Digital Signage System - Editor

Software Manual

1. Introduce

The “editor” is a tool for edit the media play list, and create the package file for “player”, you can add all kinds of material in it, and set the display time and rule, then pack these information into package file. The package file can be distributed to each terminal by manual or by WEB server. The terminal will load the package file and display according to the rule you have set.

2. System Glossary

(1) PCMark: the unique number for each terminal, and can be any text. If you set the number by a regular format, it could be used with the “region group” of editor, to make program editor easier.

(2) MAC: the unique hardware address of terminal

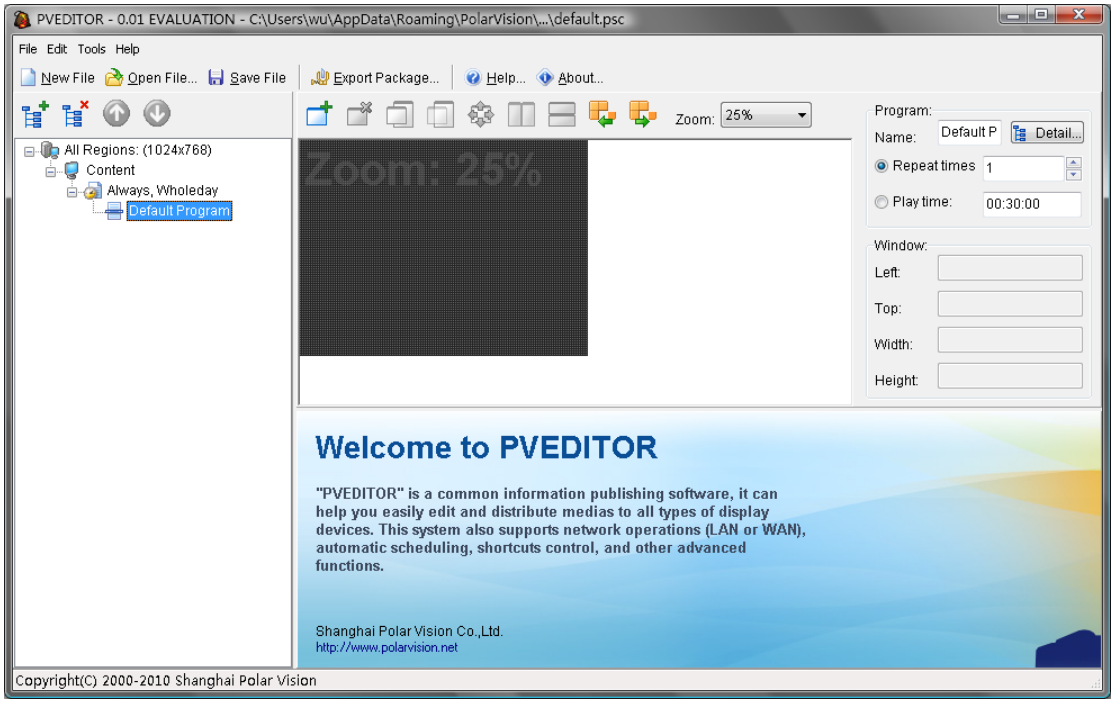
(3) Channel: classify according to the terminals’ industry or department, like cinema channel, golf channel and so on.

(4) City: the city where the terminal be placed.

(5) Region: the specified location of terminal, like A cinema, B golf club and so on.

3. Abstract

Open the “editor” and you can see the software interface as follows:



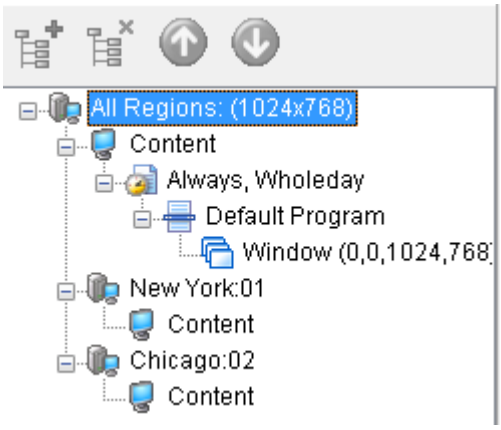
The contents is divided into several levels, they are region, script, program, window, play item.

3.1 Region

Region is the definition of terminal range for info distribution, after you opened the “editor”, there is a region which called “All Regions” whose region code is empty, and all info added into this

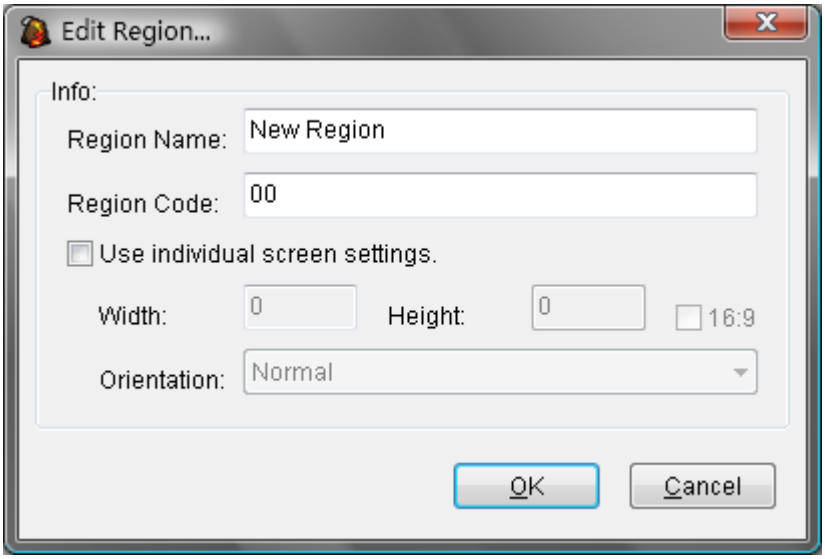
region will be distributed to all terminals.

You also can create a sub region under the parent region, for example we create two sub regions, “New York” and “Chicago” under “All Regions”, at this time, all terminals in New York will be influenced by the info edited in the “New York” sub region, and the info in the “Chicago” sub region will affect all terminals in Chicago, and the other terminals still display the info in “All Regions”. That is to say, the sub region can hold a special content to the parent region.



The terminal will decide to display information under which region according to it’s PCMark, in the above example, set “01” for New York region code, and “02” for Chicago. All terminals in New York should set the PCMark to: 01XXXXXX, and 02XXXXXX for Chicago terminals, then the terminals will automatic judge and load the programs from it’s own region.

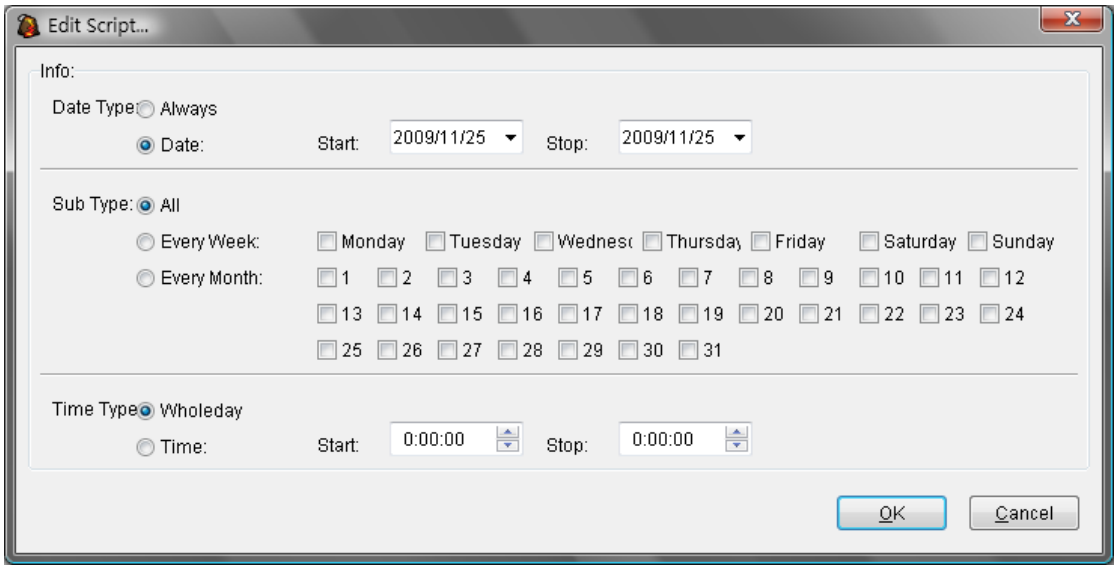
Similarly, you can create sub regions in “New York” region, such as “A cinema”, “B cinema” and so on for edit the special contents for these areas.



3.2 Script

Script is the definition of info display period, which can be set the beginning and ending time, and special display period for a group of information, each region node can include several playback

info of different periods when edited.

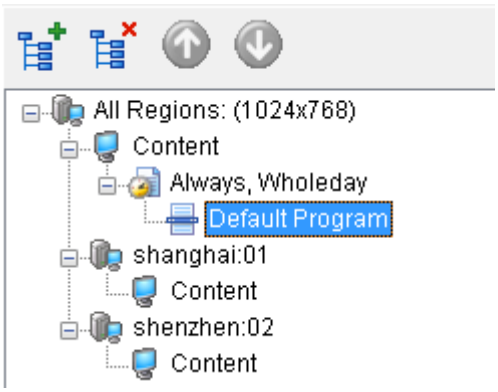


3.3 Program

Program is the definition of screen segmentation scheme to display media info, each proposal (for example, full screen display or divide into two parts, display videos on left part and images on right) have to be a program.

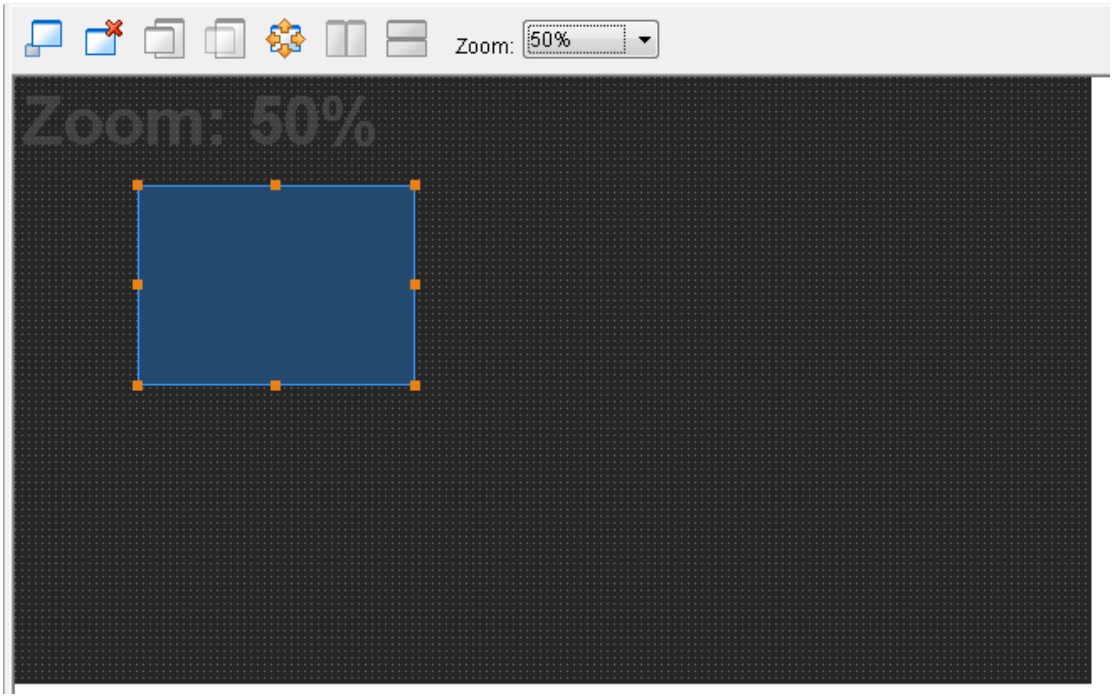
Programs can be set repeat times or play time, the repeat times is referred to all info in the program have been displayed one time.

Several programs in one script will be displayed by order, and after one program played over, the next will be displayed. This will be cycled until the whole script play time is finished.



3.4 Window

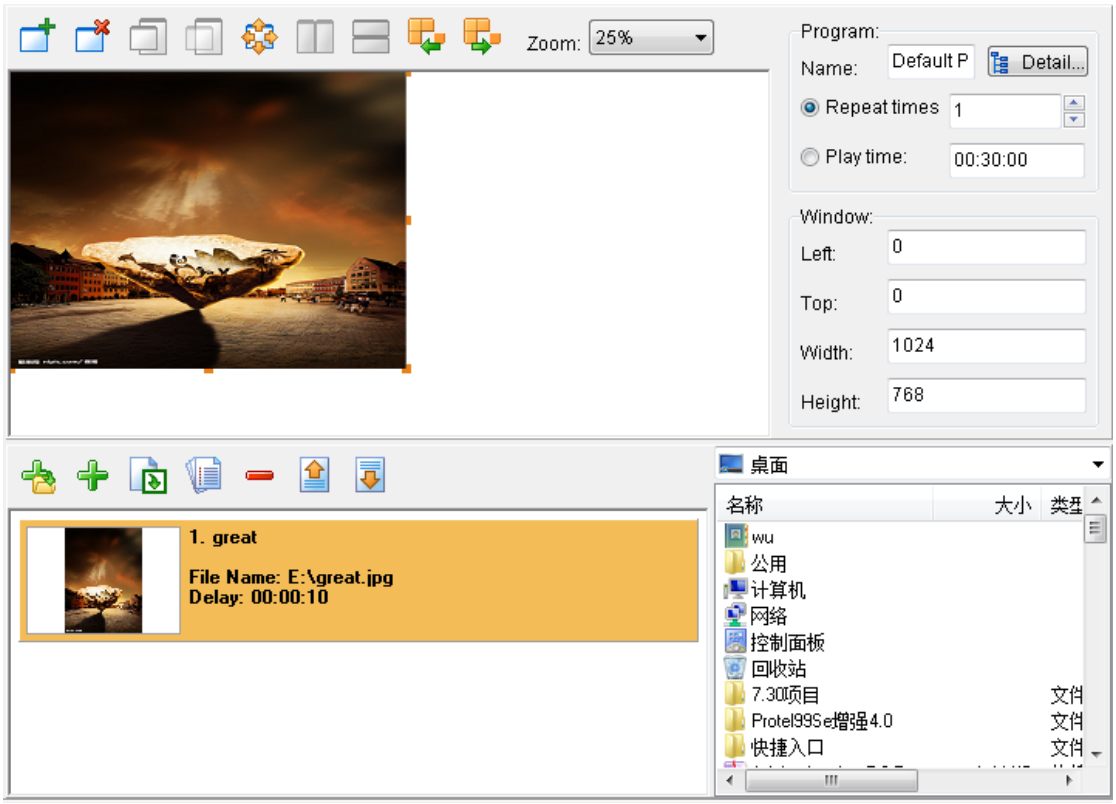
Window is the unit of screen segmentation in script, each window indicates a region in screen after divided, you can adjust its size and position by directly drag the mouse.



3.5 Play Item

Selected a window and you can add play items into it. Play item can be all kinds of Videos, Flash files, and Images.

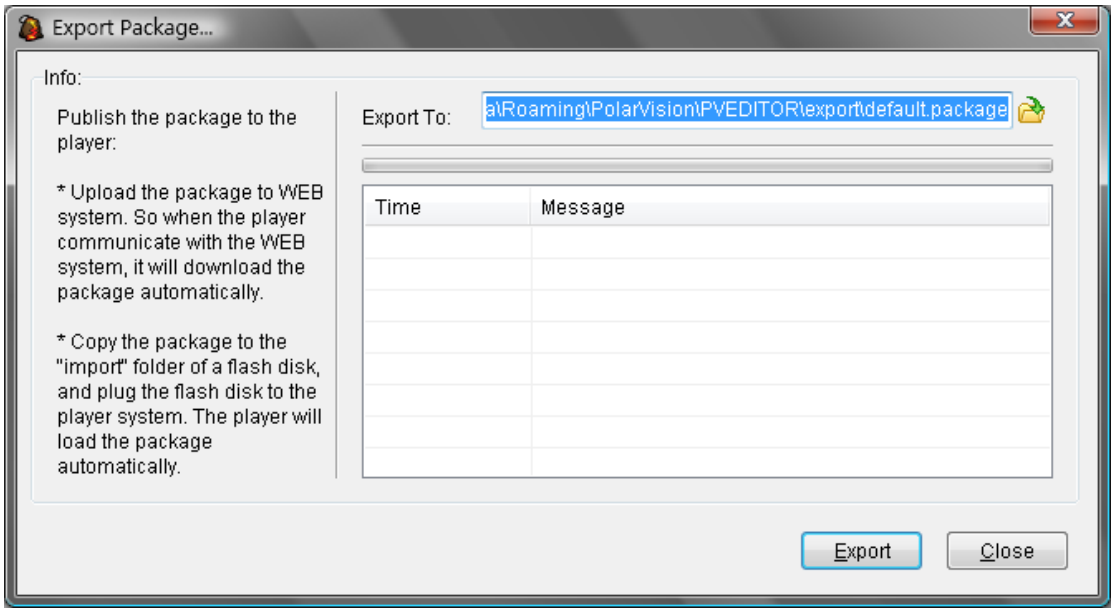
Press the "+" button to add a new item into the window:



4. Export Package

After finished the editor of program content, you can use the “Export Package” to pack all materials and display rules into a package file.

Press the “ Export Package” button in the toolbar, there will be shown following dialog:



Select a specified path to save the export files by press the “Export” button.

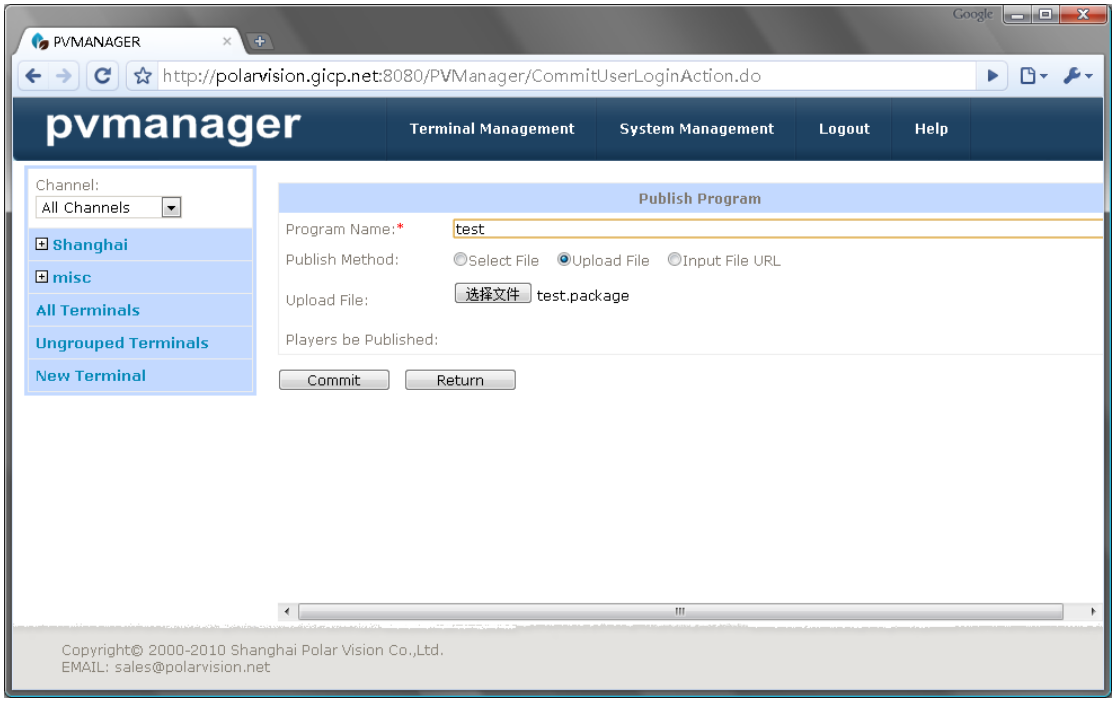
The icon of export package files as follows:

Now you can distribute the package file to the player manually or through the web server.

Manual distribution: You should create a folder which name is “import” in your flash disk, and copy the exported package file into the folder. Then plug the flash disk into the player computer, the player will start to load package content automatically.

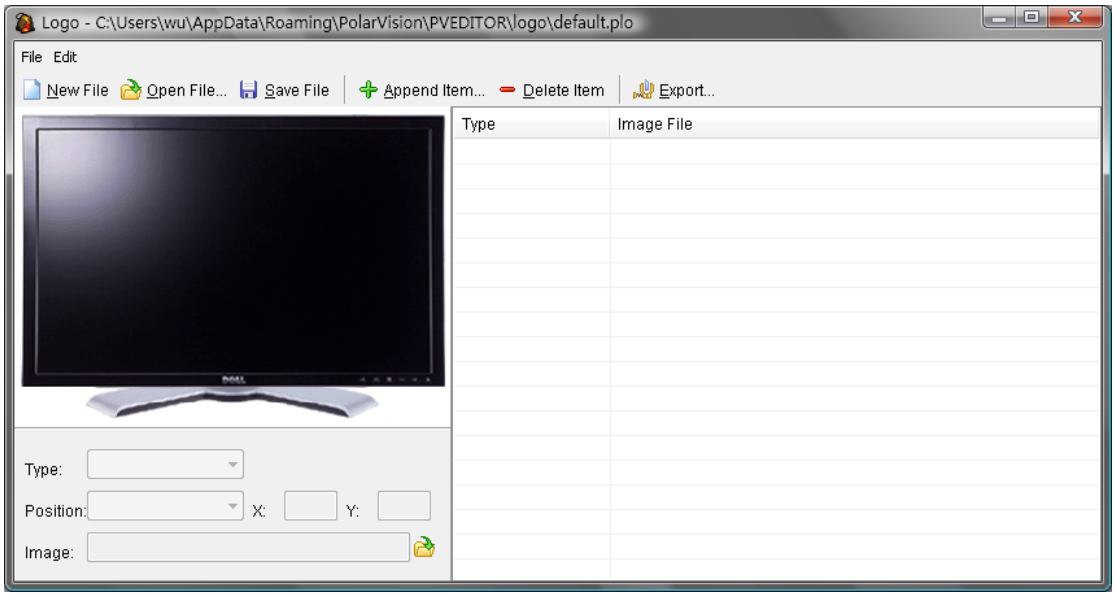
You will see following effect on the player when it loading the package file.

Auto-distribution through the web server: Select terminals which you want the package file be uploaded in the web system, and press the “Publish Program” button to upload the package file onto the web server. The player will communicate with the server automatically and download the package content. After the player loaded the package file, it will send back the result info to the web system. (You can reference the manual of web system to get details.



5. Other Functions

5.1 Logo Editor

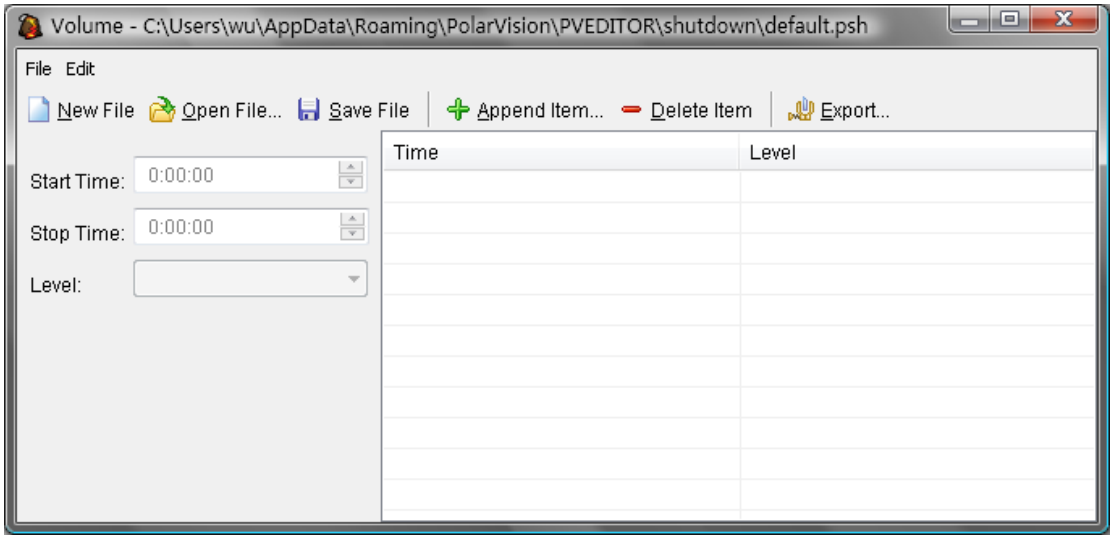


The logo file could be a symbol of manufacturers or system time which will be overlapped on the screen for display. You can edit image of the logo and it's location with this "Logo Editor".
There are two types of the logo: image and clock.

For the image logo, you should select a picture for display.
The clock logo used a black image as background which has to contain 0-9 number and a ":" symbol, at the same time, you should ensure that the width of each number is same and the ":" symbol width has to be half of the number, as follows:

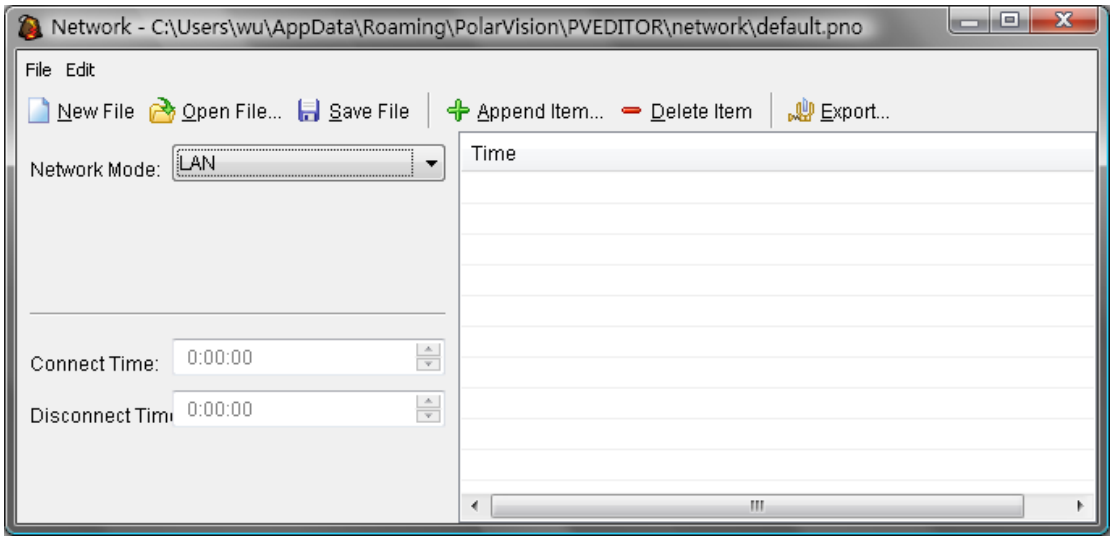
After edited the logo info, you can press the "Export" button to export the configure package and distribute it to players.

5.2 Volume Editor



The volume file could be used to control the volume for the player in different period time in a day, the volume has four levels, they are “mute”, “low”, “middle”, and “high”.
You can add several periods and set the volume grade for each period.
After edited the volume info, you can press the “Export” button to export the configure package and distribute it to players.

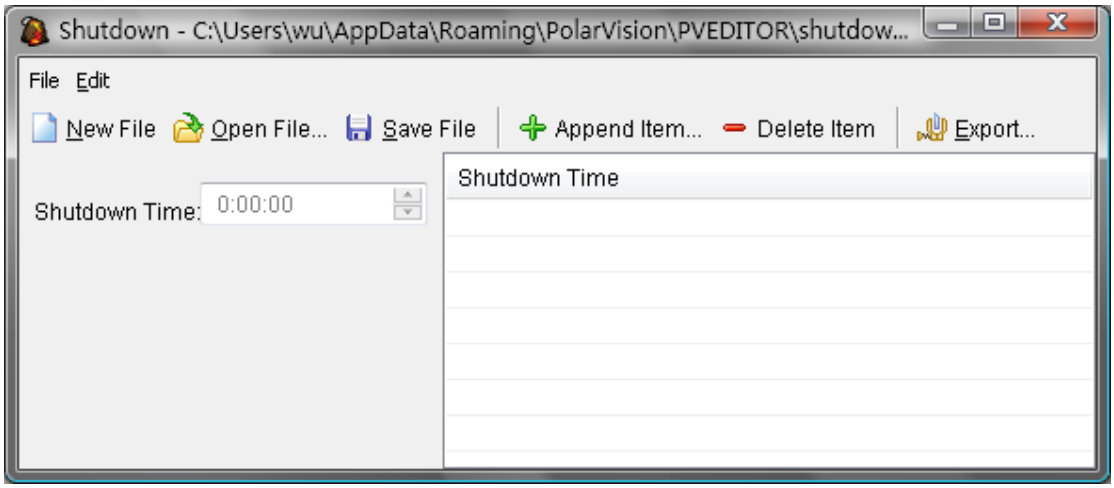
5.3 Network Editor



The network editor can be used to define different network connection mode and the time of connection and disconnection with the network for the player. The player could connect or disconnect with the network automatically.

After edited the network info, you can press the “Export” button to export the configure package and distribute it to players.

5.4 Shutdown Editor



The shutdown file could control the player automatically shutdown on the specified time. After you edited the parameter with this editor, you can press the “Export” button to export the configure package and distribute it to players.

6. Edit program with command line

After installed the editor, there will be a “pveditor_console.exe” file in the installation directory. You can also create the package file with this command line tool. You can write VBA or batch files to transfer the parameter to this tool, so it will create the package file for you automatically. It will help you embed the package create function in other software easily.

The command line format of pveditor_console.exe:
pveditor_console,exe “Window template file” “Media file list file” “Package file to be export”

(1) Window template file: The definition of the window layout. Reference following descriptions for the detail.
(2) Media file list file: This is a list file for the file name of all media files. Reference following descriptions for the detail.
(3) Package file to be export: The package file’s path name.

For example:

pveditor_console.exe "C:\windowtemplate.tpl" "C:\mediafilelist.txt" "C:\test.package"

6.1 Window template file

The window template file is an xml file, include two levels, they are:

(1) windows

Root node which descript the property of whole screen. This node will include several sub window nodes. This node includes three properties:

Property name	Notes
screenwidth	the width of screen resolution
screenheight	the height of screen resolution
screenorientation	the orientation of screen. Can be one of 0, 90, 270.

(2) window

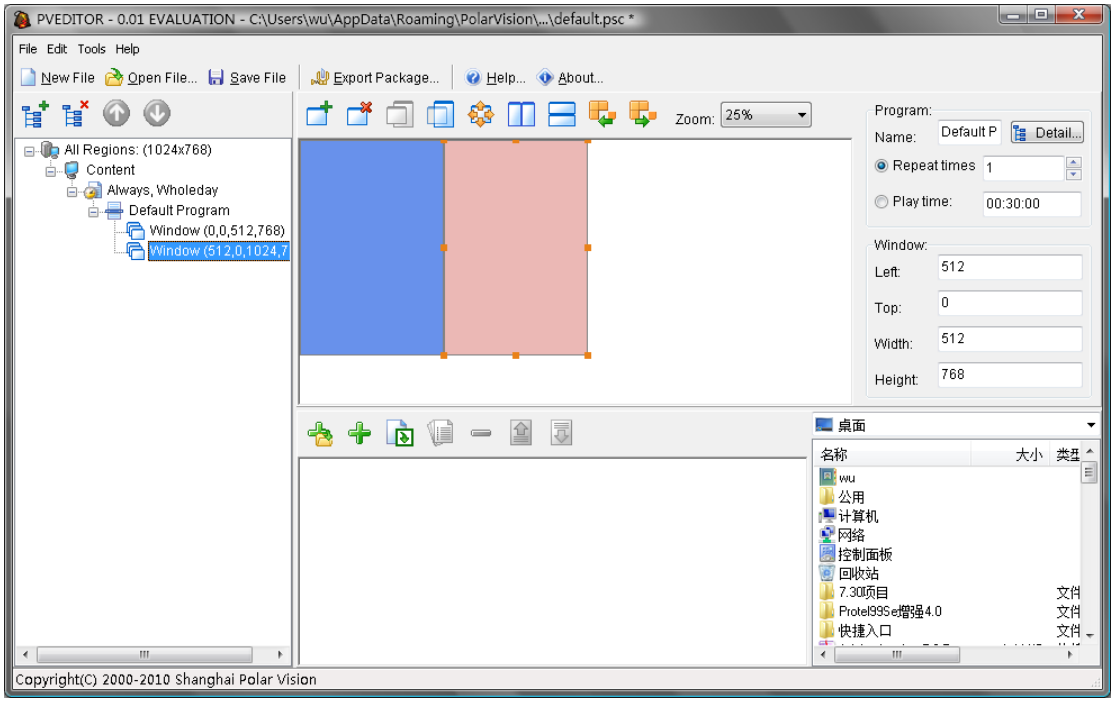
Sub window nodes, each of them described the property of a window in the whole screen.

Property name	Notes
left	the left position coordinate for the sub window
top	the top position coordinate for the sub window
right	the right position coordinate for the sub window
bottom	the bottom position coordinate for the sub window

The sample of window template file as follows:

```
<windows screenwidth="1440" screenheight="900" screenorientation="0">
    <window left="0" top="0" right="600" bottom="900"/>
    <window left="700" top="0" right="1440" bottom="900"/>
</windows>
```

The window template file could also be created by the editor program. Open the editor and add windows for a program:



Press the " " button to save the edited window layouts as a template file. So you can use this file as the window template of the command line tool.

6.2 Media file list

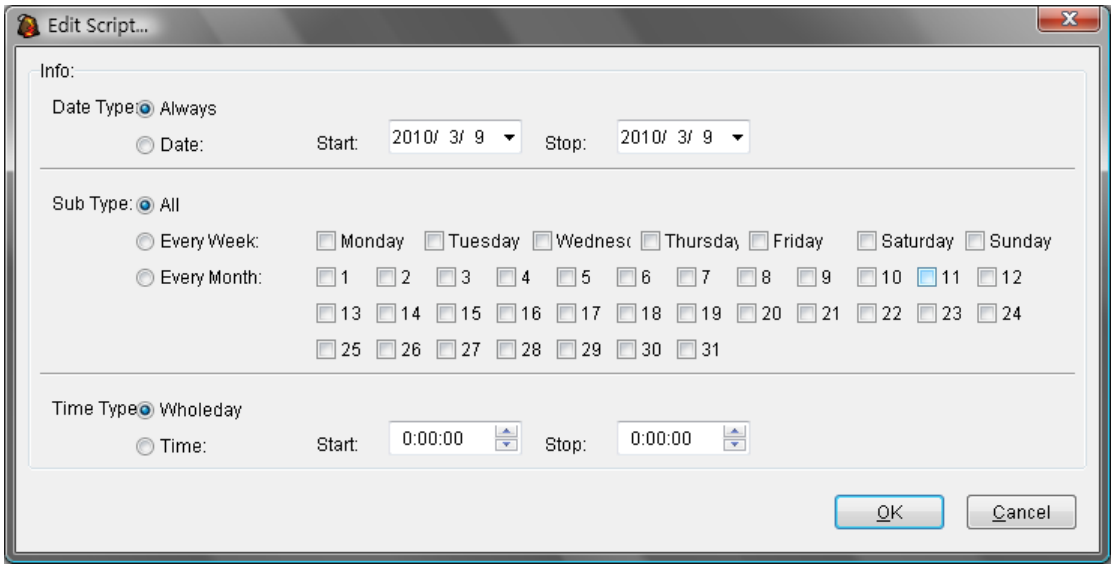
The media file list is a text file which defined all media files used in the display contents, and each media file name occupies one line.

At the same time, it also supports several extensible marks which start with a special character and occupy one line too, they can define the playback method of programs, such as:

#Date: Define the playback date of program; the format should be "YYYY-MM-DD YYYY-MM-DD". If omitted this mark, the default playback date will be "Always".

#Time: Define the playback time of program, the format is "HH:MM:SS HH:MM:SS". And if omitted this mark, default playback time will be "Wholeday".

The two marks above are the same as the property in the "Edit Script" dialog of editor:



#MediaSearchPath: Define the search path of media file. If the media file name in the list file is without the path, the software will search the file through this search path if it can't find it from current path.

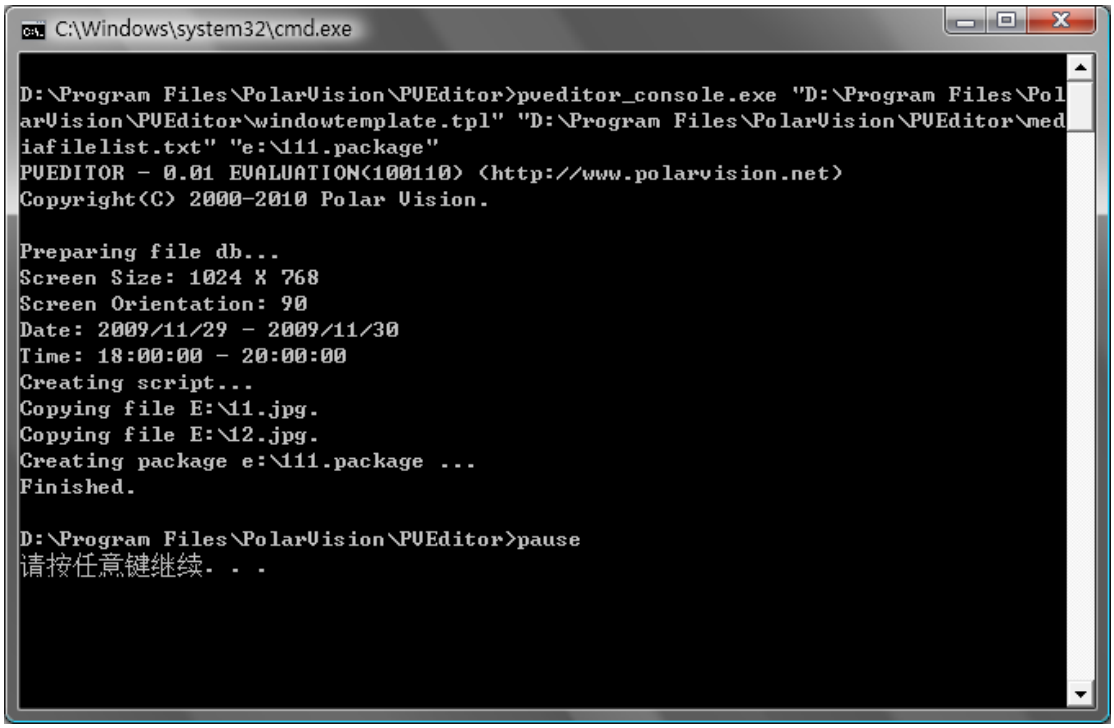
@[N]: The symbol of window ID, N means ID of the window. All media files follow this ID will be added into the specified window. For example, @1 indicate the first sub window, @2 indicate the second sub window. If there is no @ symbol in the whole list file, all media files will be added into the first sub window.

The sample of the media files as follows:

#Date=2009-11-29 2009-11-30
#Time=18:00:00 20:00:00
#MediaSearchPath=E:\
@1
11.jpg
12.jpg
@2
21.jpg

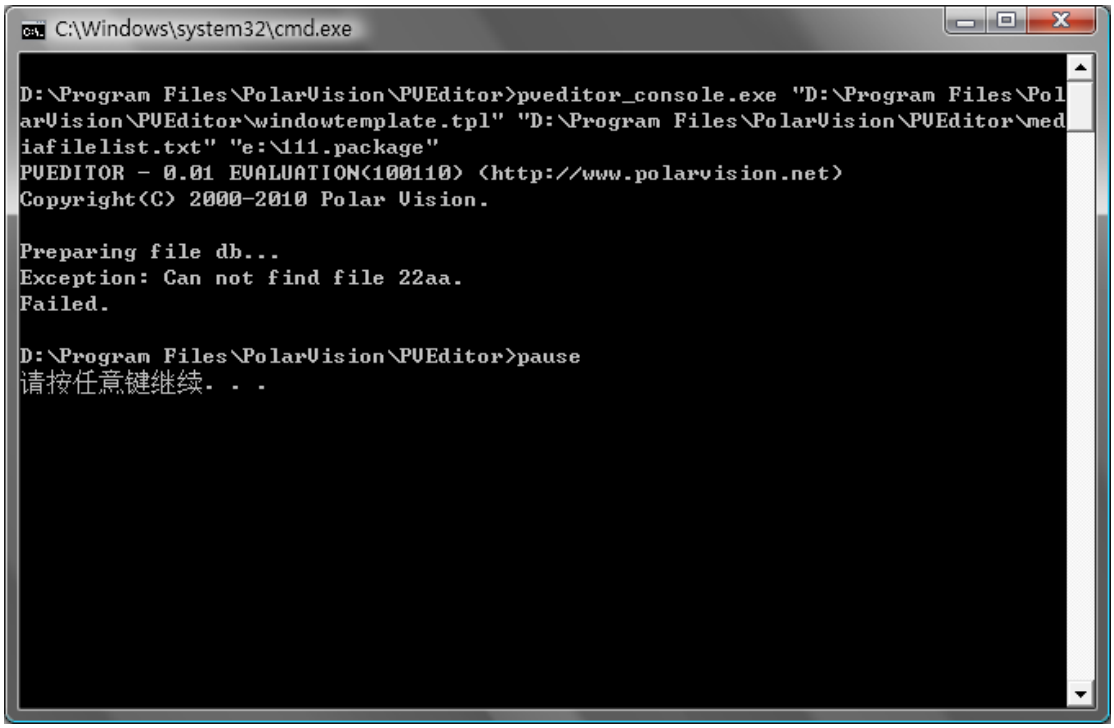
6.3 Export package

After prepared the window template file, media file, you can use the pveditor_console.exe to create the package file. The following image can be reference as a demonstration that create the package file through batch file:



You can get the processing progress and result from the output of the software.
After the execution, you can find the package file in the specified directory.

If there is any exception happened, the software will feedback a failure info with the command as follows:



7. About Kazo Vision

Kazo Vision is a solution provider which focuses on the photo electricity and visual effect. We are providing the software for advertisement, exhibition, and sports field. With our abundant experience in the fields, and our efficient design and development team, by cooperation with the hardware producers and advertisers, we can provide the high quality visual effect to the customer.

With several year development and accumulation, we have mastered most advanced techniques and can accomplish each kind of special visual effect with high efficient and quality in the shortest time. Our professional development team also could make an individual display solution to meet your needs.

We have friendly cooperated with several solution providers in the world wide. Our products are being used around the world. We are also hoping for the cooperation with you in the future.

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