# PV11 Client
Software Manual Version 13.x



**Prismview**

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## Notice of Liability

## Customer Support

For questions regarding software use or custom message creation, please call Creative Group **866.989.3726** (8am-5pm MST) or by e-mail: **creativegroup@prismview.com.**

For concerns regarding display operation or problems with communications, please call Prismview LLC Service Department **800.741.6721** (available 24-7) or by e-mail: **esupport@prismview.com.**

For general information about Prismview LLC or Prismview products, please visit: **www.prismview.com** or e-mail us at **sales@prismview.com.**

## Trademarks

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# Contents

# Introduction

## Welcome

Congratulations on your purchase of a Prismview LLC LED display. Purchasing a display such as this represents a sizable investment and Prismview LLC is dedicated to providing you with the very best in displays and software. This software manual will guide you through the operation of PV Client. PV Client is an innovative, powerful, yet simple program that allows you to create, edit, and schedule messages to show on your display. Whether it is the uncluttered interface or the intuitive ease with which messages are made and scheduled, you will find PV Client to be a program that takes only minutes to master.

This version brings a few new features that will make using the program much more productive. One of the most popular has been the option to add folders to organize your media and content. This version also includes improved speed for Proof of Performance (POP) reporting and thumb nail previews of your media.

With these and other improvements, PV Client is the best choice for running single or multiple displays.

## Using this manual

**This media kit may also include the installation files for third-party software, if ordered with your display. Please keep the flash drive and license keys in a safe place. If the license keys are lost, re-installation of the third-party software may not be possible.**

This manual is written to help you familiarize yourself with PV Client software. Due to multiple configuration options within PV Client, the screen shots shown in this manual may not imitate exactly what you see on your monitor. This manual shows PV Client with all functions enabled. If you notice a large difference in how your version of PV Client appears and what is shown in this manual, it is likely that some functions were not enabled during the installation and configuration of your copy of PV Client. If you have questions about enabling or disabling certain functions of PV Client, please contact Prismview LLC Service at **800.741.6721**.

## Networked Installation

**Running PV11 Client from a shared drive requires the drive to be a mapped drive with a letter. If the "Start in" path for the shortcut begins with "\\ servername\" instead of "driveletter:\"  PV11 will not be able to add any new content to the schedules, lists, or playlists.**

## Creative Group

Prismview LLC has a group of professional designers who create both animated and static messages for customers across the United States. This group is called Creative Group. A PDF brochure showing current design package rates and a demo reel (.wmv) showing examples of their work are available on the Prismview LLC web site: www.prismview.com/creative.

You will also find free and paid generic animations created by Creative Group on the Prismview web site: **www.prismview.com/store.**

These animations are designed for full color displays in three standard sizes. If your display is not close to any of the sizes available, please include the name of the animation(s), your display's pixel dimensions, and send your request to: **creativegroup@prismview.com.** The animations will be re-sized and sent back to you at no additional charge.

Creative Group also offers software support for all Prismview software. If you encounter difficulties while operating any of the Prismview software, you may call Creative Group at **866.989.3726** (8am-5pm MST), or e-mail them at: **creativegroup@prismview.com**

Thank you for choosing Prismview LLC.

# Configure

When PV Client is installed on the computer, a shortcut to the program is placed in the Start Menu. To run PV Client go to the **Start Menu > All Programs > Prismview > PV Client.**

First you need to set up PV Client to communicate with your display(s). Setting up PV Client has never been easier.
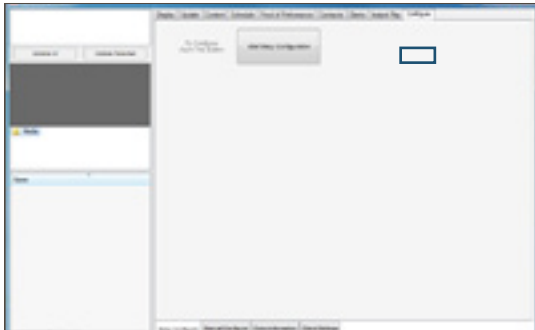


To configure PV Client, click on the Configure tab.

With the Remote Computer* running and connected to your network just click on **Start Easy Configuration.**

* Computer controlling the display

Clicking on this button sends a signal out to the Local Network from your computer. This signal searches for any active displays.

Each display found on the network will reply back with the information needed to establish communications between the display(s) and the PV Client computer.



Now click on the **Save Changes** button. You are now ready to start adding content to your display.

In the image below the displays 3200 S SLC and 21st Ogden were found and added to our PV Client.
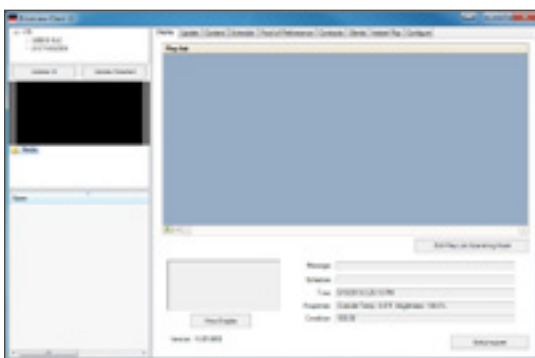


Under special circumstances it may be necessary to configure some of the settings manually. If this is the case, contact Prismview LLC Service at **800.741.6721.**

# Overview

With your display(s) added to PV Client you are now ready to begin using the software to create, organize, and schedule your content.



**A** This zone shows the group(s) of displays that have been set up during configuration. Expand a group name by clicking on the [+] sign.

The two update buttons, **Update All Displays** and **Update Selected**, found beneath the display groups will be used to send messages and schedules to the display.
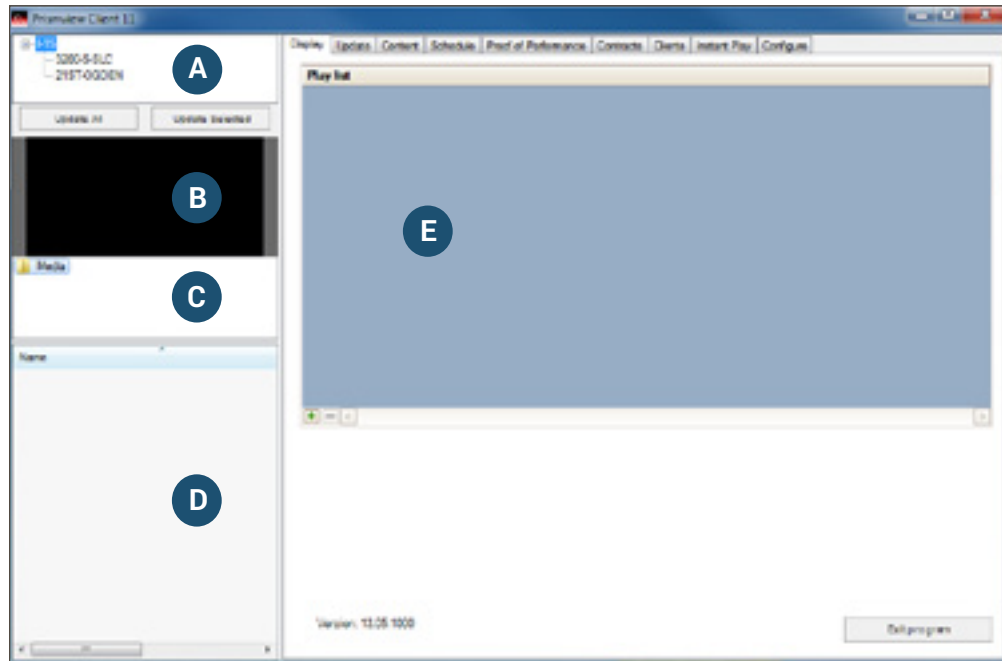
**B** The **Preview** window displays a thumbnail preview of the content as it is selected in Zone D or E.

**C** The **Folder** window shows the folders that contain your messages. New folders can be added to help keep your content organized.

**D** This **File List** shows all messages available in the folder selected in Zone C. You can drag-and-drop compatible files from your computer into this zone. Compatible file types include: bmp, jpg, png, un-compressed avi, and wmv.

**E** This zone is dynamic and will change to reflect the currently selected tab. The first tab in this zone is the **Display** tab.

# Display

Selecting a display from the display list will cause the window to change as pictured below.
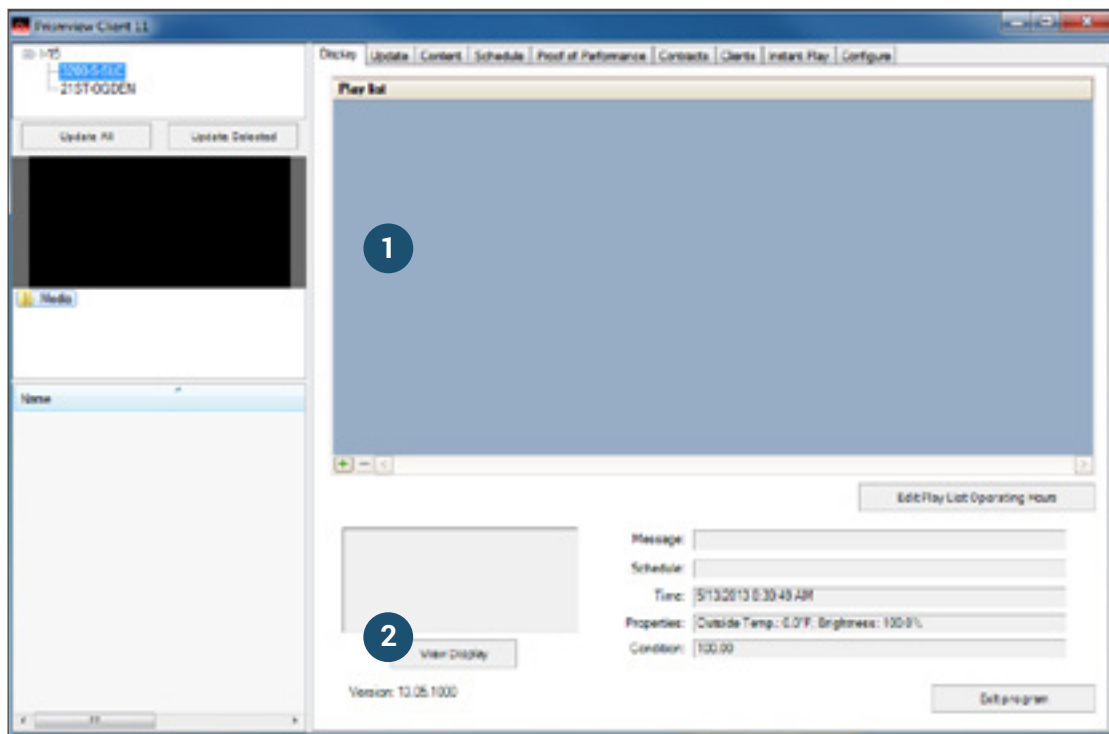


**1**    The **Play list** area is where you can drop messages to be played on the display if you do not need the complexity of a schedule see Schedule, pg 51. These messages will play only if there is no active schedule. Play list messages play in a continuous loop until removed. Generally speaking, only standard or generic messages without starting or stopping parameters are inserted into the Play list.

Add messages into the Play list by either dragging-and-dropping them from the list of files, or by clicking one and clicking the (+) button at the bottom of the Play list window.

To remove messages from the Play list, select them and click the (-) button found next to the (+) button.

**2**    The **View Display** button will take a snapshot of the current message playing on the display and have it appear in the space provided.

First, select the display you want to view from the display list in Zone A and click View Display, the snapshot will appear. Information from the display will populate the data fields to the right of the snapshot.
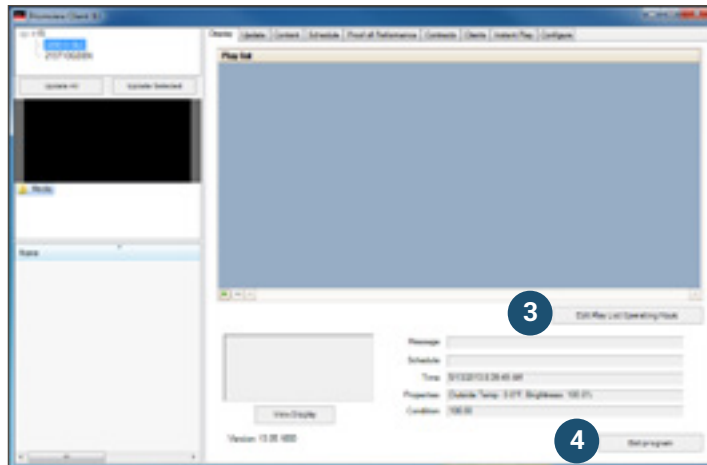
**3** The **Edit Play List Operating Hours** button allows you to set the operating hours for the Play list.

> In PV Client, the order of message priority is basically two levels deep. Messages in a schedule have priority over messages in a Play list. Setting the Play list's operating hours is potentially setting the display's on and off times.

To set the Play list's operating hours, click Edit Play List Operating
Hours. The Edit Operating Hours window will open.

The **Start** and **Stop** times are set in military time (add 12 to every hour after noon). The Start and Stop times define a block of time as play time.

> Note: The Play list operating hours are set on each display individually, so if multiple displays are available, be sure the correct display is selected in Zone A before making changes.
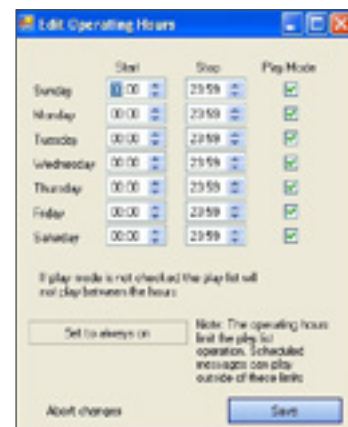


With the **Play Mode** box checked, the Play list will be active during the times specified.

Scheduled messages still play, regardless of these parameters; however, once a schedule is no longer valid, and if the Play list is set to off, the display will be blank.

The **Set to always on** button sets the start times to 00:00 and the stop times to 23:59. Be aware that PV Player plays through whatever minute is shown.

The **Abort changes** button will close this window without saving.

When you are finished, click the **Save** button to exit.

**4** The last button in Zone E is the **Exit Program** button. This button will close PV Client.

# Update

This tab shows the update status after you have clicked on one of the Update buttons.
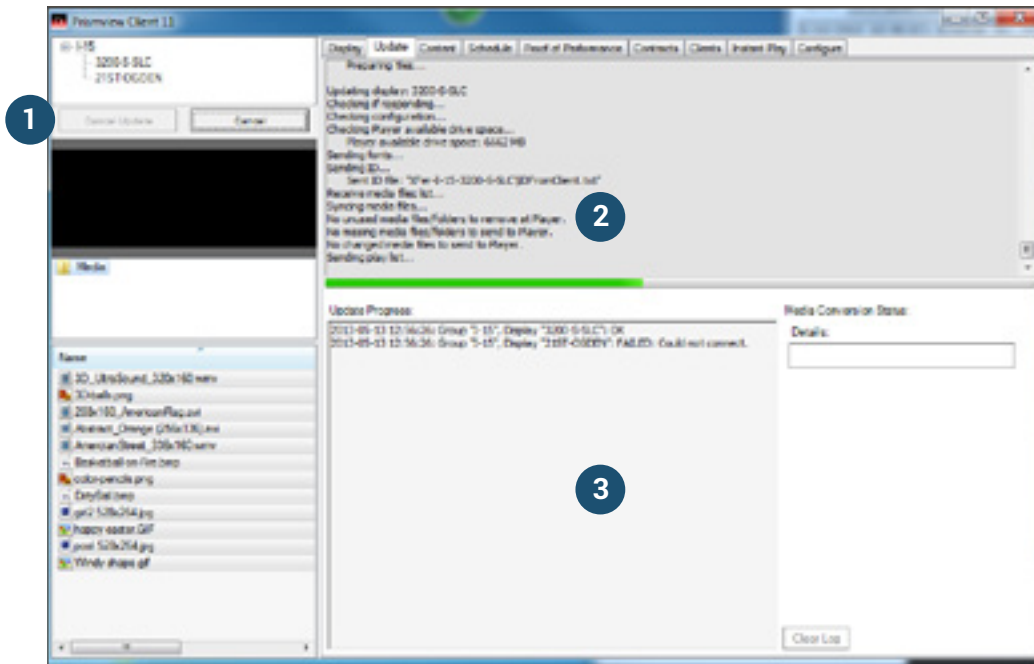


**1** After adding content to your play list or schedule, the display(s) can be updated. If there is only one display, either button will update it. For multiple displays or display groups, the **Update Selected** button will update only the selected display or selected group. The other displays and groups will remain unchanged.

To update the display(s), select the display or group to update and click the appropriate update button.

**2** Transmission information will appear in this window.

**3** This window reports back the final status of the update; usually, as 'OK' or 'Failed'. It may also include details regarding the nature of the failure.

# Content

The Content tab is the third tab in Zone E and allows you to make, edit, or delete messages, including dynamic messages.

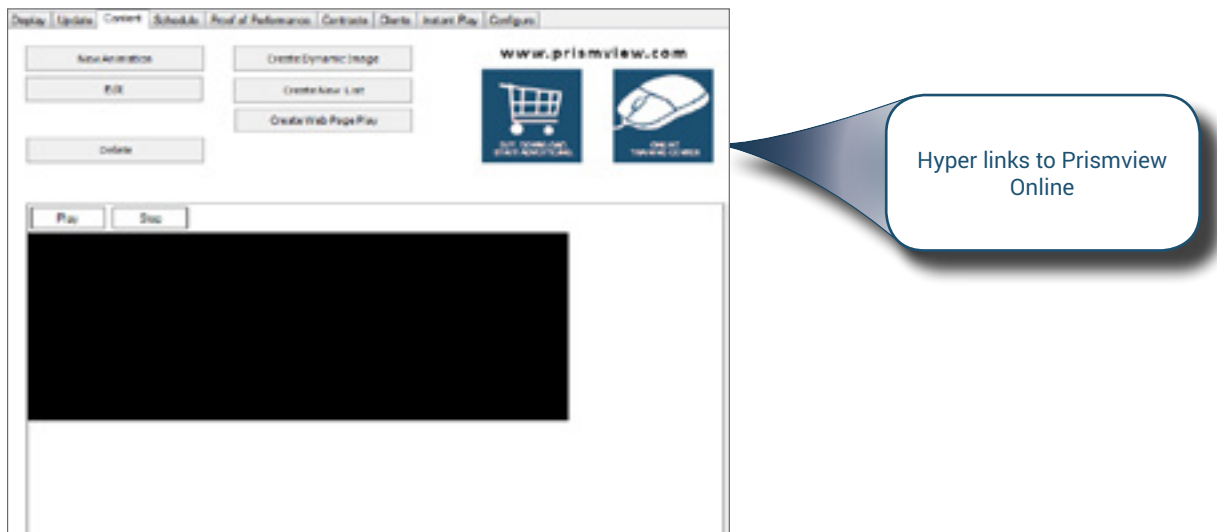> **If multiple displays will be controlled from this computer, and the displays are NOT all the same size, PV Client will scale content to fit the selected display. Using content not designed for your display size may make the messages appear distorted and unreadable.**



Hyper links to Prismview Online

The **New Animation** button is to create new messages or frame based animations.

The **Edit** button is used to change messages. These files include those ending with DD2, PX2 , WP1, and LST.

The **Delete** button permanently deletes the message selected from Zone C from the file list. After deleting a message from Client, the display will need to be updated so your display stays synced.

The **Create Dynamic Image** button is used to create dynamic data messages.

The **Create New List** button is for creating a cycling list of messages.

The **Create Web Page Play** button allows you to pull active content from a web page and output it directly to your display.

The **Play** and **Stop** buttons allow you to preview animations and messages in your content list.

# Creating and Editing Messages

## Animation Editor

The Animation Editor is used for creating frame-based animations with still or animated backgrounds. To create a new message or animation, click the **New Animation** button.
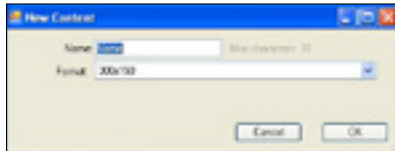


Type a name for your new message. If you are controlling multiple displays with differing dimensions you need to select the appropriate display size for this message from the **Format** drop down. This drop down is automatically populated based on your displays in Zone A. Click **OK** when finished.

The **Edit** button also opens the Animation editor. Select a message that you want to edit from the file list in Zone D and click the Edit button.

The PX2 Editor window will appear.
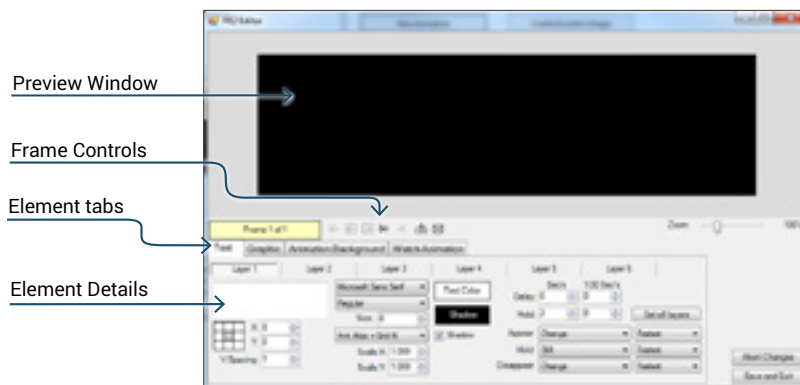


### Preview Window
The preview window is the canvas for the message. Text and graphics will be shown here as they are added to create the message. The content shown in the preview window will change depending on the Element tab that is selected.

### Frame Controls
The frame controls allow frames to be added and deleted from the message. These controls also allow you to navigate through the existing frames. The **Zoom** allows you to zoom in and out of the content you are creating or editing.

### Element tabs
Using these tabs you select the element of your message that you want to edit. You are able to add, change, and create different elements to craft the perfect message.

### Element Details
The element details area will change depending on the Element tab that is selected. There are four Element tabs - Text, Graphic, Animation Background, and Watch Animation.

# Text

The picture below shows the layout of the Text tab. You can utilize up to six layers of timed text elements for every frame of your message. Fonts used on the Client machine also need to be available on the display's computer. For assistance in transferring fonts please contact Prismview LLC, Tech Support 800-741-6721.

We will cover all of the elements of the Text tab starting from left to right.



The left-hand side begins with the **text entry box.** Enter text here to create your message.

The controls directly below the text box are the alignment tools. The **X** coordinate will move the text side-to-side along the X-axis. The **Y** coordinate will move the text up and down along the Y-axis. You can also position the text by clicking and dragging the text in the preview window. The **V Spacing** box allows you to adjust the visual space between multiple lines of text.

The next several boxes to the right allow you to set the font family, font style, font size, and font aliasing. To choose a font, click the arrow and select a font from the drop down menu. Do the same to choose a font style and font size.

> **All font characters on the same layer will inherit the set values. It is not possible to change the elements of font characters individually.**

It is necessary to use discretion when choosing fonts for the display. As a general rule, simple sans-serif fonts (such as Arial or Helvetica) are best. The loopy and ornate fonts usually lack the necessary substance to be readable on this type of media unless the display is a high resolution display.

To assign a font alias, click the arrow and choose the aliasing from the drop down menu. You will have five choices:

- Anti Alias - Prevents font distortion.
- Anti Alias + Grid fit - Prevents font distortion and forces your font to the pixel grid.
- Clear Type - Applies sharpness and clarity to your font. Not recommended for smaller displays.
- None - Nothing applied.
- None + Grid Fit - Font is not  Anti-Aliased but is forced to the pixel grid.

You can use the **Scale X** and **Scale Y** counters to make adjustments to the text sizing.

To choose a font color, click the **Text Color** button. Click the **Define Custom Colors >>** button to access the entire color spectrum.
High contrasting colors between text and background are best. Avoid using large areas of pure white. Black text on a white background will not show up as well as white text on a black background.
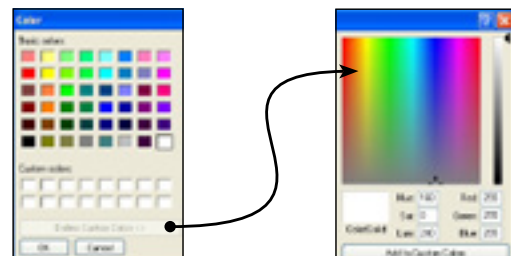
The image on the left shows text without a shadow. The image on the right shows the exact same text with a bright orange shadow. To choose a shadow color, click the **Shadow Color** button. To turn off the shadow, uncheck the **Shadow** box.
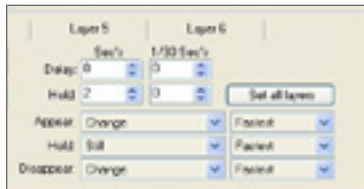
The elements on the right side allow you to set your appear and disappear timings and effects.



The **Delay** time sets the number of seconds to wait until the Appear effect will begin for this text layer.

The **Hold** time sets the number of seconds the text layer will be visible on the display.

The **Appear** effect is how the text will transition into view. You can also set the speed of the effect.

The **Hold** effect determines how text on a frame will behave once the Appear effect, or transition, is complete. There are four Hold effect options:

- Still - leaves the text static.
- Marquee - places a frame of traveling lights around the message.
- Live Text Scroll - text moves from the bottom of the display and off the top of the display.
- Live Text Travel - text travels across the display entering from right and exiting left.

The **Disappear** effect is how the text will transition out. You can also set speed of the effect.

## Graphic

When importing an image, be sure it is created at the display's pixel dimensions and that the color mode is RGB. PV Client will only accept the following image file formats: .jpg, .bmp, or .png.
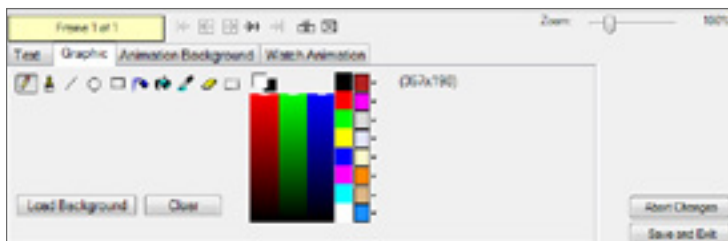


The Graphic tab is for two things—using the mouse to paint an image in the frame or importing an existing image. The graphic tools are set up similar to the tools in Microsoft® Paint. The color palette allows you to set the foreground and background colors. Left-clicking a color will set it as the foreground and right-clicking a color will set it as the background.

The **Pencil** tool is used for drawing freehand lines with the mouse.

The **Paintbrush** tool is similar to the Pencil tool; however, you can choose different line thicknesses.

The **Line** tool creates straight lines by clicking and dragging with the mouse. Click and hold to set an anchor point, move the mouse to where the line will stop, and release to set the other anchor point. You can choose different line thicknesses.

The **Ellipse and Rectangle** tools draw either an ellipse or a rectangle. The tools draw the shape outward from the center. Click and hold where the center of the shape will be and drag outward to create the desired size, then release.

The **Spray Paint** tool acts similar to a spray paint can. Use the mouse to paint with a variety of nozzle sizes.

The **Fill** tool fills a continuous area of same colored pixels with the current foreground color.

**The Eyedropper** tool is used to select a color. Left clicking on a color replaces the foreground color in the Color Palette. Right-clicking will replace the background color.

The **Eraser** tool acts as a background color paint brush. It sets, or erases, any color back to that of the current background color.

The **Cut and Paste** tool is used to cut and paste selections of the message and, to import and export images.
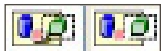
These Transparency tools determine whether or not the black pixels in the selected area will be transparent.

These tools are for cutting, copying and pasting the selection. **Left-click** and drag a square around the area you want to cut or copy. Click either the cut or copy button; then, **left-click** and hold on the selection and drag the selection to the desired spot.

These tools are for exporting and importing an image, respectively. After importing an image, a white border will appear around the image. To place the image, position the image as desired, then click the Cut and Paste button to set the image placement.
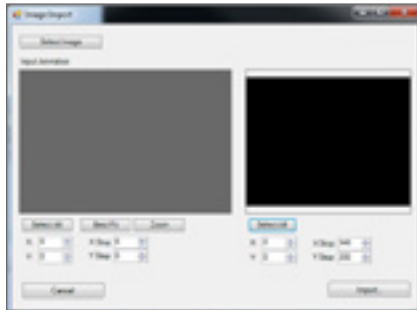
To remove the current background, click the **Clear** button.

To load a background, click on the **Load Background** button.

# Load Background



**Input**

Click the **Load Background** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (bmp, jpg, and png). Select the file and click Open.

The preview window on the left will now be populated with the image that you have chosen. The **Select All** button selects the whole image. The **Best Fit** button selects the largest possible area of the image while maintaining the aspect ratio of your display. The **Zoom** button will allow you to select a specific area of the image.

To fine tune and crop the image, adjust the **X** and **Y** coordinates and the **X Stop** and **Y Stop.** The X coordinate and the X Stop will crop the image horizontally. The X stop represent the end of the right side of the image. The Y coordinate and the Y Stop will crop the image vertically. The Y Stop represents the bottom edge of the image.

The **Select All** button fits the image to the display.

**Output**

To fine tune the placement of the image on your display, adjust the **X** and **Y** coordinates and the **X Stop** and **Y Stop** values. The X coordinate and the X Stop will place the image horizontally. The X stop represent the end of the right side of the image. The Y coordinate and the Y Stop will place the image vertically. The Y Stop represents the bottom edge of the image.

With the import area now defined, click **Import.** The import window will close automatically once the process is complete.

When clicked, the **Cancel** button closes the Image Import window without saving any changes.

## Animation Background

Clicking on the Animation Background tab will change the details window; as seen below.
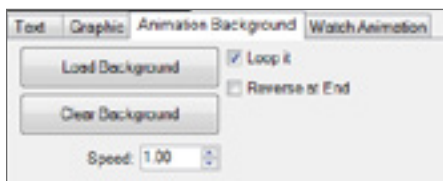


In the animation details area you can **Load Background** or **Clear Background**. You can set the end action of the animated background. You can also change the speed of the animation.

Click on the **Load Background** button. This will open the Animation Import Window. This window is exactly the same as the Image Import window covered above.

# Animation Import Window

Click on the **Load Background** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (gif, wmv, and avi). Select the file and click Open.



The preview window on the left will now be populated with the animation that you have chosen. The **All** button selects the whole animation. The **Best Fit** button selects the largest possible area of the animation while maintaining the aspect ratio of your display. The **Zoom** button will allow you to select a specific area of the animation. Use the **X,Y** and **Width, Height** parameters to define the area of the animation that you want to import.
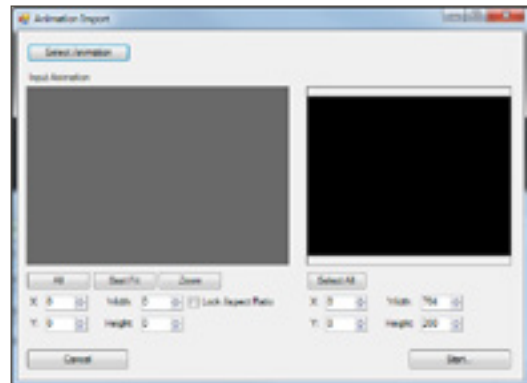
Select the **Lock Aspect Ratio** box to force maintain the aspect ration of the original animation file.

The **Select All** button fits the animation to the output area. The import window on the right will populate when the **Start** button is clicked.

To fine tune the placement of the animation on your display, adjust the **X,Y** and **Width, Height** parameters.

With the import area now defined, click **Start** to begin the import process. You can see the animation processing in the main preview window. The Import window will close automatically once the process is complete and take you back to the Animation Background tab of the PX2 Editor window.



You can remove the current animation background by clicking the **Clear Background** button.
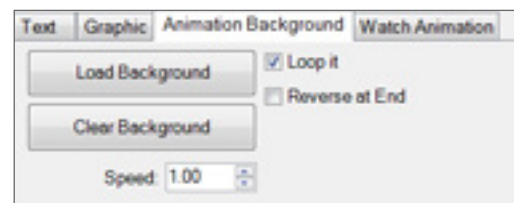
With the **Speed** setting at 1.00 the background animation will play at 100%; or, it's normal speed. Increasing the speed to 2.00 would play it at double speed while decreasing it to 0.50 would play it at half speed.

If **Loop it** is selected the animation will play from the beginning to the last frame. Once the last frame is played it will begin playing the animation again from the first frame.

If **Reverse at End** is selected the animation will play from the beginning to the last frame and then play from the last frame back through to the beginning.

# Watch Animation

The Watch Animation tab allows you to preview the message you have created.

## Delete
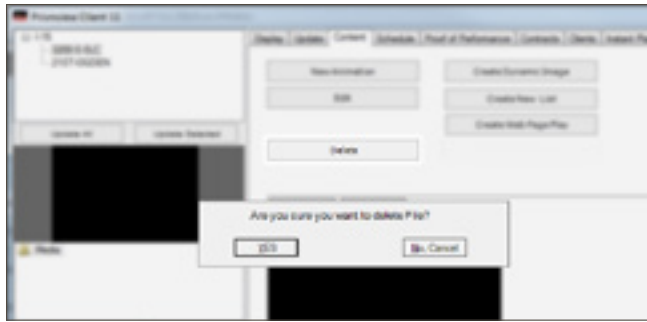


Select the message that you want to delete from the file list in Zone D . Then click on the **Delete** button. This will bring up a confirmation window. Click **YES** to delete or **No, Cancel** to cancel

## Creating Dynamic Data Images

**Dynamic Data Images** are effective for capturing constantly changing data, such as RSS feeds, Weather, Stocks, etc. While a display with an open internet connection is required to take full advantage of the features available in the **Dynamic Graphic Editor,** some features are available for displays without an internet connection.

To create a Dynamic Data Image, click the **Create Dynamic Image** button.
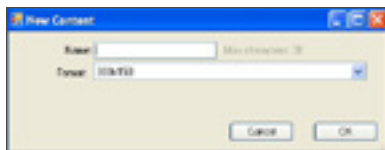


Type a name for your new message.  If you are controlling multiple displays with differing dimensions you need to select the appropriate display size for this message from the **Format** drop down. This drop down is automatically populated based on your displays in Zone A. Click **OK** when finished. This will open the Dynamic Graphic Editor.

With the Dynamic Graphic Editor, you can place images and text. They can either be: dynamic or static.

The Dynamic Graphic Editor is divided into Zones A, B, and C.
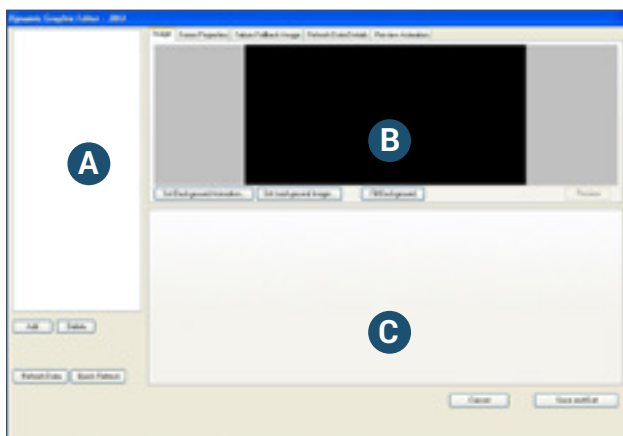


**A** This zone shows all data layers, and allows layers to be added, deleted, or re-ordered. This zone also contains the refresh commands. As data layers are added, they will list up at the top of Zone A.

Click **Add** to add a new data layer.

Click **Delete** to remove a data layer. To re-order data layers, click-and-drag them above or below other data layers. The data layer at the bottom of the list is actually the top layer.

The **Refresh Data** button is used to grab new data for all layers. This can take a few seconds if the data layers have external or web-based sources.

The **Quick Refresh** button refreshes the display layout using data saved in the cache. This refresh method is instantaneous but may not hold current data.

**B** This zone has five tabs: Image, Frame Properties, Failure Fallback Image, Refresh Data Details, and Preview Animation.

The **Image tab** is where the background is set as either an animation, a static image, or a solid color.

To choose a background animation, click on the **Set Background Animation** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (wmv and avi). Select the file and click Open. The animation will be imported as a background. Click on the **Preview Animation** tab to watch the animation.

To chose a background image, click on the **Set Background Image** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (bmp, jpg, and png). Select the file and click Open. The image will appear as your background.

Images without the same pixel dimensions as the display will show in the Dynamic Graphic Editor at actual size. However, when they are sent to the display they will be scaled to fill the screen. To avoid showing stretched images, always use images that have the same pixel dimensions as the display. If needed, use an image editing program to accomplish this.
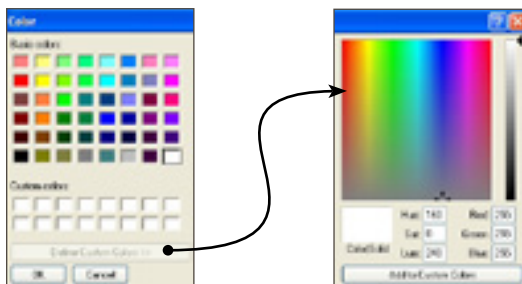
To chose a background color, click on the **Fill Background** button. Click the **Define Custom Colors >>** button to access the entire color spectrum.
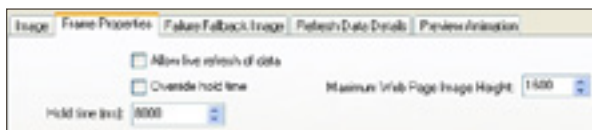
The **Frame Properties tab** allows you to control refreshing, timing, and height of your data.

When checked, the **Allow live refresh of data** will automatically update the information, such as the seconds left in a countdown, while the message is playing on the display.

You can also override the default hold time for this DD2 message by checking the **Override hold time** box and typing the desired hold time. The hold time is set in milliseconds.

The **Maximum Web Page Image Height** sets a termination point if you are trying to load a large web page. Just click and type or use the directional arrows to change.

The **Failure Fallback Image tab** can be assigned to play an image in the event that a Dynamic Image fails to load.

To use this option, select the **Enable Fallback Image** box in the lower left corner.



To choose an image, click **Load Image.** This will open an Open file dialog box. Navigate to the file you want to use as the background (bmp, jpg, and png). Select the file and click Open. This image will only be shown when a dynamic image fails to load.



The **Refresh Data Details tab** provides feedback on the processing status of the Dynamic Data. This provides feedback when the data layers are processed.



The **Preview Animation tab** allows you to preview animations. This only plays back if you have loaded an animated background.

**C** This zone will change, depending on the type of data layer created. There are currently 24 different types of data layers available:



- **Text**
- **Traveling Text**
- **RSS**
- **Image**
- **Web Image**
- **Web Page Image**
- **XML Web Image**
- **Conditional Message**

- **Conditional Text**
- **Conditional Image**
- **Conditional Image Ten Temperature**
- **Conditional Image Ten XML**
- **Conditional Image Ten Time**
- **HTTP Simple Parse**
- **HTTP HTML Parse**
- **HTTP XML Parse**

- **Local File XML**
- **Local File Simple Parse**
- **Live Video**
- **Yahoo Weather**
- **Yahoo Stock**
- **Odometer**
- **Countdown**
- **Conditional HTTP HTML**

Due to the large variety of markets and possible applications for each type of data layer, basic functionality of each type of data layer will be shown over the next several pages. In demonstrating the potential use of each data layer this manual may use images that may not be immediately accessible to the user. If you wish to "follow along," as in a tutorial, you will need to substitute these images with images that are available. You are encouraged to experiment with each data layer to find possible applications for your unique situation.

Using Dynamic Data can be very powerful. If the options listed in this section are confusing, do not despair. Contact Prismview Creative Group at 866-989-3726 if you have a question on whether or not a certain type of message is possible. They can help make this determination.
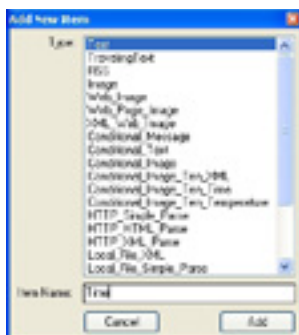
## Text

The Text data layer type is used to display static and dynamic text on a background. Dynamic text refers to text that changes over time, such as time, temperature, or date. Dynamic text is utilized by using predefined macros within brackets, like this: [time], [date], [temp]. A complete list of possible macro codes is available in Appendix A.

> **Words reserved for macros should not be used as descriptions, e.g., time, date and temp. Using these in the description will cause an error. Instead consider using mytime or mydate.**

Fonts used on the Client machine also need to be available on the display's computer. For assistance in transferring fonts please contact Prismview LLC Tech Support 800-741-6721.

### Add New Item



Create a data layer by clicking the **Add** button near the bottom of Zone A. This window will appear, asking for the type of data layer to add. Select **Text** as the data type. Give the first data layer the description of MyTime then click the **Add** button.

Add a second text data layer and give it the description of MyTemp then click the Add button.

To change the description, right click on the data layer in Zone A and select Edit Description. Type the new description in the field and click OK.

In Zone A, select the Time data layer. Zone C will change depending on the data layer selected. With the Text data layer selected this group of options appears.
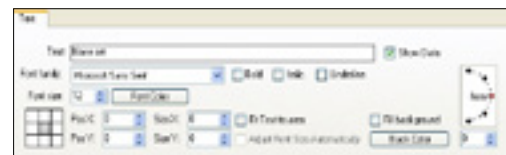


In the **Text** field, click and delete the words None Set then type this macro: **[time]**.

### Font Family

To choose a font, go to the **Font family** menu. All fonts currently loaded on the computer will be available for use in the Dynamic Graphic Editor. If desired, check the **Bold, Italic,** and/or **Underline** boxes.

Choose a font size from the **Font size** menu, by clicking the up or down arrows.

Click the **Font Color** button to choose the font's color. Click the **Define Custom Colors >>** button to access the entire color spectrum.

Now, with the mouse, click on the text in Zone B and move the text into position.
If you want a colored background behind the data layer, select the **Fit Text to Area** box, located near
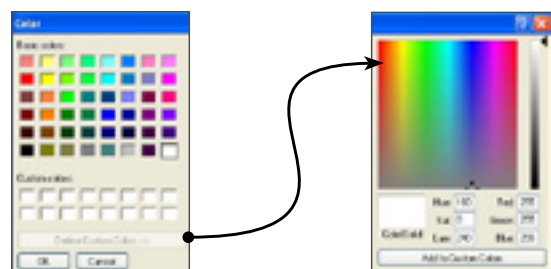
the bottom right of Zone C. You now need to create a text box. Click in the preview area of Zone B and drag the mouse to the size you want, then release the mouse button. You can also use the Size X and Size Y boxes to create the text box.

Check the **Fill background** box and click the **Back Color** button. Choose a color the same way you chose a font color.

> **The Fit Text to Area option is also useful if a text wrap is necessary to accommodate all the words. The Fit Text to Area option will be used again in later examples.**



The text can be positioned with the mouse, or the **Pos X** and **Pos Y.**

 The default text alignment is centered but that can be changed by selecting one of the nine small white boxes.

 You also have the option of placing your text at an angle. You can use the rotation interface or the box below it to fine tune the angle.

Now, you can set up the Temp Data layer using the macro [temp].

Even though text data layers are limited to include plain text and macros such as [time] or [temp], the text layers are a great way to enhance the appearance of other information.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Traveling Text

The next data layer is Traveling Text. This data layer is used to create a marquee type text field that will scroll across the display. In the example below we have used some other data layers to enhance the message. We will cover these later.
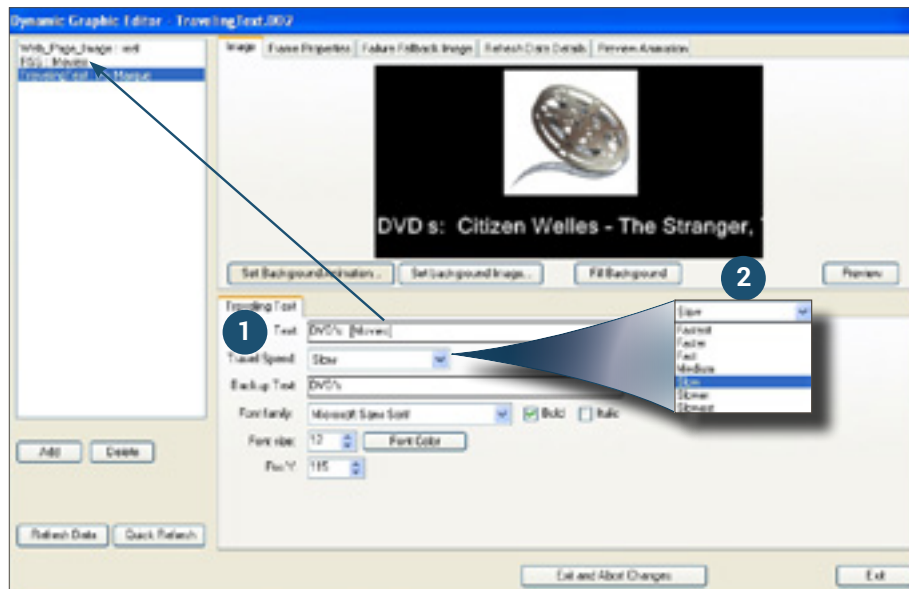


Create a data layer by clicking the Add button near the bottom of Zone A. The Add New Item window will appear This time, select Traveling Text as the data type and provide a description. For example, we are using My Marquee. Click the Add button.

**1** In the **Text** field, type in the macro or text you wish to show on the display.

Notice that the macro typed in this example is not on the "macro list." There are some data layers that can be used as macros inside of other data layers. These are used by placing the Description that identifies the data layer inside brackets [ ]. Above we typed the word "DVDs:" and then typed the description for the RSS Data layer named "Movies", inside a set of brackets. So now as the text travels it will show "DVDs:" and the value from the RSS data layer.

**2** You can adjust the speed the text travels across the screen by selecting one of seven speed settings from the **Travel Speed** drop down list.

**Backup Text** (optional). This field will be used if you are using a macro and the data fails to populate properly.

You can also control the font family, style, size, and color.

**Pos Y** allows you to set the location on the y-axis where the text will travel across the screen.

## RSS
**Internet Access Required.**

The next type of data layer is RSS. RSS has become increasingly popular over the past few years for the circulation of all kinds of news. The Dynamic Graphic Editor enables the display of current RSS headlines.

If desired, load a background image. Be sure to choose one that was made with the same pixel dimensions as the display. Images that are darker or with minimal contrast are usually best because text legibility needs to be unhampered by the background.

Create a data layer by clicking the Add button near the bottom of Zone A. From the Add New Item window, select RSS as the data layer type and provide a description. For example, we are using World News A. Click the Add button. Zone C will change to look similar to the image below.

In the **URL** field type the URL for the desired RSS feed.
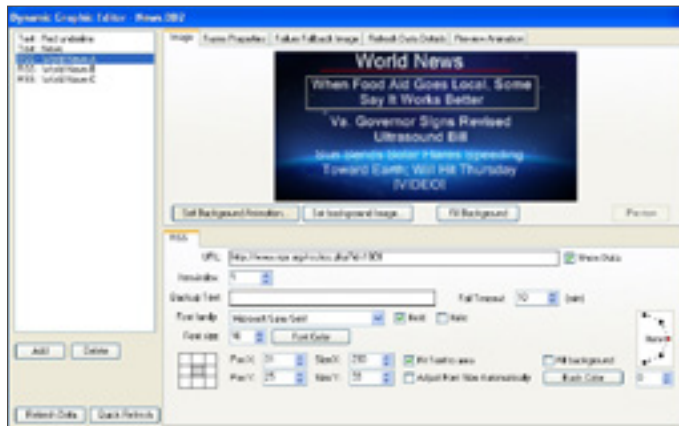


The **Show Data** toggle box allows you to hide or show the data. You may want to hide the data if you are using the data layer as a macro.

In the **Item index** select the index number assigned to the news headline from the RSS feed that will be shown. This data layer type only looks for items within the Title tag of an RSS feed.

The rest of Zone C appears the same as on a regular Text data type layer.

Choose the font, font color, alignment, and set text areas as needed.

We have included two Text data type layers, one with the words: WORLD NEWS. In the other, we created the underline.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Image

This data layer is used to show a local image on the display. This Image layer is more powerful than just using a background image, it allows you to show the whole image or select a specific area of the image to be shown, or even place it on top of other layers. Supported image types include: jpg, png, and bmp.
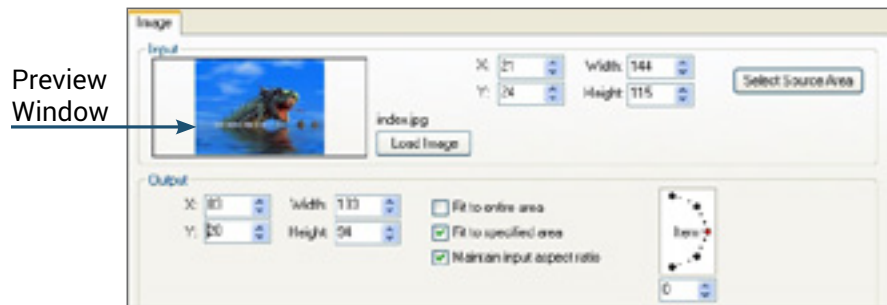


Preview Window

### Input
Select the image you want to use by clicking the **Load Image** button. This will open an Open file dialog box. Navigate to the file you want to use. Select the file and click Open. This will place the image in the **Preview Window.**

Now click the **Select Source Area** button. This will open the image in a new window.



With the mouse draw a quick box around the portion of the image that you want shown on the display. Don't worry about getting it exact. After you have drawn the box click **Close.**

The area you selected from your image should now be seen in the preview window. To fine tune and crop the input image adjust the **X** and **Y** coordinates and the **Width** and **Height** values.

### Output
The **Fit image to entire area** fits the image to the display.

Instead, we checked the **Fit to specified area** box and the **Maintain input aspect ratio** box. The Fit to specified area will fit the image to a defined space on the display. You can define the space by setting the X and Y coordinates and the Width and Height values. The Maintain input aspect ratio check box will prevent the image from being distorted.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Web Image
**Internet Access Required.**

The Web Image data layer allows you to point directly to the URL of an image.



**Input**

In the **URL** field, type the address or URL where your image is located, for example: www.prismview.com/images/ thanksgiving_wish.jpg.

The **Page Refresh Fail Timeout (min)** is a threshold that determines when a loading page has gone into failure mode. Use the directional arrows, or click and type, to change the threshold.

### Load Delay
The **Load Delay (sec)** box, sets the number of seconds needed for the web page to load. This time delay gives the computer time to start loading the page before it is scheduled to show on the display. For example, if the page takes 2 seconds to load in a web browser, and the delay is only set to 1, then only part of the web page may be loaded by the time the web image is shown on the display. Be sure to provide adequate time in the delay to prevent half loaded web images from being shown.

**Output**

The controls in this area are similar to the ones found on the previous data layers. Use the available controls to place and size the image for your display. This allows you to place an image and then add other data layers.

You can set a backup image to play in the event the URL cannot be reached. Click the **Select backup image** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (jpg, png, bmp, and gif are supported). Select the file and click Open.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Web Page Image
**Internet Access Required.**

This data layer type differs from the Web Image data layer because it can show all or a part of a website on the display as an image. This is useful if there are images or text on a website that you would like to show on your display.



**Input**
In the **URL** field, type in the website address. In this example, the URL is: http://www. prismview.com/.

Click the **Select Source Area** button to access the web page then use the mouse to draw a box around the area of the page to be grabbed. Then click OK.

To fine tune and crop the input image, adjust the **X** and **Y** coordinates and the **Width** and **Height** values.

The **Load Delay (sec)** box, below the URL, sets the number of seconds needed for the web page to load.

If you want active content to run from your web page, check the boxes - **Allow Java, Allow Scripts, and Allow ActiveX** - for the scripts you would like to activate. Please note that enabling these controls may make your computer vulnerable to threats such as viruses.

The **Page Refresh Fail Timeout** is a threshold that determines when a loading page has gone into failure mode. Use the directional arrows, or click and type, to change the threshold.

**Output**
The Output boxes **X** and **Y** refer to the number of pixels to offset the placement of the web page image on the display. The X and Y offset coordinates start at the top left pixel of the display.

The **Fit to entire area** box fits the image to the display.

In this example, we checked the **Fit to specified area** box and the **Maintain input aspect ratio** box. The Fit to specified area will fit the image to a defined space on the display. You can define the space by setting the X and Y coordinates. The **Width** and **Height** coordinates determine how wide and tall the section on the display showing the web page image will be. The Maintain input aspect ratio check box will prevent the image or text from being distorted.

You also have the option of placing your text at an angle. You can use the rotation interface or the box below it to fine tune the angle.

You can set a backup image to play in the event the URL cannot be reached. Click the **Select backup image** button. This will open an Open file dialog box. Navigate to the file you want to use as the background (jpg, png, bmp, and gif are supported). Select the file and click Open.
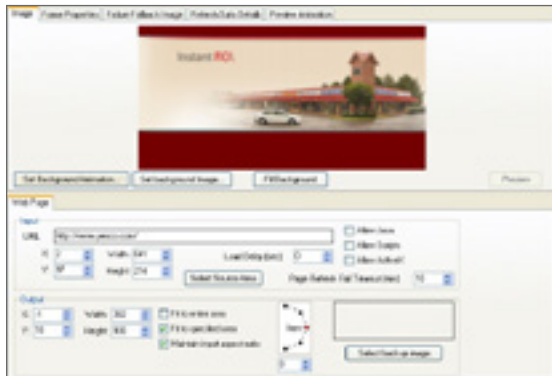


Potentially, the display could be showing a background image on one part of the display and a portion of a web page on another. In this example, the image was taken from the Prismview home page and shown on top of a background color. Specific coordinates were used to show the web page image exactly as intended.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.
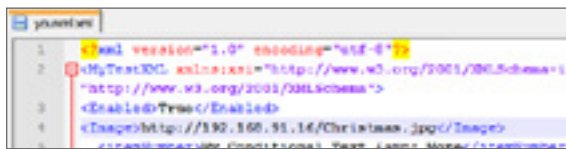
## XML Web Image
**Internet Access Required.**
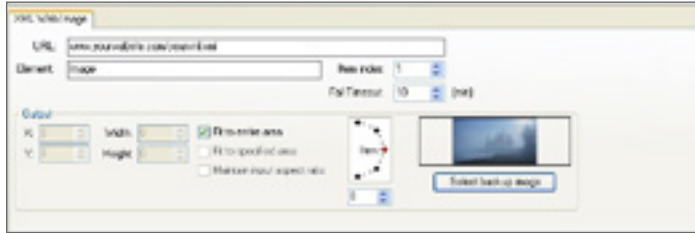


The XML Web Image data layer allows you to point to an XML page that contains a URL link to a web image.

### Input
In the **URL** field, type the address where your XML page is located, for example: www.yourwebsite.com/yourxml.xml.



In the **Element** field, enter the element tag. The element can be found in your XML file when it is opened as a text file or a web page.

In this example the element tag, Image, was chosen.

Elements are listed in order from top to bottom. Since multiple instances of the same element are common in XML documents, the **Item index** chooses which instance to show. For example, with 1 selected the XML Web Image will show the first <Image> element in the XML document. If the second <Image> element is desired, change the Item index to 2.

The **Fail Timeout** is a threshold that determines when a loading page has gone into failure mode. Use the directional arrows, or click and type, to change the threshold.

### Output
Use the **X** and **Y** coordinates and the **Width** and **Height** settings to place the image and size it for your display. This allows you to place an image and then add other data layers.

You also have the option of placing your text at an angle. You can use the rotation interface or the box below it to fine tune the angle.
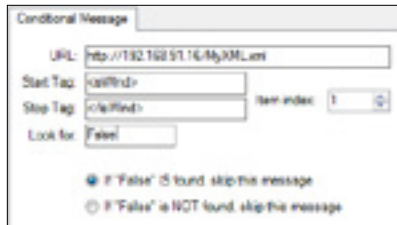
Click **Select backup image** to choose a backup image in the event that the URL cannot be reached. This will open an Open file dialog box. Navigate to the file you want to use as the background (jpg, png, bmp, and gif are supported). Select the file and click Open.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Conditional Message
**Internet Access Required.**

This dynamic data layer provides the ability to flag a message to be skipped or to play depending on the parameter you establish.



Let's say a Weather station wants a creative ad playing on their display to let people know what the wind speed is, but if there is no wind speed they want the ad to be skipped entirely.

You would create a message and then add this data layer to have it skip the message when there is no wind speed.

In the **URL** field point to the XML that will be updated with the current wind speed.

Next, open the web page in a web browser, such as Windows Internet Explorer. From one of the browser's menus, select the option that will reveal "page source..." or "view source..." (This option is usually in the Page or View menu, depending on the web browser.) Choosing this option will open the web page, as HTML code.



The **Start Tag** and **Stop Tag** can be found in the XML file when it is opened as a text file or web page. Note that the identifier on this layer uses the tag and not the element. When typing the tag all characters must be used. For example, the Start Tag will be <isWind> and the Stop Tag will be </isWind>.

Tags are listed in order from top to bottom. Since multiple instances of the same tag are common in XML documents, the **Item index** chooses which instance to show. For example, with 1 selected the XML Web Image will show the first <isWind> Start Tag in the XML document. If the second <isWind> Start Tag is desired, change the Item index to 2.

In the example above, let's say the XML is being populated with a "True" if there is wind and a "False" if there is not. So if the **Look for** value "False" is found, then the message will not play. If there is a wind the field would hold the value "True". The value "True" would not meet the condition defined in the Look for field and the message would not be skipped.

There are two conditions for you to choose from. The first one will skip a message if the Look for value is a match. The second condition will skip the message if the Look for value is not a match.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Conditional Text
**Internet Access Required.**

This layer defines a condition on the left, and if met, then the elements and the settings on the right will show on the sign. This can be used for things such as weather PSAs, competitions or elections depending on the elements of xml available. Those with the ability to customize their own xml will be able to make full use of this data type. Those without this ability must rely on xml pages created by third parties.

On the left-hand side is a box labeled **Conditional.** The settings in this box dictate whether the Conditional Text will be shown on the display.
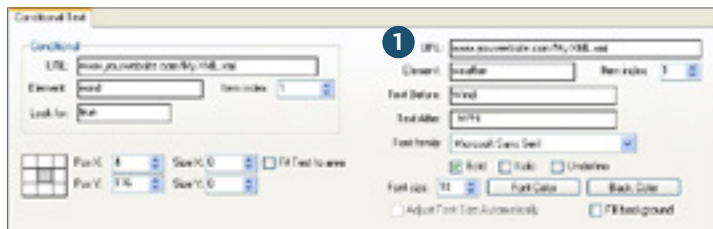


In the **URL** field enter the URL where the XML is located.

Enter the **Element** in the element box and then set the **Item Index** number.

In the Look for box, type the text you expect to find between the element tags. If this value is found then the conditional text will be shown on the display. If the value is not a match then the conditional text will not be shown.

**1** On the right side is the data section. In this **URL** field, type the web address for the XML you want to use to populate the Conditional Text (this does not need to be the same URL as used on the left-hand side).

In the **Element** box, type the element tag to be used and set the **Item Index** number. The value located between the defined element tags will be shown on the display.

**Text Before** and **Text After** allow for extra customization. You can type a word or a sentence that you would like to appear before the element or after the element. In this example, we have Wind: as the Text Before and MPH as the Text After.

**Pos X** and **Pos Y** allows you to set the location where the text will be placed on the screen.

If you want a colored text box, check the **Fit Text to Area** box. The text will likely disappear temporarily, or at least squish over to the left, until the text area has been set. To create a text box, click in the preview area of Zone B and drag the mouse to the size you want and then release the mouse button. You can also use the **Size X** and **Size Y** boxes to create the text box.

Check the **Fill background** box and click the **Back Color** button. Choose a color the same way you chose a font color.

When checked, **Adjust Font Size Automatically** adjusts your font to fit the text box.

You can also control the font family, style, size, and color just like previous data layers.

## Conditional Image
**Internet Access Required for the XML Conditional Item Type.**

This data layer will show a pre-defined image if certain conditions are met. Three types of conditions are allowed for this data layer: Temperature, Time, and XML.

The first type: **Temperature,** allows you to choose three images that will play based on the current temperature. The temperature value is pulled from the temperature sensor.
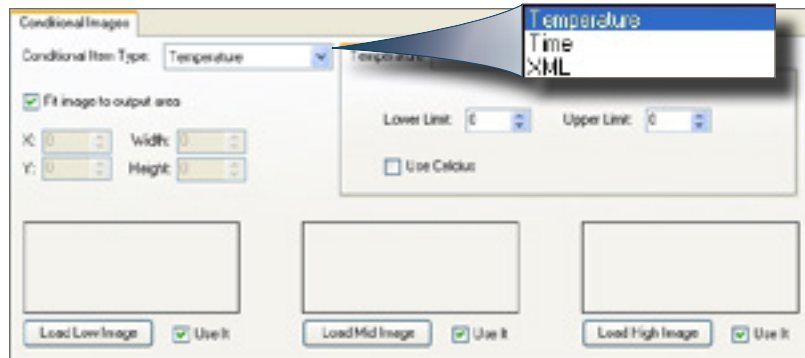


To add images, click the Load Low Image button. This will open a new window. Navigate to the image you want to use for the low temperature, click on it and then click Open.

> The Temperature conditional image will show the images only, not the temperature. If the temperature is to be part of this message a regular Text data layer must be created and set to show the temperature. Also, the Conditional Image data layer must be FIRST in the layer order of Zone A. If the layers are not in this order, the additional data layers will not be visible.

The thumbnail of the chosen image will appear in the corresponding box. Repeat this process for the Mid and High images. If only the low and high ranges will be used, uncheck the **Use It** box for the mid range image.

Below the Conditional Item Type menu is the **Fit image to output area** box. This allows you to have the image fill the screen. If you want the image to appear on only a portion of the display, uncheck the Fit image to output area box. Use the X and Y coordinates and the Width and Height settings to place the image and size it for your display.

Next, in the Temperature tab, set the Lower Limit and the Upper Limit. These limits represent the bottom and top of the mid-range. See diagram below.
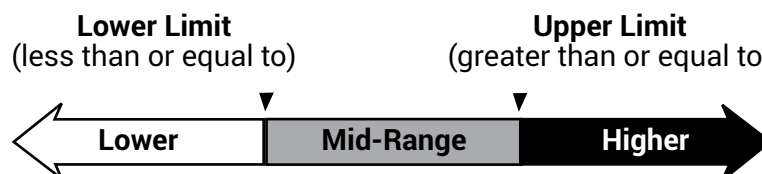
For example, if you choose 32 degrees as your Lower Limit and 60 degrees as your Upper Limit, the display would show the Low Image for all temperatures 32 and below, the Mid Image for all temperatures between 33 and 59, and the High Image for all temperatures 60 or above. The temperature will be shown in Fahrenheit. If you would prefer Celsius, check the **Use Celsius** box.

The second type of Conditional Image is **Time.** This type of conditional image also allows you to show three pre-determined images, depending on the time of day.
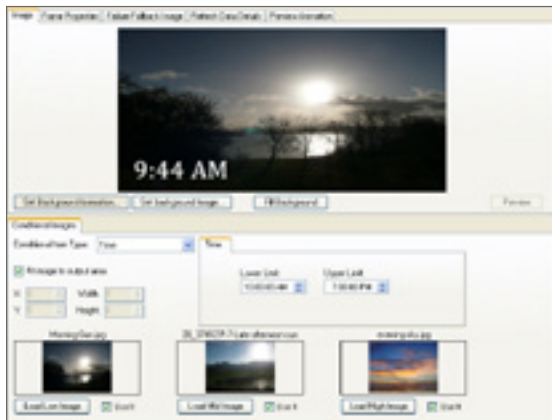


From the Conditional Item Type menu select Time. This will allow you to set the Lower Limit and Upper Limit as an exact time of day. In the above example, the Lower Limit was set to 10 AM and the Upper limit was set to 7 PM. The time was 9:44 AM and thus fell within the lower time range, resulting in the Low Image being shown.

The last type of Conditional Image is the **XML.** This type will change the three images based on the data stored in an XML element. A basic understanding of XML is necessary when using this type of conditional image.

For example, a casino has an upcoming jackpot giveaway and is posting the current jackpot amount to a web based XML file. They create three background images that will change depending on what number appears in the XML file. Once the number reaches 1 million a winner will be declared.

In order for this to happen as indicated, the casino would choose XML from the Conditional Item Type menu. These options would then be available.
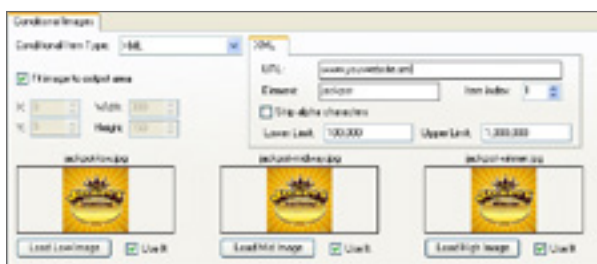


You would load your three images for Low, Middle, and High. Then in the XML tab you would insert the URL of the XML file from which the data will be grabbed, the element name, and the index number.
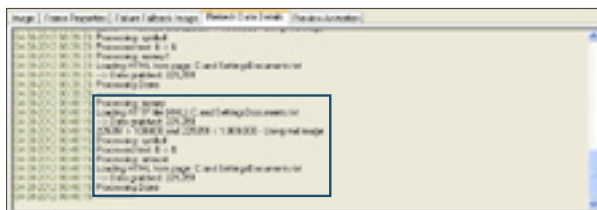


To see how this data is parsed, click on the **Refresh Data** button. Now go to the **Refresh Data Details** tab. The Refresh Data Details tab tells you what is happening between PV Client and the XML file.

Looking at this image you can see that our data layer name is called: money. The data within the jackpot element: **225,351** was grabbed.

Go back to the **Image** tab. Since this is the only instance of this element on the XML page, the **Item Index** number will remain at 1. The **Lower Limit** and **Upper Limit** were set as needed.

If you want to strip out any characters that are not numbers or periods as part of a number, check the **Strip alpha characters**.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

Note: As with the other types of the Conditional Image data layer, this only shows an image. All other supporting text, such as the dollar sign and the amount status, must be added separately. The $ is just a regular Text data layer. The amount status is an HTTP XML Parse data layer.

## Conditional Image Ten XML
**Internet Access Required.**

This data layer adds flexibility when using conditional images associated with an XML. You can set up to ten different comparison operators with corresponding images.

Remember the Casino example, using an XML to track a jackpot. Using that same example the Conditional Image Ten XML allow us to track the jackpot in more precise increments.



In this example we have created five background images that will change depending on what number appears in the XML file. Once the number reaches 1 million a winner will be declared. We would load the images for **Image 1, Image 2, Image 3, Image 4,** and **Image 5**.

In the **URL** field, enter the URL of the XML file from which the data will be grabbed. Now enter the **Start Tag** and **Stop Tag** and increment the **Item index** if needed.

The Start Tag and Stop Tag can be found on the XML file when it is opened as a text file or web page. When typing the tag all characters must be used. For example, the Start Tag will be <jackpot> and the Stop Tag will be </jackpot>.

If you want to strip out any characters that are not numbers or periods as part of a number, check the **Strip alpha characters box.**

In this example we are using the image as a background image by checking the **Fit image to output area**. You may also use the image on just a portion of the display by unchecking the box and setting the **X** and **Y** coordinates and the **Width** and **Height** values.

The **Fail Timeout** is a threshold that determines when a loading page has gone into failure mode. Use the directional arrows, or click and type, to change the threshold.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Conditional Image Ten Time

The Conditional Image_Ten Time layer adds flexibility when using conditional images associated with time. You can set up to ten different comparison operators with corresponding images.



In this example we want to set up different images depending on the time of day. First load the images for **Image 1, Image 2, Image 3, Image 4,** and so on.

Set the comparison operator for Image 1. Then set time for Image 1. Then set the comparison operator and time for all other images. The time value pulled from the computer will be compared to the DD2. Once a comparison operator is found to be true the corresponding image will be shown on the display.
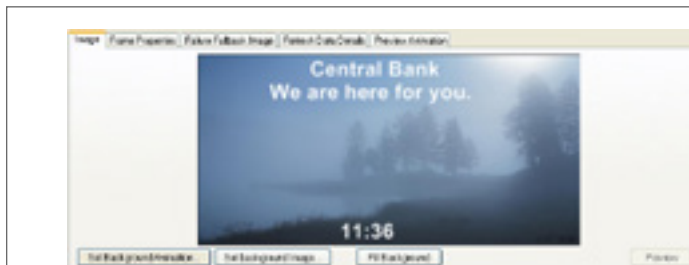


We are using the image as a background image by checking the **Fit image to output area.** You may also use the image on just a portion of the display by unchecking the box and setting the **X** and **Y** coordinates and the **Width** and **Height** values.

> As with the other types of the Conditional Image data layer, this only shows an image. All other supporting text, such as the company name, the company tag line, and the actual time, are added as separate Text data layers.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Conditional Image Ten Temperature

The next three data layers, Conditional Image_Ten, are layers that allow added flexibility when using the conditional image functions. The main controls for each of the conditional images remain the same.

Below is a screen shot of the Conditional Image Ten Temperature. We will cover the conditional settings and how they work for all three of the data layers. The Conditional Image parameters are read from left to right and will stop reading as soon as a value is found to be true and then show the associated image.
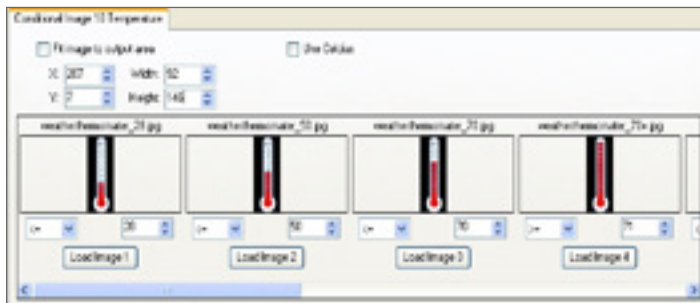


This example shows the conditional images based on the temperature reading, pulled from the sensor. There are two settings boxes associated with each conditional image.

In the first box you will select the comparison operator that you want; Greater than, Greater than or Equal to, Less than, Less than or Equal to, and Equal to. In the second box, type the value that you want.
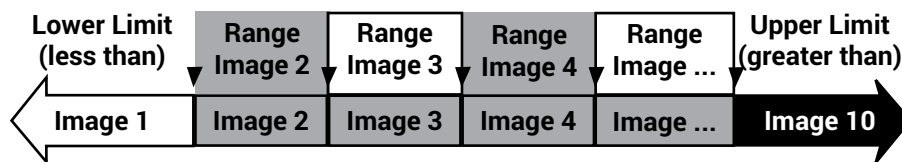


You can set up to ten different comparison operators with corresponding images.

In the example above we have set the image in Image #1 to be shown if the current temperature reading is less than or equal to 28°. It will show Image #2 if the temperature is 29-50°, Image #3 will show when the temperature is 51-70°, and Image #4 will show any time the temperature is 71° or higher.

In this example we used the image on just a portion of the display by unchecking the **Fit image to output area** box and setting the **X** and **Y** coordinates and the **Width** and **Height** values. If you want to use the image as a background image, check the Fit image to output area.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## HTTP Simple Parse
**Internet Access Required.**

This data layer allows you to grab text from a website. This method is similar to the Web Page Image, or screen grabbing an area of a website, except this method only grabs a specified text item. A basic understanding of HTML is necessary when using this type of data layer.
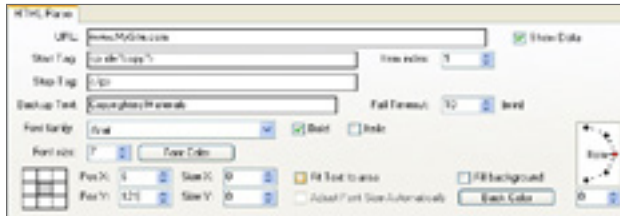




Input the **URL** of the website to be parsed. In this example the URL is: **www.MySite. com.**

The **Start Tag** and **Stop Tag** can be found on the HTML file when it is opened as a text file or web page. When typing the tag all characters must be used. In our example, the Start Tag will be <p id="copy"> and the Stop Tag will be </p>. What will show up on the display is the text between the two tags: "Copyright© 2009 My Test Site.

You can choose how your text is colored and sized as done in previous examples.

> **Note: The HTML Simple Parse will read basic HTML, but it will not translate special characters, such as the © symbol. They will be displayed as the code used to create them, such as '&copy;'**

## HTTP HTML Parse
**Internet Access Required.**

A basic understanding of HTML is necessary when using this type of data layer.
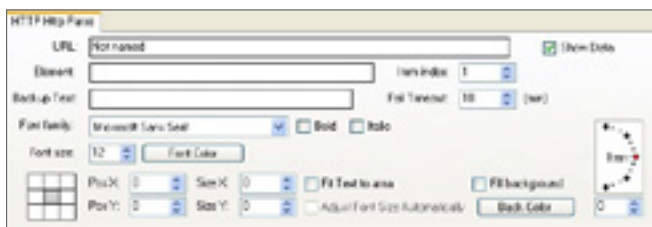


To use the HTTP HTML Parse, type or copy and paste the URL of the web page to be parsed into the **URL** field.

In the **Element** field, type the name of the HTML element. As with XML documents, multiple instances of different elements will exist in a single HTML document.

In the **Item index** field choose an index number by clicking the up or down arrows. Once the correct element has been found, make any necessary adjustments to the font, color, size, etc.

## HTTP XML Parse
**Internet Access Required.**

The next data layer type is the HTTP XML Parse. This data layer type shows XML elements on the display. The controls for an HTTP XML Parse data layer will look like this.
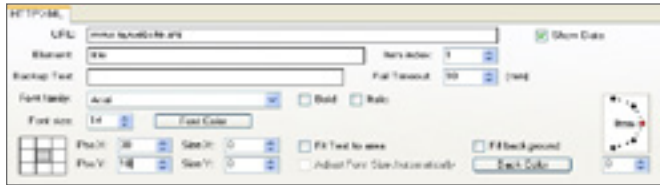


Input the URL of the XML file that will be parsed, into the **URL** field. In this example, the fictional URL www.mywebsite.xml was used.

Open the XML file and find the desired XML element to display**.** In this example, the element, "title", was chosen. Put the name of the chosen element into the **Element** field.

Since multiple instances of the same element are common in XML documents, the **Item index** chooses which instance to show. The elements are listed in order from top to bottom. For example, with 1 selected the HTTP_XML_Parse will show the first [title] element in the XML document. If the second [title] element is desired, change the Item index to 2.

Position, color, and adjust the text as done in previous examples. It is recommended that all XML parses are set to fit in a text box. This will prevent any longer elements from going off the screen.

## Local File XML
This data layer type is the Local File XML. This is practically the same as the HTTP XML Parse, except that this data type is looking for a local XML file, not a URL. Everything else is exactly the same. The local file **must** be accessible to the server computer. The file must have the same name and path as entered into the **File Name** input box.
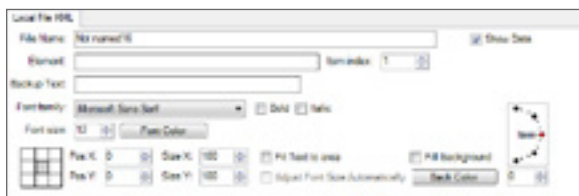


After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Local File Simple Parse

This data layer is the Local File Simple Parse. This is the same as the HTTP Simple Parse, except, instead of accessing a remote page on the internet, this data layer type looks for a local page—an HTML, XML, or TXT file already on the computer, or an accessible location on an intranet. A basic understanding of HTML and XML is necessary when using this type of data layer.
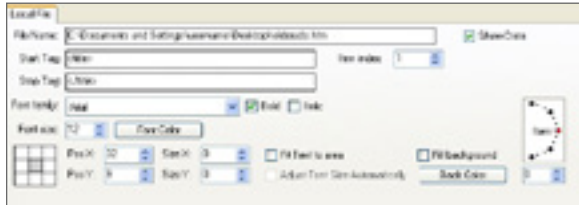


The Dynamic Graphic Editor will ask for a local address to be input in the **File Name** field. In this example, some text will be parsed from an HTML file located on the desktop of the remote computer.

Open the local HTML or XML file in Windows Internet Explorer or other web browser. The address will display at the top.
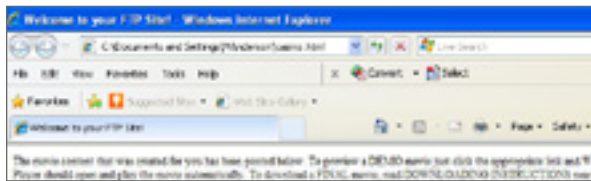


Highlight the address, then copy and paste it into the Dynamic Graphic Editor File Name field.

View the page's source code and choose a **Start Tag** and a **Stop Tag** then insert them into the corresponding fields as was done in the HTML Simple Parse demonstration.

In this example, the code that is parsed is the title line of text shown in the image above, Welcome to your FTP Site!

> **The local file must also be placed on the server computer, with the same file name and path. For example, if the local file is located on the desktop of the client computer, then the file must also be placed on the server computer's desktop. If the file is located on an intranet, be sure the server computer can access it as well.**

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Live Video

The Live Video dynamic data layer allows you to integrate a message with a live video feed into your schedule. This feature requires a remote computer built with specific hardware and processing power. This feature cannot be used with a standard install.

> **If you would like to incorporate live video with your display, contact Prismview LLC. There are specific hardware requirements in order to run Live Video on your display.**

When you select the Live Video dynamic data layer there are two areas for you to adjust: Input and Output.



### Input

The Input section allows you to crop the live video feed from the top, bottom, left, or right.

You can enter in any number between 0 - 100. This will allow you to trim your video to fit your display. Each box controls its video independent of the other ones. For fine tuning you can use decimal places.

### Output

The Output section allows you to size and place the video on your display. When working with the Live Video data layer in PV Client you will only see a blue box with the words Live Video. This is because the actual live video feed is not present on the client computer. The video signal will be coming from the camera connected to the computer connected to the display. The box will allow you to visualize the layout and to place the video and create any accompanying content.

Use the **X** and **Y** controls to set the location of the upper left corner of the live video box. Use the **Width** and **Height** boxes to set the size of the live video box.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Yahoo Weather
**Internet Access Required.**

The Yahoo Weather data layer makes it easy to import weather data from your area and show it on your display. After adding a Yahoo Weather data layer, Zone C will change to look similar to the image below.

> YAHOO! only supports US zip codes, Canadian users are welcome to contact Creative Group 866.989.3726 or creativegroup@prismview.com for assistance with setting up a web based temperature message.

In the **Zip Code** field, type the zip code for a specific geographic area. For example, we want to display weather information for Logan, Utah. The zip code we would use is 84321. Then select either **Fahrenheit** or **Celsius** so that the temperature is shown properly.

From the drop down list select the weather item you would like shown on the display. All items in the drop down list will pull data for the Zip code entered.

- Current Temperature will show the temperature, i.e. 63.
- Current Weather Description will show a text description, i.e. Fair.
- Today's Forecast High will show the projected high for the day, i.e. 72.
- Today's Forecast Low will show the projected low for the day, i.e. 45.
- Today's Forecast Description will show the projected description for the day, i.e. Fair.
- Tomorrow's Forecast High will show the forecast high for tomorrow, i.e. 75.
- Tomorrow's Forecast Low will show the forecast low for tomorrow, i.e. 52.
- Tomorrow's Forecast Description will show the forecast description for tomorrow, i.e. 75.
- Wind Chill will show the current wind chill value, i.e. -1.
- Wind Speed will show the current wind speed value, i.e. 8.05.
- Sunrise will show the current day's Sunrise time, i.e. 7:20 am.
- Sunset will show the current day's Sunset time, i.e. 7:46 p.m.

When checked the **Show Degree Symbol,** shows the temperature with the degree symbol such as 78º.

Basic Text data layers will need to be added to this message to provide necessary information, such as what element is currently being shown.

Add a background image if desired or make adjustments to font, color, size, etc. as done with other data layers.

## Yahoo Stock
**Internet Access Required.**

This option will show stock information on the display. After adding a Yahoo Stock data layer, Zone C will change to look similar to the image below.

In the **Ticker** field, type the stockmarket ticker code of the chosen stock.

Next, choose from the **Stock items** drop-down menu: Current, Change, Opening, Day's High, Day's Low, Volume, or Previous Close.
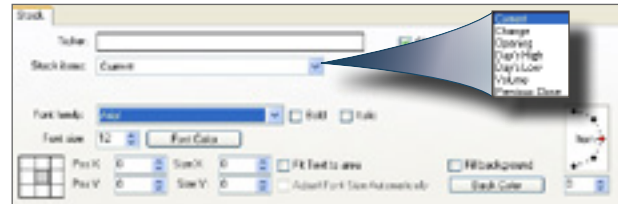


- Current will play the current trade value of the stock, i.e. 26.7.
- Change will play a (+) or (-) and the value change, i.e. +0.45.
- Opening will play that day's opening value, i.e. 22.52.
- Day's High will play that day's highest value, i.e. 27.20.
- Day's Low will play that day's lowest value, i.e. 22.10.
- Volume will show that day's volume of shares traded, i.e. 358.
- Previous Close will show the previous days closing value, i.e. 26.71.

Click the **Refresh Data** button in Zone A and the stock information will appear.

Basic Text data layers may need to be added to this message to provide necessary information, such as the stock company's name(s) and which Stock item is being shown. Add a background image if desired, or make adjustments to font, color, size, etc. as done with other data layers.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Odometer
**Internet Access Required.**

This data layer type is typically used by the gaming industry to show the constantly changing amount of money in a jackpot or a similar event. The numbers are usually output to an XML document, then grabbed by the Dynamic Image Editor using start and stop tags, similar to previous examples.

After adding an Odometer data layer, Zone C will change to look similar to the image below. There will be a place holder image in Zone B until you have set up this data layer.
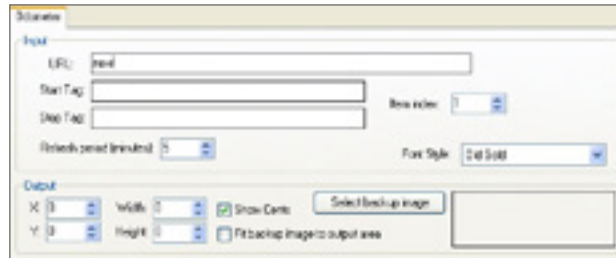


### Input
In the **URL** field, type the URL of the file to be parsed. Locate the **Start Tag** and the **Stop Tag** for the data to be shown. Adjust the **Item Index** as needed.

Set the **Refresh Period (minutes)** this will update the message as often as desired. For example, our message is set to update every 5 minutes.

In the **Font Style** drop down menu, choose the font you want to use. You only have three choices.

### Output
Adjust the **X** and **Y** offsets and the **Width** and **Height** as in previous examples.

If you do not want to show the cents, uncheck **Show Cents.**

The **Select backup image** button will be useful in the unlikely event that the XML file with the odometer reading is inaccessible. The backup image is typically made to look exactly like the odometer readout, showing an average odometer reading for the event. This way, should the XML file be temporarily unavailable, the public will not see a blank odometer reading.
To set the backup image, click the Select backup image button. Choose the jpg image that will serve as the backup image, then click Open.

If the image needs to fill the output area, check the **Fit backup image to output area** box. To avoid image stretching, be sure the backup image was created at the same pixel dimensions as the output area.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the Save and Exit button at the bottom right corner. To exit without saving changes, click the Cancel button. Your new dynamic content message can be found in the file list, with its name and the extension .DD2. This file can be inserted into the Play list or added to a schedule.

## Countdown

The Countdown data layer is useful for showing a countdown to midnight on New Year's Eve, to a special sale, or to a similar event.

After adding a Countdown data layer, Zone C will change to look similar to the image below.
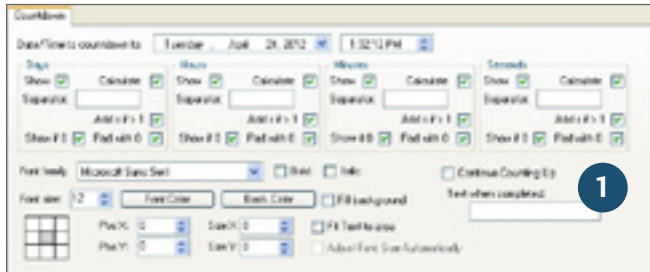


In the **Date/Time to countdown to field,** choose a date and time to terminate countdown.

Below the Date/time to countdown field are four identical mini sections - **Days, Hours, Minutes, and Seconds.** Each mini section allows you choose how your countdown will appear on the display.

Check the **Show** box in each section to show the desired item. If the **Show** box is checked only on one of the items, such as **Seconds,** the data layer will show the entire number of seconds before the countdown terminates.
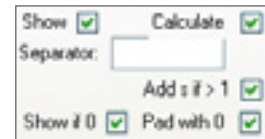


The **Calculate** box allows the Countdown to calculate the item.

The **Separator** field allows you to type in a word or a symbol that will separate the item from the next item. Dashes and colons are common separator symbols, and words such as **Days, Hours, Min., and Sec.** are common word separators.

The **Show if 0** box enables the countdown to still show a 0 even if there are no remaining units of that item. **Pad with 0** allows for single digit units to be padded with a preceding **0** to prevent layout problems.

The **Add s if > 1** box enables the countdown to add an s if the time is greater than one.

The lower part of the **Countdown** data layer is the same as other data layers.

**1** These two controls are optional. In the **Text when completed** field, type **t**he text that you want to appear after the countdown terminates–such as "Happy New Year!" When checked, the **Continue Counting Up** box enables the DD2 to start counting up after the countdown has terminated.

If you want the countdown to be live you will need to check the Allow Live refresh of data box in the Frame Properties tab at the top of the Dynamic Graphic Editor; . This will allow the seconds, minutes, hours, etc. to change on the display as time ticks away.

## Conditional HTTP HTML
**Internet Access Required.**

The Conditional HTTP HTML data layer allows you to show one of three given images based on the comparative values of three different fields. This data layer can be used in conjunction with other layers. It will not show if the initial value is not found. In this example it is used to show a graphic of the winning team, at the end of the game; when it has gone Final.

For this example we will use the feed of an American football game. The image below is the DD2 panel for the Conditional HTTP HTML with the XML data inset.
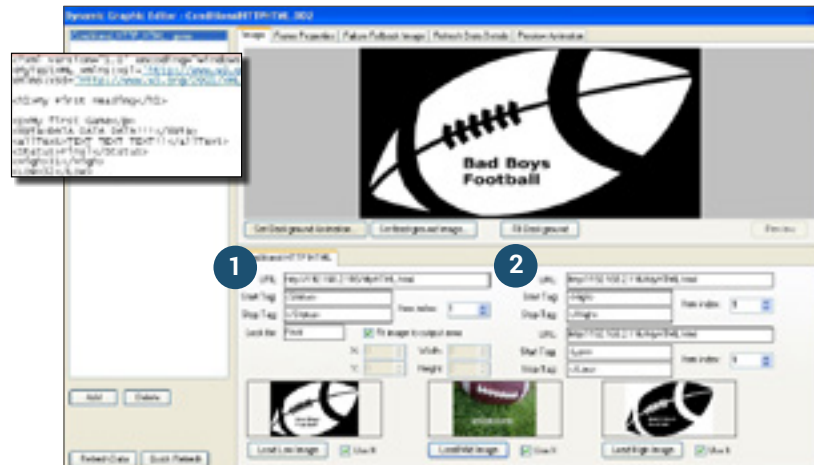


**1**    The first URL definition block will determine whether this data layer is visible or not. Start by inputting your **URL**. In the next two fields identify your **Start Tag** and **Stop Tag**. In the **Look for** box type the value you expect to find between the tags you identified. If this value is not found this data layer will not be visible and the other two URL definition blocks won't even be processed.

     In the example above the value between the tags was found to be true so the data layer is visible.

**2**    The second and third URL definition blocks identify the values for the High Image and the Low Image respectively.

     The value for the High Image pulled from the XML is 31. The value for the Low Image is 32. The values are then compared and the larger value will be shown. If the values are found to be equal then the middle image will be displayed.

     In our example above the Low Image value is larger then the High Image value; therefore, the Low Image is shown.

> **The start and stop tags can be whatever value you need to pull from the XML. High and Low were used to correspond with the High and Low images to keep things simple.**

# Creating New List

A list can be very useful if there are multiple advertisers or organizations wanting to advertise on the display. Create a list for each advertiser and add each advertiser's ads to the corresponding schedule. Using this method will show the first message in each advertiser's list, then go back and cycle through everyone's second, and third messages and so on. This way the display is not showing all of one advertiser's images before moving on; it cycles through each of them.
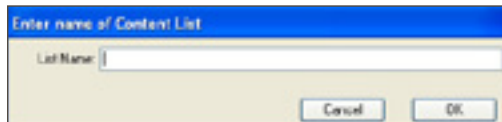


To create a list, click the **Create New List** button, and this window appears:

In the **List Name** field, type in a name. Typically, the name will describe the list's contents. Click **OK**. The PV 11 Content List Editor now appears. The content list, with all available messages, is readily accessible.
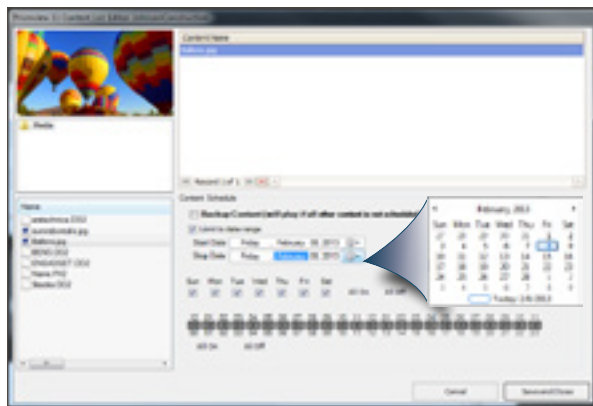


Simply drag-and-drop the desired messages from the file list to the **Content Name** window. You will see a thumbnail image of the content in the top window. To delete a message from the list, select it in the Content Name window and click the (-) button at the bottom of the window.

If the **Backup Content** box is checked for any of the messages in the list, then that message will play only if no other content in the list is scheduled to play. Multiple messages in a list can be enabled as Backup Content, and each one will play in order when there is no other content scheduled in the list.

Start and Stop parameters are set for each message individually.

Selecting the **Limit to date range** box activates the **Start Date** and **Stop Date** calendars. You can select a date range where the message is active. You can also toggle days and times on and off.

The bottom row shows the hours of the day for both the 12 hour and 24 hour clocks. Each hour is split in two, enabling you to schedule in 30 minute segments. Turning a box off means that the selected message will not play for that time frame.

When finished, be sure to click the **Save and Close** button at the bottom right corner.

The newly created list will now appear in the file list with the extension .LST. The list may be added to the Play list or into a schedule. Lists play their messages on a rotating basis. For example, if there are other messages in the Play list or schedule, along with a .LST, then the display will play each regular message and then one message from the .LST on a rotating basis.

## Web Page Play
**Internet Access Required.**

Creating Web Page Play content gives you the power to pull active content from a web page and show it on your display.

Creating a WP1 file is easy. When you click this button, a new window will open called New Content.
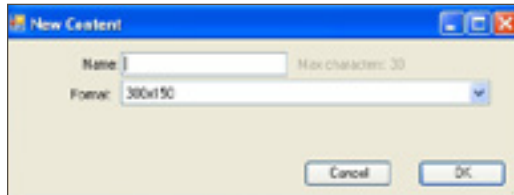


In the **Name** field, type a name for your Web Page Play and click **OK.** A new window will open called the Web Page.



In the **URL** field, enter the URL of the web page you would like to capture.

Make sure and set the **Hold Time (ms)** to the duration that you want this element to show on the display. The value is in milliseconds, 8000 ms is equal to 8 seconds.

With the URL set, click **Save and Close.**

With this image now finished, you can schedule it just as you would any of your other content.

# Schedule

The Schedule tab allows you to set up schedules. A schedule will play file(s) at a pre-appointed time. This allows the display to run more efficiently because PV Client is able to tell your display what messages to play and when to play them. For example, you can be at a Fourth of July picnic with family or friends instead of sitting at your computer waiting to click the Update button.

> **If there are multiple displays, each display or group will have separate schedules, so be sure the correct display or group is highlighted.**

The Schedule tab is divided into Zones A, B, and C. The file list is available in the bottom left corner and the display's name(s) and groups are in the top left corner.
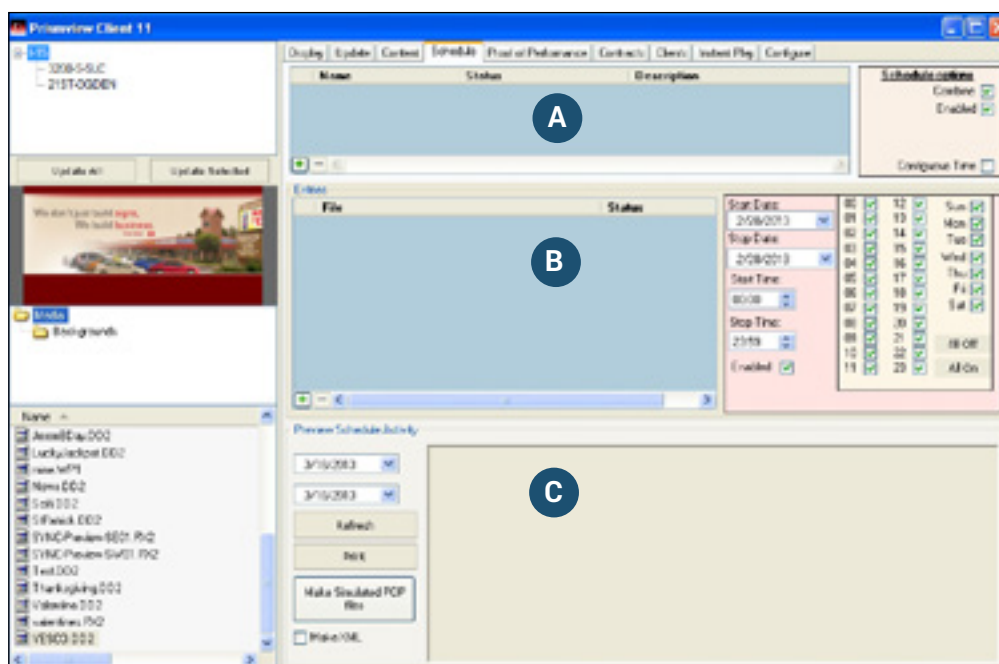


**A**  This zone is where schedules are added and given a name. The (+) and (-) buttons at the bottom of this zone add and delete schedules. At the far right of this zone you will set the schedule type.

**B**  This is where messages are added from the file list after the schedule is created and named. Messages can be dragged-and-dropped from the file list, or the familiar (+) & (-) buttons are available for adding or deleting messages. Simply select the message in the file list and click the (+) button to add it. To remove a message from the schedule, select it in Zone B and click the (-) button. This zone also has the message start and stop parameter settings for date and time.

**C**  A text preview of the scheduled activity can be viewed here prior to sending it out to the display.

# Making Schedules

The Schedule tab has three columns in this area: **Name, Status, and Description.**
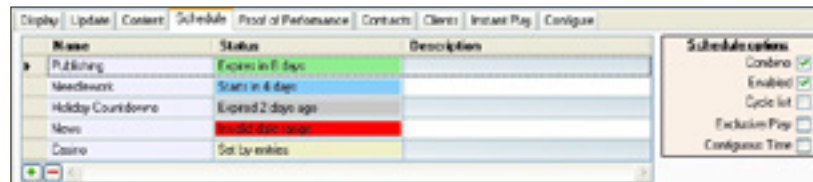


To begin making a schedule, add a schedule in Zone A by clicking the (+) button and give it a name. There are countless ways for setting up schedules, so some trial and error is bound to occur as the method that works best for your situation is found. In this example, five different schedules were added.

To add a description, right click in the Description column and type some words to describe the schedule.

The **Status** column will change color depending on the status of each schedule made.

**Green** means the schedule is active and will expire in 'x' number of days.

**Blue** means the schedule will start in 'x' number of days.

**Grey** means the schedule has expired 'x' number of days ago.

**Red** means the date range is invalid, usually because the stop time is set to a date before the start time. Check the dates and make any necessary adjustments.

**Beige** means the schedule is an uncombined schedule (the Combine Schedule Option is unchecked) and its contents start and stop parameters are set individually or by entries.

The **Schedule Options** box, to the right of the schedules, allows you to choose a schedule type. Five options exist for schedules: **Combined, Enabled, Cycle List, Exclusive Play, and Contiguous Time.**

**Combine** means that each message added into the selected schedule will share the same start and stop parameters. (If unchecked, each message will have its own parameters.)

**Enabled** means that the schedule is available to play. To disable a schedule, uncheck the box, this will keep the schedule intact and allow it to be used later.

**Cycle List** is similar to the lists available in the Content tab. Each message within this type of schedule will play on a rotating basis.

**Exclusive Play** means that this schedule is the only one that will play. This type of schedule overrides all other schedules. If there are two Exclusive schedules set to play at the same time, they will behave like two Cycle Lists.

**Contiguous Time** links the Start Time to the Start Date and the Stop Time to the Stop Date.

# Adding Entries to a Schedule

The **Entries** window of Zone B is where messages are added from the file list. The familiar (+) and (-) buttons function the same as when adding messages to the Play list. Simply select the message in the file list and click the (+) button to add, or drag-and-drop them from the file list into the Entries window. To remove a message from the schedule, select it in the Entries window and click the (-) button.
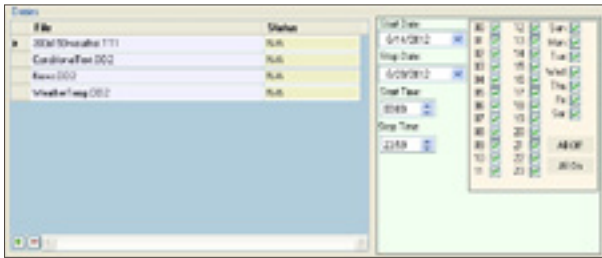


The example on the left shows Zone B with entries in a **Combined** schedule. A Combined schedule puts a light green background behind the date and time parameters. This background color changes to pink when the Combined box is unchecked.

The **Start Times** and **Stop Times** are set in military time **(add 12 to every hour after noon)**. The Start and Stop Time defines a block of time as play time. If more flexibility is needed, use the hour check boxes to toggle each hour on or off. However, the Start and Stop Time settings have priority over the hour check boxes, so be sure the time block set by them includes the selections made in the hour check boxes.

The days of the week are selected in similar fashion; just check or uncheck the appropriate boxes. To quickly check or uncheck all boxes, use the **All Off** or **All On** buttons.

The order in which the messages will play can also be changed. Messages play from top to bottom. To change the order, click and drag the small grey area of a message (located to the left of the file name) above or below another one.

If there is a new message that needs to replace an older one in a schedule, drag-and-drop it directly on top of the old message in the Entries window. The new message will overwrite the older one, but it will keep the older message's parameters.

> The Cycle List is useful when there are multiple advertisers or organizations wanting to advertise on the display. Create a Cycle List schedule for each advertiser and add each advertiser's ads to the corresponding schedule. This schedule type will show the first message in each advertiser's list, then go back and cycle through everyone's second, and third messages and so on. This way the display is not showing all of one advertiser's images before moving on; it cycles through each of them.
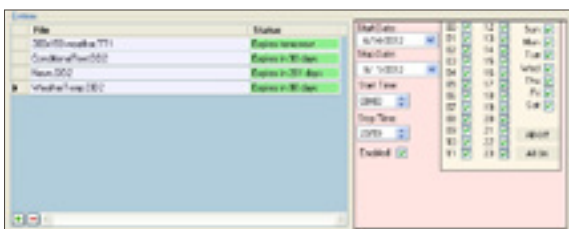


An Uncombined schedule puts a light pink background behind the date and time parameters and the Entries window changes to look like the image at the left.

The Status column appears in the Entries window next to the message file name.

An **Enabled** check box also appears on a pink background. In an Uncombined schedule, all message parameters are set independently, so be sure to select the correct message when altering parameters.

If, one day, the Entries window or Play list messages, look like this:
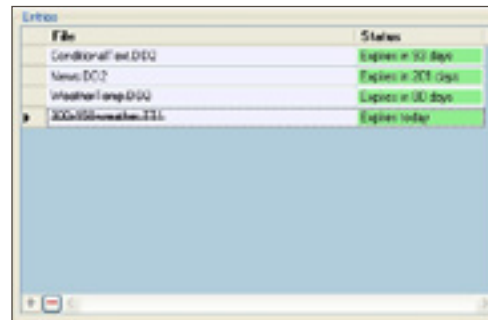


The crossed-out messages are no longer in the file list. They were deleted. If they were accidently deleted, then they will need to be added to the file list again.

The messages can be removed by selecting them and clicking the (-) button at the bottom of the Entries window.

## Previewing Schedules

Previewing scheduled activity is done from Zone C.



Choose a day to preview from the calendar drop-down menu.

Click the **Refresh** button.

A text representation of the current scheduled activity will appear. After the date, group, display name, and time segment, the schedule name and the name of the message(s) scheduled to play are listed.

If the computer is connected to a printer, a hard copy of the report may be printed by clicking the **Print Report** button at the bottom of this window.

The **Make Simulated POP files button** will generate a simulated POP report.

Once you have finished setting up your schedules, you will need to update your display.

# Proof of Performance

The Proof of Performance tab is for auditing purposes. It generates reports stating what messages have played and when. The reports can be generated for a display group or an individual display, depending on what is selected.

> **The Proof of Performance tab will not appear if it was left unchecked during the configuration process. To enable this tab, call Prismview LLC Service 800.741.6721. Also, the display must receive the Update command before PV Client will download the POP log reports.**
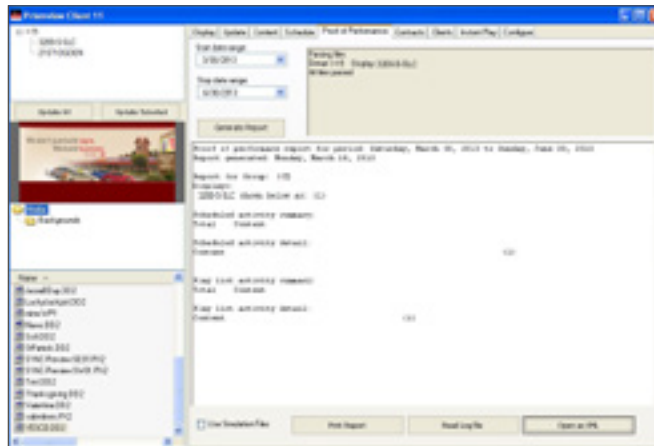


To generate a report, select a display or group from the top left. Choose a date range from the calendar drop-down menus. Click the **Generate Report** button. PV Client will then show the player log files for the days within the date range. Since the logs are written each day at midnight, no logs will be available for the present day.

When checked, the **Use Simulation Files** box generates a simulated report based on the ads and schedule currently in PV--as if the ads had actually been scheduled to play during the requested date range.

If the computer is connected to a printer, a hard copy of the report may be printed by clicking the **Print Report** button at the bottom of this window.

The **Read Log File** button allows you to access the raw data of the log file.

When you click the **Open as XML** button and select a valid log file it will appear in the window above written in XML format.

At the top of the report will be the date range of the readout, then the group and the display name.

The last part of the report is the actual list of messages, and next to them are the number of plays for each message. For example, News.DD2 played a total of 19 times in the time period selected.
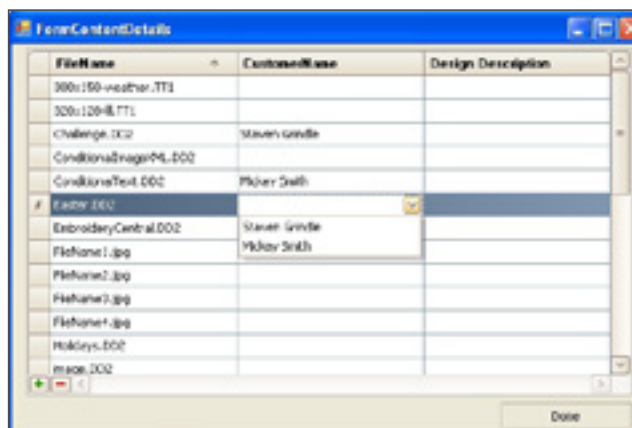
# Clients

The Clients tab will be covered before the Contracts tab because the information entered into the Clients tab will then be available for use in the Contracts tab. The Clients tab is to keep track of clients, or similar groups, from within PV. The information entered in the Clients tab is also critical for creating Proof of Performance (POP) reports since each ad must be associated with the ad's owner--one of your clients. POP reports will not compile correctly without each ad having an owner.

> The Clients tab will not appear if it was left unchecked during the configuration process. To enable this tab, call Prismview LLC Service 800.741.6721.
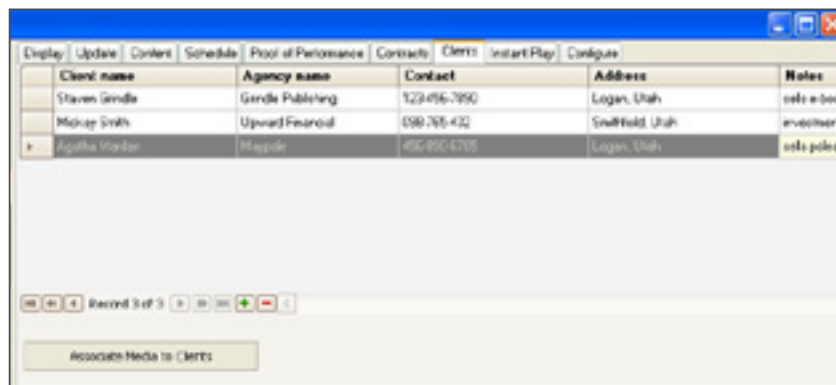


To add a client, just click the (+) button at the bottom of the window. In the example below there are two clients. Fill out the other columns as needed.

To delete a client, just select the client to be erased, and click the (-) button at the bottom of the window.



To link messages with their respective owners, click the **Associate Media to Clients** button. A window similar to the example below appears.

Next, select a message and a client/customer from the drop-down menu under Customer Name.

When finished, click **Done.**

# Contracts

The Contracts tab allows you to create a contract/client specific POP report. When the reports are created the date ranges indicate the start and stop dates of the report. It is recommended that reports are run monthly or at most every quarter. Reports spanning longer time periods are often time consuming and can become unstable during compiling.

> **The Contracts tab will not appear if it was left unchecked during the configuration process. To enable this tab, call Prismview LLC Service 800.741.6721.**
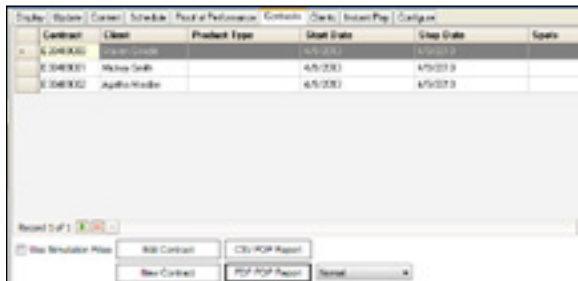


To make a new contract, click the [+] or the **New Contract** button. The New Order window will appear, asking for contract information.
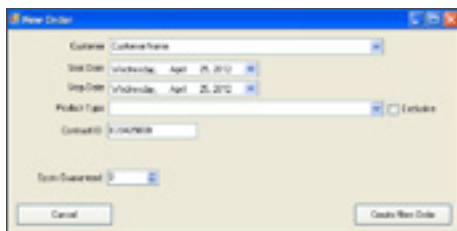


Select the proper customer from the drop-down menu. Select the **Start Date** and **Stop Date** of that customer's contract. Select the **Product Type** (optional) and set the number of **Spots Guaranteed** for each customer (also optional). The **Contract ID** will be auto-generated or a custom ID may be used. When finished, click the **Create New Order** button.

To delete a contract, select the contract you want to delete and click the (-) button near the bottom of the window.

To edit an existing contract, click the **Edit Contract** button. Make any necessary changes and click the **Save Changes** button.

The **CSV POP Report** button will prepare a comma separated Proof of Performance file for the selected contract.
The **PDF POP Report** button will prepare a PDF Proof of Performance report for the selected contract.

Select a contract from the list. Select Normal or Detailed. Normal generates a report showing the content and how many times it played for the given date range. Detailed creates the same report but attaches a date and time stamp to each ad showing every time each ad has played. Click the POP Report button and the file will open as a PDF or a CSV. The file can be saved and e-mailed to the customer as a POP report or printed if the computer is set up for printing.

# Instant Play

The Instant Play tab is great for pushing content out immediately to the display. It is divided into three zones.
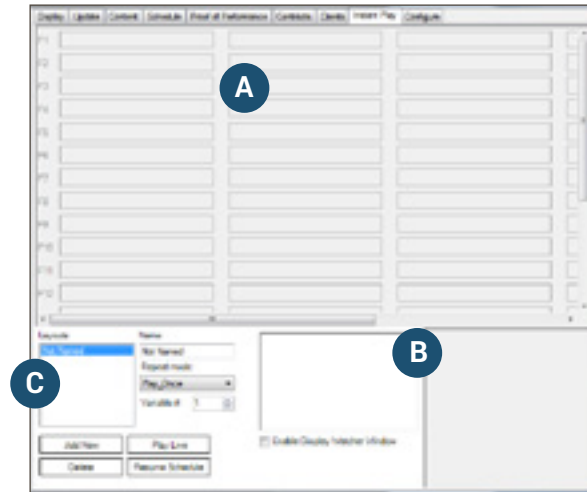


**A**  This zone is where you will drop the content that you want pushed out to the display.

**B**  In this zone the window on the left will give you an instant view of the display. The window on the right provides a text description of the current status of the instant play.

**C**  This zone allows you to create numerous layouts and set the repeat mode for the layout.

## Adding Content

You can drag and drop content onto any of the 100 boxes to allow instant play access.
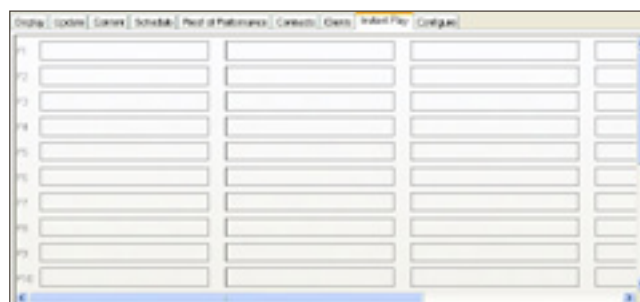


The first twelve boxes down the left side of Zone A can be pushed out to the display by using the function keys across the top of the keyboard.

Boxes not assigned to a function key can be pushed out to the display by clicking on the box containing the content. To remove content from a box, right click on it and select Clear.

Return to the scheduled content by pushing the **Esc** button on your keyboard or clicking the **Resume Schedule** button in the bottom of Zone C.

# Viewing Content

You can monitor your content with the two windows in this zone.



Check the **Enable Display Watcher Window** box and the left window will show the current content being played on the display: a live view if you will.

The window on the right is a feed back window that will show a text description of the current state of the instant play function.

# Creating Layouts

In Zone C there is a Layouts box. This box allows you to add and delete multiple layouts or "pages". This allows you nearly unlimited options for pushing content out instantly to your display.
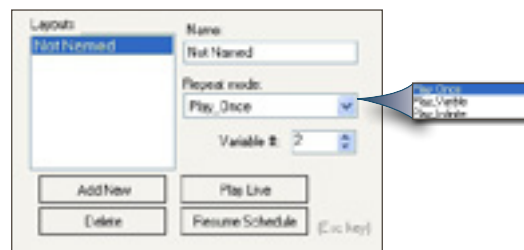


The name box allows you to name your layouts so they are easily recognized.

You have three choices from the **Repeat Mode** drop down list: Play_Once, Play_Variable, and Play_Infinite.

- Play_Once - plays the content item once.
- Play_Variable - plays the piece of content the number of times set in the **Variable #.**
- Play_Infinite - plays the content item until the instant play is interrupted.

**Add New** will add a new layout to the Layouts box.

**Delete** will delete a layout from the Layouts box.

**Play Live** will immediately push the video feed out to your display if your system is configured to handle a live video feed.

**Resume Schedule** will resume the schedule you have set up.

# Appendix A

This appendix contains information on the following topics:

- List of all possible dynamic text macros for showing date, time, and temperature.
- List of National holidays.

## Macro Values

Macro Values for the Message Editor and Dynamic Graphic Editor is provided below.

| | |
|---|---|
| **[date]** | Example: **10/31/2008 (mm/dd/yyyy)** |
| **[d]** | Example: **31** |
| **[day]** | Example: **Thursday** |
| **[m]** | Example: **10** |
| **[month]** | Example: **October** |
| **[year]** | Example: **2008** |
| **[temp]** | Example: **78 ° (in Fahrenheit)** |
| **[tempC]** | Example: **25 ° (in Celsius)** |
| **[time]** | Example: **10:33 (hh:mm)** |
| **[ampm]** | Example: **10:33 AM (used like this: [time] [ampm])** |
| **[ho]:[mi]** | Example: **13:24 (military time)** |

Regular text and macros can be used at the same time. For example, a common way to show the date and time is worded like this:

Today is **[day], [month] [d], [year].**    >   Today is Monday, October 7, 2008.
The current time is **[time] [ampm].**   >   The current time is 10:45 AM.

# List of US Holidays

New Year's Day — Jan. 1st
Martin Luther King Jr. B-Day — 3rd Monday in Jan.
Inauguration Day — Jan. 20th (every four years)
President Lincoln's B-Day — Feb. 12th
Valentine's Day — Feb. 14th
President Washington's B-Day — 3rd Monday in Feb
St. Patrick's Day — March 17th
April Fool's Day — April 1st
Earth Day — April 22nd
Arbor Day — Usually the Last Friday in April
Mother's Day — Second Sunday in May
Armed Forces Day — 3rd Saturday in May
Memorial Day — Last Monday in May
Flag Day — June 14th
Father's Day — Third Sunday in June
US Independence Day — July 4th
Labor Day — First Monday in September
Columbus Day — Second Monday in October
Halloween — Oct. 31st
Election Day — Tuesday on or after Nov. 2
Veteran's Day — Nov. 11th
Thanksgiving Day — Fourth Thursday in Nov.
Christmas Day — Dec. 25th
New Years Eve — Dec. 31st

# Appendix B

> **Using these settings improperly will cause your display to blank or cause other issues. Do not use any of these settings unless you are familiar with Prismview LLC products or you are a Prismview LLC technician.  For questions about these settings please call 800.741.6721. Or, by e-mail at: esupport@prismview.com.**

The Configure tab is the ninth tab in Zone E. At the bottom of this window there are four tabs: Easy Configure, Manual Configure, Extra Information, and Client Settings. It will automatically open to the Easy Configure tab which has already been covered.

For this chapter, we sill start with the Manual Configure tab which is divided into two zones.

## Manual Configure



**A**  This zone allows you to manage your displays.

**B**  This zone is dynamic and will change to reflect the currently selected tab. The first tab in this zone is the Manual Configure tab.

**A** The white area shows the displays that have been set up during configuration.

The **Add New** button adds a new blank display to your list of displays. This new display will have all default values and will need to be set up manually.

To edit or delete a display, click on the display then click Delete or Edit.

The **Delete** button will delete a display.

Click **Edit** to unlock the **Settings** window and to make changes to your display.

**B** **Is Active** - Default: Checked
Checking this box tells PV Client that this display is active on the network and it will be added to the list of displays.

**Exclude** - Default: Unchecked
Checking this box tells PV Client that this display is to be excluded from the list of displays.

**Auto Fill**
This button is used in conjunction with the Current IP field. With the displays' IP address typed into the Current IP field, clicking on the Auto Fill button to retrieve the settings from the display.

**Group ID**
This field can be populated with any combination of alphanumeric characters you choose. This identifier is used to group displays together to help you keep your displays organized.

**Display ID**
This field can be populated with any combination of alphanumeric characters you choose. This identifier is used to uniquely identify your display.

**Pixel Width**
The number set in this field should match the pixel width of your display.

**Pixel Height**
The number set in this field should match the pixel height of your display.

**Days to Keep Logs** - Default: 100
Enter the number of days you want the computer to store log files.

**Fixed IP**
Use this field to set the IP address assigned to the playback controller. Applies only to a mini controller.

**Current IP**
The IP address retrieved from the playback controller.

**User Name**
Your chosen user name. Used in conjunction with PV Player to limit communication with signed data transfers.

**Password**
Your chosen password. Used in conjunction with PV Player to limit communication with signed data transfers.

**Port** - Default: 80
Port where HTTP commands are sent and received. Do not change this number unless you know it is needed.

**Transfer System Logs** - Default: unchecked
Checking this box tells PV Client 11 to transfer the system logs.

**Transfer Window Fonts** - Default: unchecked
Checking this box tells PV Client 11 to transfer window fonts.

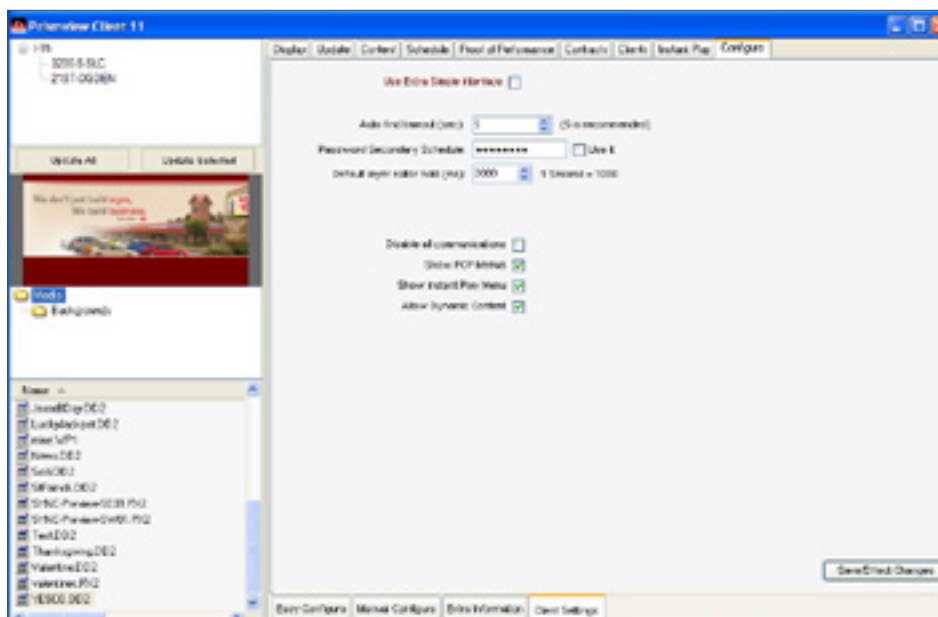**Do not transfer POP files** - Default: checked
Checking this box tells PV Client 11 not to transfer the POP files.

## Extra Information
This tab reports the activity of the easy configure.

# Client Settings



**Use Extra simple Interface** (Default: Checked)
By unchecking this, you open the Scheduling tab and show the check boxes for Proof of
Performance and the Instant Play tabs.

**Auto Find Timeout (sec)** (Default: 5)
How many seconds to wait to find PV Client before a connection time out.

**Password Secondary Schedule**
Type in your password and check the **Use It** box to enable.

**Disable All communications**
By checking this box, you disable all communications.

**Show POP Menus**
When you check this box, the Proof of Performance tab will be visible.

**Show Instant Play Menu**
When you check this box, the Instant Play tab will be visible.

**Allow Dynamic Content**
When you check this box, the Dynamic Data button will appear on the Content tab.

**Save/Effect Changes**
Click to save any changes.

# Appendix C

## Scheduling Scenarios

This version of PV Client introduces a brand new feature in scheduling, Contiguous Time. The Contiguous Time option allows you to create a schedule that will play beginning at the specified date and time and finishing at a specified date and time.

## Contiguous Time

Using the parameters below, with the Contiguous Time box checked, the schedule will be active starting on Wednesday at 4 p.m. until Sunday at 9:59 p.m.
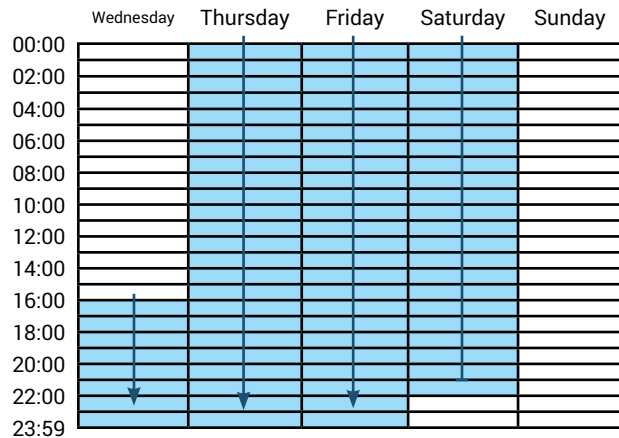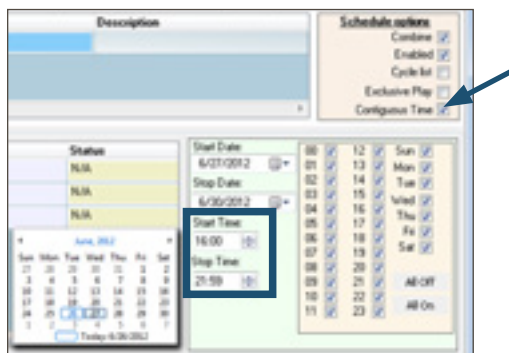


## Non-contiguous time

Based on the same scheduled parameters in the image above, but unchecking the Contiguous Time check box, the schedule will be active starting on Wednesday at 4 p.m. till 9:59 p.m. It will play for the four days, ending on Saturday at 9:59 p.m., this is a great way to schedule an item for a specific block of time on multiple days.
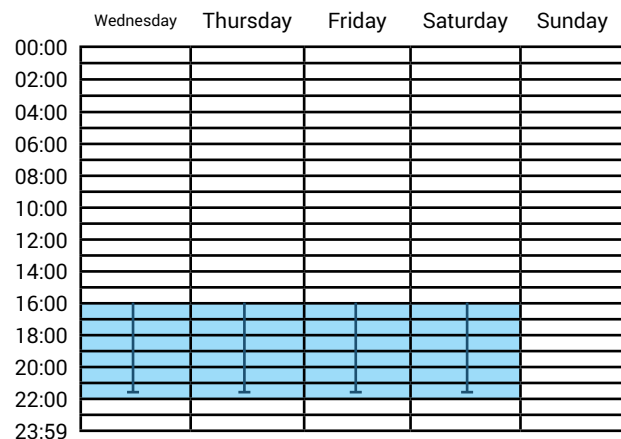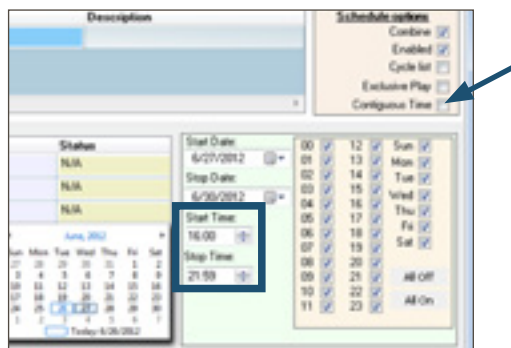


This concludes the PV Client manual. Please refer back to this manual for questions regarding use of PV Client. If further assistance is needed, please call either Prismview LLC Service 800. 741.6721 or Creative Group 866.989.3726

**Prismview**

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