

Freeway

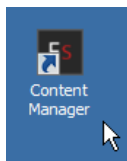
Digital Signage System

Version 10

Operation Manual



The following manual covers the basic operation of the Freeway Digital Signage System. The Series 10 version now incorporates the ability to control and schedule content from a tablet or desktop configuration. This manual covers either option.



Double click on the desktop icon to open program. The screen below will be visible.

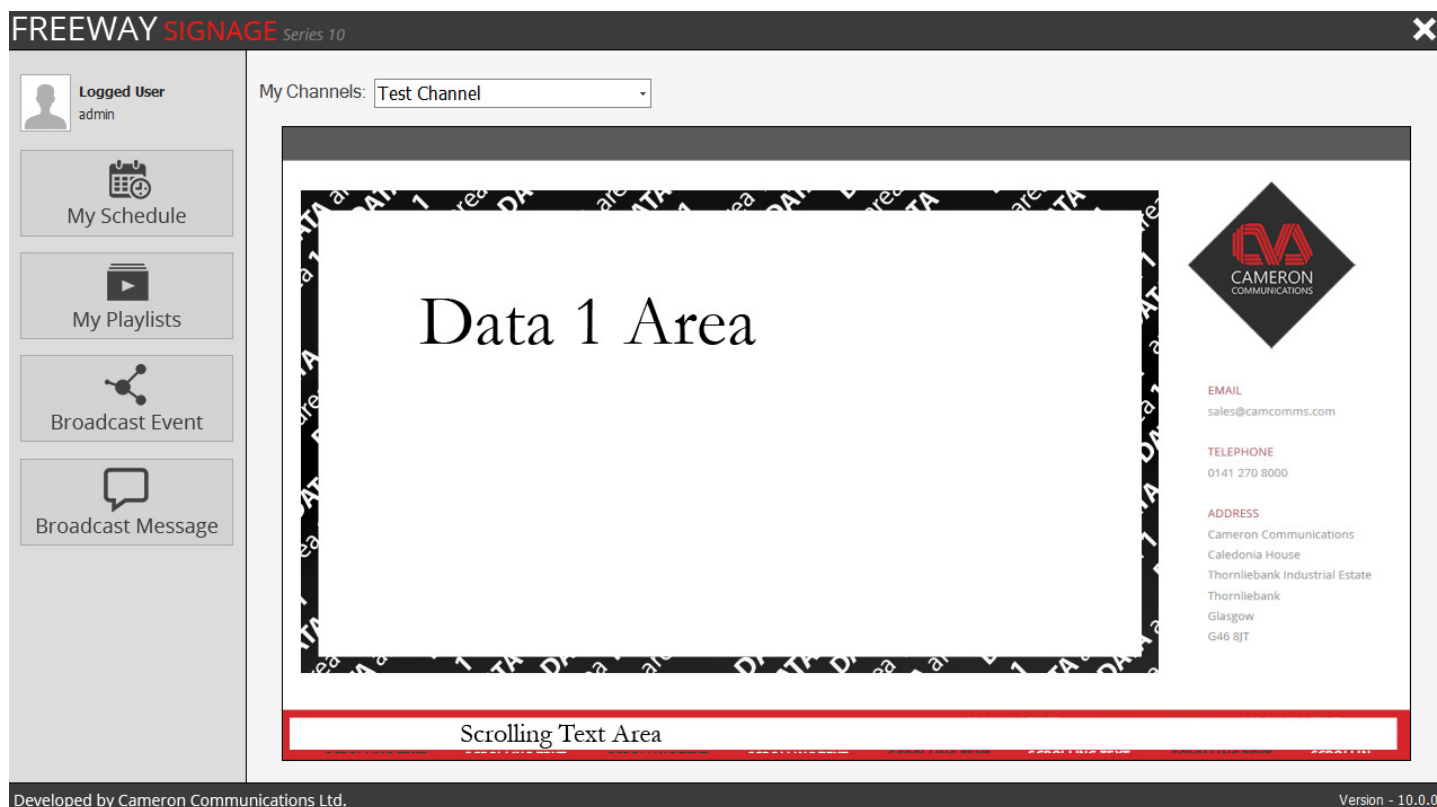


Fig 1

From above you will see a representation of the selected Playback Channel, in this example we have called 'Test Channel'. The view of the channel is called a 'Skin' and it is possible to create your own customised 'Skins' with different backgrounds and areas for sending content. In this example we have two areas that we can send a wide range of content.

Data Area 1

This is the main area for sending and scheduling content such as Power Point Pages, Image Files, Video, Live TV etc.

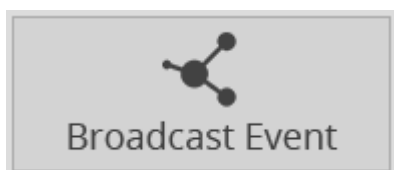
Scrolling Text Area

This area will allow the user to send 'Quick Scrolling' text messages in this area.

Creating Content

The following section will describe the various types of content allowed and some guides on what the requirements are for that content. Content can come from any source, for the examples used we have created content externally and copied them on to a USB memory device for loading on to the display system.

Click on 'Broadcast Event' to show the 'Event Type'



The graphic right shows the various forms of content that can be used.

Video File:

A wide range of formats are compatible as shown on the label.

Images

Image files are shown by creating a 'Folder' and placing the image types shown in that folder. There is no limit to how many folders can be created and how many images can be included in that folder.

Creating Power Point presentations for display

Power Point presentations can be displayed by storing your created slides as a set of image files stored in a folder. Power Point will let you do this directly from its software by 'Save as' and pointing to the drop down type as one of the Saved Graphics formats such as JPEG, GIF etc.

Note1: The system will not directly play PPT or PPTx type file formats

Note2: Image files contained in the folder will be displayed in alphabetical order of the folder content

Playlist

A Playlist is a series of files stored as a sequence. The files can be a mixture of any of the 'Event Types' shown above. There is no limit to the number of Playlists created,

Webpage

If the system had internet access then any web page can be displayed on the channels.

Flash

Flash graphics in SWF format can be displayed on the system.

Analogue Video

With additional hardware it is possible to display the source from a DVD or TV Tuner (Older systems used an Analogue Input for viewing TV).

Webstream

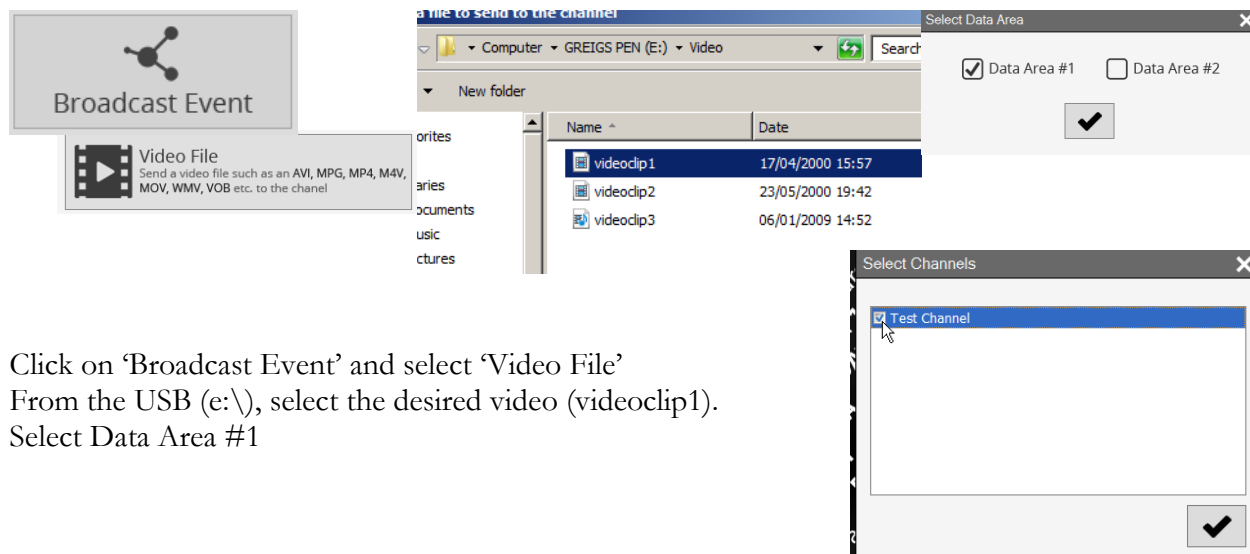
With additional hardware it is possible to display any Webstream source. This function is mainly used to display TV Channels



Programming Events

For these examples the content sources will be from a USB memory device. (e:\)

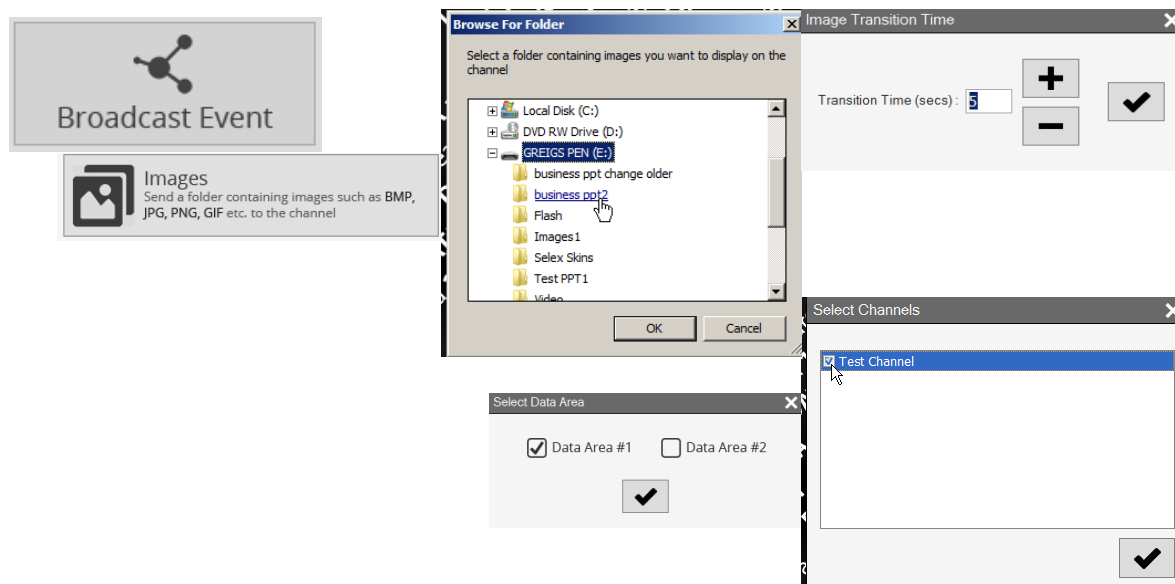
Video File Event



Click on 'Broadcast Event' and select 'Video File'
From the USB (e:\), select the desired video (videoclip1).
Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box. A progress bar will appear sending the content to the channel(s).

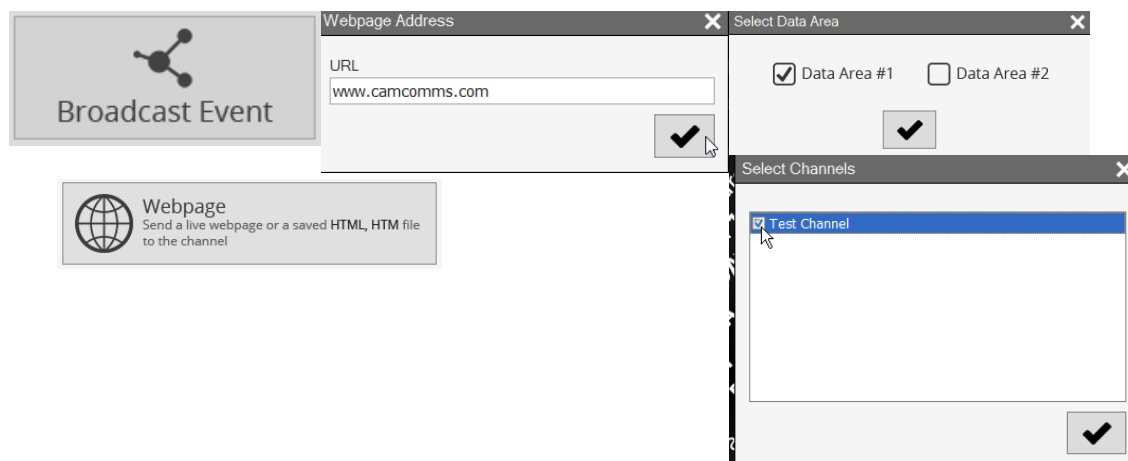
Image Folder Event



Click on 'Broadcast Event' and select 'Images'
From the USB (e:\), select the desired folder with where the images are located.
Select the Transition Time
Select Data Area #1.

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box. A progress bar will appear sending the content to the channel(s).

Web PageEvent



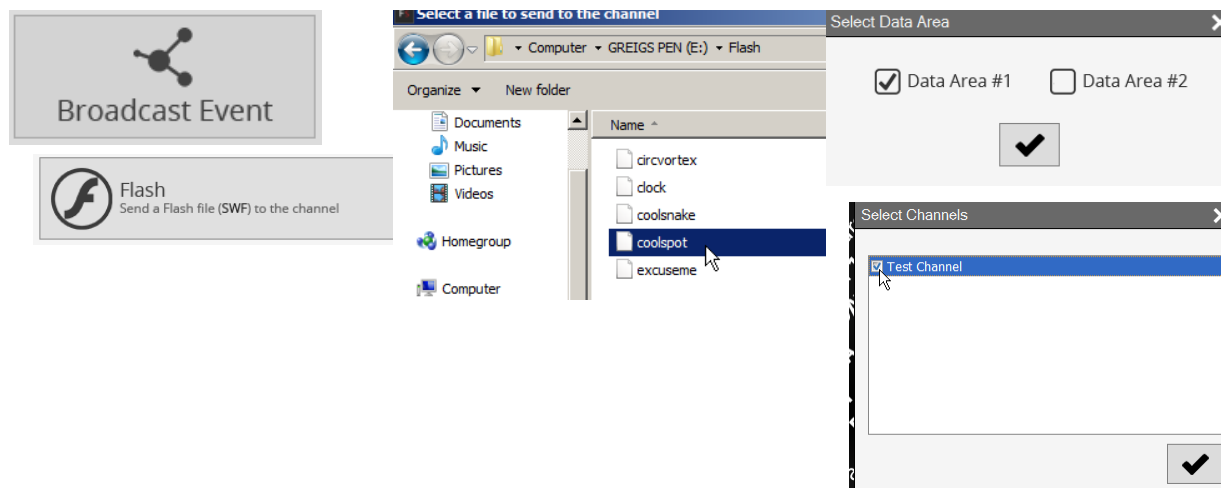
Click on 'Broadcast Event' and select 'Webpage'

Type in the desired Web Address

Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box.

Flash File Event



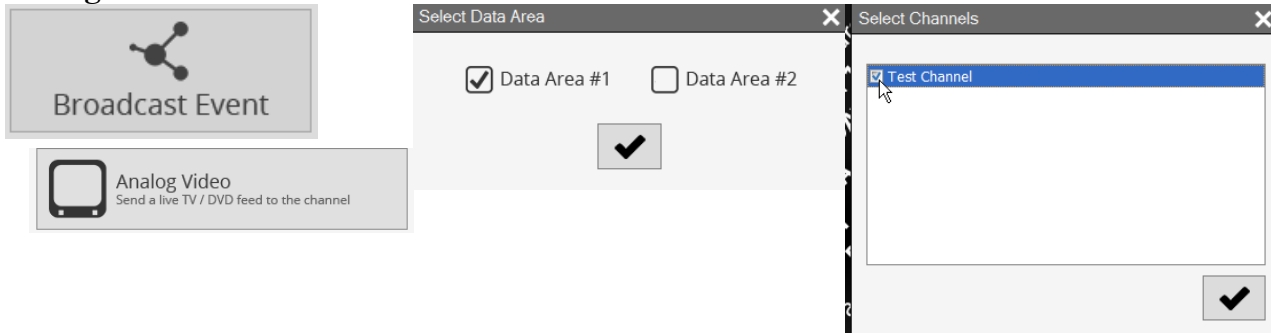
Click on 'Broadcast Event' and select 'Flash'

From the USB (e:\), select the desired flash file (coolspot).

Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box. A progress bar will appear sending the content to the channel(s).

Analogue Video Event

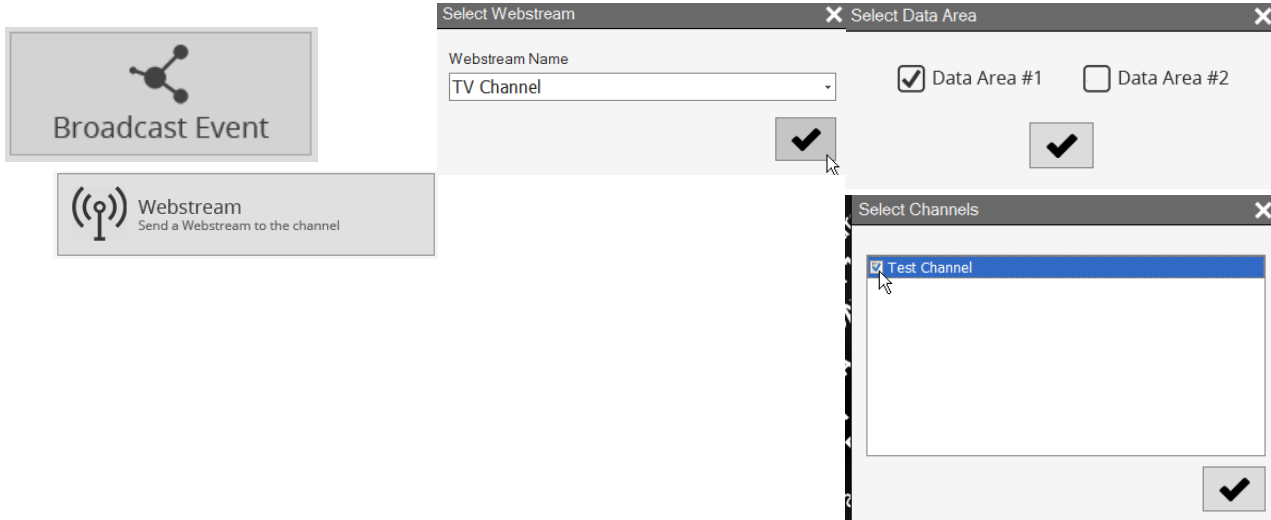


Click on 'Broadcast Event' and select 'Analogue Video'

Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box.

WebStream Event



Click on 'Broadcast Event' and select 'Webstream'

Select the desired webstream (TV Channel)

Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the 'tick' box.

Creating a Playlist

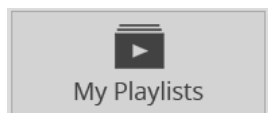
All the previous events were Single Events type, sent to the Channel. It would be more practical to create a Playlist made from various Event types. This would allow you to play a range of different source media as a sequence.

As an example we will create a Playlist with 3 items:

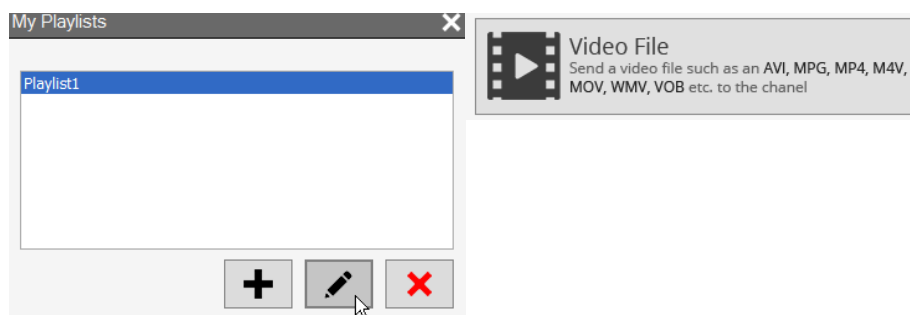
From USB (e:\) Video file called videoclip1

From USB (e:\) Image Folder called business ppt2

Webstream TV Channel



Click on 'My Playlists'

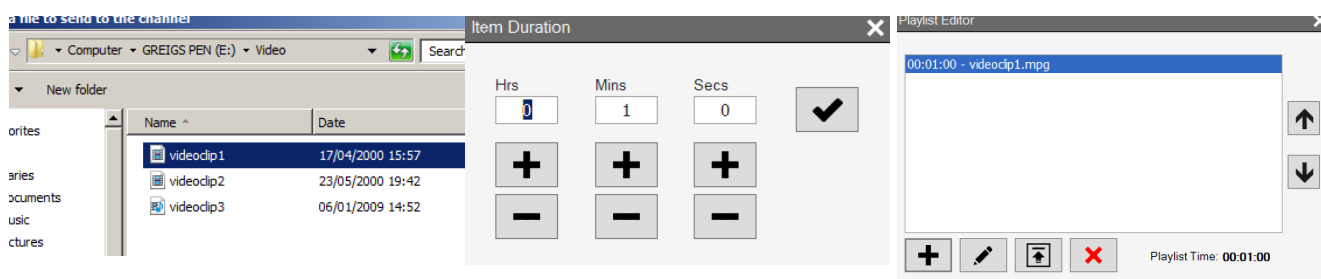


Click on the + button and type in Playlist name (Playlist1).

Click on the 'pencil' icon.

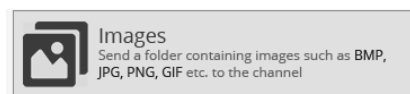
We will now add the first item to the Playlist.

Select 'Video File'

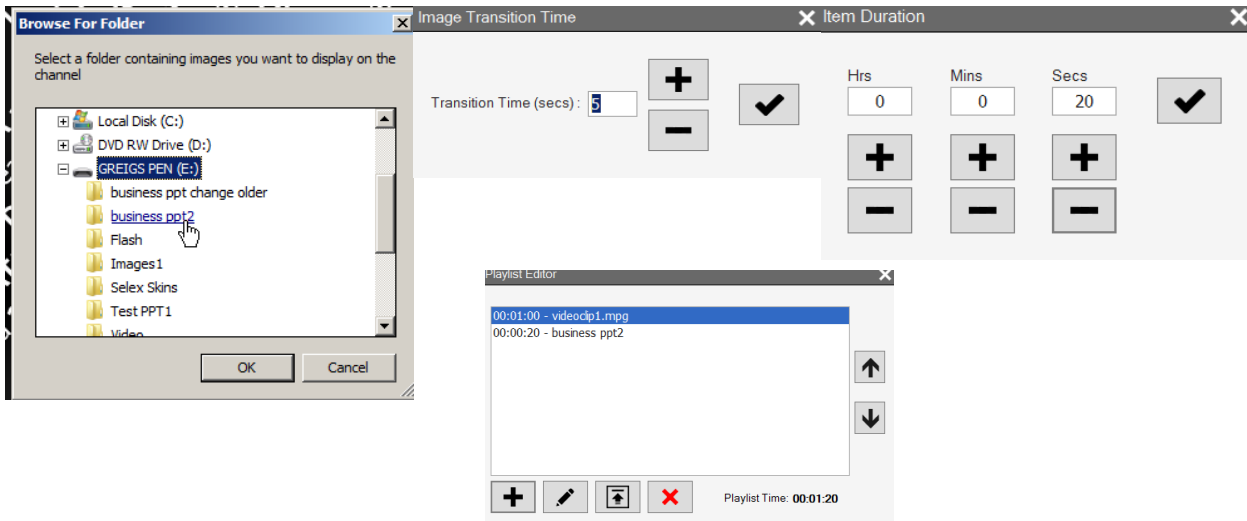


From the USB (e:\), select the desired video (videoclip1). The system will calculate the length of the video clip as shown. Select 'tick' button

We will now add the second item to the Playlist.

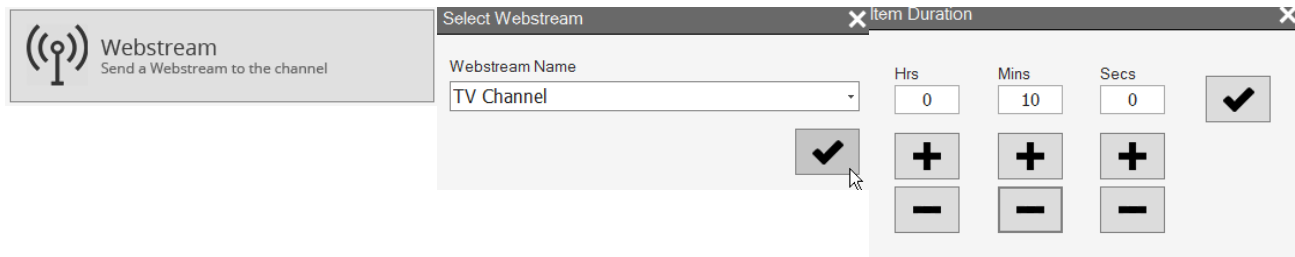


Click on the 'pencil' icon from the Playlist Editor. Select 'Images'

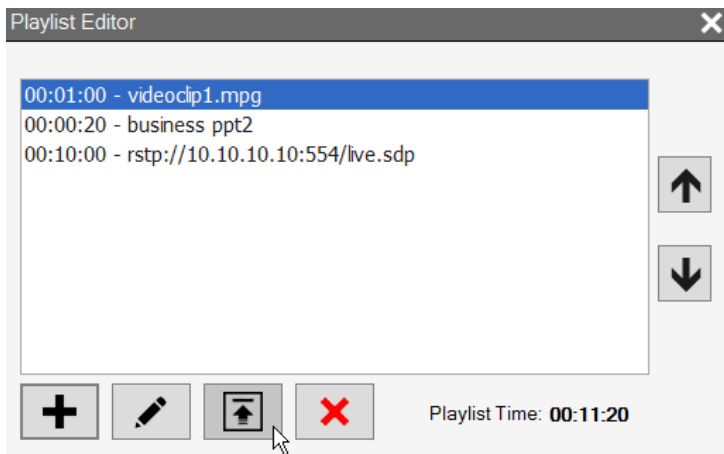


From the USB (e:\), select the desired image folder (business ppt2). Adjust for desired Image Transition Time. The system will calculate the length of the image folder items as shown. Select 'tick' button.

We will now add the third item to the Playlist.

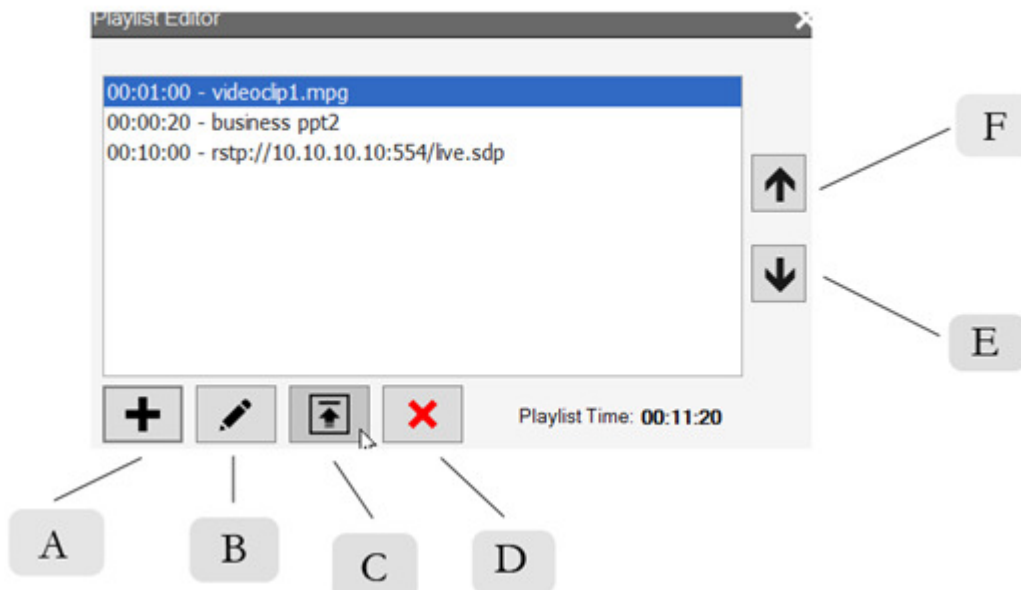


Click on the 'pencil' icon (graphic previous page). Select 'Webstream'
 Select the desired Webstream (TV Channel). Adjust for the desired duration for the Webstream.
 When done select 'tick' button



Above image shows the completed Playlist.
 To finish click on the icon as shown by arrow.
 The system will now compile the created Playlist.
 There is no limit to how many Playlist's that can be created.

Other Functions in the Playlist Editor

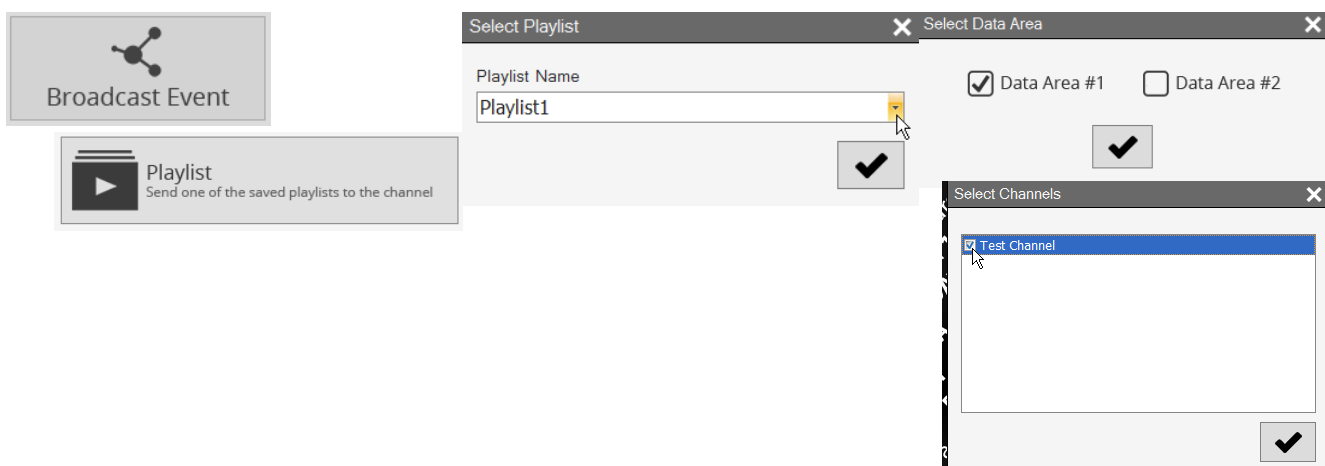


The above graphic shows the functions of the Playlist Editor.

- A:** You can use this function to add more events to the list
- B:** If you want to edit any existing event in the list
- C:** When you make any changes to the list you must always click on this function to update
- D:** If you select an item on the list, pressing this function will delete the item from list
- E/F:** Using these arrows will move items in order up and down the list

Remember – Any changes made, always update by clicking on ‘C’

Sending a Playlist to a Channel



Click on ‘Broadcast Event’ and select ‘Playlist’
Use the drop down menu to select the desired Playlist
Select Data Area #1

Select the desired channel to send the content. In this example we only have one channel. If there was multiple channels select them. Click on the ‘tick’ box. A progress bar will appear sending the content to the channel(s).

Scheduling Events

To allow greater flexibility, we can Schedule Events to occur by date or time.

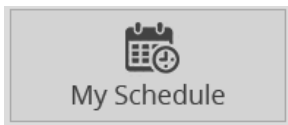
An example is given below:

- A: Show Image File at 00.00
- B: Play TV Channel (Webstream) at 12.00
- C: Show Playlist1 at 14.00

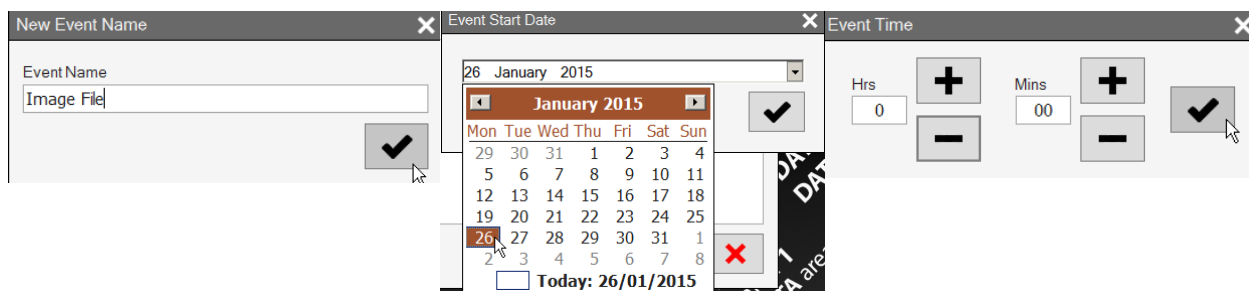
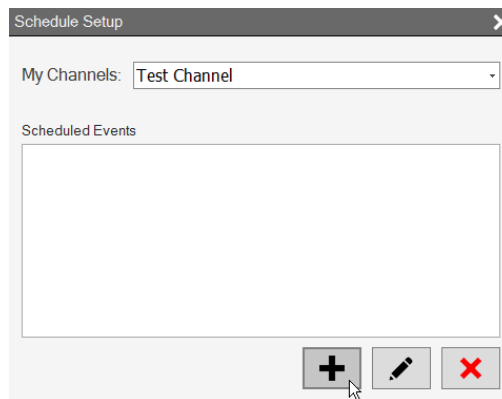
Over a 24 hour cycle the Channel would be viewed as:

Time 00.00 > 12.00 (Image File) > 12.00 > 14.00 (TV Channel) 14.00 > 00.00 (Playlist1)

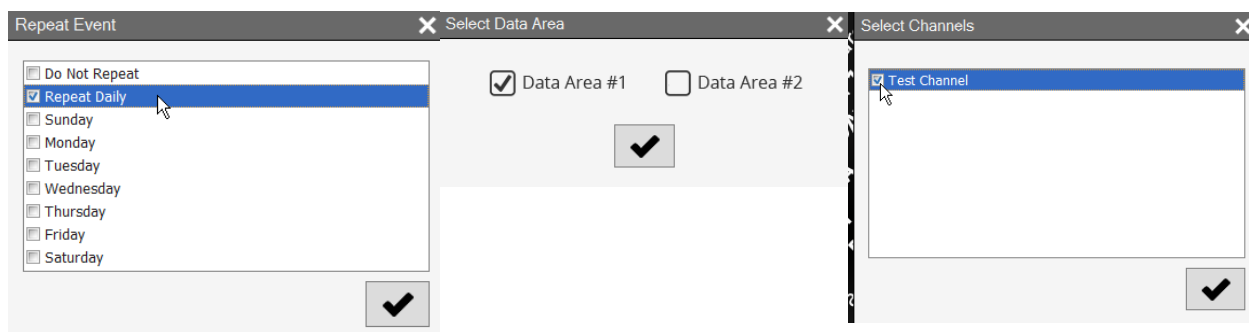
Program the above Schedule as follows:



Select 'My Schedule'
Click the '+' button to add first item to
Schedule (Image Folder). See page 4.

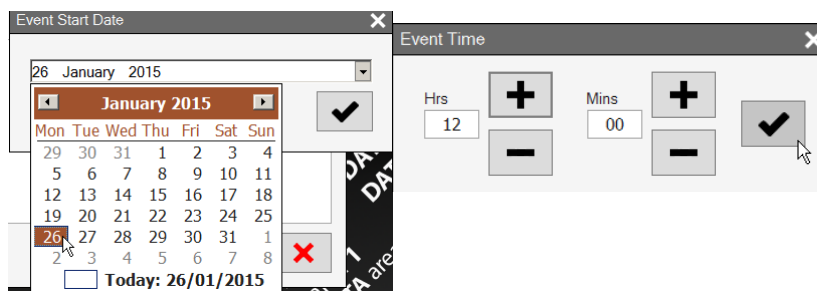


When you get to New Event Name, type Image File, click on Date and Start Time.

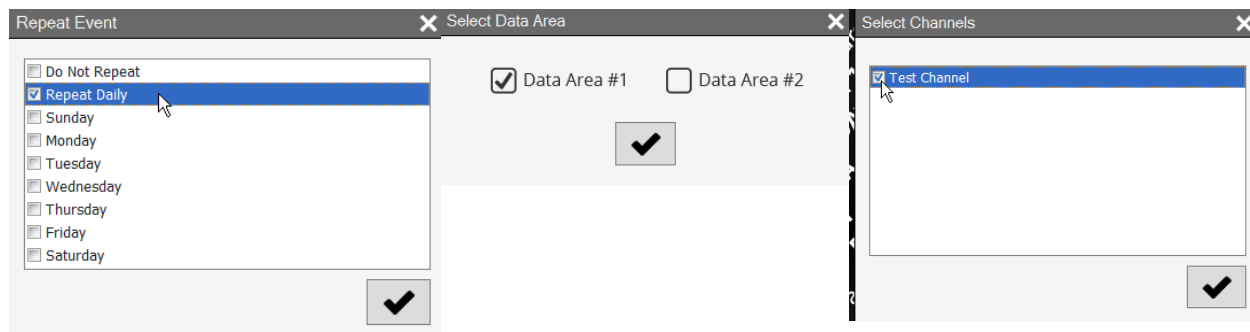


Choose the type of Schedule (Repeat Daily), the Data Area and the Channel(s) to be Scheduled.

Click on the '+' button on the Schedule Setup to add the second item (TV Channel). See Page 6 (Webstream)

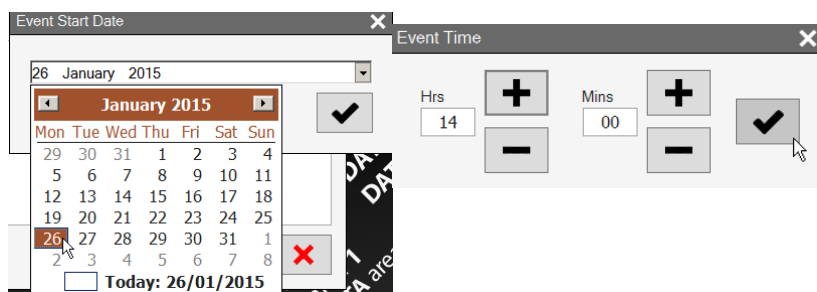


When you get to New Event Name, type TV Channel, click on Date and Start Time.

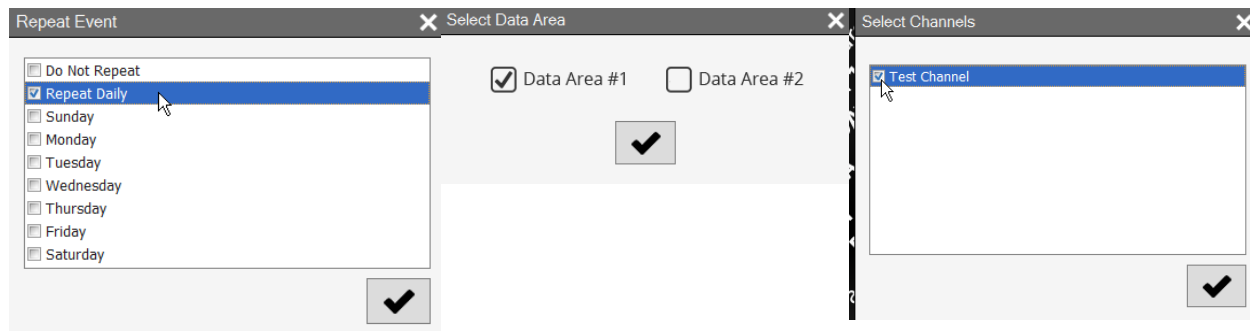


Choose the type of Schedule (Repeat Daily), the Data Area and the Channel(s) to be Scheduled.

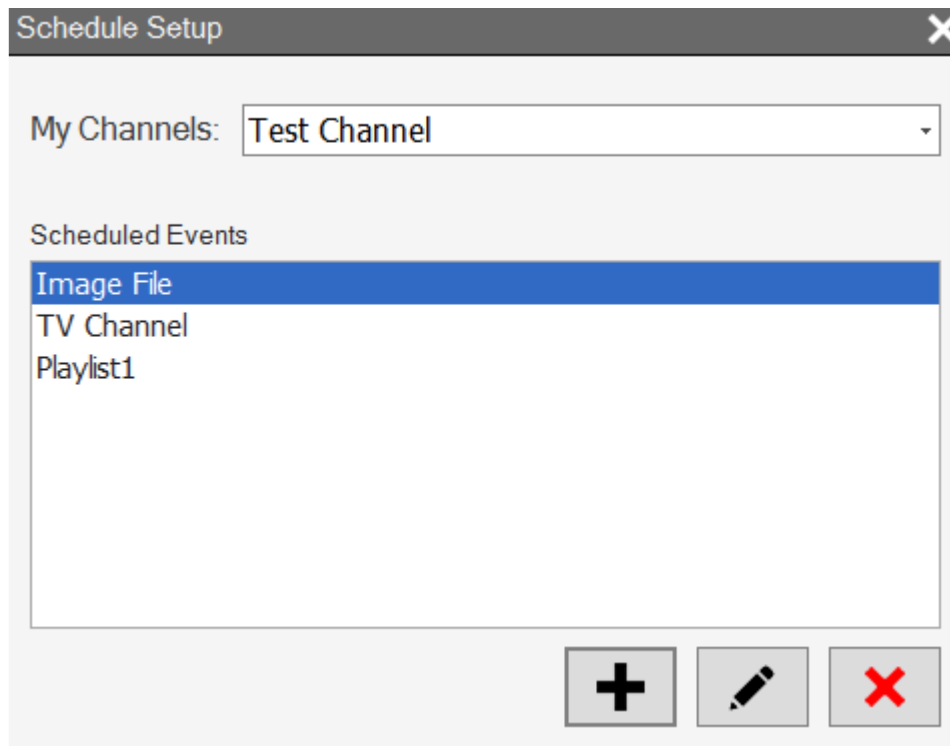
Click on the '+' button on the Schedule Setup to add the third item (Playlist1). See Page 9



When you get to New Event Name, type TV Channel, click on Date and Start Time.



Choose the type of Schedule (Repeat Daily), the Data Area and the Channel(s) to be Scheduled.

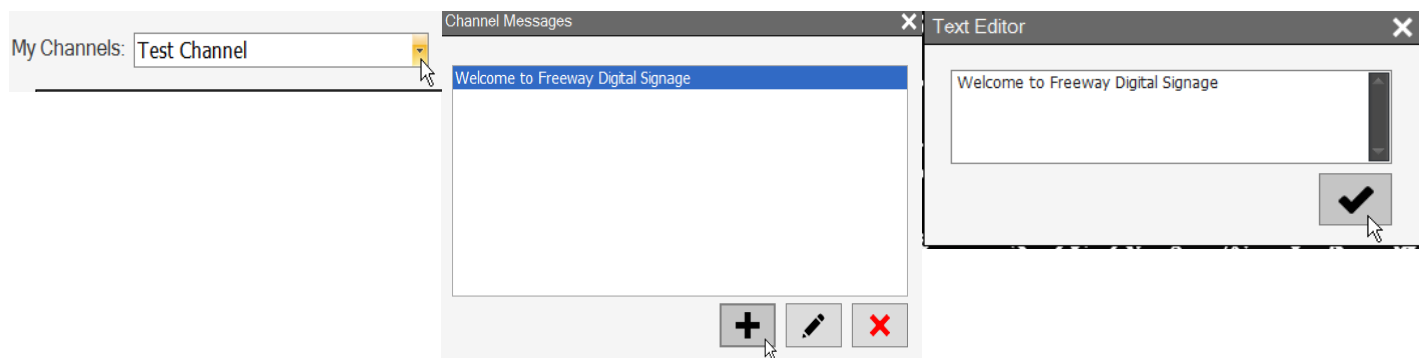


The final Schedule will look like above. You can Delete and Edit the individual Events by using the 'Pencil' and 'Cross' buttons. Close the windows (top right cross) to send to Channels.

Broadcast Messages

Looking at Fig1 on Page 2, there is an area for Scrolling Text Messages. You can add and delete as many messages as you require for each Channel created.

Operation



Choose the Channel from the 'My Channels' drop down and click on the 'Scrolling Text' graphic (Fig 1, Page 2). From the Channel Message window click on the '+' button and add the text required. Click on the 'tick' box when finished.

You can add and delete the Channel Message using the 'pencil' and 'cross' buttons.