

SuperMonitor 3

Professional Digital Signage Management Software

User Manual



SuperMonitor 3

System View Command About

Group Tree View

Index	Status	Content Update Status	Server	Group	H
1	OK	Last synchronization at Mon Jan 1...	CMS	MyGroup-1	G1
2	Fail	Last synchronization at Sat Jan 16...	CMS	MyGroup-1	G1
3	OK	Last synchronization at Sat Jan 16...	CMS	MyGroup-2	G2-PR

Device 1: AUTO (Real: D:\I-1)

Resolution: 1024x768 (Real: 1024x768)

Refresh Rate: auto (Real: 60 HZ)

Device 2: AUTO (Real: Unknown)

Resolution: 1024x768 (Real: Unknown)

CPU Utilization: 8.91 %

Memory Usage: Total: 1002.71 MB, Use: 985.14 MB, Usage: 98.25 %

System Disk Usage: Total: 756.48 MB, Use: 756.48 MB, Usage: 100.00 %

Media Folder Usage: Total: 756.48 MB, Use: 756.48 MB, Usage: 100.00 %



About CAYIN

CAYIN Technology offers a complete portfolio of digital signage solutions, including media players, servers, and software, for various commercial applications, such as education, transportation, retail, hospitality, corporate use, and financial and public institutions. CAYIN is committed to being a reliable partner to its clients worldwide, and has successfully set up various application references internationally. In order to best facilitate the deployment of CAYIN products, the Company also provides tailored services to satisfy the ascending market demand for almost limitless applications.

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SuperMonitor 3 is the advanced management software dedicated for CAYIN digital signage network. As the Windows® based package software, SuperMonitor 3 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, Windows® Vista or Windows® 7

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: 30 MB for program and configurations

Compatible Firmware Version:

CMS: Version 6.5, 7.0, or later

SMP-WEBPLUS: Version 5.5, 6.0, or later

SMP-WEB3/WEB3N, SMP-PRO3/PRO3N: Version 3.5, 4.0, or later

SMP-WEB4, SMP-PRO4: Version 1.0, or later

SMP-WEBDUO, SMP-PROPLUS: Version 1.5, 2.0 or later

IMPORTANT

Please **DO NOT** use SuperMonitor with incompatible versions of servers and players. It will cause the instability of CMS and also malfunction of some functions.

NOTE

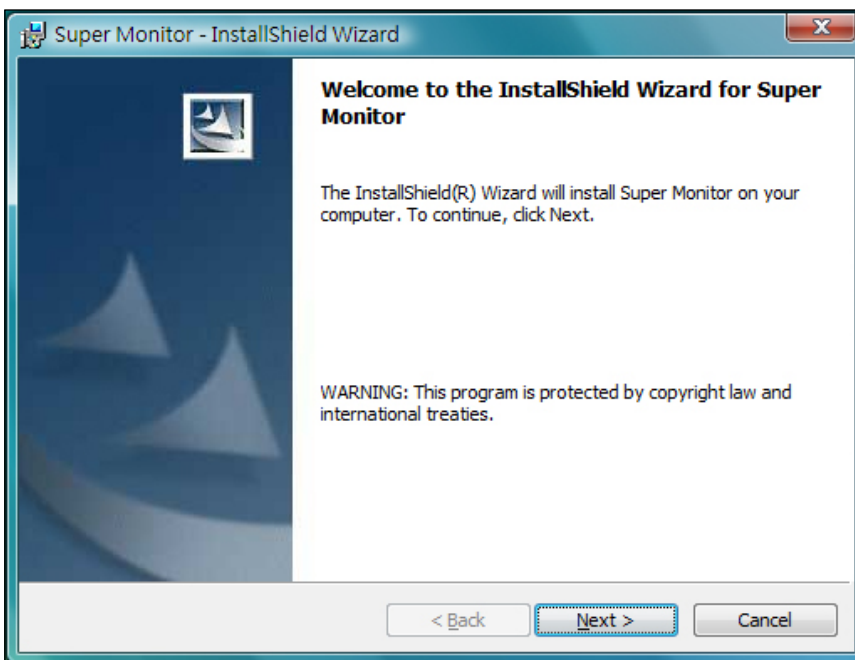
Some functions of SuperMonitor 3 can only be available when incorporating with CMS 6.5 or later versions.



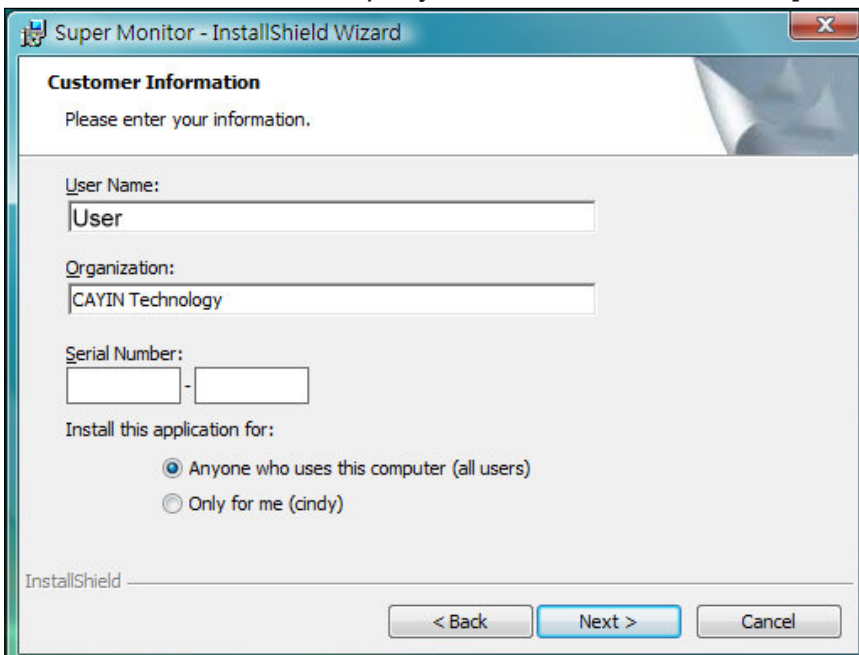
2. Software Installation

Follow the steps below to install SuperMonitor 3 on a PC. Make sure the PC meets the system requirements beforehand.

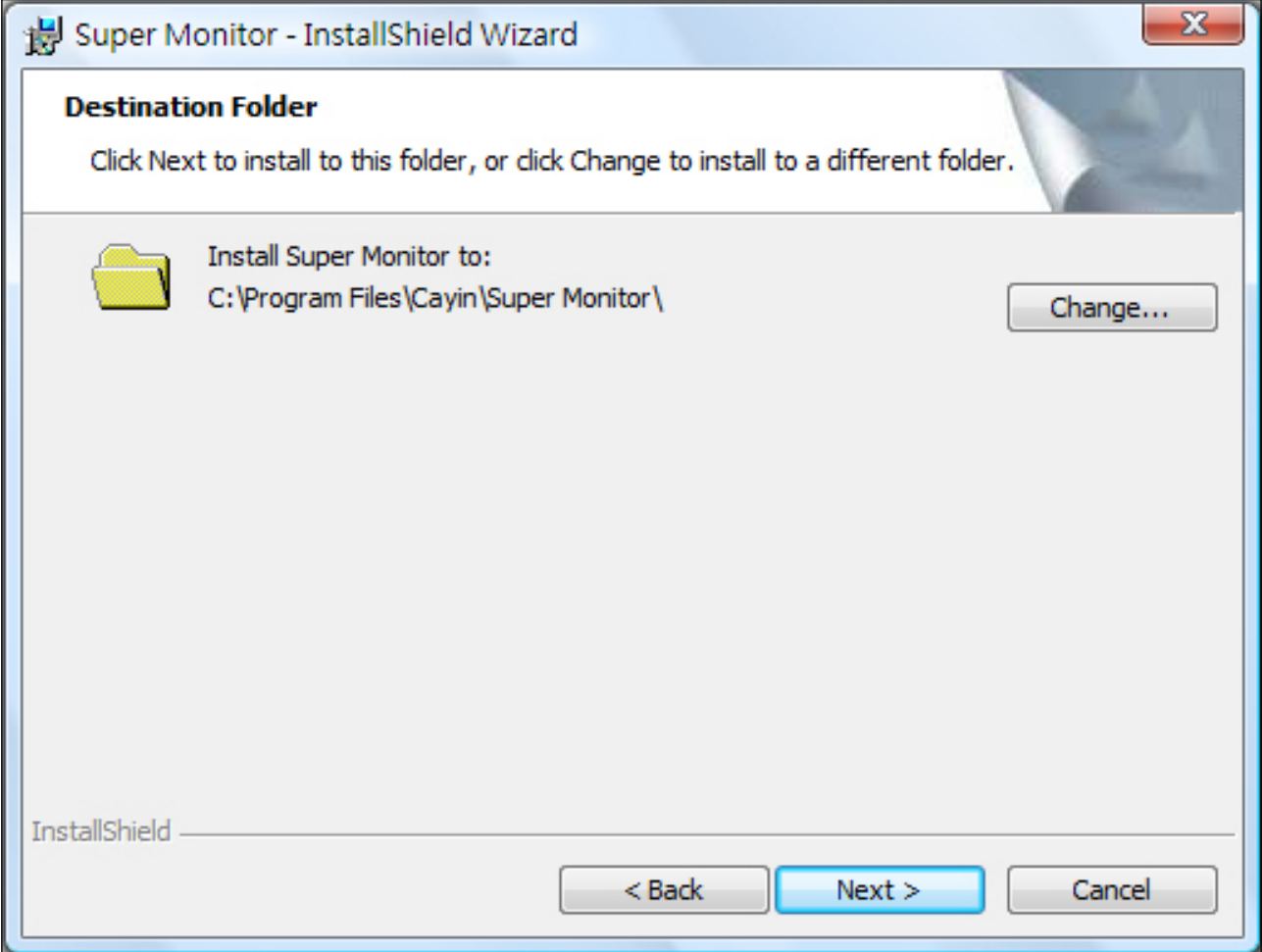
1. Double click on setup executable file.
2. Click [**Next**] at the welcome page to continue the installation process.



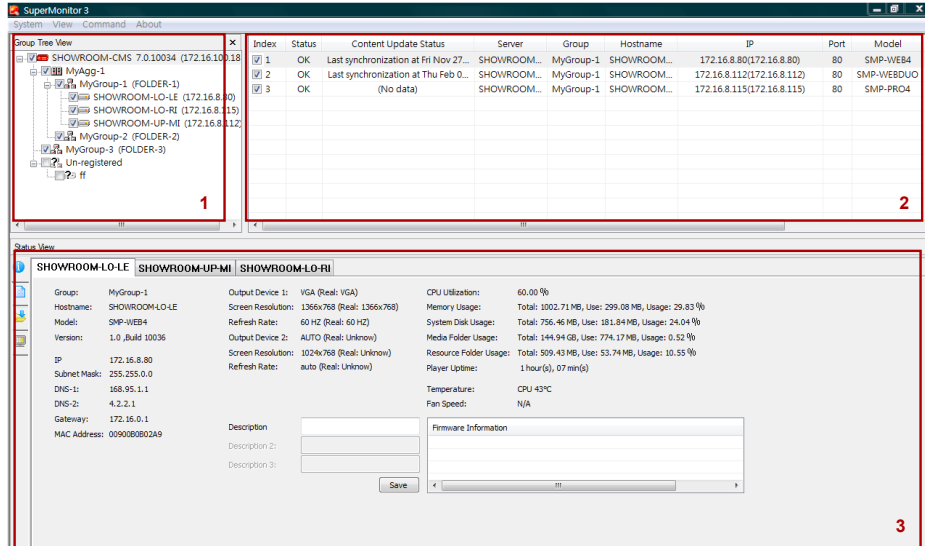
3. Enter Username, Company, Serial Number and click [**Next**].



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



3. User Interface



NOTE

SuperMonitor 3 trial version can display SMP players connected to only one CMS server.

1. Window of "Group Tree View"

Display all groups and SMP players connected to CMS server.

2. Window of "Player View"

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

NOTE

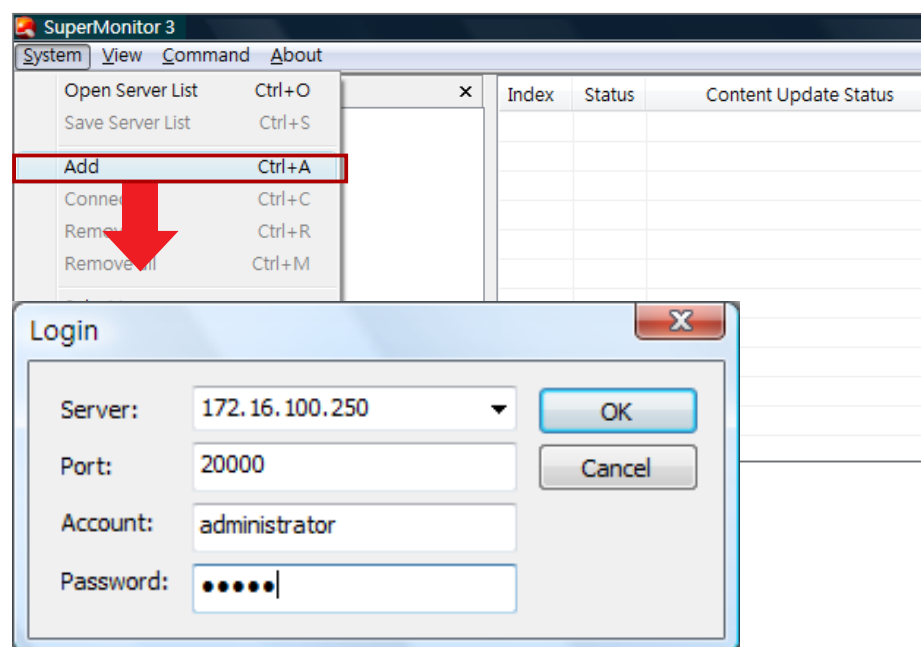
The trial version for SuperMonitor 3 will be expired in 60 days.

3. Window of "Status View"

In the "**Status View**" window, SuperMonitor 3 will show the detailed information about selected players.

4. Start and Add CMS Server

Choose “**Start > All Programs > Cayin > SuperMonitor**” to start SuperMonitor. Click on “**System > Add**” to connect to your selected CMS server. Please enter account name, password, and CMS's IP address in the login window. Please note the username here must already be created in the section “**Access Control > Account**” of the CMS server with “**Allow SuperMonitor to Monitor this CMS**” enabled.



NOTE

SuperMonitor 3 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.

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

Port: Enter SuperMonitor 3 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. Please enter an account that is allowed to access functions, such as “**Access Control-Group**” and “**Allow SuperMonitor to monitor this CMS**”.

After Logging in, you can see all groups in CMS server's window “**Group Tree View**”.

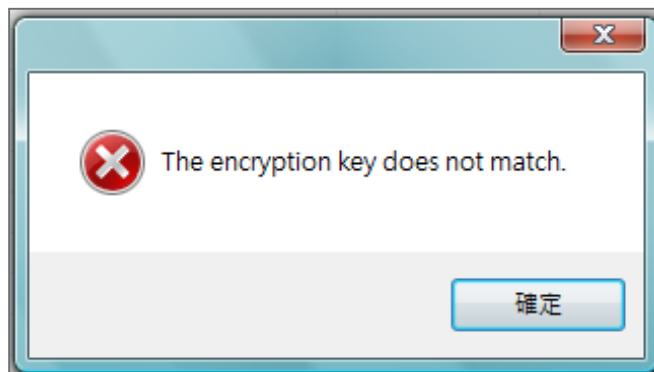
Change SuperMonitor Encryption key in CMS server

NOTE

This function is only available for SuperMonitor 3 and CMS v. 7.0, 6.5.

You can change SuperMonitor 3 encryption key to avoid other SuperMonitor 3 users accessing your CMS server. The default key will be the same as all shipped CMS server. Please refer to CMS's users manual for further information.

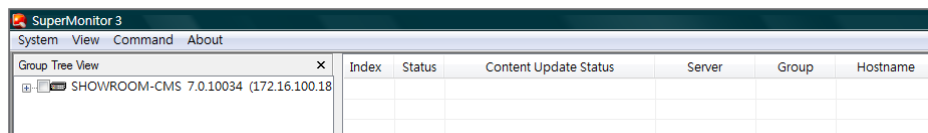
After you reset the password in your CMS server, you will find a pop-up window when you try to log into SuperMonitor 3.



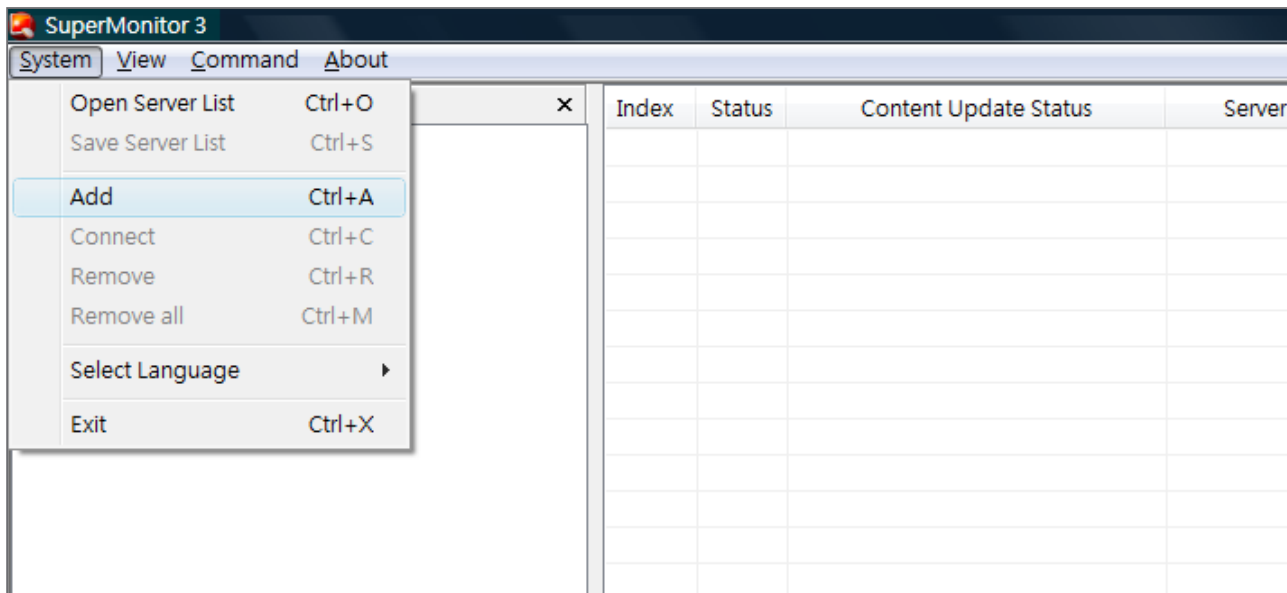
Enter your new encryption key and click [OK].



Now you can see your CMS server in "**Group Tree View**".



4-1 System Menu



Open/Save Server List: While you add servers in the "**Group Tree View**", you can save these servers as Server List file (.csl). Then you can add these servers later again by "**Open Server List**" command.

Add: Add a new CMS server into "**Group Tree View**".

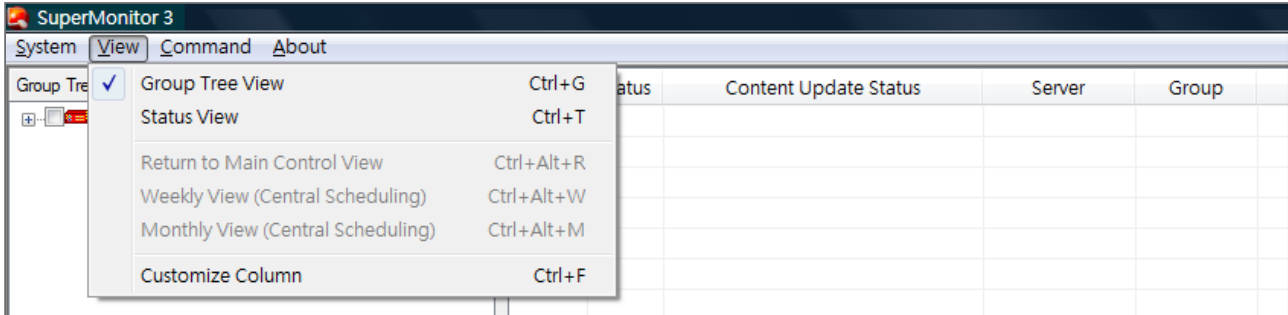
Connect: If a CMS server is disconnected, you can use "**Connect**" command to re-connect the server.

Remove/Remove All: Remove (disconnect) selected server or all servers from "**Group Tree View**".

Select Language: Select the system language for SuperMonitor 3. Currently SuperMonitor 3 supports English and Traditional Chinese. Please remove all servers from "**Group Tree View**" before you change the system language.

Exit: Quit SuperMonitor 3 program.

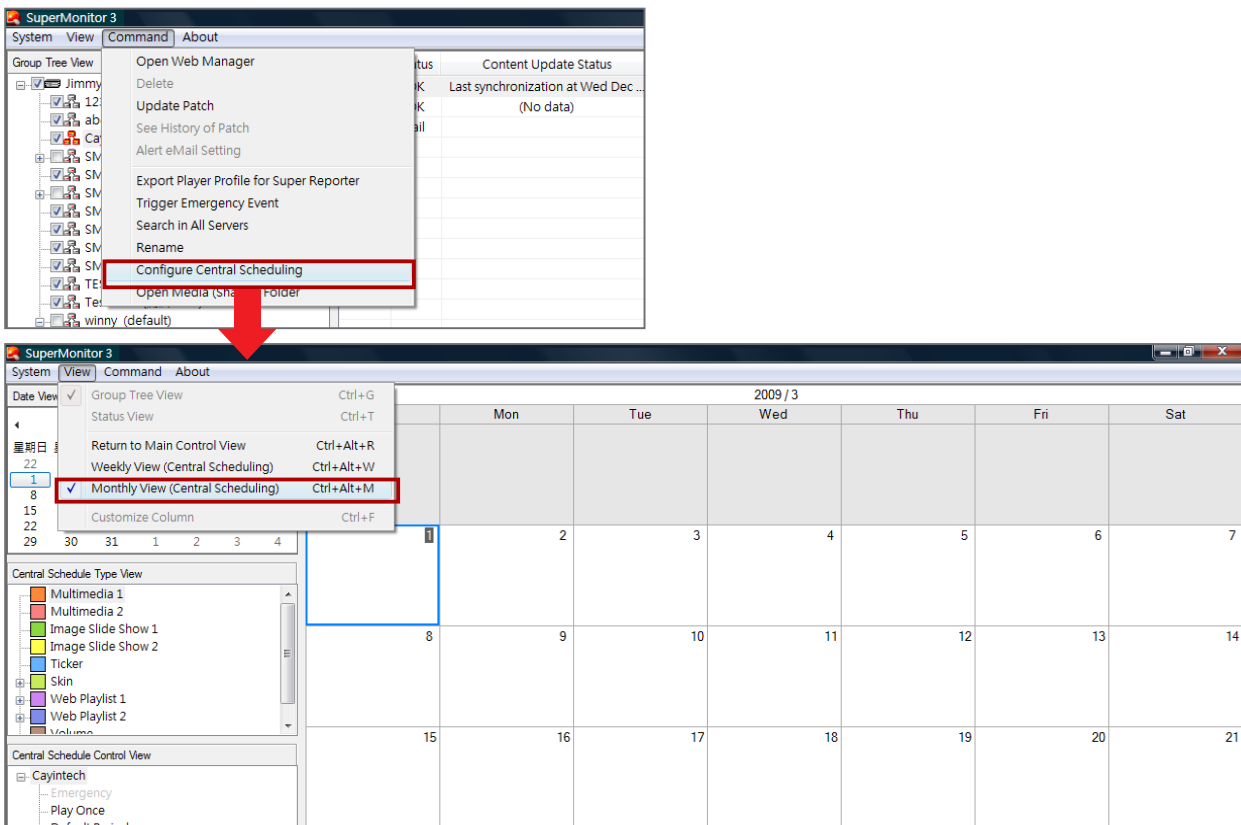
4-2 View Menu

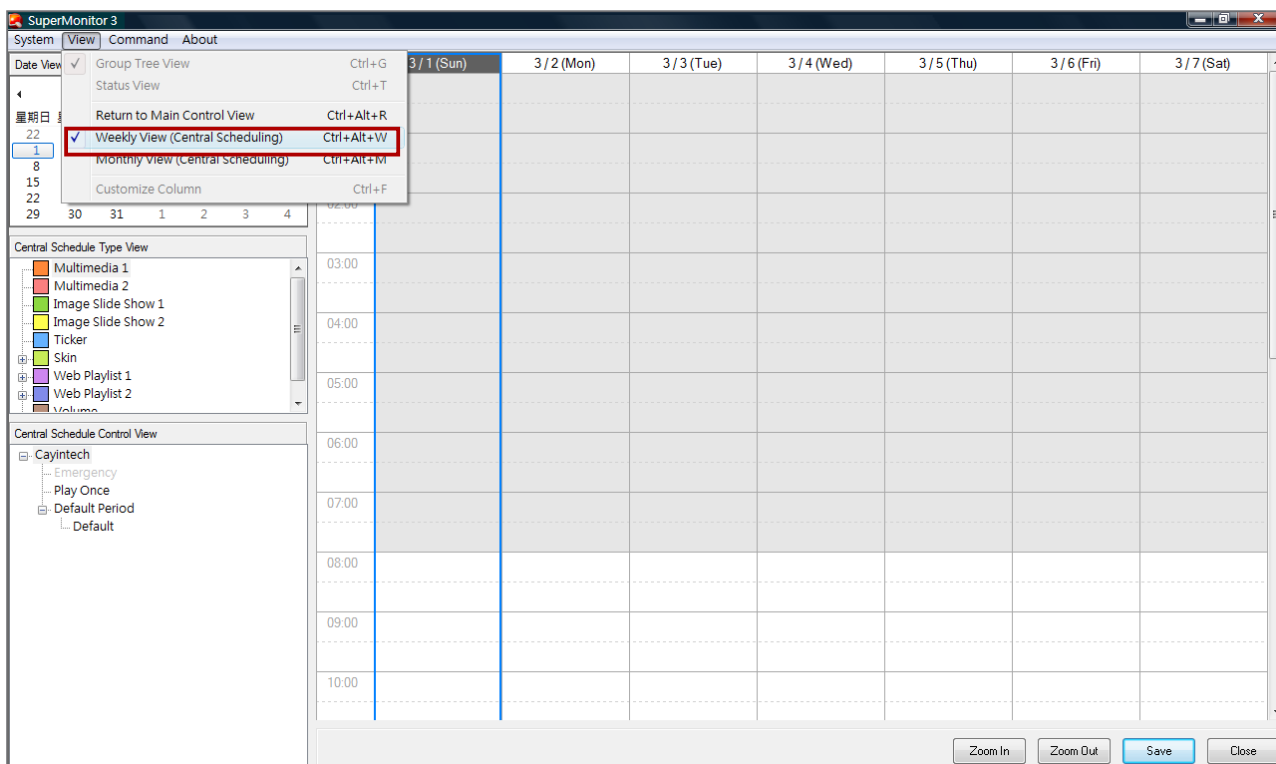


"Group Tree View": Show/Hide **"Group Tree View"** window. With this option checked, you can easily see the group tree view of your selected CMS server and the aggregations and groups that belong to it.

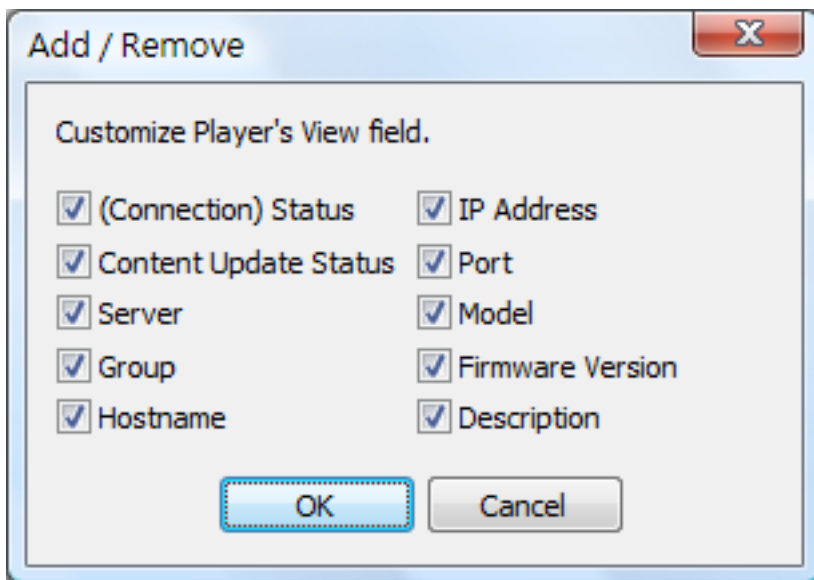
"Status View": Show/Hide **"Status View"** window. With this option checked, you can easily see the status for those players connected to your selected CMS server.

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





Customize Column: You can choose the columns you want to be shown in the "Player View" field.





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

You can monitor all SMP players connected to CMS server via SuperMonitor 3. After you login SuperMonitor 3, it will display the tree structure of the CMS server, aggregation and groups/players details under the "**Group Tree View**" window.

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

Group Tree View	Index	Status	Content Upd...	Server	Group	Hostname
<input checked="" type="checkbox"/> CMS 5.0.07347 (172.16.3.42) <ul style="list-style-type: none"> <input checked="" type="checkbox"/> 123 (123) <ul style="list-style-type: none"> <input checked="" type="checkbox"/> GROLIPA (GROUPA) 	<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. SuperMonitor 3 will wait for about 2 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.

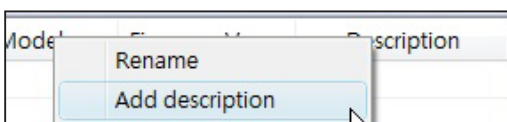
IP: SMP Player's IP address

Port: SMP player's port number

Model: Product Model

Firmware Version: Firmware Version

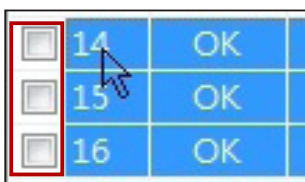
Description: Customized description field. You can have maximum 3 customized description fields. Right click on the header and choose **[Add description]** to add new description field. You can also choose **[Rename]** to enter your own field name. Please enter description for each player in the "**Information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



5-1 Move Player between Groups and Servers

NOTE

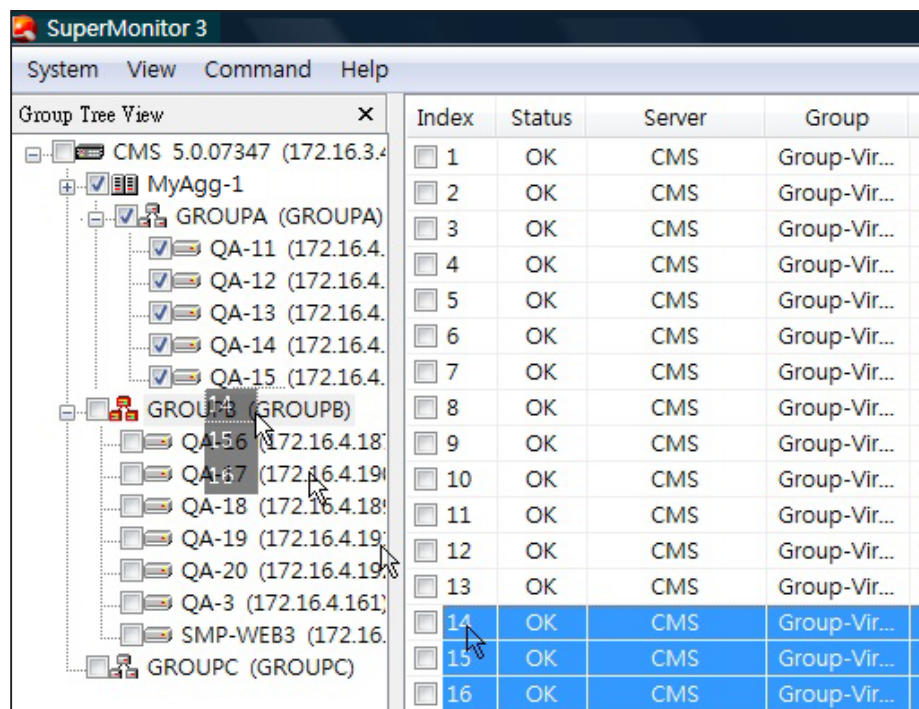
Before you drag players, please uncheck the index box for the players and remove them from "Status View". You **CANNOT** drag-n-drop players if the players are updating and synchronizing content.



NOTE

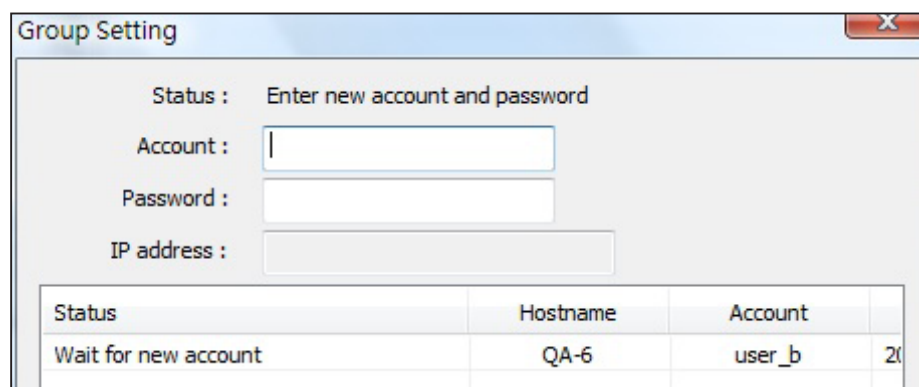
To reduce the network and system loads and accelerate the system response, we recommend that users do not open more than 8 players in SuperMonitor 3 at the same time.

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 regarding "Media Folder" will be changed accordingly.

If you drag-n-drop players to different group or CMS server, a pop-up window will be prompted for you 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

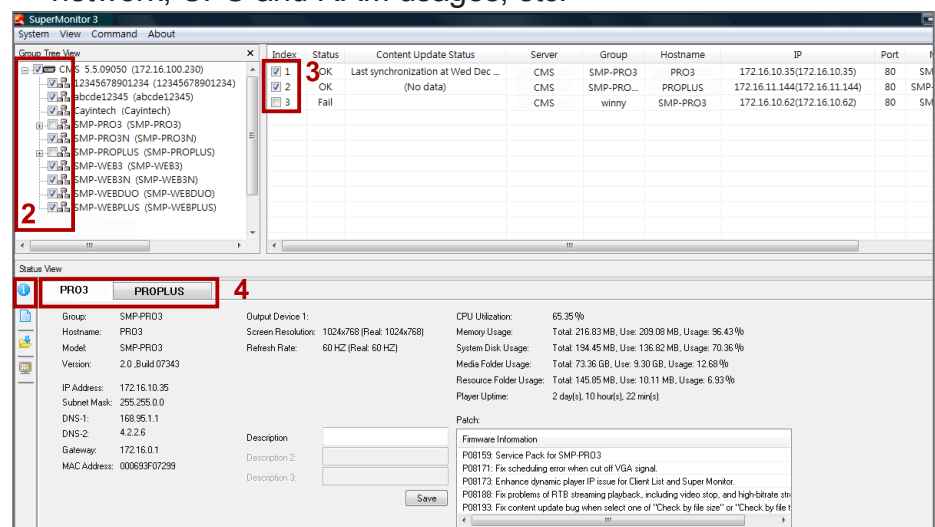
With the help of SuperMonitor 3, you can remotely check the information of the system, network and CPU usage of each SMP player without logging the Web Manager of each player to check those information. SuperMonitor 3 can receive the real-time information for SMP player through network in a quick and safe manner. Only a few seconds you can see the player's data appear on the screen.

★ NOTE

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

6-1 Information Page

1. Start SuperMonitor 3 and login.
2. Tick checkbox in "**Group Tree View**" to display player basic information and status in "**Player View**".
3. Tick checkboxes of players in "**Player View**". The information pages of the players will be displayed in the "**Status View**" window.
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.



The screenshot shows the SuperMonitor 3 interface. The 'Group Tree View' window on the left has a red box labeled '2' around the 'SMP-PRO3' group. The 'Player View' window in the middle has a red box labeled '3' around the 'Index' column, which contains the numbers 1, 2, and 3. The 'Status View' window at the bottom has a red box labeled '4' around the 'PRO3' and 'PROPLUS' tabs. The 'Status View' window displays system information for the selected player, including Group, Hostname, Model, Version, IP Address, Subnet Mask, DNS, Gateway, MAC Address, Output Device, Screen Resolution, Refresh Rate, CPU Utilization, Memory Usage, System Disk Usage, Media Folder Usage, Resource Folder Usage, Player Uptime, Patch, and Firmware Information.

Index	Status	Content Update Status	Server	Group	Hostname	IP	Port	SM
1	OK	Last synchronization at Wed Dec ...	CMS	SMP-PRO3	PRO3	172.16.10.35(172.16.10.35)	80	SM
2	OK	(No data)	CMS	SMP-PRO...	PROPLUS	172.16.11.144(172.16.11.144)	80	SMP
3	Fail		CMS	winnny	SMP-PRO3	172.16.10.62(172.16.10.62)	80	SM

6-2 Log page

You can retrieve SMP player's Log record and view it in SuperMonitor 3.

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

The screenshot shows the SuperMonitor 3 interface. The 'Group Tree View' on the left has a red box around the tree structure, with a red '2' next to it. The 'Index' table on the right has a red box around the first two rows, with a red '3' next to it. The 'Status View' at the bottom has a red box around the 'PRO3' tab, with a red '4' next to it. Below the 'Status View', there is a red box around the 'Log' icon, with a red '5' next to it. The log records are displayed in a table below.

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

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

Export: Export log records to a text file.

Load all logs: SuperMonitor 3 will only receive logs after you enable "**Status View**" function. If you want to see all logs of your players, please click [**Load all logs**] and SuperMonitor 3 will retrieve all logs and display them in the log page of "**Status View**".

NOTE

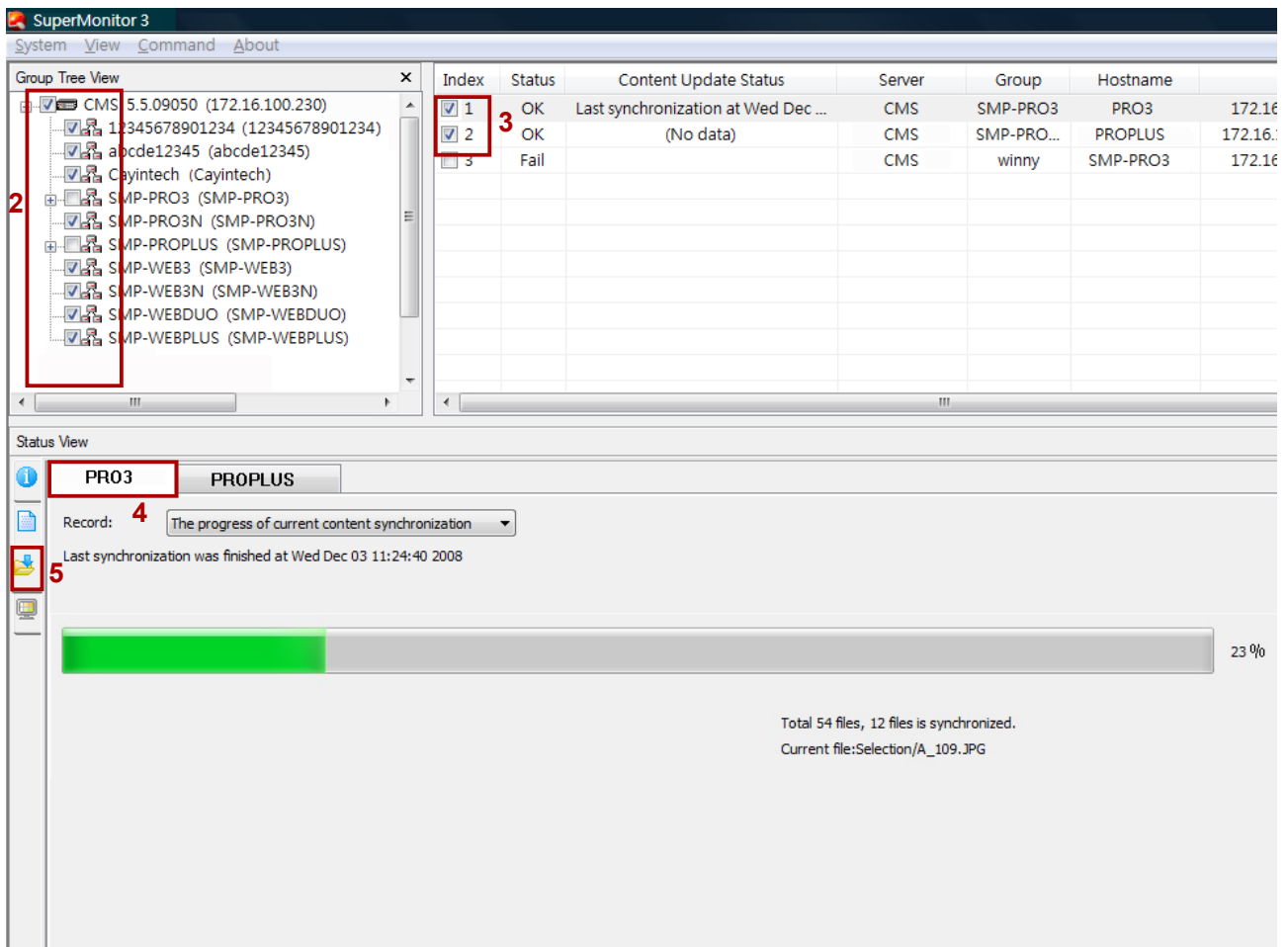
The keyword is case sensitive.

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

6-3 Content Update Status Page

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

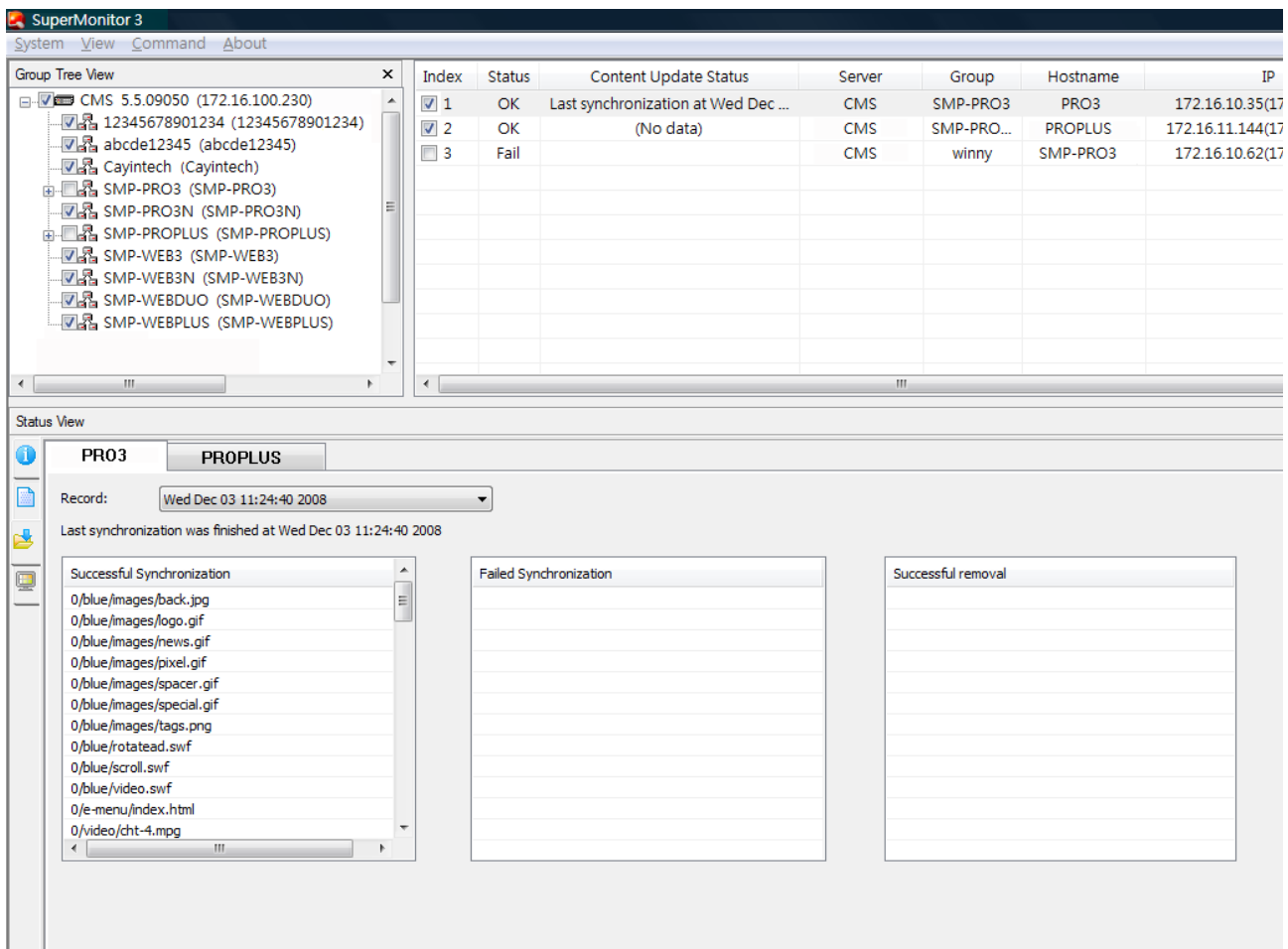
1. Start SuperMonitor3 and login
2. Tick the checkbox in "**Group Tree View**".
3. Tick the checkbox in "**Player View**" to select SMP players. The information pages of players will be displayed in the window of "**Status View**".
4. Select an SMP player in "**Status View**" window.
5. Click on the [**Content Update Information**] icon on the left to check the content download status of that player.



The screenshot displays the SuperMonitor 3 interface. The top window is titled "Group Tree View" and contains a tree structure of groups and players. A red box labeled "2" highlights the tree structure. A red box labeled "1" highlights the checkboxes next to the first three items in the tree. A red box labeled "3" highlights the checkbox for "PROPLUS" under the "PRO3" group. The bottom window is titled "Status View" and shows the selected player "PROPLUS". A red box labeled "4" highlights the "Record: 4" field. A red box labeled "5" highlights the download icon on the left side of the Status View window. The Status View window also shows a progress bar at 23% and text indicating "Total 54 files, 12 files is synchronized. Current file: Selection/A_109.JPG".

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...

Picture: While content is updating (Synchronizing)



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

6-4 Playback Information

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

1. Start SuperMonitor 3 and login.
2. Tick the checkbox in "**Group Tree View**".
3. Tick the checkbox in "**Player View**" to select SMP players. The information pages of the players will be displayed in the "**Status View**" window.
4. Select an SMP player in "**Status View**" window.
5. Click on the [**Content Playback Information**] icon 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

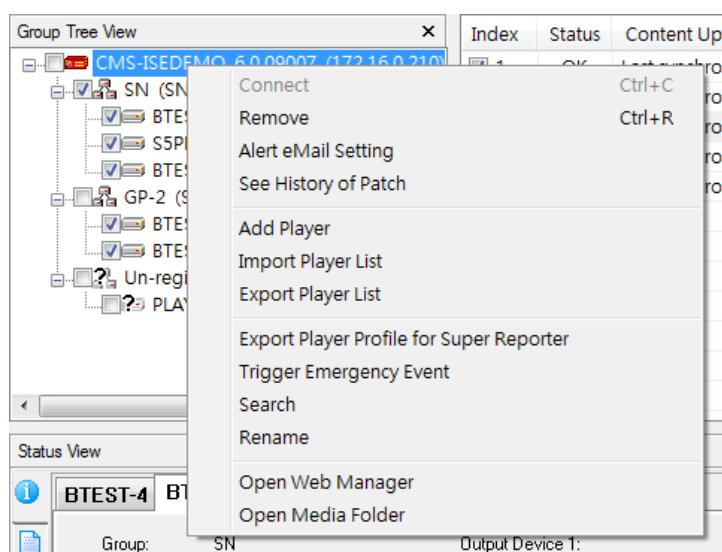
You cannot preview video file in the preview window. It is normal if you see a black area on the video playback area. If you play video in full screen, then this preview feature won't work for you.

The screenshot displays the SuperMonitor 3 interface. At the top, there is a menu bar with 'System', 'View', 'Command', and 'Help'. Below the menu bar, the 'Group Tree View' window shows a hierarchical tree of devices. A red box labeled '2' highlights a checkbox next to 'GROUPA (GROUPA)'. Below this, several individual device entries are listed, with checkboxes next to them. A red box labeled '3' highlights a checkbox next to 'BO-01 (172.16.4.197)'. To the right of the tree is a table with columns: Index, Status, Hostname, Model, Firmware Vers..., and Content U... The table contains 11 rows of data. A red box labeled '4' highlights the 'Status View' window, which shows 'BO-01' and 'BO-04' selected. Below this, there is a 'Content Playback Information' window. A red box labeled '5' highlights an icon on the left side of this window. A red box labeled '6' highlights the main content area of the 'Content Playback Information' window, which shows a 'Playlist item 3' with a 'URL / File name' of 'protected/2/fitness_main.html' and a 'Duration' of '60'. To the right of this information is a preview window showing a 'Group Fitness Timetable' for May 2008. Below the preview window, there is a note: '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 commands for SMP or CMS by command menu or right click on CMS or SMP.

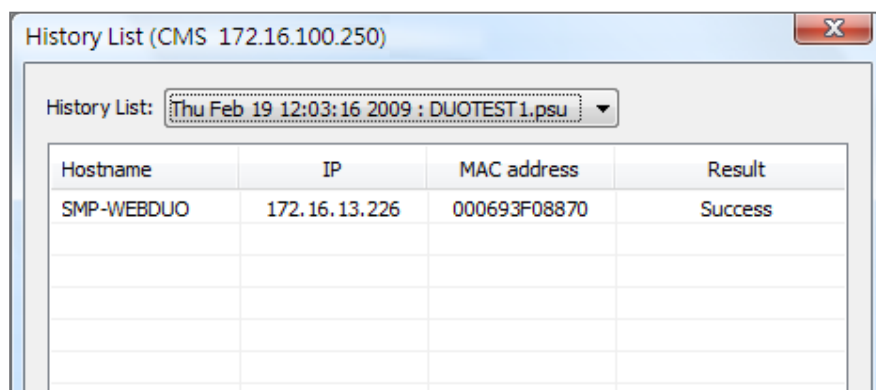


Connect: If a CMS server is disconnected, you can use “**Connect**” command to re-connect the server.

Remove: Remove disconnected CMS from SuperMonitor 3.

Alert eMail Setting: You can configure Mail recipients when SMP players disconnect or the connection is resumed. Please refer to section **7-6** 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: If you add an un-registered player to a CMS server, you can see a temporary group named “**Un-registered**” in “**Group Tree View**” and you can find your un-registered player there. 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 SuperMonitor 3, those players which haven’t registered will be stored in the “**Un-registered**” folder. Via “**Export Player List**”, you can only export those players that are still in the “**Un-registered**” folder for backup and future use.

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

Export Player Profile for SuperReporter: You can export player information to a SuperReporter’s player profile and import it to SuperReporter later so that you do not need to enter the information again. Please refer to section **7-7** for detailed configuration.

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

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.

Index	Status	Content Update Status	Server	Group	Hostname	IP
<input checked="" type="checkbox"/> 1	OK	Last synchronization at Thu Feb 0...	SHOWROOM...	MyGroup-1	SHOWROOM...	172.16.8.112(172
<input type="checkbox"/> 2	OK	(No data)	SHOWROOM...	MyGroup-1	SHOWROOM...	172.16.8.4(172
<input type="checkbox"/> 3	OK	(No data)	SHOWROOM...	MyGroup-1	SHOWROOM...	172.16.8.115(172

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.

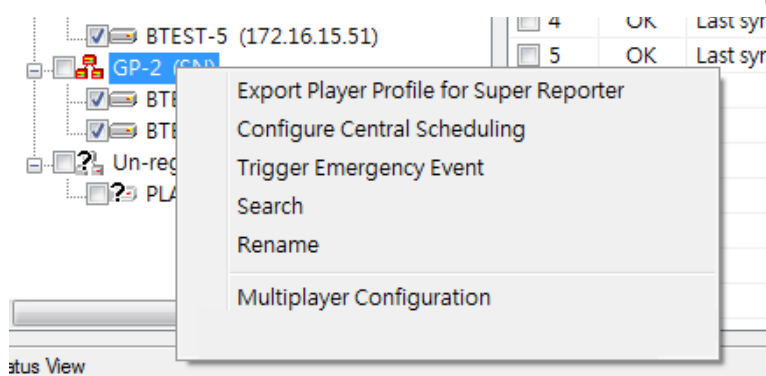
7-2 Commands about Aggregation

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

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

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**".

7-3 Commands about Group



Export Player Profile for SuperReporter: You can export player information to a SuperReporter's player profile and import it to SuperReporter later so that you do not need to enter the information again. Please refer to section **7-7** 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.

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

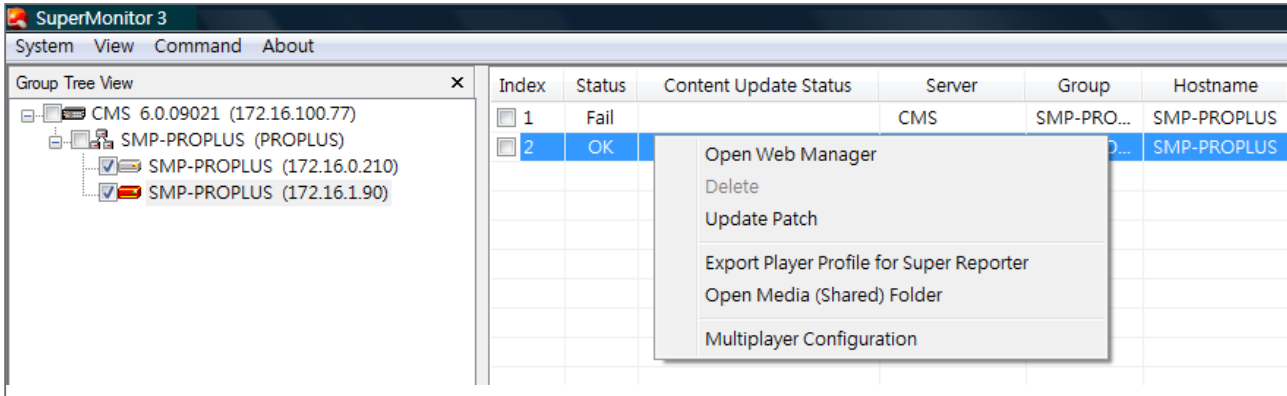
Search: You can search players by entering a keyword here, and the system will search for the matches in all fields in the "**Player View**". The search result will be displayed in "**Player View**".

Rename: Rename the name of the group.

Multiplayer Configuration: You can configure several players at one time by this command. Please refer to section **7-8** for detailed configuration.



7-4 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 SuperMonitor.

Upload Patch: You can upload SMP patches via SuperMonitor 3. Please refer to section **7-5** for detailed configuration.

Export Player Profile for SuperReporter: You can export player information to a SuperReporter's player profile and import it to SuperReporter 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.

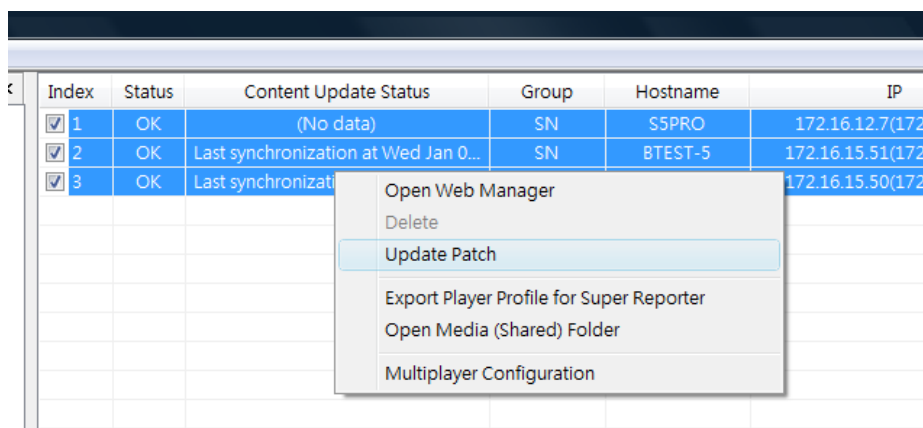
Update Content Now: You can trigger the content update program of SMP players

Multiplayer Configuration: You can configure several players at one time by this command. Please refer to section **7-8** for detailed configuration.

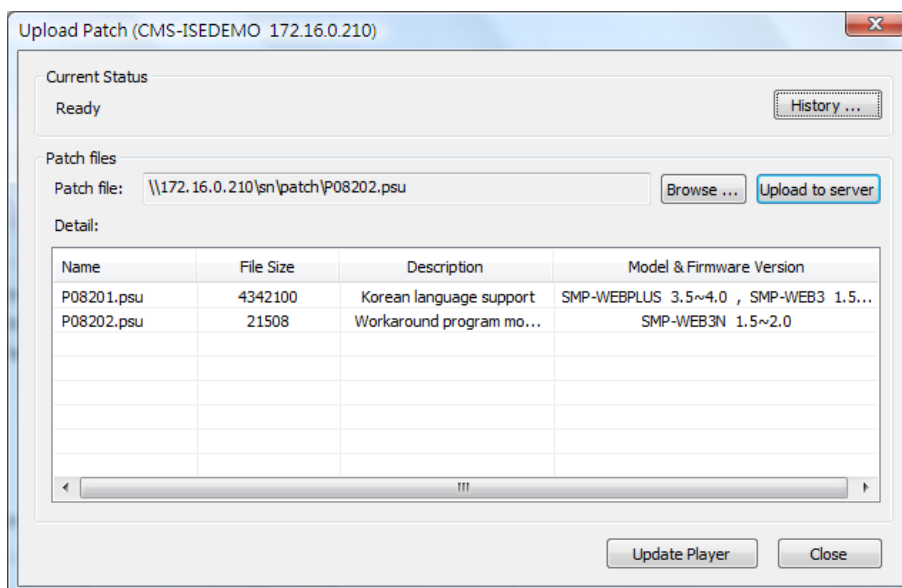
7-5 Patch Management

By using SuperMonitor 3, you can upload patches to SMP player through CMS server. Please 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...]** and select a patch file (.psu) from your PC, and click **[Upload to Server]**. Then, the patch file will be stored in the server for later use. You can check the uploaded patch files in the list box.

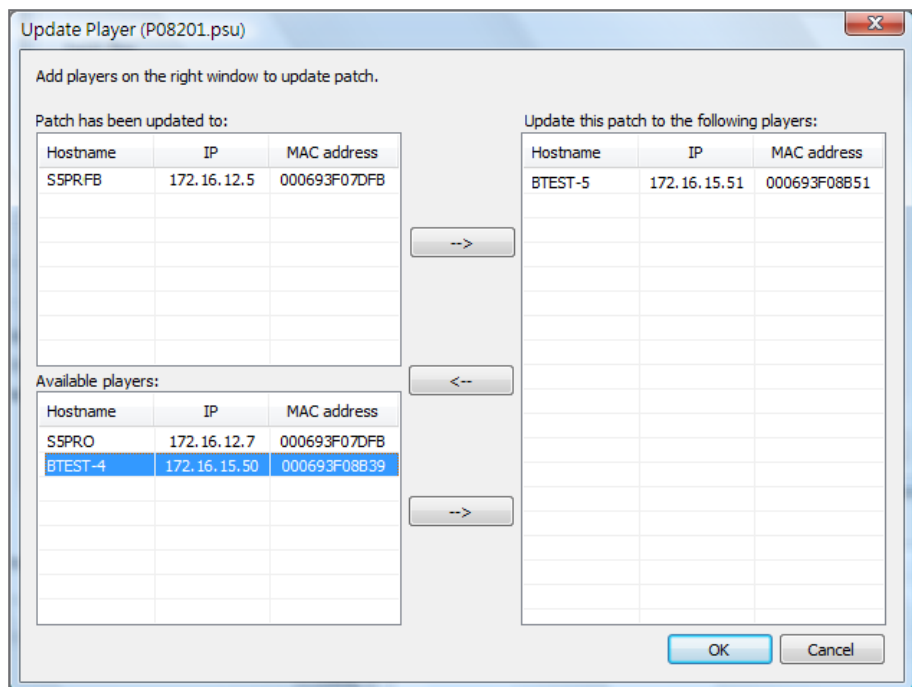


IMPORTANT
Do not apply this function to un-compatible player and version.

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

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

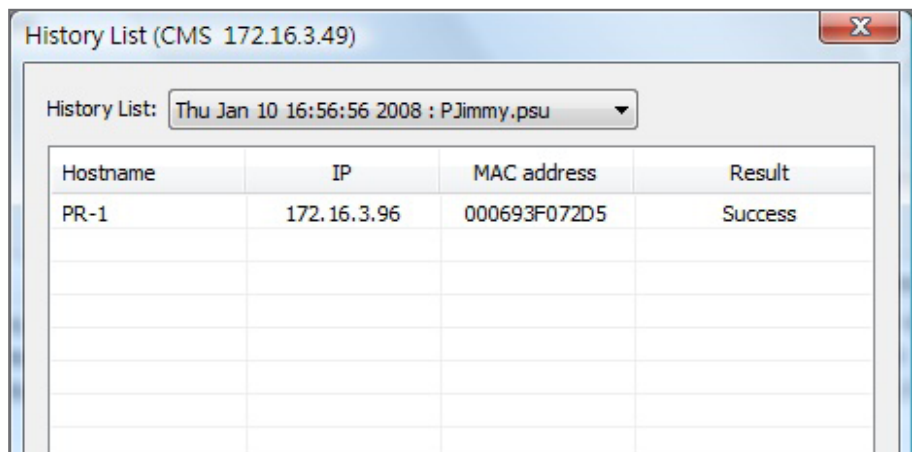
- SuperMonitor 3 will show all SMP players that are controlled by the same CMS and are able to apply this selected patch. The system will automatically distinguish updated players and non-updated ones in two separated lists: **“Patch has been updated to”** and **“Available players”**. You can select the players that 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 for your SMTP server.

7-6 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.

Alert eMail Setting

Enable Mail Alert

SMTP server:

SMTP Account:

Password:

Sender:

Send alert messages to the following email address(es) when the connection status of the player changes. (please separate each email address by ',')

Use default mail body

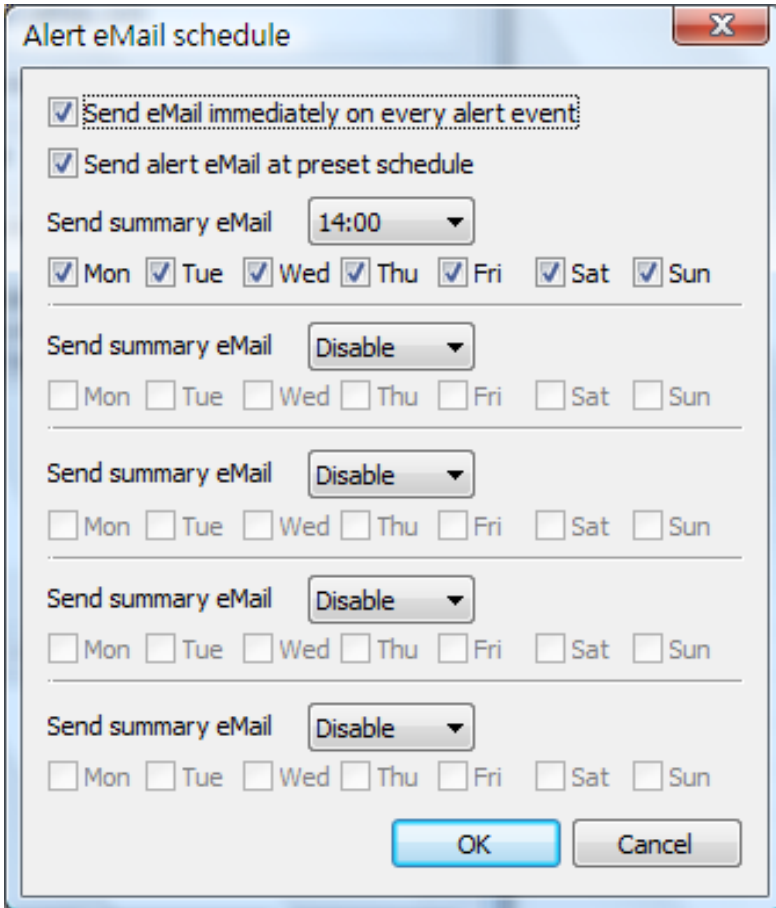
User-define mail body

Please check the player information:

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:

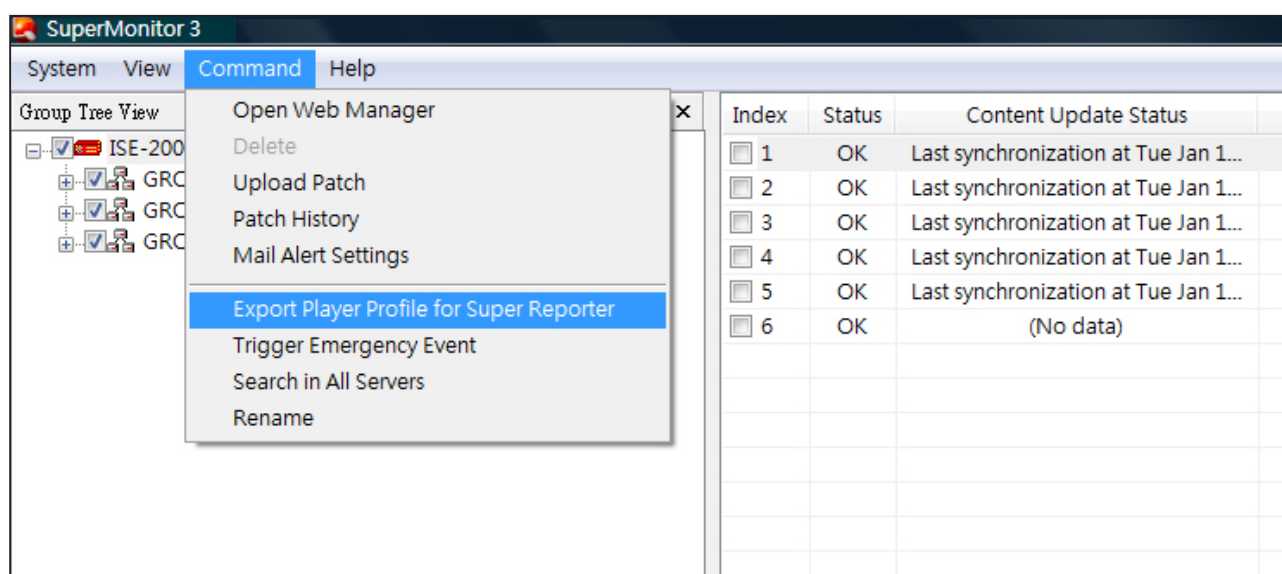


If you want to receive player's status at specific time, you can click [**Schedule**] to configure "**Alert eMail Schedule**". Choose "**Send alert eMail at preset schedule**" and enter at most 5 time and days to send summary eMail.

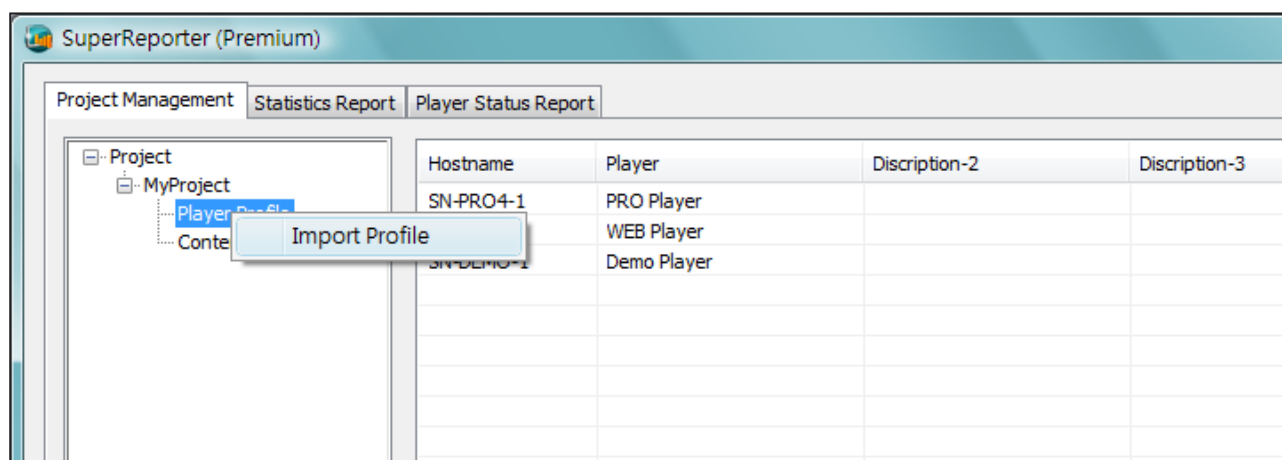
7-7 Export SMP Player's Profile (To SuperReporter)

If SuperReporter 2 is also deployed in the project, you can export SMP player profiles established in SuperMonitor 3 and import it later in SuperReporter 2.

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



In SuperReporter 2, you can import the SMP player profile by moving the mouse to "**Player Profile**", clicking right button, and selecting "**Import Profile**".

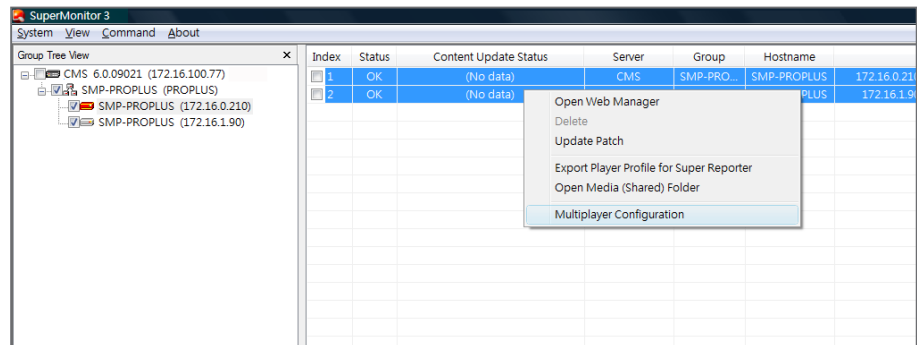


7-8 Multiplayer Configuration

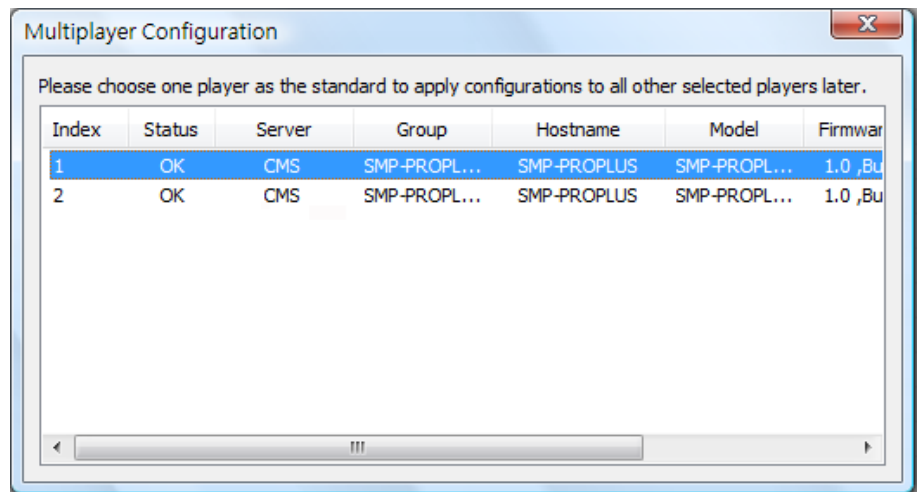
IMPORTANT
To use Multiplayer Configuration, you must turn on CMS's FTP service.

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

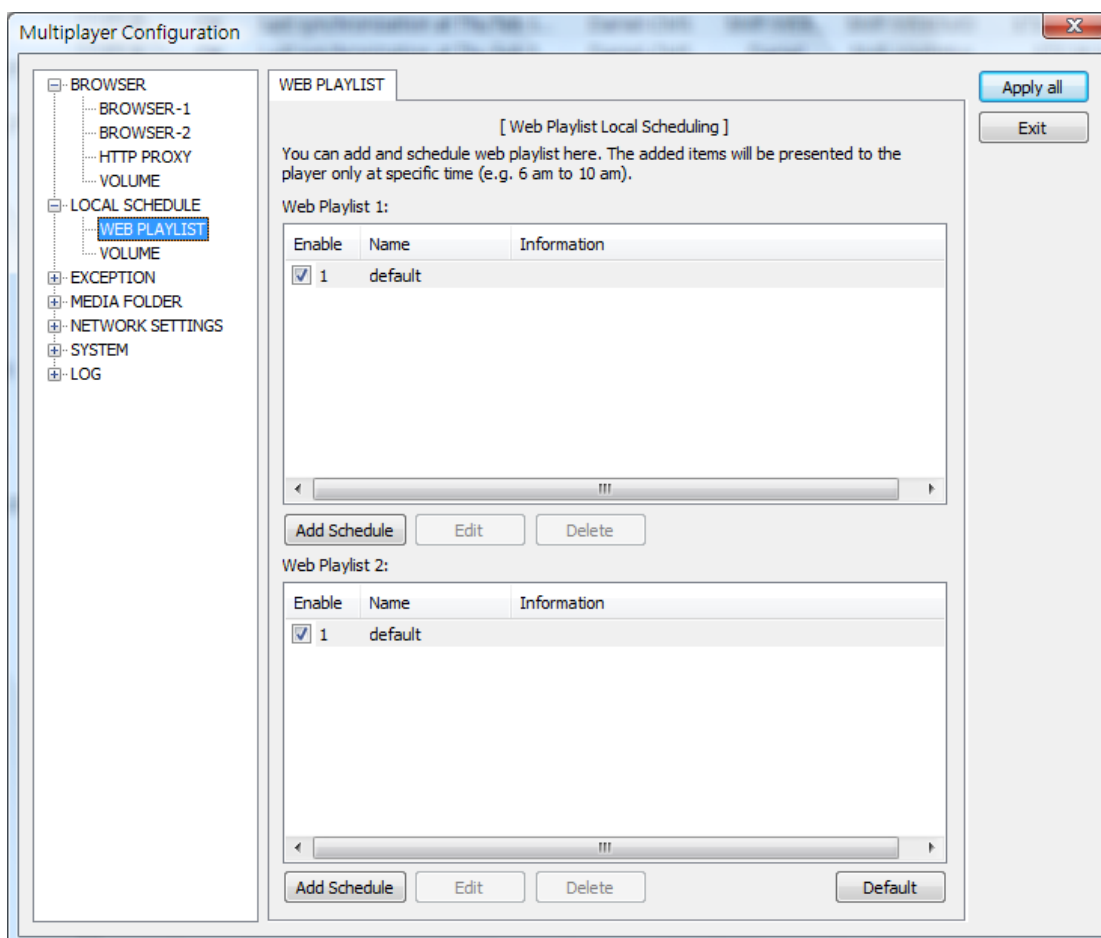
1. At Player's view, choose players with the same model and version. Then, right click the mouse and select **"Multiplayer Configuration"**



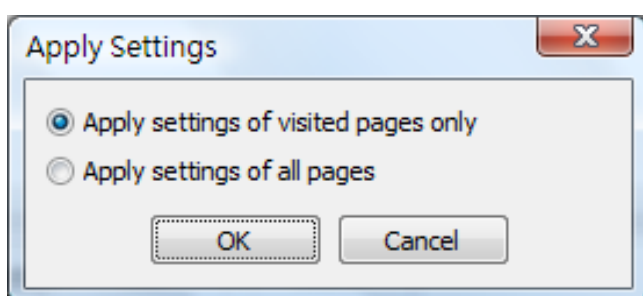
2. Choose one of the selected players as initial (default) configuration.



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

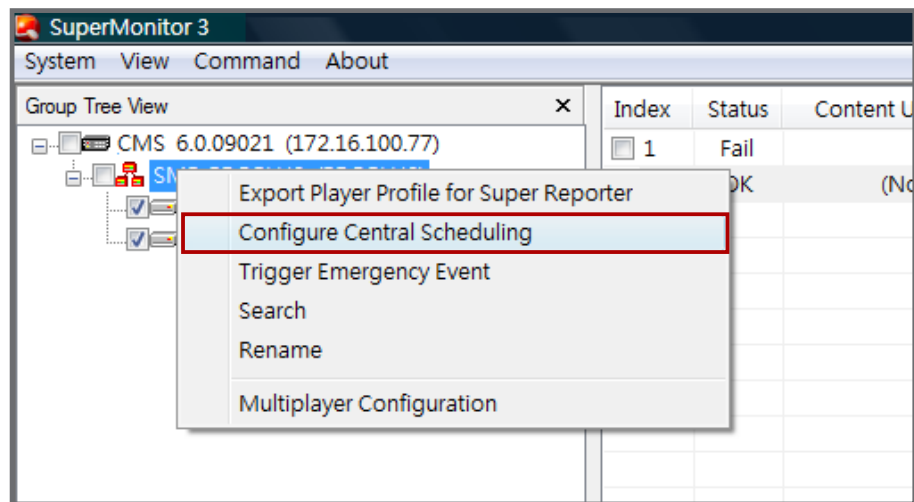
You can configure Central Scheduling from SuperMonitor 3 by weekly or monthly view on the calendar.

IMPORTANT

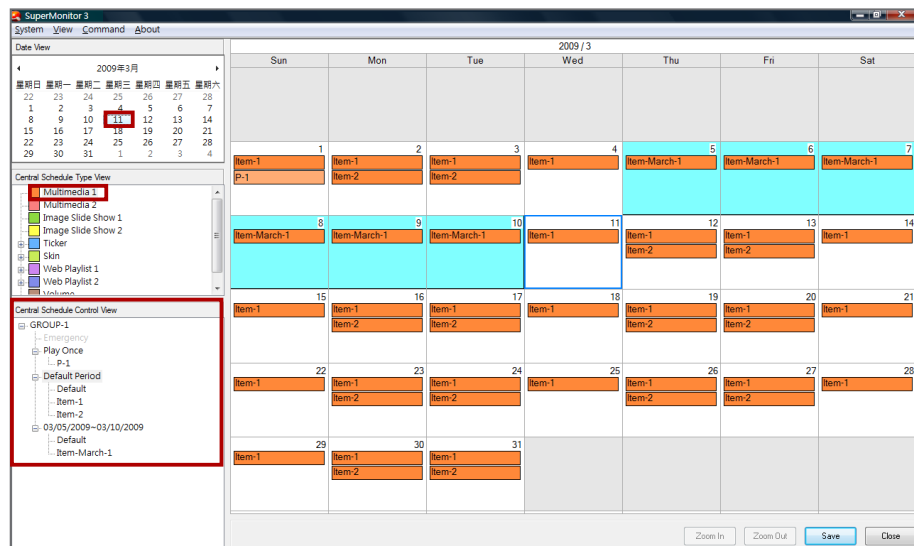
To use Central Scheduling, you must turn on CMS's FTP service.

8-1 Edit Schedule

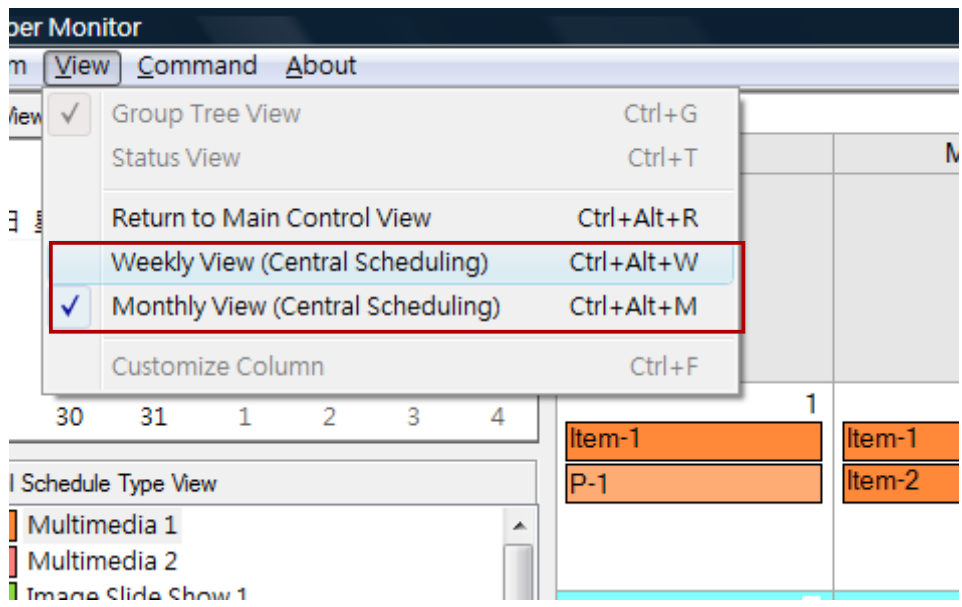
1. Select an aggregation or group from Tree View and click the right mouse button. Choose “**Configure Central Scheduling**”.



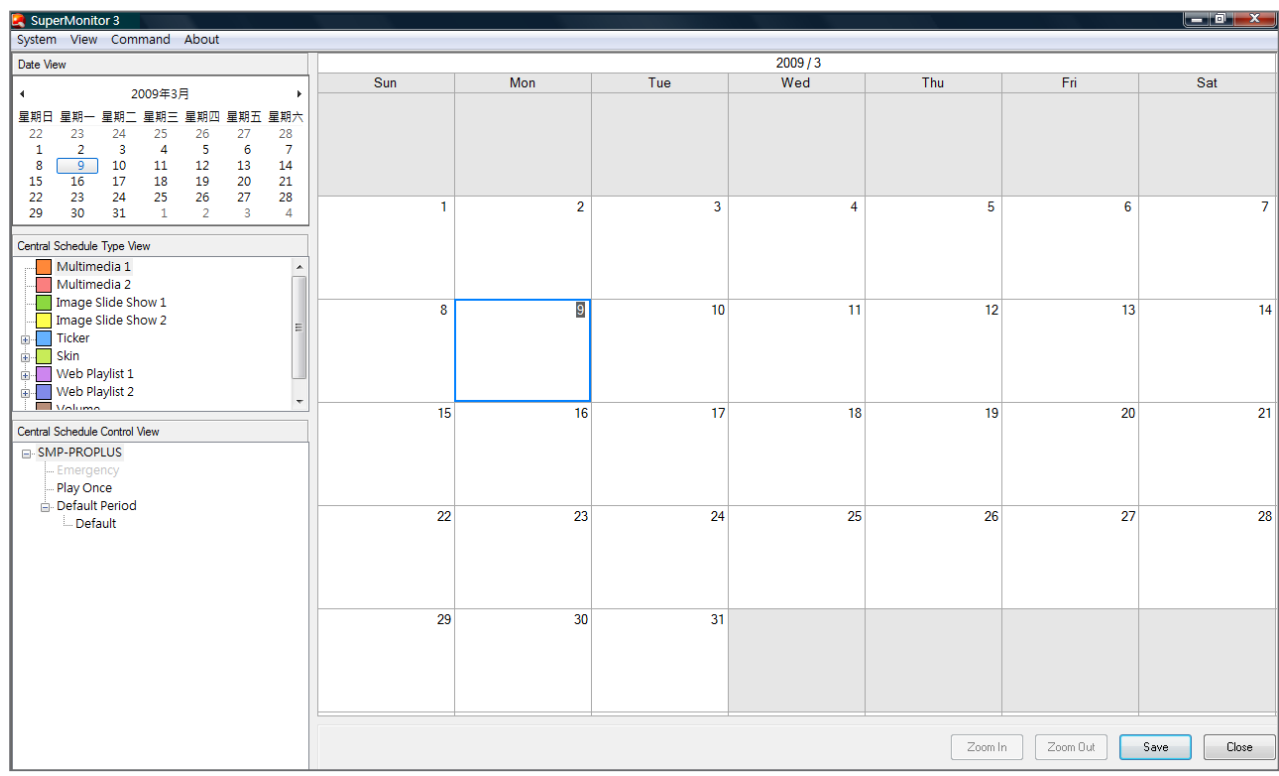
2. Choose a date from “**Date View**”, and choose a schedule type from “**Central Schedule Type View**” (e.g. Multimedia 1). Then you can see the schedule in “**Central Schedule Control View**”.



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

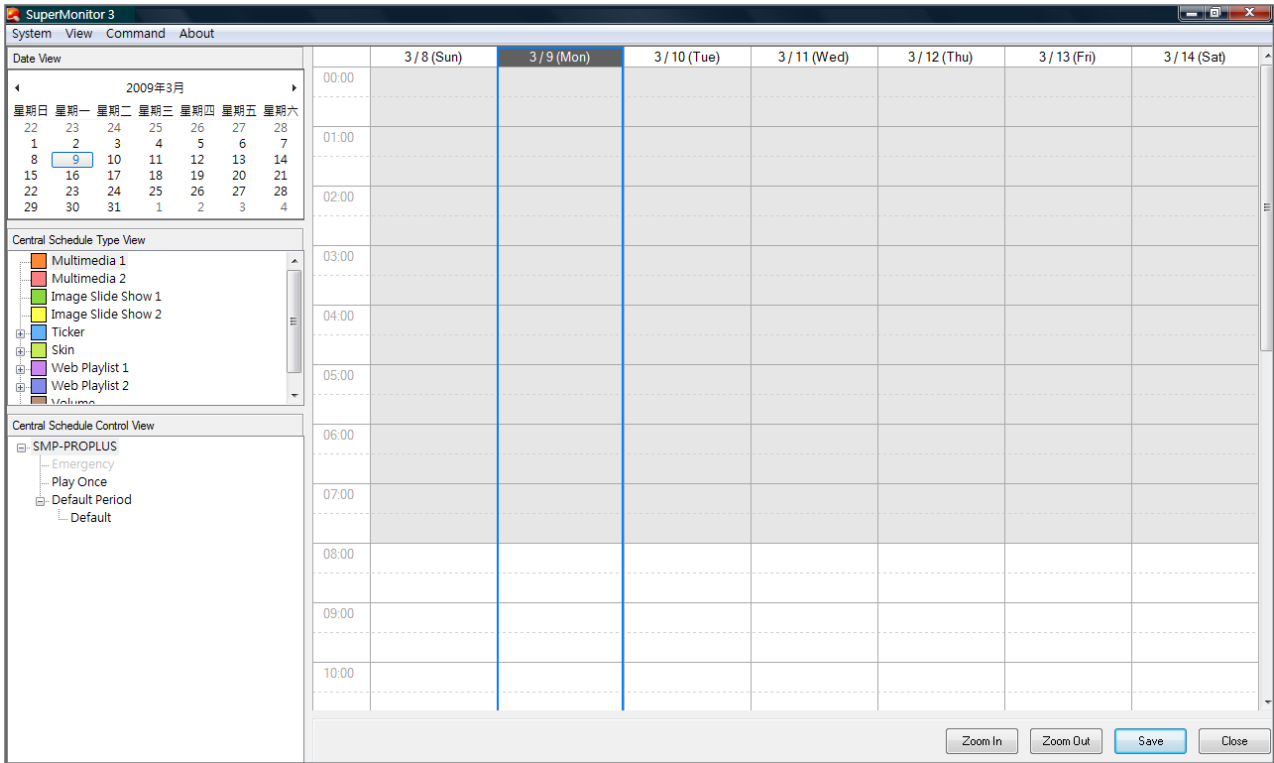


Monthly View

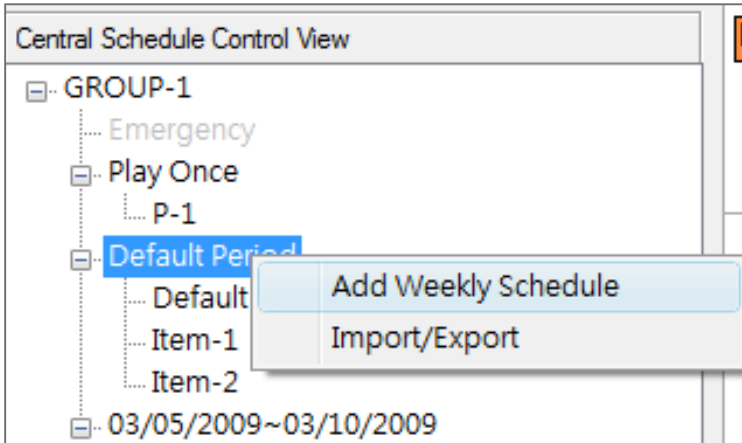
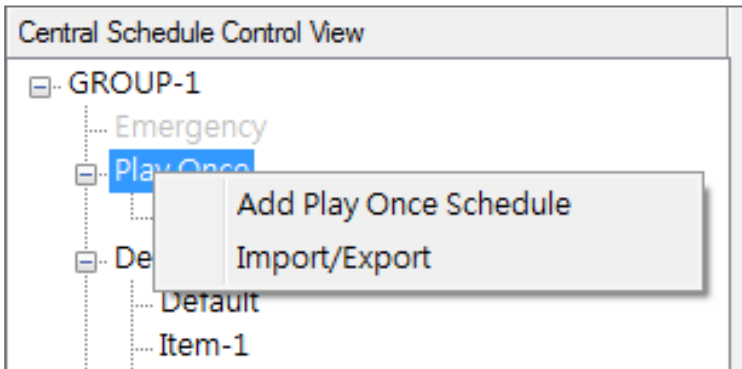




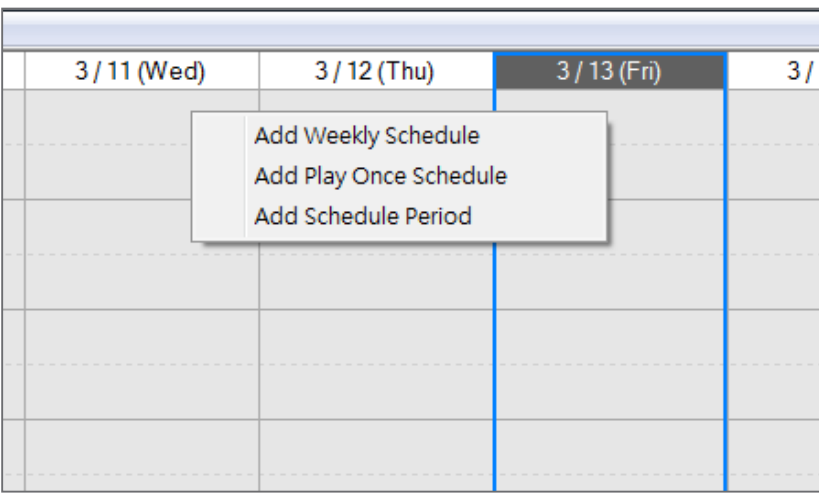
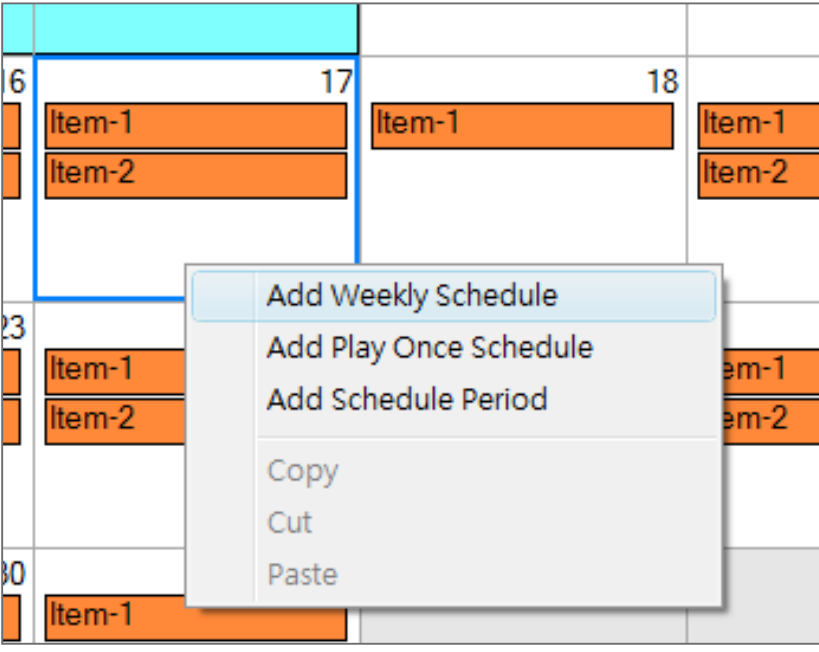
Weekly View



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.



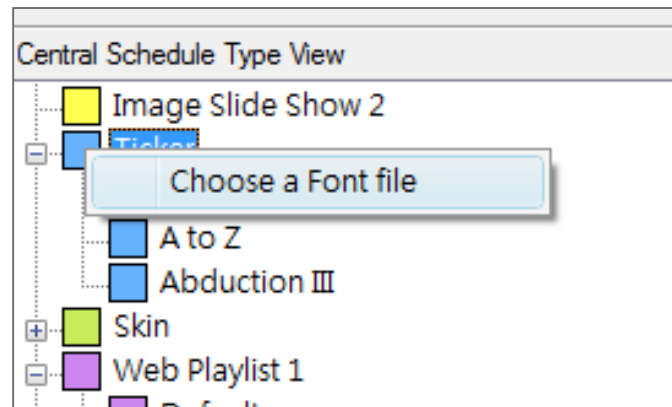
5. Click [**Save**], and all settings here will be synchronized to the CMS server. If you don't want to save these changes, just click [**Close**] to leave "**Central Schedule View**".

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**).

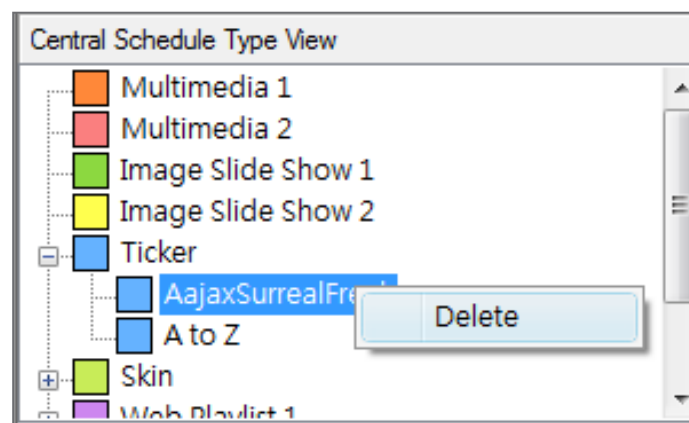


Delete Font

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.

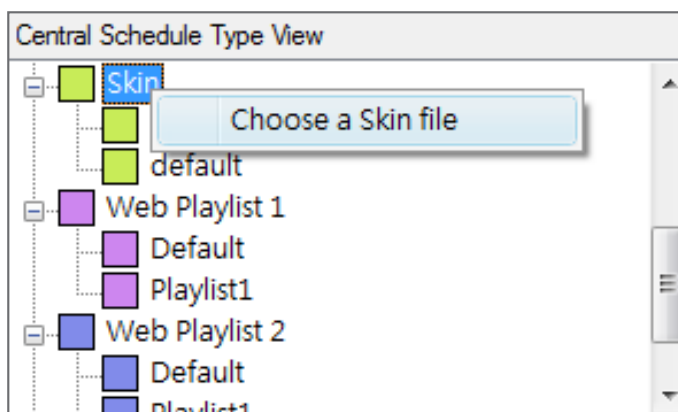
After you add a font to the CMS server, you can see all uploaded font files in the “**Central Schedule Type View**”. If you want to delete a font, please right click on that font and click “**delete**”.



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**).

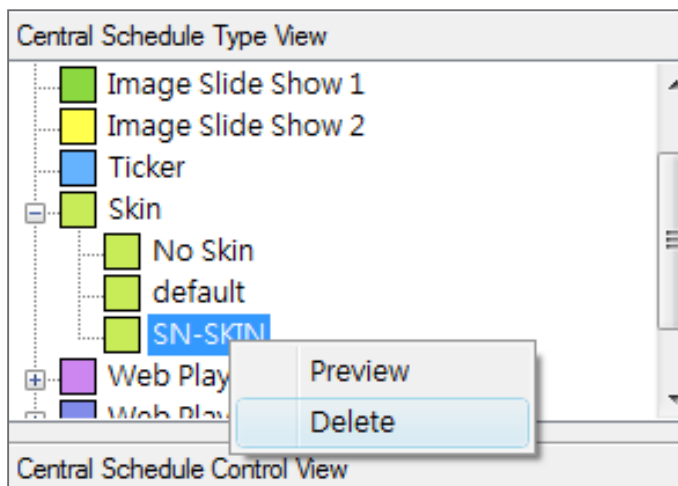


Delete Skin

NOTE

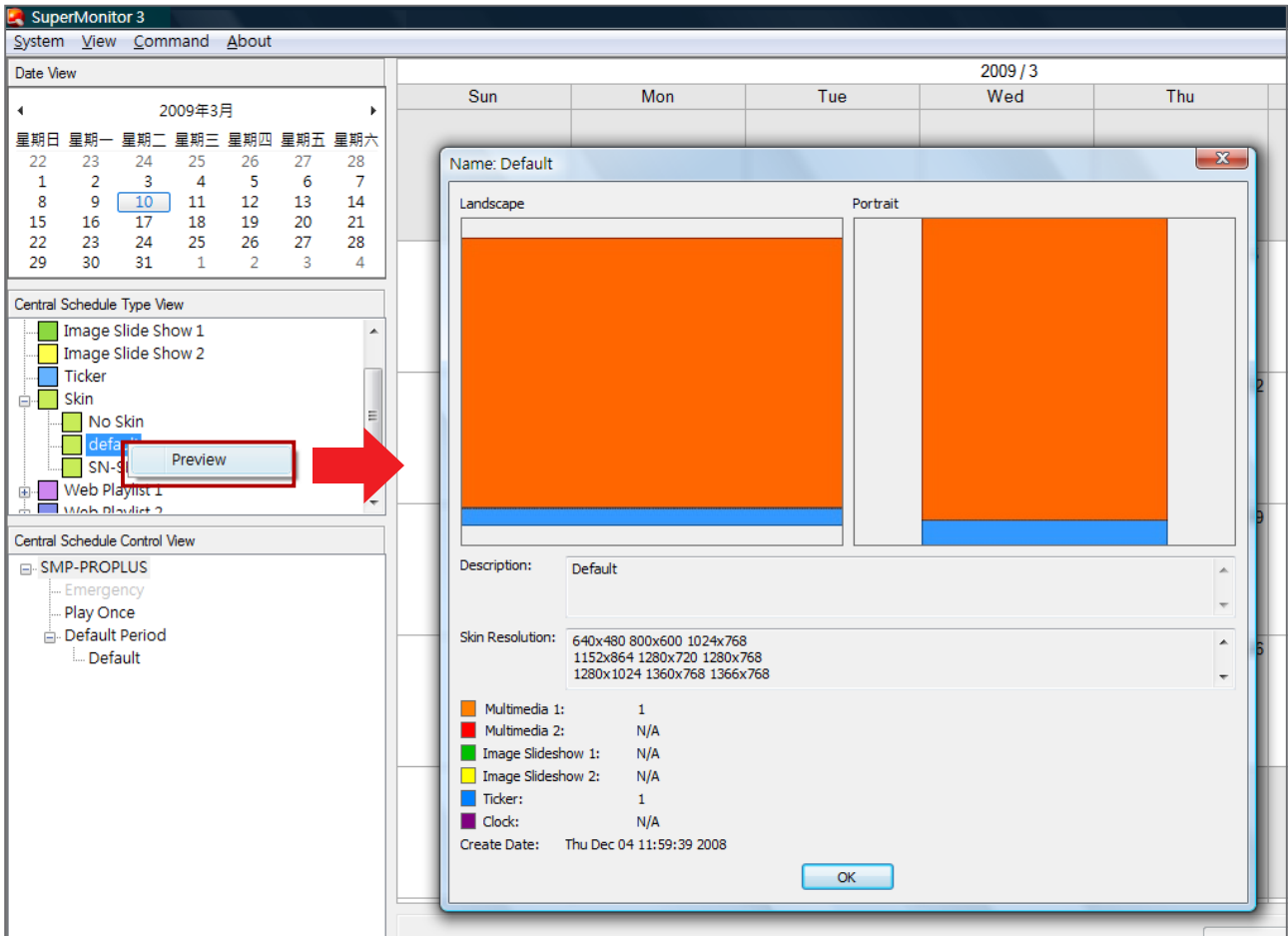
You cannot delete the skin which is currently used in a schedule. You must remove this skin from that schedule before you delete it.

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

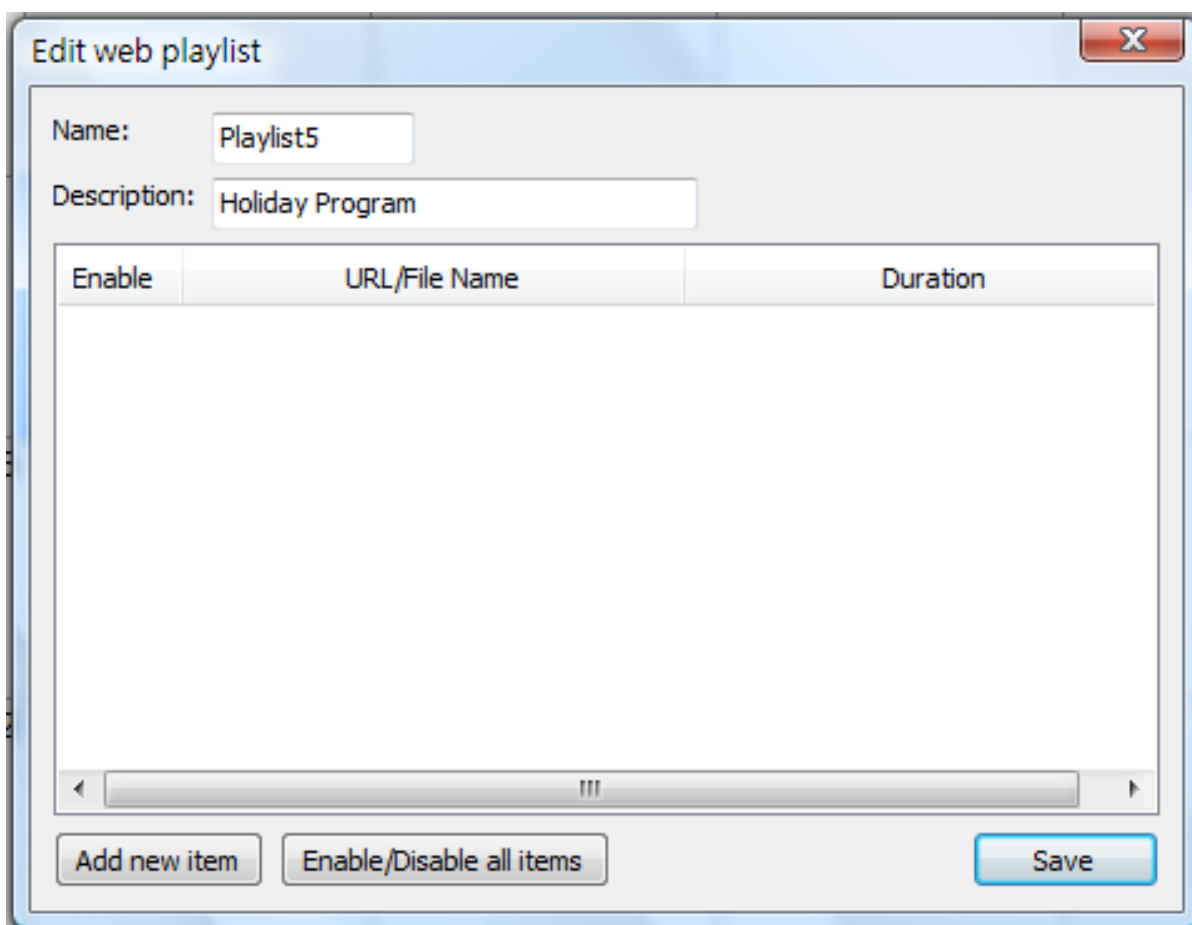
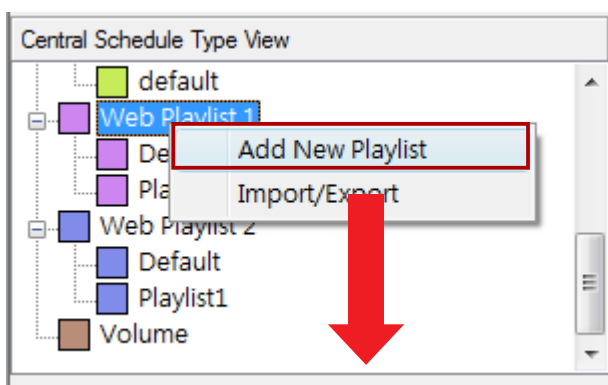
You can also preview the skin here.



8-4 Edit Resource: Web playlist

Add New Web Playlist

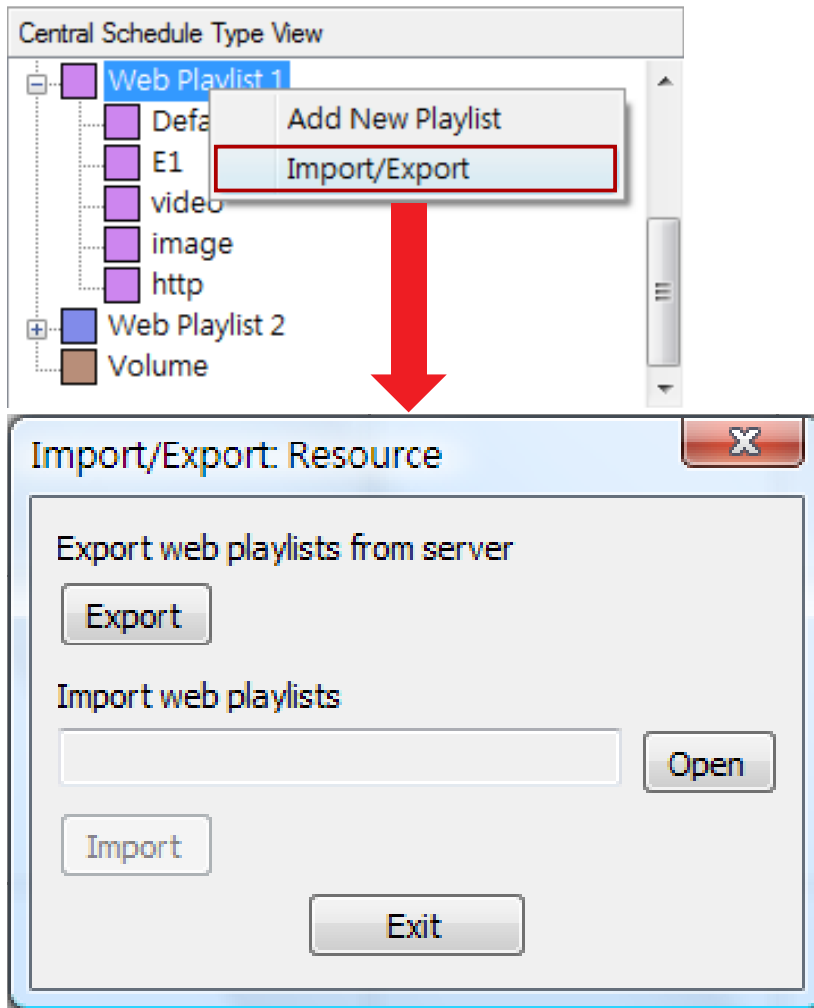
In “**Central Schedule Type View**”, right click on “**Web Playlist**”, and select “**Add New Playlist**”. Then, you can edit a new playlist and add items in that playlist on the pop-up window, just as you add a new web playlist directly on CMS server. (**CMS Web Manager > RESOURCE MANAGEMENT > WEB PLAYLIST**).





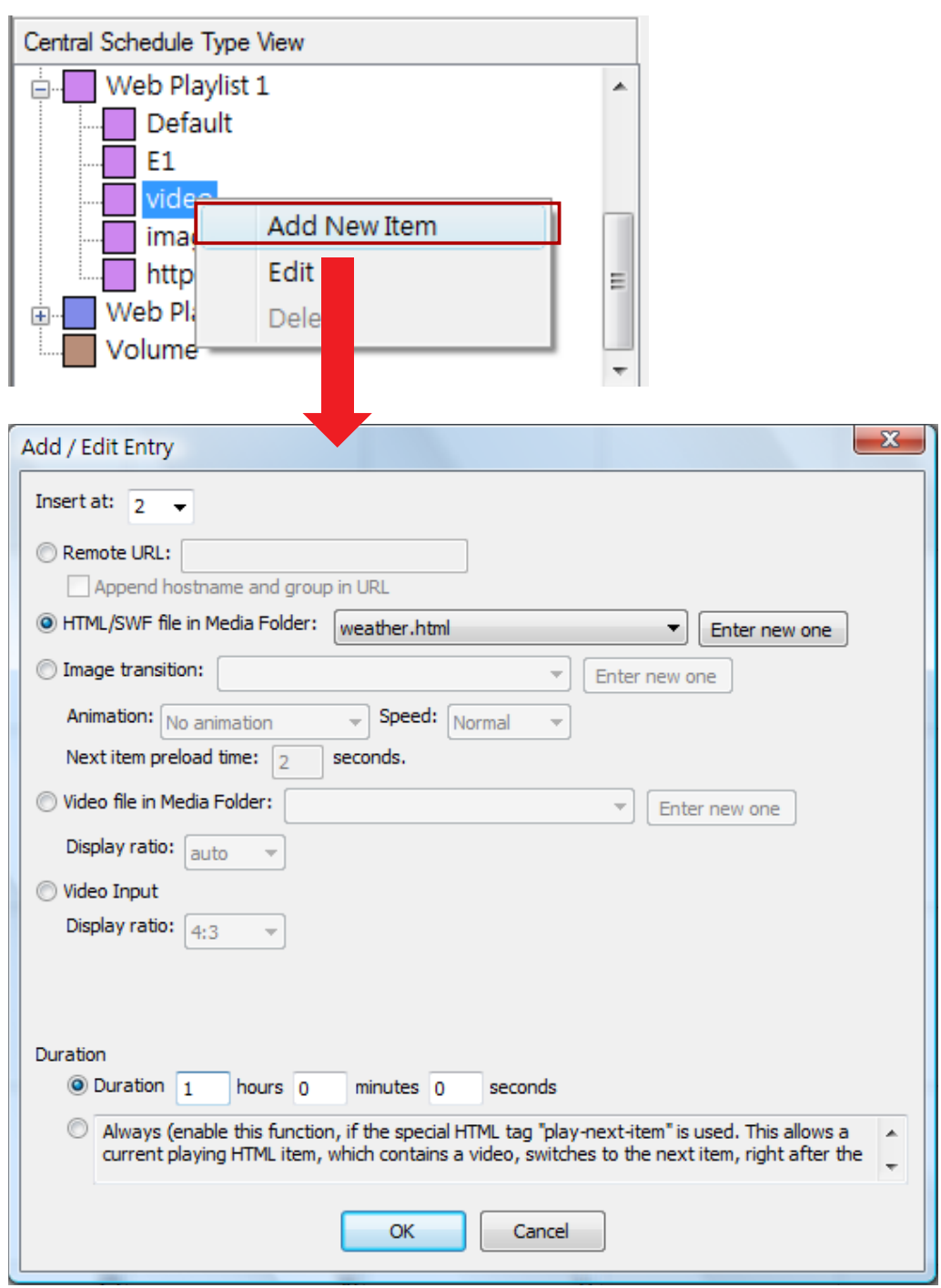
Import/Export Web Playlist

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

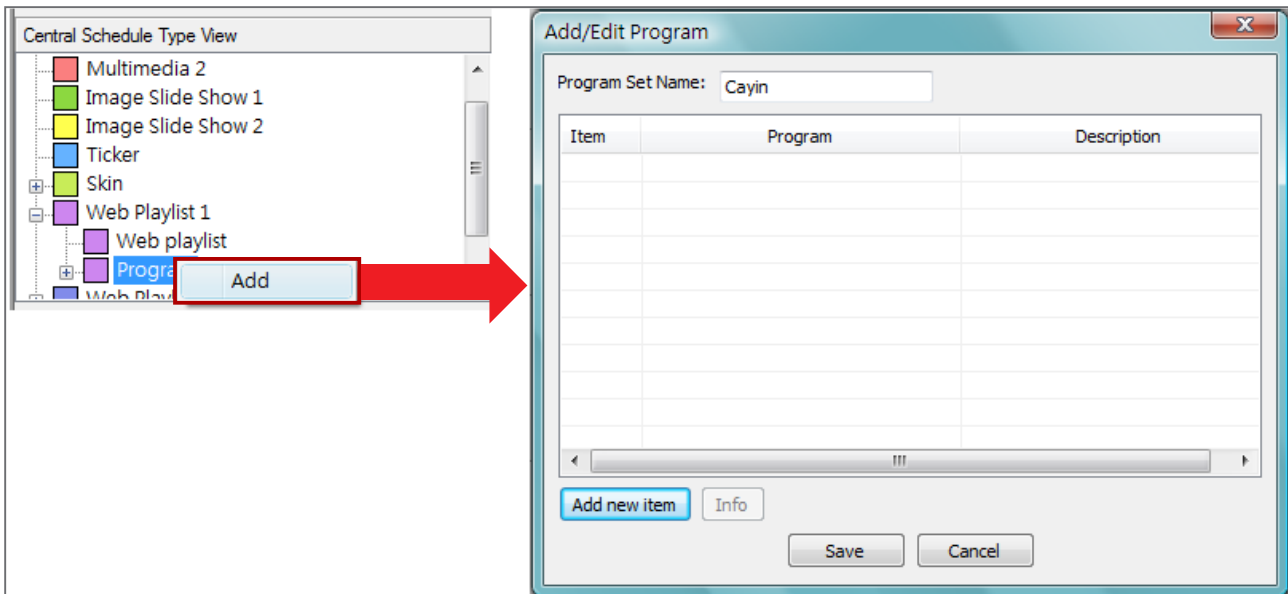
In **“Central Schedule Type View”**, right click on the playlist that you want to modify, and select **“Add New Item”**. Then, you can edit the content source and settings in the pop-up window.



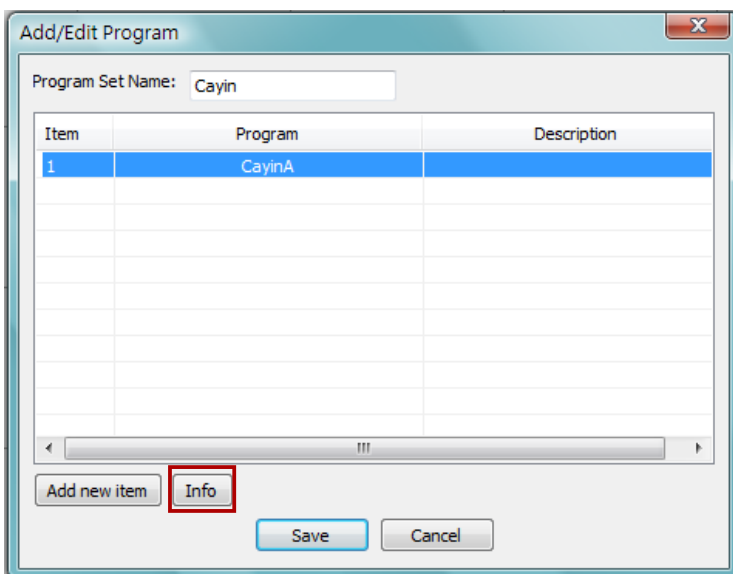
Add Program in Web Playlist

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

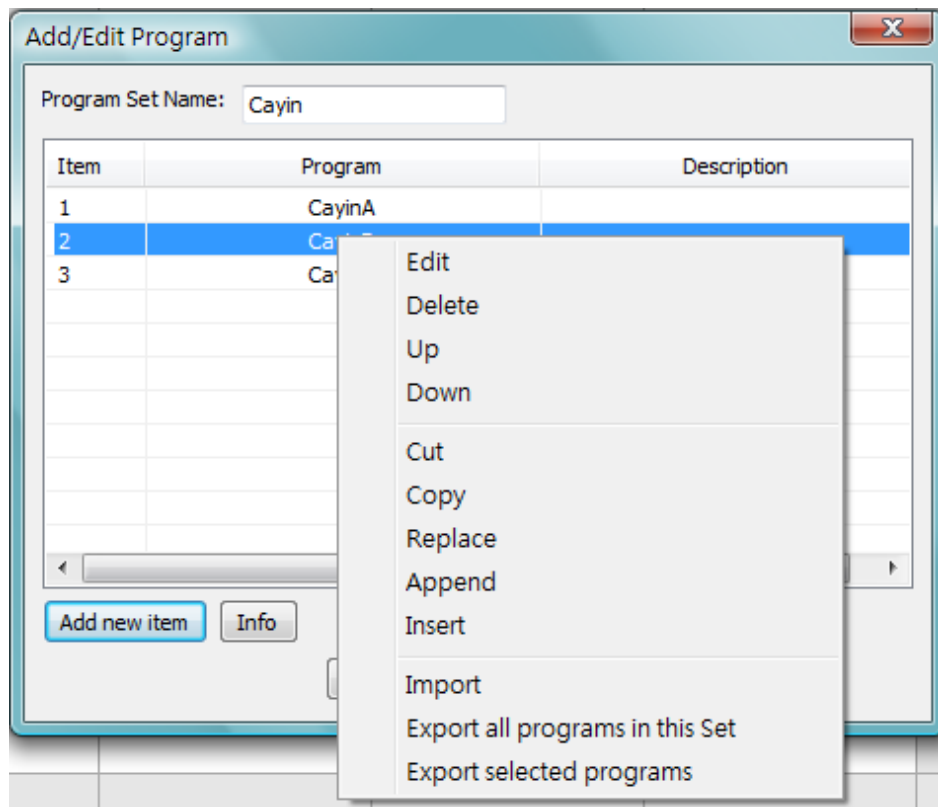
Click on the **“Web Playlist”** node in **“Central Schedule Type View”**, and right click on the **“Program”**, and select **“Add”**. You can create a new program set and add new items here by clicking **[Add new item]** button.



Now you can see the new added item. Click **[Info]** to check the detailed information.



Please refer to the table below for more when you right click on the selected item:



Edit	Edit the selected item
Delete	Delete the selected items
Up/Down	Change the sequence for the items in this program set
Cut	Cut the selected items
Copy	Duplicate the selected items to the same or different program set
Replace	Replace all items in one program with duplicated ones
Append	Paste the duplicated items into the same or different program set
Insert	Insert the duplicated items to the next line as new items
Import	Import an existing program to a program set
Export all programs in this Set	Export all programs in the program set to a .prg file.
Export selected programs	Export selected programs in the program set to a .prg file.

After finishing all the settings, click [**Save**] to adopt all settings.

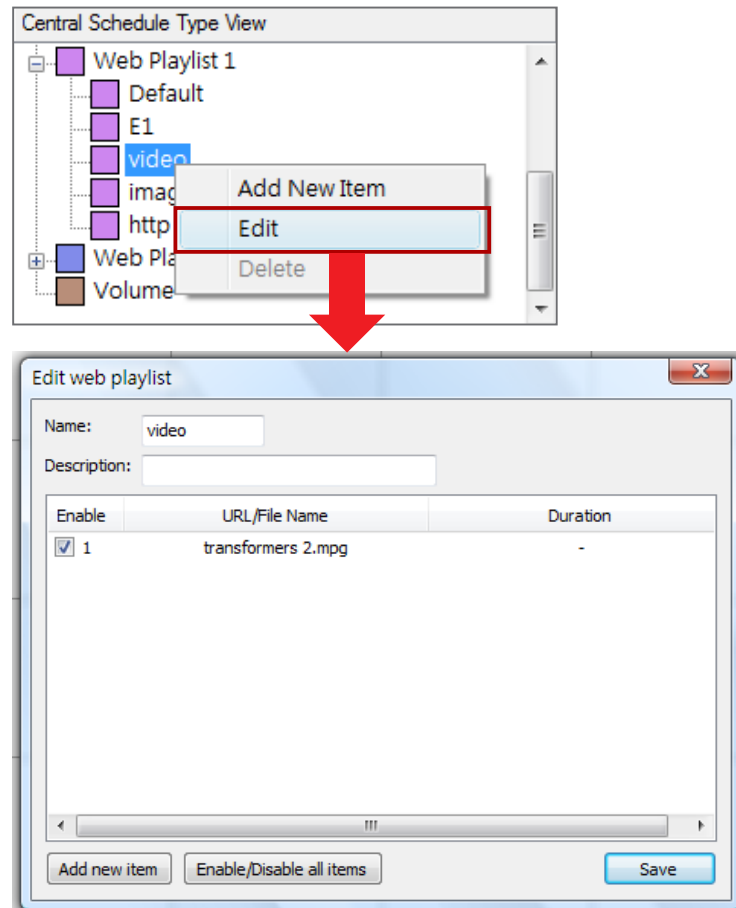
Now you can see the new added program set in the “**Central Schedule Type View**”. Right click on the selected program set to [**Add**]/[**Edit**] programs or [**Import**]/[**Export**] program sets.

NOTE

You have to add the newly added program to a Web Playlist as well to make it effective.

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

NOTE
You cannot delete the web playlist or program that is currently used in a schedule. Please remove this web playlist or program from that schedule before you delete it.

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

