touch application to be removed and click the button **Delete** above the application list.

Touch Application Folders – you are allowed to store touch applications in different folders for ease of management. To create, edit or delete a file folder, right click on Touch in the left panel, and then click the corresponding option. Public folders are open to all the users and private folders are only to the creator himself. The folder named **default** is created by CDMS and cannot be deleted.



6.8 Dynamic Table

Dynamic table makes it possible to update the playback content on terminal displays in real time without re-publish a new program. Click the node Dynamic Table on the left panel to open the Dynamic Table management page as below.



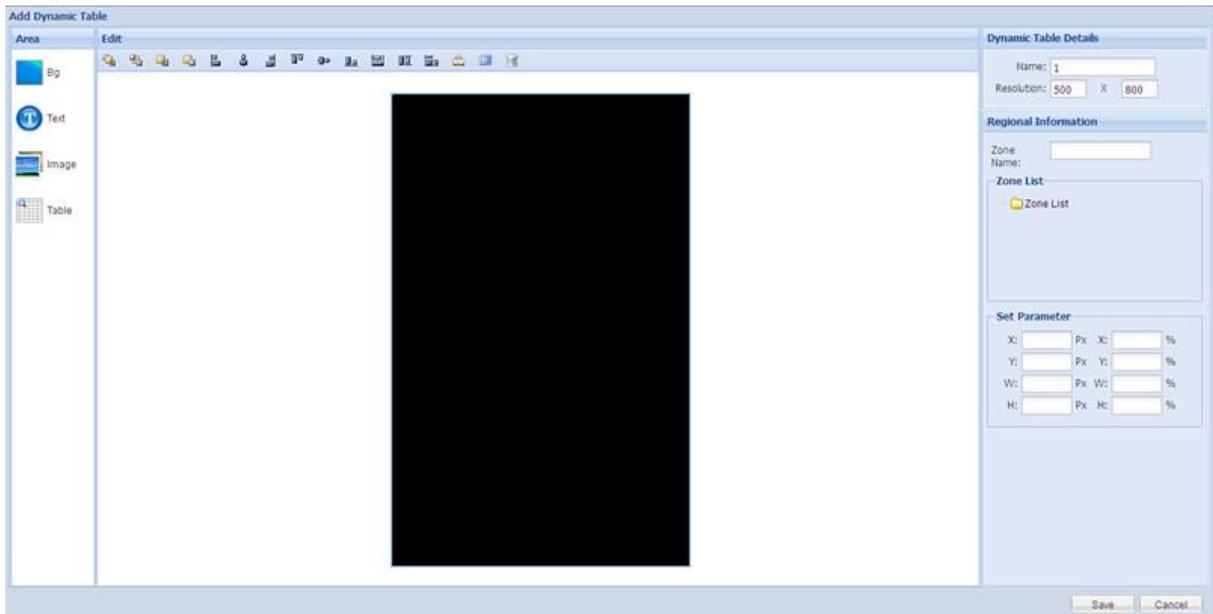
6.8.1 Create Dynamic Table

Prepare the dynamic table that you may use before you compile a program

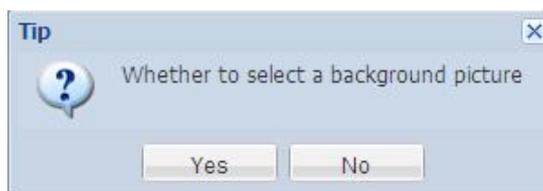
1. The button Click **New** on the Dynamic Table management page



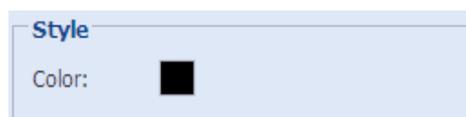
2. Give it a name and define the resolution. Then click **OK** to open the editing window.



3. Add background. Skip this if no background is needed.
Click the icon Bg in the left Area column. A dialog appears like below. Click **OK** to add a background image. Only one background image is allowed.



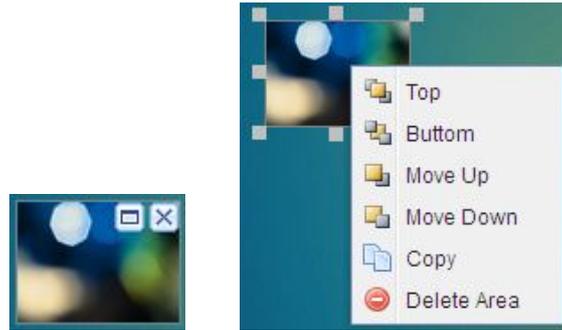
If you click **No**, the background will be black by default. The color can be changed in the Style section on the right pane.



4. Click to add zones from the left Area column to the editing area.

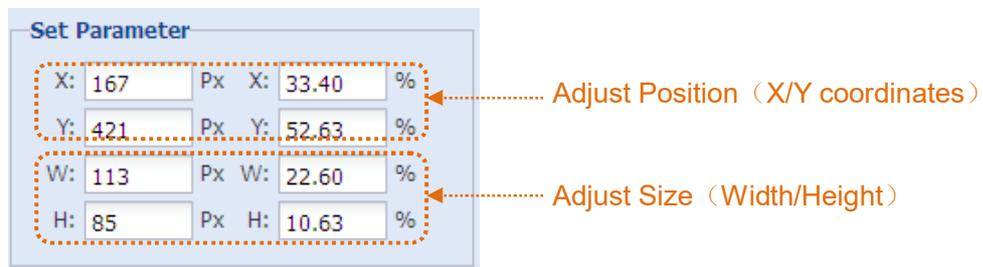
Zone	Description
Bg	Add a background image. One at most. Size and position cannot be changed.
Text	Add a text zone. One at most.
Image	Add an image zone. Four at most.
Table	Add a dynamic table zone.

Hover a zone or right click on a zone allows you to remove the zone.



5. Adjust size and position of zones.

- To position a zone, just drag it by mouse to the position you want to locate it. Drag one zone's handles inward or outward to make it smaller or larger.
- When a zone is selected, its coordinate values will be given on the right pane for you to adjust its size and position by changing these values.

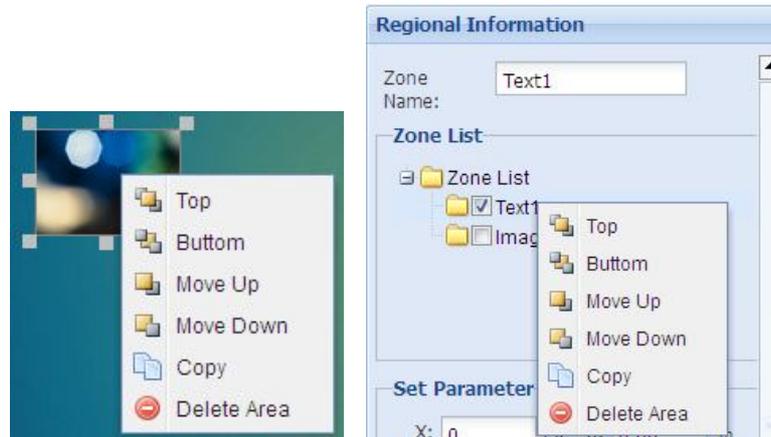


- Use the tools on top of the editing area to adjust zone positions.

Icon	Description	Icon	Description
	Align left		Match height
	Align center		Match height and width
	Align right		Lock a zone's size and position.
	Align top		Unlock a zone.
	Align middle		Expands a zone to full screen.
	Align Bottom		Remove all zones from the template.
	Match width		

6. Adjust zone layers.

- Right click on a zone in the editing area or from the zone list, and then choose the pop-up menu to adjust its layer.



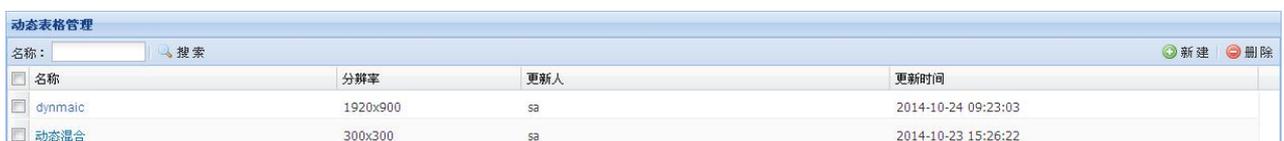
- Use the layer tools on top of the editing area to adjust zone layers.

Icon	Description	Icon	Description
	Move up to the top layer		Move up a layer
	Move up to the bottom layer		Move down a layer

7. Click **Save** to complete.

6.8.2 Dynamic Table Library

All your dynamic tables are showed in the form of list.



Search Dynamic Table – you are allowed to locate specific Dynamic Tables by entering one or more filter conditions in the multiple criteria tabs. To preview a Dynamic Table file, click its name.

Delete Dynamic Table – Click **Delete** from the Dynamic Table right-click menu or from the top right corner above Dynamic Table list.



Edit Dynamic Table – To edit a Dynamic Table file, click its name in the list or from its right-click menu

After Dynamic Table editing, the corresponding content on the terminal displays will be changed

accordingly.

6.9 APK

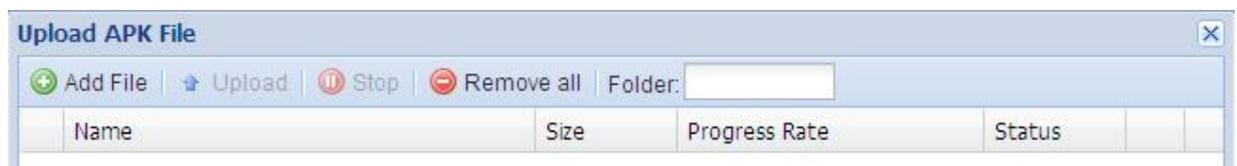
You are allowed to run APK on the terminal displays. Click the APK node on the left panel to open the APK management page as below.



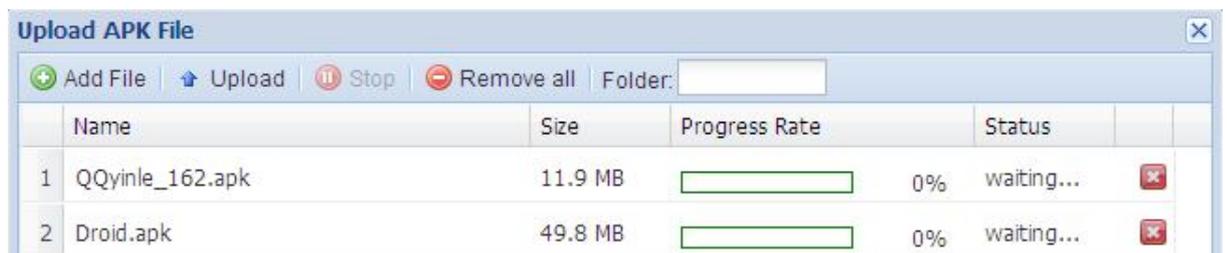
6.9.1 Upload APK

Prepare the APK that you may use before you compile a touch program.

1. Click the menu **Media > APK**.
2. Click **Upload** to open the upload window.



3. Click **Add File** to select files from your PC. Click **Remove all** will remove all the files in the pending list. **Folder** allows you to choose which folder the APK will be saved to.

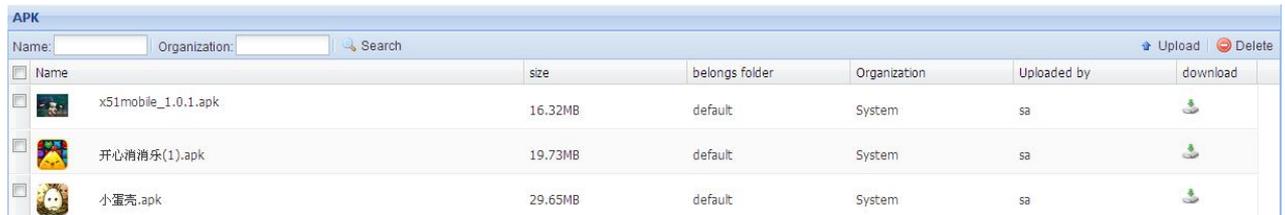


4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.

When the upload ends, the files will disappear from the list.

6.9.2 APK Library

All your APK files are showed in the form of list.



Name	size	belongs folder	Organization	Uploaded by	download
x51mobile_1.0.1.apk	16.32MB	default	System	sa	
开心消消乐(1).apk	19.73MB	default	System	sa	
小蛋壳.apk	29.65MB	default	System	sa	

Search APK – you are allowed to locate a specific APK by entering one or more filter conditions in the multiple criteria tabs. To preview a APK file, click its name or double click on its thumbnail.

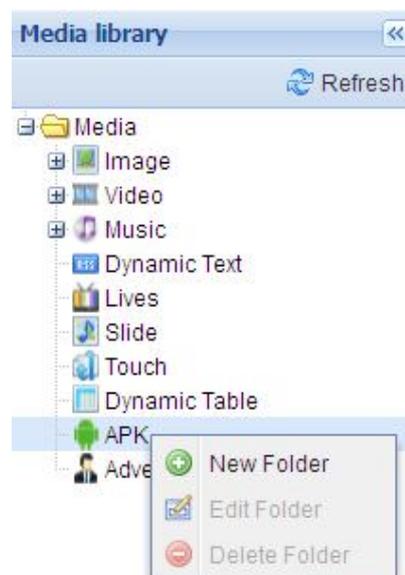
Delete APK – Click **Delete** from the APK right-click menu or from the top right corner above APK list.

Download APK – Click the icon **Download** in the Download column of the APK list.



APK Folders – you are allowed to store APK files in different folders for ease of management.

To create, edit or delete a file folder, right click on the APK node in the left panel, and then click the corresponding option. Public folders are open to all the users and private folders are only to the creator himself. The folder named **default** is created by CDMS and cannot be deleted.



6.10 Advertiser

The menu **Media > Advertiser** helps you to manage advertisers and their media files.



To locate a specific advertiser, you can enter its name in the criteria tab and then click **Search**.

6.10.1 New Advertiser

Register your advertiser information to CDMS for ease of management of advertisers and their media files.

1. Click the menu **Media > Advertiser**.
2. Click the button **New** to open the below window.

New Advertiser

Name:

User:

Contact:

Telephone:

Remarks:

OK Cancel

3. Enter the required information.
The field User should be selected from Advertiser users already exist. If there is no Advertiser user to choose, please first create an Advertiser user from the menu **Setting >**

User. See 11.2.1 New User.

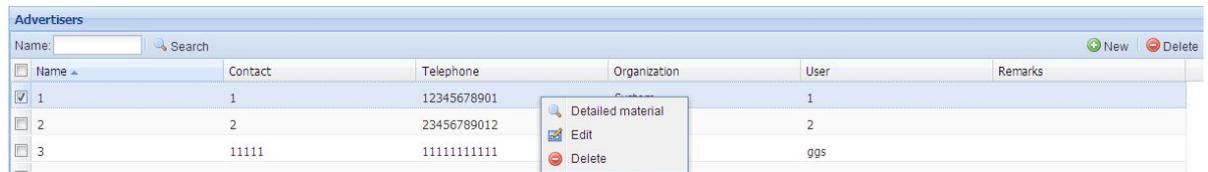
NOTE: There is a one-to-one correspondence between advertiser and the user Advertiser.

4. Click **OK** to complete.

6.10.2 Advertiser Management

Edit Advertiser

1. Click the menu **Media > Advertiser**.
2. Right click on an advertiser line.



3. Click **Edit** from the right-click menu to edit its details like name, user and contact.

Remove Advertiser

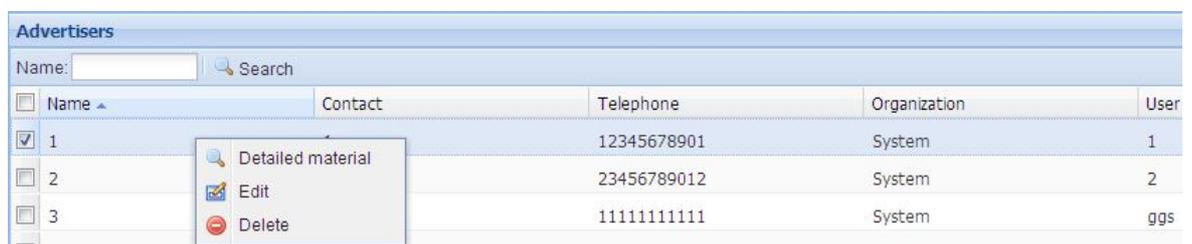
To remove an advertiser, click the button **Delete** or the option **Delete** from the right-click menu.

6.10.3 Advertiser Media

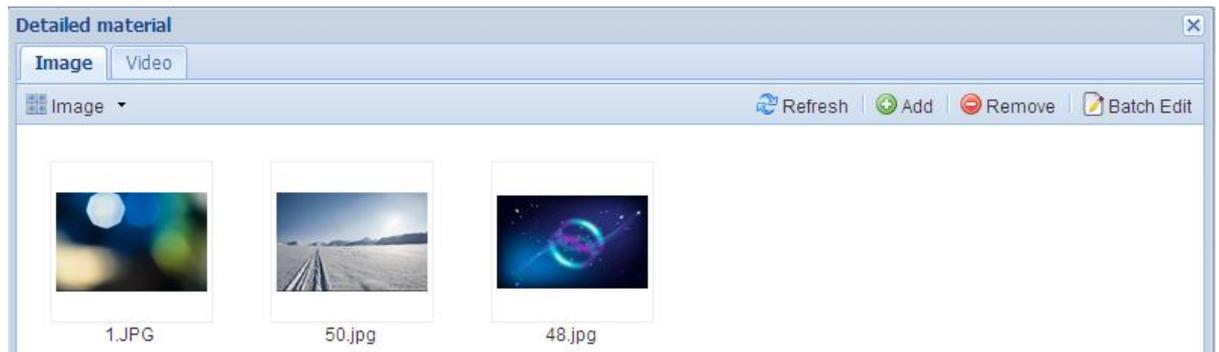
An advertiser's media files can be placed under his name for ease of search, and other advertisers cannot see or use them. To claim media files, here are two methods for your choice.

Method 1

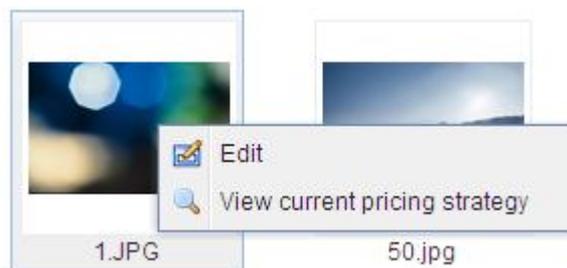
1. Click the menu **Media > Advertiser**.
2. Right click on an advertiser line to open the right-click menu.



3. Click **Detailed material** from the pop-up menu to open the next window for you to view or manage the advertiser's media files.



- Click the button **Add** to add images or videos to this advertiser from the media library. Click **Remove** to delete media files from this advertiser. Click **Batch Edit** to edit price strategy for multiple media files at a time. Right click on a thumbnail, the pop-up menu also allows you to view or edit its strategy.



For more details about price strategy, see Chapter 12.2 *Billing Options*.

Method 2

- Click the menu **Media > Image**, or **Media > Video** to find the media files.
- High light the one you want to add to an advertiser to show its details in the right column.

Details	
Name	Value
Name	1.JPG
Resolution	600 X 399
Size	14.49KB
Uploaded by	sa
Time Uploaded	2014-04-28 1...
Updated by	sa
Update Time	2014-04-28 1...
Folder(*)	default
Organization	System
Advertiser(*)	1
Remarks(*)	

3. Click the field Advertiser and then choose an advertiser from the list.

Advertiser					
Name: <input type="text"/>		Search			
	Name ▾	Contact	Telephone	Organization	Remarks
<input type="radio"/>	1	1	12345678901	System	
<input type="radio"/>	2	2	23456789012	System	

4. Click **OK** to complete.

Chapter 7 Program

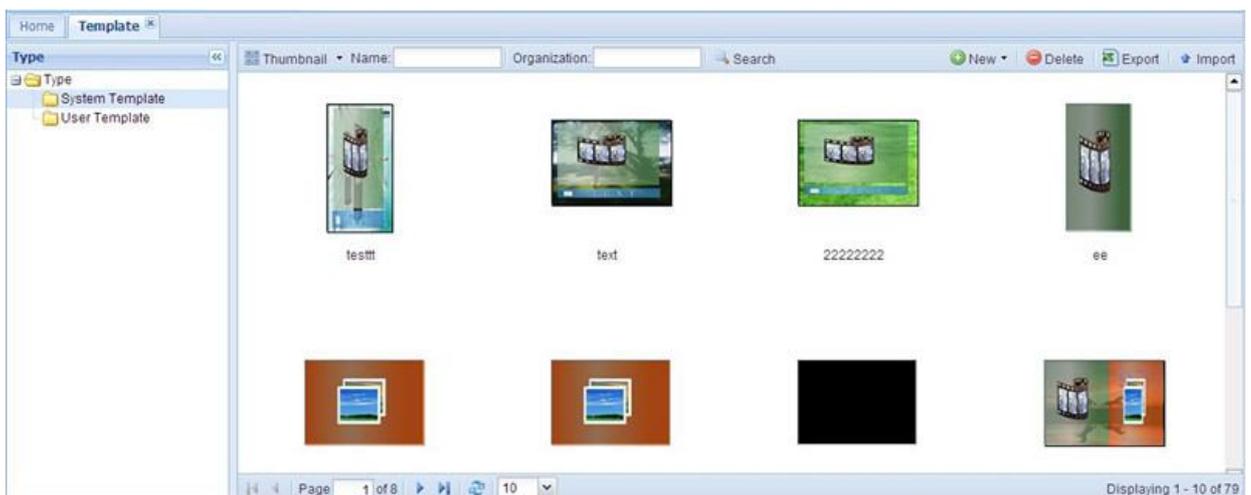
The **Program** menu allows you to compile programs and publish them to players. Hover over the **Program** icon to display the sub-menus. Click a sub-menu to enter the corresponding page.



7.1 Template

Prepare a screen template before you compile a program. The template defines the content layout on your screen by splitting the screen into zones for diverse contents, such as image zone and video zone. All programs are compiled on basis of a template. You can build a new template or import a predefined template.

Click the menu **Program > Template** to open the template page.



System Template and User Template are two template libraries, which can be selected on the left pane. System templates are open to all users, while user templates only to the creator himself and his superior.

7.1.1 Create Templates

1. Click the menu **Program > Template** to open the template page.
2. Choose the template type from the left pane.
 - System Template - can be viewed and used by all users.
 - User Template - only open to the creator himself and his superior
3. Click the button **New** and choose the player operating system from the drop-down menu.
 - Signway OS - Embedded system, such as SW110, and not support the features of Touch and Web.
 - Windows – X86 platform and not support the features of Touch and Web.
 - Android - Android platform and support the features of Touch and Web
4. Enter the required information in the followed window.

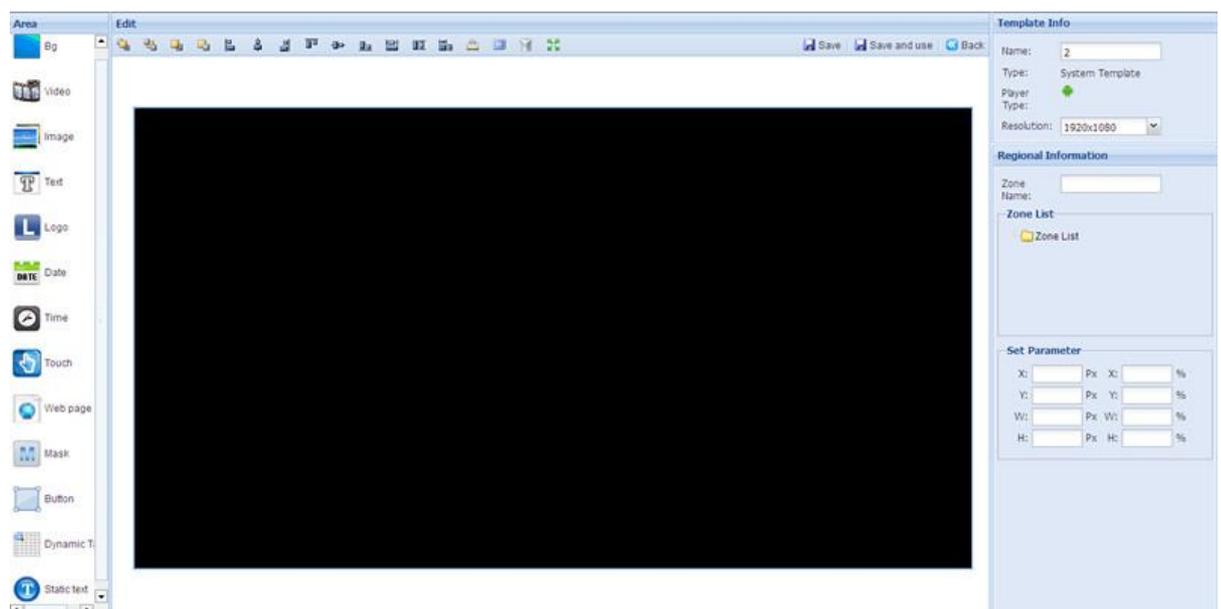
The 'New Template' dialog box has the following fields and controls:

- Name:** A text input field with the placeholder text 'Please enter a name'.
- Resolution:** A dropdown menu currently showing '1920x1080'.
- Type:** A dropdown menu currently showing 'System Template'.
- Remarks:** A large empty text area for notes.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom right.

Resolution – refers to the resolution of the display screen.

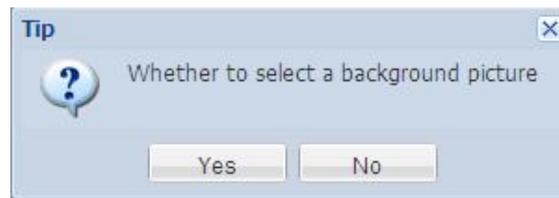
Type – the template type is specified in step 2.

5. Click **OK** to open the template editing page.

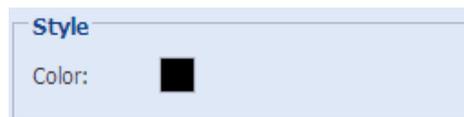


6. Add background. Skip this if no background is needed.
Click the icon Bg in the left Area column. A dialog appears like below. Click **OK** to add a

background image. Only one background image is allowed.



If you click **No**, the background will be black by default. The color can be changed in the Style section on the right pane.

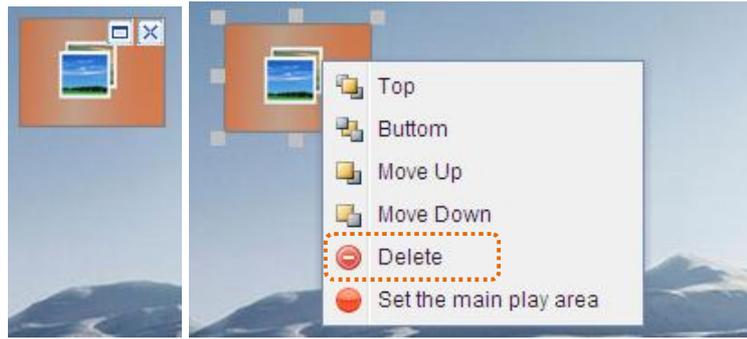


7. Add Zones.

In the left Area column, click zone icons to add zones to the editing area.

Zone	Description
Bg	Add a background image or color. One at most. Size and position cannot be changed.
Video	Add a video zone. One at most. Cannot overlap with image, web, touch, button, dynamic table or static text zones.
Image	Add an image zone. Four at most. Cannot overlap with video, web, touch, button, dynamic table or static text zones.
Text	Add a text zone. One at most.
Logo	Add a logo image. One at most.
Date	Add a date zone. One at most. Multiple styles for choice.
Time	Add a date zone. One at most. Multiple styles for choice.
Touch	Add a touch zone. One at most. Cannot overlap with image, video, web, button, dynamic table or static text zones.
Web	Add a web zone. One at most. Cannot overlap with image, video, Touch, button, dynamic table or static text zones.
Mask	Add a pre-prepared image masking, which functions like a photo frame. One at most.
Button	Add a jump button which allows you to jump to other contents with just one click. Cannot overlap with image, video, LOGO, web, touch, dynamic table or static text zones.
Dynamic Table	Add a dynamic table which allows you to update displaying content of this area without re-publishing the whole program. Cannot overlap with image, video, LOGO, web, touch, button or static text zones.
Static Text	Add a stationary text zone when background zone exist. No amount limit. Cannot overlap with other zones except background.

Hover a zone or right click on a zone allows you to remove the zone.



NOTE: A video zone must exist for templates of Signway OS and Windows platforms, but is not necessary for an Android template.

8. Adjust size and position of zones.

- To position a zone, just drag it by mouse to the position you want to locate it. Drag one zone's handles inward or outward to make it smaller or larger.
- Use the tools on top of the editing area to adjust zone positions.

Icon	Description	Icon	Description
	Align left		Match height
	Align center		Match height and width
	Align right		Lock a zone's size and position.
	Align top		Unlock a zone.
	Align middle		Expands a zone to full screen.
	Align Bottom		Remove all zones from the template.
	Match width		Show the template in actual screen size.

- When a zone is selected, its coordinate values will be given on the right pane for you to adjust its size and position by changing these values.

Regional Information

Zone Name:

Zone List

- Zone List
 - Video
 - Image2
 - Date
 - Time
 - Image1[Main Play Area]
 - Rn

Set Parameter

X: Px X: %

Y: Px Y: %

W: Px W: %

H: Px H: %

Adjust Position (X/Y coordinates)

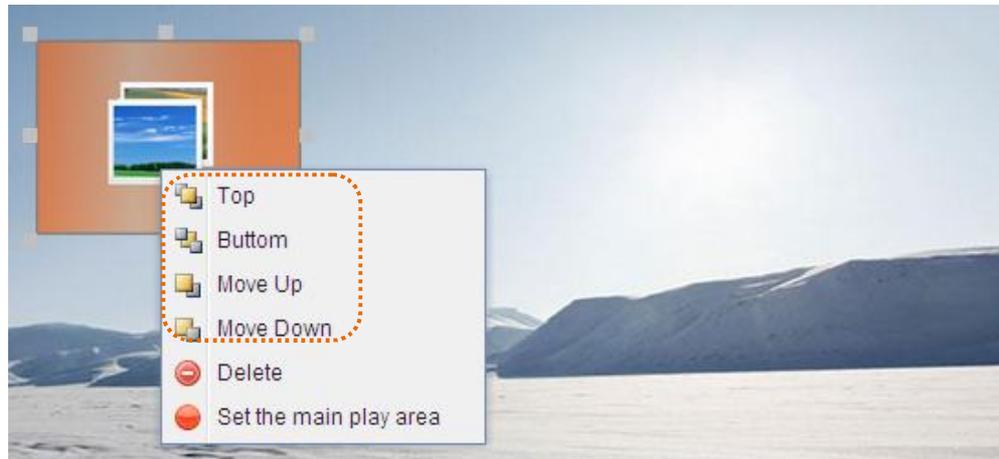
Adjust Size (Width/Height)

9. Adjust zone layers.

- Use the layer tools on top of the editing area to adjust zone layers.

Icon	Description	Icon	Description
	Move up to the top layer		Move up a layer
	Move up to the bottom layer		Move down a layer

- Right click on a zone, and then choose the pop-up menu to adjust its layer.



- Set main play area. Skip this if the player operating system is not Android.

For Android templates, the whole playback duration depends on the only main play area. All zones play on a continuous loop until the playback of the main play area ends. The background, image, video, touch and web zones can be set to main play area.

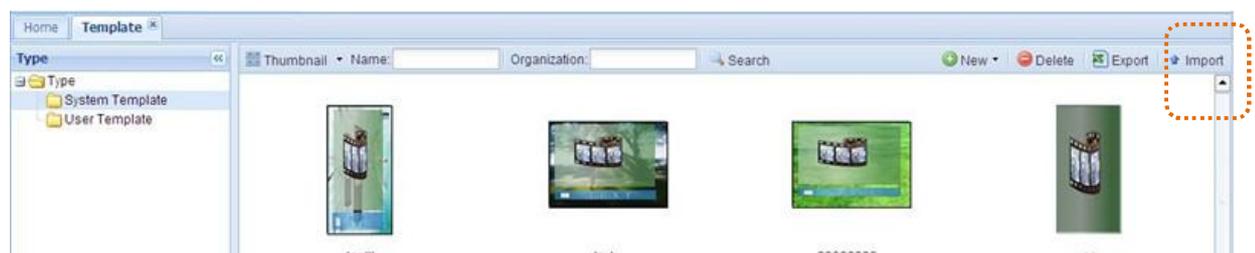
NOTE: The main play area for templates of Signway OS and Windows is the video zone by default.

- Click the button **Save** to save the template.

Click **Back** to return to the previous template page without save. Click **Save and Use** to save the template and enter the next playlist editing page. See Chapter 7.2 *Playlist*.

7.1.2 Import Template

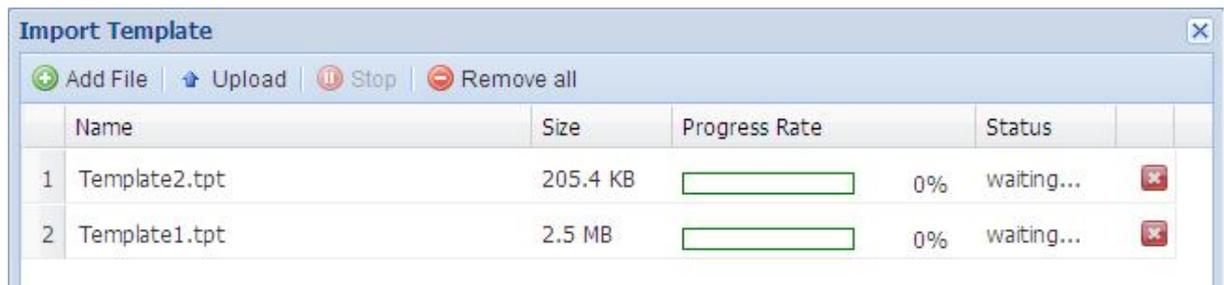
- Click the menu **Program > Template** to open the template page.



- Click the button **Import** to open the importing page.



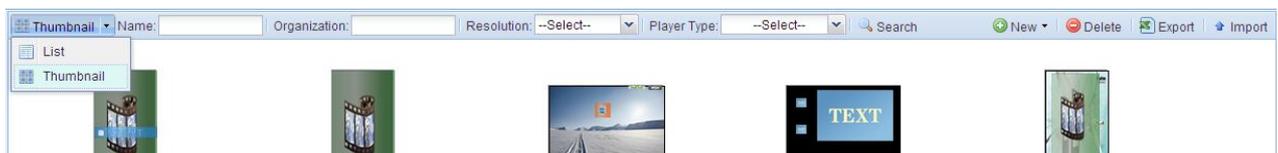
3. Click **Add File** to select templates from your PC
The selected files will appear in the pending list. Click **Remove all** will remove all the files in the pending list.



4. Click **Upload** to start the upload process. Click **Stop** will cancel the upload.
5. When the upload ends, the files will disappear from the list.

7.1.3 Template Library

All your CDMS templates are showed in the form of list or thumbnail.



Search Template – you are allowed to locate specific template by entering one or more filter conditions in the multiple criteria tabs.

Edit Template – Click on a template name or double click on its thumbnail opens the template editing page. Once satisfied, click **Save** to accept the changes.

Export Template – Click the button **Export** to export a template.

Remove Template – Click the button **Delete** to remove a template.

7.2 Playlist

Playlist is a defined sequence of content to be displayed on the player screen and can be generated by adding media files to a template.

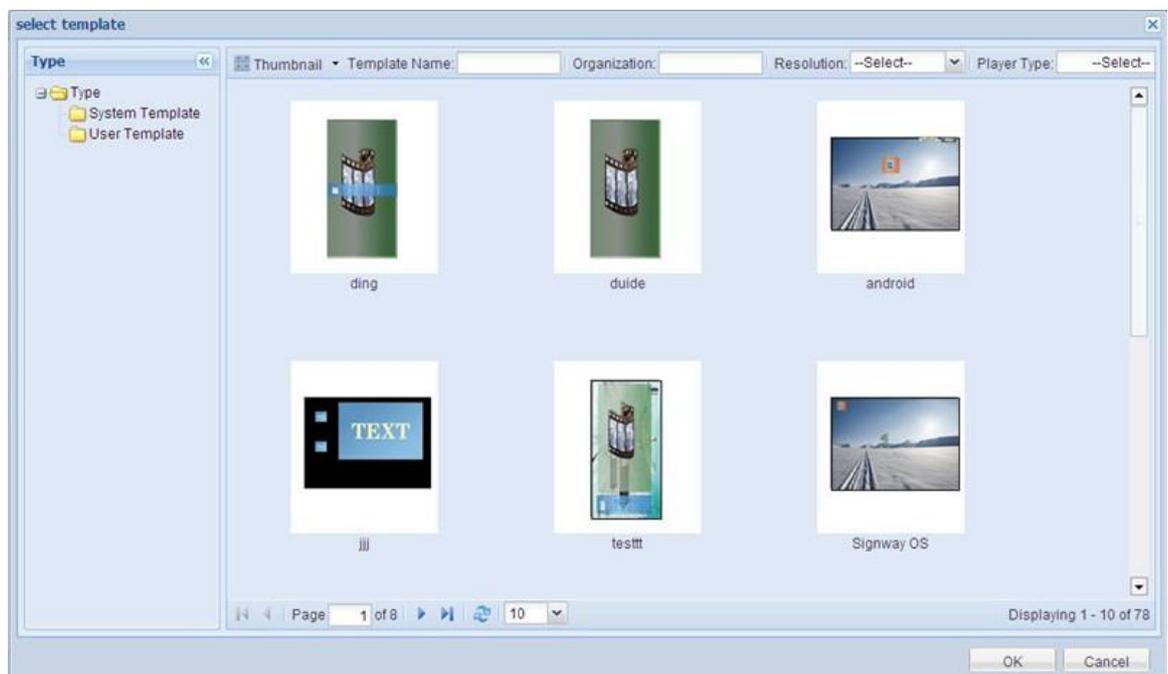
Click the menu **Program > Playlist** to open the playlist page.



Playlist	Resolution	Status	Player Type	Size	Duration	Update Time	Organization	Operate
playlist20140504172731	1920x1080	Normal		0.0KB	00:00:00	2014-5-4 17:27...	System	
无字幕	1080x1920	Normal		3982.17KB	00:00:40	2014-5-4 17:09...	System	
playlist20140504170130	1080x1920	Normal		301.03KB	00:00:30	2014-5-4 17:08...	System	
playlist20140504164318	1920x1080	Normal		0.0KB	00:00:00	2014-5-4 16:43...	System	
playlist20140504164110	1080x1920	Normal		0.0KB	00:00:00	2014-5-4 16:41...	System	
7	1280x1024	Normal		210.59KB	00:08:37	2014-5-4 15:13...	System	

7.2.1 Create Playlists

1. Click the menu **Program > Playlist** to open the playlist page.
2. Click the button **New** to open a window like below.

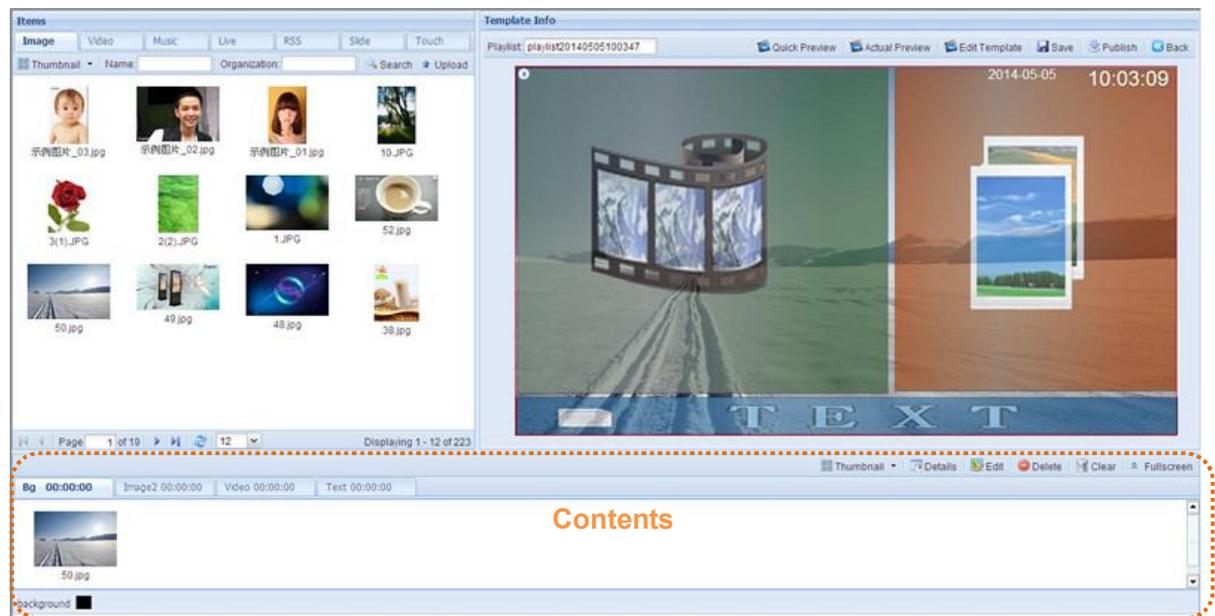


3. Choose a template.
First select the template type on the left pane, and then select the template you want to use from the right list. Make your choice based on the player operating system, content types,

and screen size and orientation.

If there is no suitable template in the list, please create one first. See 7.1.1 *Create Template*.

4. Click **OK** to open the playlist editing page.



Items – all media files. To preview a file, click on its name or double click on its thumbnail.

Template Info – displays the current template. If the template is not satisfactory, click **Edit Template** to modify it. Once satisfied, click **Save** to return to the current page.

Contents – provide content details on each zone.

5. Add contents to each zone.

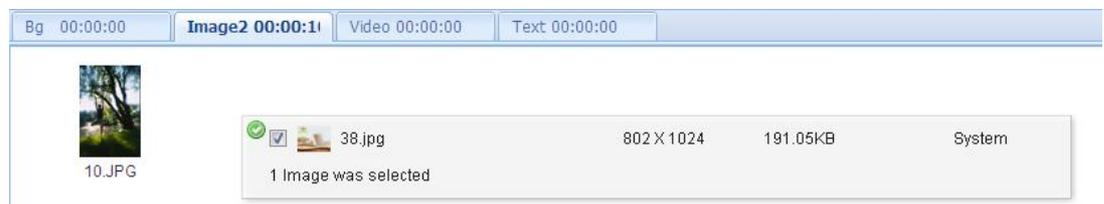
Select media files from the left media library and drag them to a suitable playback zone.

Zone	Contents can be played
Bg	Image, Color
Video	Image, Video, Music, Slide, Live
Image	Image
Text	Dynamic text or scroll text you enter directly
Logo	Image
Date	requires no extra content
Time	requires no extra content
Touch	Touch Application
Web	Web page
Mask	pre-prepared image masking
Button	Jump action
Dynamic Table	Dynamic Table
Static text	Stationary text you type in

- Drag media files directly to a zone on the right template.



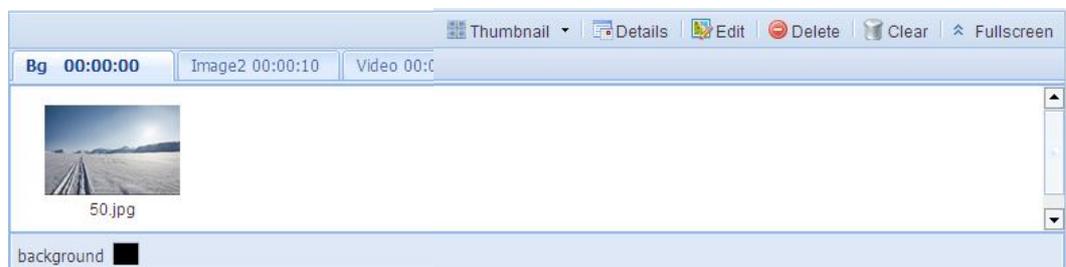
- Or drag media files directly to the bottom contents section of a zone.



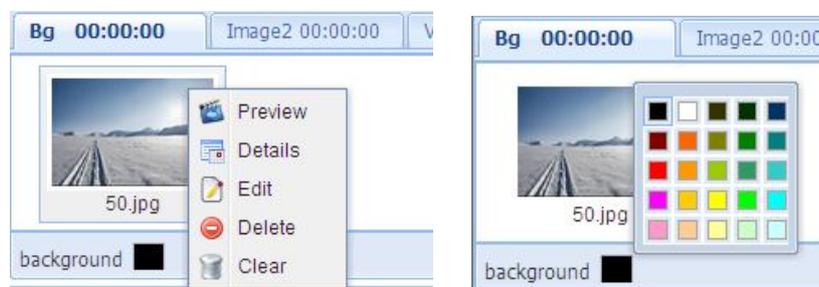
6. Edit contents of each zone.

Switch to a zone by clicking it on the template or the tab in the bottom section.

- Bg



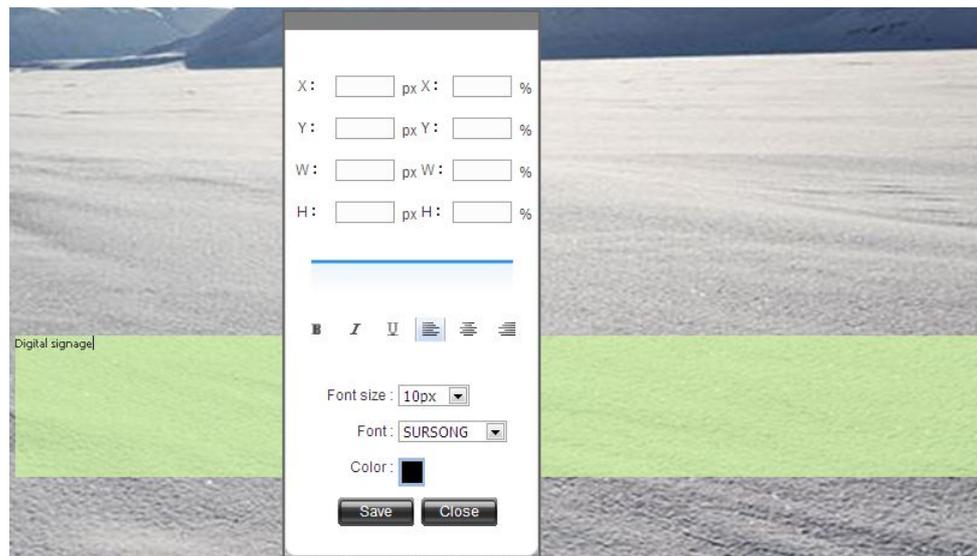
Click buttons on top of this section to view details, edit static text or remove contents. Right click on the background image also allows you to access these features. Click the background image allows you to change the background image.



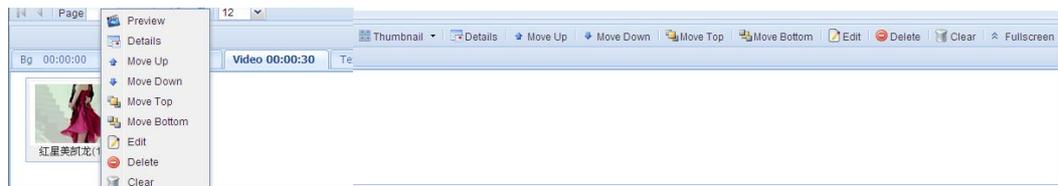
To change a background image, you need to remove the current image before adding a new one.

- Static Text

Under the Bg tab, click **Edit** to open the static text editing page.



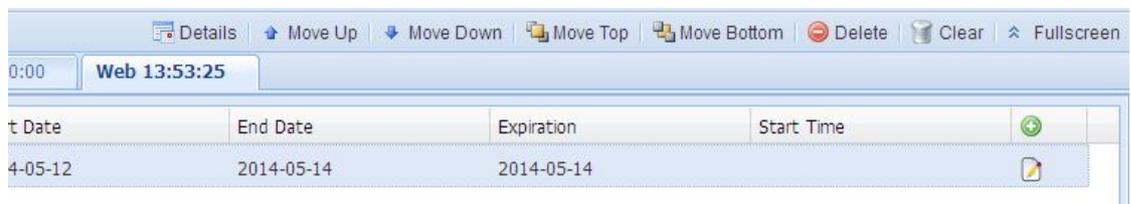
- **Video/Image**



Click buttons on top of this section to edit the content properties, playback sequence or remove it. Right click on the thumbnail also allows you to access these features.

Button	Description
Preview	Preview the selected video or image.
Details	View content details
Move Up/Down	Bring a video or image forward / backward in the playback queue.
Move Top/Bottom	Bring a video or image to the front / last position in the playback queue.
Edit	To edit content name, playback schedule, duration and expiration as well as image transition effect.
Delete	Remove a video or image from the current zone.
Clear	Remove all contents from the current zone.

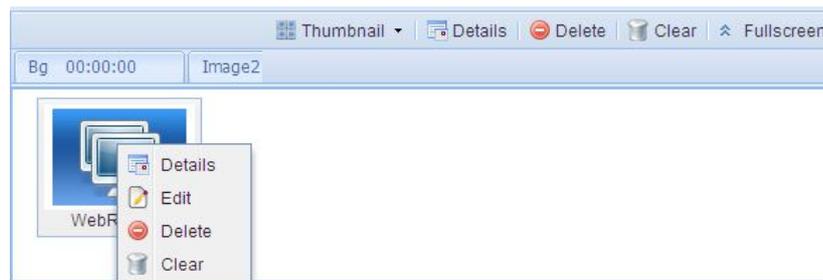
- **Web**



Click the button “+” to add web contents. Click the editing button to make changes.

- **Touch**

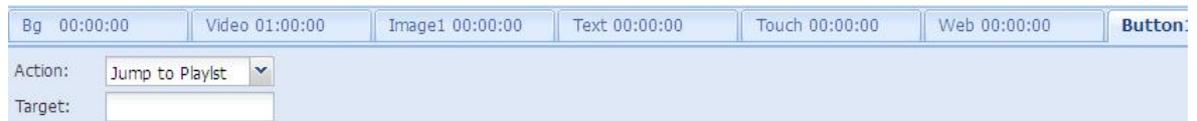
Click buttons on top of this section to view the content properties or remove it. Right click on the thumbnail also allows you to access these features.



Only one touch application is supported in this zone. To change it, you need to remove the current one at first.

- **Button**

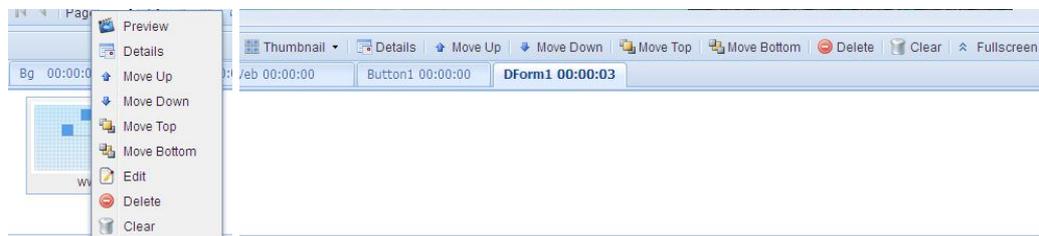
Jump button allows you to jump to other contents with just one click.



Click the field Action to define the jump action, jump to playlist or Jump to touch. The field Target defines the specific playlist or touch application that this button will lead you to.

- **Dynamic Table**

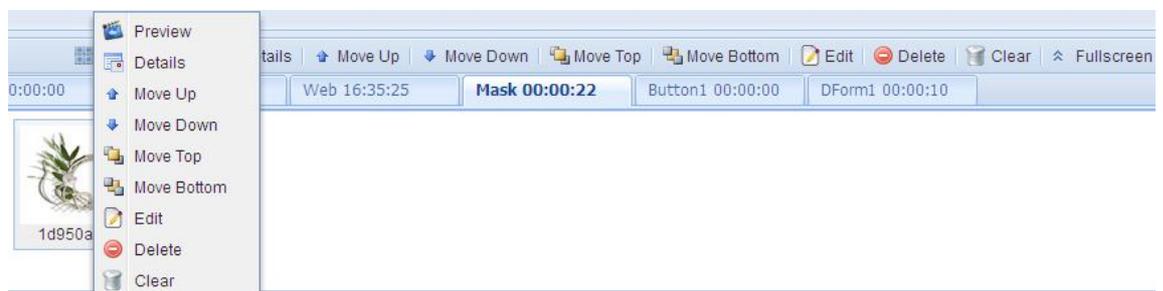
Dynamic table can be created under the menu Media. Dynamic table makes it possible to update the playback content on terminal displays in real time without re-publishing a new program.



Right click on the dynamic table allows you to preview, edit or remove it.

- **Mask**

A mask functions like a photo frame and is used to control a layer's transparency.

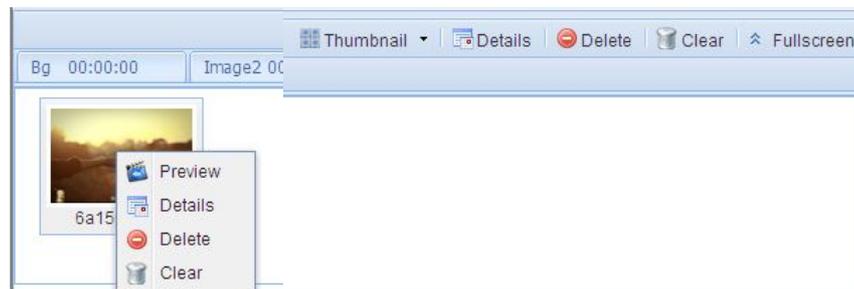


Several images can be added to this zone. Right click on an image allows you to preview, edit or remove it.

- **Logo**

Click buttons on top of this section to view the content properties or remove it. Right

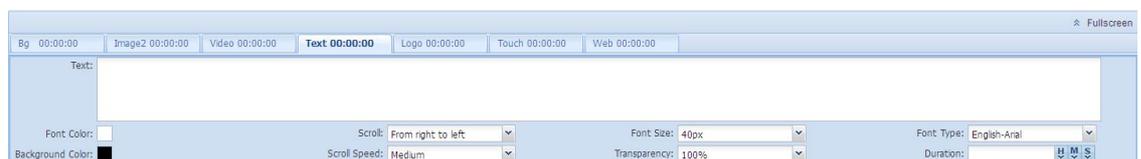
click on the thumbnail also allows you to access these features, as well as preview the image.



Only one image is allowed to add to the Logo zone. To change it, you need to remove the current one at first.

- Text

Enter text in the text box and make settings on its properties, such as font, scroll style, background and duration.



Dynamic text can also be added to this zone. The content of the dynamic text cannot be edited here. You can make settings on its properties or remove it.

- Date/Time – cannot be edited.

7. On top right corner of the page, click the button **Quick Preview** or **Actual Preview** to preview the current the playlist.

Quick Preview – gives a quick preview of the playlist in a small window on your PC with less bandwidth consumption.

Scale Preview – gives a precise preview of the playlist in the same size as the real screen.

8. Once satisfied, click **Save** to save your playlist.

The button **Back** returns to the previous playlist page without saving. After saving, click the button **Publish** to compile programs and then distribute to players. See details about publish: Chapter 7.4Publish.

NOTE: There must be contents in the main play area. Otherwise, the playlist cannot be saved.

7.2.2 Playlist Library

All your CDMS playlists are showed in the form of list.

Playlist	Resolution	Status	Player Type	Size	Duration	Update Time	Organization	Operate
playlist20140512142856	1080x1920	Normal		6389.76KB	00:00:08	2014-5-12 14:29:16	System	
playlist20140512113405	1920x1080	Normal		29332.1KB	13:53:25	2014-5-12 14:27:49	System	
playlist20140512140958	1920x1080	Normal		0.0KB	00:00:00	2014-5-12 14:09:58	System	
252	1920x1080	Normal		51231.08KB	00:02:53	2014-5-9 16:13:36	System	
59	1080x1920	Normal		29538.96KB	00:00:20	2014-5-9 11:49:09	System	

Search Playlist – you are allowed to locate specific playlist by entering one or more filter conditions in the multiple criteria tabs.

Remove Playlist – Click the button **Delete** to remove one or more playlists.

Edit Playlist – Click on a playlist name or click the edit icon in the Operate cell opens the playlist editing page. Once satisfied, click **Save** to accept the changes.

ization	Operate
n	
n	
n	

Publish Playlist – A playlist can be published to players when its status is Normal. Click the button **Publish** in the Operate cell opens the publish page, allowing you to compile programs and then distribute to players. See details about publish: [7.4 Publish](#).

7.3 Scroll Text

Scroll text contents are independent to the playlists. They will not be affected when the playlists switch.

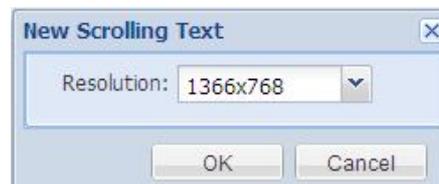
Click the menu **Program > Scroll Text** to open the scroll text page.



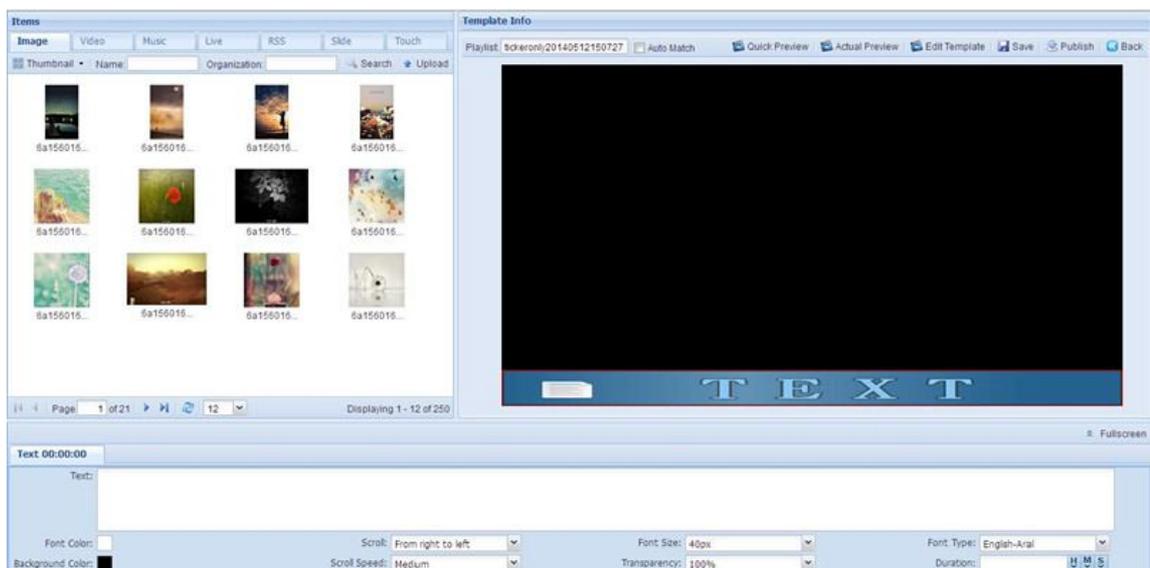
Playlist	Resolution	Status	Auto Match	Size	Duration	Update Time	Organization	Operate
tickeronly20140504171148	1080x1920	Normal	No	0.0KB	00:00:00	2014-5-4 19:01:54	System	[New] [Delete]
tickeronly20140504170858	1920x1080	Normal	No	0.0KB	00:00:00	2014-5-4 17:10:27	System	[New] [Delete]
03	1366x768	Normal	No	0.0KB	00:00:00	2014-5-4 15:20:46	System	[New] [Delete]

7.3.1 Create Scroll Text

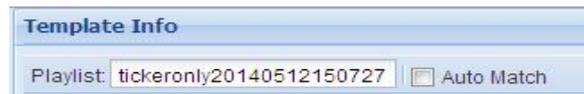
1. Click the menu **Program > Scroll Text** to open the scroll text page
2. Click the button **New** and follow the instructions.



3. Specify the screen resolution.
4. Click **OK** to open the scroll text editing page.



5. Give it a unique name and choose whether to check **Auto Match**.



If Auto Match is checked, the scroll text will display at the position of the previous text zone. If unchecked, it will display as specified.

6. Enter text and make settings in the lower editing section.
7. On top right corner of the page, click the button **Quick Preview** or **Actual Preview** to preview the current the scroll text.

Quick Preview – gives a quick preview of the playlist in a small window on your PC with less bandwidth consumption.

Scale Preview – gives a precise preview of the playlist in the same size as the real screen

8. Once satisfied, click **Save** to save your scroll text.

The button **Back** returns to the previous scroll text page without saving. After saving, click the button **Publish** to compile programs and then distribute to players. See details about publish: *7.4Publish*.

7.3.2 Scroll Text Library

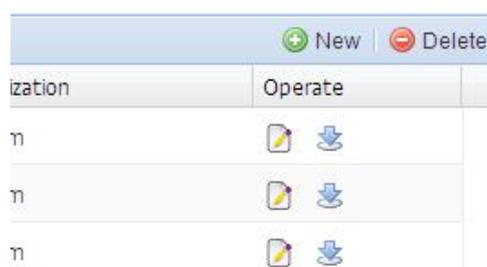
All the CDMS scroll text contents are showed in the form of list as below.

Playlist	Resolution	Status	Auto Match	Size	Duration	Update Time	Organization	Operate
tickeronly20140504171148	1080x1920	Normal	No	0.0KB	00:00:00	2014-5-4 19:01:54	System	[New] [Delete]
tickeronly20140504170858	1920x1080	Normal	No	0.0KB	00:00:00	2014-5-4 17:10:27	System	[New] [Delete]
03	1366x768	Normal	No	0.0KB	00:00:00	2014-5-4 15:20:46	System	[New] [Delete]

Search Scroll Text – you are allowed to locate specific scroll texts by entering one or more filter conditions in the multiple criteria tabs.

Remove Scroll Tex – Click the button **Delete** to remove one or more scroll texts.

Edit Scroll Tex – Click on a scroll text name or click the edit icon in the Operate cell opens the scroll text editing page. Once satisfied, click **Save** to accept the changes.

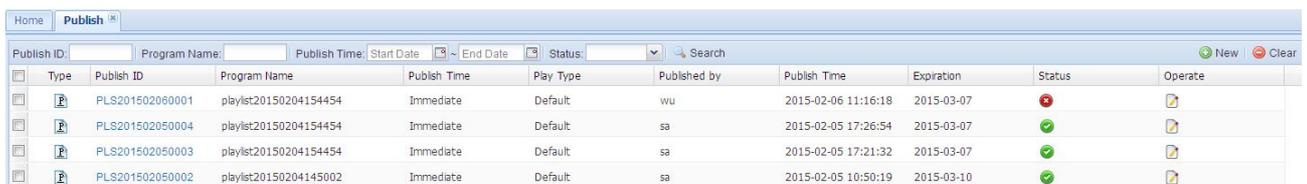


Publish Scroll Tex – A scroll text can be published to players when its status is Normal. Click the button **Publish** in the Operate cell opens the publish page, allowing you to compile programs and then distribute to players. See details about publish: *7.4Publish*.

7.4 Publish

Your playlists and scroll texts can be distributed to players over network via the publish feature.

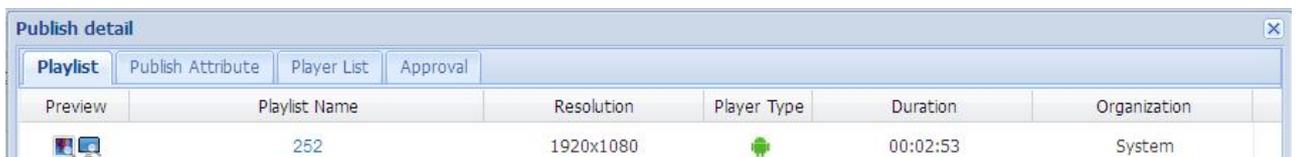
Click the menu **Program > Publish** to open the publish management page.



Type	Publish ID	Program Name	Publish Time	Play Type	Published by	Publish Time	Expiration	Status	Operate
	PLS201502060001	playlist20150204154454	Immedate	Default	wu	2015-02-06 11:16:18	2015-03-07		
	PLS201502050004	playlist20150204154454	Immedate	Default	sa	2015-02-05 17:26:54	2015-03-07		
	PLS201502050003	playlist20150204154454	Immedate	Default	sa	2015-02-05 17:21:32	2015-03-07		
	PLS201502050002	playlist20150204145002	Immedate	Default	sa	2015-02-05 10:50:19	2015-03-10		

All published programs are listed here, including rejected and approved programs. You are allowed to locate specific programs by entering one or more filter conditions in the multiple criteria tabs.

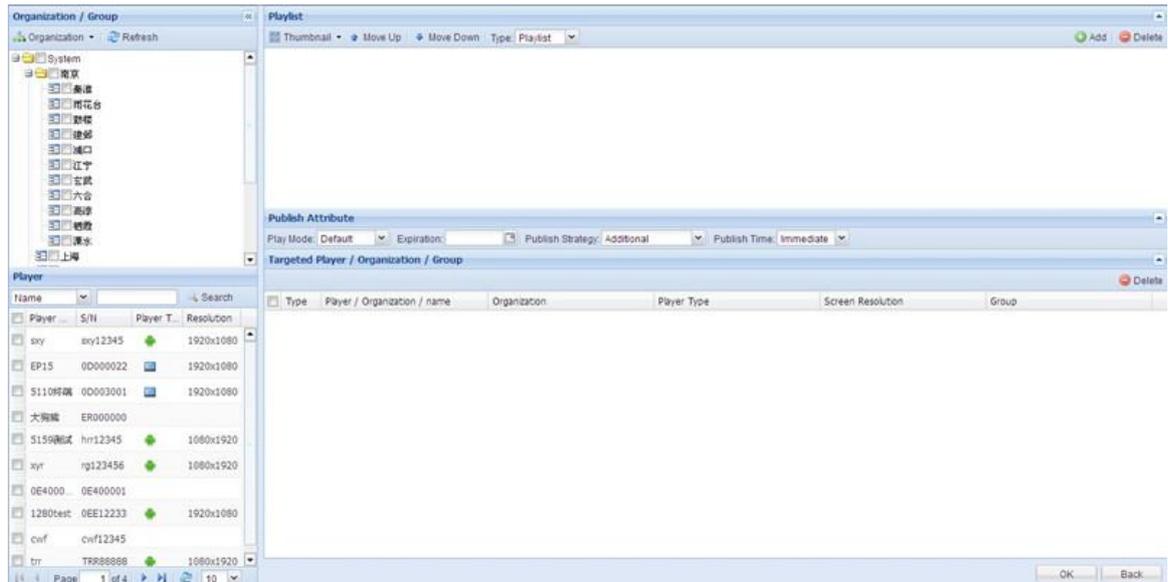
Click on a publish ID gives you the publish details, including content, schedule, players and approvals.



Preview	Playlist Name	Resolution	Player Type	Duration	Organization
	252	1920x1080		00:02:53	System

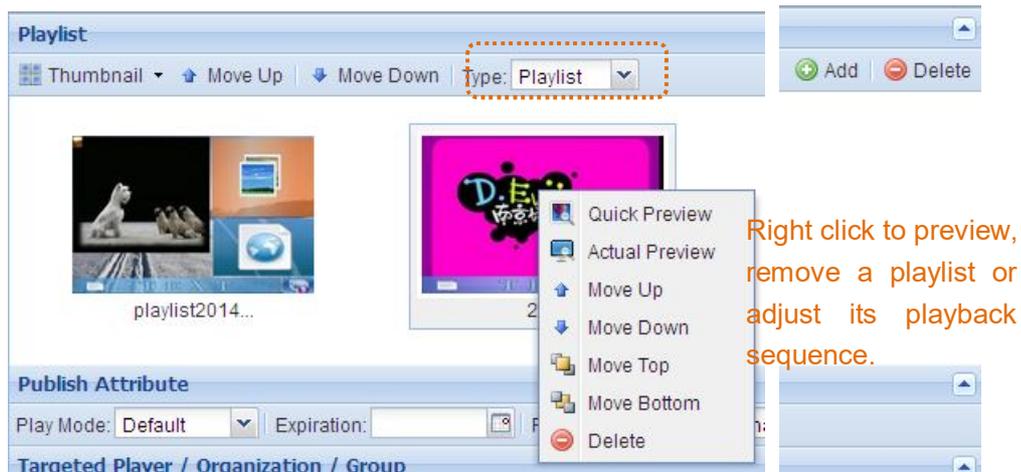
7.4.1 New Publish

1. In the publish management page, click the button **New** to open the below publish page.



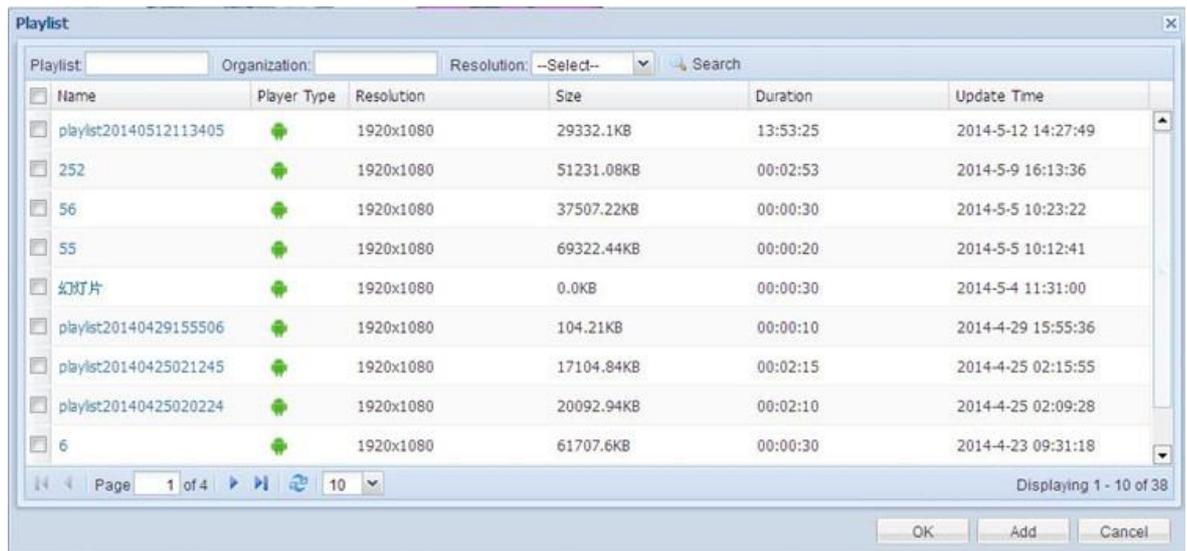
Click **Publish** in the playlist or scroll text editing page also opens the publish page.

- Specify the program type, playlist or scroll text, and then add the corresponding contents.



To create playlists and scroll texts, see [7.2 Playlist](#) and [7.3 Scroll Text](#).

- Click **Add** to add playlists or scroll texts.

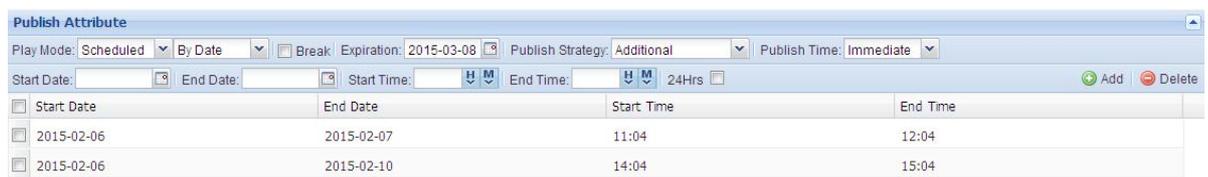


Click **OK** to replace the current playlists with the selected ones.

Click **Add** to add the selected playlists after the current ones.

NOTE: The Player Type should be the same for all the playlists included in a program. And the screen Resolution should be the same for non-android players.

4. Set publish attribute.



Play Mode:

Looping	Repeat the program continuously in all blank periods that have no scheduled program
Scheduled	Play on a continuous loop during the specified period which can be defined by week or by day. Check the box before Break allows you to break the current broadcast and bring in the program.

Expiration: the program will be removed from the CDMS system and related players when the expiration date comes.

Publish Strategy:

Additional	Add to the original schedule without replacement or any change.
Overwrite	The original schedule will be removed and replaced with the new schedule.
Overwrite & Update	Overwrite the playlists of the same name and play in chronological order following the new schedule.
Overwrite & Keep	Replace the playlists of the same name and keep the original playback sequence.

Publish Time:

Immediate	Publish immediately when the program is submitted.
Scheduled	Publish the program at your specified date and time.

Add: with the start and end date/time set, click **Add** to add a schedule.

Delete: click to remove a schedule.

5. Specify the target players.

On the left panel, check the target organization, group or players. The selected ones will appear in the right column Targeted Player / Organization / Group.



When publishing programs, the resolution of a non-Android program must be the same as that of the terminal. It is not required for Android programs. Android programs for horizontal screens can be distributed to all players with horizontal screens, no matter of what resolution, vice versa. For example, an Android player with horizontal screen can download and display both programs with resolution of 1920x1080 and 1366x768.

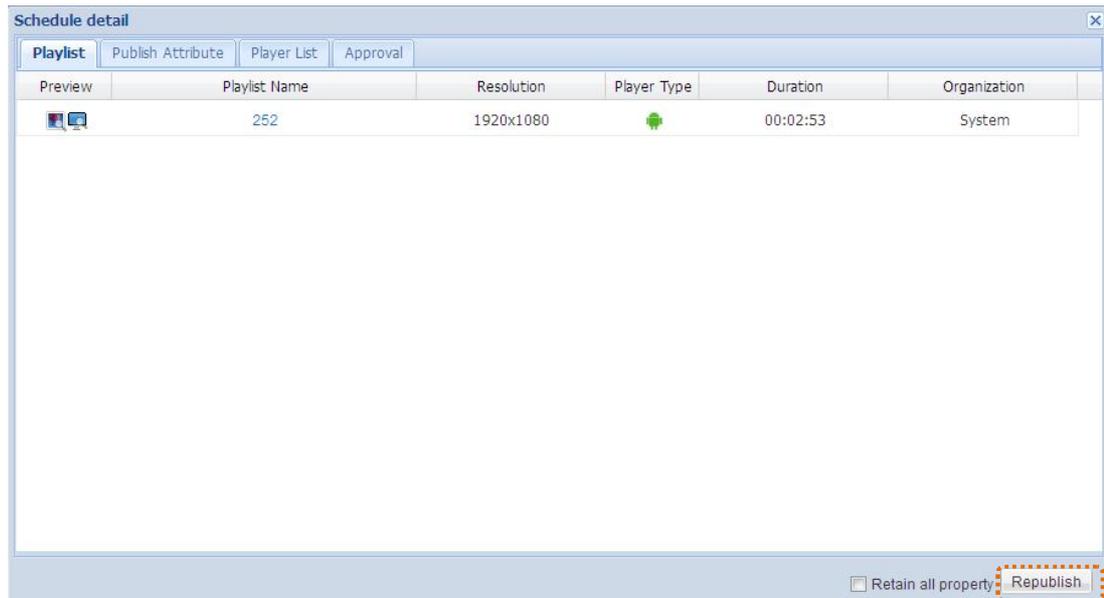
6. Click **OK** to submit.

The program will be distributed to the players directly if there is no approval strategy configured.

7.4.2 Re-Publish

You are allowed to re-publish a history program.

- View the history publishes via any of the three ways.
 - Click the menu **Program > Publish** to view the publish list.
 - Click the menu **Program > Audit** to view the audit list.
- Click the publish ID in the list to open a window like below.



3. Check **Retain all property** to keep all the current program properties, including contents, schedule and target players. If you want to deliver it to new players or on a new schedule, just uncheck it.
4. Click **Republish** to open the program publish page.

7.4.3 Clear from Player

Click the menu **Program > Publish** to open the publish management page

Publish ID	Program Name	Publish Time	Start Date	End Date	Status	Search	New	Clear		
<input type="checkbox"/>		PLS201502060001	playlist20150204154454	Immediate	Default	wu	2015-02-06 11:16:18	2015-03-07		
<input type="checkbox"/>		PLS201502050004	playlist20150204154454	Immediate	Default	sa	2015-02-05 17:26:54	2015-03-07		
<input type="checkbox"/>		PLS201502050003	playlist20150204154454	Immediate	Default	sa	2015-02-05 17:21:32	2015-03-07		
<input type="checkbox"/>		PLS201502050002	playlist20150204145002	Immediate	Default	sa	2015-02-05 10:50:19	2015-03-10		

- **Clear a program from all players**

Check the program you want to remove and then click the button **Clear** above the program list to clear the program from all the terminal players.

- **Clear a history program from part players**

From the program list, click the Edit icon in Operate column to open a window like below



All the players that play the current program are listed under the tab **In Use**. The button **Delete** allows you to delete the program from one or more players. The removed players are listed under the tab **Deleted**.

7.5 Audit

If approval strategy is configured, the program needs to be approved before delivery to the players. See more about approval strategy: 11.5.2 Approval Strategy.

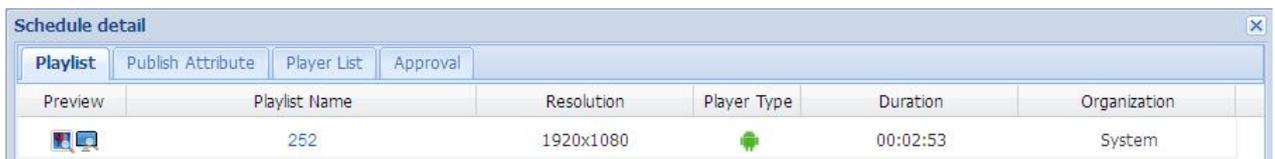
Click the menu **Program > Audit** to open the approval management page.



Type	Publish ID	Program Name	Publish Time	Play Type	Published by	Publish Time	Expiration	Status	Approval
	PLS201405130001	252	Immedate	By Week	sa	2014-05-13 09:57:44	2014-05-14		
	PLS201405120001	252	Immedate	Default	sa	2014-05-12 15:43:48	2014-05-13		

All programs waiting for approvals are listed here. You are allowed to locate specific programs by entering one or more filter conditions in the multiple criteria tabs

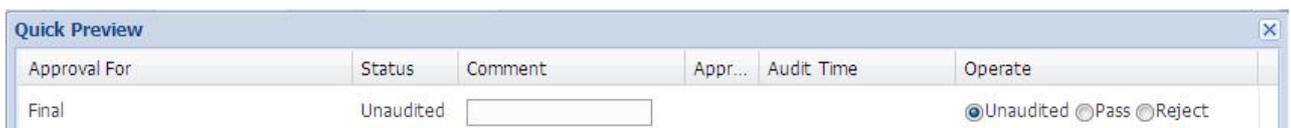
Click on a publish ID gives you the publish details, including content, schedule, players and approvals, and allow you to republish it.



Preview	Playlist Name	Resolution	Player Type	Duration	Organization
	252	1920x1080		00:02:53	System

■ Audit Method 1

From the audit list, click the Approval icon to open the audit window.

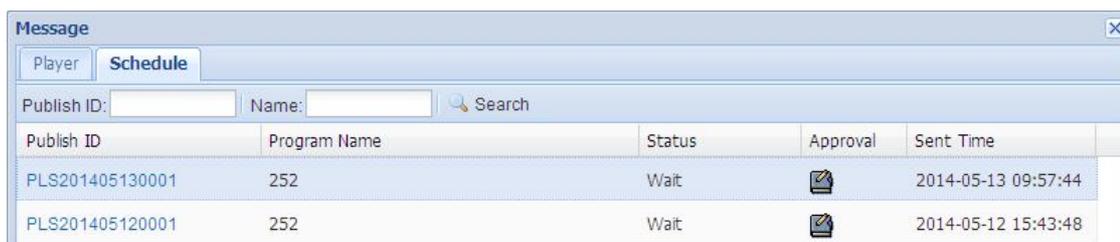


Approval For	Status	Comment	Appr...	Audit Time	Operate
Final	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject

Give your opinions and choose whether to let it pass. Comment must be given, if you choose Reject.

■ Audit Method 2

A message will be given in the top right corner of the page when there is a program waiting for approval.



Publish ID	Program Name	Status	Approval	Sent Time
PLS201405130001	252	Wait		2014-05-13 09:57:44
PLS201405120001	252	Wait		2014-05-12 15:43:48

Click the Approval icon also opens the audit window.

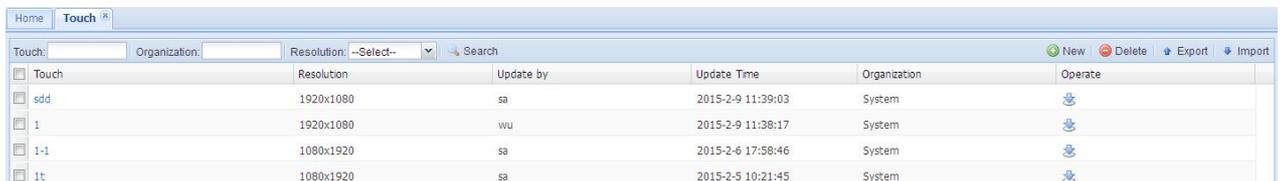
Chapter 8 Touch

A touch program allows users to switch pages, run APP applications or browse a website by touching the display screen. This module helps you to create interactive programs and distribute to the terminals. Hovering over the **Touch** menu displays the sub-menus. Click a sub-menu to enter the corresponding page



8.1 Touch

Click the menu **Touch > Touch** to open the touch program management page which allows you to create and manage interactive programs.



Touch:	Organization:	Resolution: --Select--	Update by	Update Time	Organization	Operate
<input type="checkbox"/>	sdd	1920x1080	sa	2015-2-9 11:39:03	System	   
<input type="checkbox"/>	1	1920x1080	wu	2015-2-9 11:38:17	System	   
<input type="checkbox"/>	1-1	1080x1920	sa	2015-2-6 17:58:46	System	   
<input type="checkbox"/>	1t	1080x1920	sa	2015-2-5 10:21:45	System	   

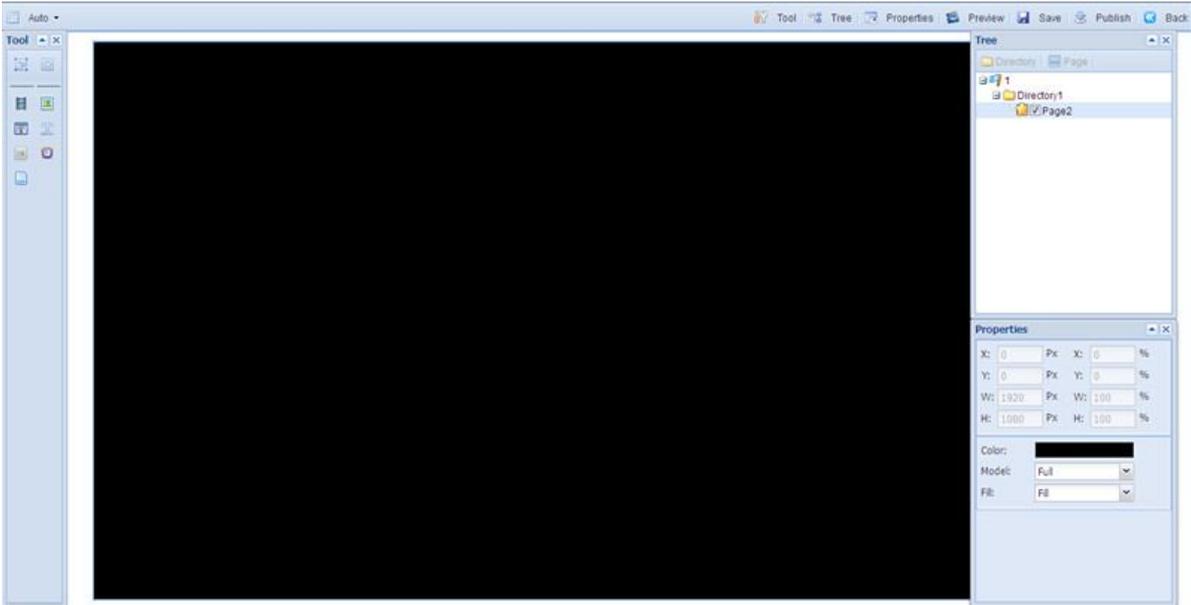
8.1.1 Create Touch Programs

1. Click the button **New** on the touch program management page.



The 'New Touch' dialog box has a title bar with a close button. It contains two input fields: 'Name:' with the placeholder text 'Please enter a name' and 'Resolution:' with a dropdown menu showing '1920x1080'. At the bottom are 'OK' and 'Cancel' buttons.

2. Define the name and the resolution of the program. Click **OK** to open the next editing page. The blank block in the middle of this page is the program editing area. The panes of Tool, Tree and Properties around the editing area can be moved by dragging their title bars, or hid by click the corresponding buttons on the top. Click Auto in the top left corner allows you to change the zoom percentage.

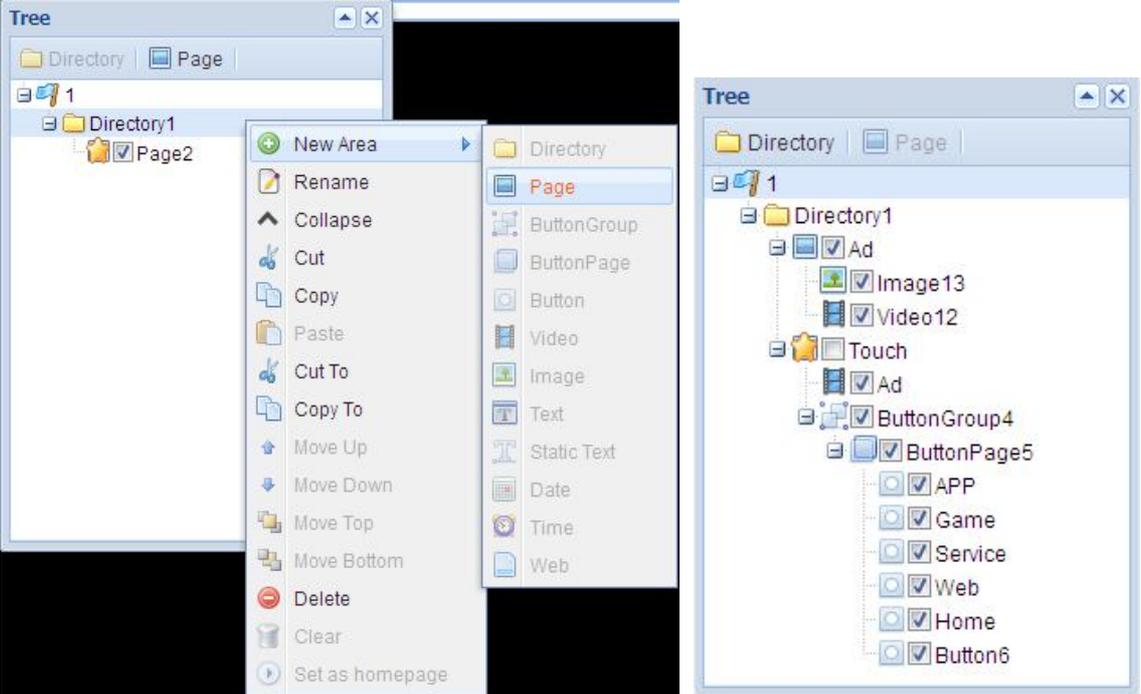


- Tool – Click to add zones to the editing area.
- Tree – lists all the zones included in the program according to levels.
- Properties – set position, size and playback style of each zone.

3. Add directories and pages to the Tree.

Icon	Name	Description
	Touch	A touch program consists of multiple directories of different themes or styles.
	Directory	Each directory has multiple display pages.
	Page	Each page can be divided into multiple zones, such as Button, Video and Image.

Right click on the tree allows you to add a new directory or page.



The right-click menu on the tree also allows you to edit directories and pages.

Options	Description
New Area	Add directories, pages or zones to the current program.
Rename	Rename directories, pages or zones for ease of search.
Collapse/Expand	Collapse or expand any node or the entire tree.
Cut	Cutting an item will remove it and you can paste it into another place.
Copy	Copping an item will create a duplicate for you to paste into other places.
Paste	Paste the item you've copied or cut.
Cut To	Cut the item and paste it into some other places you specified.
Copy To	Copy the item and paste it into some other places you specified.
Move Up/Down	Bring the item to an upper or lower layer.
Move Top/Bottom	Bring the item to the top or bottom layer.
Delete	Remove a directory, page or zone.
Clear	Remove all contents from the current page.
Set as homepage	Set the current page as homepage. The player will start playing from the homepage after program downloading.

4. Add zones to each page.

In the left Tool pane, click zone icons to add zones to the editing area of the current page. Right click on a page from the tree and choose New Area also allows you to add zones to the page.

Tool	Description
Button 	Add a button. Click the button on screen will bring you to a specified content.
ButtonGroup 	Add a group of buttons. A button group consists of a button page and some buttons on it. A button will bring the user to a specified content.
Video 	Add a video zone. One at most.
Image 	Add an image zone.
Text 	Add a scroll text zone. One at most
Static Text 	Add a stationary text zone.
Date 	Add a date zone to show the current date. One at most.
Time 	Add a date zone to show the current time. One at most.
Web 	Add a web zone to display web pages or touch applications. One at most.

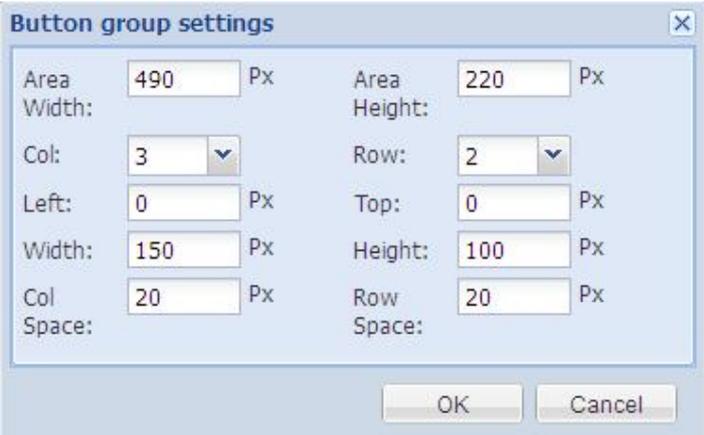
To remove a zone, right click on it from the tree or the editing area, and then choose **Delete** from the drop-down menu.

The Button zone can exist independently on the page or in group on a button page.



A button on the button page

The below window appears when you click the icon ButtonGroup to add a button group.



- Area Width/Height – the horizontal width and vertical height of the zone.
- Column/Row – the number of columns and rows.
- Left/Top – the left and top margin of the first button.
- Width/Height – the horizontal width and vertical height of the button.
- Column Space – the span between two columns
- Row Space - the span between two rows

5. Adjust zone position, size and layer.

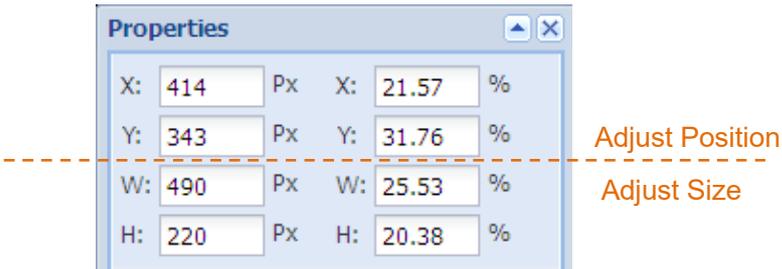
Highlight a zone before you adjust its position, size and layer. These adjustments do not apply to the background zone.

To highlight a zone:

- In the editing area or the tree, click to highlight a zone. Click on a button page selects the whole button group.
- To select a background zone, click on a page from the tree.
- Hide the upper layer zone before you select a zone in a lower layer. Uncheck the checkbox before a zone will hide the zone. The hid zone is not removed but not seen temperately. To show it again, check the checkbox before it.

To adjust the zone position:

- In the editing area, drag a zone by mouse to the position you want to locate it. Click in the button page and hold down the mouse to drag a button group to a position.
- In Properties pane, directly enter the position coordinates or percentages. The origin lies in the top left corner.

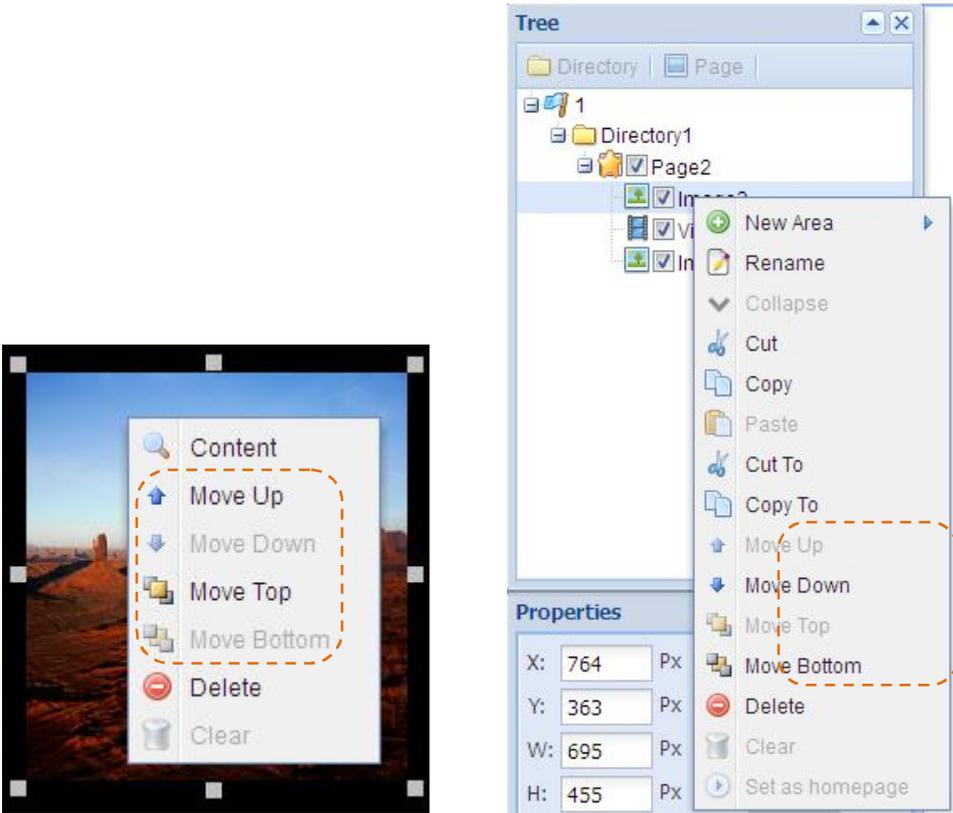


To adjust zone size:

- In the editing area, drag a zone’s handles inward or outward to make it smaller or larger.
- In Properties pane, directly enter its width and height or the percentages.
- The size of Date or Time zones cannot be adjusted.

To adjust zone layer:

- Right click on a zone, and then choose the pop-up menu options to adjust its layer.

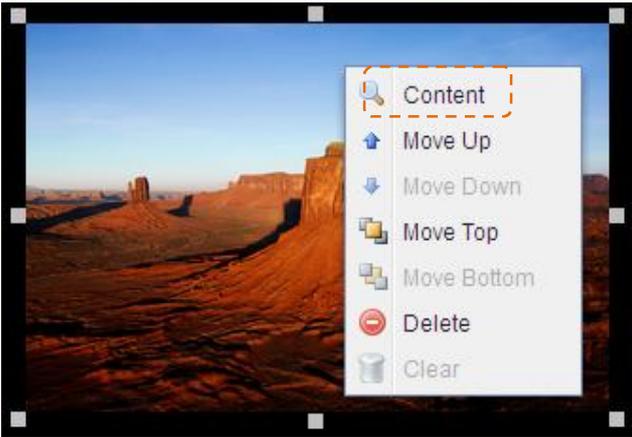


- Use the layer tools on top of the editing area to adjust zone layers

Icon	Description	Icon	Description
	Move up to the top layer		Move up a layer
	Move up to the bottom layer		Move down a layer

6. Edit contents and attributes of each zone

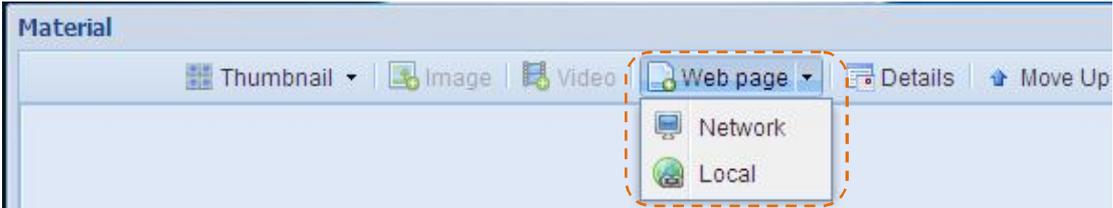
Add Contents: Right click on a zone, and then click Material to open the Material window to add contents to the zone.



- Video/Image –Images can be played in both video and image zones, but videos only in video zones.



- Web – this zone allows you to add a web address or a local touch application.



You can set the playback duration and refresh interval when you add a web address.



- Text/Static Text – enter text contents directly in the zone.
- Date/Time/Button/ButtonGroup – no extra contents required.

Edit Contents:



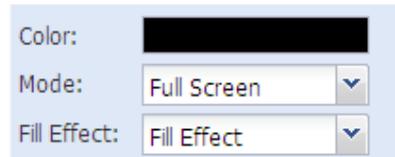
In the Content window, click the editing buttons to edit the contents in the current zone.

Button	Description
Details	View content details

Button	Description
Move Up/Down	Bring a video or image forward / backward in the playback queue.
Move Top/Bottom	Bring a video or image to the front / last position in the playback queue.
Edit	Edit image name, playback duration and transition effect.
Delete	Remove your selected content
Clear	Remove all contents from the current zone.

Edit Attributes: With a zone highlighted, you can edit its attributes in the Properties pane.

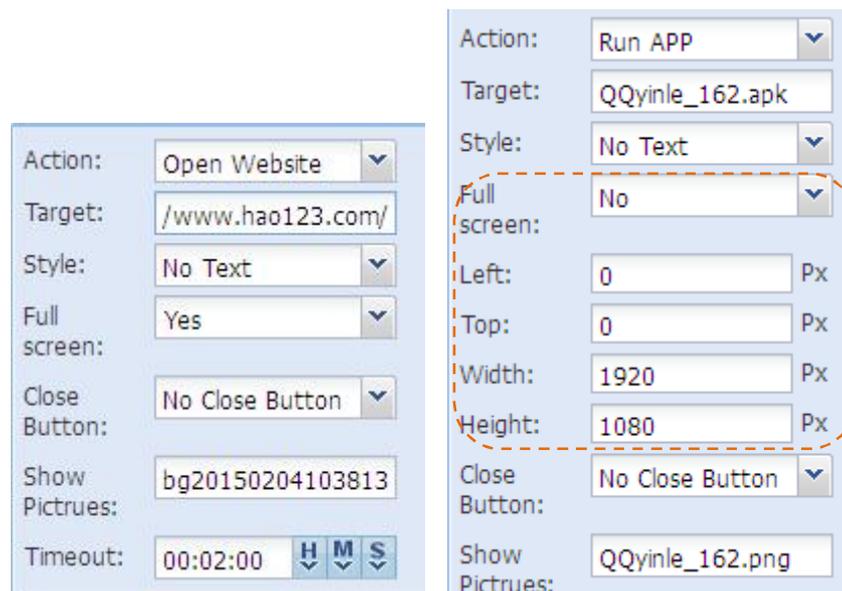
- Page Background



When there is no background image, click the field Color to set the background color. If there exists an image already, remove the image before you set the background color. The background image or color will be expanded to fill the entire screen horizontally and vertically by default.

NOTE: The right-click menu on the background allows you to delete or clear the current page.

- Button Zone



Action – choose the jump action. When you click on the button, it will start to run your specified application, website or touch page.

Target – Choose what to jump to when you click the button. The target can be a music application, a webpage, a touch page or an image or video zone. The website can be typed directly in this field.

Style – choose the playback style.

Full Screen – choose whether your specified APP or website will be played in full screen. If not, you are allowed to define the playback area.

Close Button – choose whether to display close button on your specified APP or website playback area. If yes, the area can be closed by clicking the close button.

Show pictures – click to set a thumbnail for the button. The image serves to identify the button.

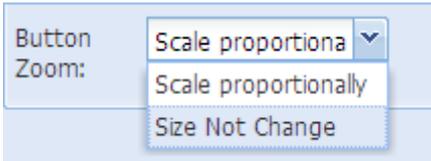
Timeout – The maximum time to play your APP or website on demand in full screen. There is no time limit when the contents are not played in full screen.

- ButtonGroup

A button group consists of a button page and several buttons on it.

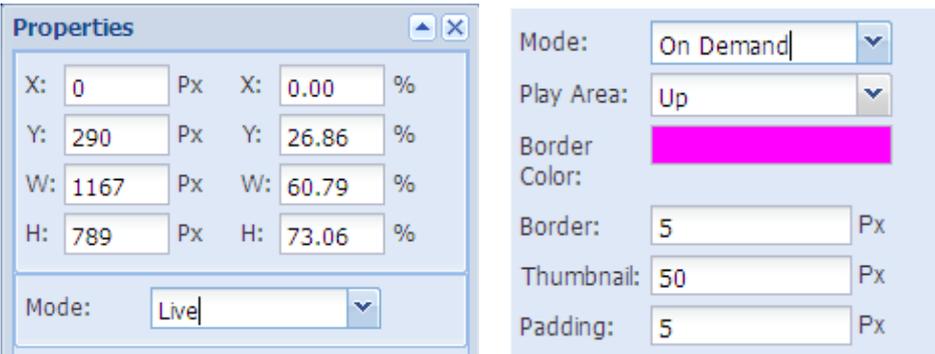


Click on a button page selects the whole button group. When you drag a button group handles to change its size, the button zoom property can be defined in the Properties column.

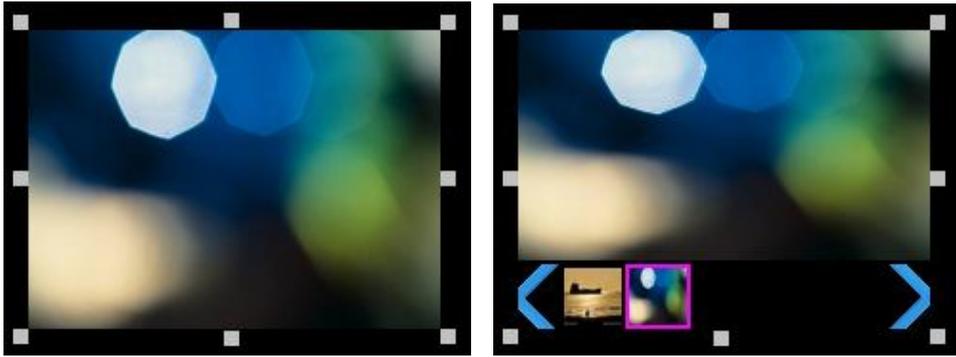


Button Zoom – define how the button size changes along with the whole button group. If you choose Scale Proportionally, the button will be scaled proportionally when you drag to change the button group size. Otherwise, it will not change.

- Video Zone



Mode – In live mode, contents will be filled and played in the video zone. While in on demand mode, you are allowed to specify the contents played in the playing area by clicking on the thumbnail.



Live

On Demand

Play Area – set the playing area position according to the thumbnail in on demand mode. When you choose Up, contents will be played in the area above the thumbnail.

Border Color – set the border color of the thumbnail.

Border – set the border width of the thumbnail.

Thumbnail – set the size of the thumbnail.

Padding – set the distance between the thumbnail and the video playing area.

- Image



Mode – Live mode is supported only for now. Images will be filled and played in the image zone.

- Text

Enter text in the text box and make settings in the Properties column.

Font/Background Color – set the text color the background color.

Scroll/ Speed – set the text scrolling orientation and speed.

Font Size/Type – set the text size and font type.

Transparency – set the background transparency. When it is 100%, there is not any color in the background.

Duration – set the playback duration of the text.

- Static Text

With Static Text zone highlighted, you are allowed to enter the content directly in the box and edit its properties in the Properties column.



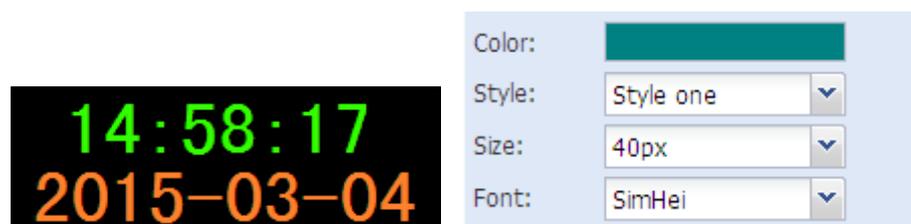
Color/Size/Font – set the text color, size and font type.

Style – set the text style.

Position – set the text alignment.

- Date/Time

With Date or Time zone highlighted, you are allowed to change its style and property in the Properties column.



Color – set the font color.

Style – set the present style.

Size/Font – set the font type and size.

7. On top right corner of the page, click the button **Preview** to preview the current

8. Once satisfied, click **Save** in the top right corner to save the touch program.

The button **Back** returns to the previous publish management page. After saving, click the button **Publish** to compile programs and then distribute to players.

8.1.2 Touch Program Management

All your touch programs are showed in the form of list.

Touch	Resolution	Update by	Update Time	Organization	Operate
SEEWO	1080x1920	sa	2015-3-3 15:26:34	System	
t1	1920x1080	sa	2015-3-2 16:54:25	System	
12	1920x1080	sa	2015-3-2 09:38:49	System	
1-2	1080x1920	sa	2015-2-11 17:16:16	System	

Search Touch – you are allowed to locate specific touch programs by entering one or more filter

conditions in the multiple criteria tabs.

Remove Touch – Click the button **Delete** to remove one or more touch programs.

Edit Touch – Click on a touch name or click the edit icon in the Operate cell opens the playlist editing page. Once satisfied, click **Save** to accept the changes.



Export/Import Touch – click the button Export or Import to export or import touch programs.

8.2 Publish

Your touch programs can be distributed to players over network via the publish feature.

Click the menu **Touch > Publish** to open the publish management page

Publish ID	Touch Name	Publish Time	Play Type	Published by	Publish Time	Expiration	Status
TOU201503043344	t1	Immediate	Default	sa	2015-03-04 09:54:43	2015-04-03	❌
TOU201503040616	222	Immediate	Default	sa	2015-03-04 09:46:18	2015-04-03	❓
TOU2015030218555	SEEWO	Immediate	Default	sa	2015-03-02 17:29:22	2015-04-30	✅
TOU2015030218520	t1	Immediate	Default	sa	2015-03-02 16:54:48	2015-04-01	✅

All published touch programs are listed here, including rejected and approved programs. You are allowed to locate specific programs by entering one or more filter conditions in the multiple criteria tabs.

Click on a publish ID gives you the publish details, including content, schedule and players.

Touch Name	Resolution	Organization	Update Time
t1	1920x1080	System	2015-03-02 16:54:33

To Publish a Touch Program:

1. In the publish management page, click the button **New** to open the below publish page.

The screenshot shows a multi-pane interface. On the left, there is an 'Organization / Group' tree with folders like 'System', '分組A', '分組B', '北京', '海峽區', '上海', and '9.000'. Below it is a 'Player' list with columns for Name, Player No., S/N, Player Type, and Resolution. The main area on the right is titled 'Touch' and contains a table with columns: Name, Resolution, Update Time, and Organization. Below this table are sections for 'Publish Attribute' (with Play Mode: Looping, Expiration: 2015-04-03, Publish Strategy: Overwrite) and 'Targeted Player / Organization / Group'.

Click **Publish** in the touch editing page also opens the publish page

- In Touch column, click **Add** to add the touch program that you want to publish.

Touch				
Move Up		Move Down		Add Delete
<input type="checkbox"/>	Name	Resolution	Update Time	Organization
<input type="checkbox"/>	222	1920x1080	2015-03-04 09:40:54	System

NOTE: only one touch program is allowed in each publish.

- Set publish attribute.

Publish Attribute			
Play Mode:	Looping	Expiration:	2015-04-03
Publish Strategy:	Overwrite		

Expiration: the program will be removed from the CDMS system and related players when the expiration date comes.

- Specify the target players.

On the left panel, check the target organization, group or players. The selected ones will appear in the right column Targeted Player / Organization /Group.

Player				
Name	S/N	Player T.	Resolution	
<input type="checkbox"/>	AL2000	AL200004		
<input checked="" type="checkbox"/>	234567	23456789	768x1366	
<input type="checkbox"/>	4E0005	4E000575	1920x1080	
<input type="checkbox"/>	88	08C00002		
<input checked="" type="checkbox"/>	门口互动	6EC00690	1080x1920	
<input type="checkbox"/>	A20	00000001	1366x768	
<input type="checkbox"/>	6E8047	6E804778	1920x1080	

Targeted Player / Organization / Group				
Type	Player / Organization / name	Organization	Player Type	Screen Resolution
<input type="checkbox"/>	23456789	System		768x1366
<input type="checkbox"/>	门口互动	System		1080x1920

When publishing programs, the resolution of a non-Android program must be the same as that of the terminal. It is not required for Android programs. Android programs for horizontal screens can be distributed to all players with horizontal screens, no matter of what resolution, vice versa. For example, an Android player with horizontal screen can download and display both programs with resolution of 1920x1080 and 1366x768.

- Click **OK** to submit.

The program will be distributed to the players directly if there is no approval strategy configured.

8.3 Audit

If approval strategy is configured, the program needs to be approved before delivery to the players. See more about approval strategy: 11.5.2Approval Strategy.

Click the menu **Touch > Audit** to open the approval management page.

Publish ID	Touch	Publish Time	Play Type	Published by	Publish Time	Expiration	Status	Approval
TOU2015030419083	SEEWO	Immediate	Default	sa	2015-03-04 10:42:38	2015-04-29		
TOU201503040616	222	Immediate	Default	sa	2015-03-04 09:46:18	2015-04-03		

All programs waiting for approvals are listed here. You are allowed to locate specific programs by entering one or more filter conditions in the multiple criteria tabs

Click on a publish ID gives you the publish details, including content, schedule and players.

Playlist Name	Resolution	Organization	Update Time
222	1920x1080	System	2015-03-04 09:45:45

■ Audit Method 1

From the audit list, click the Approval icon to open the audit window.

Approval For	Status	Comment	Appr...	Audit Time	Operate
Final	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject

Give your opinions and choose whether to let it pass. Comment must be given, if you choose Reject.

■ Audit Method 2

A message will be given in the top right corner of the page when there is a touch program waiting for approval. Click the Approval icon also opens the audit window.

Message [X]

Player | Schedule | **Touch Schedule**

Publish ID: Name:  Search

Publish ID	Program Name	Status	Approval	Sent Time
TOU2015030419083	SEEW0	Wait		2015-03-04 10:42:06
TOU201503040616	222	Wait		2015-03-04 09:45:45

Chapter 9 Player

The **Player** menu helps you manage players remotely and provides you real-time player status. Hover over the **Player** icon to display the sub-menus. Click a sub-menu to enter the corresponding page.



9.1 Player

Click the menu **Player > Player** to enter the player management page.



For ease of management, CDMS players are managed by organization and group.

- Organization – achieves grading management on users, players, contents and playlists and rights controls. Each player belongs to an organization. See *11.1 Organization*.
- Group – allows you to group players according to the site, contents or any others.

All CDMS players are listed here. Check an organization or group on the left panel, all its players will appear on the right. You are allowed to locate specific players by entering one or more filter conditions in the multiple criteria tabs.

9.1.1 Player Group

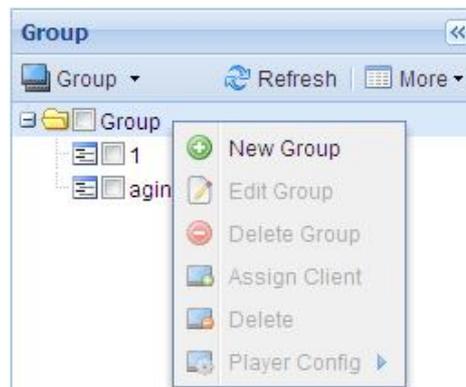
If you have many players, grouping players will make player management and searching much easier in the future. The classification criteria can be the player application, location or any of your preference. You are allowed to group a player when you have it registered.

■ Create a Group

1. Click the menu **Player > Player** to enter the player management page.
2. Switch to the Group view on the left panel.



3. Right click on a group to build a sub-group.



4. Click **New Group** to open the below window.

 A screenshot of a dialog box titled 'Add Client Class'. It has a 'Name:' label followed by a text input field containing the placeholder text 'Please enter name'. Below that is a 'Remarks:' label followed by a larger text area. At the bottom of the dialog, there are two buttons: 'OK' and 'Cancel'.

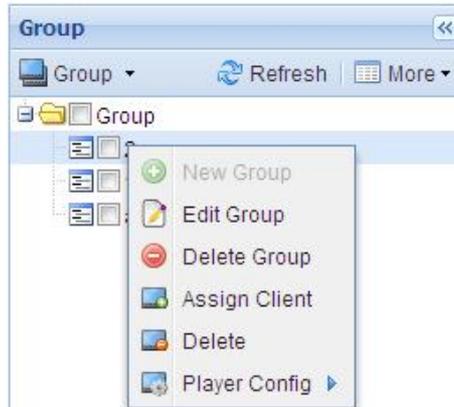
5. Give it a unique name, possibly include some remarks.
6. Click **OK** to complete.

■ Group Management

1. In the player management page, switch to the Group view on the left panel.



2. Right click on a group. The right-click menu allows you to add, edit, remove or configure the group, as well as assign players.



Edit Group – click to edit group name and remarks.

Delete Group – click to remove the group.

Assign Client – click to open a player list, allowing you to assign more players to the group.

Delete – click to remove one or more players from the group.

Player Config – allows you to make settings, like on/off time, on players remotely.

9.1.2 Register Players

Register your players in CDMS before player management operations.

■ Register a New Player

1. In the player management page, click the button **New** to open the registration window.

 A screenshot of a 'New Player' registration window. The window has a title bar with 'New Player' and a close button. Below the title bar is a navigation bar with several tabs: 'Basic Info' (selected), 'On/Off Time', 'Download Time', 'Display Property', 'Volume', 'Param', and 'Chan'. The main area contains several input fields: 'Player Name' (text box with placeholder 'Please enter a name'), 'Player Type' (dropdown menu with 'Signway OS' selected), 'S/N' (text box with placeholder 'Please enter S/N'), 'Organization' (text box with placeholder 'Please select organization'), and 'Group' (text box). To the right of these fields is a large 'Remarks' text area.

2. Enter the required information.
 - Player Name – give the player a unique name.
 - Player Type – choose the player system type, Signway OS, Windows or Android.
 - S/N –the S/N is customized and should be 8 letters or numbers and the last five characters must be numeric.
 - Organization – click to choose an organization.
 - Group – click to choose a group, which is not necessary.
 - On/Off Time – controls the player on/off time.
 - Download Time – defines when the programs will be downloaded to players.
 - Display Property – defines brightness, saturation and contrast of player screens.
 - Volume - defines the player playback volume.
 - Param – allows you to configure system settings.
 - Change Port – allows you to switch display screens by schedule remotely.
3. Click **OK** to complete.

■ Register Multiple Players

To register multiple players at a time, click the button **Batch** in the player management page.

The player S/N will be automatically generated by CDMS, and used as the player name. Player name and organization can be modified after registration.

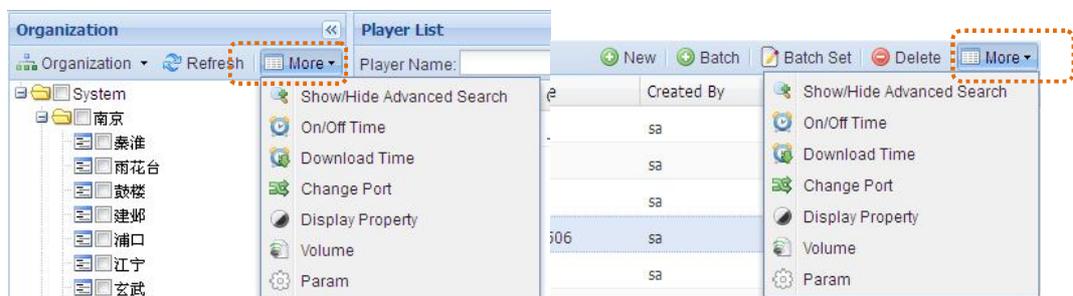
9.1.3 Player Settings

■ Set one Player

1. Click the menu **Player > Player** to enter the player management page.
2. In the player list, click a player name to open the editing window.

■ Set Multiple Players

- In the player management page, click **More** above the player list to open the menu like below. These settings will apply to your selected players.



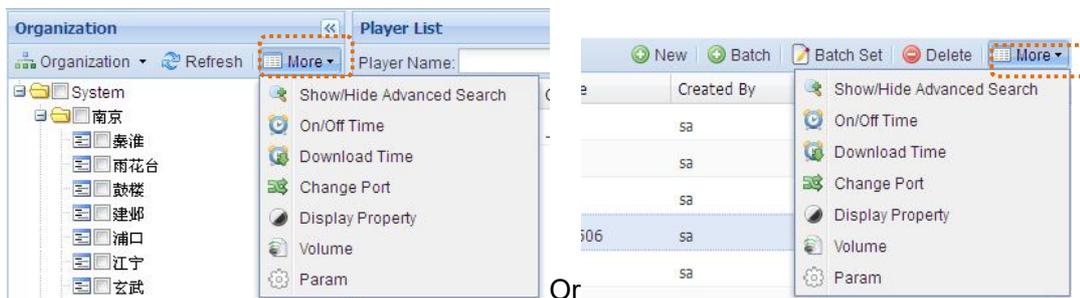
- In the player management page, click **More** on the left panel to open the menu like below. These settings will apply to all the players in your selected organizations and groups.
- In the player management page, click **Batch Set** above the player list to open a window like below for you to change password and position for multiple players.

■ On/Off Time

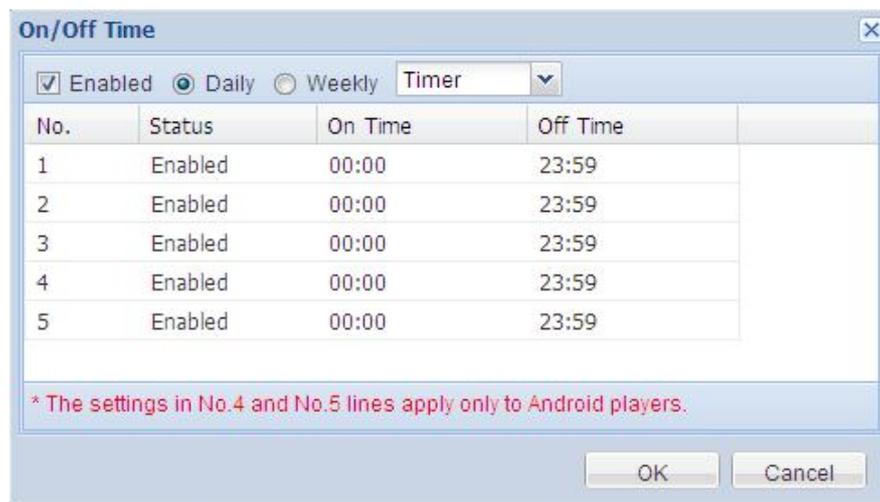
This option allows you to define when the player turns on/off automatically.

1. Click the menu **Player > Player** to enter the player management page.
2. Check the organizations, groups or players that you want to set.

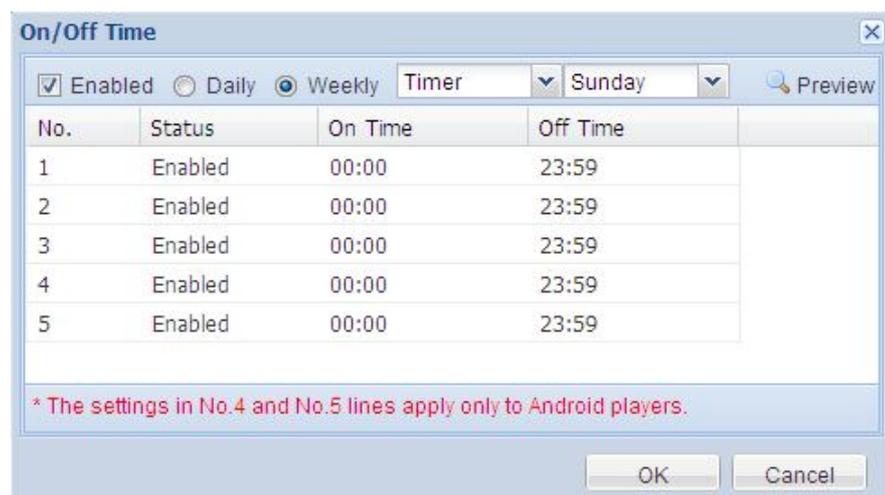
- Click the button **More**.



- Click **On/Off Time** from the drop-down menu to open the settings window.

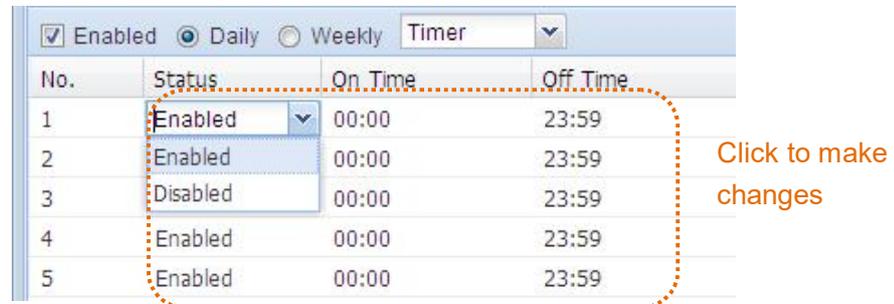


- Check **Enabled** to enable this configuration, or it will not apply to the players.
- Choose how to define the on/off time.
 - Weekly – turns on/off the players automatically at your specified time on each day of every week.



- Daily – turns on/off the player at your specified time every day.
- Choose the on/off time control mode.
 - Always On - The player, if powered, keeps being on all the time.

- Always Off - The player keeps being off and if turned on manually, it will automatically turn off two minute later, if there is no operation.
- Disable – allows you to control the on/off time manually.
- Timer – On and off time can be defined respectively using 5 timers. The Status column allows you to enable or disable a timer and only the enabled timer will be in effect.

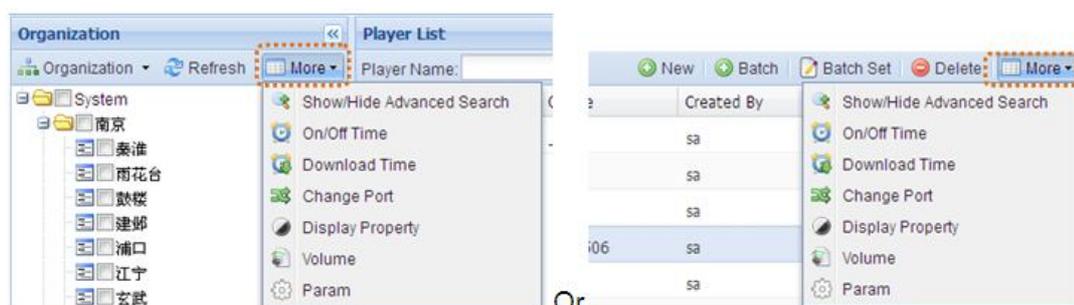


8. Make settings for each day of a week when in weekly mode. Skip this for daily mode.
9. Click **OK** to complete.

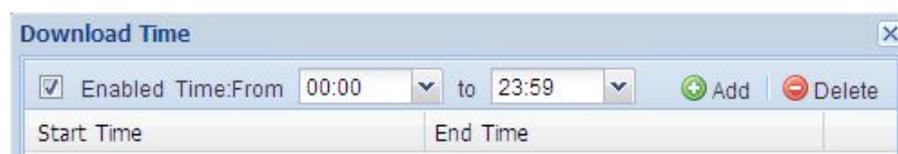
■ Download Time

You are allowed to control the player download time across network to avoid network congestion caused by excessive concurrent downloads.

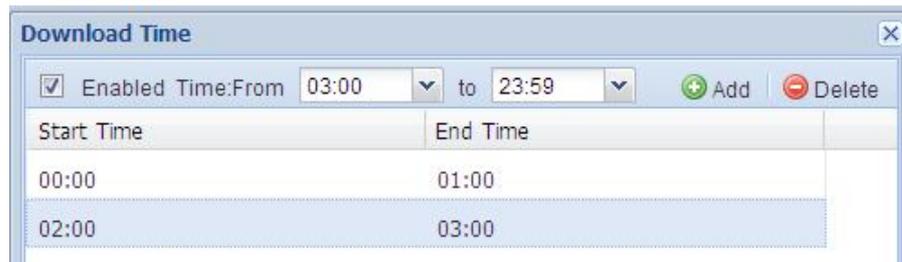
1. Click the menu **Player > Player** to enter the player management page.
2. Check the organizations, groups or players that you want to set.
3. Click the button **More**.



4. Click **Download Time** from the drop-down menu to open the settings window.



5. Check **Enabled** to enable this configuration, or it will not apply to the players.
6. Set the download period by entering a start time and an end time.
7. Click **Add** to add a period.



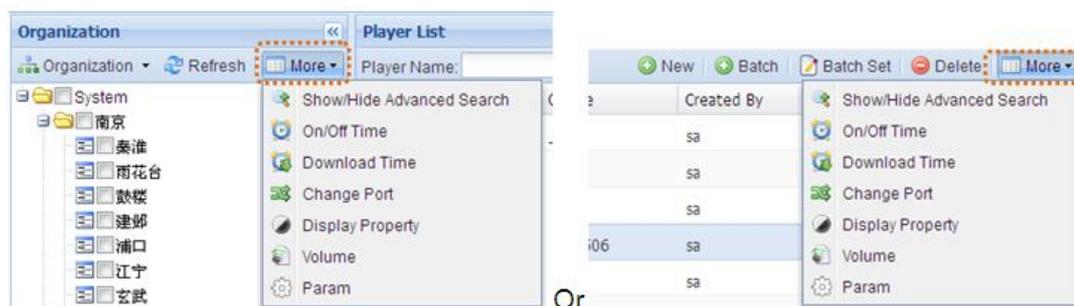
Multiple download periods are supported. Click **Delete** to remove a period.

- Click **OK** to complete.

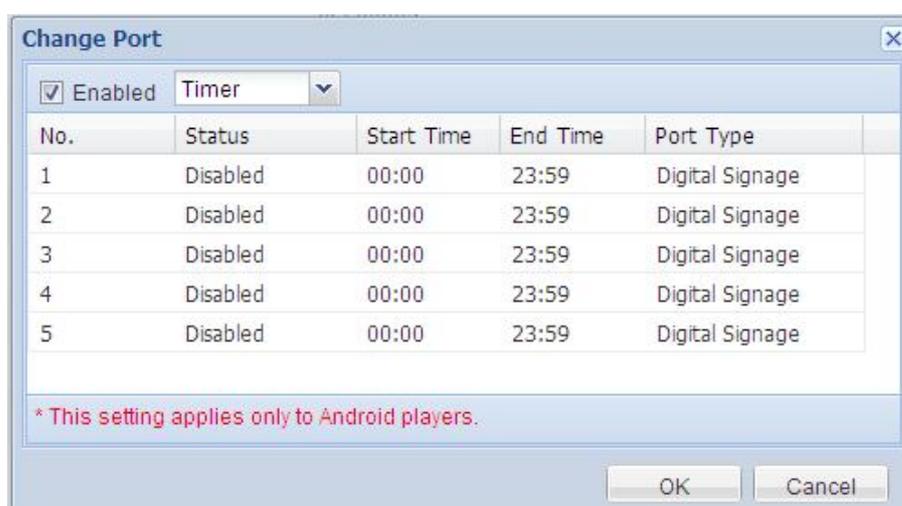
■ Change Port

This allows you to switch between multiple screens with different connection ports.

- Click the menu **Player > Player** to enter the player management page.
- Check the organizations, groups or players that you want to set.
- Click the button **More**.

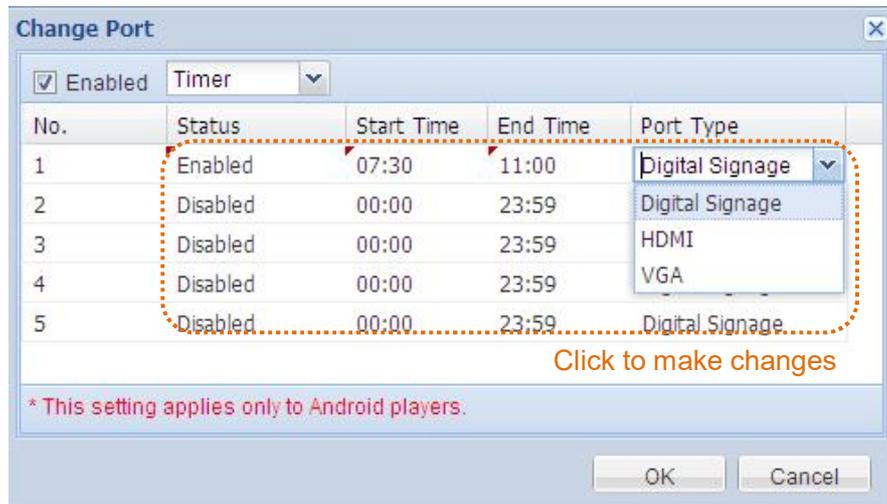


- Click **Change Port** from the drop-down menu to open the settings window.



- Check **Enabled** to enable this configuration, or it will not apply to the players.
- Choose the control mode.

- Disable – allows you to switch the screen manually. Jump to step 8 if you choose this.
 - Timer – specify a specific port for a specified period. Up to 5 period timers can be set.
7. Set the timers and their corresponding port types.



Status - allows you to enable or disable a timer and only the enabled timer will be in effect.

Port Type – allows you to choose the type of the port that connects a screen to the player.

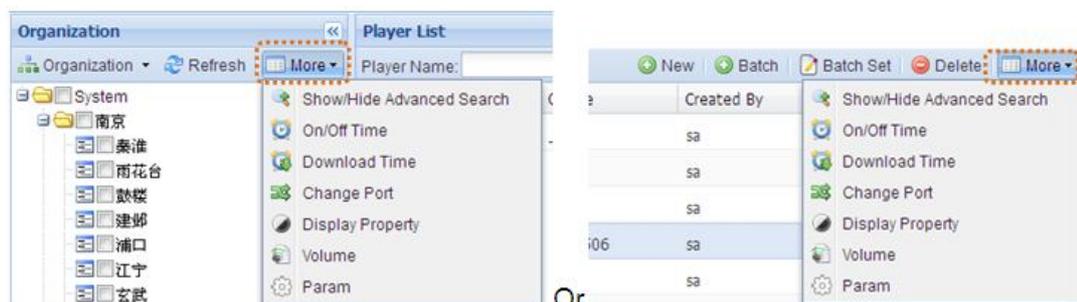
Digital Signage	Choose the digital signage to display
HDMI	Choose the HDMI screen to display
VGA	Choose the VGA screen to display

8. Click **OK** to complete.

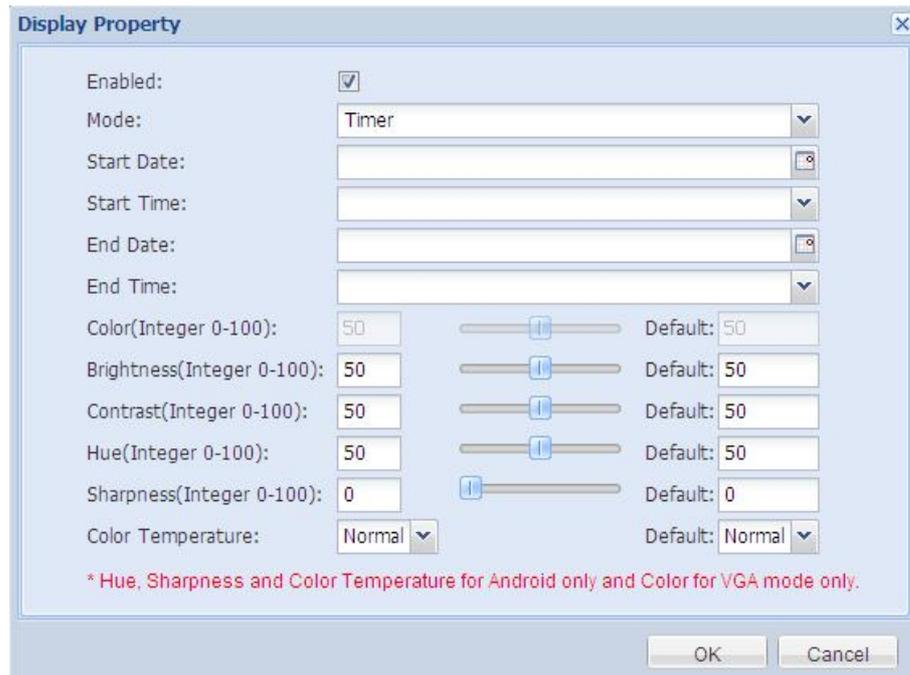
■ Display Property

This allows you to make settings on the display parameters, such as brightness and contrast.

1. Click the menu **Player > Player** to enter the player management page.
2. Check the organizations, groups or players that you want to set.
3. Click the button **More**.



4. Click **Display Property** from the drop-down menu to open the settings window.

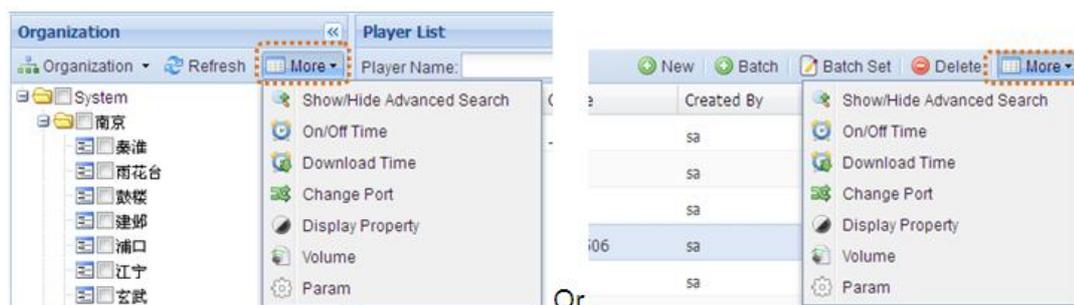


5. Check **Enabled** to enable this configuration, or it will not apply to the players.
6. Choose the control mode.
 - Disable – allows you to adjust the display parameters manually.
 - Timer –The display parameters take effect during a period defined by the timer.
7. Set the start date/time and end date/time during which the settings take effect.
8. Set the display parameters by entering digits in the fields or just dragging the slider.
9. Click **OK** to complete.

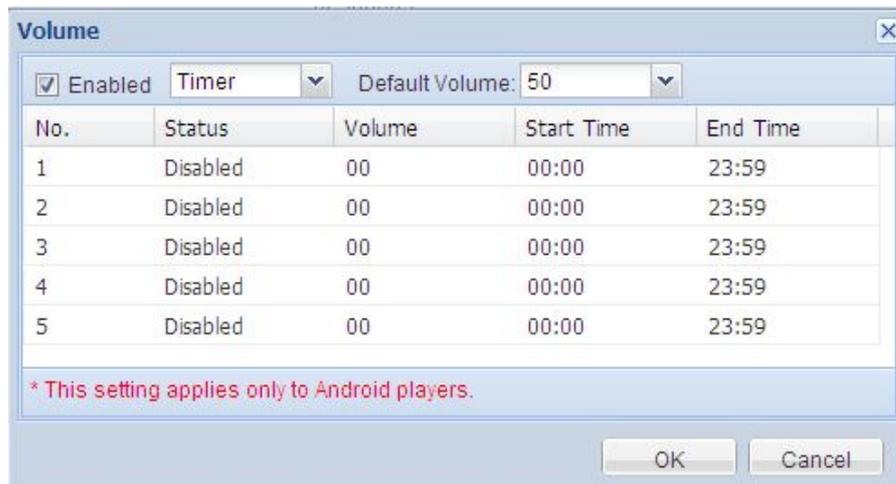
■ Volume

This allows you to specify playback volume for a specified period.

1. Click the menu **Player > Player** to enter the player management page.
2. Check the organizations, groups or players that you want to set.
3. Click the button **More**.

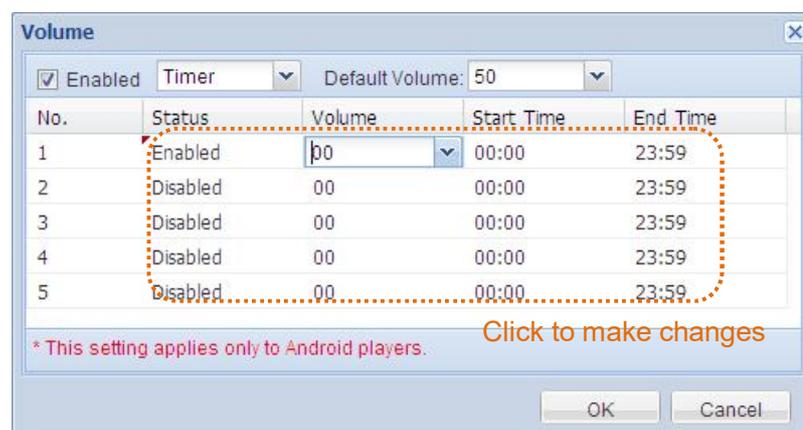


4. Click **Volume** from the drop-down menu to open the settings window.



5. Check **Enabled** to enable this configuration, or it will not apply to the players.
9. Choose the control mode.
 - Disable – allows you to set the volume manually. Jump to step 9 if you choose this.
 - Timer – specify a volume for a specified period. Up to 5 period timers can be set.
6. Specify the default volume.

The default volume will be used when there is no specified volume.
7. Set the volume timers and the corresponding start/end time.



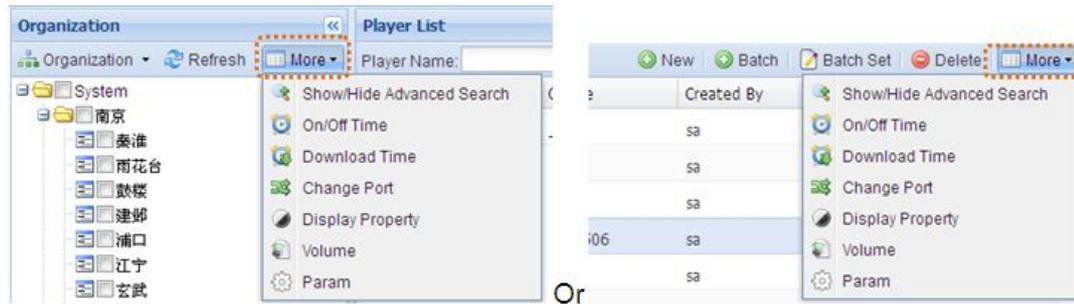
The Status column allows you to enable or disable a timer and only the enabled timer will be in effect.

8. Click **OK** to complete.

■ Param

This allows you to make system settings on one or more players.

1. Click the menu **Player > Player** to enter the player management page.
2. Check the organizations, groups or players that you want to set.
3. Click the button **More**.



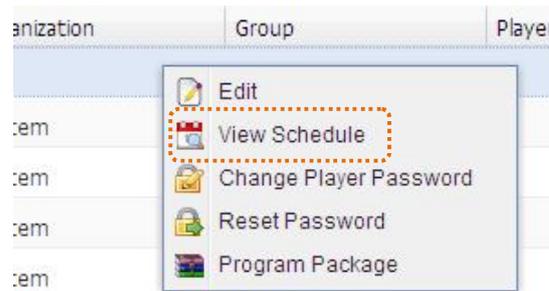
4. Click **On/Off Time** from the drop-down menu to open the settings window.



5. Check **Enabled** to enable this configuration, or it will not apply to the players.
6. Set parameters.
 - Language – choose your preferred interface language on players.
 - Clock Display – choose whether to display a clock on the screen and where to display it.
 - Scrolling Text – Choose whether to support scroll text.
 - USB Port – Choose to enable or disable the USB port.
 - Image Play Time – set the playback duration of each image when playing from an inserted media disk.
7. Click **OK** to complete.

9.1.4 Player Schedule

Click the menu **Player > Player** to enter the player management page. Then right click on a line to open a menu like below.



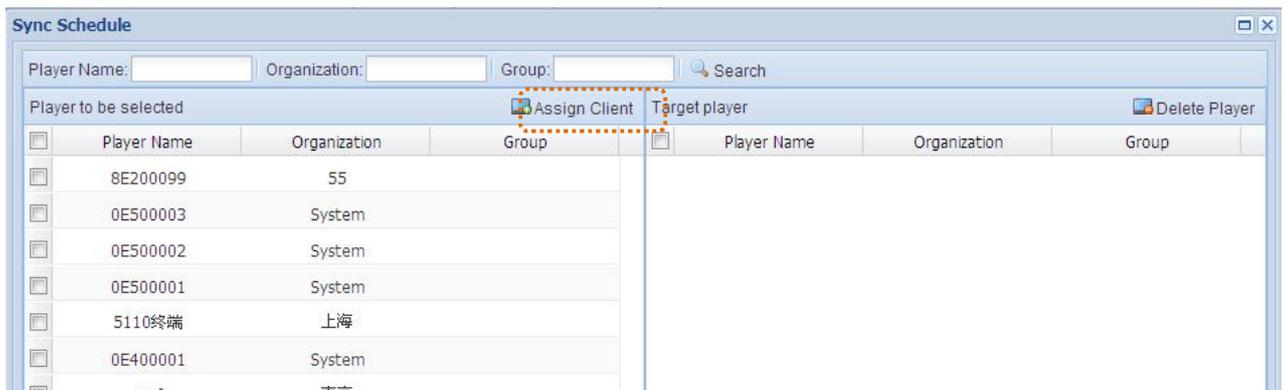
Click **View Schedule** to view the playback schedule on this player.



Delete – click to remove a selected schedule.

Sync Schedule – copy the schedule and apply to other players, which will jump publish steps and enhance the working efficiency.

1. Click the tab **Playlist** or **Instant Play**.
2. Click the button **Sync Schedule** to open the below window.



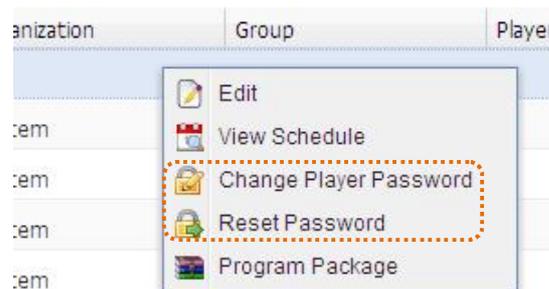
NOTE: Under the Playlist tab, **Sync Schedule** copies the schedule of the current playlist, excluding the schedule of the instant play, and vice versa.

3. Check one or more players from the left column and click **Assign Client**. The selected players will appear in the right column as target players. Click **Delete Player** to remove one or more players from the target player list.
4. Click **OK**. The current schedule will then be copied to the target players in the right column.

9.1.5 Player Password

When the player works in encryption mode, only encrypted program packages, created by such tool as CDMS and ADPE, with the same password as the player can be played. The player password file ADPKeyRenew.BIN can be created and imported together with the program package, and the initial password is 12345678 by default.

Click the menu **Player > Player** to enter the player management page. Then right click on a line to open a menu like below.



Click **Change Player Password** to modify the player password, which requires the old password.

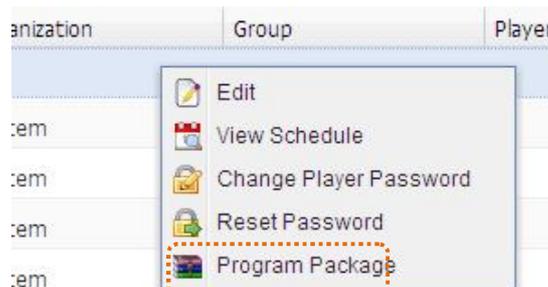
Click **Reset Password** allows you to restore the player password to 12345678.

9.1.6 Program Package

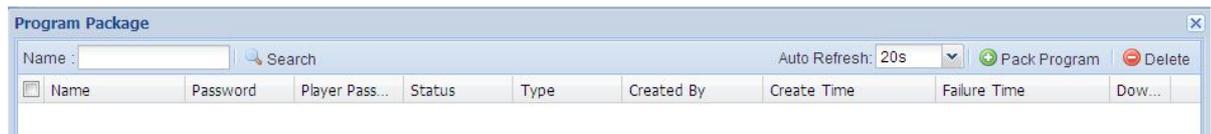
This feature allows you to pack a program for on-site delivery via a USB disk to players.

■ Packing a Program:

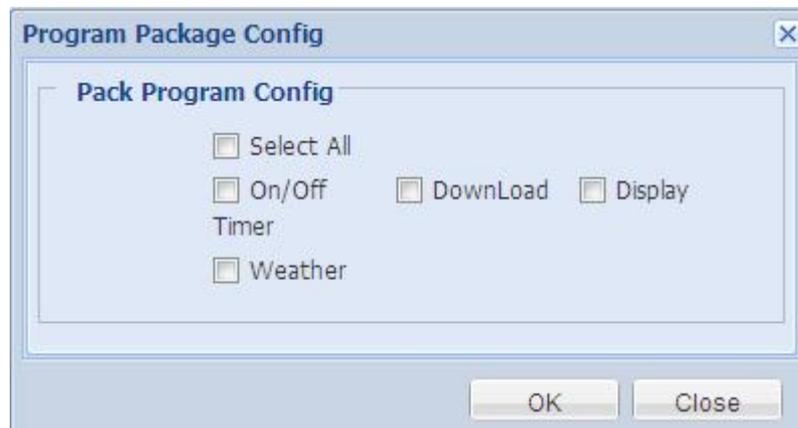
1. Click **Player > Player** to open the player management page. Then right click on a line.



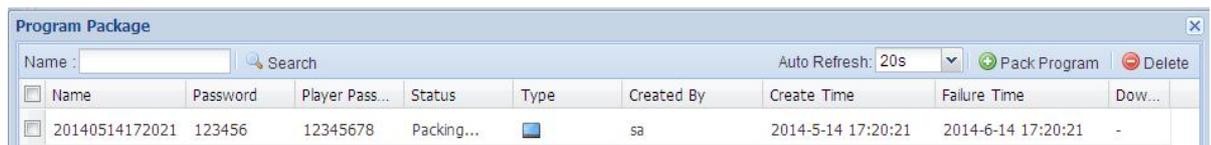
2. Click **Program Package** to open the program packing window.



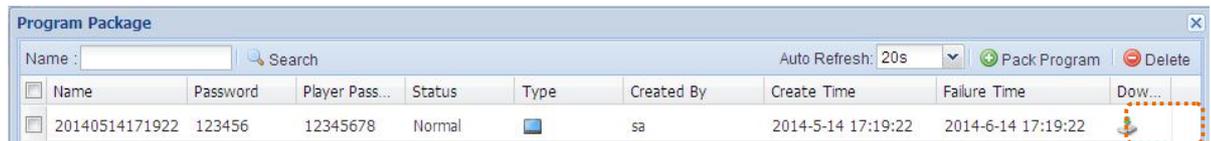
3. Click the button **Pack Program**.



4. Choose the player configuration that will be packed together with the program.
5. Click OK to start the packing process.



6. When it ends, you are allowed to download the package.



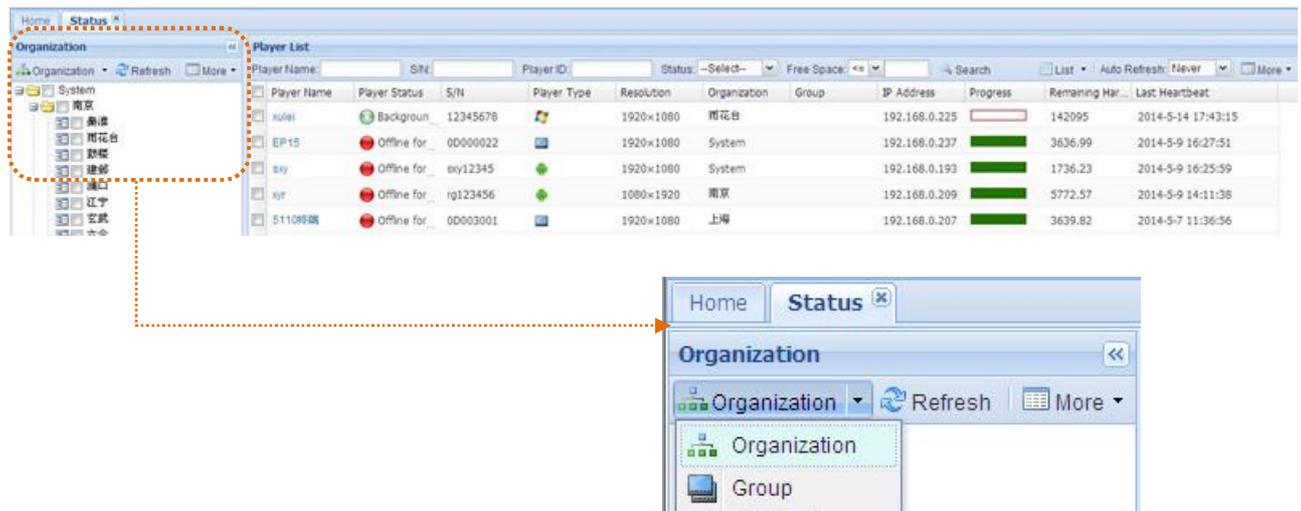
The program package is an encrypted compressed file and requires a password to decompress it. The package password varies with user and is 123456 by default. See more about package password: *11.2.3User Password*.

Decompress the program package and you will get two file folders MEDIA and SYSTEM. To import the program to a player, copy the two file folders to a USB device and insert it into the USB port of the player.

9.2 Status

This menu allows you to view real-time status of your players and control them over network.

Click the menu **Player > Status** to open the player status page.



For ease of management, CDMS players are managed by organization and group.

- Organization – realizes grading management on users, players, contents and playlists and rights controls. Each player belongs to an organization. See *11.1 Organization*.
- Group – allows you to group players according to the site, contents or any others. See *9.1.1 Player Group*.

Check an organization or group on the left panel, all its players will appear on the right.

9.2.1 Player Status

Click the menu **Player > Status** to open the player status page. The status of CDMS players is given in the form of list or thumbnail.



You are allowed to locate specific players by entering one or more filter conditions in the multiple

criteria tabs. Click **More > Show/Hide Advanced Search** to show more criteria tabs.

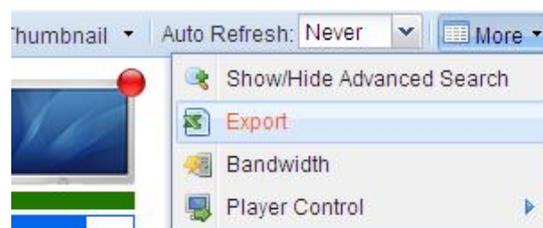


- Progress – reports the program download progress.
- Remaining Hard Disk Space – refers to the size of the free disk space.
- Last Heartbeat – refers to the last time when the player communicates with the server.
- Player Status – reports the status of the player.

Icon	Description	Icon	Description
	Unknown		Abnormal
	Connection Lost		Update
	Play		Login
	Download		Offline
	Stop		Offline for days
	Background Download		Sleep

Click on a player name to look at its detailed information. Double click on a listed player allows you to view the playback schedule and publish details.

Above the player list, click the button **More > Export** allows you to export the current table of player status.



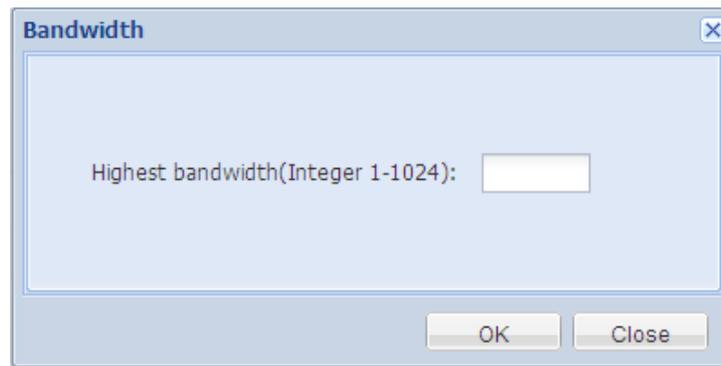
9.2.2 Remote Controls

You are allowed to control networked players remotely.

■ Bandwidth Controls

By setting bandwidth, you can control the download speed and save bandwidth for other business. This is especially important for such industries as banks.

1. Click the menu **Player > Status** to open the player status page.
2. Above the player list, click the button **More > Bandwidth**.

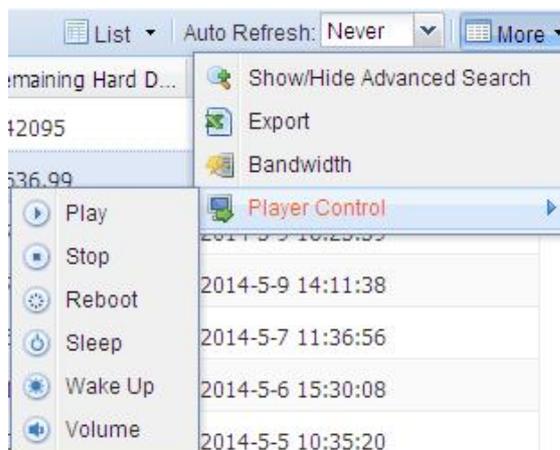


3. Specify the maximum bandwidth for a player to download programs from the server. The unit is KB.
4. Click **OK** to complete.

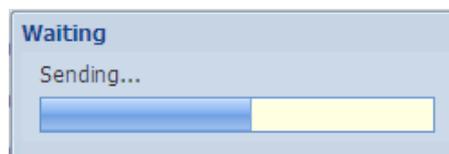
If you want to remove the configuration, just leave it blank and click **OK**. If not configured, the bandwidth will be the default maximum value.

■ **Commend Controls**

1. Click the menu **Player > Status** to open the player status page.
2. Above the player list, click the button **More > Player Control**.



3. Click one of the option to send commend to your selected players.



4. If the commend is received successfully by the player, you'll the new status of the player in the player status list.

Chapter 10 Log

This menu provides you kinds of logs and reports for ease of monitoring and management.



10.1 User Operations

Click the menu **Log > User Operations** to open the below page.

Operation Type	Operator	Organization	Period	Start Date	End Date	Status	Export
Play(EP 15-TIMEOUT)	sa	System	192.168.0.39	2014-05-15 10:54:36		Failed	
Save Playlist(playlist20140515104813)	sa	System	192.168.0.39	2014-05-15 10:48:31		Success	
Edit Template[方法]	sa	System	192.168.0.39	2014-05-15 10:48:13		Success	
New Playlist(playlist20140515104813)	sa	System	192.168.0.39	2014-05-15 10:48:13		Success	
New Template[方法]	sa	System	192.168.0.39	2014-05-15 10:41:36		Success	
Approval	sa	System	192.168.0.94	2014-05-15 10:37:12		Success	
System Login	sa	System	192.168.0.39	2014-05-15 10:37:09		Success	

This page records various operations of all users. You are allowed to locate specific operations by entering one or more filter conditions in the multiple criteria tabs.

Click the button **Export** allows you to export the current operation records to an Excel file.

NOTE: The user operation logs will be kept for 2 months.

10.2 Player Monitoring

Click the menu **Log > Player Monitoring** to open the player monitoring page.

Player Name	Player S/N	Organization	Operation Type	Report Time
00000001	00000001	System	Download schedule ends	2014-05-15 11:05:31
00000001	00000001	System	Download schedule starts	2014-05-15 11:05:31
00000001	00000001	System	Download instant display ends	2014-05-15 11:05:31

This page lists such player events as download, login, upgrade and exceptions. You are allowed to locate specific operations by entering one or more filter conditions in the multiple criteria tabs.

NOTE: The player monitoring logs will be kept for 1 month.

10.3 Online Overview

Click the menu **Log > Online Overview** to view the player online statistics.

Organization	Online Numbers	Total Numbers	Online Rate
System	2	36	
南京	1	5	

This page provides online statistics of players in each organization. You are allowed to locate a specific static by entering the organization name as the filter condition and click **Search**.

Click an organization name to view the online status of all the players in this organization.

Player Name	S/N	Organization	Group	Player Status
xylr	rg123456	南京		Offline for days
1280test	0EE12233	雨花台		Offline for days
cwf	cwf12345	南京		Unknown
trr	TRR88888	雨花台		Offline for days
xulei	12345678	雨花台		Background Dow...

Chapter 11 Setting

This menu allows you to make settings on the whole digital signage system, and control rights of users and roles.



11.1 Organization

Organization divides the whole networked digital signage system into different levels, thus achieving the grading management of subordinates, including their users, players, media files, and playlists, as well as rights controls. A user can only have rights to manage users and resources of his organization or sub-organizations, but not on users and resources of any other comparable or superior organizations.

Click the menu **Setting > Organization** to open the organization management page.



11.1.1 Create Organizations

■ Create an Organization

1. Click the button **New** or right click on an organization then **New** from the drop-down menu.



2. A window appears like below.

 A screenshot of the 'New Organization' dialog box. It has a title bar with 'New Organization' and a close button. The dialog contains three input fields: 'Name' with the placeholder text 'Please enter the organization name.', 'Upper-level Org' with the value '秦淮', and 'Remarks' with a large empty text area. At the bottom right, there are 'OK' and 'Cancel' buttons.

3. Give the new organization a unique name and choose its parent organization.
4. Click **OK** to complete.

■ Create Multiple organizations

1. Click the button **Batch** or right click on an organization then **Batch**.

 A screenshot of the 'Batch New Organization' dialog box. It has a title bar with 'Batch New Organization' and a close button. At the top, there is a red asterisk warning: '* Please use the "," connection organizations name'. Below this are three input fields: 'Name' with the placeholder text 'Please enter the organization name.', 'Upper-level Org' with the value '南京', and 'Remarks' with a large empty text area. At the bottom right, there are 'OK' and 'Cancel' buttons.

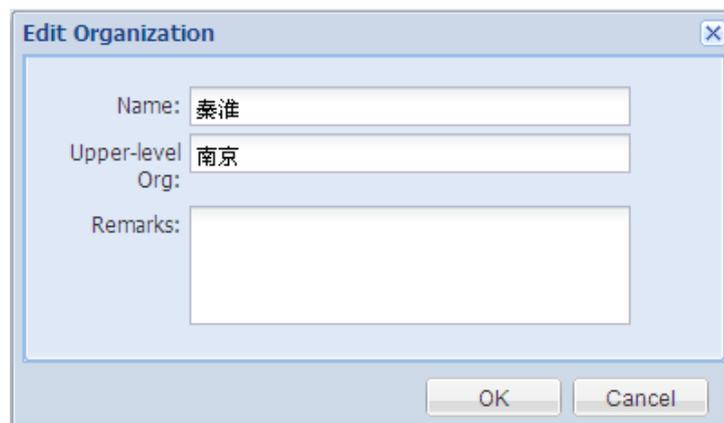
2. Enter organization names and choose their parent organization.
3. Click **OK** to complete.

11.1.2 Edit Organization

Click the menu **Setting > Organization** to open the organization management page.



Click **Edit** to open the editing window, allowing you to modify its name, superior organization and remarks.



The button **Delete** allows you to remove your chosen organizations, including its related users, players, media files and playlists.

In the organization tree, right click on an organization. The drop-down menu also allows you to edit or remove an organization.

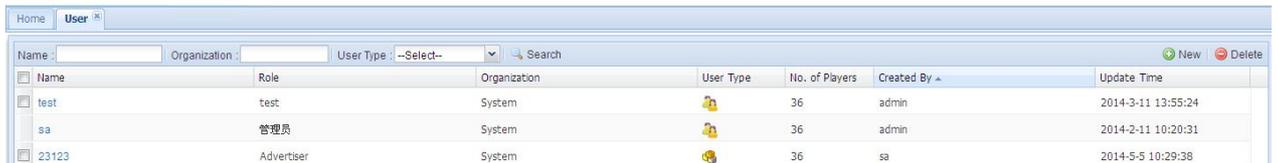


NOTE: System is the top organization and cannot be edited or removed.

11.2 User

You are allowed to create multiple users with various permissions. Each user belongs to an organization and is unique.

Click the menu **System > User** to open the user management page.



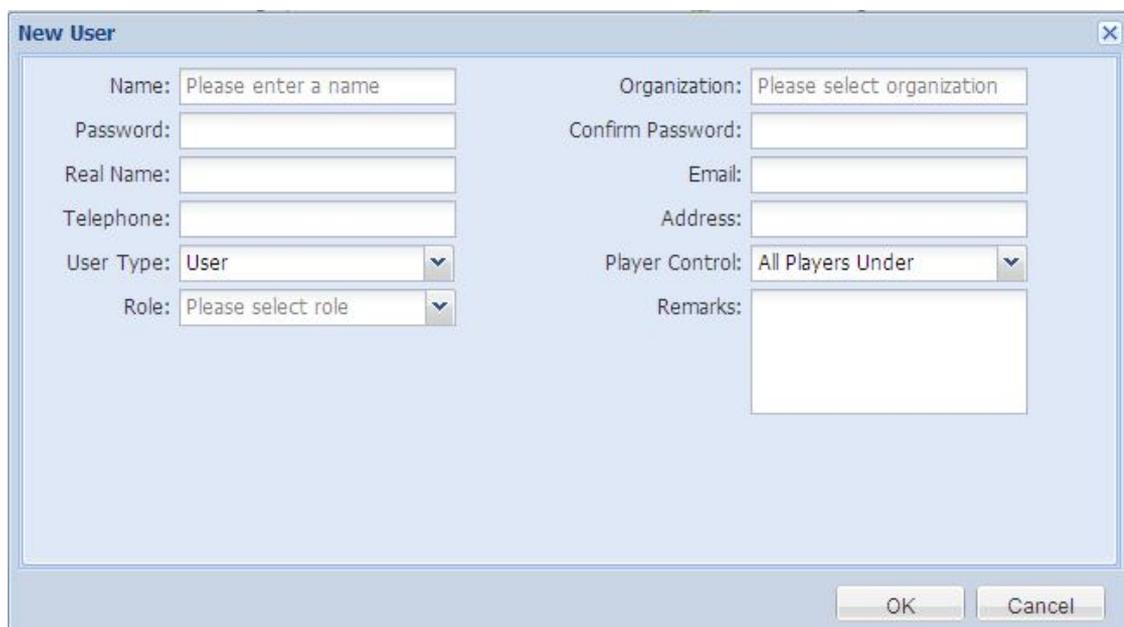
Name	Role	Organization	User Type	No. of Players	Created By	Update Time
test	test	System		36	admin	2014-3-11 13:55:24
sa	管理员	System		36	admin	2014-2-11 10:20:31
23123	Advertiser	System		36	sa	2014-5-5 10:29:38

You are allowed to locate specific users by entering one or more filter conditions in the multiple criteria tabs. Click a listed user name to view its details.

User Type	Icon
User	
Advertiser	

11.2.1 New User

1. Click the menu **System > User** and then the button **New**.



New User

Name:

Organization:

Password:

Confirm Password:

Real Name:

Email:

Telephone:

Address:

User Type:

Player Control:

Role:

Remarks:

OK Cancel

2. Enter the required information.
 - Name – the account name to login CDMS and must be unique.
 - Organization – click to select the organization the user will belong to.
 - Password – the account password to login CDMS and requires six or more characters or

numbers.

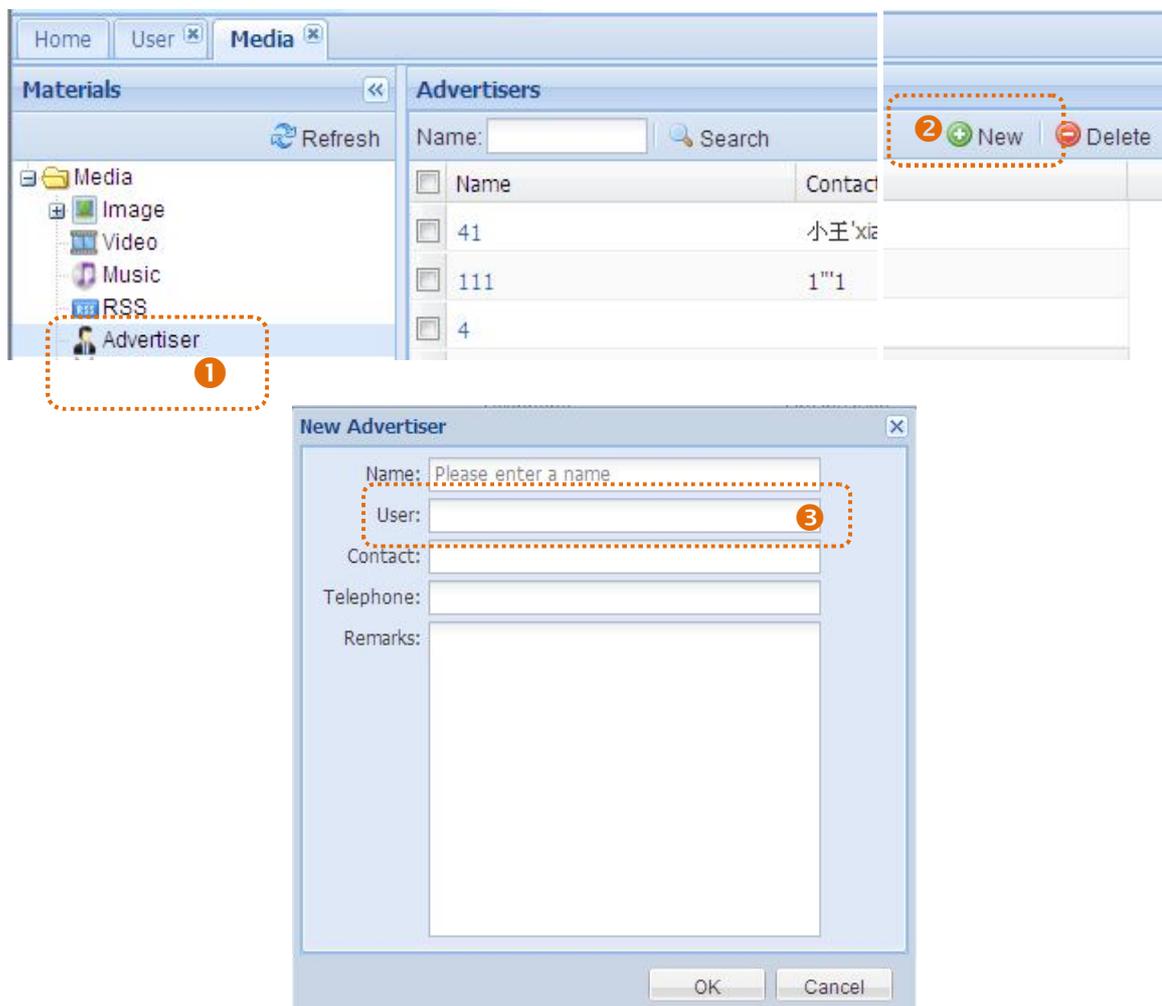
User Type – click to choose a user type.

Role – choose a role to specify the user rights. The Advertiser users have the same specific rights and do not need to choose a role.

Player Control – defines the number of players that the user can control. All Players Under allows the user to control all the players in his organization. If you choose Part Players Under, you can distribute players to him later.

3. Click **OK** to complete.

NOTE: When you create an Advertiser user, you need then go to **Media > Advertiser** to add an advertiser to the new Advertiser user. Otherwise, the Advertiser user cannot login CDMS.

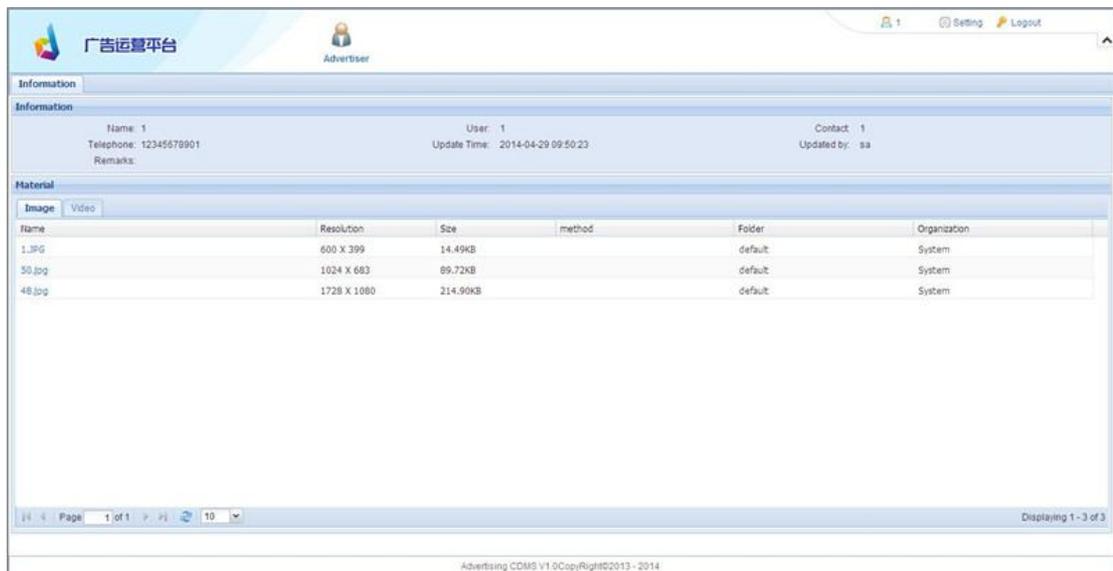


There is a one to one correspondence between Advertiser user and advertiser.

Name	Contact	Telephone	Organization	User
1	1	12345678901	System	1

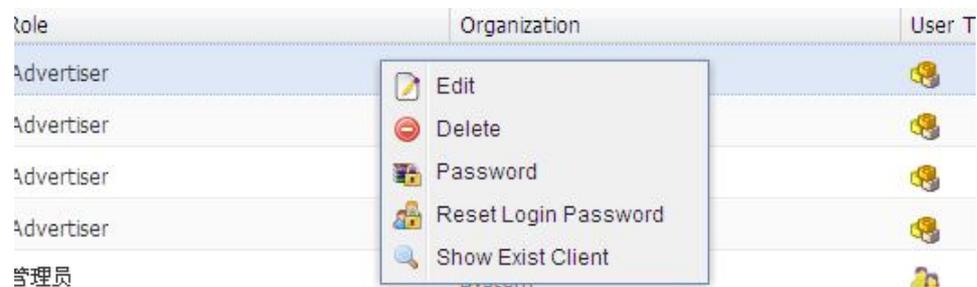
An orange arrow points from the 'Name' column (value 1) to the 'User' column (value 1), indicating a one-to-one correspondence.

The Advertiser users have the same specific rights. When they login CDMS, the platform will appear like below for they to view their own information and contents



11.2.2 User Details

1. Click the menu **System > User** to open the user management page.
2. Right click on a listed user to open the drop-down menu.



3. Click **Delete** to remove the user. Click **Edit** to open the editing window.

The 'Edit' dialog box contains the following fields and controls:

- Name: test
- Real Name: [Empty]
- Telephone: [Empty]
- User Type: User (dropdown)
- Role: test (dropdown)
- Organization: System
- Email: [Empty]
- Address: [Empty]
- Player Control: All Players Under (dropdown)
- Remarks: [Empty text area]

Buttons: OK, Cancel

4. Edit the user information except its name.
5. Click **OK** to complete.

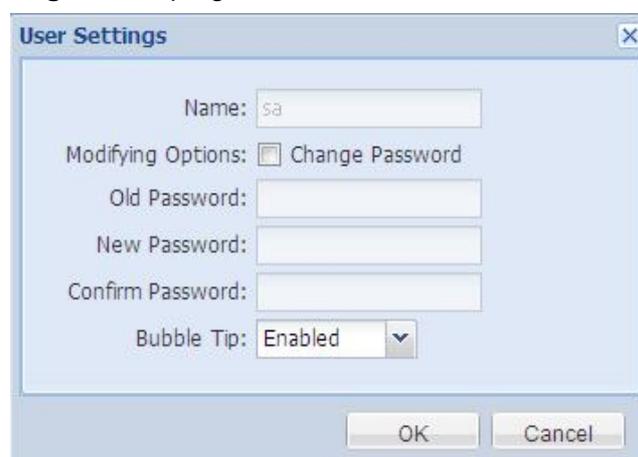
11.2.3 User Password

A user has two types of password.

- Login password – the account password to login CDMA, defined when created.
- Package password – the program package password.

■ **Modify Login Password:**

1. Click the button **Setting** in the top right corner.



The image shows a 'User Settings' dialog box with the following fields and options:

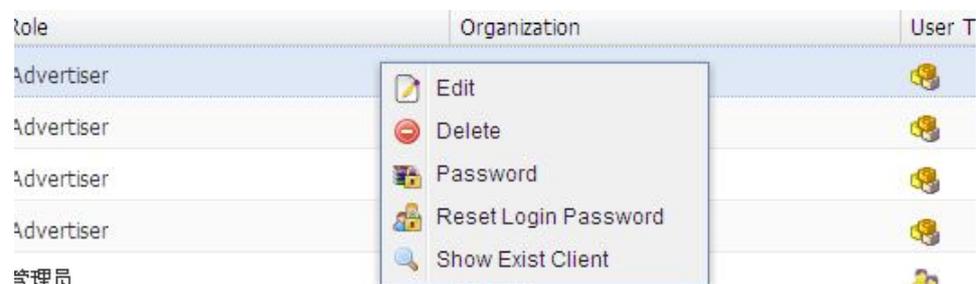
- Name: sa
- Modifying Options: Change Password
- Old Password: [text input]
- New Password: [text input]
- Confirm Password: [text input]
- Bubble Tip: Enabled [dropdown menu]

Buttons: OK, Cancel

2. Check the option Change Password and then enter the old and new passwords.
3. Click **OK** to complete the modification.

■ **Reset Login Password**

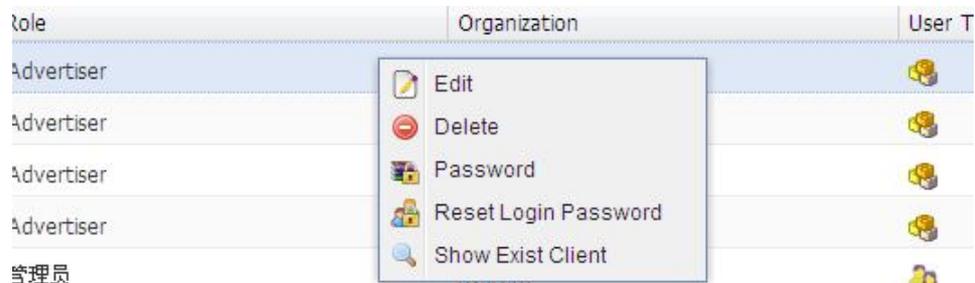
1. Click the menu **System > User** to open the user management page.
2. Right click on a listed user to open the drop-down menu.



3. Click **Reset Login Password**.
4. The login password will be reset to 123456 after confirmation.

■ Set Package Password:

1. Click the menu **System > User** to open the user management page.
2. Right click on a listed user to open the drop-down menu.



3. Click **Password**.

Set Pack Password ✕

Login Password:

Package Password:

Confirm Password:

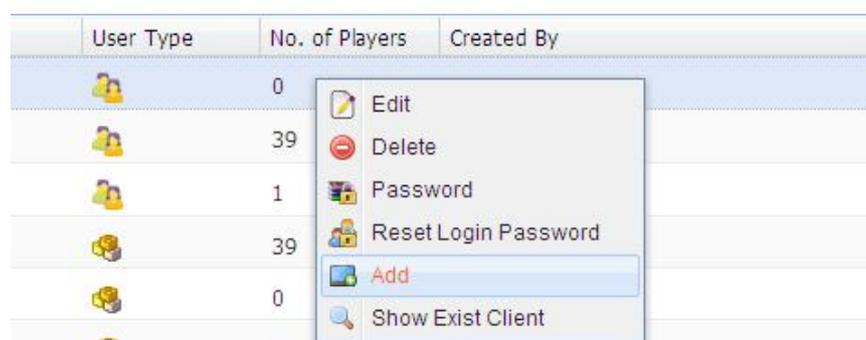
4. Enter the required passwords.
5. Click **OK** to complete. To modify a package password, just repeat the above steps.

11.2.4 User Players

You are allowed to distribute the players to users. All Players Under allows the user to operate all the players in his organization, and Part Players Under allows him to control part of the players.

■ Add Players to a User:

1. Click the menu **System > User** to open the user management page.
2. Right click on a listed user to open the drop-down menu.



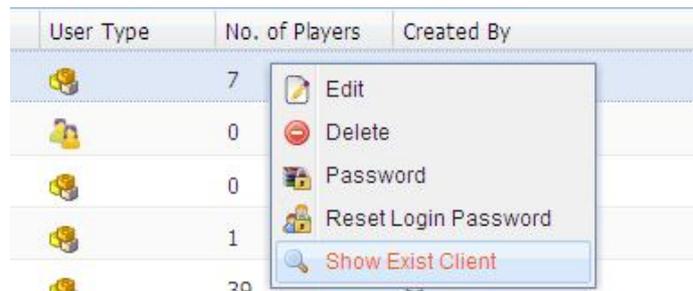
3. Click **Add**.



4. Check the players that you want to distribute to the user.
5. Click **OK** to complete.

■ **Remove Players from a User:**

1. Click the menu **System > User** to open the user management page.
2. Right click on a listed user to open the drop-down menu.



3. Click **Show Exist Client** to view the players that the user can control currently.



4. Check the players that you want to remove from the user.
5. Click the button **Delete**. Then the user will lose control of these players.

11.3 Role

Role defines the operating rights of users. Each user, except Advertiser, plays a role and has rights defined by the role. You are allowed to customize roles according to your actual needs and grant correspondent permissions.

Click the menu **Setting > Role** to open the role management page.



Name	Description	Created By	Update Time	Operate
管理员11	213123	sa	2014-5-21 13:28:58	
管理员2		sa	2014-5-20 14:50:19	

All the roles are listed in this page. Enter a role name and click **Search** allows you to locate a role quickly.

11.3.1 Create a Role

1. Click the menu **Setting > Role** and then the button **New**.



New Role

Name:

Description:

Role Rights

Grant Permissions

- All Permissions
 - Home
 - Media
 - Program
 - Player
 - Log
 - Setting
 - Statistic

Check the items that the role can operate.

OK Cancel

2. Give the role a name and grant permissions to it.
3. Click **OK** to complete.

11.3.2 Edit a Role



Click on a role name, or the edit icon in the Operate column opens the editing window. Right click on a role and then click **Edit** also allows you to access the editing page.



The button **Delete** on top of the role list allows you to remove a role.

NOTE: The role Admin cannot be edited or removed.

11.4 System File

CDMS can manage player system files remotely, which makes the player system upgrading easily but not costly. For example, when you want to update the player systems, just upload the upgrade file to CDMS. The player will detect upgrade file regularly. Once detected, the files will be downloaded automatically.

Click the menu **Setting > System File** to open the system file management page.

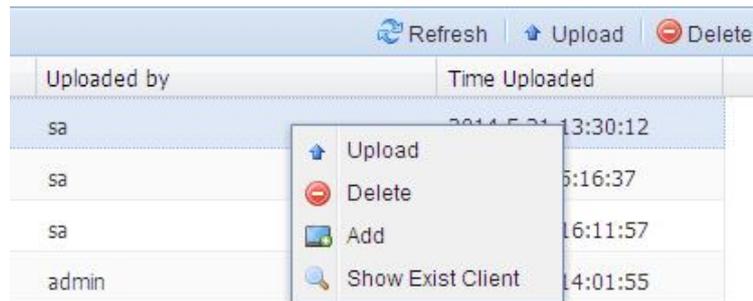
Home		System File ^R						Refresh	Upload	Delete
System Software										
<input type="checkbox"/>	Name	Number of Players	Version	Size	Type	Uploaded by	Time Uploaded			
<input type="checkbox"/>	SWH5159DigiSignage.img	0	4.0.0.0514	22.42MB		sa	2014-5-21 13:30:12			
<input type="checkbox"/>	SWH5159DigiSignage.img	0	4.0.0.0404	16.83MB		sa	2014-5-4 15:16:37			
<input type="checkbox"/>	SWH5159DigiSignage.img	1	4.0.0.0322	27.38MB		sa	2014-3-24 16:11:57			
<input type="checkbox"/>	SW5159_MstarV59.bin	4	4.0.0.0226	2.81MB		admin	2014-2-26 14:01:55			

This page lists all the upgrade files for download. **Number of Players** refers to the number of players that the upgrade file applies to. The button **Upload** allows you to upload system files from your local PC and **Delete** allows you to remove system files from the list.

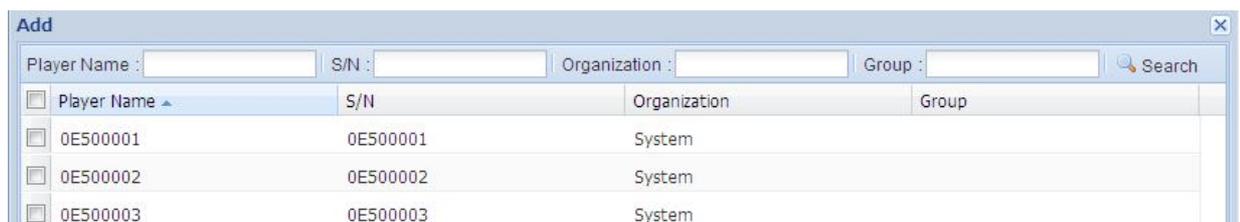
NOTE: Only file formats of *.Rom, *.Img and *.Zip are supported.

11.4.1 Add Players

1. Right click on a listed system file to open the drop down menu.



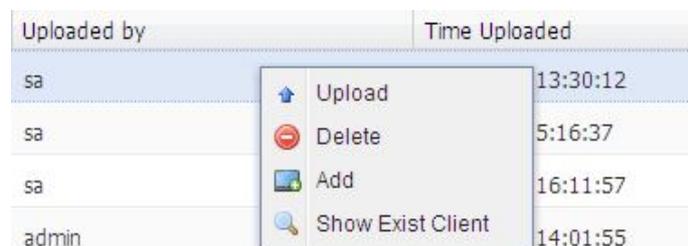
2. Click **Add**.



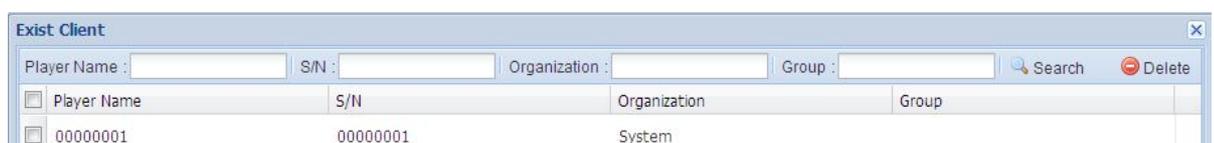
3. Check the players that the file will apply to.
4. Click **OK**. Then these players can get the upgrade file.

11.4.2 Remove Players

1. Right click on a listed system file to open the drop down menu.



2. Click **Show Exist Client** to show the players the file applies to currently.

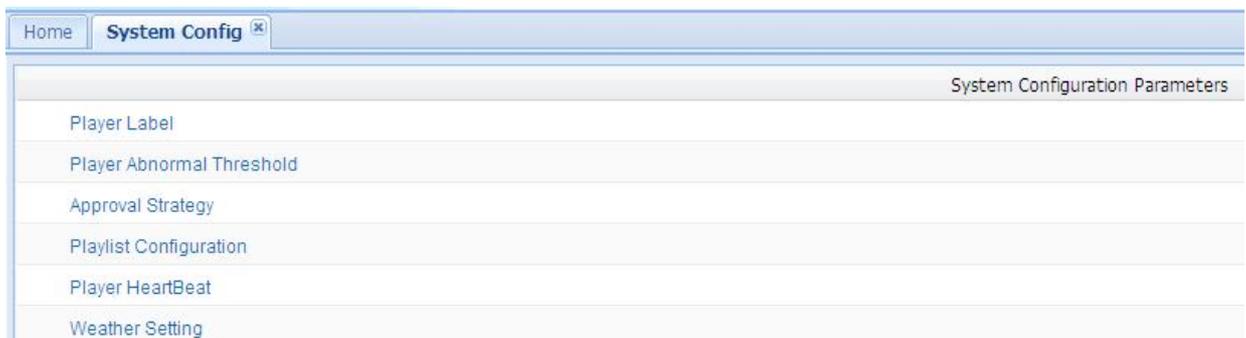


3. Check the players that you want to remove.

4. Click the button **Delete**.
5. Click Close. Then these removed players cannot get the upgrade file.

11.5 System Config

Click the menu **Setting > System Config** to open the system configuration page.

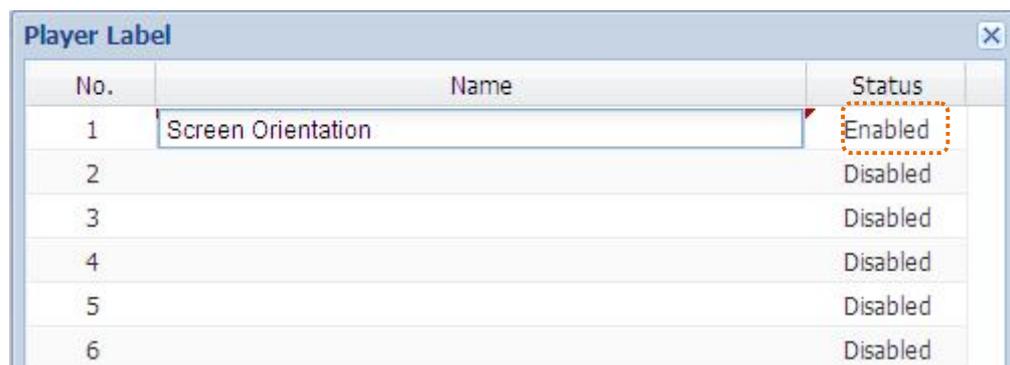


11.5.1 Player Label

Player Label allows you to customize player parameters to collect more information about players.

[For example] If you want to get the information of a player orientation in its details while there is no such parameter in the details column, then you can set a new label, e.g. Screen Orientation, for information collection.

1. Click the menu **System Config > Player Label**.



2. Enter the label name and enable it in the Status column.
The disabled label will not apply.
3. Click **OK** to complete.

Then, there will be a Screen Orientation parameter field when you register new players.

New Player

Basic Info | On/Off Time | Download Time | Display Property | Volume | Param

Player Name: Player ID:

S/N: Remarks:

Organization:

City:

Group:

Screen Orientation:

11.5.2 Approval Strategy

This feature allows you to define how the program to be audited before delivery.

Approval Strategy

Approval Process

No Approval Single Approval Multi Approval

OK Cancel

- No Approval – programs will be delivered to players directly after publish.
- Single Approval – the programs have to pass the single Final audit before delivery.
- Multi Approval –the programs have to pass both the customized audits and the Final audit before delivery.

Approval Strategy

Approval Process

No Approval Single Approval Multi Approval

Multi Approval Setting

No.	Approval For	Status
1	Content	Enabled
2	Schedule	Enabled
3	Player	Disabled
4		Disabled
5		Disabled
	Final	Enabled

Customized audits

Final audit

Click to change the status

Click to change the audit subject

OK Cancel

[For example] If you configure a multi approval strategy as below,

Approval Strategy

Approval Process

No Approval Single Approval Multi Approval

Multi Approval Setting

No.	Approval For	Status
1	Content	Enabled
2	Schedule	Enabled
3	Player	Enabled
4	f	Disabled
5	f	Disabled
	Final	Enabled

OK Cancel

Then the audit window will be like below.

Quick Review

Approval For	Status	Comment	Appr...	Audit Time	Operate
Content	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject
Schedule	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject
Player	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject
Final	Unaudited	<input type="text"/>			<input checked="" type="radio"/> Unaudited <input type="radio"/> Pass <input type="radio"/> Reject

OK Cancel

If an approval strategy has been changed, system will require re-login before program audits. The approval strategy changes will affect all the programs waiting for approvals.

See more: *7.5Audit.*

11.5.3 Playlist Configuration

This feature allows you to set the default playback duration, transition effect and amount limit for all the images uniformly.

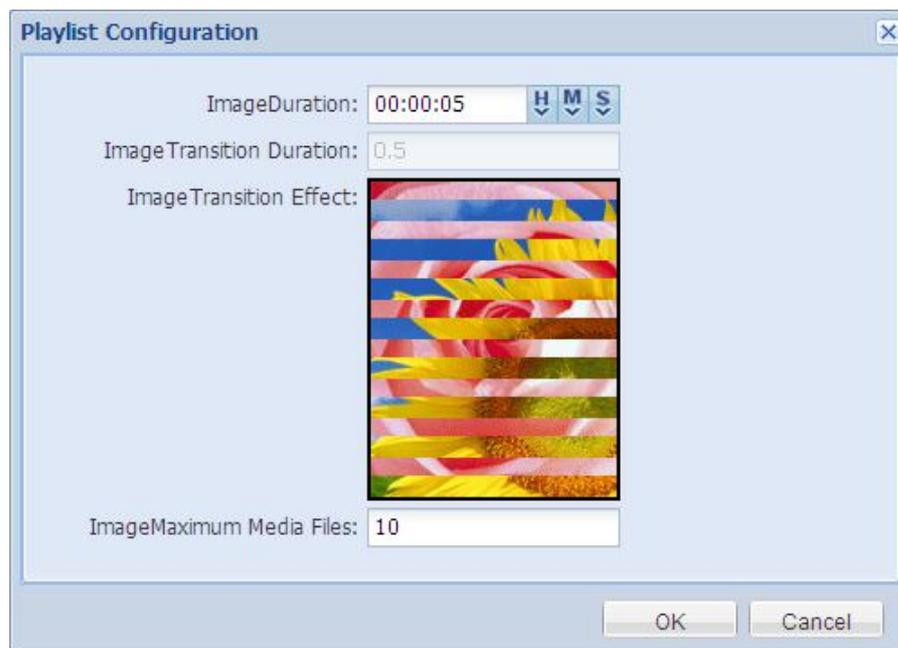


Image Duration - allows you to define the default playback duration of an image. The duration can be changed when you edit the playlist.

Image Transition Duration - the default transition interval time between two images and cannot be changed.

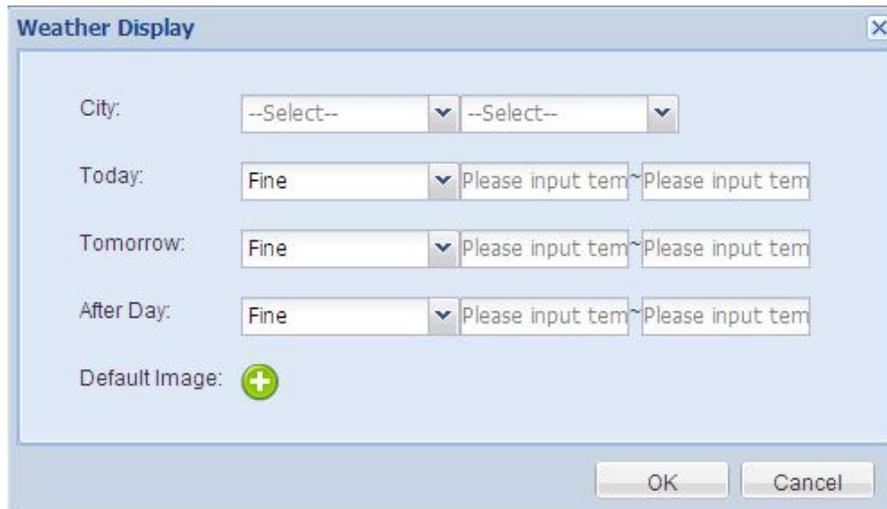
Image Transition Effect - allows you to choose the default transition effect that is used to introduce the next image to replace the current one. The transition effect can be changed when you edit the playlist.

ImageMaximum Media Files – defines the allowed maximum number of images in an image zone of a playlist.

11.5.4 Weather Setting

The weather information can be obtained automatically if the server is connected to the internet. If not, you can set the weather here for player displays.

1. Click the menu **System Config > Weather Setting** to open the setting window.



2. Choose the city where the players are located.
3. Set the weather and temperature.

With a city selected, you can set its weather and temperature range.



4. Set the default image. This is not necessary.

Click the button  after Default Image to open the image library. Choose an image to replace the weather display when the information cannot be obtained from server platform.

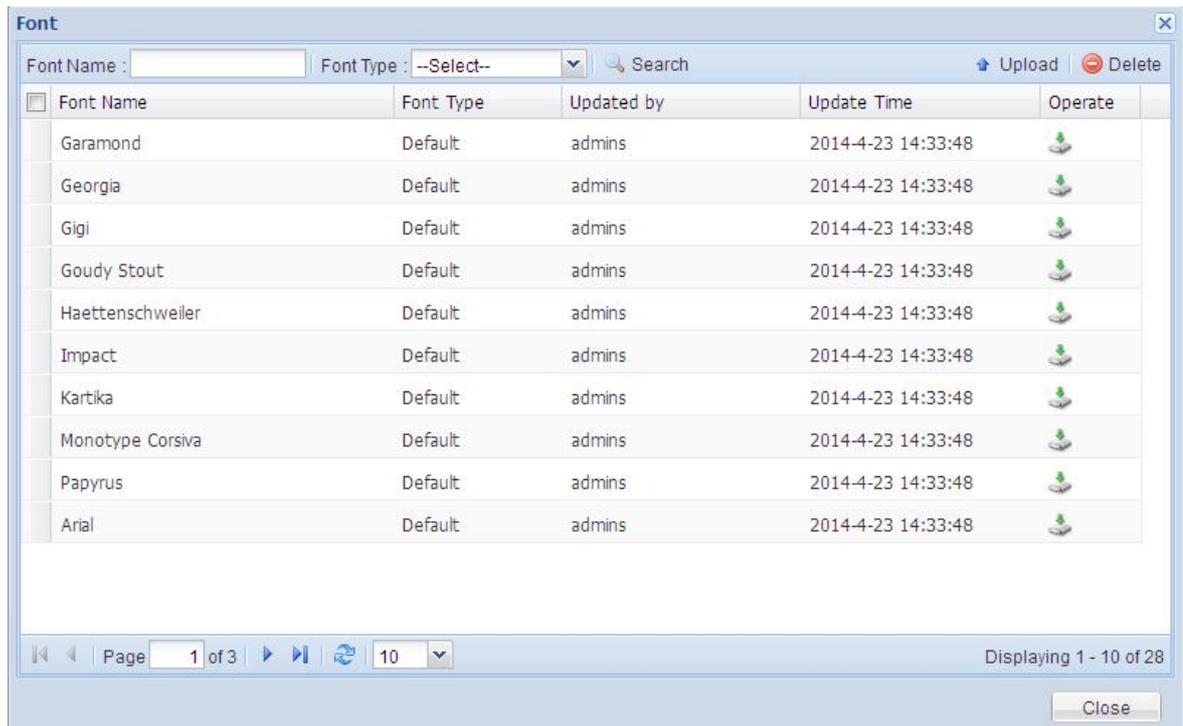


If there is a default image, clicking on it allows you to change or remove it.

- To change a default image, choose a new image in the library and click **OK**.
 - To remove a default image, do not choose any image in the library and click **OK**.
5. Click **OK** to accept the changes.

11.5.5 Font Setting

This feature allows you to upload or download fonts for your system.



Upload fonts – Click the button **Upload** to upload fonts from your local PC.

Download fonts – Click the **Download** icon in the Operate Column to download a font.

11.5.6 Player ID Editing Switch

Player ID is a unique number of the terminal player. If the player board is changed, you need to have the player ID modified by manual. Here allows you to switch on this editing feature.



With this feature turned on, you can go to the menu **Player > Player** to modify the player ID.



11.6 System Backup

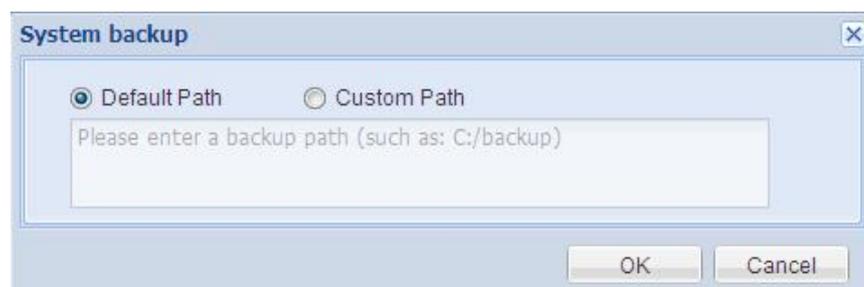
Click the menu **Setting -> System Backup** to open the system backup page which allows you to backup the system in case of failures.

Backup Name	Backup Path	Backup Method	Created By	Backup Time
20150203173958	backup/20150203173958	Manual Backup	sa	2015-02-03 17:39:58
auto	backup/auto	Automatic Backup	sa	2015-02-01 03:00:32
20150128150602	backup/20150128150602	Manual Backup	sa	2015-01-28 15:06:02

Backup

There are two backup methods.

- **Manual Backup** – Click the button **Backup** to backup the current database and media files. The backup file will be named after backup time.



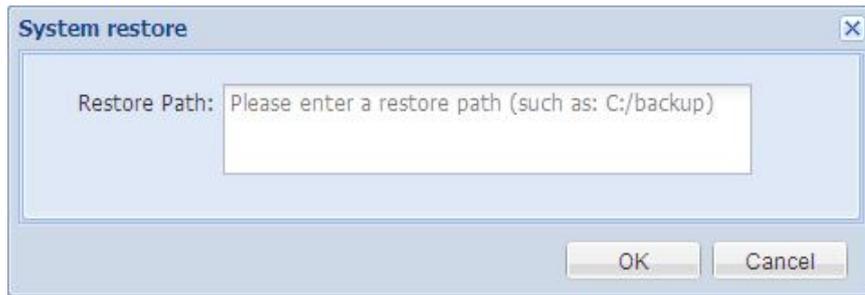
You are allowed to choose a backup path. Default Path will save the backup in CDMS system and have it listed in the system backup page. Custom Path will save the backup in your specified directory.

- **Auto Backup** – System will backup automatically at 3 o'clock a.m. on the 1st of each month.

Restore

Check the backup file you want to restore to, and then click the button **Restore** to recover the system.

To restore from a backup file saved in custom path, click the button **Restore** with no listed backup file checked. The following window will appear for you to enter the backup saving path.



NOTE: System restore will affect the current users and require re-login. Please be careful.

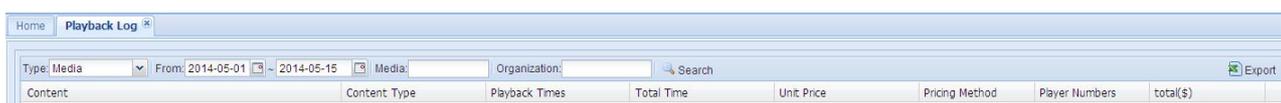
Chapter 12 **Statistic**

This menu provides you statistics of played programs and price strategies.



12.1 **Playback Log**

Click the menu **Statistic > Playback Log** to view the statistics of played programs.



You are allowed to locate specific statistics by entering one or more filter conditions in the multiple criteria tabs. Click the button **Export** allows you to export the current statistics to an Excel file.



Set the Type as Media, Advertiser or Player, and click **Search**, and you'll get the statistics on each media content, advertiser or player.

Set the start and end date, and click **Search**, and you'll get the playback statistics of a specific period.

NOTE: Playback logs will be kept for 3 months

12.2 **Billing Options**

Click the menu **Statistics > Billing Options** to open the pricing management page, which allows you to view or create price strategies.

Strategy	Pricing Method	Unit Price(\$)	Update by	update time
r	Pay Per Display	3	sa	2014-5-4 15:42:16
1	Pay Per Second	1	sa	2014-5-4 11:23:33
0	Pay Per Second	0	sa	2014-5-4 11:23:25

This page provides online statistics of players in each organization. You are allowed to locate a specific strategy by entering the strategy name as the filter condition and click **Search**.

The button **Delete** allows you to remove one or more strategies from the list.

Click on a strategy name allows you to edit a price strategy.

■ Create a New Strategy

1. Click **New** in the pricing management page,

2. Enter the required information.

There are two pricing methods for your choice.

- Pay Per Display – price according to the times that the program is played. The unit price is based on the playback times.
- Pay Per Second – Price according to the duration that the program is played. The unit price is based on the seconds.

3. Click **OK** to complete. The new strategy will then appear in the strategy list.

Chapter 13 Appendix

13.1 Glossary

Terminology	Description
Audit	A review check before programs delivered to players. An independent assessment of the accuracy of newspaper sales and circulation figures, especially so advertisers can decide where to place their business.
Background	An image displayed behind the elements on a digital signage screen.
Bandwidth	Quantity of data that can be transferred through a network connection, measured in bits per second.
Content	Any supported digital media (images, multimedia files, web-links, tickers, playlists, etc.) that can be included in a program awaiting playback.
Digital Sign	A digital media player for displaying digital information, entertainment, advertising or merchandising to targeted audiences.
Embedded Player	An integrated terminal platform for digital media displays.
Layout	The physical format (size, shape and arrangement) in which content is displayed on a screen. For example, a full screen layout displays content across an entire screen; whereas a multi-zone layout displays contents in multiple zones.
Library	A place where content or information are stored.
Main Server	A computer hardware or software package that allows for specific client software to be run on other computers. This could include an internet server or digital signage server where content is pushed to client media players for deployment.
Media	General term used for images and videos which are used to reach the audience.
Network	One or more digital signs that are managed by CDMS over internet.
Player	An electronic device that uses CDMS to play digital signage shows.
Playlist	A defined sequence of content that is included in a program.
Program	A defined selection of playlists and layouts that are assembled to play at specific dates and times.
Publish	To deliver programs to players over network.
Role	A mean of facilitating the granting of multiple privileges to users.
Schedule	A specific date and time that the content to be played back.
Scrolling Text	A text crawl that is displayed on the player screen to provide a custom message to a targeted audience, also called ticker.
Template	A pre-formatted file that defines the layout of display zones on screen and allows for a foundation in creating a new playlist.
Transition Effect	A special effect that is used to introduce the next image to replace the current one.
URL (Universal Resource Locator)	The unique web address of a file or document on the internet.

13.2 Port Forwarding

Port forwarding opens certain ports on your home or small business network, usually blocked from access by your router, to the Internet. Opening specific ports can allow games, servers, BitTorrent clients, and other applications to work through the usual security of your router that otherwise does not permit connections to these ports. Follow this guide to forward the ports you need, regardless of your operating

system.

- 1 **Enter your router's IP address into the address bar of a web browser.** This will open your router's configuration page. For most routers, this will be 192.168.0.1, 192.168.1.1, or 192.168.2.1. However, if you want to figure out the IP, here's how to do it:
 - For Windows: Open the command prompt and enter **ipconfig /all**. The router's IP address is usually the same as the Default Gateway.
 - For Mac: Open the terminal and enter **netstat -nr**.
 - For Linux: Open the terminal and enter **route**.

- 2 **Enter your username and password.** If you've already configured the security settings for your router, enter the username and password you chose then. If not, here are some of the most common default logins:
 - On Linksys routers, type "admin" for both the username and the password.
 - On Netgear routers, type "admin" for the username and "password" for the password.
 - On other routers, try leaving the username empty and entering "admin" for the password.

You can visit sites such as RouterPasswords.com and enter in your router's model to find the default password.

If you've forgotten your login information, you can press the reset button on your router to reset it to factory defaults. You can then look up the factory default settings online.

- 3 **Find the Port Forwarding section.** Each router will be slightly different. Common labels are Port Forwarding, Applications, Gaming, Virtual Servers. If you don't see one of these or something similar, try Advanced Settings and look for a Port Forwarding subsection.

- 4 **Find a preconfigured entry.** Many routers will have a dropdown menu with preconfigured options for well-known applications. If you need to open ports for one of these applications, select it from the list.

- 5 **Create a custom entry.** If the program you want to add is not listed, you will need to create a custom port forwarding entry. Each router will have a slightly different way of doing this, although the required information is the same for any router:
 - a. Enter a name for the service. Name it something related to the program so that you know what the entry is for.
 - b. Choose the service type. This can be TCP, UDP, or both. The service type depends on what program you are unblocking. If you are unsure, select the TCP/UPD option.
 - c. Select the ports you wish to use. If you only want one port open, enter the same number in Start and End. If you wish to open a range of ports (say 5), you might type 3784 in Start and 3788 in End.
 - d. Select the internal IP address to assign the port forwarding to. This is the IP address of the computer running the application that you are unblocking. Check out the guides for PC or Mac to

find your internal IP.

- 6 Save your settings.** You may have an Apply button instead of Save. You might need to restart your router for them to take effect.