



PrismViewXP Mini

Manual for v.7.11x

PrismViewXP Mini Manual for v.7.11x

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Customer Support

For questions regarding software use or custom message creation, please call (866)-989-3726 (8am-5pm—MST), and ask for MediaServices. Also available by email: mediaservices@yesco.com.

For concerns regarding sign operation or problems with communications, please call the YESCO Service Department (800) 741-6721 (available 24-7), or by email: esupport@yesco.com.

General Information

For general information about YESCO or YESCO products, please visit: www.yesco.com, or email us at info@yesco.com.

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INTRODUCTION

Welcome

Congratulations on your purchase of a YESCO LED display. Purchasing a sign such as this represents a sizable investment and YESCO is dedicated to providing you with the very best in signage and software. This software manual will guide you through the operation of YESCO's PrismView XP Client. The PrismViewXP Client is an innovative, powerful, yet simple program that allows you to create, edit, and schedule messages for display on your sign. Whether it is the uncluttered interface or the intuitive ease with which messages are made and scheduled, you will find the PrismView XP Client to be a program that will take 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 'drag-and-drop' capability, which allows the user to select compatible files (*.bmp, *.jpg, *.png, *.avi, *.mov, or *.wmv) on the desktop and drag them into the content window of PrismView XP. There is no need to go through a laborious importing process.

With re-sizeable windows, copy-and-pasteable schedules, and other advancements, the PrismView XP Client is the best choice for running single or multiple signs.

Using this manual

This manual is written to help you familiarize yourself with the PrismView XP software. Due to multiple configuration options within PrismView XP, the screen shots shown in this manual may not imitate exactly what you see on your own monitor. This manual shows PrismView XP with all functions enabled. If you notice a large difference in how your version of PrismView XP appears and what is shown in this manual, it is likely the result of some functions not being enabled during the installation and configuration of your copy of PrismView XP. Please contact YESCO Service, at (800) 741-6721, if you have questions about enabling or disabling certain functions of PrismView XP.

This manual also includes the installation discs for the third-party software packaged with the sign. Please keep the discs and serial numbers in a safe place. YESCO does not track which serial numbers are sent to each customer. If the numbers are lost, re-installation of the third-party software may not be possible.

MediaServices

YESCO has a group of professional designers who create both animated and static image messages for customers across the United States. This group is called MediaServices. A brochure (.pdf) showing current design package rates and a demo reel (.wmv) displaying examples of their work are available on the YESCO web site: www.yesco.com/media_services.html.

You will also find free generic animations created by MediaServices on the YESCO web site: www.yesco.com/animation_gallery.html. These animations are designed for full color signs in three standard sizes. If your sign is one color (monochromatic) or is not close to any of the sizes

available, please include the name of the animation(s), your sign's pixel dimensions, and state whether or not your sign is full color or one color, and send your request to: ***mediaservices@yesco.com***. The animations will be re-sized and sent back to you at no charge.

MediaServices also offers software support for all software that comes packaged with the sign. If you encounter difficulties while operating any of the software that was packaged with your sign, you may call MediaServices at **(866) 989-3726** (8am-5pm MST), or email them at: ***mediaservices@yesco.com***.

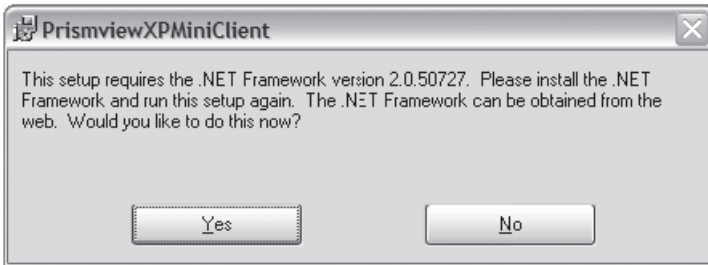
Thank you for choosing YESCO.

INSTALLATION

OF THE PRISMVIEW XP MINI CLIENT

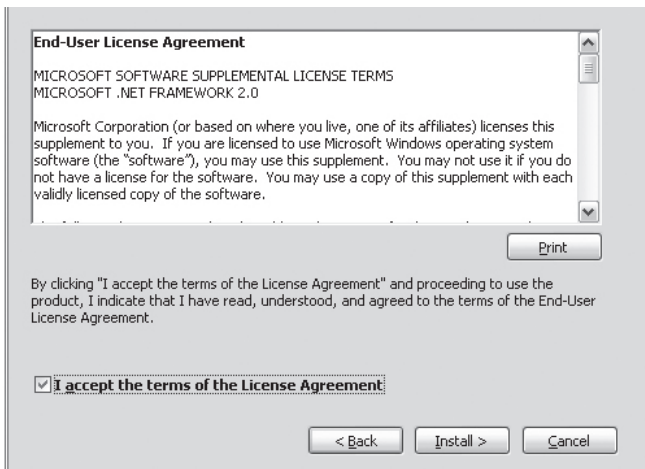
Note: The computer must have 'Windows Installer 3.1' (or higher) to install this program and 'Windows Internet Explorer 6' (or higher) to use this program. For instructions on installing either one of these are in Section 4.

1. Insert the installation disc for 'PrismViewXP Mini Client' into the CD-ROM drive and gain access to the disc's contents from 'My Computer' > CD-RW Drive (D:).
2. Select and run 'PrismviewXPMiniSetup.msi' to begin the installation.

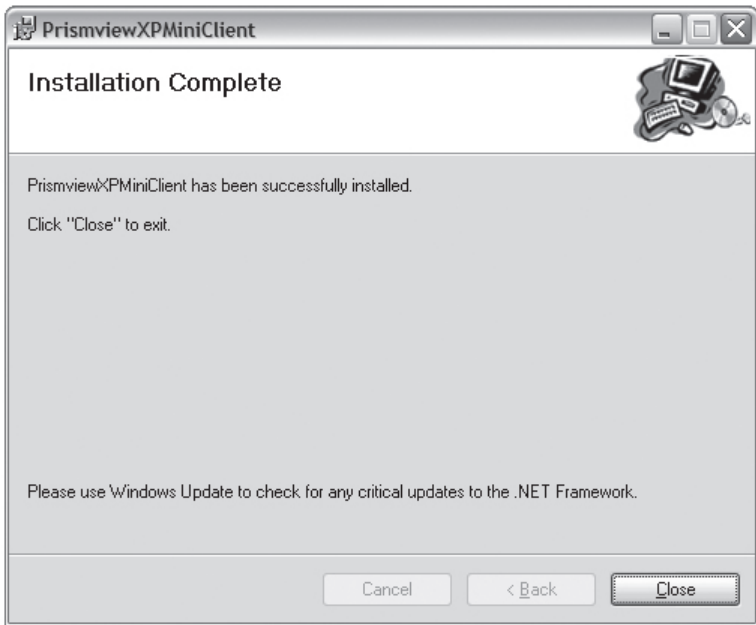


Note: If this message appears, use the following steps to install the .NET Framework 2.0. (If this message does NOT appear, then skip to step 3.)

- A. Close the message window via the 'X' button.
- B. Select the '*dotnetfx*' application file from the installation CD and open it.
- C. Click the '**Next**' button to begin the installation process.
- D. The License Agreement window will then appear. Read the agreement and, assuming you agree, select '**I Accept...**' and then click the '**Install**' button.



- E. The setup for **.NET Framework 2.0** is now complete, click **'Finish'**
- F. From the CD-ROM, open or run *'PrismviewXPMiniSetup.msi'* again.
3. The Prismview installer will appear; click **'Next'** to begin.
- A. The **Installation Destination** window will appear and ask where to install PrismView XP. Leave the installation folder as it is and click **'Next'**
- B. Click **'Next'** on the following page to confirm the installation.
- C. The Installation is now complete and you can click the **'Close'** button in this window to exit the installer:



CONFIGURATION

OF THE PRISMVIEW XP MINI CLIENT

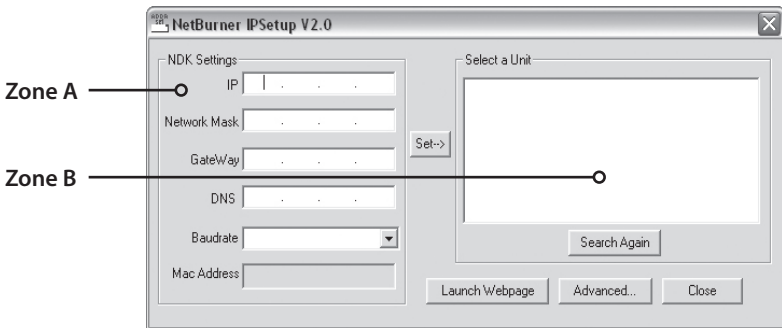
Once installation is complete, the next step is to configure the sign to accept and display the messages you create. Configuration of the **PrismViewXP Mini Client** is usually done by a YESCO authorized installation technician, but the same steps they use are included here. An understanding of basic networking will be necessary to complete configuration of the sign, if assistance is needed, please contact YESCO Service at esupport@yesco.com or call 1-800-741-6721.

Configuring PrismViewXP Mini is done through the *PrismViewXP Configure Client* application that is now in your Programs folder. The configuration process includes adjusting the settings in three tabs and in three, button accessible sections for configuring communication, network, and SMTP. This application will be used after a network has been established between the sign and the computer.

Setting Sign IP

After cabling or wireless devices are installed a network must be established between the computer and the sign before configuration can take place. This is done by setting the sign's IP address. To do this, go to the **Start Menu > All Programs > YESCO > Set Sign IP**.

This will open the IPSetup program, the example below is separated into zones A and B.



Zone A. This is where the network settings will show up after the unit(s) within range populate in zone B. Set the **NDK** settings as needed. The sign's IP is usually the only one that will need attention, the other fields will auto fill. When finished, click the '**Set->**' button.

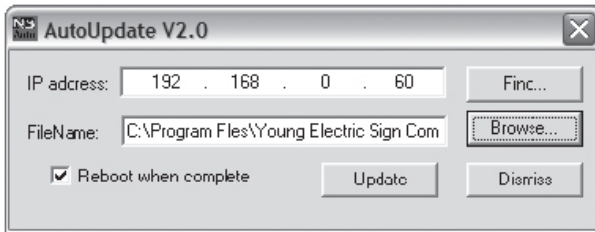
Zone B. When *NetBurner IPSetup* is launched it will auto search for **Embedded Controllers** that are in range. They will populate in zone B.

Once the network settings are complete, test them by clicking the '**Launch Webpage**' button at the bottom of the window. A webpage called **ColdFire** will appear. Make no changes in **Cold-Fire** at present (Screen shots from ColdFire are available in Section 4).

Click the '**Close**' button to exit the *NetBurner IPSetup* program.

Updating Firmware

YESCO will contact the customer when critical firmware updates are released and provide access to those updates. To Update Firmware, download the firmware update file that will be provided by YESCO and launch the Update Sign Firmware program from the **Start Menu > All Programs > YESCO > Update Sign Firmware**.



Enter the IP of the unit to be updated, or click the 'Find' option (*Select the correct unit and click 'OK'*). Next, click the 'Browse' button and locate the firmware update file (*PrismXPNetburn_APP.s19*) that was obtained from YESCO. Select the file, click 'OK'. Check the 'Reboot when complete' box and click 'Update'.

Click the 'Close' button to exit **AutoUpdate V2.0**.

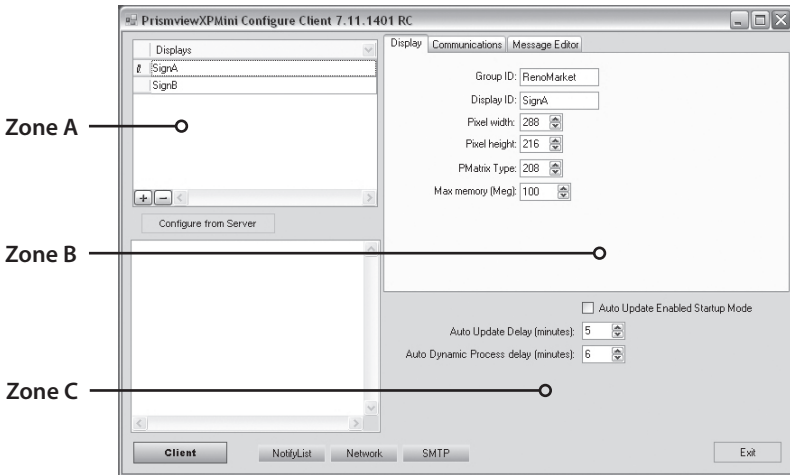
Configuring the PrismView XP Mini Client

Once the sign's IP has been set, the rest of the configuration process can be completed. After installation, a new set of icons will appear in the *Start Menu > All Programs > YESCO*.

Choose the *'PrismXP Configure'* option to determine configuration settings. A window similar to the one below appears, showing the configuration application.

This program is mostly used by install technicians to ensure the client computer is communicating with the sign(s) and that the configuration is set properly.

Here, the interface is separated into zones A, B, and C.



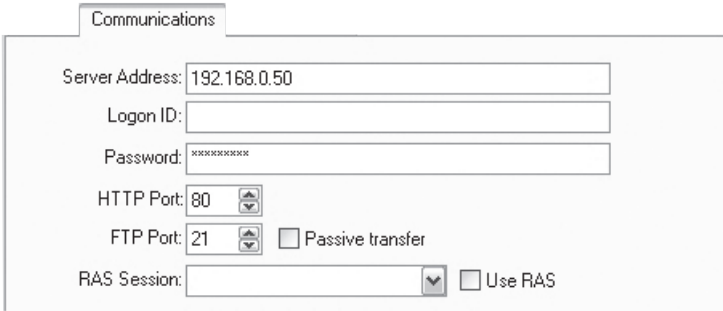
Zone A. This is a list of displays. One display will show up initially by default. The example above shows two signs that will be controlled by PrismView. If you only have one sign, then just rename the default display by selecting the words: **'None set'** and typing over it with your sign's new name. In this example there are two signs which are given the names: *SignA & SignB*. For those with a single sign it is common practice to use the sign's pixel dimensions as the sign's name (*i.e. 96 x 64*), but use whatever naming convention works best for you. No further action is needed in this zone for single sign users.

Note: PrismViewXP Mini can manage one or more signs of the same pixel dimensions, however, PrismViewXP Mini does not currently support management of signs with varying pixel dimensions.

However, if multiple signs will be used, add each display by pressing the (+) button at the bottom of the list. To delete a display, select it in the list and press the (-) button. To configure a display, first select it in the list, then proceed to zone B to give it a **Group** and **Display ID**.

Zone B. Along the top of zone B are 3 tabs: **Display**, **Communications**, and **Message Editor**. Each of these tabs will be covered over the next few pages.

First, select the **Communications** tab—the **Display** tab will be addressed shortly.

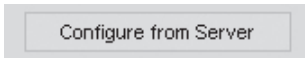


The screenshot shows the 'Communications' tab in a configuration window. It contains the following fields and controls:

- Server Address: 192.168.0.50
- Logon ID: (empty text box)
- Password: (text box with asterisks)
- HTTP Port: 80 (spin box)
- FTP Port: 21 (spin box) with an unchecked 'Passive transfer' checkbox
- RAS Session: (dropdown menu) with an unchecked 'Use RAS' checkbox

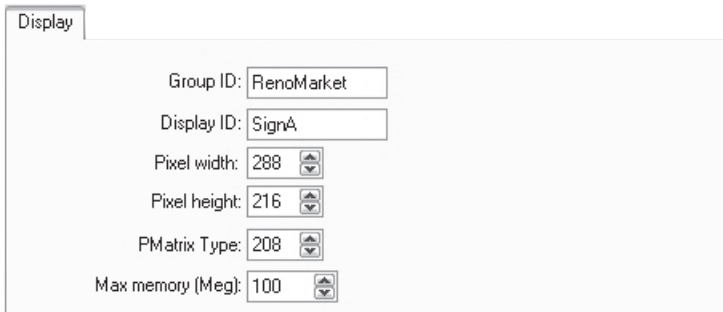
Enter the Server's Address or sign's IP. Create a Logon ID and Password, **ONLY** if absolutely necessary. *If forgotten or lost, the Logon ID and Password cannot be over ridden and a complete re-installation is required;* the HTTP port and FTP port will auto fill. If connecting to the sign via a telephone modem using RAS (*Remote Access Service*), check the 'Use RAS' box and select the RAS Session.

Next, if the sign is currently running, press the large yellow 'Configure from Server' button (*located directly below zone A*). This automatically configures your system by pulling down all relevant information, such as the display size, how many colors, system type, its levels/format, and matrix type.



If the address or connection is bad, or the logon info was misspelled, a failed message will be displayed in the window under the large yellow 'Configure from Server' button. Enter either the correct address, or Logon info, or check the cable connections, and try again.

Now, select the **Display** tab.



The screenshot shows the 'Display' tab in a configuration window. It contains the following fields and controls:

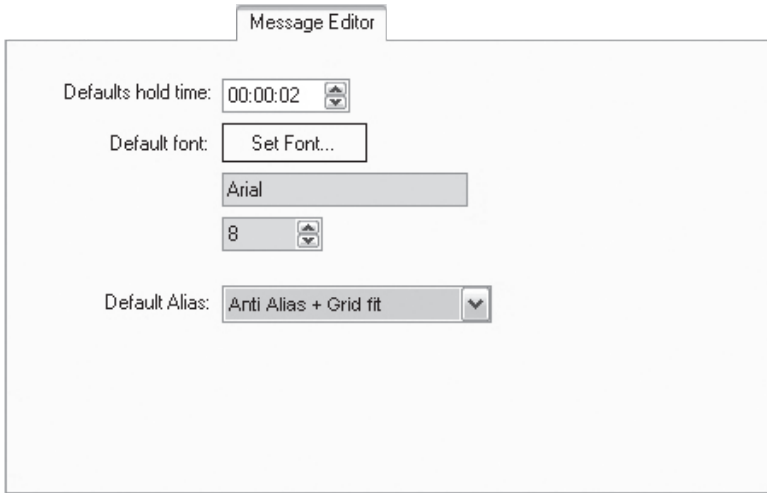
- Group ID: RenoMarket
- Display ID: SignA
- Pixel width: 288 (spin box)
- Pixel height: 216 (spin box)
- PMatrix Type: 208 (spin box)
- Max memory (Meg): 100 (spin box)

For single signs, the 'Group ID' is typically the name of the company. For multiple signs the 'Group ID' can be named as an area, or region. In the current scenario, you will recall, there are two signs: *SignA* & *SignB*. They have both been placed in one group called: *'RenoMarket.'* Be sure to spell the 'Group ID' correctly so that the displays end up in the correct group.

The 'Display ID' will appear during the message auditing process and so it may be helpful to provide a recognizable name to identify the sign.

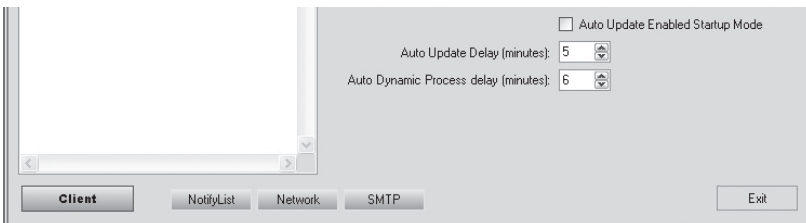
The Pixel width, height, PMatrix Type, and Max Memory will have been automatically set when the 'Configure from Server' button was pressed, and should not need any further attention.

The **Message Editor** tab enables defaults to be set for such things as the hold time and font. This way, there is no need to make those changes every time a new message is created in the **PrismView Editor**. The 'Default Hold Time' will also determine the duration of all **Dynamic Data Messages** and still images.



The 'Default Alias:' menu allows you to enable or disable blurring of text characters on the sign. Five options exist for this treatment of text: *Anti-Alias*, *Anti-Alias + Grid Fit*, *Clear Type*, *None*, or *None + Grid Fit*. Typically, on signs of less than 64 pixels in height, the 'Anti-Alias + Grid Fit' or the 'None + Grid Fit' will produce the most legible results. The other options will only be a viable for signs with more pixels.

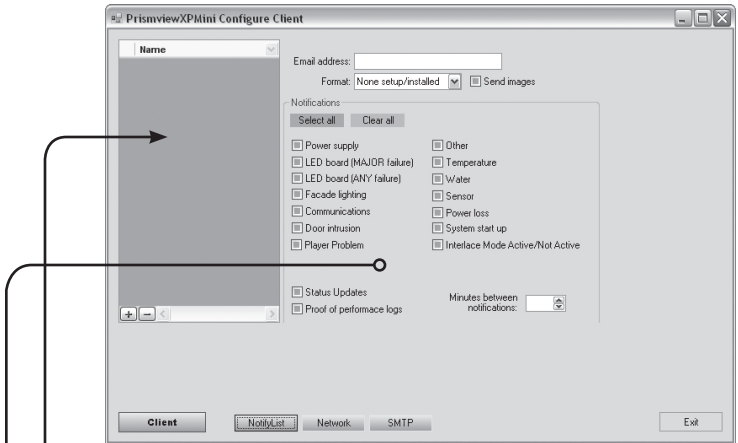
Zone C. This is where network configuration and delays for auto-updating the Dynamic Data messages are set.



At the top of zone C there is the 'Auto Update Enabled Start-up Mode' box. This function will enable the sign to auto update. The 'Auto Update Delay:' is set in minutes. The 'Auto Dynamic Process delay:' is also set in minutes. This delay tells PrismView how long to wait between updates to any **Dynamic Data Messages**.

Buttons: **Notify List**, **Network**, and **SMTP** are only for signs that are placed on an open network. In most cases, signs with PrismView XP Mini, will be on a closed network (*a network only between the computer and the sign*). If this is the case, then configuration is now complete and you may skip to the **Operation** section.

The 'Notify List' is currently being prepared for release and does not yet function as shown. The 'Notify List' button opens this window:



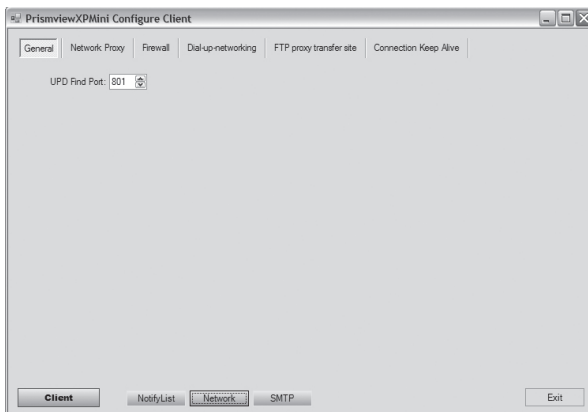
Individual's names and e-mail addresses can be added to a list of persons to be notified if something on the sign is not functioning properly.

This is the list of users to be notified. To add a user press the (+) button at the bottom of this list. To delete a user press the (-) button. To get started, press the (+) button to add a user, enter the name and proceed to the 'Notifications' area to make your selections.

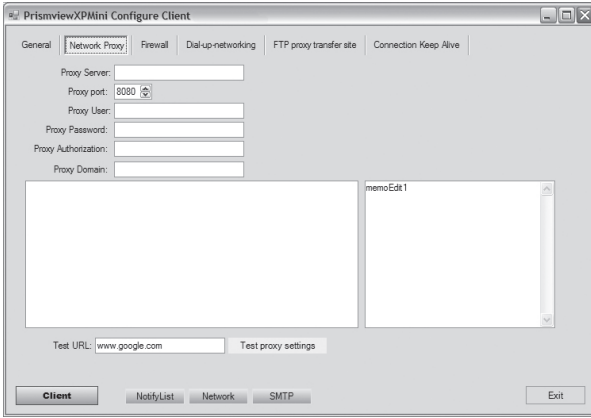
This is the 'Notifications' area. Once a user is added, enter his e-mail address in the top box. If there are multiple users, select the appropriate user before moving down to the 'Notifications' area. The 'Notification' area is a list of all possible notifications. Check the box next to the notification item(s) that each user will receive.

The 'Network' button is used to input network settings, such as proxy information, security, and dial-up information. The window is separated into 6 tabs.

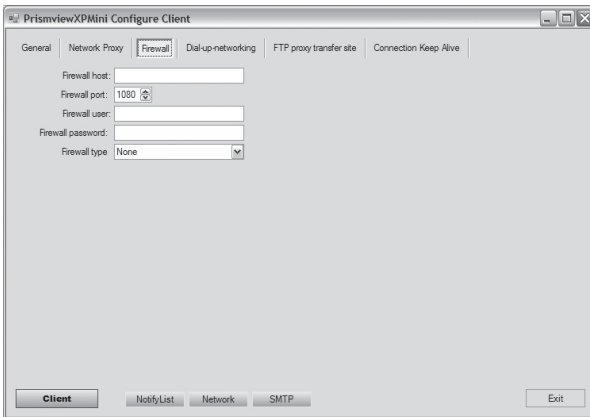
The 'General' tab is for setting the 'UDP Find Port.' This is for finding servers on the network.



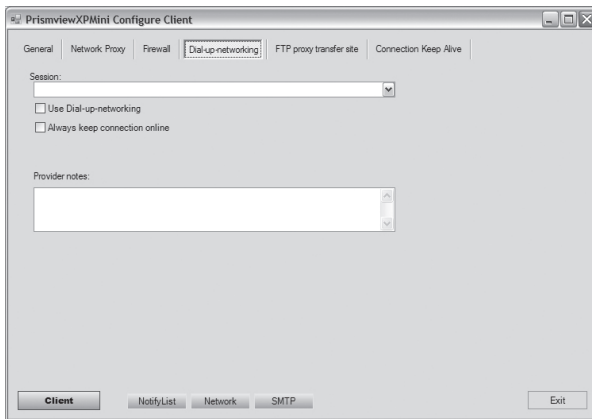
The **Network Proxy** tab is for inputting proxy server information. Once all of the proxy settings are complete, test them by first entering a web address in the **Test URL** box near the bottom of the window and then pressing the **Test proxy settings** button.



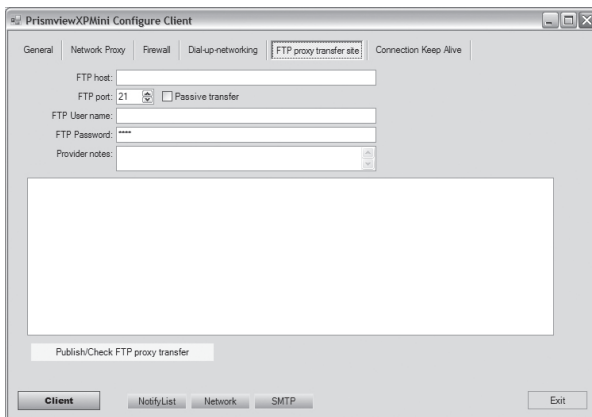
The **Firewall** tab is for entering the necessary security information to allow Prismview to successfully penetrate the network's firewall.



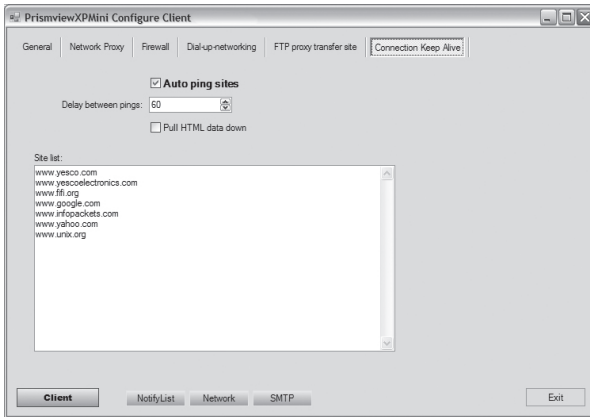
The **Dial-Up Networking** tab is for entering dial-up information. If that is what will be used, choose a session, and then check the box next to **Use Dial-Up**. The **'Always keep connection online'** box will keep the connection active, even when not in use. You can keep track of useful *Internet Service Provider* information in the **'Provider notes'** box.



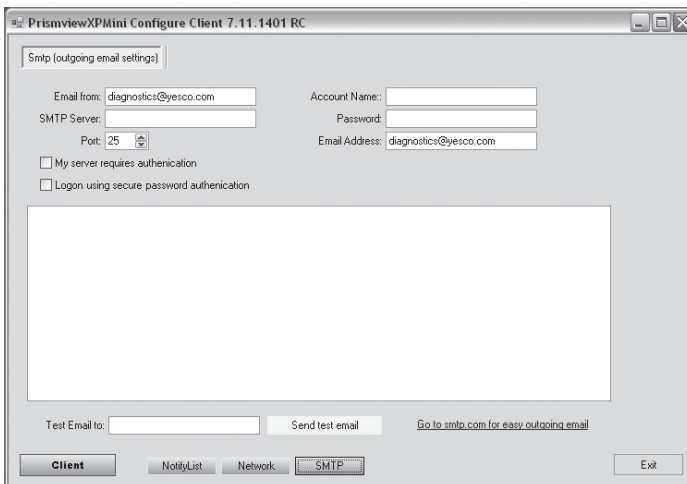
The **FTP Proxy Transfer Site** tab is only for the signs that were set up to use it. If **'Passive transfer'** was selected on the **Communications** tab during configuration, use this page to set the FTP transfer site information. Once all of the settings are entered, press the **'Publish/Check FTP proxy transfer'** button to test it.



The **Connection Keep Alive** tab sets up PrismView to auto 'ping' a list of websites found in the 'Site List.' This is used to keep a dynamic IP address from timing out and being re-assigned by the ISP. The time between pings is set in seconds.



The **SMTP** button is for sending simple e-mail from PrismViewXP. At the top, enter who the e-mail is from, the SMTP server, and port for outbound e-mail. If the SMTP server requires authentication, check that box. If logging on using secure password authentication, check that box. To the right of these settings, enter the account information, account name, password, and e-mail address. Near the bottom, a Test E-mail address box is available. To test the account settings, enter the e-mail address and press the 'Send test e-mail' button. Make sure the test message was received. If not, check the settings and retry.

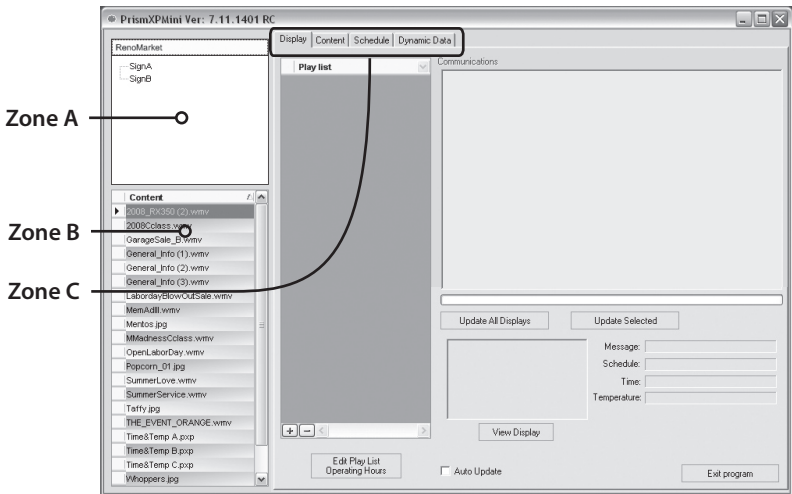


OPERATION

OF THE PRISMVIEW XP CLIENT

When PrismView XP is installed on the computer, a shortcut to the program is placed in the Start Menu. To access the PrismView XP Mini Client go to the **Start Menu > All Programs > YESCO > PrismXP Mini Client**.

In the screen shot below, the interface is divided into zones A, B, and C with four different tabs running across the top.



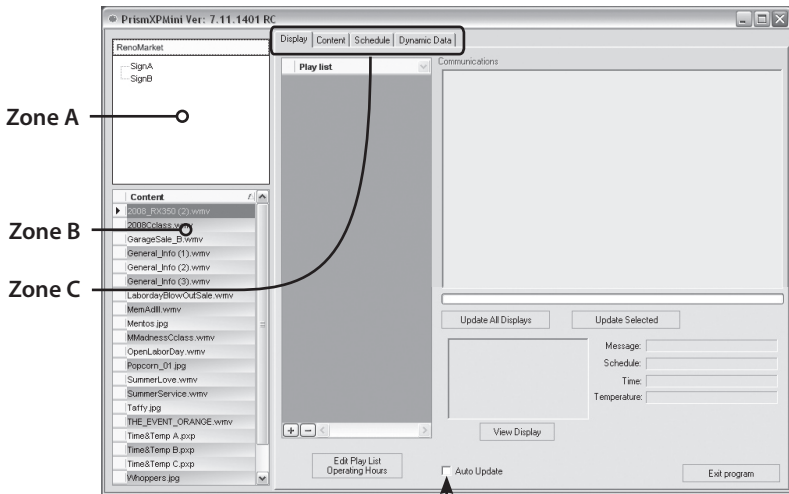
Zone A. This area shows the group(s) that have been setup during configuration. Double-click on a group name and it will expand to show all displays within that group. This example shows the two signs: *SignA* & *SignB* within the group *RenoMarket*.

Zone B. The 'Content' window displays all messages that are currently available in your content library. Drag-and-drop compatible files from the desktop into this area. Compatible file types include: *bmp, jpg, png, un-compressed avi, wmv. and mov.*

Zone C. The 'Display' tab is the first of four tabs in this zone. Within the **Display** tab is the **Play List**. The **Play List** shows all messages that will play on the sign *unless* there is an active schedule. **Play List** messages will play in a continuous loop until removed. Typically, only generic messages—those 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 'Content' list, or by selecting them in the 'Content' list 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 at the bottom of the Play List.

The rest of the **Display** tab is taken up by the communications readout window, the '**View Display**' window, and the buttons at the bottom of the screen. The communications readout will list all processes and data being sent and received by PrismView during the sign update process. It will also display any communication errors and the associated error codes. If an error occurs, write down the code message before contacting YESCO Support, as the codes will help YESCO support diagnose the cause of the error.



The two update buttons, 'Update All Displays' and 'Update Selected,' found beneath the communications window will be used later, to send messages and schedules to the sign. If there is only one sign, either button will update it. For multiple signs or sign groups, the **Update Selected** button allows only the selected sign or group to receive the 'update' command. The other signs and groups will remain unchanged.

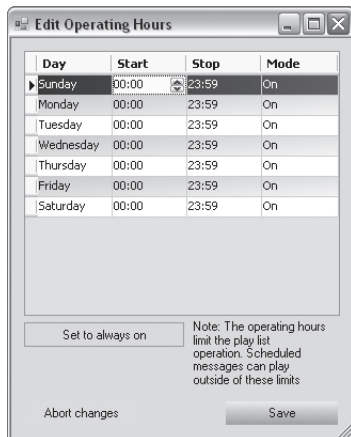
Check the 'Auto Update' box, at the bottom of the PrismXMini window, if Dynamic Data Messages will be displayed on the sign. To use Dynamic Data Messages, the host computer must remain on, and depending on the Dynamic Data Messages being sent, the computer may also need to be connected to the internet at all times. The 'Auto Update' function acquires the dynamic data and sends the data to the sign at the time intervals set during configuration.

The 'View Display' button will make a snapshot of the current message playing on the sign appear in the space provided.

The last button in zone C is the 'Edit Play List Operating Hours' button. In PrismView XP, the order of message priority is basically two levels deep. Messages in a schedule have priority over messages in the Play List. With that understanding,

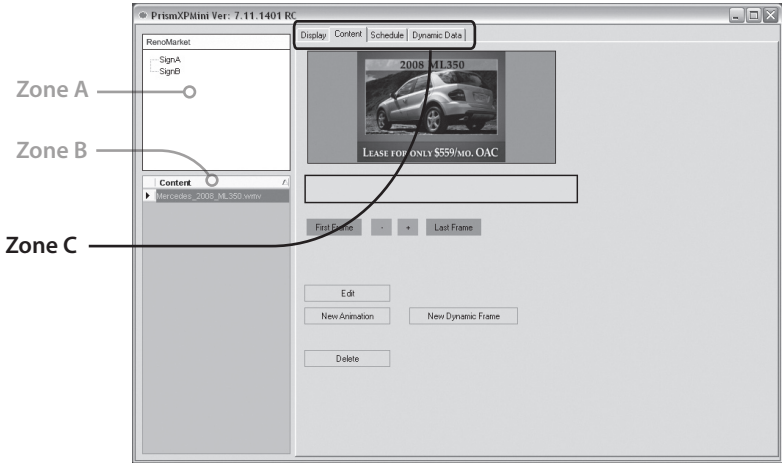
setting the Play List's operating hours is potentially setting the sign's on and off times. The **Edit Play List Operating Hours** button allows you to determine a single block of time, during any day of the week, that the **Play List** will or will not play. The Mode, switched to 'On' or 'Off,' specifies whether or not the **Play List** will be active. *Scheduled messages will still play, regardless of these parameters.* However, once a schedule is no longer valid, and if the Play List is set to off, the sign will be blank.

Make any necessary changes and then click 'Save.'



Note: The operating hours are set on each sign individually, so if multiple signs are being adjusted, be sure the correct sign is selected before making changes.

The 'Content' tab is the second tab in zone C, and allows for messages to be made, edited, or deleted. In the example below, zone A has the two signs in one group called RenoMarket. There is also a single message in zone B.



Preview animations and messages by selecting the message in zone B and moving the mouse across the light yellow region below the message's thumbnail image. These buttons provide frame-by-frame navigation through a message:



The 'Edit' button is for changing previously made messages that were created with either the PrismView Message Editor (files ending with a '.pvp') or the Dynamic Data Editor (files ending with a '.DD2').

The 'New Animation' button is for creating new messages or frame based animations within the PrismView Message Editor.

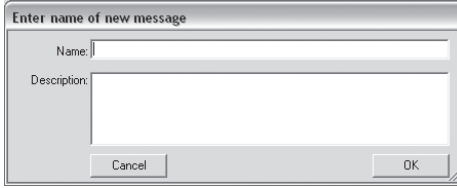
The 'Create New List' button is for creating a cycling list of messages.

The 'Create Dynamic Image' button is used for creating dynamic data messages from within the Dynamic Data Editor.

The 'Delete' button permanently deletes any selected message from the Content list.

Creating and Editing Messages

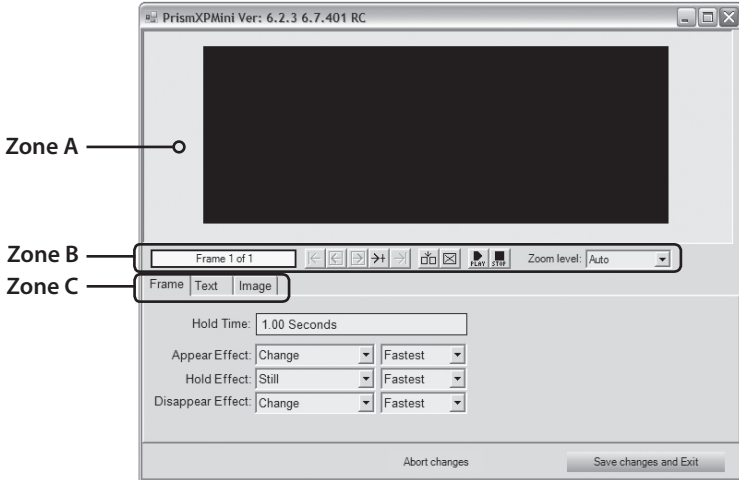
To create a new message or animation, click the 'New Animation' button. Give the message a name in the window that appears. Descriptions can be useful, but are not required. Click 'OK' when finished.



To edit an existing PrismView XP message (.pvp file), select it from within the Content list (zone B) and click the 'Edit' button.

The PrismView Message Editor will appear. The Message Editor is used for creating frame-based animations and picture slide-shows, and for inserting a variety of dynamic text options to display time, temperature, and date.

The editor is divided into zones A, B, and C.



Zone A. This gives a representation of what will actually be shown by the sign. The black box will auto scale to fit the size of the editor window.

Zone B. This displays the number of the current frame, the frame navigation bar and zoom level.

The navigation bar  has three groups.

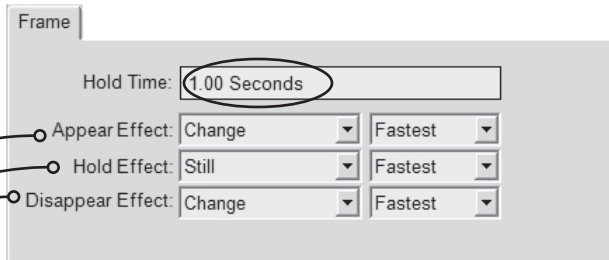
The first group of 5 buttons navigates through frames and the arrow with the (+) sign adds a frame after the current frame.

The first button in the middle group inserts a frame before the current frame.

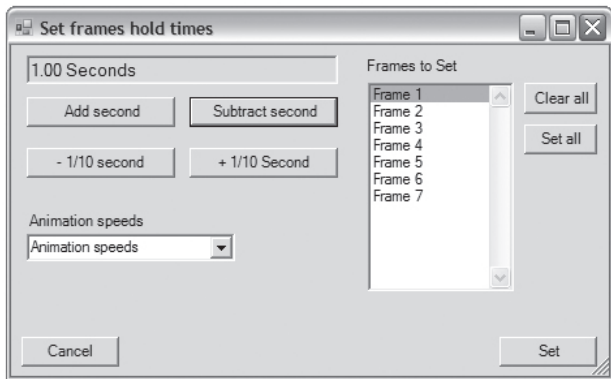
The second button deletes the current frame. The last group plays and stops the animation.

Zone C. This zone has three tabs: Frame, Text, and Image. Each of these tabs will be addressed over the next several pages.

The **Frame** tab is where the Hold Time and transition effects for each frame are set. To change the number of seconds a frame will hold, click where the seconds are displayed.



A window similar to the one below will appear. Adding or subtracting seconds (or 10ths of seconds) for individual frames can be done by clicking on the appropriate buttons. To make these changes for all frames, click the 'Set all' button. Make any necessary changes and click the 'Set' button at the bottom right of the window.



Transition effects give greater visual appeal to any message. The **Appear Effect** is how the frame will transition into view. The **Disappear Effect** controls how the frame will transition out, or into the next frame. "Change," which is the default, quickly cuts from one frame to the next. Multiple transition options exist in both drop-down menus.

Transition speed can be changed from the next drop-down menu; the default is set to "Fastest".

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:

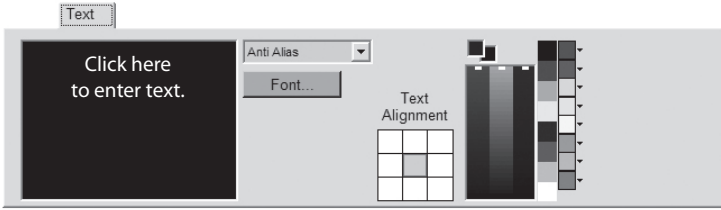
"Still" (leaves the text static)

"Travel" (moves text from right to left)

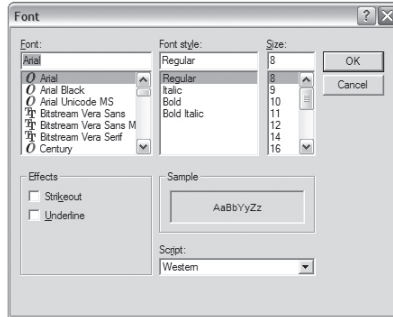
"Scroll" (moves text from bottom off the top)

"Marquee" (places a frame of traveling lights around the message)

The **Text** tab is for entering and aligning text, and for choosing a font and color.



Click in the black box to enter text. Once the text is entered, highlight it and click the greenish **'Font'** button. This brings up all fonts that are currently loaded on the computer.

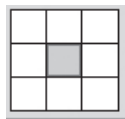


It is necessary to use discretion when choosing fonts for the sign. As a general rule, simple 'san-serif' fonts (such as Arial, or Helvetica) are best. The loopy and ornate fonts usually lack the necessary substance to be readable on this type of media. High contrasting colors between text and background are also 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.

Choose the font, the style and the size then click **'OK'**.

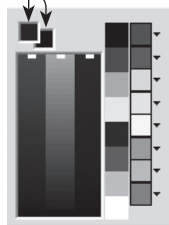
To insert time, temperature, or date into a message, type the word in brackets like this: **[time]** or **[temp]**. A complete list of these macro values is available in Section 4.

Note: *When using [temp], the editor will display either an erroneous reading or the letters 'N.A.' This is because the temperature probe is in the sign and not at the client computer. When the temperature message is sent to the sign, the correct reading will be displayed.*



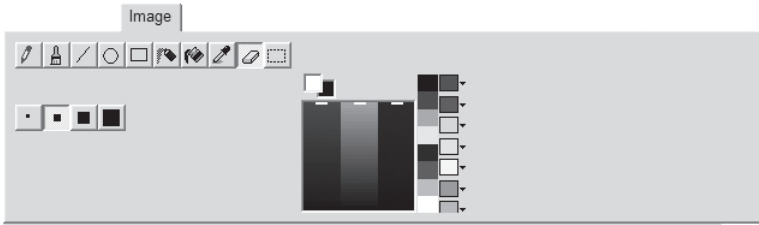
Aligning text is done by clicking on any one of the nine white boxes. The default is set to center.

Foreground
Background



Choosing a color is also simple. For text, the foreground will be the color used. To choose a color, use the mouse to move the white markers up and down on the red, green, and blue columns, or click on one of the preset color boxes. The small black triangles, on the far right of the color palette, are buttons that will make the entire color spectrum available.

The **Image** tab is for two things—using the mouse to paint an image or importing an image.



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

The Image tab tools are set up similar to tools in other basic paint programs. The color palette is the same as in the Text tab, except now the background color is usable. **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, except there are varying line thicknesses from which to choose.



The **Line** tool creates straight lines by making anchor points with the mouse. Click once to set an anchor point, move the mouse to where the line will stop, and click again to set the other anchor point. This tool also has variable thicknesses.



The **Ellipse and Rectangle** tools are for drawing either an ellipse or rectangle. The tools draw the shape outward from the center. Click once where the center of the shape will be and again where the shape's edge is to stop.



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 an area of same colored pixels with the current foreground color.



The **Eyedropper** tool is used to select any color in zone A. When clicked on the desired color, it will replace the previous foreground color in the Color Palette.



The **Eraser** tool acts as a background color paint brush. It sets, or erases, any color back to that of the current background color. So it is not necessarily always black.



The **Copy & Paste** tool is used to copy and paste selections of the display, and to import and export images.



These 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 to cut or copy. Click either the cut or copy button, then move the selection around on the screen to whatever spot desired by **left-clicking** and dragging.

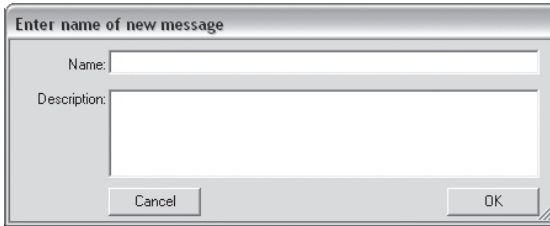


These tools are for exporting and importing an image, respectively. After importing an image, a white border will appear around the image. To place the image, position the image as desired, then click the Copy & Paste button and the white border will disappear.

Creating Dynamic Data Images

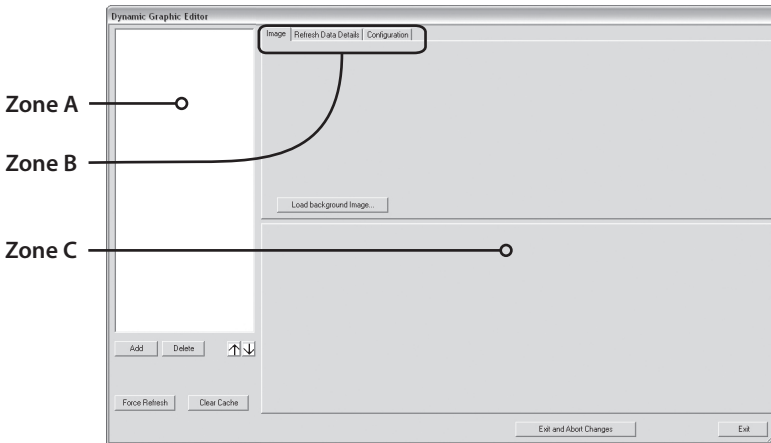
Dynamic Data Images are effective for displaying time and temp, or external webpage information, such as RSS feeds, National Weather Service info, Amber Alerts, etc. While a sign with an open internet connection is required to take full advantage of the features available in the **Dynamic Graphic Editor**, many features are still available for signs without an internet connection.

To create a **Dynamic Data Image**, click on the 'Create Dynamic Image' button in the 'Content' tab.



Give the message a name (the description is optional) and click 'OK'.

With the **Dynamic Graphic Editor**, the user can bring in an image and place on top of it two kinds of text: *dynamic text*, which changes over time, and *static text*, which does not change. This makes simple, sometimes dull information, such as time and temperature, much more interesting. The interface is divided into zones A, B and C.

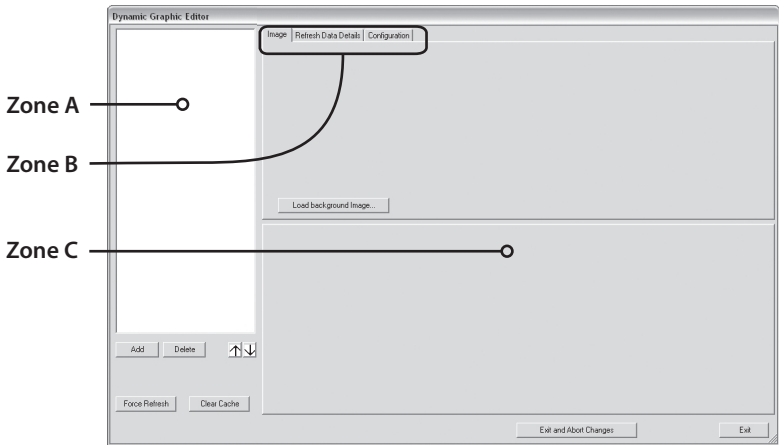


Zone A. This zone displays all data layers, and allows layers to be added, deleted or re-ordered. This zone also contains the refresh commands.

As data layers are added, they will list up at the top of zone A. Near the bottom of zone A is an 'Add' button for adding data layers, and a 'Delete' button for removing data layers. The up & down arrows are for re-ordering the selected data layers for greater organization, or adjusting which layer will overlap another layer.

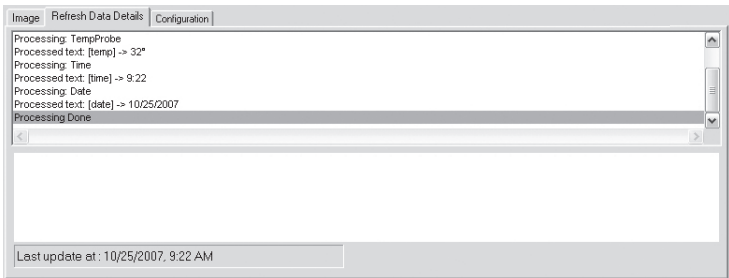
At the bottom of zone A are two refresh buttons. The 'Refresh Data' button is used to refresh all layers. This can take a few seconds if the data layers have external, or web based, sources. The 'Quick Refresh' button is to refresh the display layout using the information already in the cache. This refresh method is instantaneous.

Zone B. This zone has two tabs: **Image**, **Refresh Data Details** and **Configuration**.



The **'Image'** tab allows the user to import a background image, and shows how each data layer will appear on top of the background image.

The **'Refresh Data Details'** tab shows all processes relating to the acquisition of data, whether it be from an external source or local source.



The **'Configuration'** tab has two items: **'Push to display'** and **'Push to Display Filename.'** Check the **'Push to display'** box to enable PrismView to send this file to the sign, and type this file's name in the **'Push to Display Filename'** text area.



Zone C. This zone will change, depending on the type of data layer created. There are currently 10 different types of data layers available: **Text**, **RSS**, **Web Page Image**, **HTTP Simple Parse**, **Local File XML**, **Odometer**, **HTML XML Parse**, **Local File XML**, **Stock**, and **HTTP HTML Parse**.

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 application for your unique situation.

The **Text** data layer type (*Internet Access Not Required*). This layer is used to display static and dynamic text on a background image. Dynamic text refers to text that changes over time, such as time, temperature or date. Dynamic text is written within brackets, like this: **[time]**, **[date]**, **[temp]**. A complete list of possible macro codes is available in Section 4.

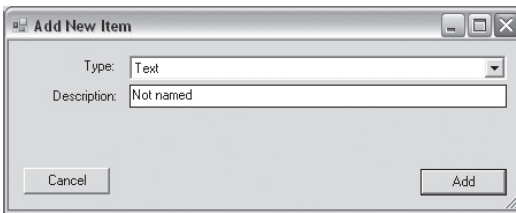
The following example uses a pre-designed template image (for time and temperature) which is loaded as the background, and two 'Text' type data layers are added into zone A. The layers are given the descriptions of 'Time' and 'Temp'.

To begin making a **Dynamic Data Image**, click the **'Load Background Image'** button in zone B.

Note: Images without the same pixel dimensions as the sign will display in the Dynamic Graphic Editor at actual size, however, when they are sent to the sign they will be stretched to fill the screen. To avoid displaying stretched images, always use images that have the same pixel dimensions as the sign. If needed, use an image editing program to accomplish this.

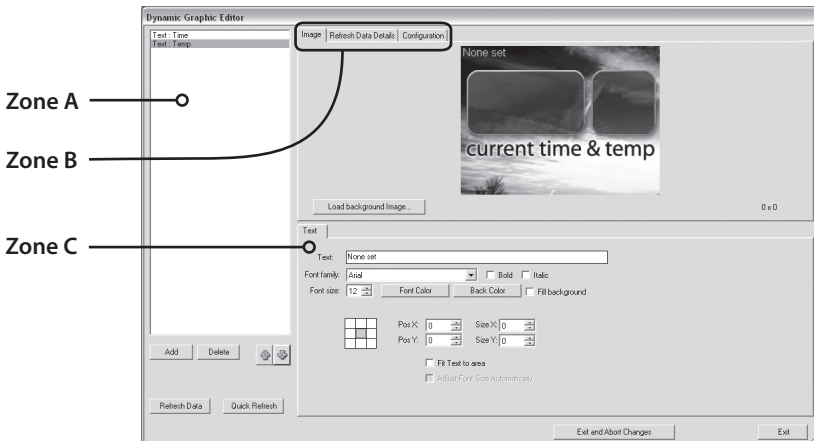
After clicking the **'Load Background Image'** button, locate and open a compatible image file: **.bmp, .jpg, or .png**. The image will now display in zone B. In this example, a single image of a sunset with two red boxes was set as the background.

Next, insert 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 **'Time'** and click the **'Add'** button. Add a second **'Text'** data layer and give it the description of **'Temp'**; then click the **'Add'** button.

At first, the text layers display only the words: **'None set'**. Go now to zone C. Zone C will change depending on the type of data layer selected. In this case, **'Text'** is the type, so this group of options appears.



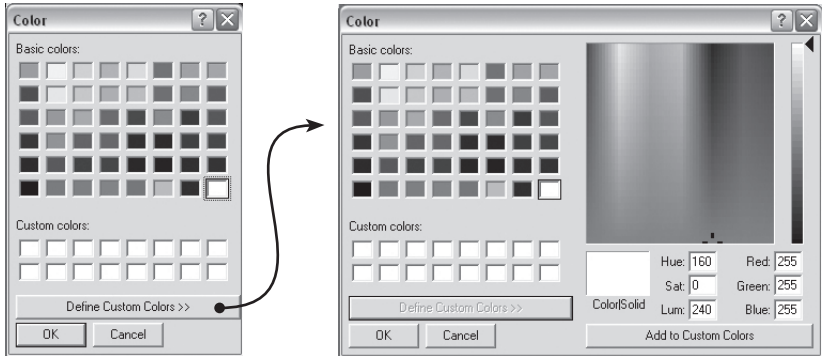
In zone A, select the 'Time' data layer. At the top of zone C, in the 'Text:' area, select the words: **None set**. Type over those words with this code: **[time]**.

Next, select the 'Temp' data layer from zone A. In zone C, in the 'Text:' area, select the words: **None set**. Type over these words with this code: **[temp]**.

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**. Check the 'Bold' or 'Italic' boxes, if desired. Then, with the mouse, click on the text in zone B and move the layers into position.

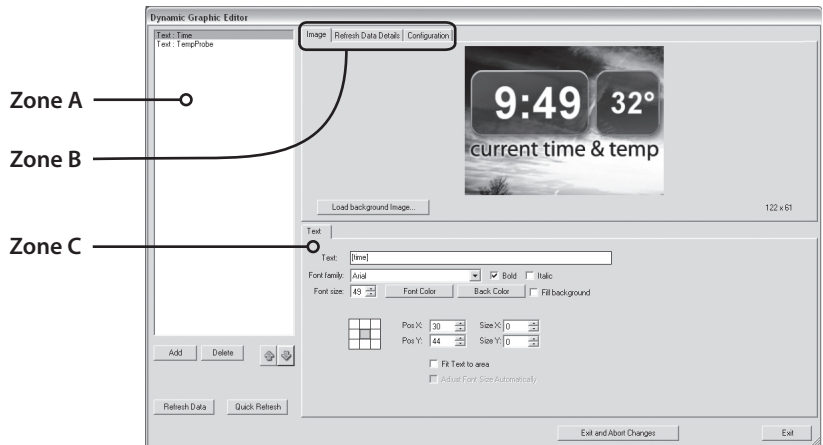
Choose a font size from the 'Font size:' menu, by clicking the up or down arrows.

Click the 'Font Color' button to choose the font's color.



Click the 'Define Custom Colors >>' button to access the entire color spectrum.

Adjust the two Text layers to fit the image. This example used the font Arial and the color white for both layers. Different sizes were needed.

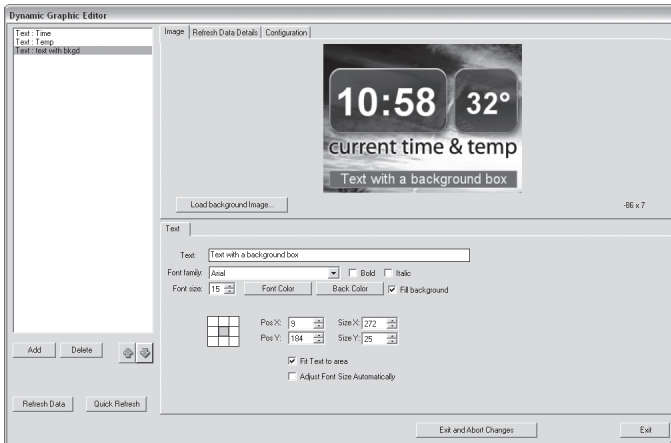


If you want a colored background box behind a data layer, check the **'Fill background'** box and click the **'Back Color'** button.

Choose a color the same way you chose a font color.

Next, check the **'Fit Text to area'** box, located near the bottom of zone C. The text will likely disappear temporarily, or at least squish over the left until the text area has been set.

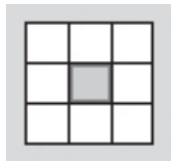
Note: The **'Fit Text to Area'** option is also useful if a text wrap is necessary to accommodate all the words. The **'Fit Text to Area'** option will be used again in later examples.



To set the text area either click and drag the mouse to make a box, or adjust the **'Size X:'** and **'Size Y:'** coordinates by clicking the up or down arrows, or typing in the desired value. In this example, another **'Text'** data layer was added and the background box fill option was checked. The background image is 288x216 pixels, so the text area X was set to 272, the area Y was set to 25.

The colored background box can be positioned with the mouse, or the **'Pos X:'** and **'Pos Y:'** coordinates can be adjusted manually by clicking the up or down arrows.

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



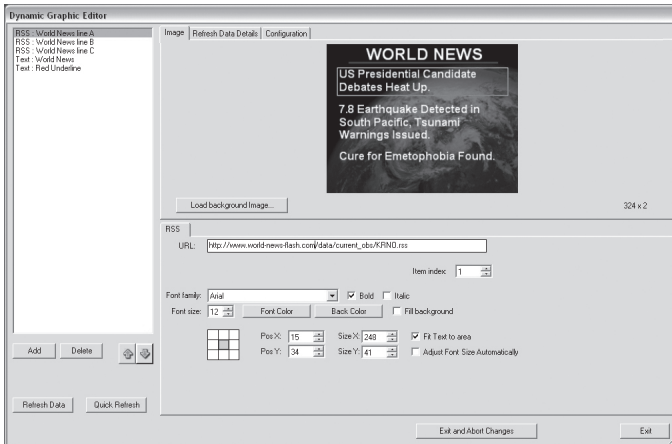
Even though **'Text'** data layers are limited to include plain text and macros **Text** as [time] or [temp], the **'Text'** layers are a great way to enhance the appearance of such simple information.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the **'Exit'** button at the bottom right corner. To exit without saving changes, click the **'Exit and Abort Changes'** button. The newly made extension content message can be found in the **Content** list of PrismView, with its name and the extension **'DD2'**. This file can be inserted into the **Play List** or added to a schedule.

The next type of data layer is the '**RSS: (Internet Access Required)**' 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.

To begin, load a background image into zone B. Be sure to choose one that was made with the same pixel dimensions as the sign. Images that are dark or with minimal contrast are usually best because text legibility needs to be unhampered by the background.

Next, add a data layer by clicking the '**Add**' button in zone A. From the '**Type:**' menu, select '**RSS:**' Provide a description—usually the website source name. Click the '**Add**' button.



Zone C will have changed to look like the example above. Fill in the '**URL:**' information of an RSS file. Since this data layer type only looks for items within the **<title>** and **</title>** tags in an RSS file, use the '**Item index:**' to select the proper item from the RSS file. 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.

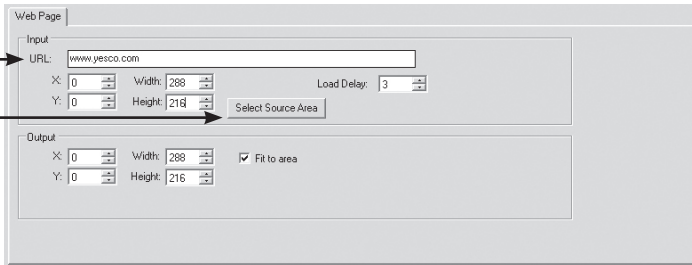
In the example above, there are three instances of the '**RSS**' data type, each pointing to the a different news headline of the fictional site: www.world-news-flash.com.

There are also two regular '**Text**' data type layers, one with the words: **WORLD NEWS**, and another for the **underline**.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the '**Exit**' button at the bottom right corner. To exit without saving changes, click the '**Exit and Abort Changes**' button. The newly made dynamic content message can be found in the **Content** list of PrismView, with its name and the extension '**.DD2**'. This file can be inserted into the **Play List** or added to a schedule.

The third type of data layer is the 'Web Page Image.' (*Internet Access Required*) This type of data layer displays either all, or a part of a website on the sign. This is useful if there are either images, or text on a website that the user wants displayed on the sign.

To use a 'Web Page Image' data layer, click the 'Add' button in zone A to add a data layer. From the 'Add New Item' window, choose 'Web Page Image' as the data type, and click the 'Add' button.



Zone C will change to look similar to the above example.

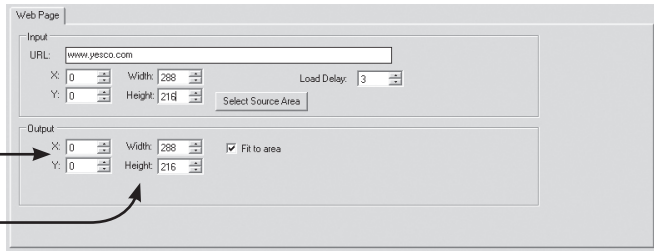
- Input the URL of the website. In this example, the URL is: www.yesco.com.
- Click the 'Select Source Area' button to access the webpage (see below) and use the mouse to draw a box around the area of the page to be grabbed. Then click 'OK'.



The 'Load Delay:' box, below the URL, sets the number of seconds needed for the webpage to load. This time delay is needed to give the computer time to start loading the page before it is scheduled to display on the sign. For example, if the page takes 10 seconds to load in a web browser, and the delay is only set to 5, then only part of the web page may be loaded by the time the website is displayed on the sign. Be sure to provide adequate time in the delay to prevent half loaded websites from being displayed.

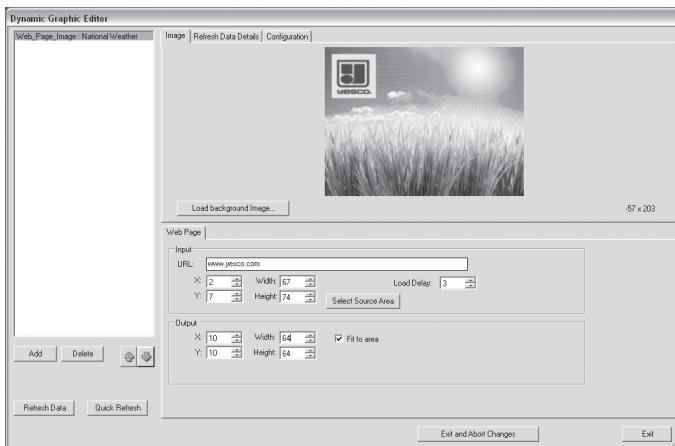
Note: In case the intended website is not available, due to server maintenance or other reasons, having a background image loaded will prevent the sign from displaying black space for the duration of the intended 'Web Page Image' message. The background image will only display if there is no webpage available.

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



The 'Width:' and 'Height:' coordinates determine how wide and tall the section of the sign displaying the web page image will be. Be sure to check the 'Fit to area' box to enable this function.

Potentially, the sign could be displaying a background image on one part of the sign and a portion of a webpage on another. In this example, the YESCO logo was taken from www.yesco.com and displayed on top of a background image. Notice the X and Y offsets in both the 'Input' and 'Output' areas, as well as the 'Width:' and 'Height:' boxes. Specific coordinates were used to display the webpage image exactly as intended.



Note: This method of 'screen grabbing' does have some limitations. For example, if the desired webpage image loads incorrectly, the sign will still show the assigned area of the screen, regardless of whether or not the web content is as it should be. This can pose a problem if the default window color in Windows is still set to white, as the sign will display the bright white color for the duration of the message.

After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the 'Exit' button at the bottom right corner. To exit without saving changes, click the 'Exit and Abort Changes' button. The newly made dynamic content message can be found in the **Content** list of PrismView, with its name and the extension '.DD2'. This file can be inserted into the **Play List** or added to a schedule.

The fourth data layer type is the 'HTTP Simple Parse.' (*Internet Access Required*) This type allows the user 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. The ability to read HTML when working with this type of data layer would be quite beneficial.

Add an 'HTTP Simple Parse' data layer by clicking the 'Add' button in zone A. In the 'Add New Item' window, select 'HTTP Simple Parse' from the 'Type:' menu, and click the 'Add' button.

Input the URL of the website to be parsed. In this example the URL is: www.yesco.com. Next, go to the 'Refresh Data Details' tab and press the 'Force Refresh' button at the bottom of zone A. The HTML code of the web address will appear in the second of the top two sections seen here:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=us-ascii" />
<meta name="generator" content="Tweak Content Management System (http://www.tweakcm
<meta name="description" content="YESCO -- Young Electric Sign Company is a 70 year
<meta name="keywords" content="Electric Signs, Custom Signs, Resorts and Casinos, S
<meta name="robots" content="INDEX,FOLLOW" />
<title>
YESCO - Home
</title>
```

Basically, any text within these brackets: `<>` and `</>` (example: `<title>`, `</title>`) is an HTML element tag. In this example, I will grab just the text: YESCO - Home.

Enter the element tag: `<title>`, into the 'Start Tag:' area.

Enter the element tag: `</title>`, into the 'Stop Tag:' area.

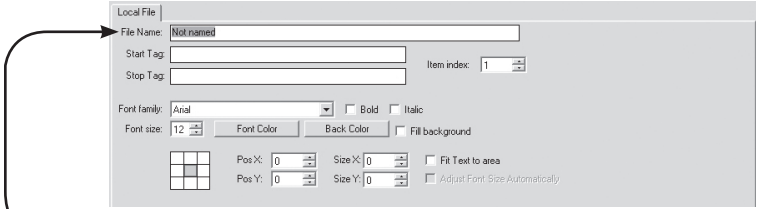
Since multiple instances of the desired element tag will possibly exist, choose the correct instance of the element by adjusting the 'Item Index:' option.

Return to the Image tab and the words: YESCO - Home, will now appear on top of the background image.

This text can be colored, resized, and displayed using a different font, the same as done in previous examples. When all layers are completed, save and exit as done in the preceding examples. The data layer will appear as 'DD2' file ready for use.

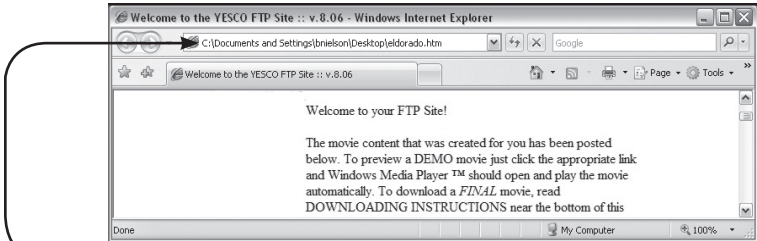
Note: The 'HTML Simple Parse' will read basic HTML, but it will not translate special characters, such as the '@' symbol. They will be displayed as the code used to create them, such as '©'

The fifth type of data layer is the **'Local File Simple Parse.'** (*Internet Access Not Required*) 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 or XML file already on the computer, or an accessible location on an intranet. The ability to read HTML and XML when working with this type of data layer will be beneficial.



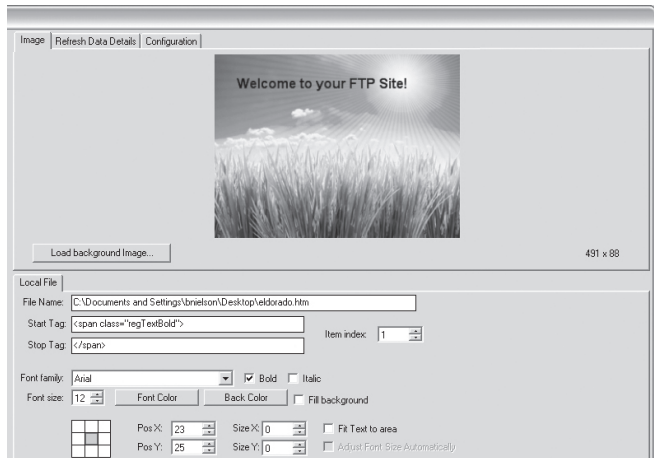
The only change in zone C will be, instead of asking for a **'URL;'** the Dynamic Graphic Editor will ask for a local address to be input in the **'File Name:'** text field. At first, the **'File Name:'** has **'Not named'** in the box. In this example, some text will be parsed from an HTML file located on the desktop.

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



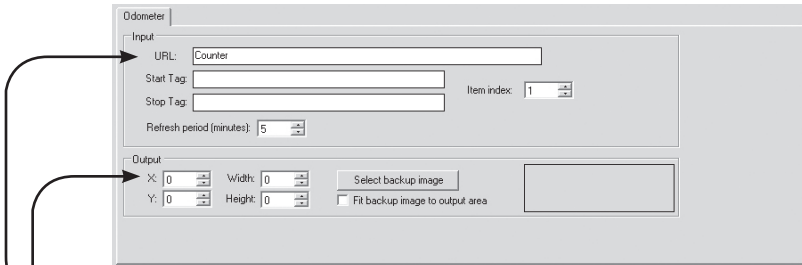
Highlight the address text, and copy & paste it into the Dynamic Graphic Editor, in place of the **'Not named'** text in the **'File Name:'** field.

View the page's source code and choose a start and stop tag and 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 first line of text shown in the image above: ***Welcome to your FTP Site!***



The sixth data layer type is the **'Odometer' (Internet Access Required)** This type is typically used by the gaming industry to display the constantly changing amount of money in a jackpot, or 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 appear like this:



- In the **'Input'** area, enter the URL of the file to be parsed. Locate the start and stop tags from the **'Refresh Data Details'** tab, as was done in the **'HTML Simple Parse'** example. Adjust the **'Item Index:'** as needed. Set the **'Refresh Period (minutes):'** this will update the message as often as desired.
- The **'Output'** area has the X and Y offsets and the width and height adjusters as in previous examples.

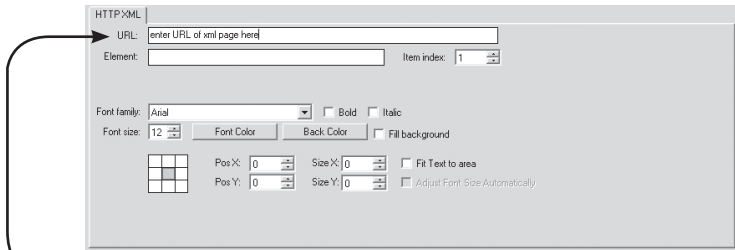
The **'Select Backup Image'** button will be useful in the unlikely event that the XML file with the odometer reading is inaccessible. The backup image is typically made to look exactly like the odometer readout, showing an average odometer reading for the event. This way, should the XML file be temporarily unavailable, the viewing 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 **'Exit'** button at the bottom right corner. To exit without saving changes, click the **'Exit and Abort Changes'** button. The newly made dynamic content message can be found in the **Content** list of PrismView, with its name and the extension **'.DD2'**. This file can be inserted into the **Play List** or added to a schedule.

The seventh data layer type is the 'HTTP XML Parse' (*Internet Access Required*). This data layer type is for displaying XML elements on the sign.

After adding an 'HTTP XML Parse' data layer, zone C will look like this:

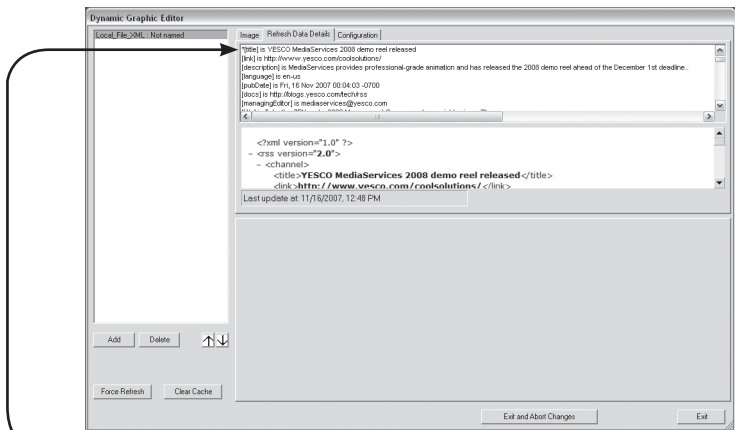


Input the URL of the XML file that will be parsed, into the 'URL' text area, and click the 'Force Refresh' button in zone A.

In this example, the fictional URL: www.yesco.com/news/coololutions.xml was used.

Select the 'Refresh Data Details' tab at the top of zone B. The webpage containing the xml will load and display within this tab's two sections. The upper section will list the element information. The lower section shows raw XML.

Find the desired XML element to display (*words enclosed by these brackets: []*).

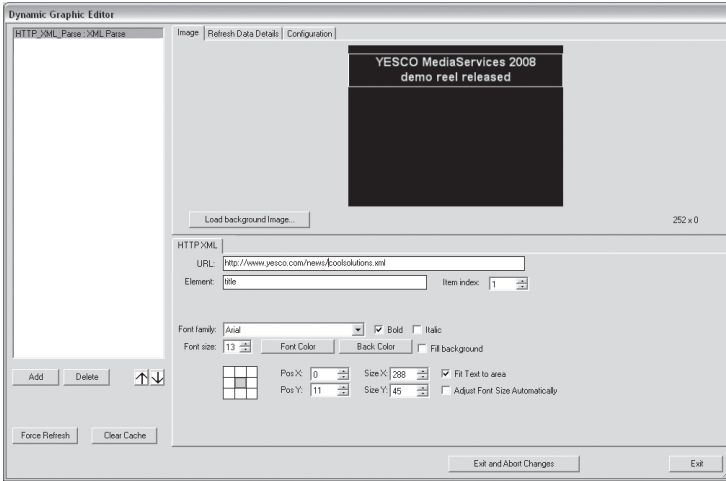


In this example, the element [title] was chosen. Next, return to the 'Image' tab of zone B.

Below where the URL was inserted is the 'Element' field, input the name of the chosen element into the 'Element' text area, and choose the item index number by clicking the up or down arrows next to the 'Item index' box.

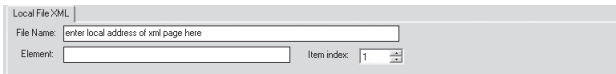
Since multiple instances of the same element are common in XML documents, the 'Item index' chooses which instance to display. The elements are listed in order from top to bottom. For example, with 1 selected—the 'HTTP XML Parse' will show the first [title] element in the XML document. If the second [title] element is desired, change the 'Item index' to 2. Position, color, and adjust the text as done in previous examples. It is recom-

mended that all XML parses are set to fit in a text box. This will prevent any longer elements from going off the screen.



After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the 'Exit' button at the bottom right corner. To exit without saving changes, click the 'Exit and Abort Changes' button. The newly made dynamic content message can be found in the **Content** list of PrismView, with its name and the extension '.DD2'. This file can be inserted into the **Play List** or added to a schedule.

The eighth data layer type is the '**Local XML Parse**' (*Internet Access Not Required*). 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 ninth data layer type is the **'Stock' (Internet Access Required)**. This option will display stock information on the sign.

After adding an 'HTTP XML Parse' data layer, zone C will look like this:

The screenshot shows the configuration interface for a 'Stock' data layer. It includes a 'Ticker:' text input field, a 'Stock items:' dropdown menu currently set to 'Current', and a font configuration section with 'Font family:' set to 'Arial' and 'Font size:' set to '12'. There are also buttons for 'Font Color', 'Back Color', and 'Fill background', along with checkboxes for 'Bold' and 'Italic'. A 3x3 grid is used for positioning, with 'Pos X:' and 'Pos Y:' both set to '0'. 'Size X:' and 'Size Y:' are also set to '0'. Checkboxes for 'Fit Text to area' and 'Adjust Font Size Automatically' are located at the bottom right of the configuration area.

Input the stockmarket Ticker code of the chosen stock, into the **'Ticker:'** text area. Next, choose from the **'Stock items:'** drop-down menu, either: **Current, Change, Opening, Day's High, Day's Low, or Volume**. Then click the **'Force Refresh'** button in zone A and the stock information will appear.

'Current' will display the current trade value of the stock, i.e. **'26.71.'**

'Change' will display a (+) or (-) and the value change, i.e. **'+0.45.'**

'Opening' will display that day's opening value, i.e. **'22.52.'**

'Day's High' will display that day's highest value, i.e. **'27.20.'**

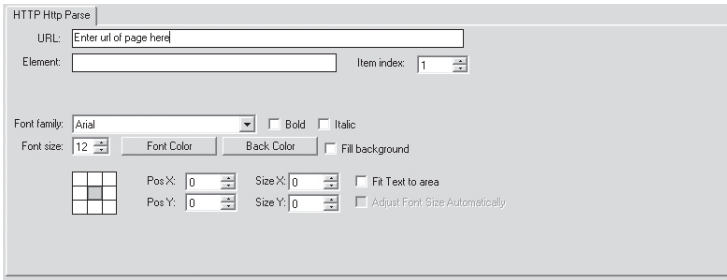
'Day's Low' will display that day's lowest value, i.e. **'22.10.'**

'Volume' will show that days volume of shares traded, i.e. **'358.'**

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 **'Exit'** button at the bottom right corner. To exit without saving changes, click the **'Exit and Abort Changes'** button. The newly made dynamic content message can be found in the **Content** list of PrismView, with its name and the extension **':DD2'**. This file can be inserted into the **Play List** or added to a schedule.

The tenth data layer type is the 'HTTP HTML Parse' (*Internet Access Required*). Some basic HTML knowledge will be helpful when using this type of data layer. This data type is similar to the 'HTTP XML Parse' data layer.



To use the 'HTTP HTML Parse,' input the URL of the webpage to be parsed into the 'URL:' text area. Next, click the 'Force Refresh' button in zone A. In zone B, the webpage will load into the two areas within the 'Refresh Data Details' tab, just like in the 'HTTP XML Parse' example. The upper section will display the HTML elements in a list (`<a>`, `<body>`, `<p>`, ``, basically any text with these brackets `<>`). The lower section will display the raw HTML.

Choose an HTML element from the list, and return to the 'Image' tab of zone B. In the 'Element:' text area, type the name of the chosen HTML element. As with XML documents, multiple instances of elements will exist in a single HTML document. Choose the correct instance of the element by adjusting the 'Item index:' box. Once the correct element has been found, make any necessary adjustments to the font, color, size, etc.

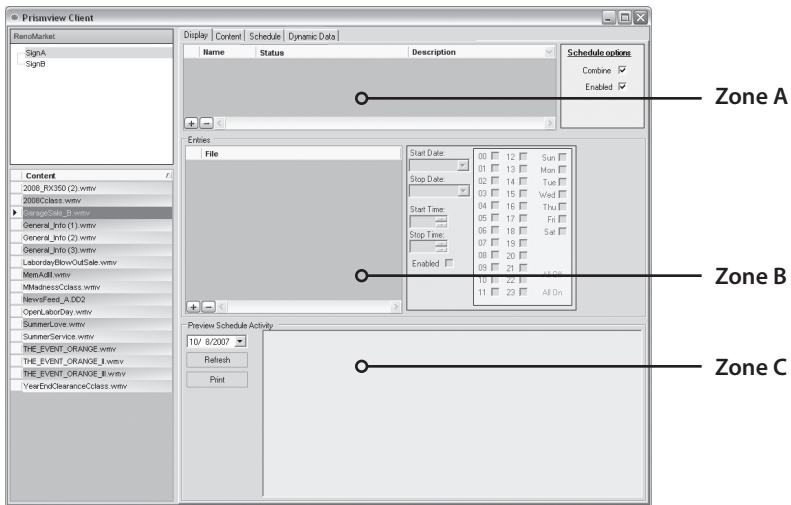
After all data layers are added and set correctly, exit the Dynamic Graphic Editor by clicking the 'Exit' button at the bottom right corner. To exit without saving changes, click the 'Exit and Abort Changes' button. The newly made dynamic content message can be found in the Content list of PrismView, with its name and the extension 'DD2'. This file can be inserted into the Play List or added to a schedule.

Schedule Tab

The 'Schedule' tab is for setting up schedules. This allows the sign to run more efficiently by having PrismView tell the sign what messages to play and when to play them. For example, this allows you to create a schedule that will allow you to be out partying on New Year's Eve instead of at the computer waiting until midnight to add a New Year's message to the Play List, and click the 'Update Sign' button. A schedule will play file(s) at an appointed time.

The Schedule tab is divided into zones A, B and C. The **Content** list is available at the left and the sign's name(s) and groups are visible above it.

Note: If there are multiple signs, each sign or group will have a separate schedule(s), so be sure the correct sign or group is highlighted.



Zone A. This zone is where schedules are added and given a name. The (+) & (-) buttons at the bottom of this zone add and delete schedules. The type of schedule is also determined in zone A.

Zone B. This is where messages are added from the **Content** list after the schedule is created and named. Messages can be drag-and-dropped from the Content list, or the familiar (+) & (-) buttons are available for adding messages. Simply select the message in the **Content** 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.

Zone C. A preview of the scheduled activity can be viewed here prior to sending it out to the sign.

Making Schedules

To begin making a schedule, add a schedule in zone A 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 the user's situation is found. In this example, three different schedules were added.

Schedule			Schedule options
Name	Status	Description	
▶ AdvertiserList A	Expires in 267 days		Combine <input checked="" type="checkbox"/>
HolidaySpecials	Set by entries		Enabled <input checked="" type="checkbox"/>
General Info & Time and Temp	Expires in 85 days		Cycle list <input type="checkbox"/>
			Exclusive <input type="checkbox"/>

The 'Schedule' tab has three columns in this area: **Name**, **Status**, and **Description**. The **Status** column will change color depending on the status of each schedule made.

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

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

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

Invalid date range 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.

Set by entries Beige means the schedule is an Uncombined schedule (the Combined Schedule Option is unchecked) and its contents' start and stop parameters are set individually, or 'by entries.'

Schedule options	
Combine	<input checked="" type="checkbox"/>
Enabled	<input checked="" type="checkbox"/>
Cycle list	<input type="checkbox"/>
Exclusive	<input type="checkbox"/>

The **Schedule Options** box, to the right of the schedules, is for choosing schedule options. Four options exist for schedules: **Combined**, **Enabled**, **Cycle List**, and **Exclusive**.

Combined 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.*)

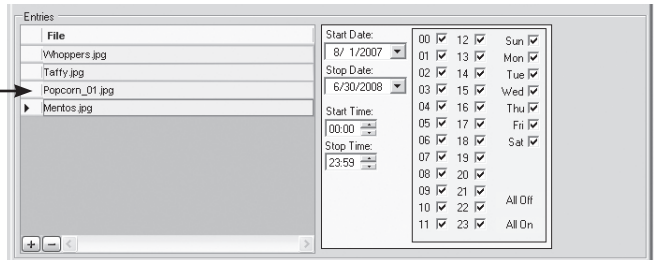
Enabled means that the schedule is available to play. To disable a schedule, uncheck the box.

Cycle List plays one message from this type of schedule per sign schedule rotation, but cycles through each message on a rotating basis.

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

Adding Entries to a Schedule

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



The above example 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**. To set Start and Stop Dates, click on the drop-down menu and a calendar will appear. The Start and Stop Times are set in military time (**add 12 to every hour after noon**). The Start and Stop Time is only for setting one 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 & Stop Time settings have priority over the Hour Toggle boxes, so be sure the time block set by them includes the selections made in the Hour Toggle boxes.

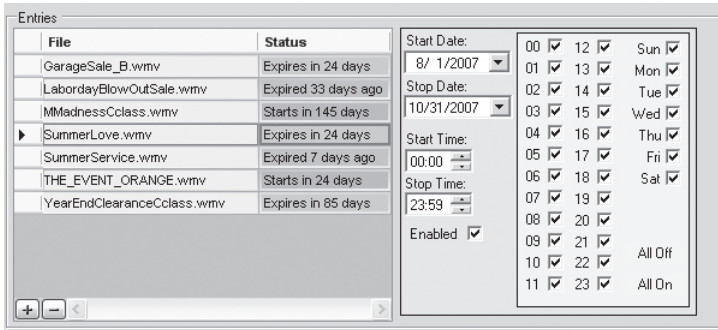
The days of the week are selected in similar fashion; just check or uncheck the appropriate boxes. To quickly check or uncheck all boxes, use the 'All Off' or 'All On' buttons.

The order in which the messages will play can also be changed. Ordinarily, 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.

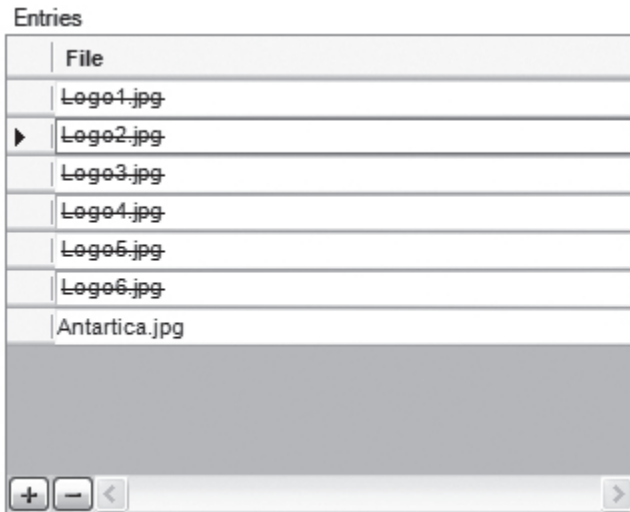
Note: The Cycle List can be very useful if there are multiple advertisers or organizations wanting to advertise on the sign. Create a Cycle List schedule for each advertiser and add each advertiser's ads to the corresponding schedule. Using this method will display the first message in each advertiser's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

In an **Uncombined** schedule, the **Entries** window changes to look like this:



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 **Content** list. They were deleted. If they were accidentally deleted, then they will need to be added to the **Content** list again.

If they were deleted with pre-mediation, then the evidence 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, and click the 'Refresh' button.

The screenshot shows the PrismView Client interface with the 'Preview Schedule Activity' window open. The interface is divided into three zones:

- Zone A:** The 'Schedule options' panel on the right, containing checkboxes for 'Combine', 'Enabled', 'Cycle list', and 'Exclude'. A line points from the label 'Zone A' to this panel.
- Zone B:** The 'Calendar' window in the center, showing a date grid for October 2007. A line points from the label 'Zone B' to the calendar.
- Zone C:** The 'Preview Schedule Activity' panel at the bottom, containing a 'Refresh' button and a 'Print' button. A line points from the label 'Zone C' to the 'Refresh' button.

The main window displays a table of scheduled activities:

Name	Status	Expires	Description
AdvertiserList A	Expires in 267 days		
HolidaySpecials	Set by entries		
General Info & Time and Temp	Expires in 85 days		

The 'Preview Schedule Activity' window shows the following details:

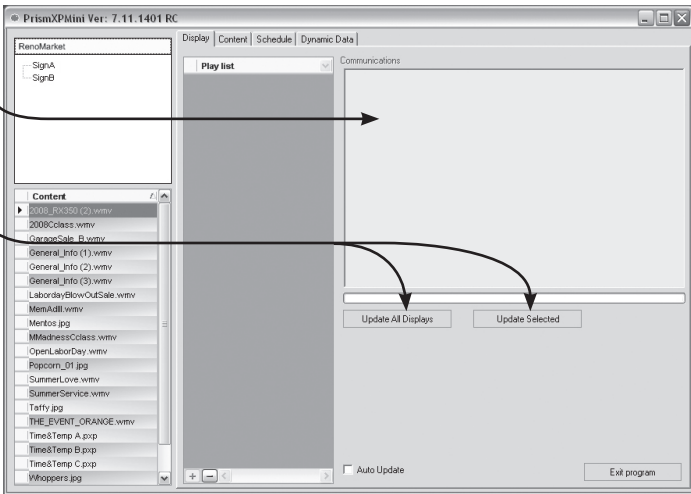
- Schedule preview for: Monday, October 08, 2007
- Group: RadioMarket Display: Sigma
- Time: 00:00 - 23:59 (11:00 AM-11:59 PM)
- AdvertiserList A: Whoppers.jpg
- AdvertiserList A: **Time&Temp.jpg** (highlighted)
- AdvertiserList A: Popcorn_01.jpg
- AdvertiserList A: Menos.jpg
- HolidaySpecials: GarageSale_B.wmv
- HolidaySpecials: Business.wmv
- HolidaySpecials: YearEndClearanceClass.wmv
- General Info & Time and Temp: [CYCLE] General_Info (1).wmv, Time&Temp A...

A text representation of the current scheduled activity will appear. After the date, group, sign name, and time segment, the schedule name and the name of the message(s) scheduled to play are listed. Notice the *General Info & Time and Temp* schedule is a **Cycle List**, so during the first rotation, *General_Info (1).wmv* will play. On the next rotation, *Time&Temp_A.pxp* will play, etc.

Updating the Sign(s)

After the messages and scheduling are complete, the sign(s) can be updated. As mentioned on page 20, if there is only one sign, either of the Update buttons will work. The 'Update Selected' is used to update only the sign or group selected.

- To update the sign(s), select the sign or group to update and click the appropriate 'Update' button.
- Transmission information will appear in the **Communication** window. When transmission of messages is complete, an '**Update Complete**' message will appear at the end of the communication data.



If any errors occur during transmission of files to the sign, the error code and brief description will appear in the section directly above the two update buttons.

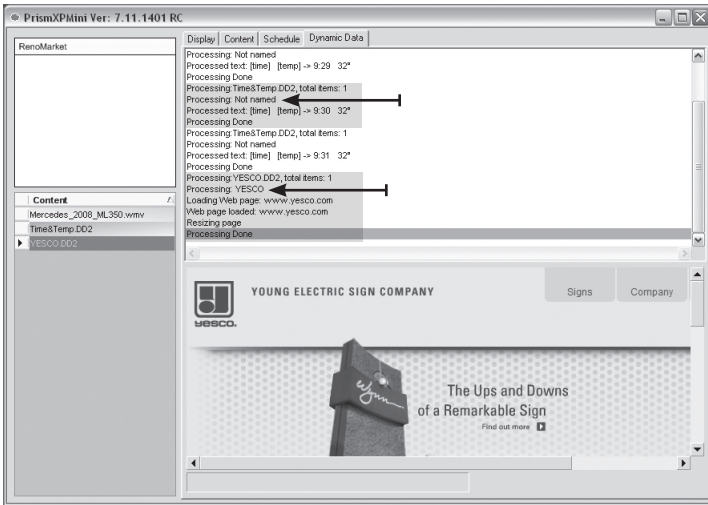
If the customer needs to contact **YESCO Service ((800) 742-6721)**, due to repeated communication errors, be sure to write down any error code information prior to calling YESCO, since these codes will help the technicians diagnose the problem.

The Dynamic Data Tab

The Dynamic Data tab displays the processes associated with acquiring and processing the data for each Dynamic Data Message.

In the example below, there are two Dynamic Data messages: **Time&Temp.DD2**, and **YESCO.DD2**. The readout area shows the refreshing of dynamic data. Please note that if the 'Description' of the data layer type was left empty during the data layer's creation, the words 'Not named' will appear next to the word 'Processing,' as indicated by arrows below. Therefore, it is recommended that all data layers be given a description when they are created so each file can be identified when viewing the processing information on this tab.

In this example the 'Time&Temp.DD2' message (first highlighted section) was not given a description, but the 'YESCO.DD2' message (second highlighted section) was given a description:



This concludes the **Operation of the PrismView XP Client** section of the manual. Please refer back to this manual for questions regarding use of the **PrismView XP Client**. If further assistance is needed, please call either **YESCO Service (800) 741-6721**, or **MediaServices (866) 989-3726**.

Appendix

The appendix contains information on the following topics:

- List of all possible dynamic text macros for displaying date, time, and temperature
- List of National holidays
- Instructions for installing 'Windows Installer 3.1' and Windows Internet Explorer 7
- Screen shots from COLD FIRE 6.10

Macro Values for the PrismView Message Editor and Dynamic Graphic Editor

A complete list of macro values is provided here:

[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])

Regular text and macros can be used at the same time. For example, a common way to display 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.

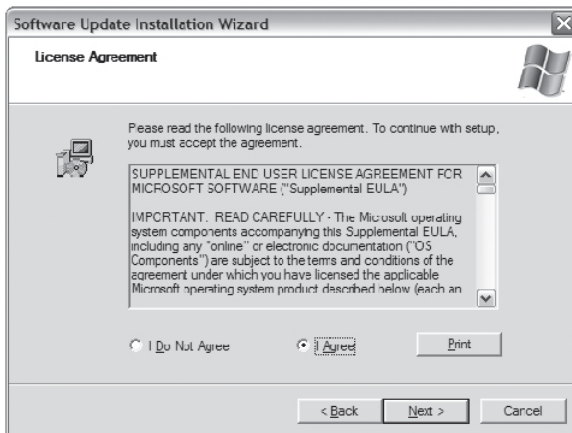
Windows Installer 3.1

If your computer is running a version of Windows Installer that is older than 3.1, you will need to install the update included on the Prismview Installation disc. If you are not sure which version you have, go ahead and run the update anyway.

Select and open the 'Windows Installer' application file included in the Prismview Installation disc.



If installing Prismview onto a YESCO provided computer, then backing up existing files will not be crucial. However, if installing PrismView on a personal computer, it is advisable to backup important information. While disastrous errors are extremely rare, the consequences of losing data can be extremely problematic. Once ready, press 'Next'.



If the terms are agreeable, select 'I Agree' and press 'Next'. Installation is now complete. It is recommended that the computer is restarted before continuing.

Windows Internet Explorer 7

Your computer must have Windows Internet Explorer 6 or higher to run ColdFire 6.10. If you need the latest version of Windows Internet Explorer, please visit www.microsoft.com/downloads/ and select the **Windows Internet Explorer 7 for Windows XP SP2**. Download the installer and run it.

Screen shots from PrismXP Embedded ColdFire 6.10

To access ColdFire from the computer, simply open Windows Internet Explorer. The ColdFire page should be the default web address. If it is not, type in the Embedded Controller's IP address used during set up (**Typically, is it is 192.168.0.50**). ColdFire is a web application that allows access to sign settings and configuration. The light blue hyperlinks on the left are used by YESCO authorized technicians to make adjustments.

Note: not all readouts will be the same in these screen shots as they will be on your ColdFire pages. For example, this Embedded Controller is for a display named 'QATest.'

The Main page looks like this:

PrismXP coldfire Main Page

File Edit View Favorites Tools Help

Back Forward Stop Home Search Favorites Refresh Mail Print W Print Preview Help

Address <http://192.168.0.50/index.htm>

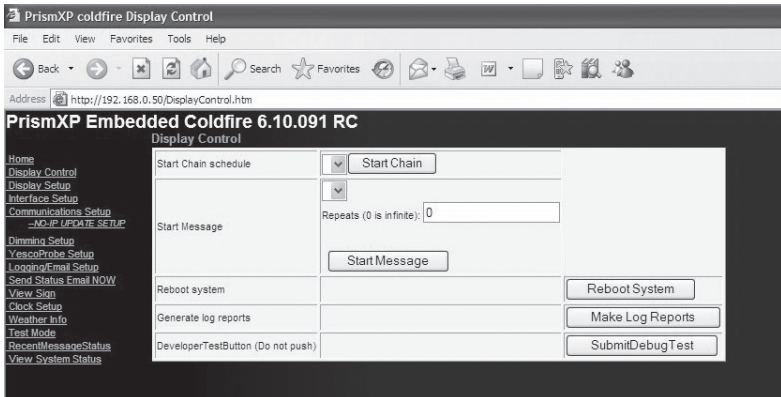
PrismXP Embedded Coldfire 6.10.091 RC

Main

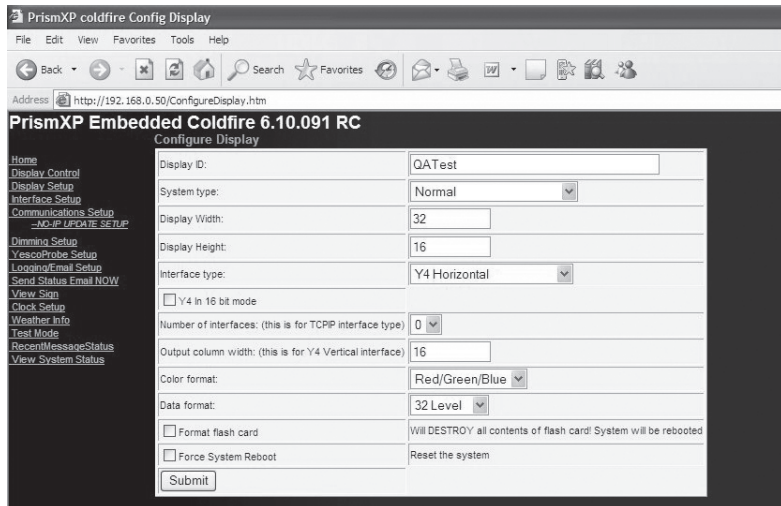
Display Name:	QATest
Schedule Playing:	None
Message Playing:	None
Brightness level:	Use sunrise/sunset table (normal) Currently 1 of 10
System time :	Unknown DST Off
System started at:	Not set
Outside Temperature:	32f (0c)
Power supply info:	N/A
Temperature/Time Sensor:	Good
Interface type:	Y4 Horizontal
Cause of restart	Unknown
Debug Reg1	18,44,17,0
Flash memory:	Good
Frame Rate:	0

Home
[Display Control](#)
[Display Setup](#)
[Interface Setup](#)
[Communications Setup](#)
[NO IP UPDATE SETUP](#)
[Dimming Setup](#)
[YescoProbe Setup](#)
[Logon/Email Setup](#)
[Send Status Email NOW](#)
[View Sign](#)
[Clock Setup](#)
[Weather Info](#)
[Test Mode](#)
[RecentMessageStatus](#)
[View System Status](#)

The Display Control page looks like this:



The Display Setup page looks like this:



The Interface Setup page looks like this:

PrismXP Embedded Coldfire 6.10.091 RC
Configure Interface

Sign Brightness: Highest 80 %
Lowest 20 %

Color Balance: Red 80.000000 %
Green 80.000000 %
Blue 80.000000 %

Brightness Curve: Highest Gamma (0-1000) 2.000000
Start level 20
Stop level 4000
Lowest Gamma (0-1000) 4.000000
Start Level 0
Stop level 2000

TCP/IP Output Start address (ie. 192.168.0.X) Normally 20

Submit

The Communications Setup page looks like this:

PrismXP Embedded Coldfire 6.10.091 RC
Communications Setup

System Password: Enable Password Checking
User Name: None
Password: ●●●●

Display ID number: 0

PrismXP HTTP port: 80

PrismXP FTP port: 21

Local IP Address: 192.168.0.50

Local Gateway: 0.0.0.0

Local DNS: 192.168.0.1

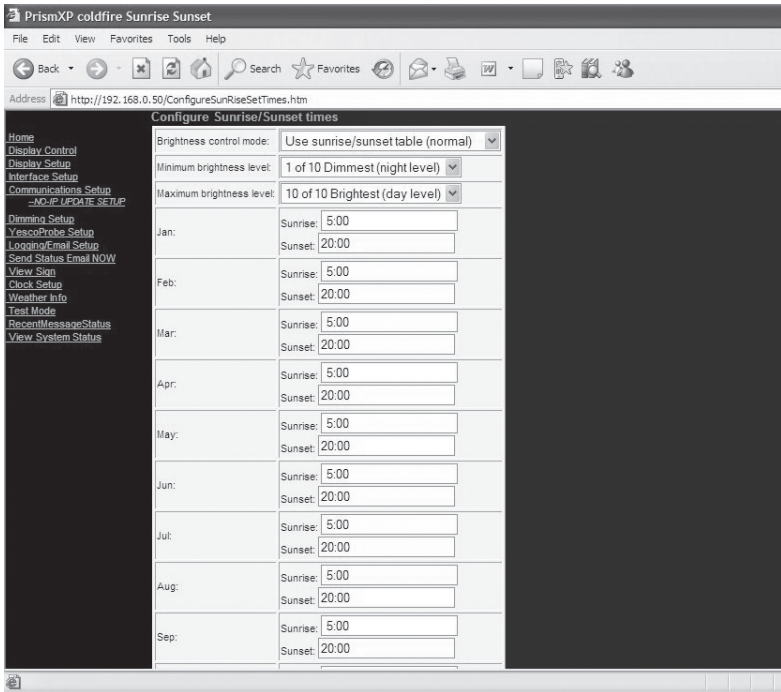
View sign refresh rate (sec): 2

Enable DHCP To obtain dynamic IP

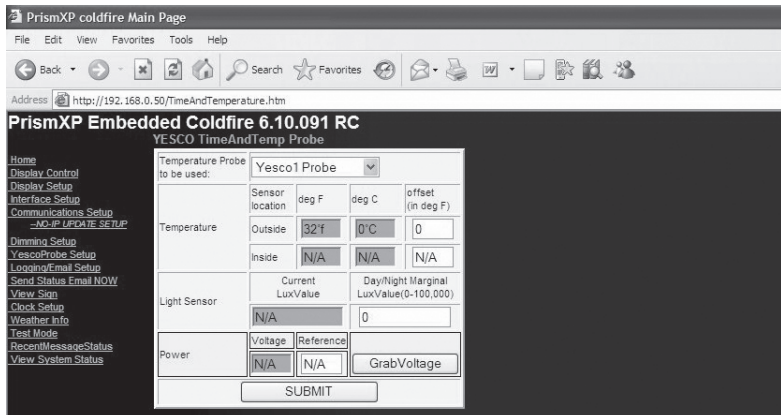
Force System Reboot

Submit

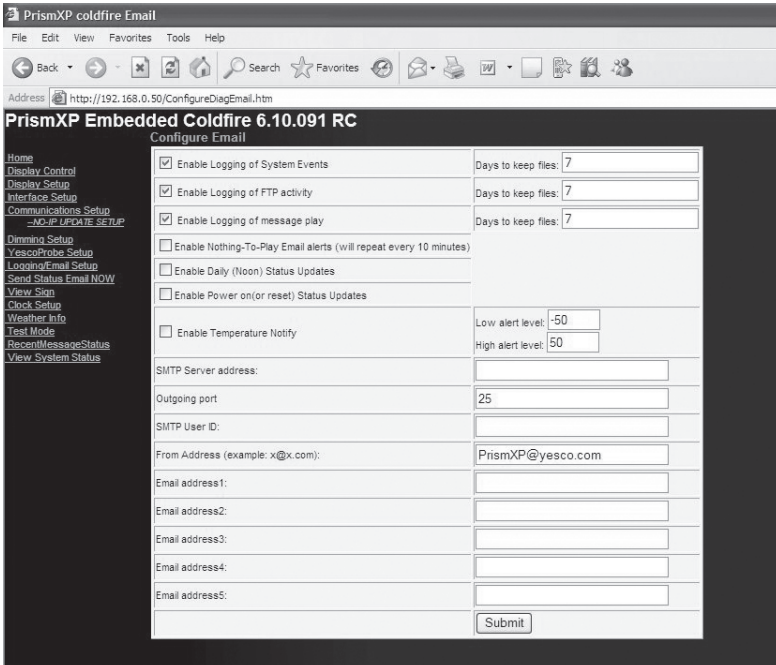
The Dimming Setup page looks like this:



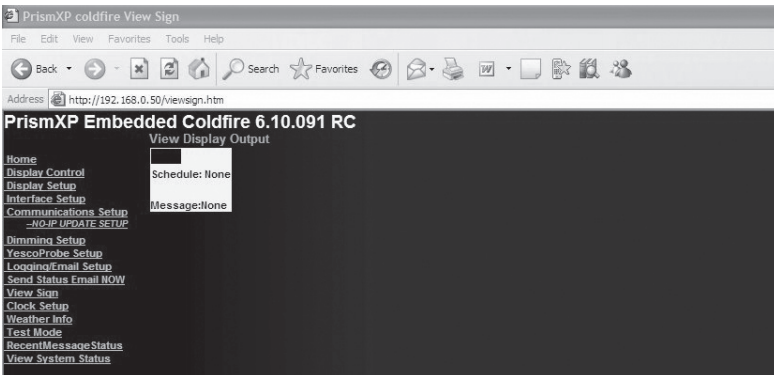
The YESCO Probe Setup page looks like this:



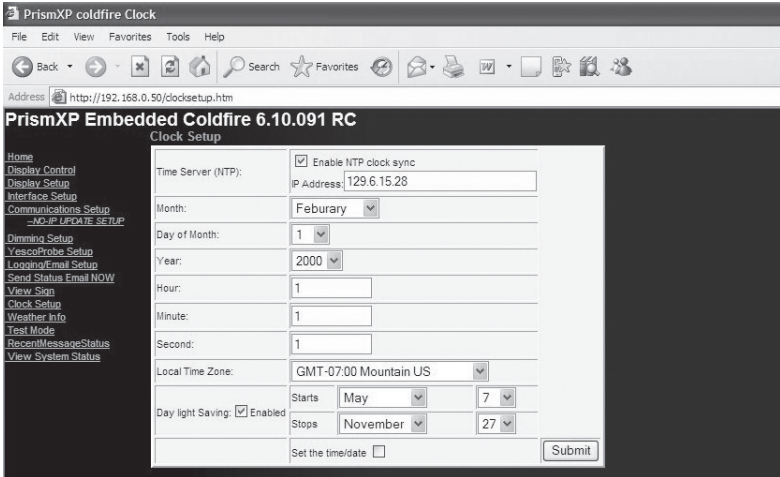
The Logging E-mail Setup page looks like this:



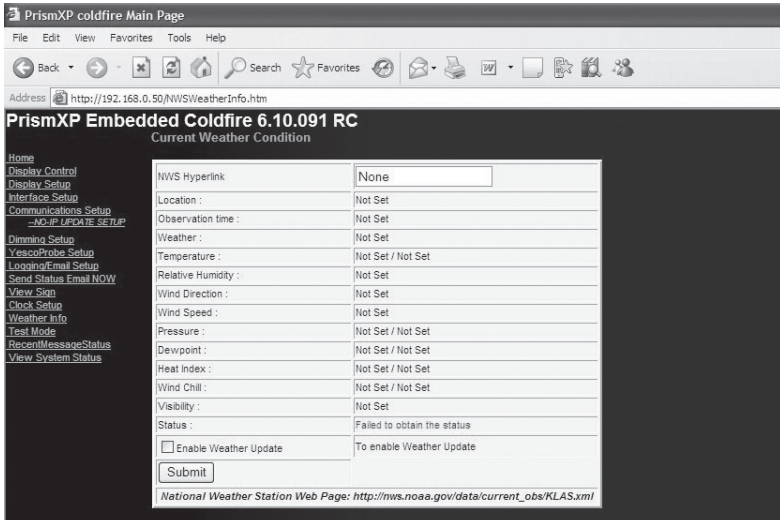
The View Sign Output page looks like this:



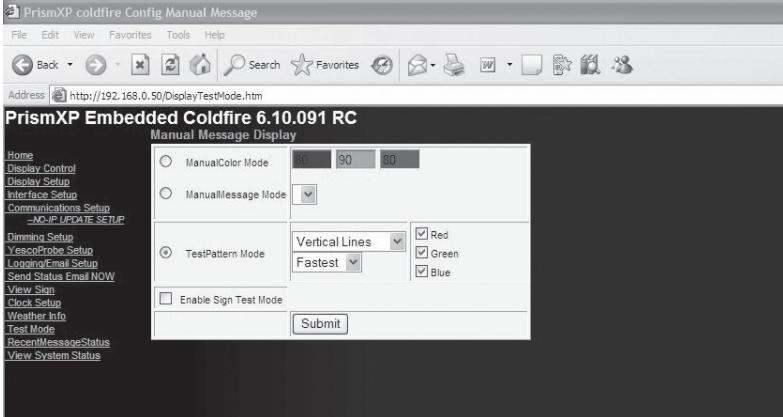
The Clock Setup page will look similar to the example below.



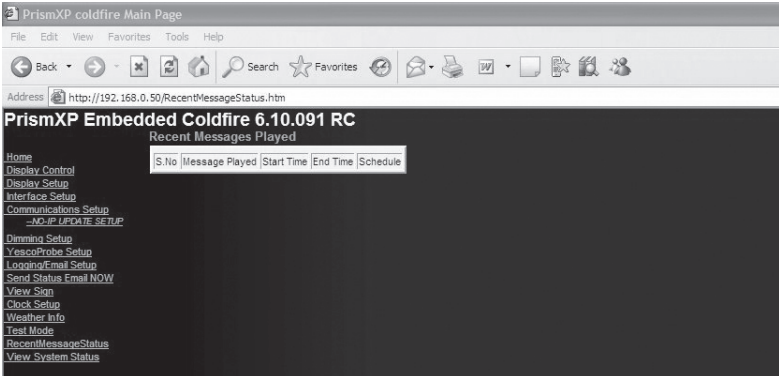
The Weather Info page looks like this:



The Test Mode page looks like this:



The Recent Message Status page looks like this:



The View System Display Status page looks like this:

PrismXP Embedded Coldfire 6.10.091 RC
Display Status

Display Name:	QATest
System Version:	6.10.091 RC
Schedule Playing:	PlayList
Message Playing:	Slogan-AVI.pxp
Brightness level:	Use sunrise/sunset table (normal) Currently 1 of 10
System time :	Unknown DST Off
System started at:	Not set
Outside temperature:	32f (0c)
Internal interrupts:	108452837
DMA interrupts:	0
Flash Drive Status:	Free:98678272, Used=153737728, Bad=0
Power supply info:	N/A
Analog inputs:	Power:1.0v, Light:1.0, Temperature:42.8f
Temperature/Time Sensor:	Good
Flash memory:	Good
Local IP Address:	192.168.0.50
Local Gateway:	0.0.0.0
Local DNS:	192.168.0.1
My MAC Address:	00:03:14:01:1b:35
No-IP Update Status:	No-IP Update Disabled! Last Updated on Unknown
FTP Sessions Open:	0

Note: This page refreshes every 15 seconds