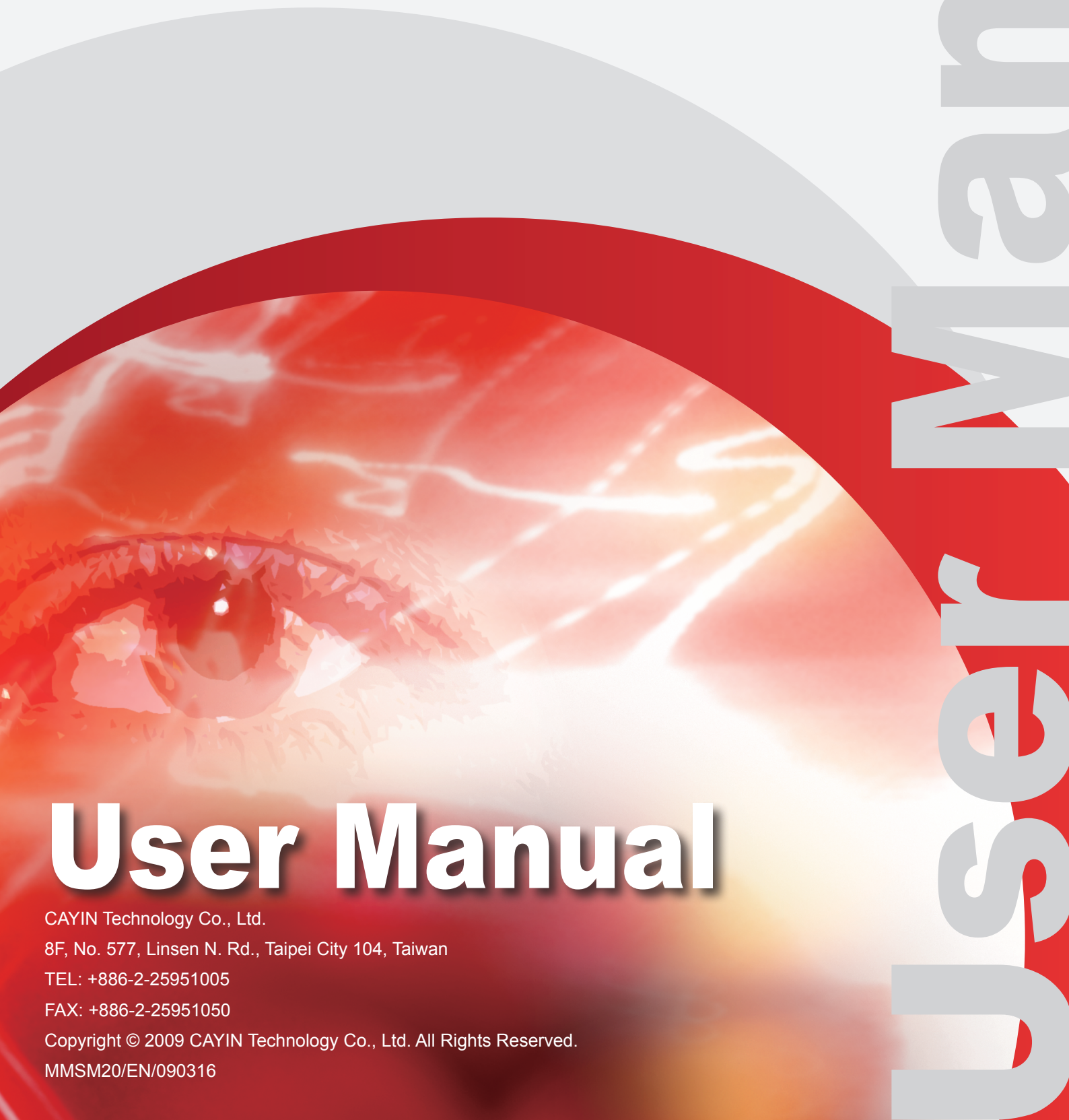




Super Monitor 2

User Manual



User Manual

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Contents

About CAYIN	2
Copyright Notice	2
Trademark Notice	2
Disclaimers	2
1. System Requirements	4
2. Software Installation	5
3. User Interface	7
4. Start and Add CMS Server	8
4-1 System Menu	9
4-2 View Menu	10
5. "Group Tree View" and "Player View"	12
5-1 Move Player between Groups and Servers	13
6. "Status View" - Check System Information	14
6-1 Information Page	14
6-2 Log page	15
6-3 Content Update Status Page	16
6-4 Playback Information	18
7 .Operation and Commands	19
7-1 Commands about Server	19
7-2 Commands about Group	21
7-3 Commands about Player	22
7-4 Patch Management	23
7-5 Alert eMail Setting	25
7-6 Export SMP Player's Profile (To Super Reporter)	27
7-7 Multiplayer Configuration (Only support SMP-WEBDUO & SMP-PROPLUS)	28
8. Central Scheduling (Only support CMS 6.0 or later)	30
8-1 Edit Schedule	30
8-2 Edit Resource: Font	34
8-3 Edit Resource: Skin	35
8-4 Edit Resource: Web playlist	37

Super Monitor is the advanced management software dedicated for CAYIN digital signage network. As the Windows®-based package software, Super Monitor assists administrators in monitoring and managing multiple CMS servers and SMP players simultaneously by simply clicking, selecting, and drag-n-drop.

1. System Requirements

Operating System: Windows® XP or Windows® Vista

Display Resolution: 1024 x 768 or above is recommended

Processor: Intel® Pentium® 4 compatible CPU or above

Memory: 512 MB minimum. 1024 MB or more is recommended

Hard Disk: 20 MB for program and configurations

Compatible Firmware Version:

CMS: Version 4.5, 5.0, or later

SMP-WEBPLUS: Version 3.5, 4.0, or later

SMP-WEB3, SMP-WEB3N, SMP-PRO3, SMP-PRO3N: Version 1.5, 2.0, or later

SMP-WEBDUO, SMP-PROPLUS: Version 1.0 or later

★ IMPORTANT

Please DO NOT use Super Monitor with un-compatible versions of Server/Player. It will cause the instability of CMS and also malfunction of some functions.

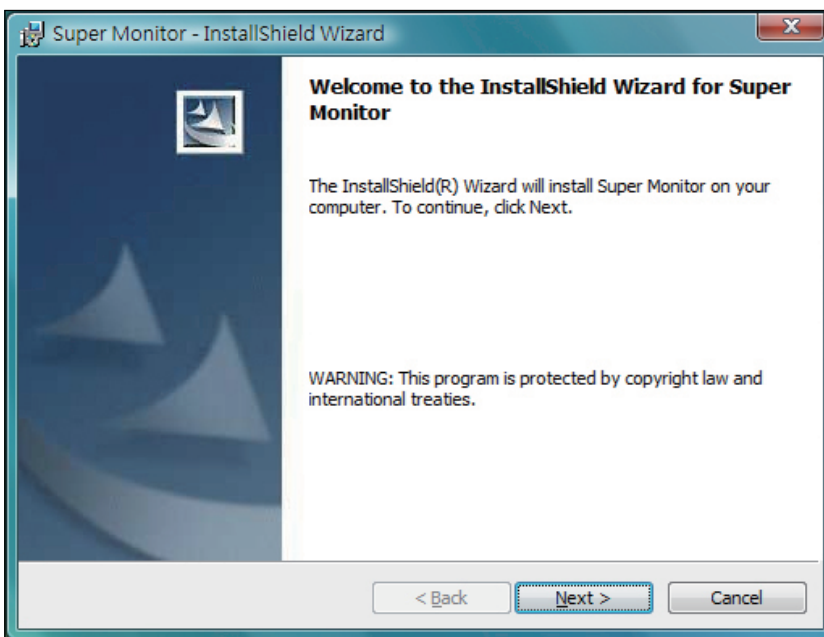
★ NOTE

Some functions of Super Monitor 2 can only be available when incorporating with CMS 6.0 or later versions.

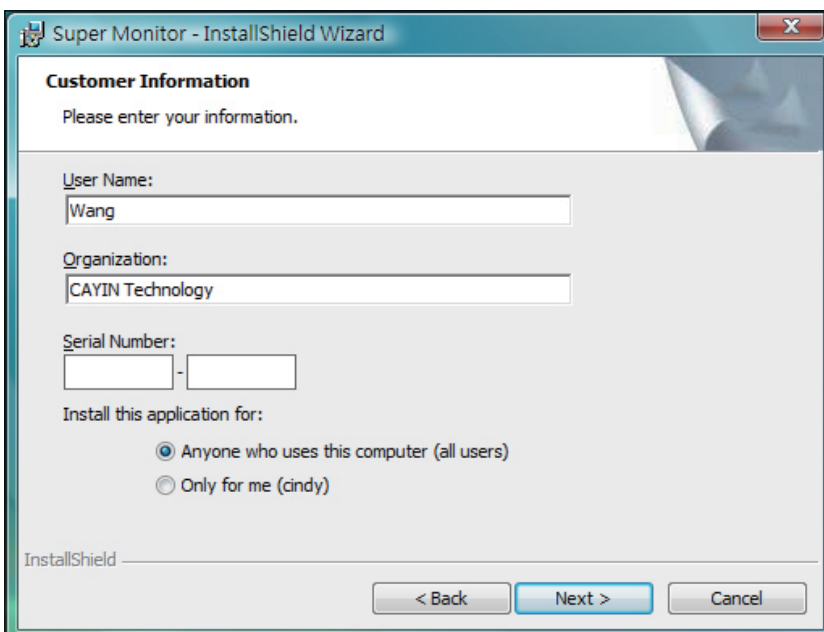
2. Software Installation

Follow the steps below to install Super Monitor on a PC. Make sure the PC meets the system requirements beforehand.

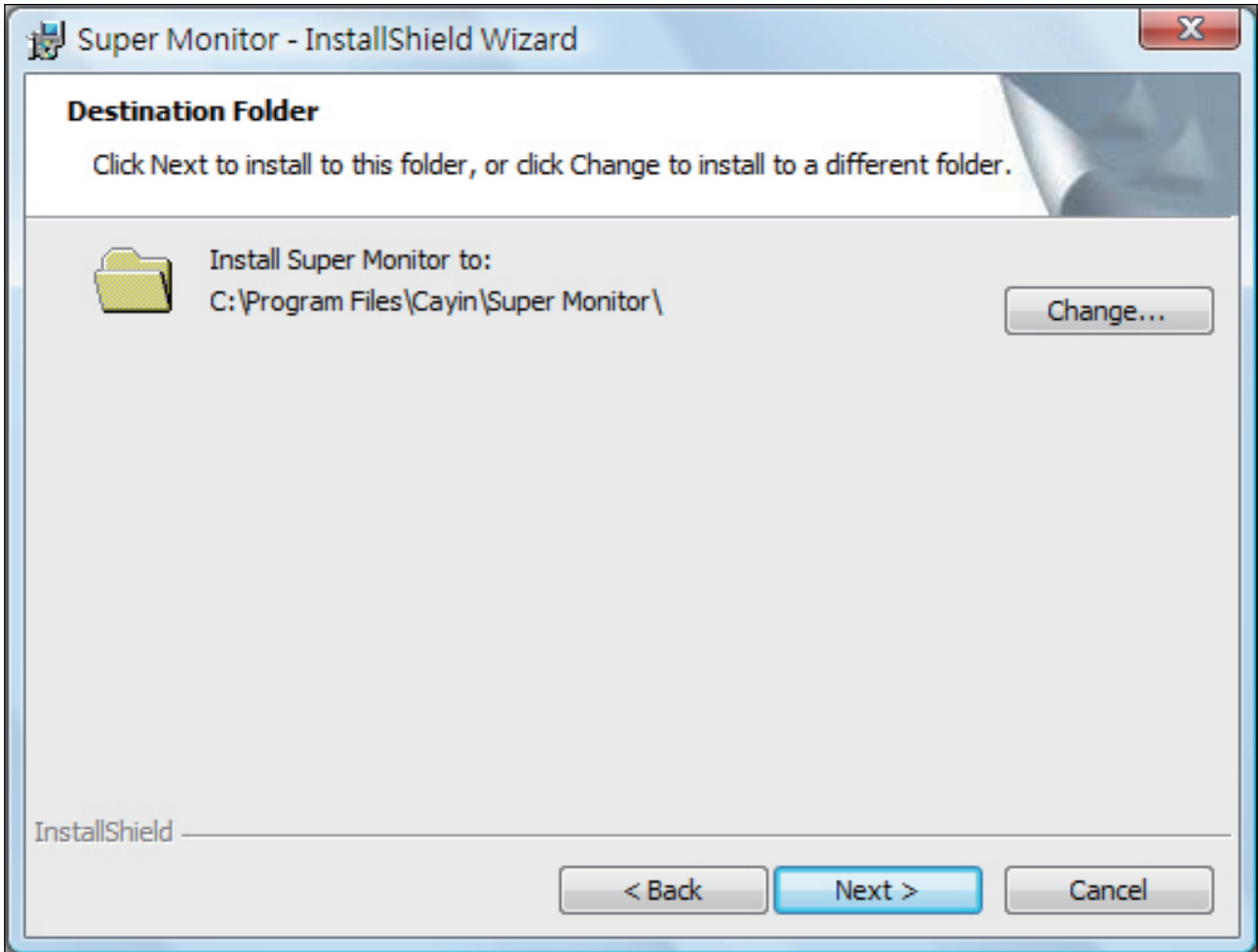
1. Double click on setup executable file.
2. Click **[Next]** at the welcome page to continue the installation.



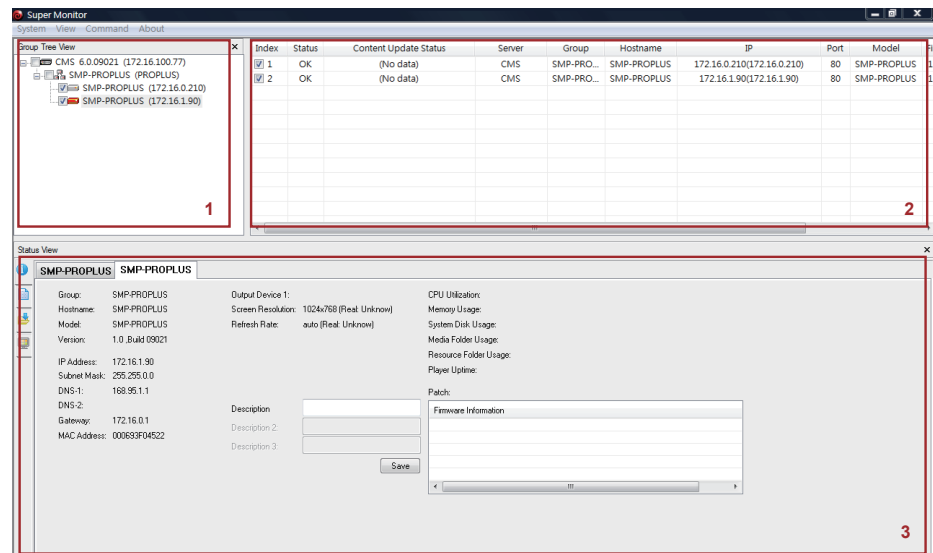
3. Enter Username, Company, and Serial Number and click **[Next]**.



4. Give the installation folder path of Super Monitor. Click **[Next]** and wait a few seconds until the program finishes the installation.



3. User Interface



★ NOTE

Super Monitor trial version can display SMP players connected to only one CMS server.

1. Window of "Group Tree View"

Display all groups and SMP players which connect to CMS server.

2. Window of "Player View"

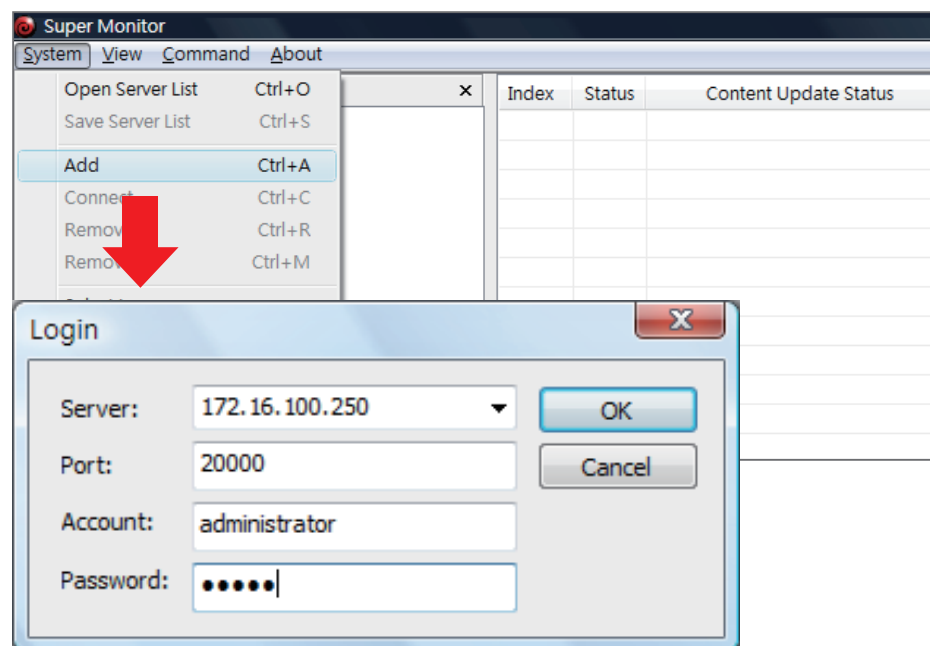
In the window of **"Player View"**, all selected players in **"Group Tree View"** are shown here. You can check the following information: group name, connection status, hostname, IP address, service port number, firmware version, and your own added description of each player.

3. Window of "Status View"

In the window of **"Status View"**, Super Monitor shows detailed information about selected players.

4. Start and Add CMS Server

Choose “**Start-->All Programs-->Cayin-->Super Monitor**” to start Super Monitor. Click on “**System-->Add**” to connect to a CMS server. In the login window, enter account name, password, and CMS's IP address. The username here must already be created in the section “**Access Control-->Account**” of the CMS server with “**Access Super Monitor**” enabled.



Server: Enter CMS's IP address or FQDN (e.g. cms.cayintech.com).

Port: Enter Super Monitor service port number. Default service port is 20000. You can change this port number at CMS Web Manager.

Account/Password: Enter the account and password of CMS. You must enter an account which is allowed to access these functions: “**Access Control-Group**” and “**Allow Super Monitor to monitor this CMS**”.

You can see all groups in CMS server's window “**Group Tree View**” after logging in.

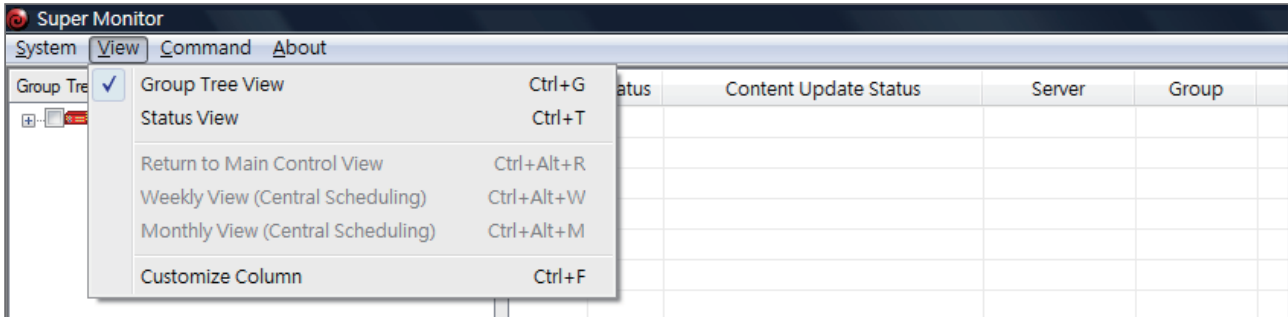
★ NOTE

Super Monitor uses service port 20000 to connect CMS server. Configure the NAT firewall, if the CMS locates behind it. Refer to CMS User's Manual about CMS' service and port number for details.

★ NOTE

Please check if SMP players are configured to connect to this CMS in section “Media Folder” under SMP Web Manager.

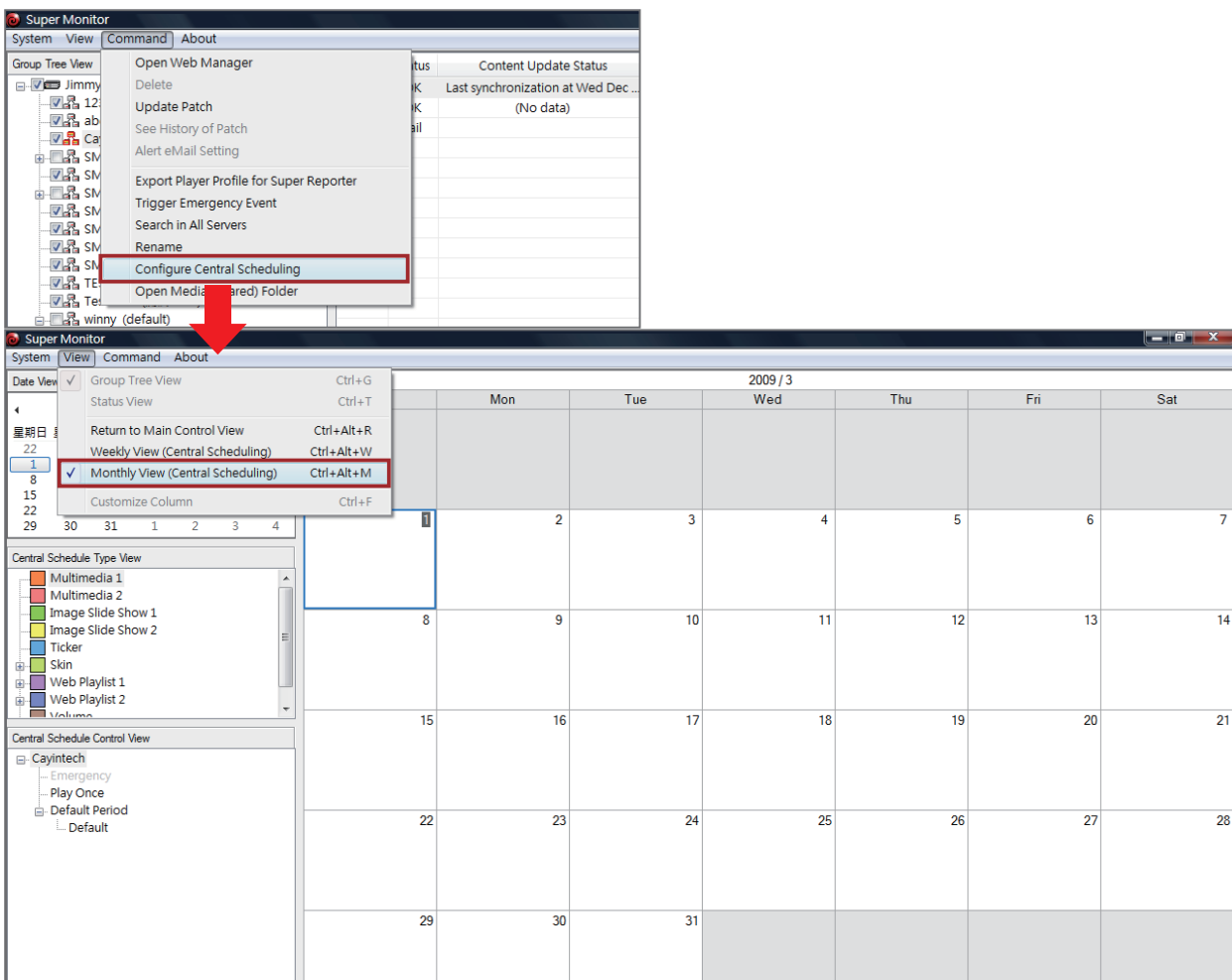
4-2 View Menu

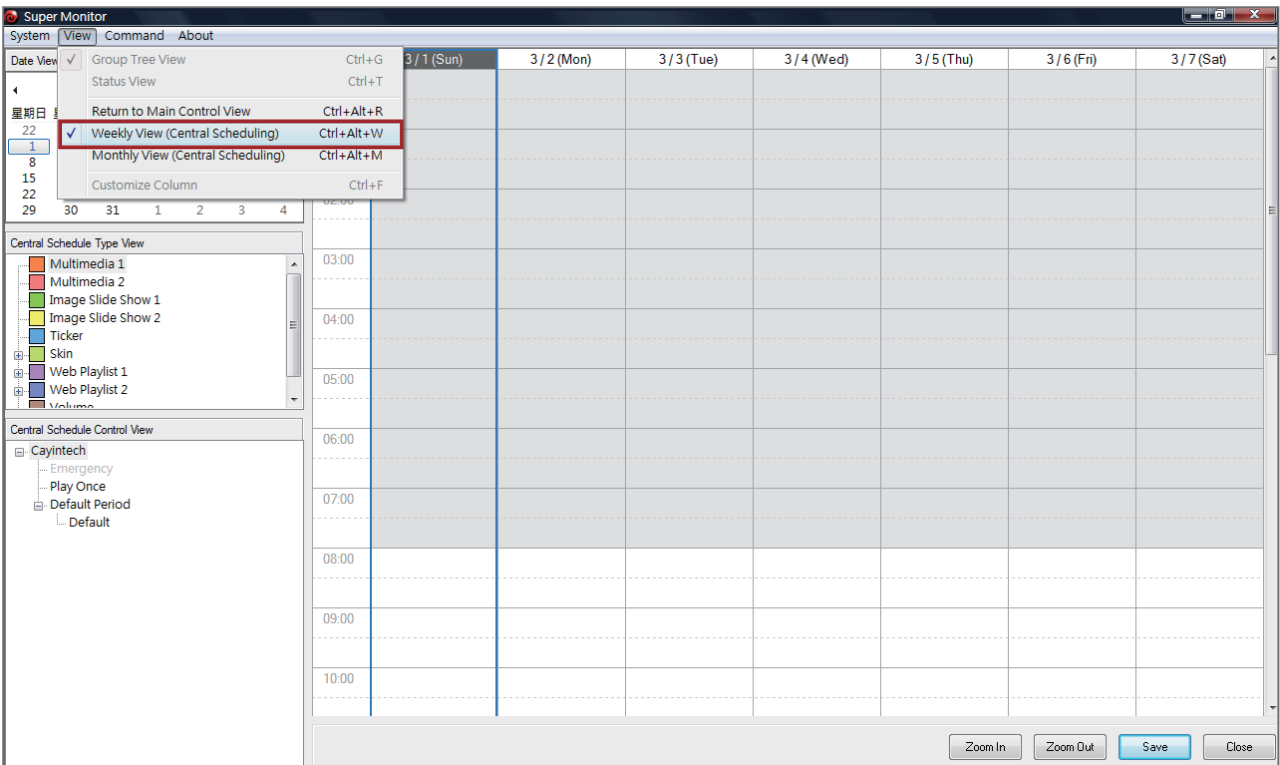


"Group Tree View": Show/Hide **"Group Tree View"** window.

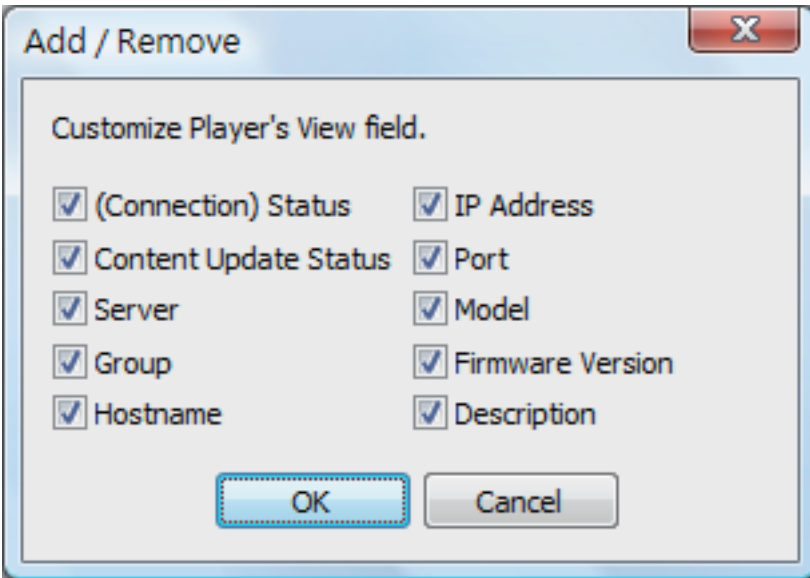
"Status View": Show/Hide **"Status View"** window.

"Return to Main Control View", **"Weekly View (Central Scheduling)"**, **"Monthly View (Central Scheduling)"**: When you use the function, **"Configure Central Scheduling"**, for a specific group, you can switch between weekly view and monthly view here, or select **"Return to Main Control View"** to stop configuring central scheduling functions and go back to the main control panel.





Customize Column: Choose the columns of Information you want to see in "Player View".



5. "Group Tree View" and "Player View"

You can monitor all SMP players connected to CMS server via Super Monitor package software. After you login Super Monitor, Super Monitor will display the tree structure of the CMS server. It will display groups and players details under the window of "Group Tree View".

By clicking on check-box nodes in "Group Tree View", you can unfold the tree table and see the hierarchical structure of the server, groups, and players. Here you can select SMP players for showing in the window of "Player View". Click on nodes **[+]** to unfold or fold the tree structure.

Index	Status	Content Upd...	Server	Group	Hostname
<input type="checkbox"/> 1	OK		CMS	GROUPB	QA-6 172.16.3.53
<input checked="" type="checkbox"/> 2	OK	Last synchroni...	CMS	GROUPB	SMP-WEB3 172.16.3.54

Index: After you click on the check box of Index, you can open the player in the "Status View".

Status: **[OK]** means the player connection is normal. **[Fail]** means the player is disconnected. Super Monitor will wait for about 2 minutes to 20 minutes before the status switches to **[Fail]**.

Content Update: Display the content update (synchronization) status.

Server: Display the name of CMS server to which this player connects.

Group: Display group name that this player belongs to.

Hostname: Display the hostname of the SMP player.

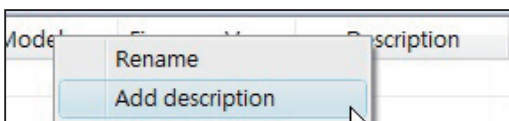
IP: SMP Player's IP address

Port: SMP player's port number

Model: Product Model

Firmware Version: Firmware Version

Description: Customized description field. You can have maximum 3 customized description fields. Right click on the header, choose **[Add description]** to add new description field. You can also choose **[Rename]** to enter your own field name. You can enter description for each player in "Information Page" of "Status View".



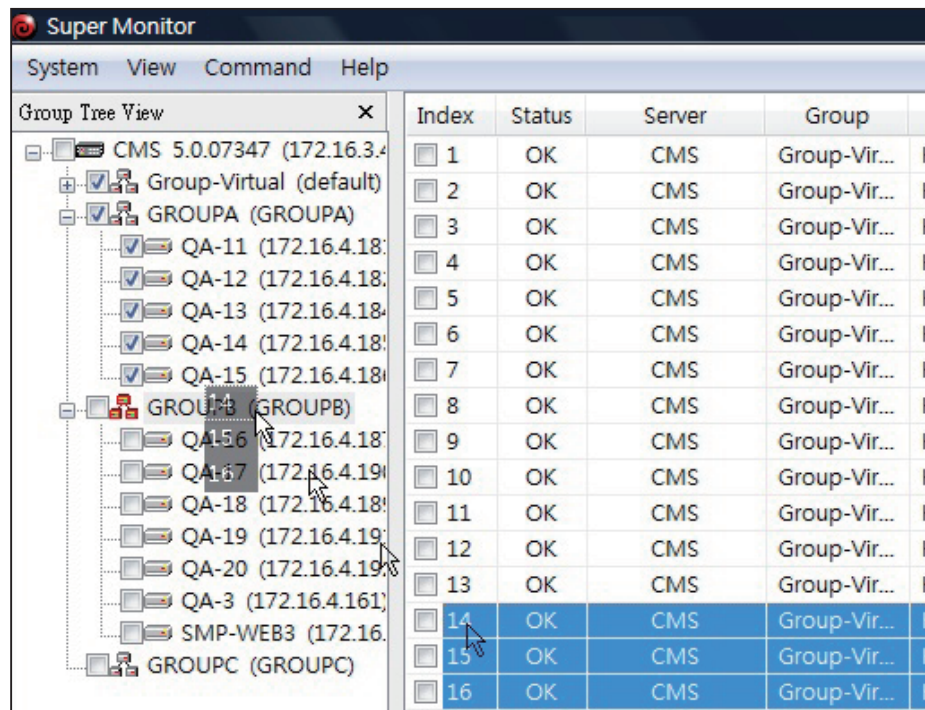
5-1 Move Player between Groups and Servers

★ NOTE

Before you drag players, you must remove player from "Status View" (Uncheck Index box). If player is doing content update (Synchronizing), you cannot finish drag-n-drop operation either.

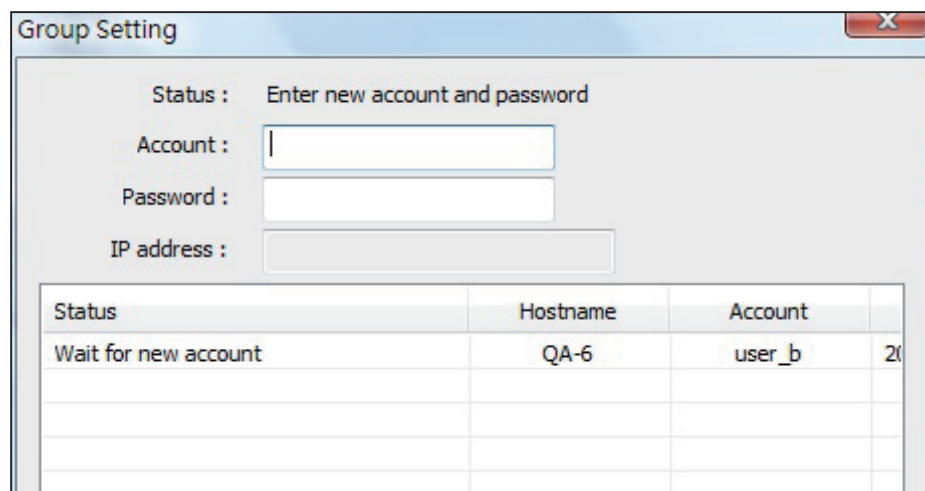


You can drag-n-drop players between different groups and servers to change player's settings.



Once you drop player(s) to a new group, the SMP's settings about "Media Folder" will be changed accordingly.

If you drag-n-drop players to different CMS server or Group, you will be prompt to change the username, password, or other settings if necessary.



You can enter a new account, password and server's IP address (if necessary) here.

6. "Status View" - Check System Information

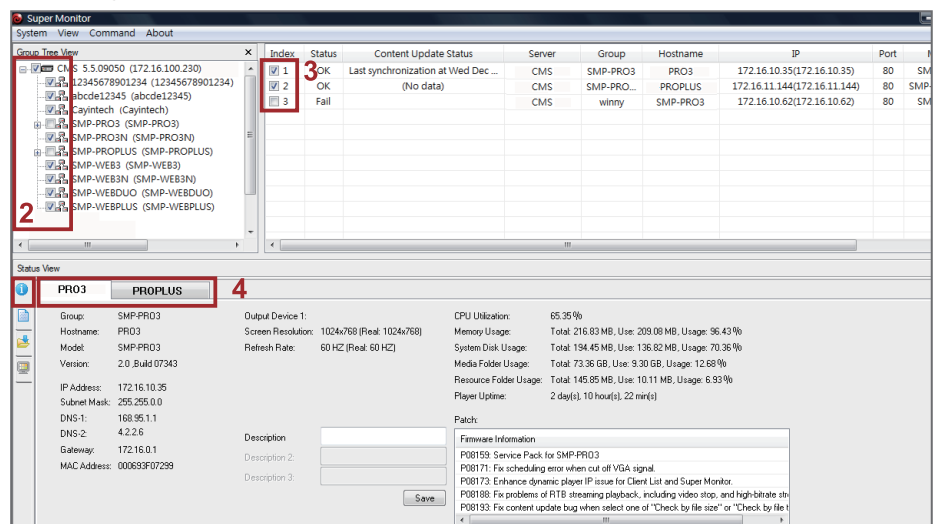
With the help of Super Monitor, you can remotely check the information of the system, network and CPU usage of each SMP player. You do not need to login the Web Manager of each player to check the information.

It takes a few seconds for Super Monitor to receive the live SMP player's information through network. Please wait a moment until the player's data appear on the screen. We do not suggest you concurrently open more than 8 players in Super Monitor, which will intensively increases the network and system loads and thus retard the system response.

★ NOTE
The maximum number of player in "Status View" is 16.

6-1 Information Page

1. Start Super Monitor and login.
2. Tick check-box in "Group Tree View" to display player basic information and status in "Player View".
3. Tick check-boxes of players in "Player View". The information [pages] of the players will be displayed in the window of "Status View".
4. Click on the page title of an SMP player in "Status View" window to check its information regarding system, group, network, CPU and RAM usages, etc.



6-2 Log page

You can retrieve SMP player's Log record and view it in Super Monitor.

1. Start Super Monitor and login
2. Tick the check-box in **"Group Tree View"**.
3. Tick the check-box in **"Player View"** to select SMP players. The information pages of the players will be displayed in the window of **"Status View"**.
4. Select an SMP player in **"Status View"** window.
5. Click on the icon **[Log]** on the left to check the log record of that player.

The screenshot shows the Super Monitor interface with two main windows. The top window is 'Group Tree View' and the bottom is 'Status View'.

Group Tree View: A tree structure of SMP players. A red box labeled '2' highlights the entire tree. A red box labeled '1' highlights the checkboxes for the first two items: '12345678901234 (12345678901234)' and 'abcde12345 (abcde12345)'. A red box labeled '3' highlights the checkboxes for the first two items in the table below.

Index	Status	Content Update Status	Server
1	OK	Last synchronization at Wed Dec ...	CMS
2	OK	(No data)	CMS
3	Fail		CMS

Status View: The 'PRO3' player is selected. A red box labeled '4' highlights the 'PRO3' tab. A red box labeled '5' highlights the 'Log' icon (a document with a magnifying glass) on the left sidebar.

Date / Time	Type	Category	Message
Sat Feb 28 09:24:36 2009	INFORMATION	Playback	[PROPLUS3]: BILLING: 0/e-menu/images/index_14.gif; 3
Sat Feb 28 09:24:39 2009	INFORMATION	Playback	[PROPLUS3]: BILLING: 0/e-menu/images/space.gif; 3
Sat Feb 28 09:24:40 2009	INFORMATION	Playback	[PROPLUS3]: BILLING: Bridgestone.wmv; 47
Sat Feb 28 09:24:42 2009	INFORMATION	Playback	[PROPLUS3]: PLAYBACK: Play Qoo.mpg
Sat Feb 28 09:24:42 2009	INFORMATION	Playback	[PROPLUS3]: BILLING: 0/image/1.jpg; 3
Sat Feb 28 09:24:45 2009	INFORMATION	Playback	[PROPLUS3]: BILLING: 0/SHU/images/p3_01.jpg; 3

Export: Export log records to a text file.

★ NOTE

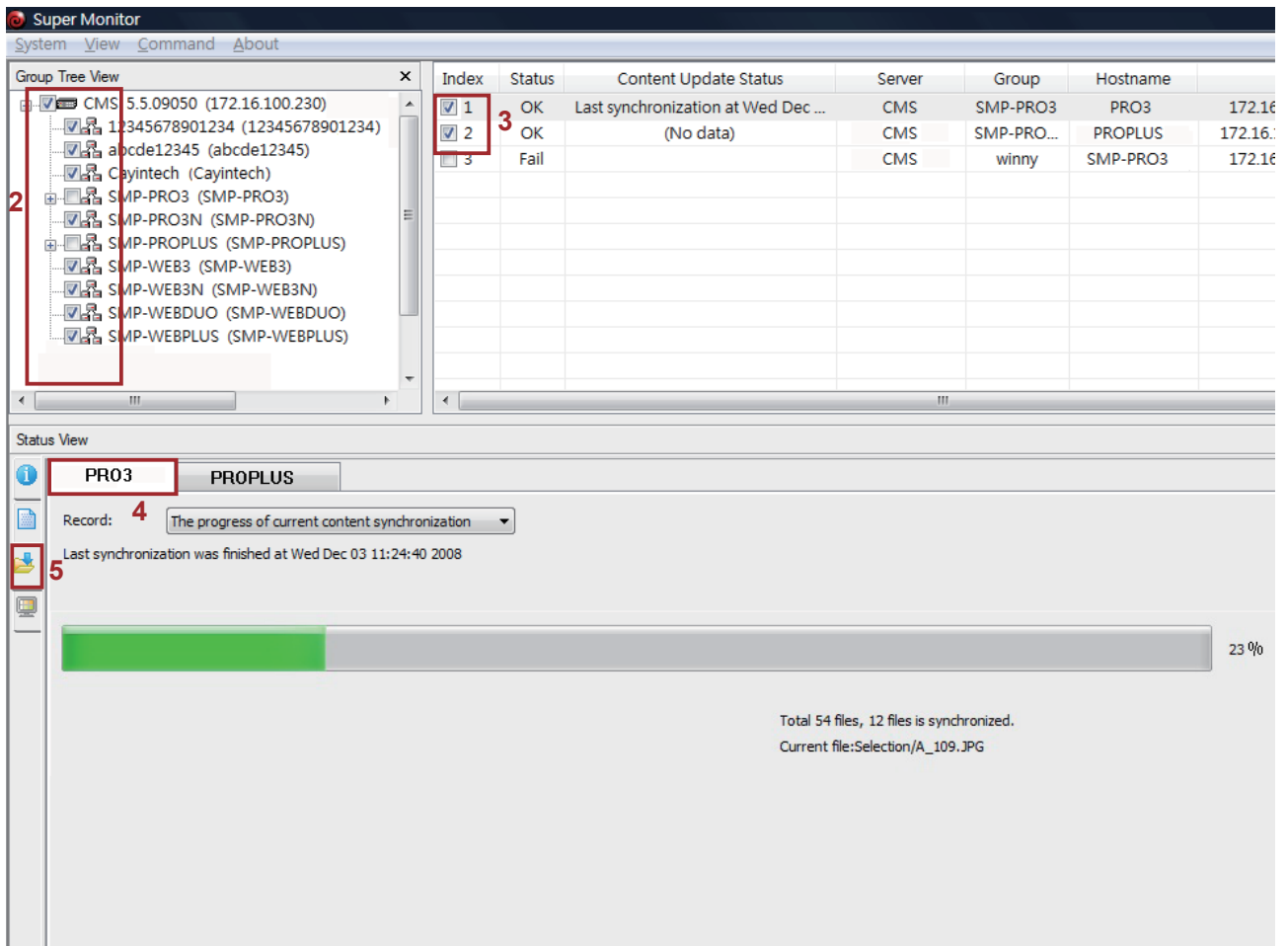
The keyword is case sensitive.

Text Filter: Search keyword in log records. Enter a keyword in the edit box (e.g. BILLING) and click **[Start]**.

6-3 Content Update Status Page

SMP players update their contents from CMS server according to settings. To check the status of content update for a specific SMP player on real-time basis, you can follow the steps below.

1. Start Super Monitor and login
2. Tick the check-box in **"Group Tree View"**.
3. Tick the check-box in **"Player View"** to select SMP players. The information pages of the players will be displayed in the window of **"Status View"**.
4. Select an SMP player in **"Status View"** window.
5. Click on the icon **[Content Update Information]** on the left to check the content download status of that player.

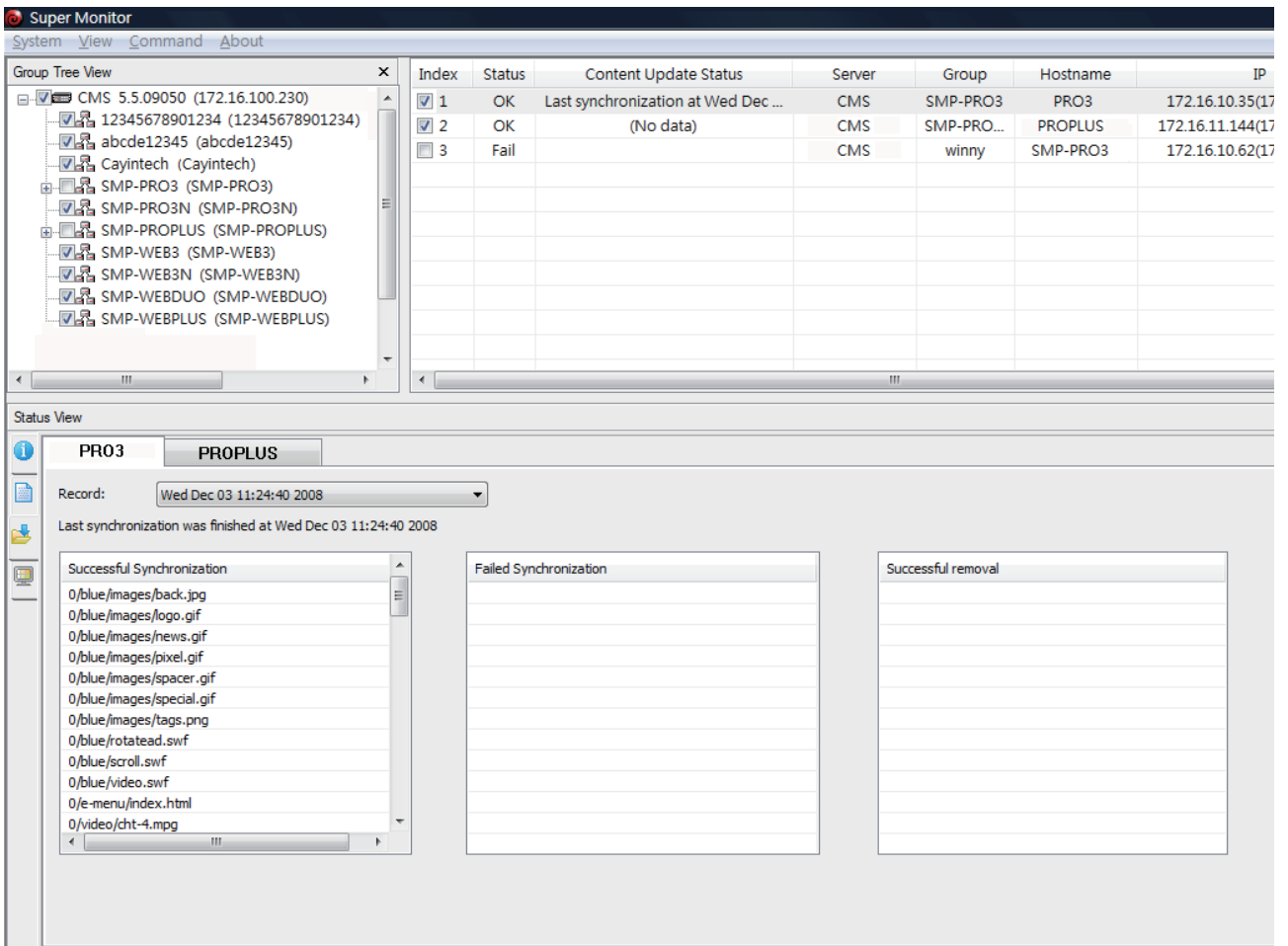


The screenshot shows the Super Monitor interface. The top window is titled "Super Monitor" and contains a "Group Tree View" on the left and a table on the right. The "Group Tree View" shows a tree structure of CMS servers and SMP players. The table on the right has columns: Index, Status, Content Update Status, Server, Group, and Hostname. The table contains three rows of data. The second row is selected, and its status is "OK".

Index	Status	Content Update Status	Server	Group	Hostname
1	OK	Last synchronization at Wed Dec ...	CMS	SMP-PRO3	PRO3 172.16.
2	OK	(No data)	CMS	SMP-PRO...	PROPLUS 172.16.
3	Fail		CMS	winny	SMP-PRO3 172.16.

The bottom window is titled "Status View" and shows the status for the selected player "PRO3". It has a "Record" field with the value "4" and a dropdown menu. Below that, it shows "Last synchronization was finished at Wed Dec 03 11:24:40 2008". A progress bar shows 23% completion. At the bottom, it says "Total 54 files, 12 files is synchronized. Current file: Selection/A_109.JPG".

Picture: While content is updating (Synchronizing)



Picture: Check history records of content update (synchronizing).

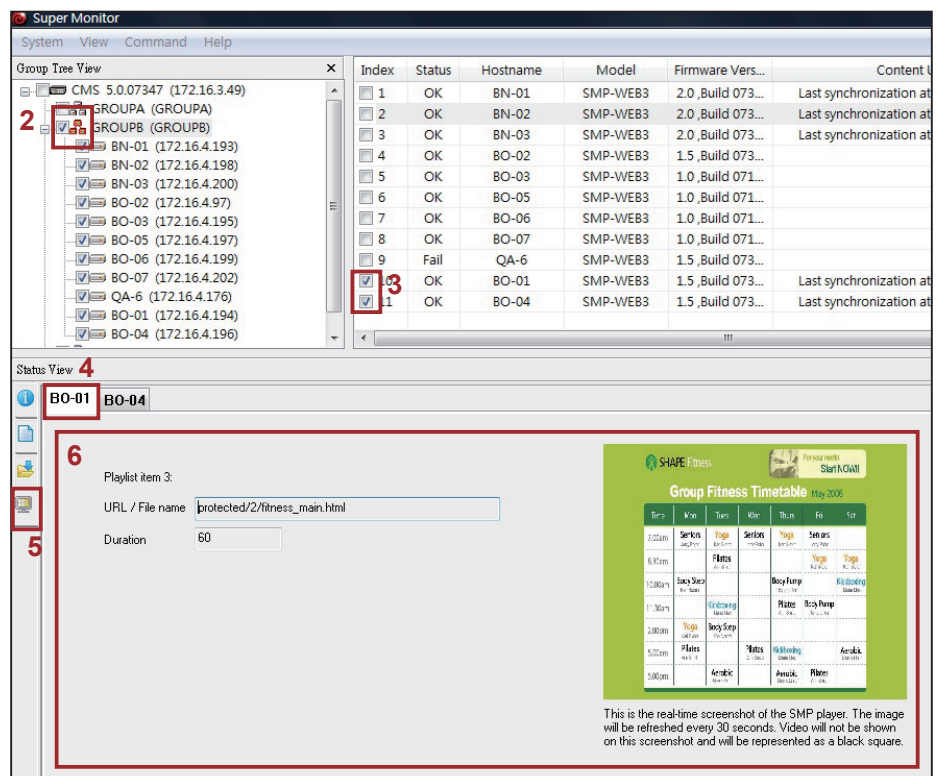
6-4 Playback Information

SMP players playback media content files according to your planned playlist. To check the playing file information of a specific SMP player on real-time basis, you can follow the steps below.

1. Start Super Monitor and login
2. Tick the check-box in **"Group Tree View"**.
3. Tick the check-box in **"Player View"** to select SMP players. The information pages of the players will be displayed in the window of **"Status View"**.
4. Select an SMP player in **"Status View"** window.
5. Click on the icon of **[Content Playback Information]** on the left to check the content playback status of that player.
6. You can see SMP's current playlist on the left and a preview of screen on the right. The information refreshes every 30 seconds.

★ IMPORTANT

You cannot preview video playback in the preview window. It is normal if you see a black area on the video playback area. If you play video in full screen, then this preview feature won't work for you.



The screenshot displays the Super Monitor interface with several components highlighted by red boxes and numbers:

- 2:** A check-box in the Group Tree View for the selected player.
- 3:** A check-box in the Status View for the selected player.
- 4:** The selected player name (BO-01) in the Status View header.
- 5:** The Content Playback Information icon in the left sidebar.
- 6:** The Content Playback Information window, which includes:
 - Playlist item 3
 - URL / File name:
 - Duration:
 - A real-time screenshot of the SMP player showing a "Group Fitness Timetable" for May 2008.

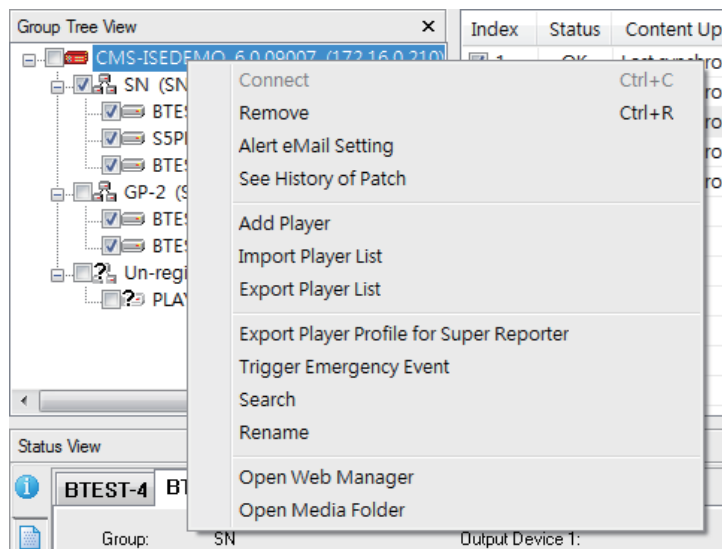
The real-time screenshot shows a fitness timetable with columns for days of the week and rows for time slots (e.g., 7:25am, 8:35am, 10:00am, 11:30am, 1:00pm, 2:00pm, 5:20pm, 5:00pm). Activities include Yoga, Pilates, Body Step, and Aerobic.

This is the real-time screenshot of the SMP player. The image will be refreshed every 30 seconds. Video will not be shown on this screenshot and will be represented as a black square.

7 .Operation and Commands

7-1 Commands about Server

You can execute some command for SMP or CMS by command menu or right click on CMS or SMP.

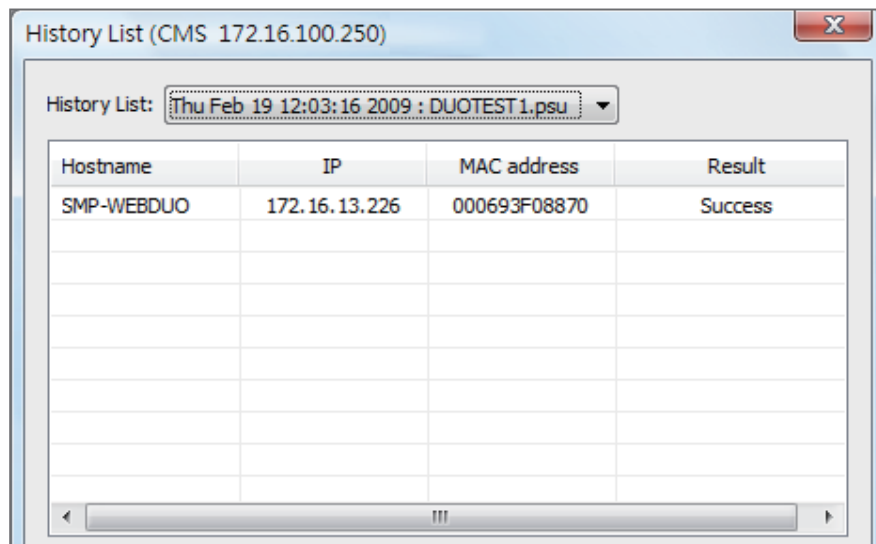


Connect: If a CMS server is disconnected, you can use “**Connect**” command to re-connect the server.

Remove: Remove disconnected CMS from Super Monitor.

Alert eMail Setting: You can configure Mail recipients when SMP players disconnect or the connection is resumed. Please refer to section 7-5 for detailed configuration.

See History of Patch: You can check the historical records of patch update for all SMP players in the selected CMS server.



Add Player: You can add a non-existent or un-registered player to a pseudo group, named “**Un-registered**”. Enter the player’s hostname. After the player is registered, the item will be removed from the “**Un-registered**” folder and move to its real group.

Export Player List: After you use “**Add Player**” function to add the players to Super Monitor, those players which haven’t registered will be stored in the “**Un-registered**” folder. Via “**Export Player List**”, you can only export those players which are still in the “**Un-registered**” folder for backup and future use.

Import Player List: After you use the function, “**Export Player List**”, to export player list, you can import the list to other CMS servers by using “**Import Player List**”.

Export Player Profile for Super Reporter: You can export player information to a Super Reporter’s player profile and import it to Super Reporter later, so that you don’t need to enter the information again. Please refer to section 7-6 for detailed configuration.

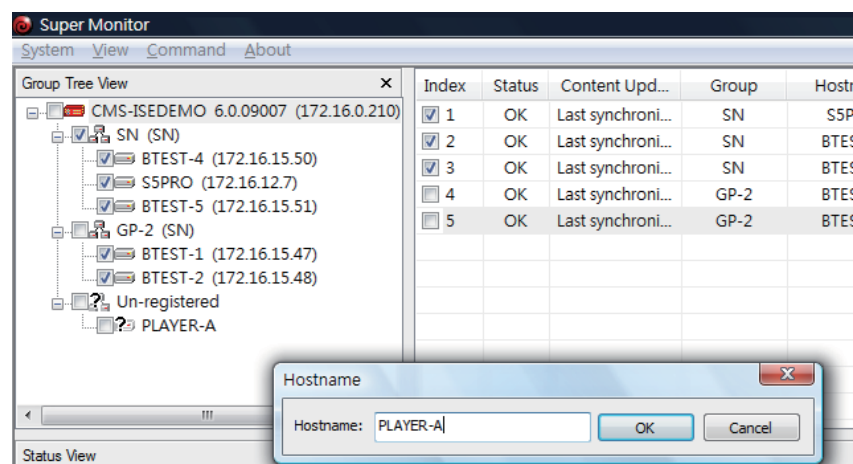
Trigger Emergency Event: You can trigger an emergency event on a CMS server from here.

★ **NOTE**

The keyword is case sensitive.

Search in All Servers/Search: You can search players by entering a keyword here, and the system will search for the matches in all fields in the “**Player View**”. The search result will be displayed in “**Player View**”.

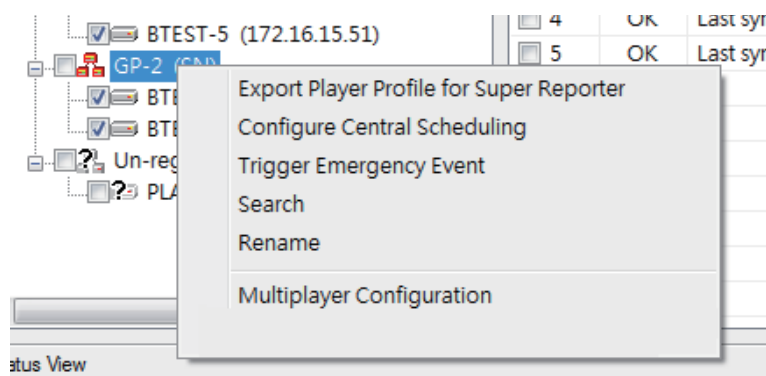
Rename: Rename CMS’s hostname.



Open Web Manager: When you click on a CMS server, you can open the Web Manager of that selected CMS server by clicking on [**Open Web Manager Command**].

Open Media Folder: Open CMS's Media Folder by Windows® File Explorer.

7-2 Commands about Group



Export Player Profile for Super Reporter: You can export player information to a Super Reporter's player profile and import it to Super Reporter later, so that you don't need to enter the information again. Please refer to section 7-6 for detailed configuration.

Configure Central Scheduling: Configure the settings of CMS's Central Scheduling function and manage players by Group. Please refer to chapter 8 for detailed configuration.

Trigger Emergency Event: You can trigger an emergency event on a CMS server from here.

★ NOTE

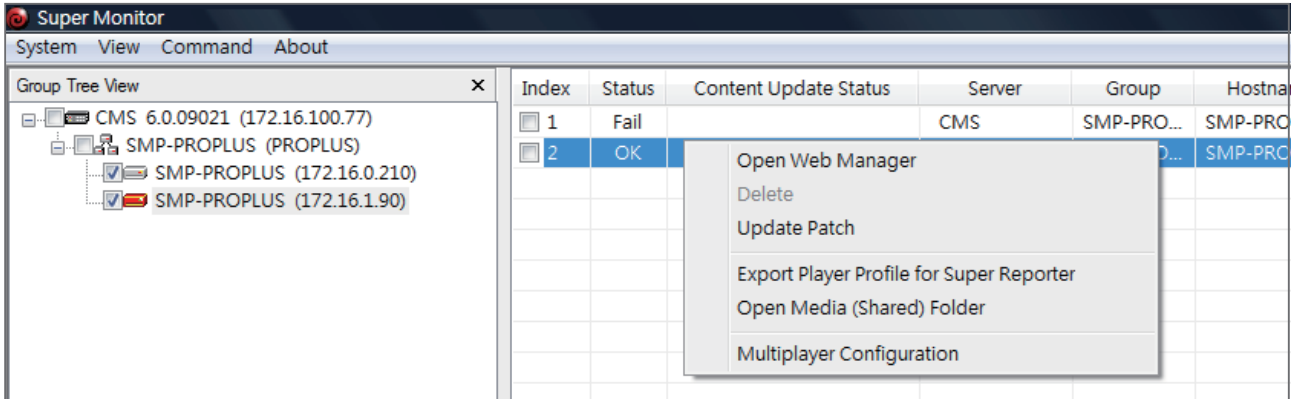
The keyword is case sensitive.

Search: You can search players by entering a keyword here, and the system will search for the matches in all fields in the "**Player View**". The search result will be displayed in "**Player View**".

Rename: Rename the name of the group.

Multiplayer Configuration: You can configure several players at one time by this command. Please refer to section 7-7 for detailed configuration.

7-3 Commands about Player



Open Web Manager: When you click on a SMP player, you can open the Web Manager of that selected SMP player by clicking on "**Open Web Manager**".

Delete: Remove disconnected SMP from Super Monitor.

Upload Patch: You can upload SMP patches via Super Monitor. Please refer to section 7-4 for detailed configuration.

Export Player Profile for Super Reporter: You can export player information to a Super Reporter's player profile and import it to Super Reporter later, so that you don't need to enter the information again. Please refer to section 7-6 for detailed configuration.

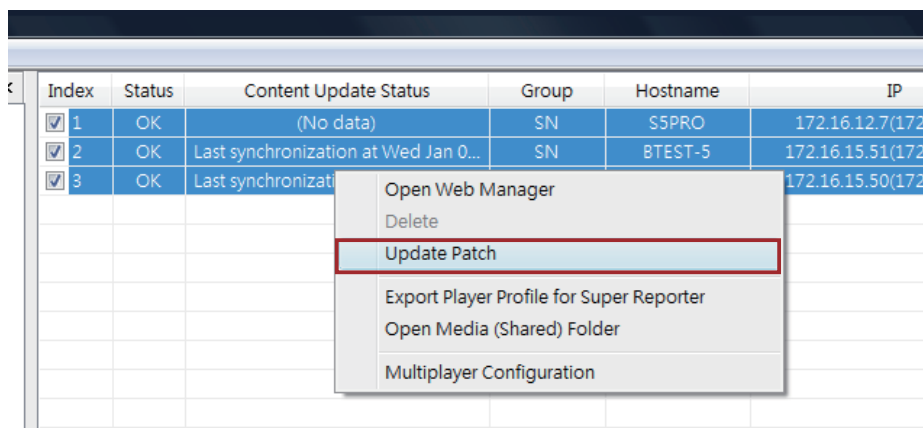
Open Media (Shared) Folder: Open SMP's Media Folder by Windows® File Explorer.

Multiplayer Configuration: You can configure several players at one time by this command. Please refer to section 7-7 for detailed configuration.

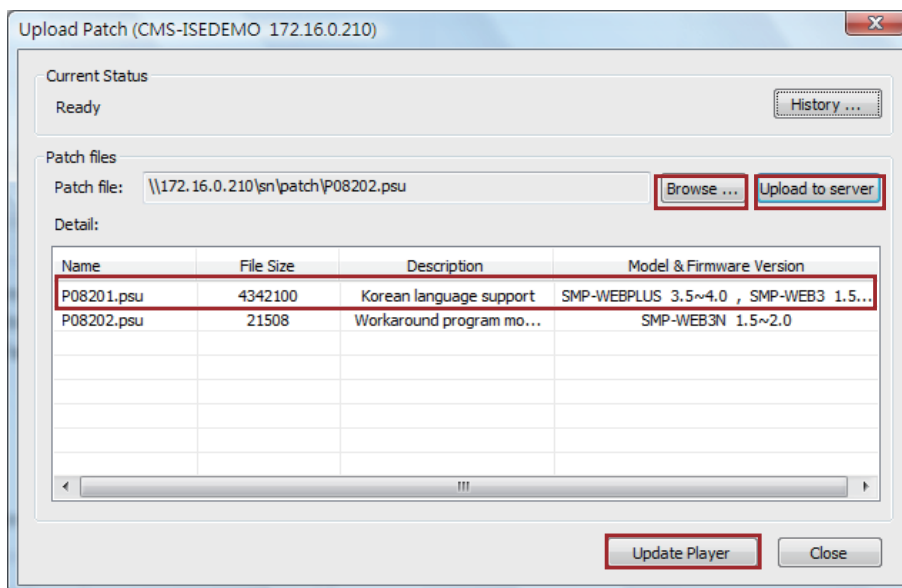
7-4 Patch Management

By using Super Monitor, you can upload patches to SMP player through CMS server. You must store patch files in CMS first; then select the stored patch files in CMS and update them to players.

1. Select one or more players at Player's View. Right click the mouse at the selected player(s) and choose **"Update Patch"**



2. Click on **[Browse...]**, select a patch file (.psu) from your PC, and click **[Upload to Server]**. Then, this patch file will be stored in the server for later use. You can check the uploaded patch files in the list box.

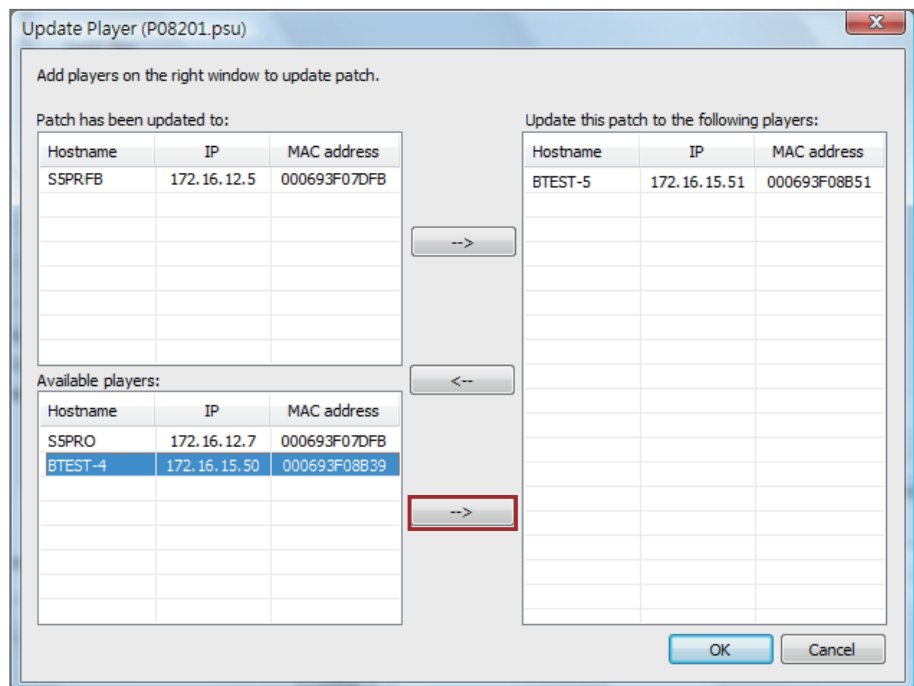


★ IMPORTANT

For security and safety, you can only upload the patch file one by one.

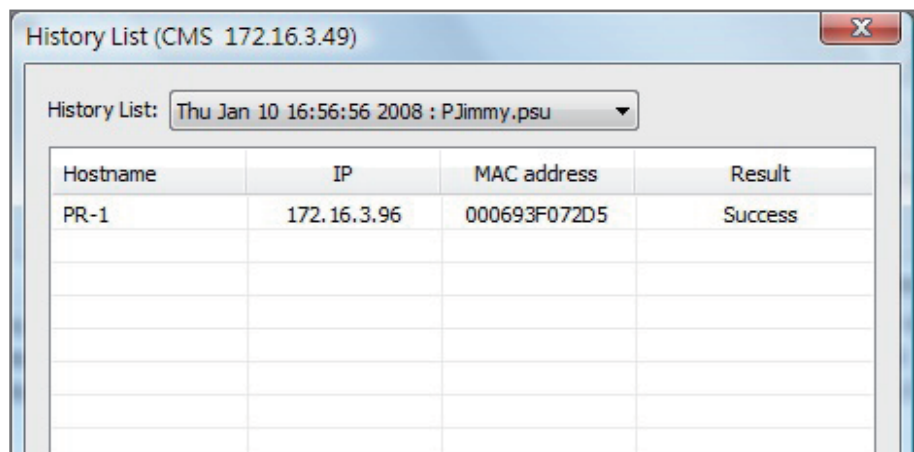
3. Then, select the patch file you want to update to the player, and then click **[Update Player]**.

- Super Monitor will show all SMP players which are controlled by the same CMS and can apply this selected patch. The system will automatically distinguish updated players and non-updated ones in two separated lists: **“Patch has been updated to”** and **“Available players”**. You can select the players which you want to apply this patch on the left-hand side and click [-->] button to add them to the right-hand column, **“Update this patch to the following players:”**.



★ NOTE
 Players that are incompatible with this patch will be filtered automatically.

- All the players added to the right column will apply this patch after you click [OK].
- After the patch is applied to the players, you can click on [History] button later to check the results of patch update.



★ IMPORTANT

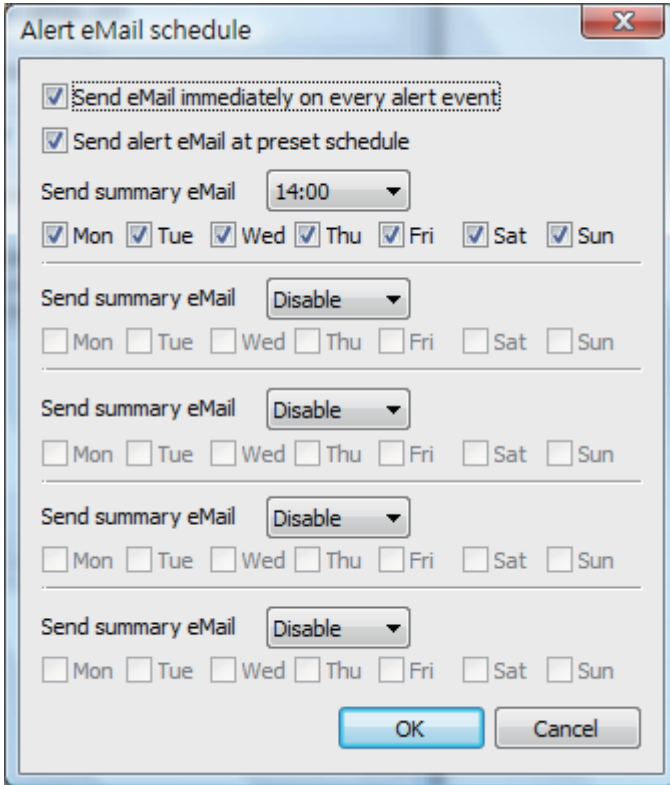
We only support SMTP authentication server. You must enter a valid Account and Password of your SMTP server.

7-5 Alert eMail Setting

After you enable mail alert, users assigned here will receive notification by email whenever the status of players is changed, e.g. from online to offline and vice versa.

You can either choose user default mail body or custom mail body. If you choose custom mail body, you can enter any email body text by yourself and click **[Insert Player Info]** to add the player information in the email body.

Alert eMail schedule:

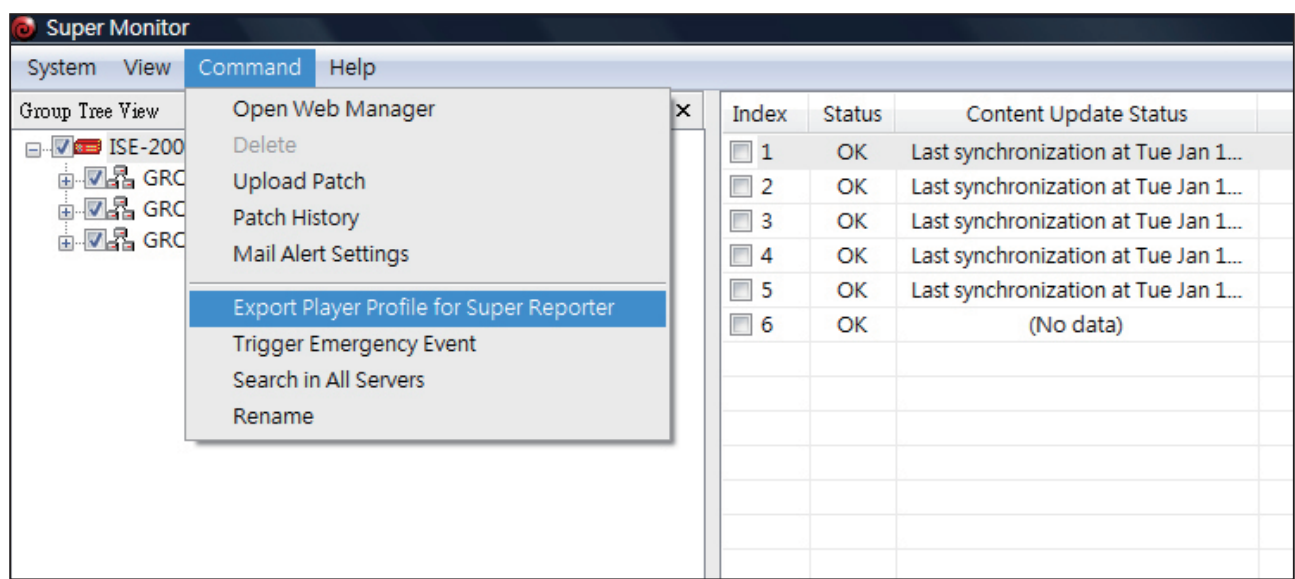


If you want to receive player's status at specific time, you can click **[Schedule]** to configure "Alert eMail Schedule". Choose "Send alert eMail at preset schedule" and enter at most 5 time and days to send summary eMail.

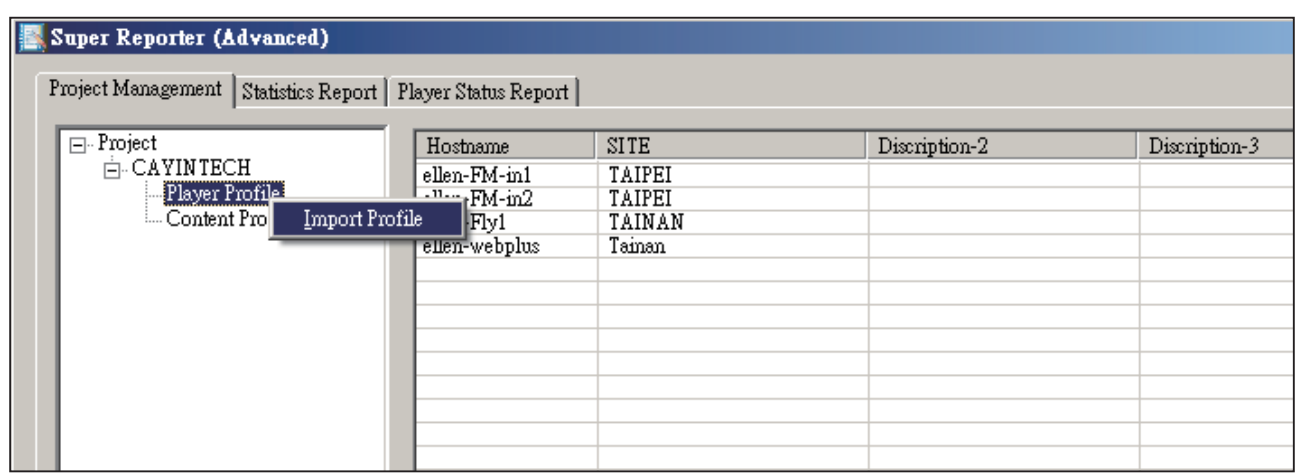
7-6 Export SMP Player's Profile (To Super Reporter)

If Super Reporter is also deployed in the project, you can export SMP player profiles established in Super Monitor and import it later in Super Reporter.

Select SMP players in the window of **"Player View"** and click on the pull-down menu: **"Command-->Export Super Reporter Player Profile"**. Give the file path and name, and then you can save the Profile (.ini).



In Super Reporter, you can import the SMP player profile by moving the mouse to **"Player Profile"**, clicking right button, and selecting **"Import Profile"**.

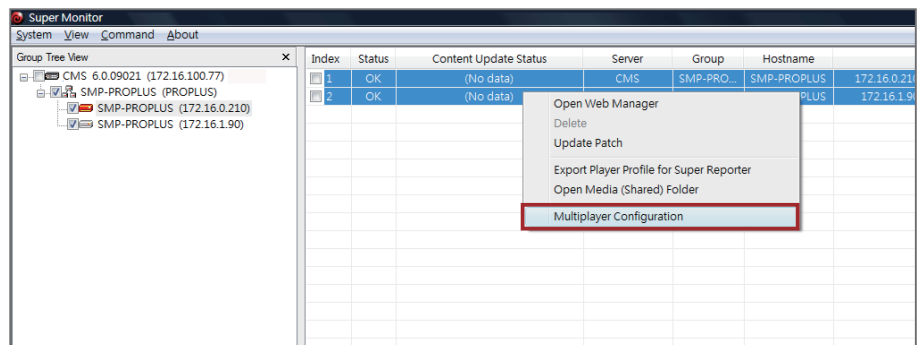


7-7 Multiplayer Configuration (Only support SMP-WEBDUO & SMP-PROPLUS)

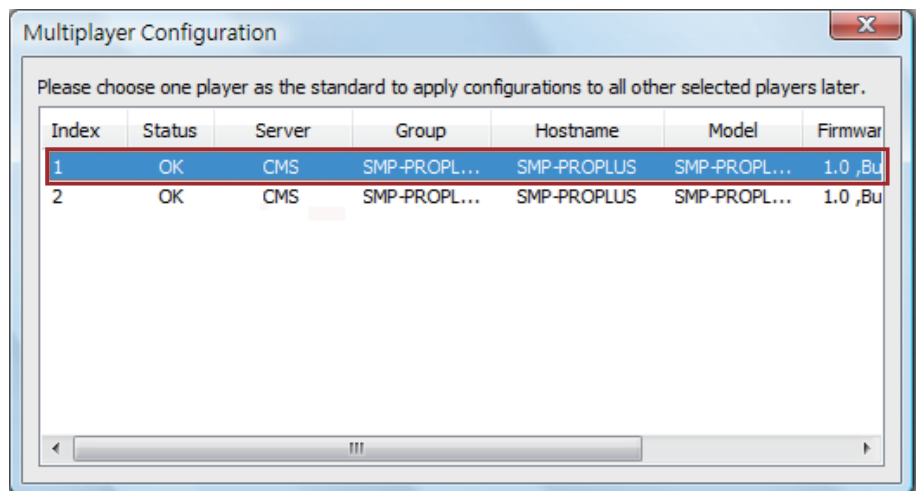
★ IMPORTANT
 To use Multiplayer Configuration, you must turn on CMS's FTP service.

If you want to configure several players altogether, you can use Multiplayer Configuration to configure most settings of SMP players.

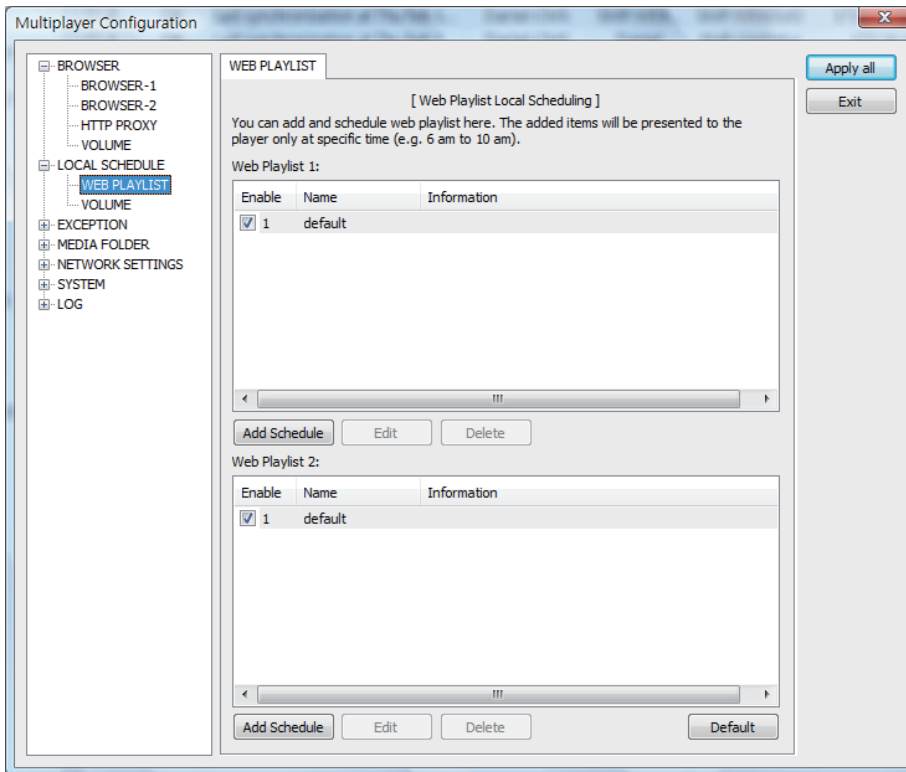
1. At Player's view, choose players with the same model and version. Then, right click the mouse and select **"Multiplayer Configuration"**



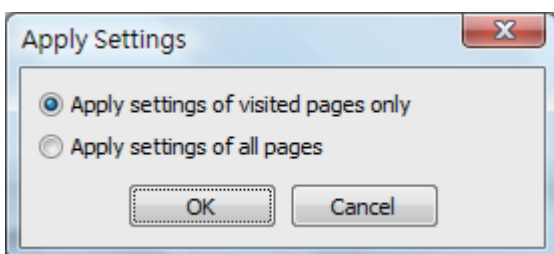
2. Choose one of the selected players as initial (default) configuration.



3. Choose the function you want to configure at tree view and change the settings.



4. After all settings are made, click **[Apply All]** to synchronize settings to all selected players.
5. You can either choose “**Apply settings of visited pages only**” or “**Apply settings of all pages**”. If you choose “**Apply settings of all pages**”, all settings of the benchmark player will be synchronized to all other players. For “**Apply settings of visited pages only**”, every item in the above Multiplayer Configuration window you ever click, no matter with or without changes, will be synchronized to all other players.



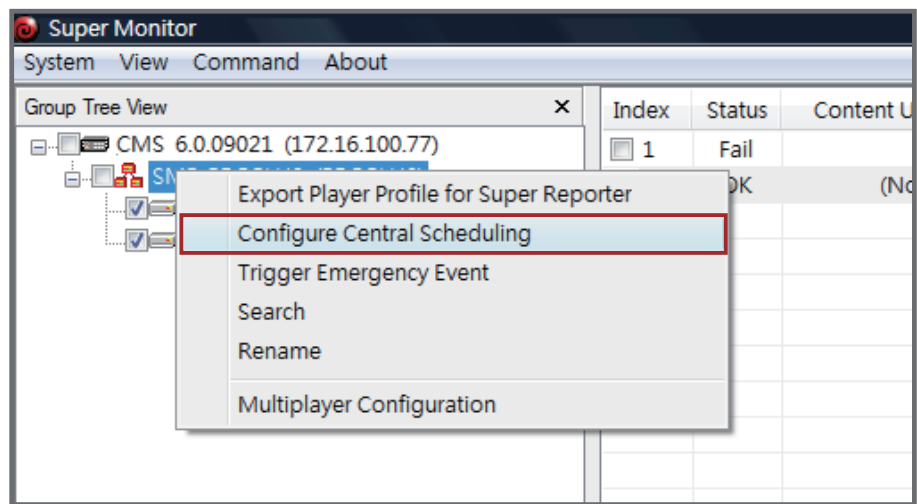
8. Central Scheduling (Only support CMS 6.0 or later)

★ IMPORTANT
 To use Central Scheduling, you must turn on CMS's FTP service.

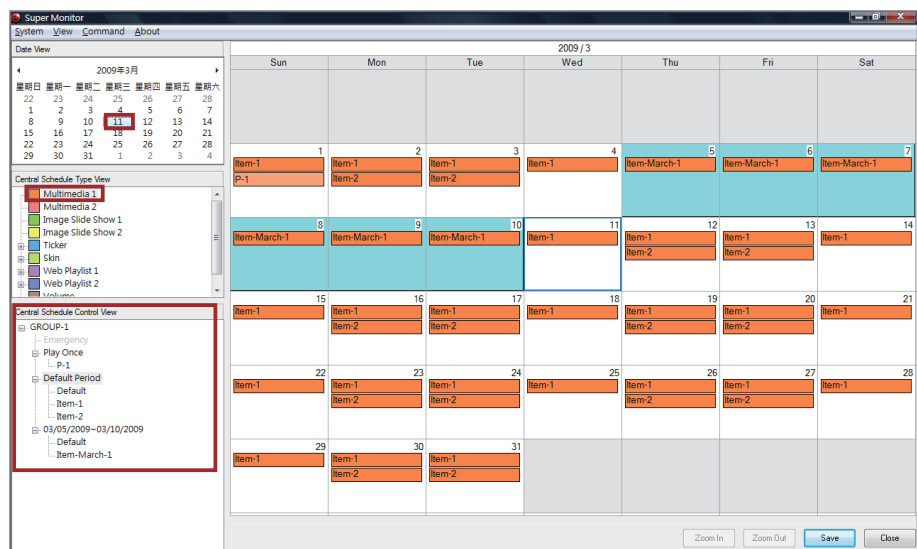
You can configure Central Scheduling from Super Monitor by weekly or monthly view on the calendar.

8-1 Edit Schedule

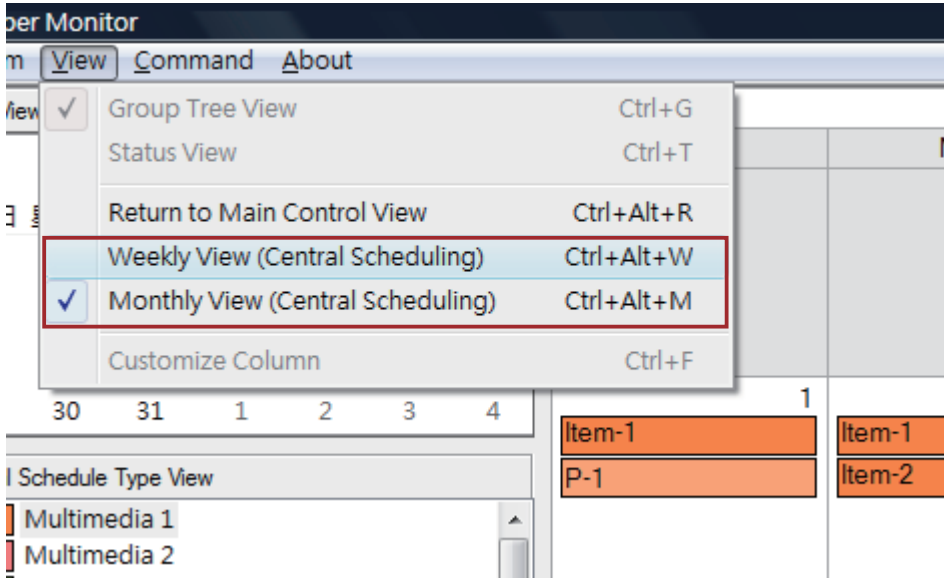
1. Select a group from Tree View and click the right mouse button. Choose "Configure Central Scheduling".



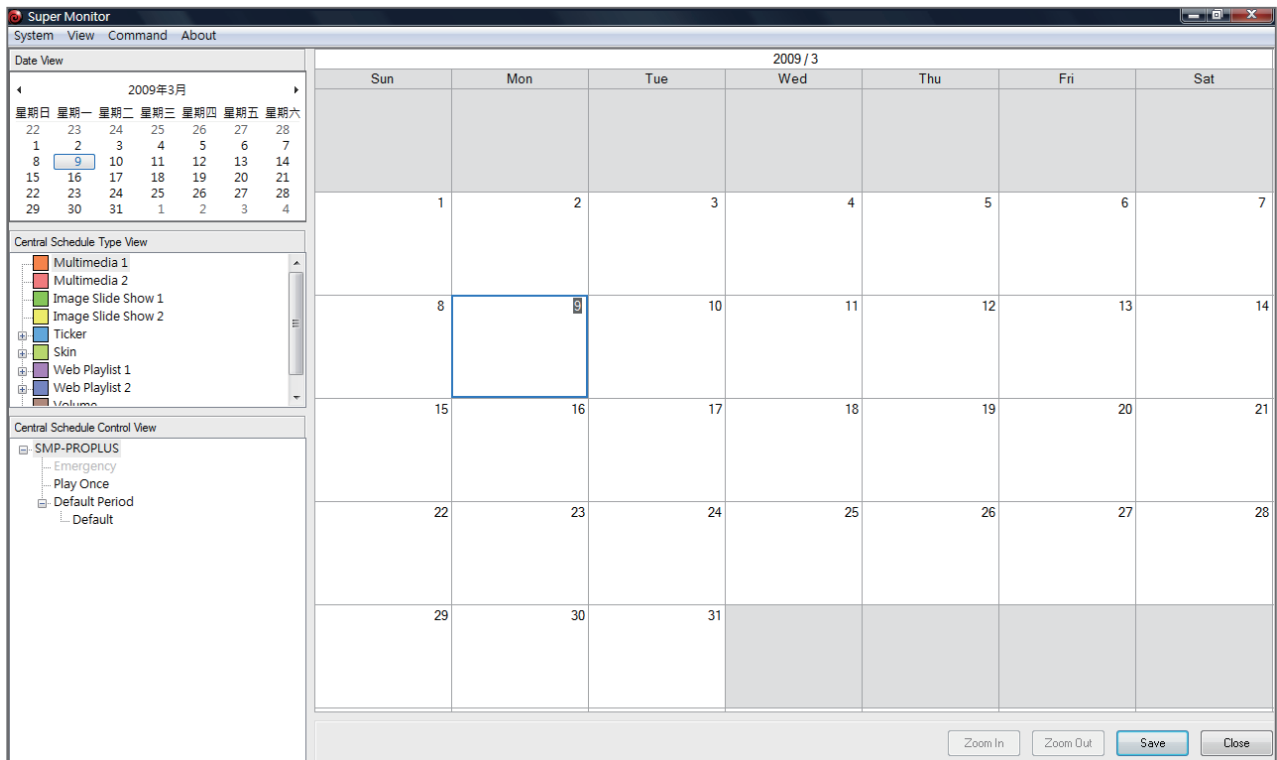
2. Choose a date from "Date View", and choose a schedule type from "Central Schedule Type View" (e.g. Multimedia 1). Then you can see the schedule in "Central Schedule Control View".



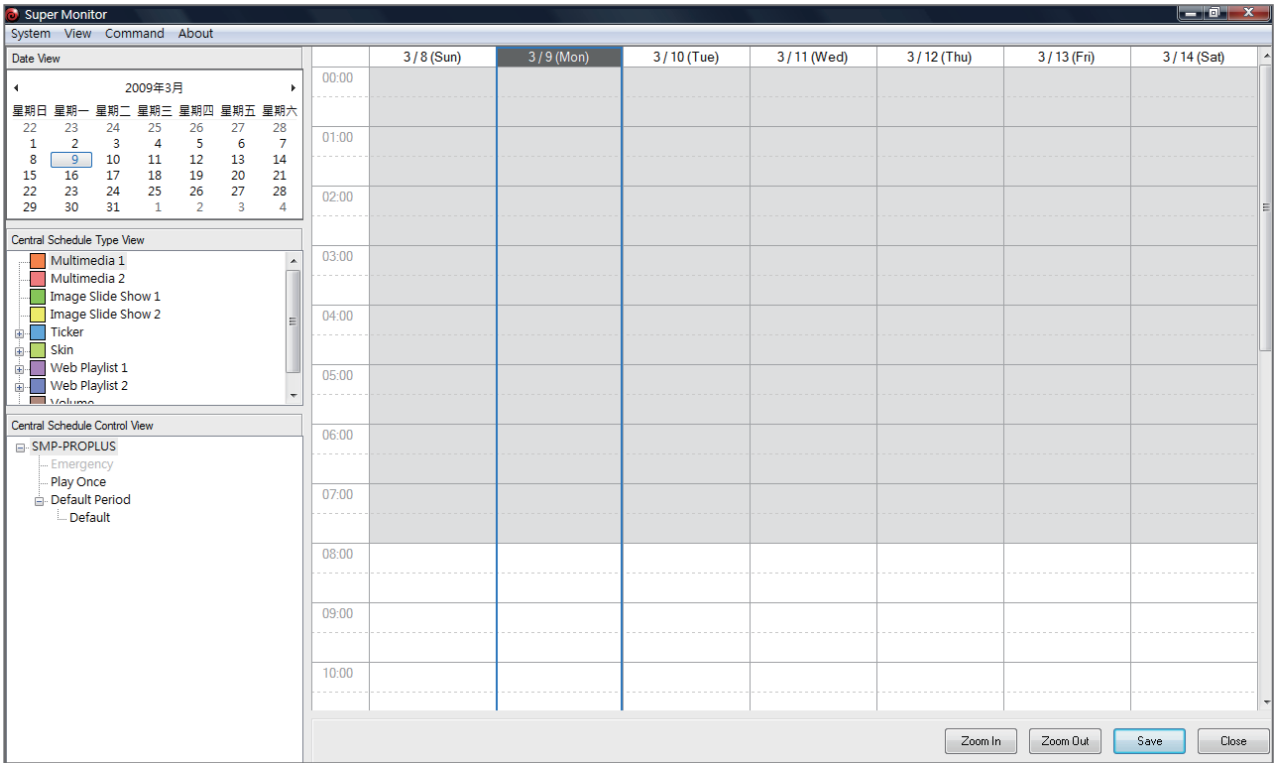
3. You can switch Monthly/Weekly View via the menu “**View**”.



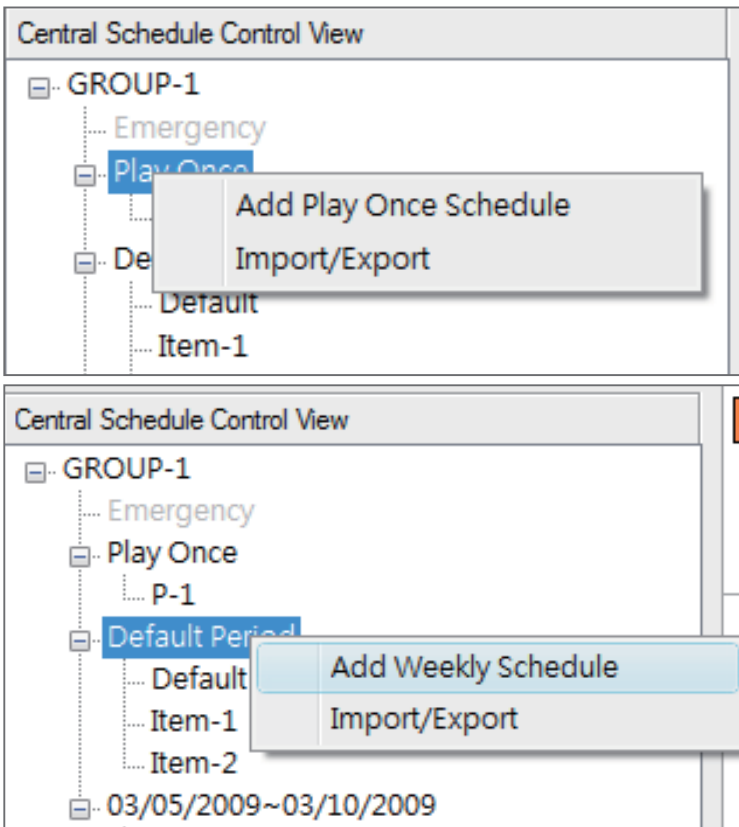
Monthly View



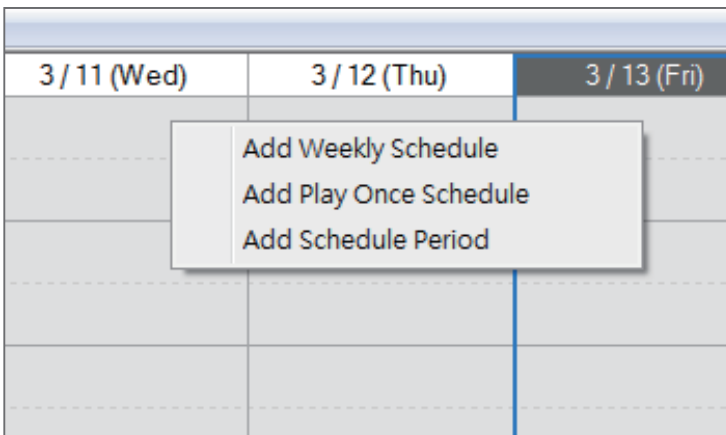
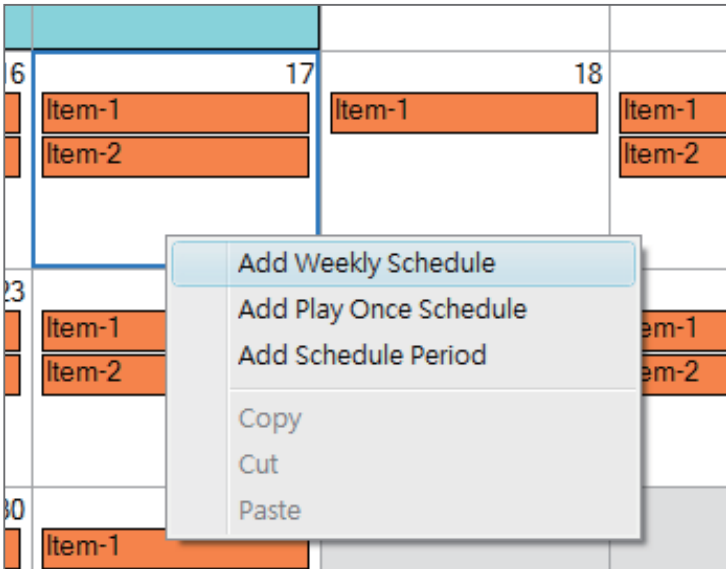
Weekly View



4. There are two ways to create a schedule item. You can create a Schedule item by right click on the node of **“Central Schedule Control View”**.



Or, you can just right/double click on a date on the calendar in either Monthly or Weekly view.



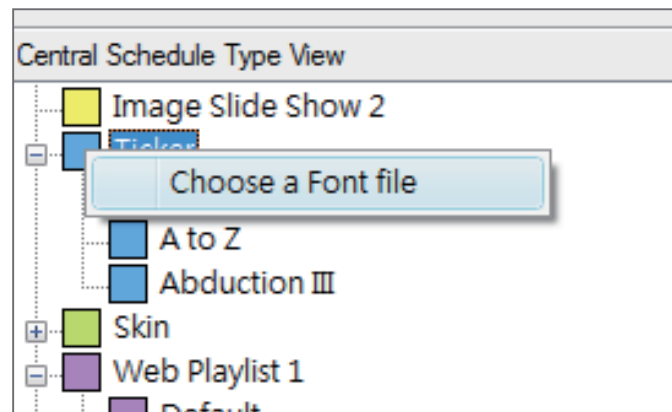
5. Click **[Save]**, and all settings here will be synchronized to the CMS server. If you don't want to save these changes, just click **[Close]** to leave **“Central Schedule View”**.

8-2 Edit Resource: Font

You can also manage resources like skin, web playlist, and fonts in Central Scheduling View.

Add Font

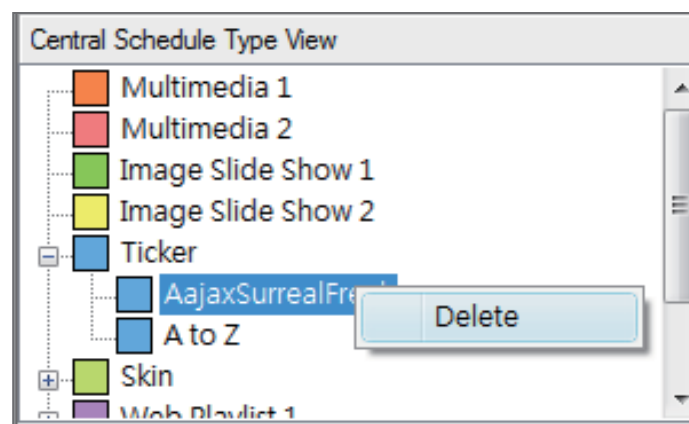
In “**Central Schedule Type View**”, right click on “**Ticker**”, and select “**Choose a Font File**”. Then, you can upload font files to CMS server, just as you upload fonts directly on CMS server. (CMS Web Manager -> RESOURCE MANAGEMENT -> FONT MANAGER).



Delete Font

After you add a font to the CMS server, you can see all uploaded font files in the “**Central Schedule Type View**”. If you want to delete a font, please right click on that font and click “**delete**”.

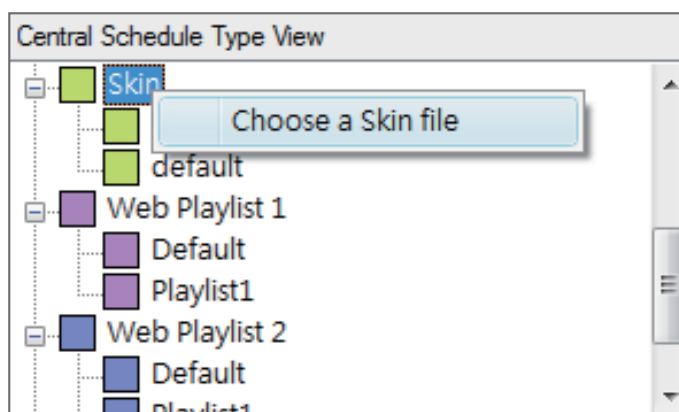
★ NOTE
 You cannot delete the font which is currently used in a schedule. You must remove this font from that schedule before you delete it.



8-3 Edit Resource: Skin

Add Skin

In “**Central Schedule Type View**”, right click on “**Skin**”, and select “**Choose a Skin file**”. Then, you can upload skin files to CMS server, just as you upload skins directly on CMS server. (CMS Web Manager -> RESOURCE MANAGEMENT-> SKIN MANAGER).

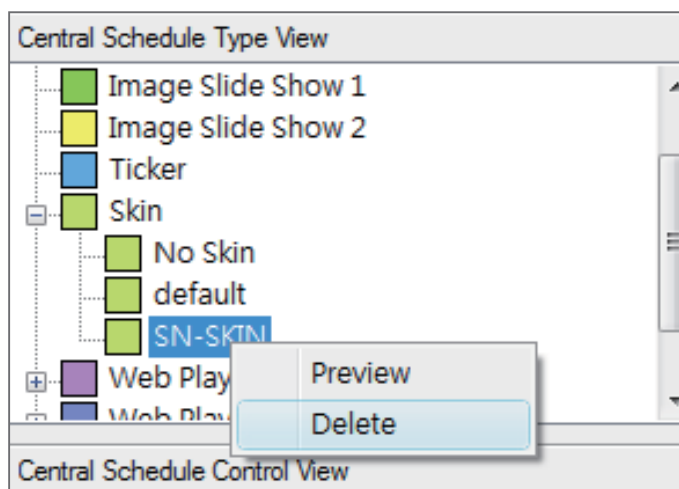


Delete Skin

★ NOTE

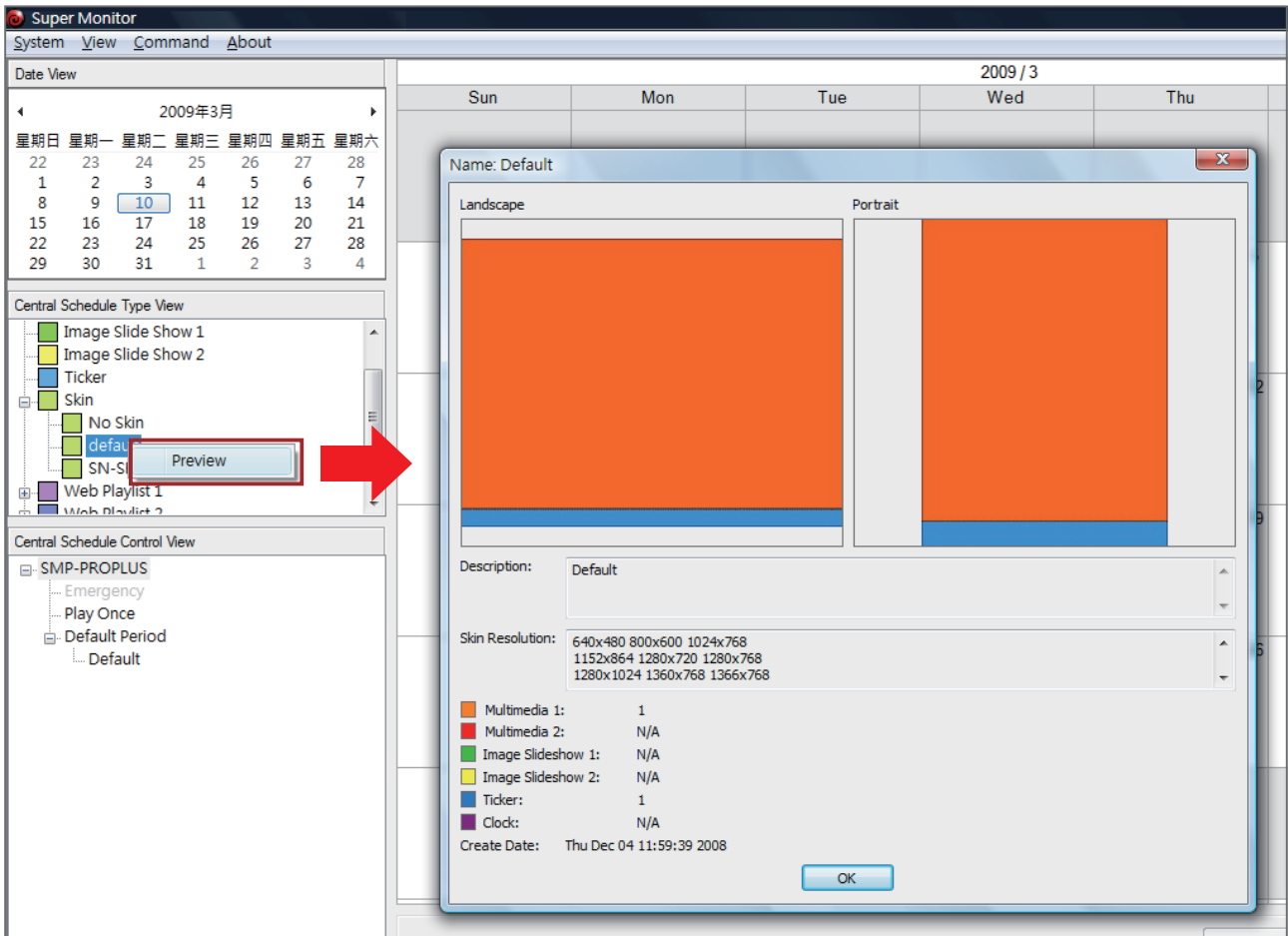
You cannot delete the skin which is currently used in a schedule. You must remove this skin from that schedule before you delete it.

After you add a skin to the CMS server, you can see all uploaded skin files in the “**Central Schedule Type View**”. If you want to delete a skin, please right click on that skin and click “**delete**”.



Preview

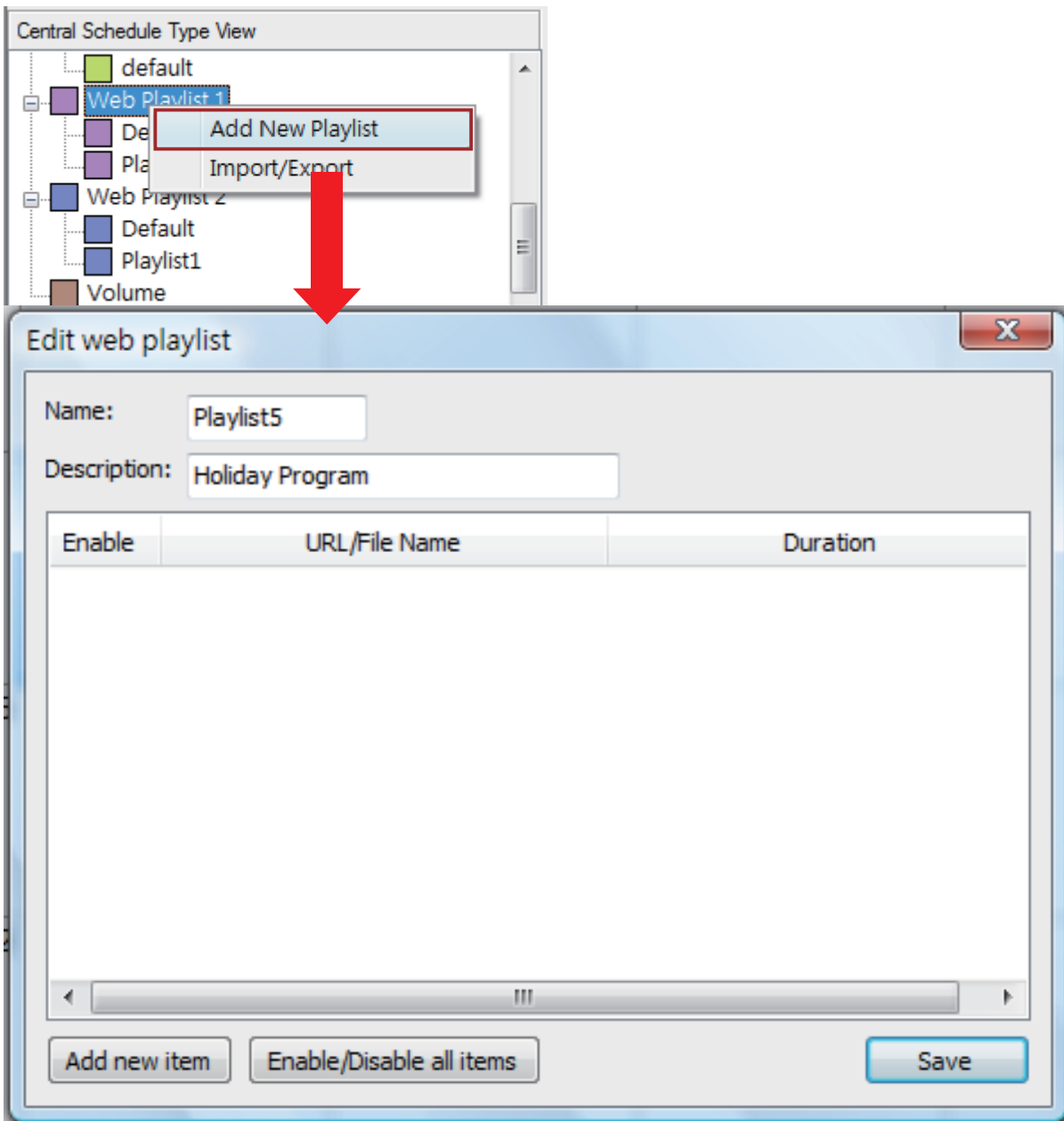
You can also preview the skin here.



8-4 Edit Resource: Web playlist

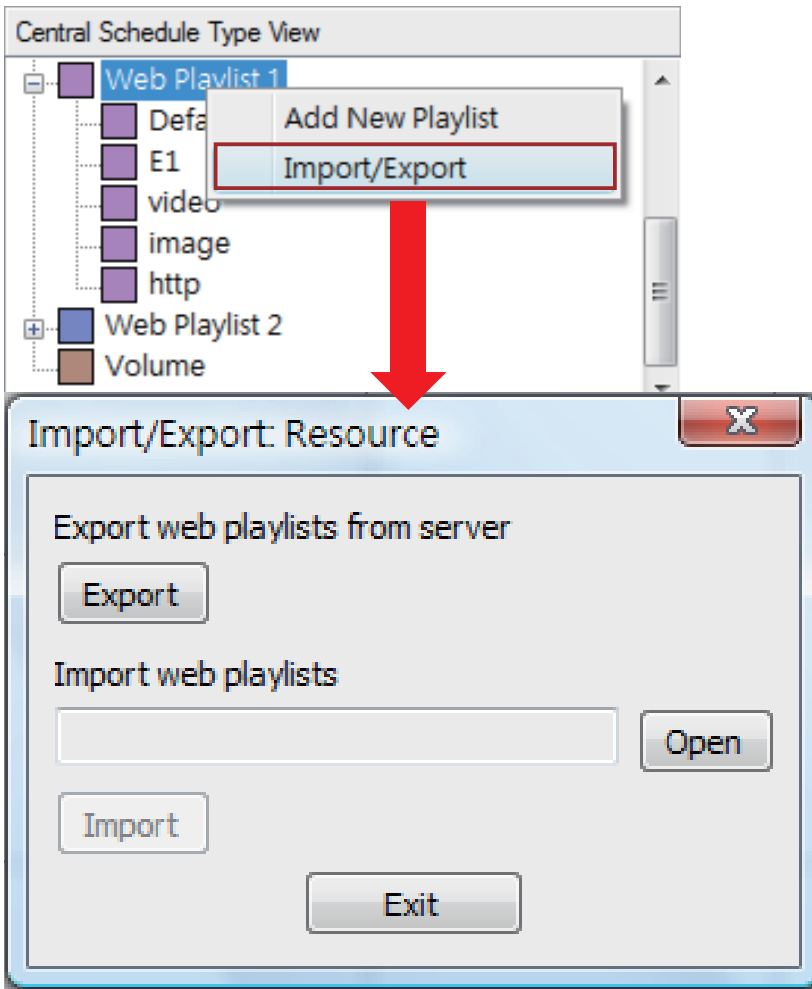
Add New Web Playlist

In “**Central Schedule Type View**”, right click on “**Web Playlist**”, and select “**Add New Playlist**”. Then, you can edit a new playlist and add items in that playlist on the pop-up window, just as you add a new web playlist directly on CMS server. (CMS Web Manager -> RESOURCE MANAGEMENT -> WEB PLAYLIST).



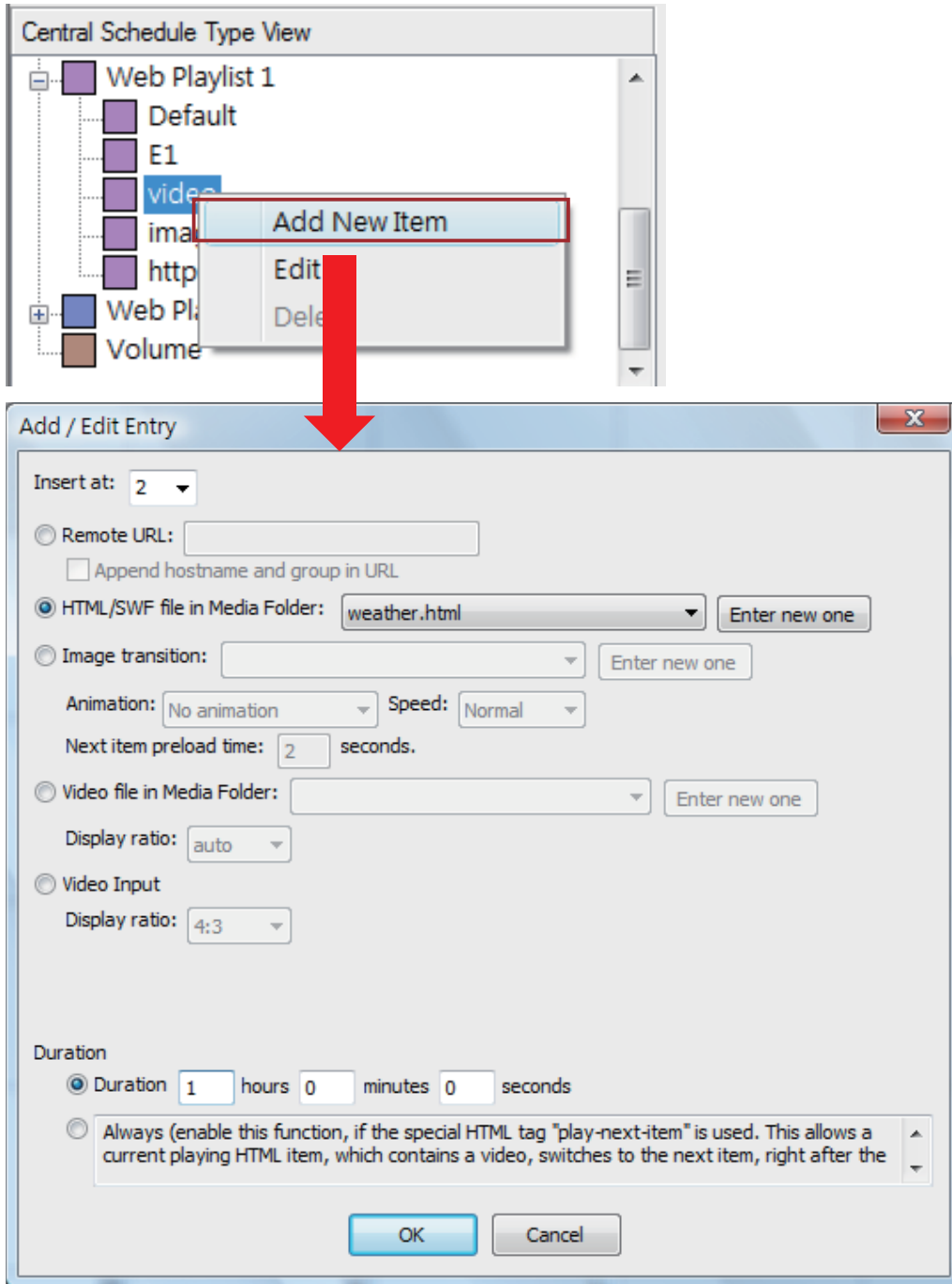
Import/Export Web Playlist

In “**Central Schedule Type View**”, right click on “**Web Playlist**”, and select “**Import/Export**”. Then, you can import web playlist file and also export playlists for future use without editing them one by one again.



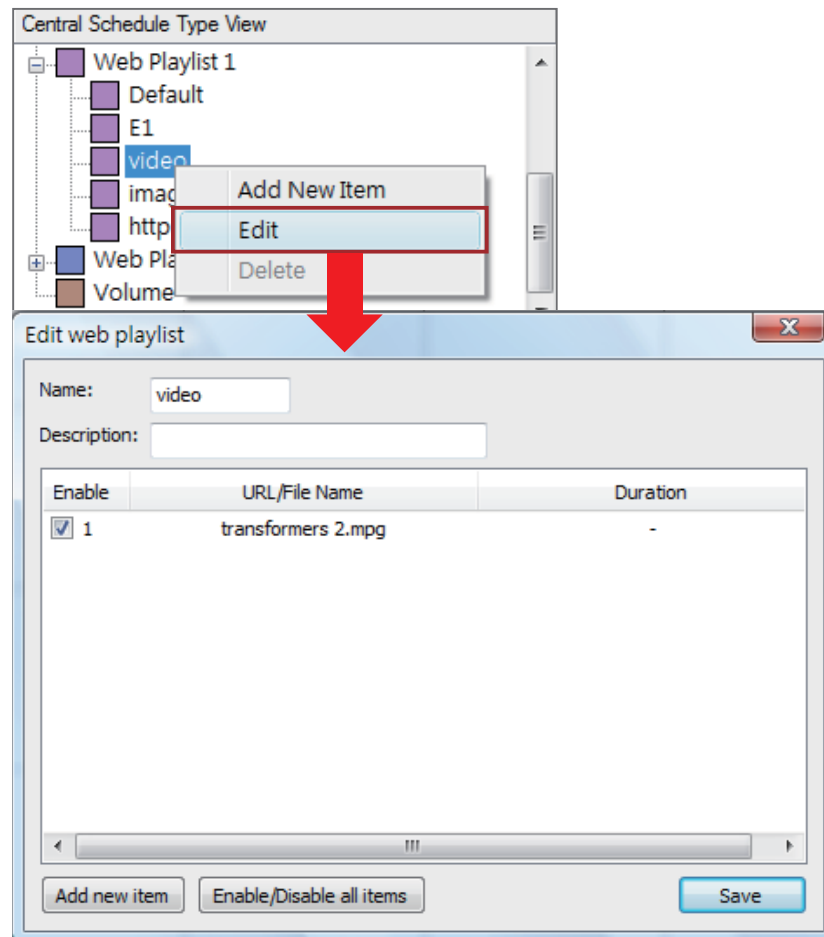
Add New Item in a Web Playlist

In “**Central Schedule Type View**”, right click on the playlist that you want to modify, and select “**Add New Item**”. Then, you can edit the content source and settings in the pop-up window.



Edit Web Playlist

In “**Central Schedule Type View**”, right click on the playlist that you want to modify, and select “Edit”. Then, you can add, delete, and edit the items in that playlist.



Delete Web Playlist

In “**Central Schedule Type View**”, right click on the playlist that you want to delete, and select “Delete”.

★ NOTE
 You cannot delete the web playlist which is currently used in a schedule. You must remove this web playlist from that schedule before you delete it.

