



ENGLISH

OWNER'S MANUAL

DIGITAL SIGNAGE MEDIA PLAYER

Please read this manual carefully before operating your set and retain it for future reference.

DIGITAL SIGNAGE MEDIA PLAYER
NC1000
NC2000

www.lgsupersign.com
www.LGolutions.com

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Specifications

Attention

- Product specifications may change without prior notice to improve performance.

General Specifications

Dimensions	250 mm (W) x 220 mm (H) x 45 mm (D) (only Set)																							
Weight	1.321 kg (only Set)																							
CPU	Intel ATOM Processor 330 1.6 GHz(Dual Core), FSB 533 MHz																							
Chip Set	Nvidia MCP7A-I ON																							
Main Memory	DDR3 1066 SODIMM type 1 GB, 2 GB																							
Secondary Storage Device	SATA SSD 8 GB, 16 GB, 32 GB		<table border="1"> <thead> <tr> <th colspan="2"></th> <th colspan="3">SSD</th> </tr> <tr> <th colspan="2"></th> <th>8G</th> <th>16G</th> <th>32G</th> </tr> </thead> <tbody> <tr> <th rowspan="2">DDR</th> <th>1GB</th> <td>NC1000-BAAB</td> <td>NC1000-CAAB</td> <td>NC1000-DAAB</td> </tr> <tr> <th>2GB</th> <td>NC1000-BABB</td> <td>NC1000-CABB</td> <td>NC1000-DABB</td> </tr> </tbody> </table>					SSD					8G	16G	32G	DDR	1GB	NC1000-BAAB	NC1000-CAAB	NC1000-DAAB	2GB	NC1000-BABB	NC1000-CABB	NC1000-DABB
		SSD																						
		8G	16G	32G																				
DDR	1GB	NC1000-BAAB	NC1000-CAAB	NC1000-DAAB																				
	2GB	NC1000-BABB	NC1000-CABB	NC1000-DABB																				
O/S	Windows Embedded Standard																							

Multi I/O Port

Serial Port	One external RS-232 Serial port
USB Port	Hi-Speed USB 2.0 port 480 Mbps rate (x5)
LAN Port	Realtek RTL8103E 10/100 Mbps Ethernet controller
VGA / HDMI	Nvidia MCP7A-ION integrated Graphic chipset
4-in-1 Card	Secure Digital (SD) / MultiMedia Card (MMC/MMC4.0) / Memory Stick (MS/MS-Pro) / xD Memory Card
PCI Express Card Slot	Supported
LINE OUT	Supported
SPDIF (Digital Audio Out)	5.1 Channel Supported (depending on source signal)

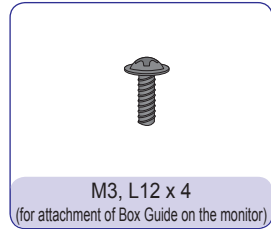
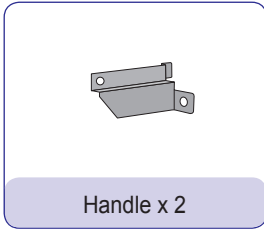
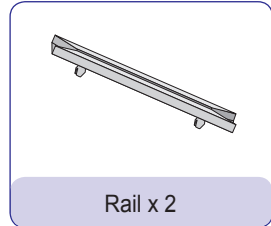
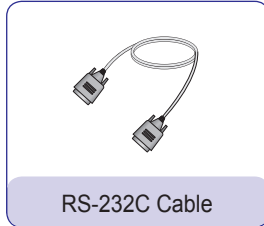
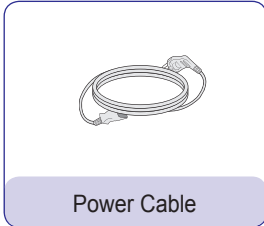
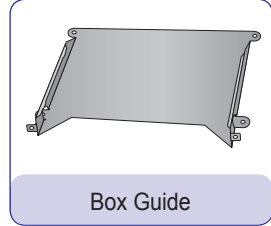
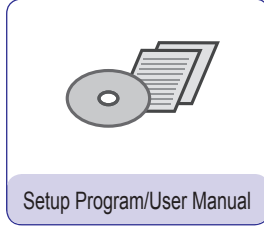
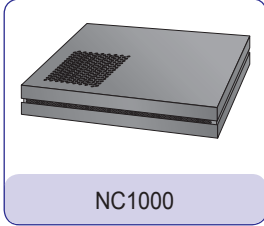
Operational Specifications

Resolution	Maximum Resolution	1920 x 1080 @ 60 Hz			
	Recommended Resolution	1920 x 1080 @ 60 Hz			
Power	Rated Voltage	AC 100-240 V~, 50 / 60 Hz, 1.2 A			
Sound Output Wattage	RMS Audio Output 10 W + 10 W (R + L) : When connected to the monitor (model name:M4224C)				
Operating Condition		Sync (H/V)	Video	LED	
	Normal Mode	On/On	Active	On	
	Deep Sleep Mode (Set = Off)	Off/Off	Off	Off	
Operating Conditions	Operating Conditions	Temperature	5 °C to 35 °C	Humidity	10 % to 80 %
	Storage Conditions	Temperature	-20 °C to 60 °C	Humidity	5 % to 95 %

Included in the Box

Basic Components

The NC1000 with the following components. Please check that these components have been included prior to installation.



NC1000

Attention

- These illustrations may differ from your product and are subject to change.

Optional Items

The following items are supported by the NC1000, but are not provided with the product.

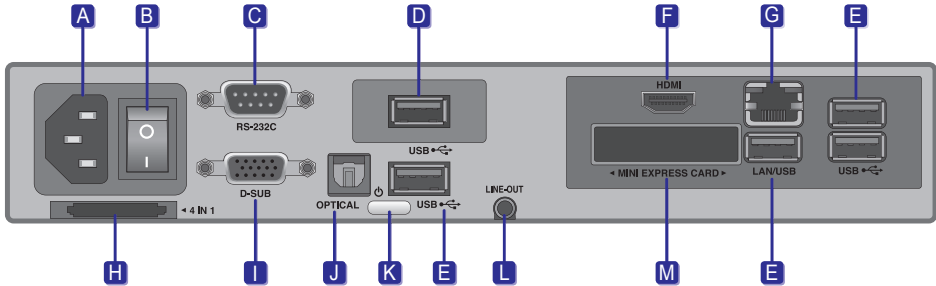
Please purchase optional items as needed.

- HDMI cable, D-sub cable, LINE-OUT cable, fiber optic cable, LAN cable, mouse, keyboard.

Connections

Back Panel

NC1000



Number	Connection	Description
A	Power Cable In	For the power cable.
B	Power Switch	Provides power to the NC1000.
C	RS-232C Out	For the RS-232C cable.
D	USB Wireless Modem In	For a USB-type wireless modem.
E	USB In	For USB-type devices, including memory, hard disk, CD-ROM, keyboard, and mouse.
F	HDMI Out	For an HDMI-compatible monitor.
G	LAN Connector	For a LAN cable.
H	4 IN 1 Multi-Card Slot	Accommodates memory cards for storing video or reading images. Supported cards include Secure Digital (SD), MultiMedia (MMC/MMC4.0), Memory Stick (MS/MS-Pro), and xD Memory Cards.
I	D-sub Out	For the monitor's RGB video in.
J	OPTICAL Out	For an optical cable for digital audio transfer.
K	NC1000 Power Button	Turns NC1000 on.
L	LINE-OUT Connector	For a LINE-OUT cable for analog audio transfer.
M	PCI MINI EXPRESS Card Slot	Provided for PCI Mini Express Cards.

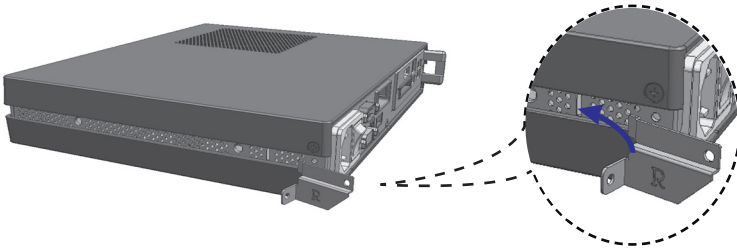
Installation

We recommend you to use the items provided with your NC1000 and follow our instructions for integrating the product with your monitor in order to ensure the correct results.

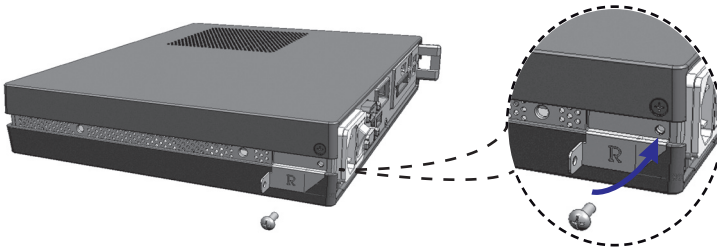
Attention

The illustrations shown are to guide your integration and may differ from your product.

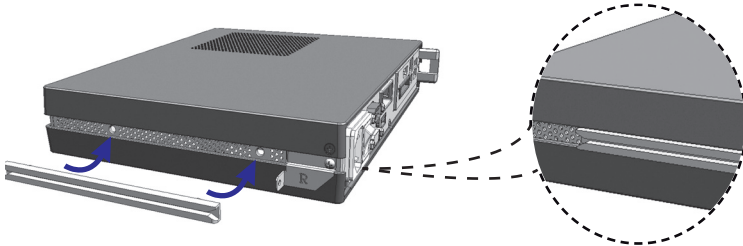
- 1 Place the handle into the slots on the side of the product.



- 2 Use screws to secure the handle.



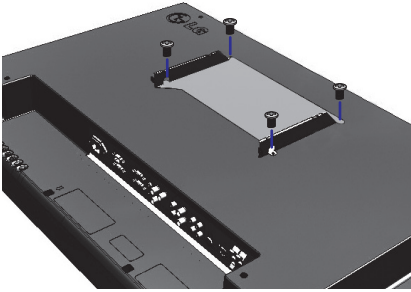
- 3 Place the rail in the slots on the side of the product.



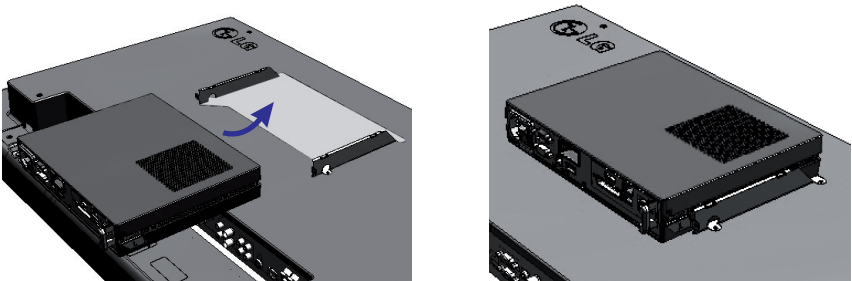
Warning

- Be careful of sharp edges on the rail and the handle.

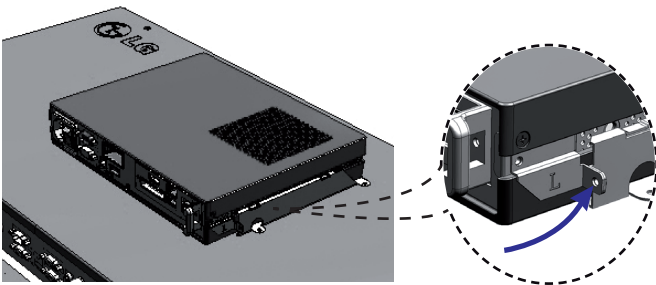
4 As shown below, use screws to secure the Box Guide in the four slots at the back of the monitor.



5 Attach the Box Guide to the rail slots, and press it upward.



6 Use screws to secure the player and the Box Guide as shown below.



In/Out Cable Connection

In order to watch video on a monitor, you need to use a D-sub cable or an HDMI cable to connect the NC1000 to a monitor.

⚠ Attention

- D-sub, HDMI, LINE-OUT, OPTICAL, and LAN cables are not included with the NC1000. If the cables were not provided with your monitor, you may need to purchase them separately.
- After all required cables are connected, configure SET ID to 1 for the first monitor connected to the NC1000. The SET ID for one of the connected monitors should be configured to 1.
- To configure the SET ID, please refer to the owner's manual for your monitor.
- Monitors used with NC1000 should support LG RS-232C protocols. The brightness, resolution, sound, and other features of an LG RS-232C protocol-enabled monitor can be controlled by SuperSign Manager software.

🔍 Note

- A SET ID is a reference number for the monitor that can be set to the user's preference. The monitor SET ID is used by the SuperSign Manager software to identify monitors.

Connecting a Monitor with D-sub Cable

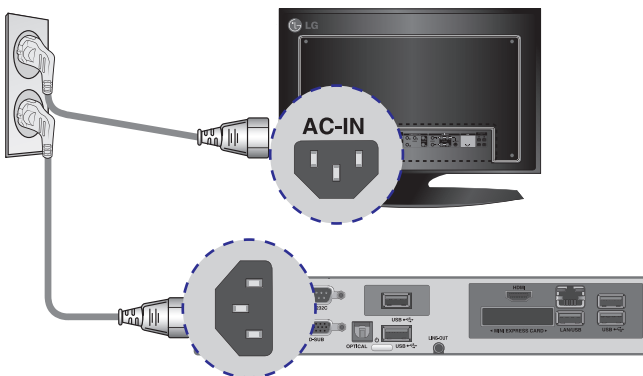
⚠ Attention

- A D-sub cable connection does not include an audio signal. For audio, you need to connect a LINE-OUT or OPTICAL cable.

🔍 Note

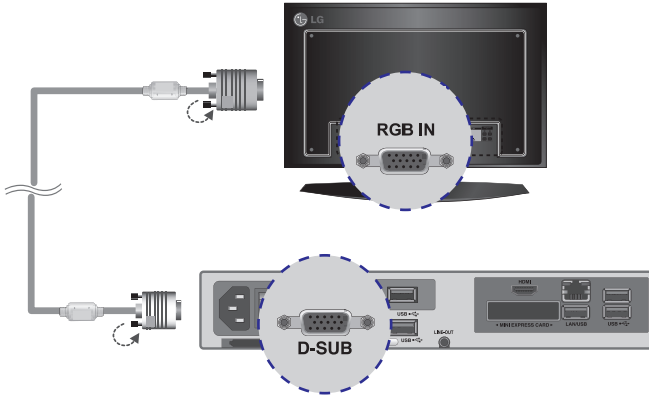
- D-sub cables are also known as RGB cables.

- 1 Connect the appropriate power cables to a monitor and NC1000 respectively. (See **Turning NC1000 On**)

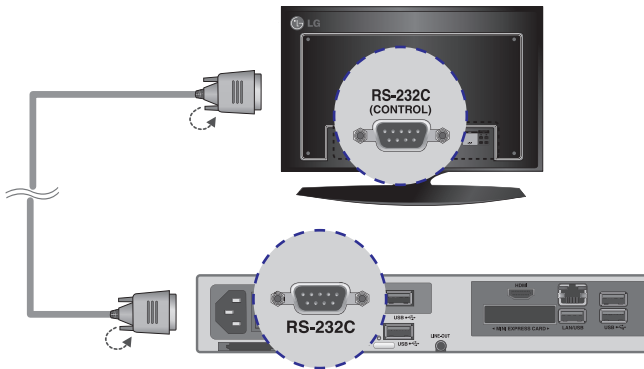


In/Out Cable Connection

- 2 Connect the D-sub port of NC1000 and RGB-IN port of the monitor with a D-sub cable.

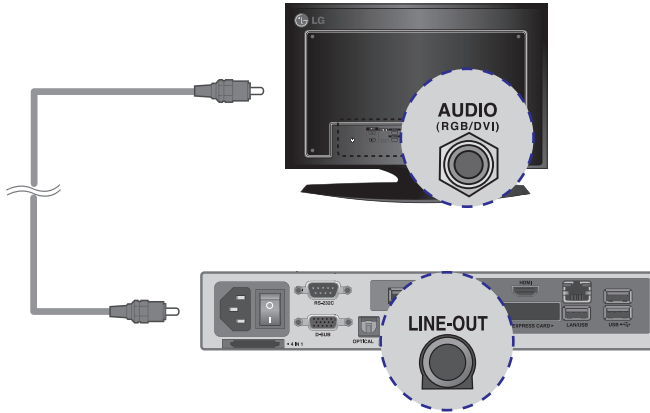


- 3 Connect NC1000 (OUT) to the monitor (IN) with an RS-232C cable.

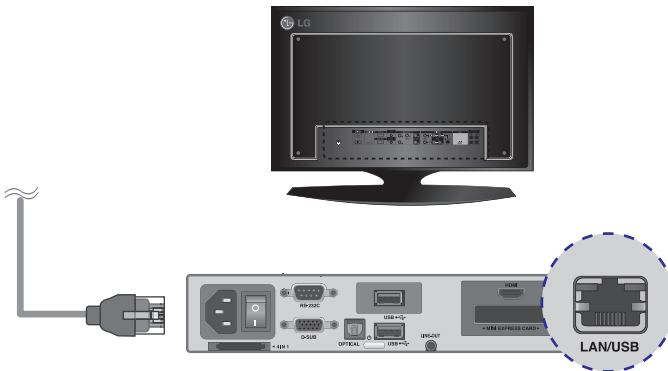


In/Out Cable Connection

4 Connect the NC1000 to the monitor with a LINE-OUT cable.



5 Connect a LAN cable to the NC1000.



In/Out Cable Connection

Connecting a Monitor with an HDMI Cable

HDMI connections allow digital video and audio signals to be transferred with one cable. HDMI cable connections do not require an additional audio in cable.

Note

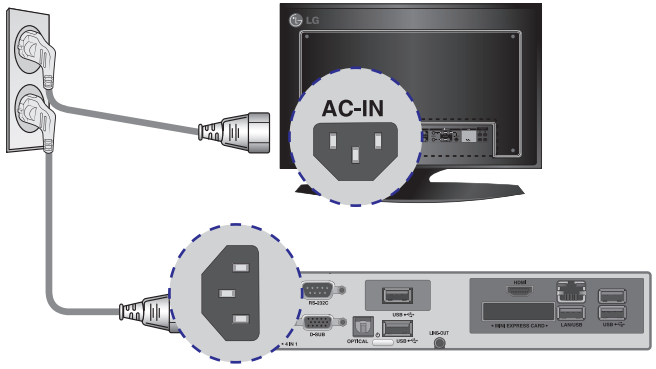
- In and Out signals are not differentiated when using HDMI cables.

Attention

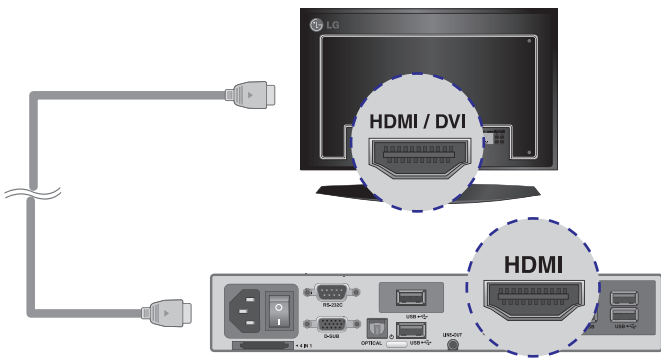
- The monitor to connect with NC1000 should have the HDMI in for the HDMI connection.
- To use the HDMI device, you need to activate the HDMI device in Microsoft Windows Embedded Standard, the operating system of the NC1000. The procedures for activating and deactivating HDMI devices are described below.

NC1000

1 Connect the appropriate power cables to a monitor and NC1000 respectively (see **Turning NC1000 On**).

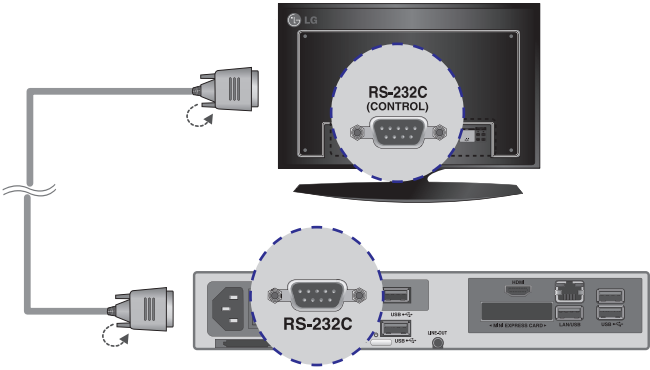


2 Connect NC1000 to a monitor with an HDMI cable.

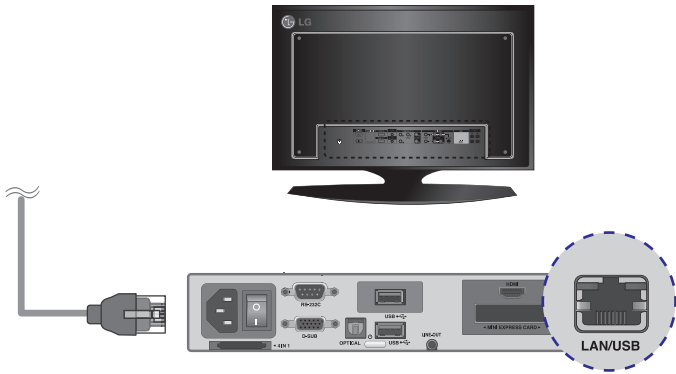


In/Out Cable Connection

3 Connect NC1000 (OUT) to the monitor (IN) with an RS-232C cable.




4 Connect a LAN cable to NC1000.



Connecting/Disconnecting HDMI in Windows


Connecting HDMI

Move to the desktop of the monitor connected to the NC1000.

- 1 Click the  button in the lower left of the screen.
- 2 Select **Start > Control Panel > Sounds and Audio Devices > Audio**.
- 3 Select **Play Sounds > NVIDIA High Definition Audio from the list** and click **OK**.

Disconnecting HDMI

Move to the desktop of the monitor connected to the NC1000.

- 1 Click the  button in the lower left of the screen.
- 2 Select **Start > Control Panel > Sounds and Audio Devices > Audio**.
- 3 Select **Play Sounds > Realtek HD Audio output from the list** and click **OK**.

Attention

- If you do not reset after disconnecting the HDMI cable from the NC1000, the sound will not work.
- In order for the sound to work properly, stop playing the content and restart the NC1000.

NC1000 Installation Confirmation

Connect the NC1000 to the monitor as described on the previous pages and turn the monitor and the NC1000 on. When the monitor is on, the SuperSign Player home screen will appear as shown here.



Connection to Multiple Monitors

Each NC1000 can accommodate up to 25 monitors for video playback. (SET ID: 1 to 25)

- 1 Connect the NC1000's **D-sub OUT** to the **D-sub IN** of the first monitor, which has **SET ID = 1**.
- 2 Connect other monitors with **D-sub** cables as shown below (**IN/OUT** separated).



- 3 Connect the NC1000's **RS-232C OUT** to the **RS-232C IN** of the first monitor, which has **SET ID = 1**.
- 4 Connect other monitors with **RS-232C** cables as shown below (**IN/OUT** separated).



Attention

- You may want to purchase additional RS-232C cables to use several monitors together.
- You cannot use multiple monitors with the HDMI cable.

Specifications

Attention

- Product specifications may change without prior notice to improve performance.

General Specifications

NC2000

Dimensions	99.8 mm (W) x 183.3 mm (H) x 28.4 mm (D) (only Set)				
Weight	0.215 kg (only Set)				
CPU	Intel ATOM Processor 330 1.6 GHz(Dual Core), FSB 533 MHz				
Chip Set	Nvidia MCP7A-I ON				
Main Memory	DDR3 1066 SODIMM type 1 GB, 2 GB				
Secondary Storage Device	SATA SSD 8 GB, 16 GB, 32 GB				
		SSD			
O/S	1GB	NC2000-BAAB	NC2000-CAAB	NC2000-DAAB	
	2GB	NC2000-BABB	NC2000-CABB	NC2000-DABB	
O/S	Windows Embedded Standard				

Multi I/O port

Serial Port	N/A
USB Port	Hi-Speed USB 2.0 port 480 Mbps rate (x3)
LAN Port	Realtek RTL8103E 10/100 Mbps Ethernet controller
VGA / HDMI	Nvidia MCP7A-I ON integrated Graphic chipset
4-in-1 Card	N/A
PCI Express Card Slot	Supported
LINE OUT	N/A
SPDIF (Digital Audio Out)	N/A

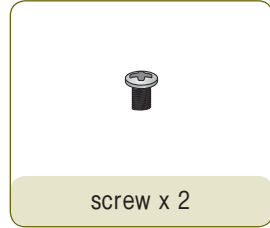
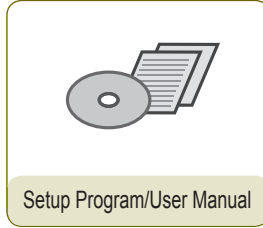
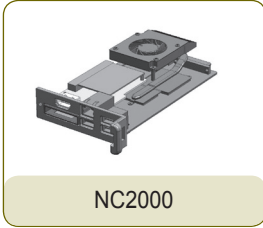
Operational Specifications

Resolution	Maximum Resolution	1920 x 1080 @ 60 Hz			
	Recommended Resolution	1920 x 1080 @ 60 Hz			
Power	Rated Voltage	DC 12 V / 3.5 A			
Sound Output Wattage	N/A				
Operating Condition		Sync (H/V)	Video	LED	
	Normal Mode	On/On	Active	On	
	Deep Sleep Mode (Set = Off)	Off/Off	Off	Off	
Operating Conditions	Operating Conditions	Temperature	5 °C to 35 °C	Humidity	10 % to 80 %
	Storage Conditions	Temperature	-20 °C to 60 °C	Humidity	5 % to 95 %

Included in the Box

Basic Components

The NC2000 consists of the following components. Please check that these components have been included prior to installation.

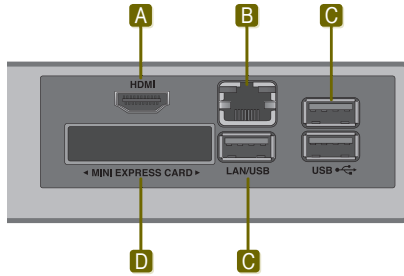


Attention

- These illustrations may differ from your product and are subject to change.

Connections

Back Panel



Number	Connection	Description
A	HDMI Out	For an HDMI-compatible monitor.
B	LAN Connector	For a LAN cable.
C	USB In	For USB-type devices, including memory, hard disk, CD-ROM, keyboard, and mouse.
D	PCI MINI EXPRESS Card Slot	Provided for PCI Mini Express Cards.

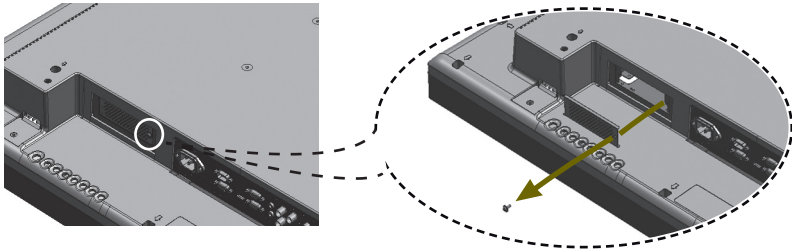
Installation

We recommend you to use the items provided with your NC2000 and follow our instructions for integrating the product with your monitor in order to ensure the correct results.

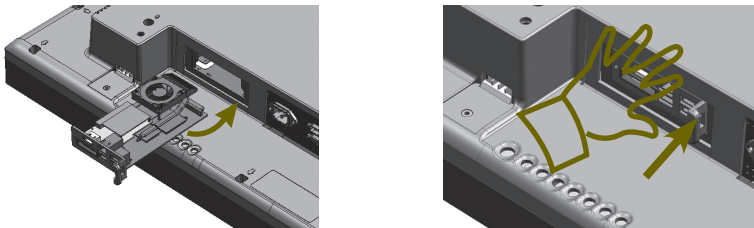
⚠ Attention

The illustrations shown are to guide your integration and may differ from your product.

- 1 Remove the screw and Metal cover.



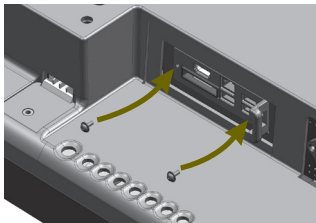
- 2 Attach the Box Guide to the rail slots, and press it upward.



📌 Note

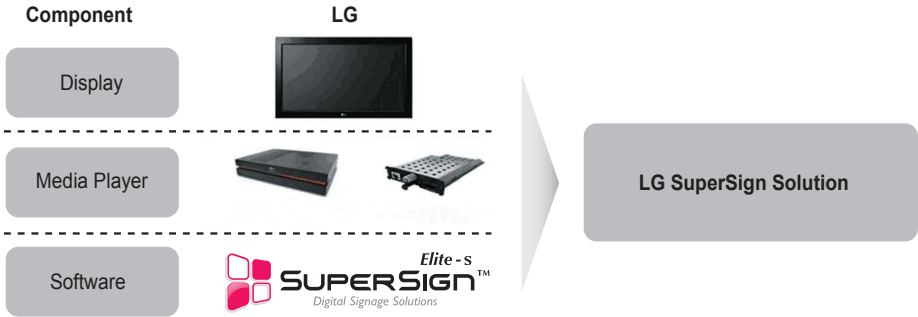
If the card is not fully inserted in the direction of the arrow, firmly press or gently strike the card in the direction of the arrow to make sure it is fully inserted and connected. Be careful to use only as much force as is necessary. Do not use a tool, such as a hammer, to strike the card. Only use your hand.

- 3 Use screws to secure the player and the Box Guide as shown below.



What is SuperSign?

SuperSign is a digital signage solution developed exclusively by LG Electronics. The comprehensive LG SuperSign solution offers displays, media player (hardware and software), and management programs.



Note

- Digital Signage Solution is a network-based digital signage communication program. These new advertising media can be used in various places such as commercial and public facilities, airports, and schools, depending on the ad content and location's conditions.

Display

A monitor (or monitors) is connected to the media player and used to display advertising content. LG's SuperSign Solution supports most LCD monitors supporting LG RS-232C protocols. The brightness, resolution, sound, and other features of an LG RS-232C protocols-enabled monitor can be controlled by SuperSign Manager software.

Note

- Display types and their controllable range are listed in the **Appendix** of this manual.

Media Player

SuperSign Solution's Media Player includes the NC1000/NC2000 hardware as well as its software.

Software

The SuperSign Solution provides SuperSign Manager software, an all-in-one management program that is used to control the display and the media player, as well as the means to create and distribute media.

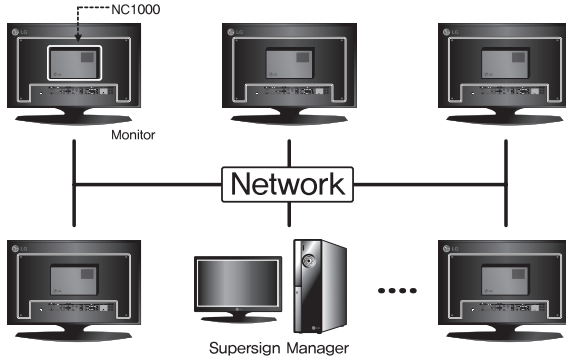
Note

- More information on SuperSign Manager is available in the **SuperSign Manager** section of this manual.
- The contents of SuperSign software are copyrighted by LG Electronic, Inc. and they may not be edited, reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, downloading, digital transmission, imaging, or any other information storage and retrieval system, without the prior written permission of LG Electronic, Inc.

How to Install SuperSign Solution

Via LAN/Internet Network

NC1000/NC2000-integrated monitors can be connected via LAN or the Internet.

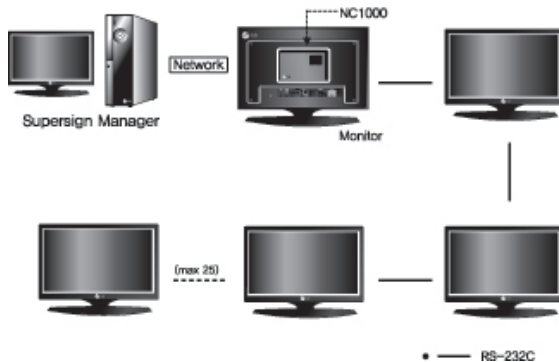


Note

- With SuperSign Player, each display can play different content at the same time.

Via RS-232C Cable (NC1000 Only)

One NC1000-integrated monitor (with **SET ID = 1**) can accommodate multiple monitors.



Note

- Because only one SuperSign Player is attached, the connected monitors can play the same video only.
- NC2000 does not support RS-232C connection.

What is SuperSign Player?

SuperSign Player is the software portion of NC1000/NC2000, the LG Digital Signage Media Player, designed to play digital signage content. SuperSign Player can play media files such as video, images, audio, Flash files, and documents transferred from the SuperSign Manager.

Attention

- The SuperSign Player is pre-installed on the NC1000/NC2000. Start the NC1000/NC2000 and check that SuperSign Player is installed.

Note

- The media file types that can be played by SuperSign Player are listed in **Files Supported by SuperSign** section of the appendix.

Start SuperSign Player

Turning NC1000 On

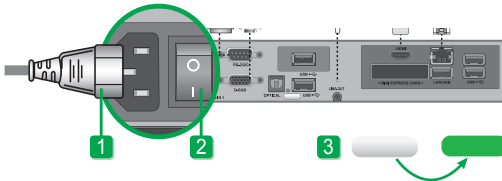
When you are finished connecting the cables, turn NC1000 on by pushing the power switch at the back panel.

Note

- For details on the NC1000's back panel, go to **Connections**.

Turn NC1000 on in the following order:

- 1 Check that the power cable is properly inserted into the NC1000 power in.
- 2 Flip the power switch to supply power to the NC1000.
- 3 Push the NC1000's power button. The green lights will come on to indicate that the power is on.



After the NC1000 is turned on, SuperSign Player automatically runs and its home screen appears.



Attention

- If the home screen is not displayed, check whether the monitor is on.
- If the monitor power is on, check that NC1000 is connected to the monitor with the correct cables.

Note


- Press the **ESC** key on the SuperSign Player home screen to display the desktop.

SuperSign Player Settings

The SuperSign Player can be customized for multiple users.

Log-in to the Setting Menu

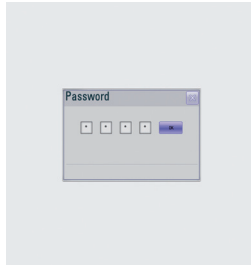
1

To use SuperSign Player setting menu, right click on the SuperSign Player () icon located on the Windows taskbar. Its pop-up menu will appear as shown below.



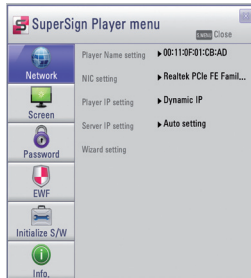
2

Click **Setup** to display the password entry screen.
The SuperSign Player's default password is set to "0000".



3

Type in your password (initial password is set to 0000) and click OK to view the <SuperSign Player menu> shown below.



Note

- You can change the password by yourself. For details on password setting, refer to the **Password** section of this manual.

Network Settings

You can set the player IP (the IP of the NC1000/NC2000 in which SuperSign Player software is installed) and the server IP (the IP of the PC on which the SuperSign Manager software is installed) in Network Settings.

Player Name Setting

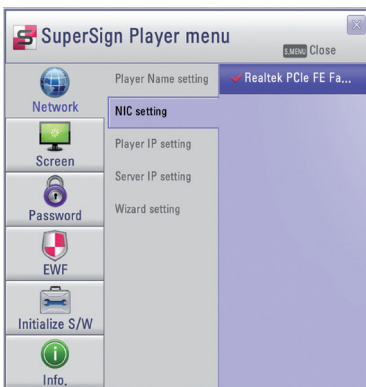
You can change the player name you specified before.



- Enter a new name for the player in the field.
- Click the **Save** button to save the settings.
- The Player name is set to the MAC address of the NC1000/NC2000 network device by default. The user can change it later.

NIC Setting

With the NIC Setting option, you can select a network interface card from the list. This option is used when there are more than one network card installed on your player.



Note

- The SuperSign Player will automatically detect a network interface card available when the player is started.

Player IP Setting

The **Player IP setting** is for the NC1000/NC2000 IP settings. It is set to **Dynamic IP** by default.

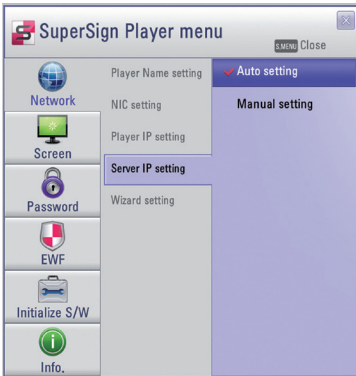


- With **Dynamic IP** enabled, the IP will be automatically generated.
- With **Static IP**, you can assign a specific IP for NC1000/NC2000 by yourself.
- Enter the IP address of your choice and click **Save**.

Server IP Setting

In the **Server IP settings**, you can set the IP of the PC (server) on which SuperSign Manager is installed.

It is set to **Auto setting** by default.



- With **Auto setting** selected, the IP of the server using the same network as the player will be automatically assigned.
- With **Manual setting** selected, you can choose a specific server IP.
- Enter the IP address of your choice and click **Save**.

Note

- Only IPv4 is supported in the player and the server IP settings.
- If you entered the IP manually, and the network is disconnected, check the IP address and try again.

Wizard Setting

The SuperSign solution now provides **SuperSign Wizard setting** that guides you through the necessary steps to configure the network settings on your SuperSign Player and SuperSign Manager.



Attention

- Before continuing with the **Wizard setting**, please make sure that you already have a SuperSign Manager installed on your server. If not, the wizard may not setup network connections correctly.

Follow the steps below to setup network connections by using the **Wizard**.

- 1 Select the network environment that you want to use to connect to SuperSign Manager and SuperSign Player.



- Choose **LAN** when the SuperSign Manager and the SuperSign player are connected to the same network.
- Choose **WAN** when the SuperSign Manager and the SuperSign player are connected to different networks.

Note

- If the default gateway address and the subnet mask set to the SuperSign Manager are the same as the SuperSign Player, they are connected to the same network.
- To find the default gateway address and subnet mask set to your SuperSign Manager, go to the desktop of the server on which the SuperSign Manager is installed and navigate through the following:
 1. Click **Start > Control Panel**.
 2. On the control panel, double-click **Network Connections**.
 3. Right-click **Local Area Connection**.
 4. Click **Properties**.
 5. Select **Internet Protocol (TCP/IP)**, and then click **Properties**.
 6. The Internet Protocol (TCP/IP) Registration Information dialog box appears.
 7. Check the default gateway address and the subnet mask.
- For SuperSign Player network settings, see **SuperSign Player Settings > Network Settings** in this manual.



2 Enter a name for SuperSign Player. The SuperSign Manager will use these names to identify the connected players.



3 Select a network interface card that will be used for network connections.



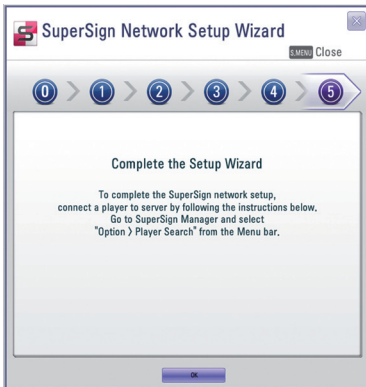
4 Set SuperSign Player IP address. The Player's IP address can be assigned automatically or manually.

- Choose **Dynamic IP** when you want the Wizard to automatically set the IP settings.
- Choose **Static IP** when you want to assign the IP address yourself.



5 Set the IP address for the server on which SuperSign Manager is installed. The server's IP address can be assigned automatically or manually.

- Choose the **Auto setting** when you want the Wizard to automatically assign the IP address to the server.
- Choose the **Manual Setting** when you want to assign the IP address yourself.



6 A connection will be made if the player is connected with a network cable properly. To complete the network connection, move to SuperSign Manager and select **Option > Player Search** search in the Menu bar. Please check the connection to players by running "**Player search**".

Attention

- If you receive an error message, make sure that the server and player are connected to the network and try again.

Screen

In the Screen Setting menu, you can choose the screen view type. The type is set to Landscape 0 by default.



- Select **Landscape** when you position the monitor horizontally.
- Select **Portrait** when you position the monitor vertically.

Password

In Password menu, you can set a password to access the **SuperSign Player Menus**.

Password

You can choose whether you want to use a password when entering the **SuperSign Player Menu**.



- If you select **Enable**, you must type in your password to use the **SuperSign Player Menu**.
- If you select **Disable**, you can use the **SuperSign Player Menu** without entering your password.

Change

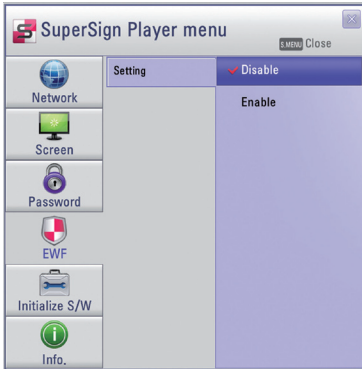
You can change the password required for the **SuperSign Player Menu**. The password should be a four-digit number. You will then have to use your new password to launch the **SuperSign Player Menu**.



- 1 Enter a new password in **Change** menu and click **OK**. The **Verify** menu will be activated.
- 2 In the **Verify** menu, re-enter the same password you used in the **Change** menu. Save the change by clicking **OK**.
- 3 This will display the message:
"**Your password has been changed.**"

EFW

In the **EFW** menu, you can select whether you want to use the **Enhanced Write Filter** feature of Microsoft Windows Embedded Standard.



- **EFW** protects against viruses that can destroy the product's file system.
- With EFW **Enabled**, you cannot add, delete, or modify data saved on the C drive of the NC1000/NC2000.
- When you need to add a new program to the NC1000/NC2000, **Disable** EFW.
- With **EFW** enabled, new programs cannot be installed.
- To apply the change to EFW, restart your system.

Note

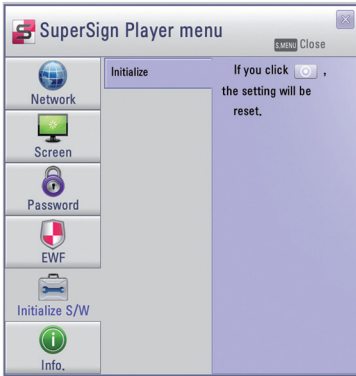
- For more information on **EFW**, visit the Microsoft website.
- Settings of the **<SuperSign Player Menu>** such as network and screen settings and the **EFW** password are not deleted, because they are not controlled by **EFW** functions.
- It takes about five seconds to two minutes for the **IP** and **EFW** setting changes to be applied.

Attention

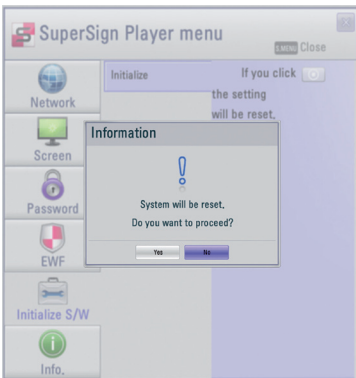
With EFW enabled, new data will be deleted if you reboot the machine even though you saved the data on the C drive. If you want to keep new data, save it on the D drive.

Initialize S/W

The **Initialize S/W** menu allows you to initialize the SuperSign Player settings.



When you click  on the menu, an alert window will be displayed as shown below.



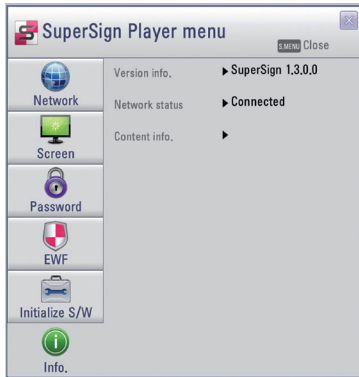
When you click **Yes**, the SuperSign Player settings will return to the same conditions that existed at the time of your purchase.

Attention

- Even after you initialize the software, the network settings will not be reset.

Info.

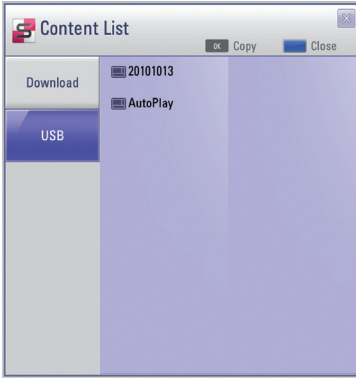
Displays the status of the installed SuperSign Player.



- Version info.: Displays the version of the installed SuperSign Player.
- Network status: Displays the network connection status.
- Content Info.: Displays the file name of the content being played.

USB AutoPlay

If you connect a USB storage device to SuperSign Player, the list of the content files stored in the USB device will be automatically displayed. The selected content file can either be played or saved in SuperSign Player's hard disk for playback. If the USB playback list is not displayed automatically, press the **blue button** on the remote control or press the F12 on the keyboard to display the content list.



- Download: The list of the content files copied from the USB storage device to SuperSign Player's hard disk.
- USB: The list of the content files exported from SuperSign Manager.

Attention

The content file downloaded in the "AutoPlay" folder will be deleted when the schedule is set.

Note

If you connect a new USB storage device to SuperSign Player which has already a USB storage device connected, the content list will not be updated. SuperSign Player can only read from one USB storage device at a time; it cannot read from two or more USB storage device simultaneously.

Note

You can also start the playback of content files stored in the USB device with the remote control of the monitor connected to SuperSign Player. Use the blue button of the remote control.

Note

- If you restart SuperSign Player or select the tray icon, "SuperSign mode", it remembers the last played item (scheduled file) and plays it.
- The scheduled playback of the file ends, the monitor turns to idle mode.

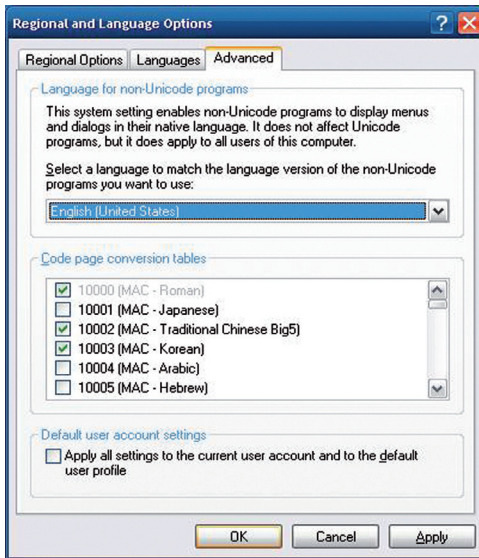
Language Options and Regional Settings

Language Options and Regional Settings

If you want to change the language, you can use **Regional and Language Options** of Microsoft Windows Embedded Standard, the NC1000/NC2000's operating system.

To Change the Language:

- 1 Disable **EFW** in SuperSign Player Menu.
- 2 In Windows, select **Start > Control Panel > Regional and Language Options**.
- 3 Choose the language you want to use as shown below.
- 4 Re-install the SuperSign Player with the new language.
- 5 Enable **EFW** in the SuperSign Player Menu.
- 6 Reboot the system.



Attention

- SuperSign Manager and SuperSign Player should use the same language.

SuperSign Player Functions

Signage Mode (Video Playback Mode)

SuperSign Player runs automatically when booting NC1000/2000. Then SuperSign Player automatically plays its schedule. Signage mode is for playing pre-distributed videos based on the assigned schedule.

The **Signage** mode screen is shown below.



Note

- When SuperSign Player is restarted, ad content is automatically played according to the last transferred schedule. See SuperSign Manager Schedule for details.

Attention





- Playback may be slow when more than two full HD videos (H.264, MPEG-2, WMV) or other types of media are played simultaneously.
- When text is overlapped with more than two videos, this may cause blinking.
- The **PowerDVD SE** is included in SuperSign Player. If you remove the **PowerDVD** from SuperSign Player, quick video play will not be available.
- If you use **Transition effects** on full-HD pictures or more than two pictures, playback may become slow.
- A change to the Windows Standard Timeline will be applied after SuperSign Player is restarted.

Tray Icon Description

If you click the **ESC** key in signage mode while videos are playing, the video will pause and move to the desktop.

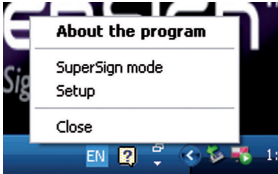


The SuperSign Player tray icon shows the server connectivity status as shown below.

SuperSign Player Tray Icon	Description
	SuperSign Player is being installed.
	SuperSign Player is being uninstalled.
	SuperSign Player is connected to the server on which SuperSign Manager is installed.
	SuperSign Player is not connected to the server on which SuperSign Manager is installed.

Tray Icon Menu

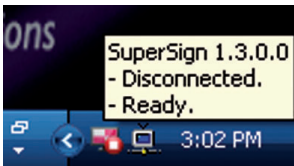
Right-click the SuperSign Player tray icon in the lower right of the desktop to display the tray menu.



Menu	Description
About the program	The program information including SuperSign Player software version is shown here.
SuperSign Mode	You can play content based on the SuperSign Player's schedule.
Setup	Go to the SuperSign Player Setup Menu.
Close	Exit SuperSign Player.

Viewing SuperSign Player Summary Information

When you move mouse over the SuperSign Player tray icon, the program summary information will be shown for about five seconds.

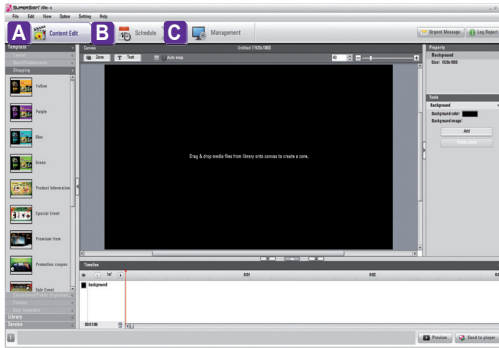


Information Type	Message	Description
Software Information	SuperSign 1.x.x	The SuperSign Player version.
Server Connection Information	Disconnected	Disconnected from SuperSign Manager. Connected to SuperSign Manager
	IP Address	The IP address of the connected/disconnected SuperSign Manager.
Schedule Information	Ready	There is no schedule registered.
	Scheduled	There are one or more schedules registered.

What is SuperSign Manager ?

Product Information

SuperSign Manager is a network-based comprehensive management program that creates and manages digital media, distributes content, and supports video playback and remote control.



Index	Item	Description
A	Content Edit	You can create content for the SuperSign Player with a variety of media files. It supports numerous media files, including video, audio, documents, and Flash files, and applies an easy drag and drop feature to facilitate content creation.
B	Schedule	You can manage the schedules of your content to be played in the SuperSign Player. Schedules can be assigned by period as well as time.
C	Management	You can register and manage more than one SuperSign Player on the same network. You can manage the registered SuperSign Players by controlling their power on/off, multiple monitor connection, and updates.

How to Install SuperSign Manager

SuperSign Manager is supplied with the NC1000/NC2000. Insert the CD included with the NC1000/NC2000 into your PC and install SuperSign Manager.

System Requirements

SuperSign Manager PC Recommended Specifications

Accessories	Requirements
CPU	2.5 GHz Core 2 Duo L2 Cache 2 MB or higher
RAM	2 GB or higher
HDD	250 GB or higher
Network	100 Mbps or higher
OS	Windows XP sp3 or Window 2003 Server
Graphics Card Memory	512 MB or higher

SuperSign Manager PC Minimum Requirements

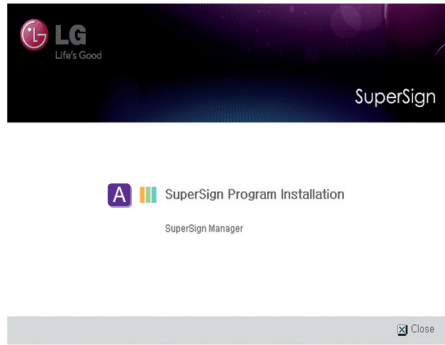
Accessories	Requirements
CPU	2.0 GHz L2 Cache 512 KB or higher
RAM	2 GB or higher
HDD	40 GB or higher
Network	10 Mbps or higher
OS	Windows XP sp2 or higher
Graphics Card Memory	512 MB or higher

 **Note**

- SuperSign Manager supports Windows XP (32-bit), Windows 2003 Server (32-bit), and Windows 7 (32-bit, 64-bit) only. The program cannot be run on operating systems other than those listed above.

Installing the Program

When the CD provided with the NC1000/NC2000 is inserted into a PC, the installation program will run automatically as shown below.



A

SuperSign Program
Installation

Installation is initiated by clicking **SuperSign Manager**.

Note

- If the installation program does not run automatically, open the window manually by double clicking the file **SupersignMgr_setup.exe** in the CD-ROM drive: **WSuperSignWSuperSign_SoftwareWApplicationWSuperSign_ManagerW** directory of the CD.

Installing SuperSign Manager

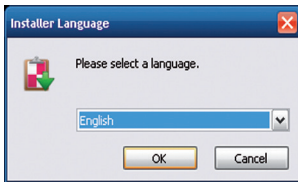
When the CD provided with the set is inserted into a PC, the installation program will run automatically. Follow the steps below to install the SuperSign Manager.



1 Click **Run** in the Download file pop-up window.



2 Click **Run** in the Security Warning pop-up window.

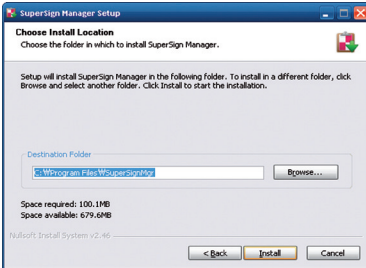


3 Select the language and then click **OK** to continue.

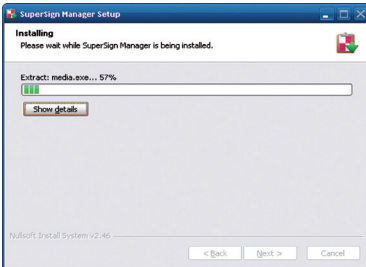


4 After reviewing the installation instruction, click **Next** to continue.

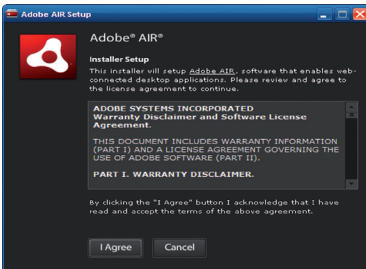
SuperSign Manager



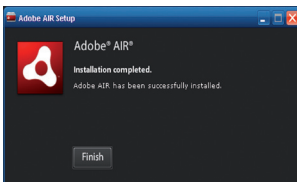
5 If necessary, change the installation path to the directory where you want to **install** SuperSign Manager. Click **Next** to continue.



6 Installation is initiated. Click **Details** to see the detailed installation process information during installation.



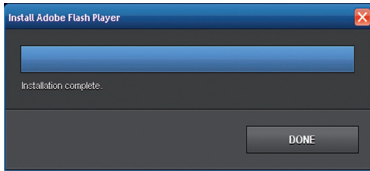
7 During the installation process, Adobe AIR installer will run. Click **Agree** to install Adobe AIR. You must install Adobe AIR to use SuperSign Manager properly.



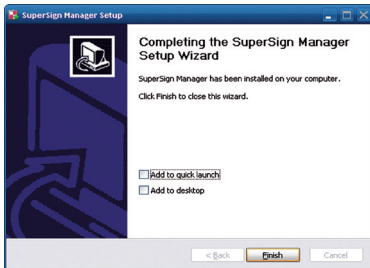
8 Click **Complete** to finish the installation of Adobe AIR.



9 Adobe Flash Player Active X installation is initiated.



10 Click **DONE** when the installation of Adobe Flash Player Active X ends.



11 After SuperSign Manager installation is complete, click **Finish** to exit the installation.

Note

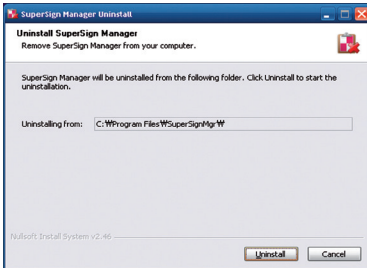
- When you re-install the program without uninstalling it, you can preserve the data or initialize the system.
- If you use Windows 7, you should log on as an administrator. Otherwise, you cannot install the program.

Uninstalling the Program

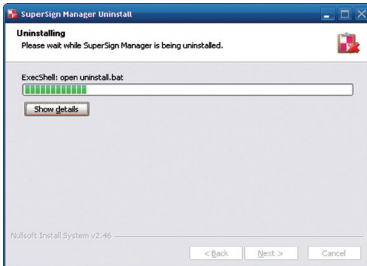
To uninstall SuperSign Manager, Click **Start > Program > SuperSign Manager > Uninstall SuperSign Manager**.



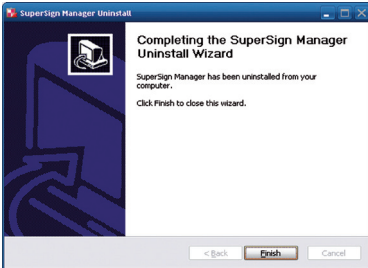
Follow these steps to uninstall SuperSign Manager.



1 Click **Uninstall** to start the un-installation of SuperSign Manager.



2 Click **Details** to see the detailed un-installation process information during un-installation.



3

After SuperSign Manager un-installation is complete, click **Finish** to exit the un-installation.

Note

- SuperSign Manager can be uninstalled by using **Add** or **Remove Programs** in Control Panel.
1. Windows XP, Windows 2003 Server
Select SuperSign Manager in **Start > Settings > Control Panel > Add or Remove Programs**, click **Remove**.
 2. Windows 7
Select SuperSign Manager in **Start > Settings > Control Panel > Programs > Uninstall** or change a program, click **Remove**.

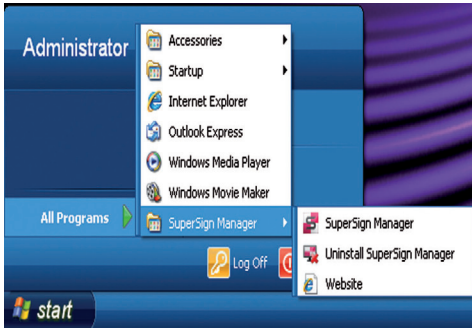
Attention

- All data created by the user will be deleted when the program is uninstalled.

Starting SuperSign Manager

Starting SuperSign Manager

Open the program by clicking **Start > Programs > SuperSign Manager > SuperSign Manager**.



Logging In



- 1 When SuperSign Manager starts, a log-in window appears as shown below.
- 2 If you start SuperSign Manager for the first time, you need to enter a user ID and password of your choice. Click **OK** to log into SuperSign Manager.
- 3 If you click **Cancel**, your logging to SuperSign Manager will be canceled, and the program will terminate automatically.

Note

- When SuperSign Manager is initially run, the default user ID is set as **Administrator**, which you can change later.

Attention

- You must remember the new ID and password you set because they will be needed for the next login.
- If you lose your password, it cannot be restored. You will need to initialize the administrator account.
- To do this, enter "**1234567890init**" in the password field.
- Your ID and password can be up to 20 characters each.

Setting the Canvas

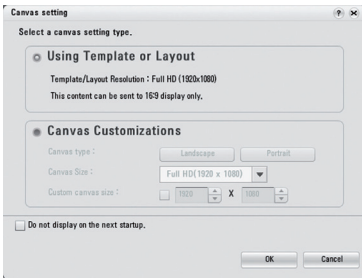
When you start SuperSign Manager for the first time, the <Canvas setting> window appears. The <Canvas setting> window allows you to set the canvas to work with. The canvas is a work area in which you can import media files, such as photos, videos and text, to edit and create the desired content.

In the <Canvas setting> window, you can select a canvas template or layout or customize the canvas, including the canvas orientation and resolution.

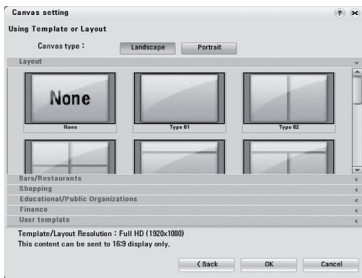
Using Template or Layout

SuperSign Manager provides a set of templates and layouts to help you create your own content fast and easy.

The following shows the steps to select a template or layout in the <Canvas setting> window.



1 In the <Canvas setting> window, select **Using Template or Layout** and click **OK**. Then, the <Using Template or Layout> window appears as shown below.



2 Set the canvas orientation to **Landscape** or **Portrait** for **Canvas type**.

3 Select the layout or template you want and click **OK**.

Note

By default, SuperSign supports Full-HD (1920x1080, 1080x1920) resolution templates and layouts. Ones with different resolutions are not supported.

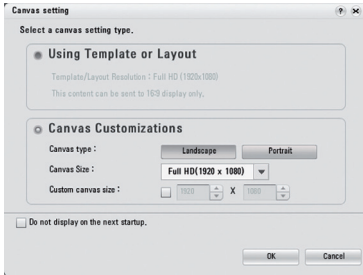
Note

The content created using a template or layout provided by SuperSign will be displayed normally only on the monitor; otherwise, it will not be played correctly.

Customizing the Canvas

You can customize the properties of the canvas, such as the orientation and resolution of the canvas.

The following shows the steps to set the properties of the canvas in the <Canvas Setting> window.



1

In the <Canvas setting> window, select **Canvas Customizations**.

2

Set the orientation and resolution of the canvas to work with.

Canvas type: Sets the canvas orientation to "Landscape" or "Portrait".

Canvas size: Sets the resolution of the canvas.

Custom canvas size: Allows you to set the resolution of the canvas manually.

Note

If you set the resolution using [Manual setting], the resolution set for <Canvas size> will be ignored. The range of resolution for user input is between 200x200 and 8000x8000.

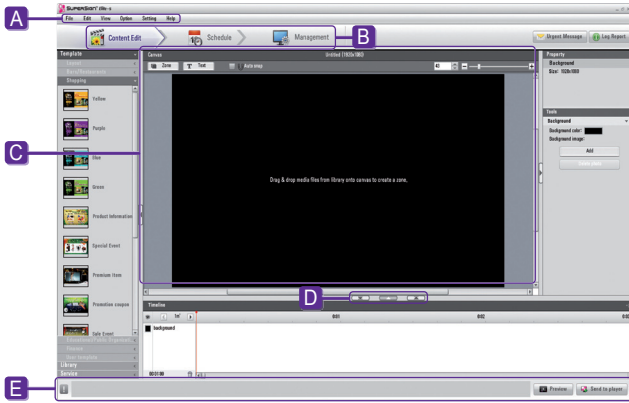
Note

The monitor resolutions supported by SuperSign are 640 x 480, 800 x 600, 1024 x 768, 1152 x 864, 1280 x 768, 1280 x 1024, 1360 x 768, 1400 x 1050, 1600 x 1200, 1680 x 1050, and 1920 x 1080.

Note

If you select **Do not display on the next startup.**, the <Canvas setting> window will not be displayed when you start SuperSign Manager next time. To open the <Canvas setting> window, select Setting > Canvas Setting Window from the menu bar.

SuperSign Manager Overview



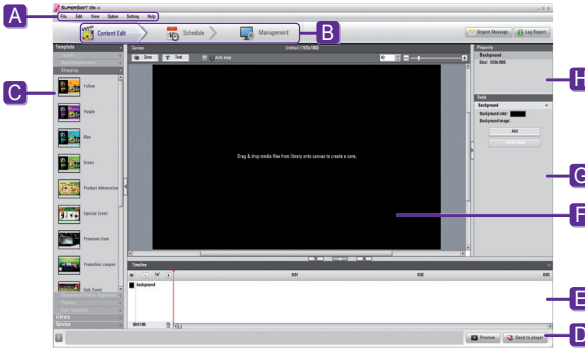
Index	Item	Description
A	Menu Bar	The major features of SuperSign Manager are listed here.
B	Main Menu	With tab menus, content editing, content play schedule setting, system management are done here.
C	Workspace	Content editing, playback schedule setting, and player management are done here.
D	Hide Button	If you click the Hide button, the window not in use will be displayed or hidden.
E	Info Area	Provides a brief description of the selected function.

Content Edit

SuperSign Manager provides a media content editor. You can create content and play it in SuperSign Player with this content editor.

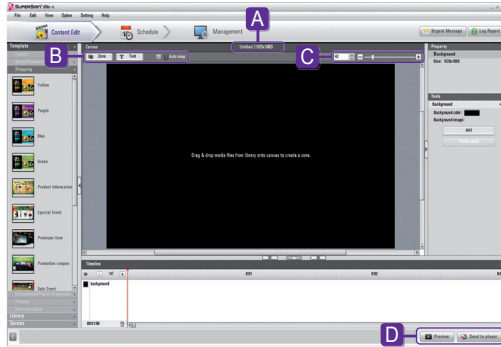
Overview

Content editing and various other features are available under **Content Edit** in the top menu.



Index	Item	Description
A	Menu Bar	The major features of SuperSign Manager are listed here.
B	Main Menu	With tab menus, content editing, content play schedule setting, system management are done here.
C	Media Window	You can view items registered in the templates and the media library.
D	Quick Menu	Popular content editing features are displayed for easy access.
E	Timeline	An intuitive timeline is provided to allow for time editing and arrangement by zone. The timeline allows you to specify the duration for each content clip so that your media will play at the designated time. Start time, duration and end time of the zone can be set.
F	Canvas	The canvas is a space where you can import and edit photos, videos, and text. You can divide the canvas zone and apply a different layout in each section. By overlapping many images in the divided sections in different timelines, you can create multiple image layers.
G	Tool Window	You can change the properties of the selected zone or media. Use this to change background color or image properties.
H	Properties	Displays the properties of the selected zone or media.

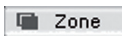
Checking details



Index	Description
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A Canvas file name and resolution.

B Buttons for creating zones and text boxes.



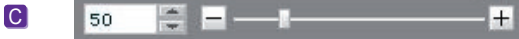
Create a zone on the canvas. Click the **Zone** button and then click on the canvas to create a zone.



Create a text box on the canvas. Click the **Text** button and then click on the canvas to create a text box.



Aligns the edges of the selected zone with ones of other zones.



The scroll bar used to zoom in or out on the canvas screen.



The screen size is controlled by moving the bar or entering a number in the field.

The unit for the screen size adjustment is 1.

Note

- What is a Zone?

A SuperSign Manager Zone is an area on the canvas in which media or a layer is placed while the content is being edited. You can create a zone by combining different types of media items and creating an ad by including another zone or zones (a zone can accommodate only one type of media). The zone can include photos, documents, web pages, videos, Flash files, music, and more. Because each zone is a separate area, it has its own properties and can be easily deleted or inserted. Also, ad content is easily created by dragging and dropping onto the canvas.

Index	Description
D	Quick menus that allows using popular content-editing features.
	You can preview your content before playing it with SuperSign Player. This allows users to preview the content being edited within the canvas prior to exporting it to SuperSign Player.
	You can transfer your content to SuperSign Player that is on the same network as SuperSign Manager.

Attention

- Make sure that the MS Office programs are closed before previewing MS Office files.
- Office or web files may not be displayed in the edited order (Z-order).
- To loop Flash files, set them to play repeatedly.

Note

- Content file names can include letters, numbers, and special characters such as @, #, \$, %, [,], { and }.

Note

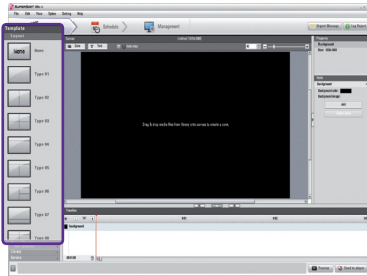
The maximum number of zones that can be created in the canvas is different depending on the type of the zone:

- Photo zone: up to 20
- Music zone: up to 4
- Text zone: up to 20
- Movie zone : up to 4
- Flash zone : up to 20
- web or Widget zone : up tp 4
- Office zone : up to 4
- PDF zone : up to 10

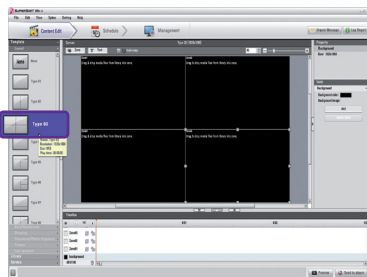
Changing Layouts

You can change layouts to suit your needs.

- 1 Click **Template > Layout** in the left part of the SuperSign Manager screen.
- 2 This will display the layouts registered in the media library.



- 3 Double-click on a new layout.
- 4 It will be shown on the canvas.



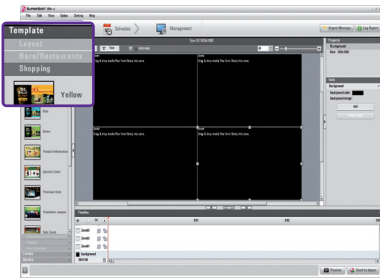
Attention

- If you change the layout, the content you are editing will be lost. Save it before changing the layout.

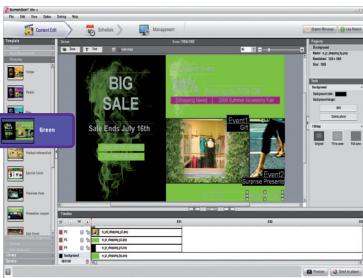
Changing Templates

As with layouts, you can change templates to suit your needs.

- 1 Click on **Template** in the left part of the SuperSign Manager screen.
- 2 This will display the templates registered in the media library under different categories. The categories include bar/restaurant, shopping, and public organizations.



- 3 Double-click on a new template. This example explains how to change an existing template to a shopping mall template (double-click **shopping**).
- 4 The selected template will appear on the canvas.



Attention

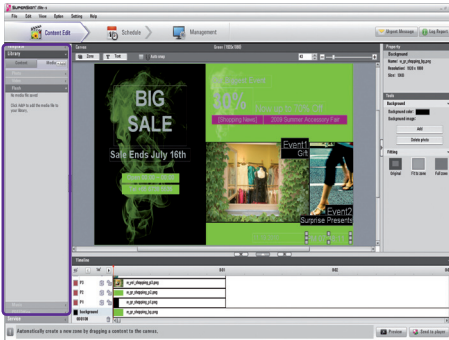
- If you change the template, the content you are editing will be lost. Save content before changing the template.

Using the Library

The media library is used to register media files needed for media content production, and to use services, including websites, RSS feeds, and widgets. To register media files in the media library, click the **Library** tab on the media window in the left part of the SuperSign Manager screen.

Note

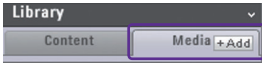
- A video thumbnail is picked randomly from the middle frames of the file.
- If a video cannot be uploaded, check the required codecs from the **Codec Package Installation** in the appendix.



The library is divided into media and service as shown below.

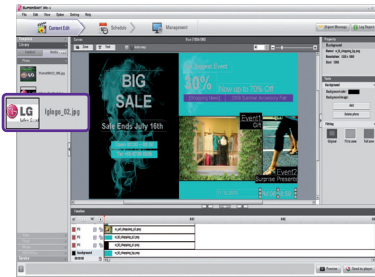
Add a Media File

You can add photos, videos, Flash files, music, PDFs, and MS Office files in the media tab.



To add media, click **+Add** on the media tab.

After you select the file from the **Select Files** window and click the **Open** button, the media file will be registered in the library as shown below.



In addition to photos, the same process can be used to register videos, Flash files, music, PDFs, and MS Office files.

Note

- You can also select and drag the desired media file from the Windows Explorer directly to the media library. The dragged media file will be automatically classified and stored to the corresponding category.
- In Windows 7, you must disable the User Account Control (UAC) to use drag and drop from Windows Explorer.

Attention

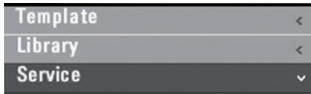
- Please note that when a media file is deleted from the AutoUpload folder, it will also be removed from the library.

Note

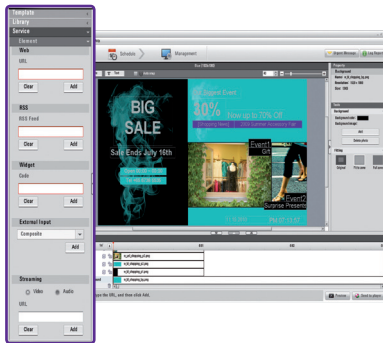
- Media files saved in the AutoUpload folder (For example, C:\Program Files\SupersignMgr\AutoUpload) are automatically registered to your media library.
- To change the library folder, click **Options > Content Edit** in the Menu bar and click browse button in the Local media library folder information field.
- By setting the Sync (Auto-upload) cycle in the **Options > Content Edit** under the Menu bar, your library's media files will be automatically uploaded at every designated time. To start the Auto-upload process, click **Start Sync**.

Add Service Contents

You can use SuperSign Manager to add online content such as websites, RSS feeds, and widgets, as well as their date and time.



Click **Library > Service** on the media window to launch the menu for adding content as shown below.



Note

- Service contents cannot be saved together with media files in the library.
- For details on adding content, refer to the Creating Content section of this manual.

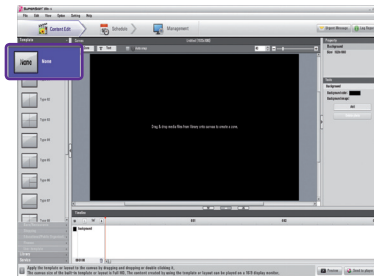
Creating Contents

Follow these steps to create contents:

1

Select Template or Layout

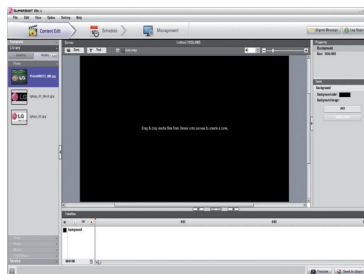
Select a layout or template to display various media on the screen. The example shows the layout set to **None**. For specific information on how to change layout, refer to **Changing layouts** or **Changing Templates** section of this manual.



2

Register Media in Library

To use a media file, you first need to register it in the library. Register a media file as described in the **Using the Library** section of this manual.

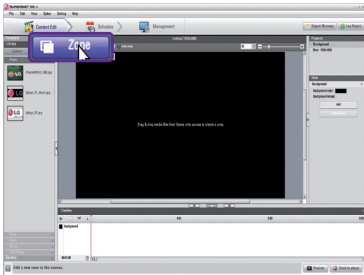


3 Display Media

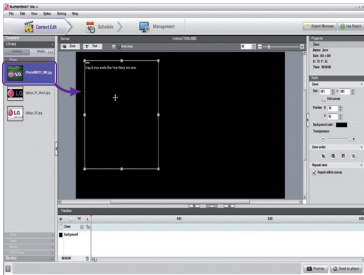
You can exhibit media such as photos, videos, music, PDFs, and MS Office files registered in the library.

There are two ways to display media on the canvas.

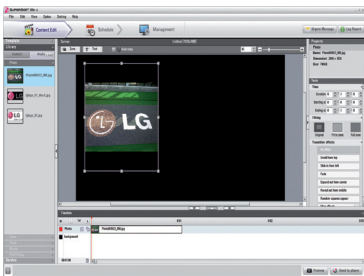
Add Media to Zone



- 1 Click the Zone button in the upper right of the screen. A zone is created.



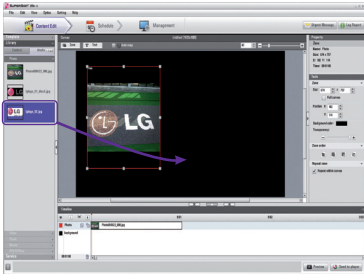
- 2 Drag and drop a media file already registered in the library.



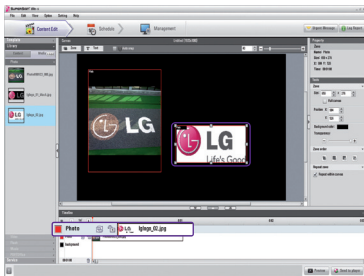
- 3 The media will be added to the zone.

Drag Media

You can directly display media files.



- 1 To do this, drag and drop a registered media file.



- 2 The file will be displayed on the canvas as shown here. A new zone is also automatically created. The size and location of the new zone can be adjusted.

Note

Select and drag a media file from the Windows Explorer directly to the canvas to create a new zone.

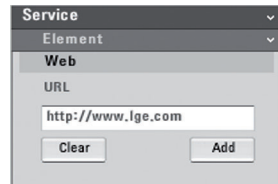
Display Service Content

- 4 You can use SuperSign Manager to add online content such as websites, RSS feeds, and widgets, as well as their date and time.

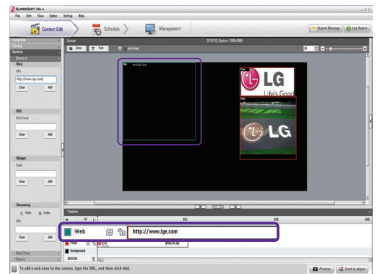
To add service content, click **Library > Service** on the media window.

Add Websites

- 1 To add a website, enter the URL you want to add and click **Add**.



The website zone will be added on the canvas.



- 2 Move the new website zone to the desired location. Click **Preview** in the quick menus. You will see the website added as shown here.

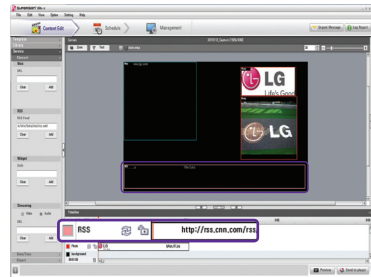


Add RSS Feeds

- 1 To add an RSS feed, enter the URL you want and click **Add**.



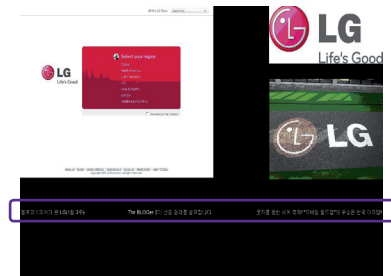
The RSS feed zone will be added on the canvas.



Note

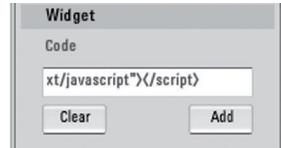
- The service and text zones can include one item each.
- RSS (Really Simple Syndication) is used to publish frequently updated works. Using RSS reader software, users can subscribe to receive regularly updated content provided by their favorite sites in an RSS-compatible format.

- 2 Display the RSS feed zone on the desired location on the canvas. Click **Preview** from the quick menus to see the screen with RSS content added.

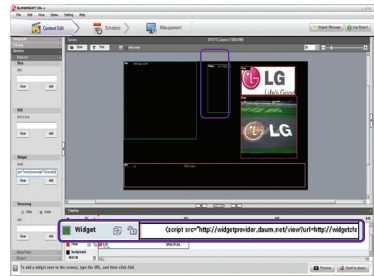


Add Widgets

- 1 To add widgets, enter a widget code and then click **Add**.



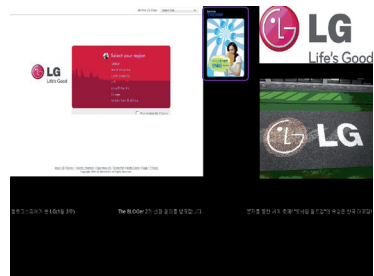
The widget zone will be added on the canvas.



Note

- Widgets are small icons linked to frequently used services that users can run without opening a web browser.

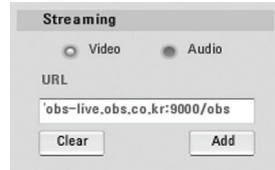
- 2 Display the widget zone on the desired location on the canvas. Click **Preview** from the quick menus to see the screen with widget content added.



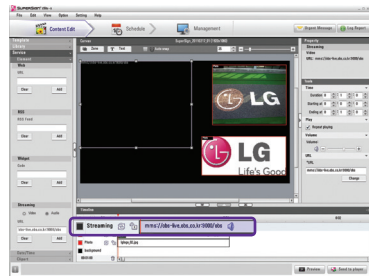
Adding Streaming Media

You can select and add streaming audio or video.

- 1 To add streaming service, enter the address (URL) of the streaming media and click **Add**.



The specified streaming zone will be added to the canvas.

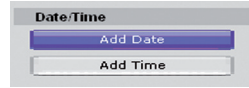


- 2 Place the streaming zone added to the desired location. Click **Preview** from the quick menu at the bottom of the screen. You can see that the streaming media has been added as shown below.

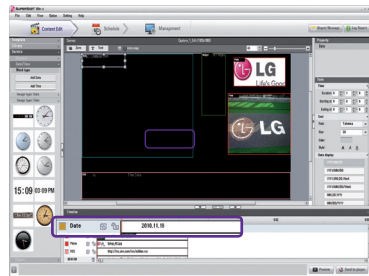


Add Dates

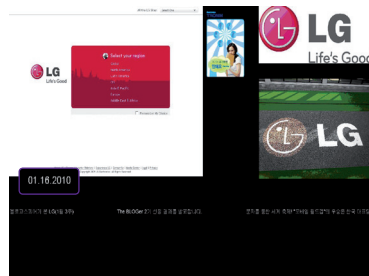
- 1 For date, you can either select a word type date or an image type date to add.



The date zone will be added.

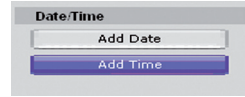


- 2 Display the date zone on the desired location on the canvas. Click **Preview** in the quick menus to see the screen with the added date information.

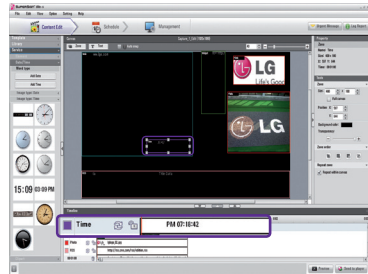


Add Times

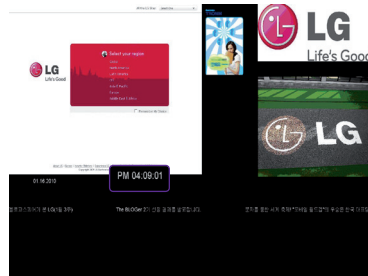
- 1 For time, you can either select a word type time or an image type time to add.



A time zone will be added.



- 2 Move the new time zone to the desired location. Click **Preview** in the quick menus to see the screen with the added time information.

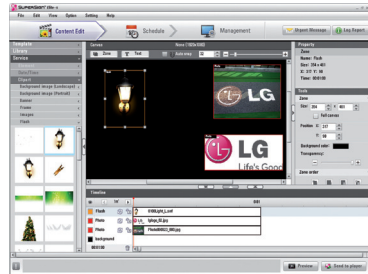


Using Clip Art

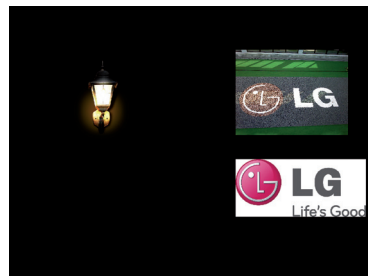
You can use clip art to create more unique and creative content. Various categories of clip art (such as background, banner, and Flash) are provided by SuperSign Manager by default.

Adding Clip Art

- 1 If you select a clip art category and drag the clip art image to the canvas, the image is added to the clip art zone of the canvas.



- 2 Place the clip art zone added to the desired location. Click **Preview** from the quick menu at the bottom of the screen. Then, the clip art zone is added as shown in the picture.



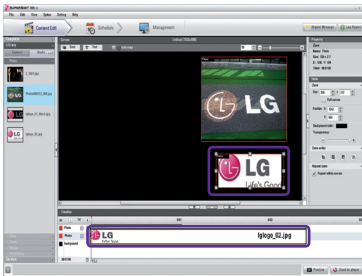
Copy Zones

A zone on the canvas can be copied and pasted to other spaces.

- 1 To do this, first select the zone you want to copy.



- 2 Click **Edit > Copy** in the Menu bar, or press **Ctrl + C** to copy the selected zone.
- 3 Click **Edit > Paste** in the Menu bar, or press **Ctrl + V** to paste the selected zone onto the canvas.



Note

- If you copy a zone, its properties and the media in it will be copied as well.

Zone Alignment

You can insert zones and align objects in the canvas. To align objects, press and hold the **Ctrl** key and select the zones to align. Then, select the alignment format you want in **Zone alignment** under Tools.



Note

You can use the [Auto snap] function to align the selected zone with the adjacent zones automatically.

Selecting Zones

The canvas allows you to select multiple zones or all zones at once. To select multiple zones, press and hold **Ctrl** and select the zones you want.

To select all objects in the canvas at once, press **Ctrl + A** or click **Edit > Select all** as shown below.



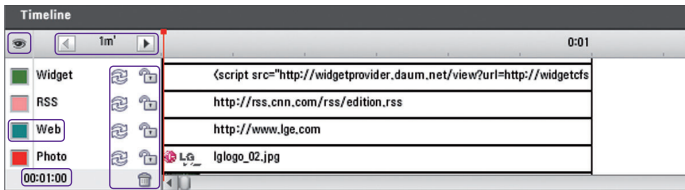
Synchronizing the Timeline and Zone Order

The zone order set for the canvas always corresponds to the playback order of the zones displayed in the timeline. If you change the playback order of the zones in the timeline, the playback order of the zones in the canvas will also be changed. Thus, the zone displayed at the top of the timeline is the one displayed at the top of the canvas.

Setting the Timeline

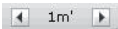
The timeline allows you to set the duration for each content clip so that your media can be played at the designated time. On the timeline, you can set the start time, duration, and end time of the content in the zone. You can set content to play for up to 12 hours.

Timeline Setting Overview



You can display or hide the boundary color and file name of the zone on the canvas.

(On:  , Off: )



Set the basic time unit of the timeline. Time units that can be selected are 1 minute, 10 minutes, or 30 minutes.



Double-click on the zone name to change it. Click on the square in front of the zone name to change the zone's boundary color.



You can enable or disable the repeat function. A zone with this feature on will be played repeatedly until the registered end time.



(On:  , Off: )



Lock the zone. Locked zones cannot be selected or edited.

(On:  , Off: )



Delete the selected zone. To do this, select the zone you want to remove and click  or move the zone to the  icon. You can delete the media within the zone using the same methods.



This shows the total duration of the content. This time indicates the longest duration time of the zones.

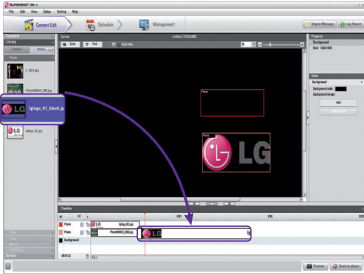


Change the canvas background color or image. Click the square in front of the canvas name to change its background color. To change the background image, drag a photo from the library and drop it into the canvas timeline. Only one background image can be used at a time.



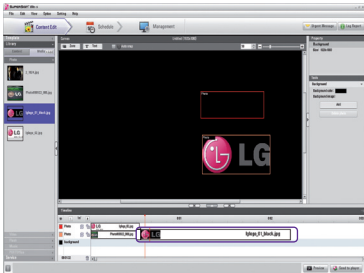
Turn on or off the volume of the selected content file.

(On:  , Off: )



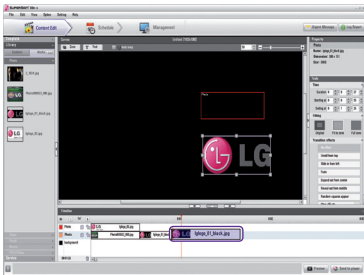
Add Media to Timeline

To add media to the timeline, drag a file to the timeline of the zone to which you want to add it.



Copy Media to Timeline

1 Select a media file from the timeline.



2 With the desired media file selected, press **Ctrl + C**.

3 Press **Ctrl + V** to paste the file.

Note

- You cannot copy text or services, including RSS feeds, websites, and widgets.

Distributing Completed Content

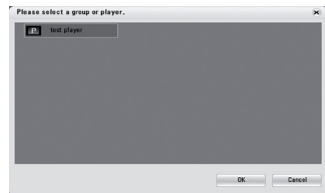
You can distribute content by sending it from SuperSign Manager to SuperSign Player in order to play it there.

Below is the step to distribute a content file to the player.

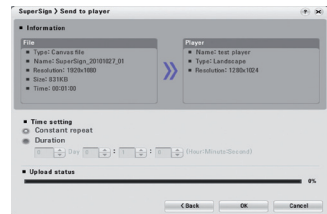
Immediate Distribution

Allows you to immediately send the content you created to SuperSign Player for playback.

- 1 When the content edit is complete, click the **Send to player** button from the quick menu at the bottom right of the screen.
- 2 Then, the <Please select a group or player> window appears to help you find the target group or player.
- 3 Select the group or player to which to distribute the content created. The <SuperSign > Send to player> window appears.



- 4 In the <SuperSign > Send to player> window, set the duration of the content playback and click **OK**.
 - Constant repeat: Plays the content repeatedly until a new content schedule is added.
 - Duration: Plays the content from the current time until the specified time period elapses.



- 5 The content will be sent to SuperSign Player. When finished, the content will be displayed on the screen connected to the SuperSign Player.

Note

- If you send the content using **Send to player**, the content schedule previously sent will be ignored.
- The content will be sent to a group of players, not to a single player.
- If the "The storage capacity is full." message appears, check the remaining space in the Management menu of SuperSign Manager.

Scheduled Distribution

You can send content to SuperSign Player at the scheduled time. The content will be sent and played at the designated time. For details on the scheduled distribution, go to the **Schedule** section of this document.

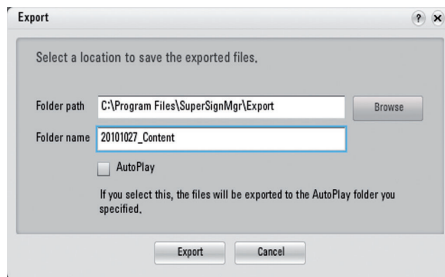
Export

SuperSign Player can save the created content to a playable file format. The saved content can be exported to a USB storage device which can be connected to SuperSign Player for direct playback.

To export the content to a file, follow the steps below.

1

When the content is created, select **File > Export**.
The <Export> window will appear as shown below.



2

Enter the path to which to save the content and the folder name.

3

Click **Export** to save the content file to the specified folder.

- The content information file and media file used for the content will be saved to the folder.
- The saved content file can be played in SuperSign Player using a USB storage device.

Note

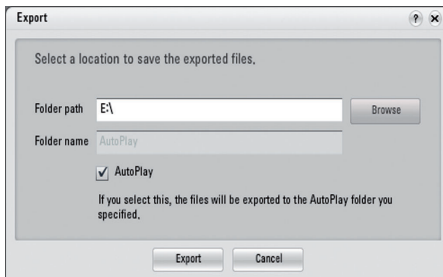
The content created using a template or layout provided by SuperSign will be displayed normally only on the 16:9 monitor. otherwise, it will not be played correctly.

USB AutoPlay

The USB AutoPlay function allows you to save your content in a USB storage device and play it in SuperSign Player. You can enable this function in Export of the Content Edit menu or in Export schedule of the Schedule menu.

To enable the USB AutoPlay function in the Content Edit menu, follow the steps below.

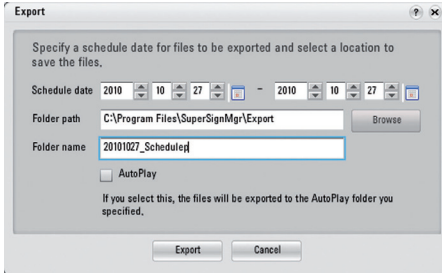
- 1 Click **File > Export**. The <Export> window will appear as shown below.



- 2 Select the root folder of the USB storage device as the folder in which to save your content. (For example, F:\, G:\)
- 3 Select the **AutoPlay** checkbox.
- 4 Click Export. Then, a folder named "AutoPlay" is created in the root folder, and the content file is stored in.
- 5 Connect the USB storage device containing the content to the USB port of NC1000/NC2000. The content will be played automatically.

To enable the USB AutoPlay function in the **Schedule** menu, follow the steps below.

- 1 Click **File > Export**. The <Export> window will appear as shown below.



- 2 Set the playback duration.
- 3 Select the root folder of the USB storage device as the folder in which to save your content. (For example, F:\, G:\)
- 4 Select the **AutoPlay** checkbox.
- 5 Click **Export**. Then, a folder named AutoPlay is created in the root folder, and the content file in which it is stored.
- 6 Connect the USB storage device containing the content to the USB port of NC1000/NC2000. The content will be copied to SuperSign Player automatically. The copied content will be played automatically according to the set schedule.

⚠ Attention

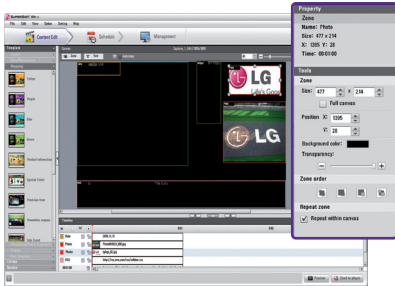
The "AutoPlay" folder must be in the root folder of the USB storage device. If the "AutoPlay" folder is not in the root folder, the content will not be played automatically.
(Good example: E:\AutoPlay, Bad example: E:\Download\AutoPlay).

📌 Note

- If you connect the USB storage device to the USB port of NC1000/NC2000, the content in the USB storage device will be copied automatically to SuperSign Player.
- The content set for AutoPlay will be played automatically even if the player restarts during its playback.
- If multiple USB storage devices are connected to NC1000/NC2000, only the content on the USB storage device for which the AutoPlay folder is first detected will be played automatically.

Content Properties/Tool

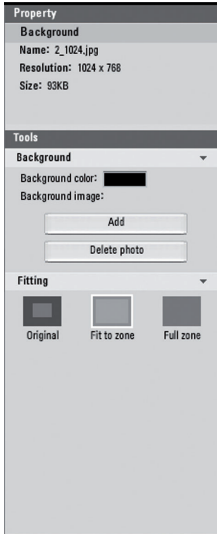
In SuperSign Manager, users can check and modify the properties of the selected content.



Selecting a **Canvas zone** displays the zone **properties** in the upper right of the Properties window. You also can change the time, image size, play repeat, and volume of the zone in the **Tool** window below the properties window.

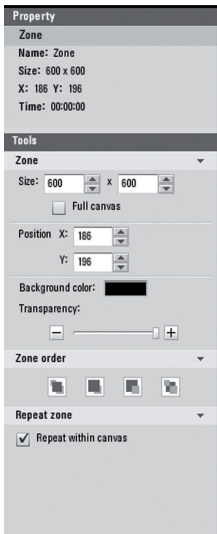
Content Properties / Tools

Media File



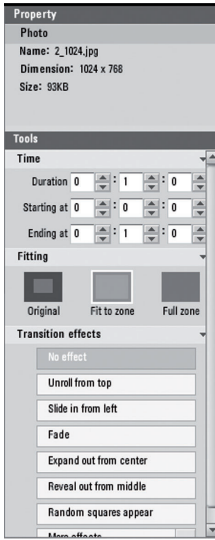
<Background>

Property	Description
Background Properties	Displays the properties of the selected background. <ul style="list-style-type: none"> • Name, Resolution, File Size
Background Tools	<ul style="list-style-type: none"> • Changes the background color. • Adds or deletes the photo to use as the background.
Fitting	<ul style="list-style-type: none"> • Original: Fits to the canvas as the original size. • Fit to zone: Fits to the canvas while preserving the original aspect ratio. • Full zone: Fits to the canvas as full screen.



<Zone>

Property	Description
Zone Properties	Displays the properties of the selected zone. <ul style="list-style-type: none"> • Name, Resolution, X and Y Coordinates, Play Time
Zone Tools	<ul style="list-style-type: none"> • Sets the size of the zone. • Sets the X and Y coordinates on the canvas. • Changes the background color of the zone. • Adjusts the transparency of the zone.
Zone order	Sets the display order of the overlapping zones.
Zone repeat	Sets whether to repeat the zone.



<Photo >



<Video>

Property	Description
Photo Properties	Displays the properties of the selected photo. <ul style="list-style-type: none"> • Name, Resolution, Size
Time	Sets the playback duration of a photo.
Fitting	<ul style="list-style-type: none"> • Original: Displays the original size; fits to the zone if the photo is larger than the zone. • Fit to zone: Fits to the zone while preserving the original aspect ratio. • Full zone: Fits to the zone as full screen.
Transition Effects	Sets the transition effects of a photo.

Note

- With a transition effect, the minimum editing unit is 10 seconds.
- If no transition effect is applied, the minimum editing unit for the playback time is 3 seconds.

Property	Description
Video Properties	Displays the properties of the selected video. <ul style="list-style-type: none"> • Name, Resolution, Size, Play Time
Time	Sets the playback duration of a photo.
Fitting	<ul style="list-style-type: none"> • Original: Displays the original size; fits to the zone if the photo is larger than the zone. • Fit to zone: Fits to the zone while preserving the original aspect ratio. • Full zone: Fits to the zone as full screen.
Play	Sets whether to repeat playing the selected video.
Volume	Adjusts the volume of the video.



<Music>

Property	Description
Time	Displays the playback properties of the selected audio. <ul style="list-style-type: none"> • Duration, Starting at, Ending at
Play	Sets whether to repeat playing the selected audio.
Volume	Adjusts the volume of the audio.



<Flash>

Property	Description
Flash Properties	Displays the properties of the selected Flash file. <ul style="list-style-type: none"> • Name, Resolution, Size, Play Time
Time	Sets the playback duration of the Flash file.
Fitting	<ul style="list-style-type: none"> • Original: Displays the original size; fits to the zone if the photo is larger than the zone. • Fit to zone: Fits to the zone while preserving the original aspect ratio. • Full zone: Fits to the zone as full screen.
Play	Sets whether to repeat playing the selected Flash file.
Transparent Flash Background	Sets whether to use the transparency effect in the background of the Flash file.



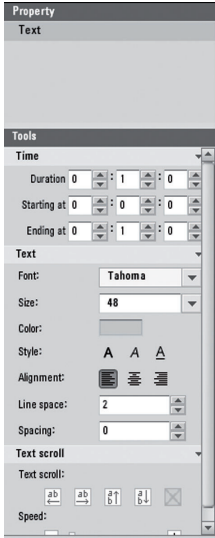
<PDF/Office>

Property	Description
Document Properties	Displays the type (e.g. DOC, PPT and PDF) of the selected document. <ul style="list-style-type: none"> • Name, File Size
Time	Sets the playback duration of a document.
Slide Show	<ul style="list-style-type: none"> • Start page: Sets the first page of the slide show. • Setting: Sets whether to use the slide show. • Slide time: Sets the duration of each slide.



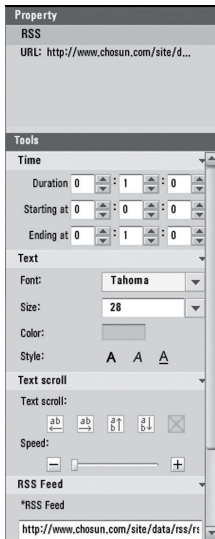
<Web site>

Property	Description
Website Properties	Displays the URL of the website to be connected.
Time	Allows to set the playback time of the selected website.
Web	You can change the following properties: <ul style="list-style-type: none"> • URL • The position on the screen to display the website • Enlarge or reduce the size of the website



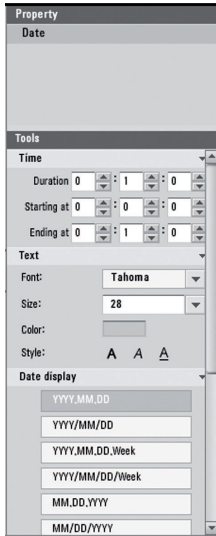
<Text>

Property	Description
Time	Sets the display time of the text.
Text Format	Sets the format of the text.
Text Scroll	<ul style="list-style-type: none"> • Sets the scroll direction of the text. • Sets the scroll speed of the text.



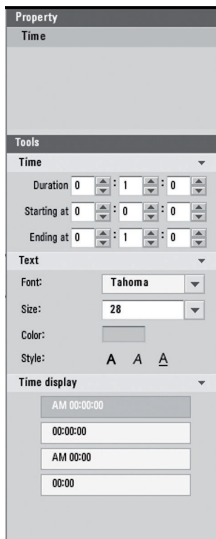
<RSS>

Property	Description
RSS Properties	Displays the address of the RSS feed to be connected.
Time	Sets the display time of the RSS feed.
Text Format	Sets the format of the text.
Text Scroll	<ul style="list-style-type: none"> • Sets the scroll direction of the text. • Sets the scroll speed of the text.
RSS Feed	<ul style="list-style-type: none"> • Changes the address of the RSS feed to be connected. • Sets the space of the RSS feed title. • Sets the refresh interval of the connected RSS feed.



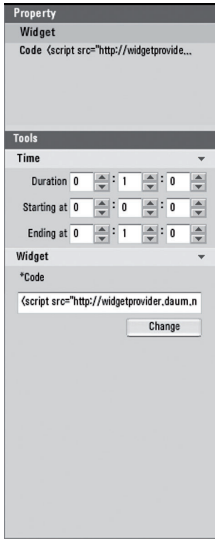
<Date>

Property	Description
Time	Sets the display time of the date.
Text	Sets the format of the text.
Date Display	Sets the display format of the date.



<Time>

Property	Description
Time	Sets the display time of the time.
Text	Sets the format of the text.
Time Display	Sets the display format of the time.



<Widget>

Property	Description
Widget	Displays the address of the widget to be connected.
Time	Sets the display time of the widget.
Change Widget	Changes the address of the widget to be connected.



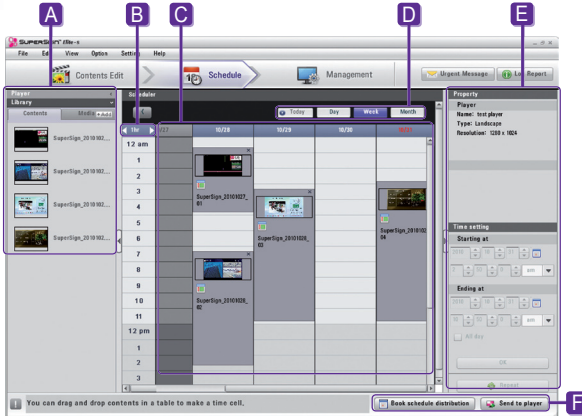
<Streaming>

Property	Description
Streaming Properties	Displays the address of the streaming service to play.
Time	Sets the duration of streaming media.
Play	Sets whether to repeat playing streaming media.
Volume	Sets the volume of streaming media.
URL	Changes the address of the streaming service to play.

Schedule

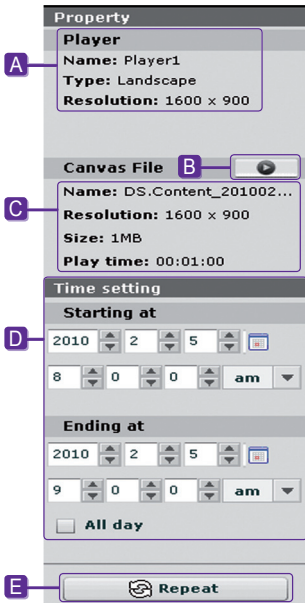
A schedule is the time table for playing content in SuperSign Player. Schedules are set as daily, weekly, or repeating.

Overview

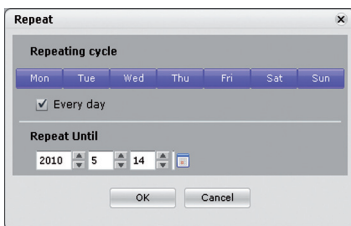


Index	Description
A	Information about the player connected to SuperSign Manager is displayed. The content and media files created in the content editor are listed.
B	The display time can be set to 1 hour, 30, 10, or 1 minute.
C	Assign content and media files to the desired times. You cannot set them to a date already past. The schedule should be within 180 days after the present date.
D	Schedules are shown in three different modes. <ul style="list-style-type: none"> ● Today Displays the added today's schedule. <p>Displays the schedule in a 24-hour format.</p> ● Day In Day mode, click the Today button to go to the current date (today). In Day mode, click the Week button to display the selected week. <p>The schedule will be displayed in a 7-day format.</p> ● Week In Week mode, click the Today button to display the current week. In Week mode, click the Day button to go to the selected date. If no selection is made, it gets changed the current date. <p>The schedule will be display in a monthly format.</p> ● Month Double-click the content of the selected date to go to the selected date. Up to 3 content files can be displayed. If there are more than 3 content files, the [more] button will be displayed.
E	Schedule properties are displayed.
F	Book schedule distribution () Distributes the schedule at the set time.
	Send to player () Immediately distributes the schedule saved in SuperSign Player.

Properties and Tool Windows



- A The name, type, and resolution of the selected player.
- B Preview the selected content.
- C The properties of content or media files for which schedules are registered.
- D Enter the duration directly to display content.
- E Set a repeat cycle.

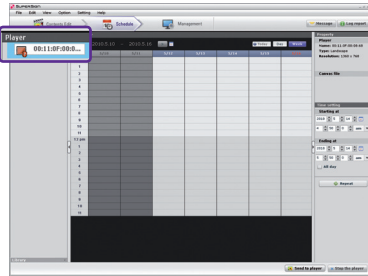


To set repeat cycles:

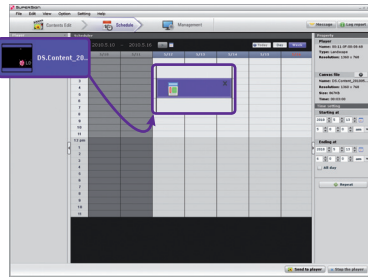
- 1 Enter the end time for the repeat.
- 2 Set the days for scheduling the repeat before the end date.
- 3 Check the **Every day** box to repeat the play every day.
- 4 Click the **OK** button to update the schedule with this change.

Setting schedules

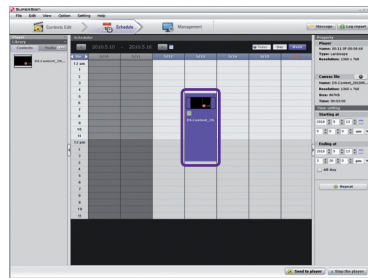
Follow these steps to make a schedule:



- 1 Click the **Player** menu in the media window and select the SuperSign Player on which to change schedules.
- 2 The current schedules of SuperSign Player will be displayed.



- 3 To change the schedule, select content or a media file from the **Library** on the media window.
- 4 Create the basic schedule by dragging and dropping the selected content or media files.



- 5 You can adjust the time by dragging a cell down, or by entering its time directly in the properties.

Note

You can also create the schedule by selecting and dragging the media file from the Windows Explorer directly to the schedule window.

Note

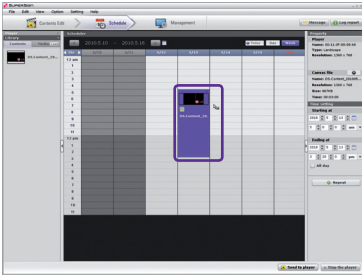
- The schedule block can be set between 10 seconds and a maximum of 24 hours.


Note

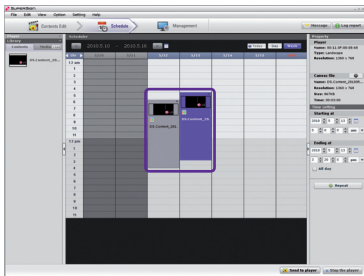
You can only edit the content 10 minutes or longer for the 1-hour and 30-minute view, over 1 minute or longer for the 10-minute view, and 10 second or longer for the 1-minute view

Copying Schedules

Schedules can be copied in order to re-use them.



- 1 Select the schedule blocks you want to copy.
- 2 Press **Ctrl + C** to change the mouse pointer to the copy icon (). Press **Esc** to turn the icon back to the mouse pointer.
- 3 Click the point on the schedule table where you want to paste the copied schedule.



- 4 Click **Save** to apply the change.

Deleting Schedules

Delete Schedules via Menu bar

Select the schedule block you want to delete and then select **Edit > Delete** in the Menu bar.


Delete Schedules via X Button

Select the schedule block you want to delete and then click **Delete**.

Delete Schedules via Delete Key

Select the schedule block you want to delete and then press **Delete** on your keyboard.

Delete Schedules via Backspace Key

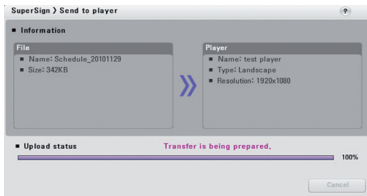
Select the schedule block to be deleted and press the **backspace** key ().

Distributing the Schedule

You can either distribute the schedule immediately or at the specified time.

Immediate Distribution

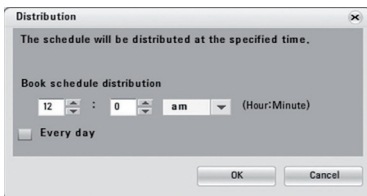
To distribute a schedule immediately, click **Send to player** from the quick menu at the bottom right of the screen.



The set schedule and the corresponding content will be sent to the player as shown above.

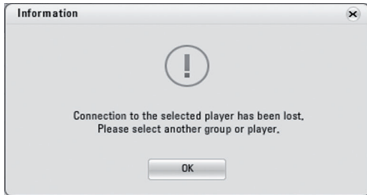
Scheduled Distribution

You can set the time to distribute a schedule by clicking the [Book schedule distribution] button from the quick menu at the bottom right of the screen.



- Book schedule distribution: Sets the time to distribute a schedule.
- Every day: Distributes a schedule everyday at the specified time.

When the connection to the target player (or group) to distribute the schedule is lost, the following message appears.



Then, the scheduled distribution is canceled.

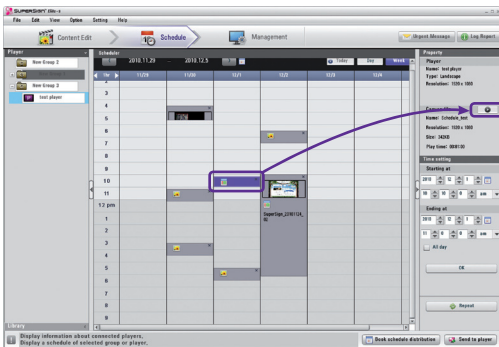
Note


- You can also cancel transferring the schedule and content while transferring them. If the transferring of the content is canceled, it cannot be resumed and must be restarted from the beginning.
- The content that has not been transferred completely will not be played.

Previewing the Schedule

You can preview the content in the Scheduler before distributing its schedule.

- 1 In the Scheduler, select the content you want to preview.

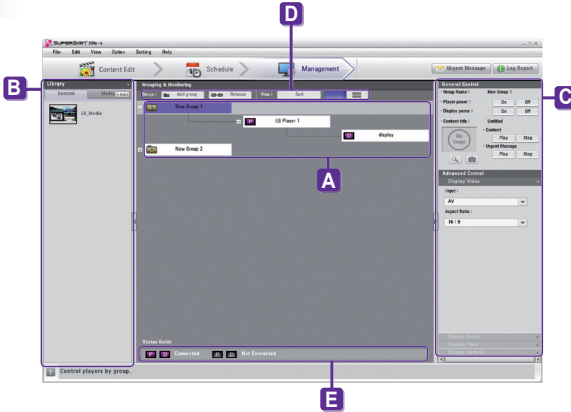


- 2 In the Property area at the right of the screen, click the preview button ().
- 3 The selected content will be played on the monitor.

Management

The Management menu allows you to group and manage SuperSign Players connected to SuperSign Manager and the monitors connected to each player. You can group and manage the players and monitors by content distribution, playback time, playback location, etc.

Overview



Item	Description
A	Displays the list of SuperSign Players connected to SuperSign Manager. The players connected can be managed by group.
B	Displays the list of the media files and content created in the Content Edit window.
C	Allows to check and change the control information of the selected group or the players and displays in the corresponding group.
D	Controls the options of the SuperSign Manager software. Add: Creates a new group. Release: Removes the selected group. Tree view: Tree view mode (can be sorted by number, uppercase or lowercase) List view: List view mode (with a search function)
E	Shows the network connection status of the selected player and/or display.

Note

- Up to 20 alphanumeric characters can be used to name the group, player, and display.
- You can change the name of the group or player by double-clicking it.

Note

- If a player is disconnected, it will automatically attempt to reconnect the SuperSign Manager.
- If the connection to the player is lost when using SuperSign Manager, you will be notified with a message window and a status guide icon.

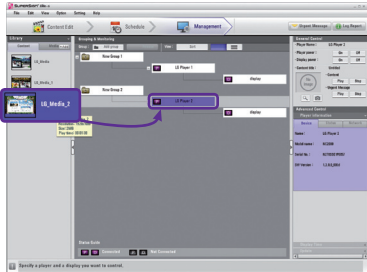
Note

- When more than one SuperSign Manager is used, you cannot use them to control the same player at the same time. You should use the **Manual Setting** to connect to the player to be controlled.
- When players are searched from more than one SuperSign Manager, the first player found will be connected. The same player cannot be used by different managers.

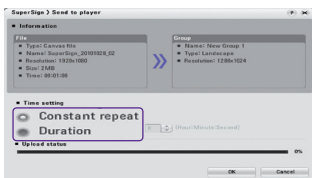
Manage Functions

Distribute Content Immediately

Drag content or media files onto the management screen to distribute them immediately to the connected SuperSign Player.



- 1 Select the content or media files to send to SuperSign Player in the library.
- 2 Drag the file to the desired SuperSign Player.
- 3 The SuperSign Send to Player window will appear.
- 4 Enter the duration in the SuperSign Send to Player window and then click the **OK** button.



- Constant Repeat: Keep playing until a new schedule is added.
- Duration: Continue to play at this time for the duration.

- 5 Once the content is sent to SuperSign Player, it will be played on the screen connected to SuperSign Player.

Note

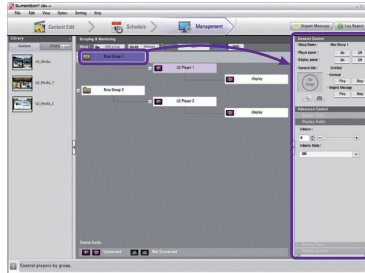
- When you distribute media by drag-and-drop, it will be applied to the player group, not to an individual player.

Controlling Players by Group

Allows you to control players and displays by group. If you select a group, a list of the controls available for the group is enabled as shown below.

Note

You can also select a group in List view mode to control the players and displays in the group.



This function controls the power of the players in the group, and the power, time, screen, audio, video of the displays in the group. It also provides integrated control for the playback of the content of the players in the group. For example, If you select a group and power off a player, all players in the group will be powered off.

Attention

The players in a group cannot have individual schedules. All players in a group will follow the schedule set for the group; any previously set schedules will be deleted.

General Control

The properties that can be controlled in the General Control area are as follows:

- Player power (On/Off)
- Display power (On/Off)
- Playback status of the distributed content (Play/Stop)
- Display status of the urgent message (Play/Stop)

Advanced Control

In the Advanced Control area, you can control various properties of the displays in the group.

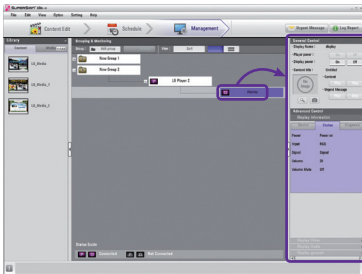
Item	Details
Video	<ul style="list-style-type: none">• Input type (AV, Component, RGB, DVI, S-Video, SuperSign)• Supported resolutions vary depending on the input type.
Audio	<ul style="list-style-type: none">• Volume• Mute
Time	Sets the time sync of SuperSign Manager
General	<ul style="list-style-type: none">• Remote control/local key lock• Advanced controls

Note

- The Search Player function only searches for the player connected to the same network as SuperSign Manager.
- The search result includes players and displays.
- You can only power on/off a SuperSign Player on the same network as the SuperSign Manager.

Display Control

This function allows you to control the displays connected to the player. If you select a display, a list of the controls available for the display is enabled as shown below.



The display control allows you to control the power, time, screen, audio, video, and other general properties of the display. Clicking on each item will display the current value of the corresponding property.

Note

- The following messages can be received:
 - * OK: Normal
 - * NG: If the media player is not connected to SuperSign Manager or an error occurs in the monitor
 - * N/A: If the menu is not available on the monitor

General Control

The properties that can be controlled in the General Control area are as follows:

- Display power (On/Off)

Advanced Control

In the Advanced Control area, you can control various properties of the displays in the group.

Item	Details
Display Information	<ul style="list-style-type: none">• Device (player name, device name, serial number, software version)• Status (power, input, signal, volume, mute)• Self diagnosis (fan, panel, temperature)
Video	<ul style="list-style-type: none">• Input type (AV, Component, RGB, DVI, S-Video, SuperSign)• Supported resolutions vary depending on the input type.
Audio	<ul style="list-style-type: none">• Volume• Mute
Time	Sets the time sync of SuperSign Manager
General	<ul style="list-style-type: none">• Remote control/local key lock• Advanced controls

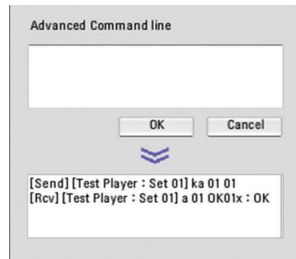
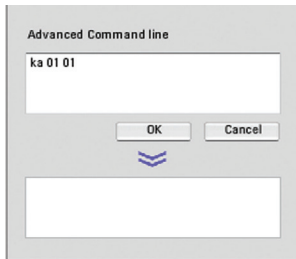


Note

You can also select and control a display in List view mode.

Advanced Command line

The Advanced Command line menu allows you to remote control LG Electronics' monitor connected to the media player. You can find this menu in the Display general tab. Enter the RS232C control command supported by the connected monitor along with the set ID (e.g. - ka 01 01). The control command does not work if the set ID is invalid. For the monitors and control commands supported by SuperSign, see Appendix. Monitor Models Supported by SuperSign. The RS232C control command depends on the type of monitor; see the RS232C protocol in the user's manual of the monitor.



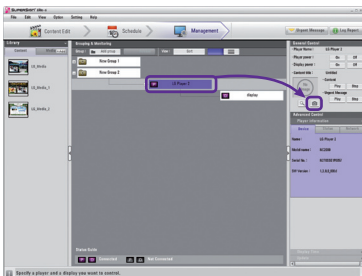
Note

- When controlling a monitor individually, enter the same set ID as the one set for the monitor. Advanced Command line does not work the set ID you entered is invalid.
- When controlling a group of monitors, select the group and enter "00" for the set ID in the Advanced Command line box. In this case, no acknowledgement is returned.

Remote Monitoring of Content Playback

You can capture and view an image of the content being played in the player.

To capture an image of the content being played, follow the steps below.



- 1 Select the player to view the content and click the screen capture button as shown above.
- 2 An image of the content will be captured and displayed on the screen.

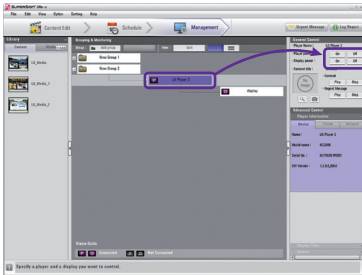
Note

It may not work depending on the network configuration or status.

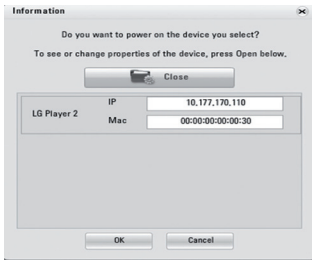
Remote Control of the Player/Display Power

You can remotely power on or off the player and/or display connected to SuperSign Manager.

The following shows the steps to remotely power on the player.



- 1 Select the player to power on.
- 2 Click **On** as shown above.
- 3 The Information window appears and shows the information of the selected player. In the window, click **Open** to view the selected player's information.



- 4 You can change the IP address or MAC address of the selected player.
- 5 In the window, click **OK** to power on the selected player.

Attention

- The remote power control may not function depending on your network environment. Contact the network administrator for further assistance.
- The remote power control will not function if the player and the manager are connected through the Internet and the IP address of the player is set to private.

Note

If you select a group, you can control the power of all players and displays in the group at once.

Adding/Removing Group

Removing a group

To remove a group, select the group you want, select **Edit > Remove Group/Player** from the menu bar, press **Delete** or **Backspace**.

Releasing a Group

If you release a group, only the group folder will be deleted; all players and displays in the group will be released from the group. To release a group, select the group you want. Then, select **Edit > Release Group** from the menu bar, or click the **Release** at the top of the screen.

Removing a Player

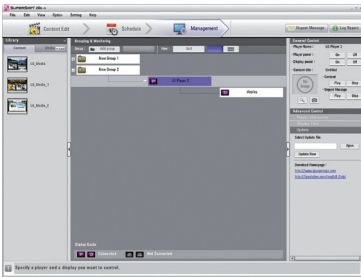
Only unconnected players can be deleted. If you try to delete a connected player, a warning popup appears.

To remove a player, select the player you want, select **Edit > Remove Group/Player** from the menu bar, press **Delete** or **Backspace**.

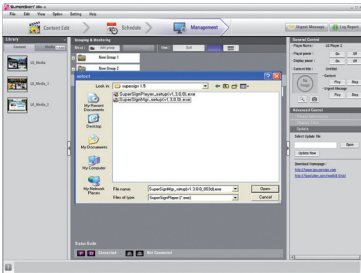
Other Features

Update Now

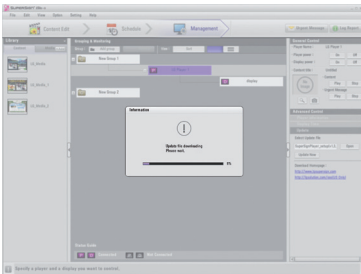
You can remotely update the SuperSign Player software.
The player settings which the user entered will not change.



1 In the Grouping & Monitoring window, select the player to be updated and select Update under Advanced Control.



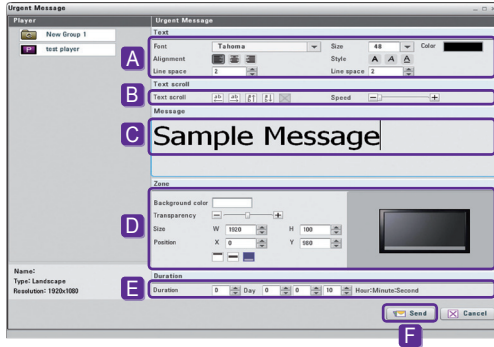
2 Click the [Open] button and select the update file downloaded from the SuperSign Support website.
* Support Website
- Worldwide: <http://www.lgsupersign.com>
- North America Only: <http://lgsolutions.com/>



3 Press the [Update] button to perform the software update of the selected player.
If the player is in the remote location, it will perform the update with the selected update file and will restart automatically when the update is complete. The manager and the player will be disconnected during this process. The connection will be reestablished when the rebooting of the player is complete.

Urgent Message

This function allows you to display an urgent message on the player connected in case of an emergency situation or for notification purpose.



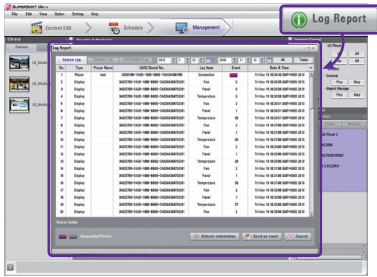
- A Set the properties (font, size, color, etc.) of the text.
- B Set the scroll direction and speed of the text.
- C Enter the message to send.
- D Set the position on the screen to display the message.
- E Set the display time of the message. The default display time is "10 seconds".
- F When finished, click **Send** to send the message to the player.

Note

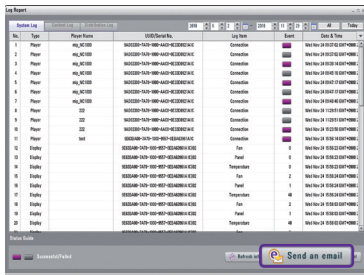
- A message can only be displayed horizontally.
- The message content will not be saved.
- The properties of the message (e.g. font, size, and color) can be saved. However, the modified properties can be saved only when the message is sent. If you close the window without sending the message, its properties will not be saved.

Creating a Log Report

You can view the players' connection record, the contents playback record and the schedule distribution record.



- Log information reflects up to the previous 180 days.
- The report will be updated with the latest information.
- Using **Send Email**, you can send the log report files (.csv) to an assigned e-mail address.
- Change the email settings in **Option > Management**.
- Use **Send an email** in the lower part of the log report window to transfer the log file to the administrator.



Note

- Details on the SMTP email setting are provided in the **Appendix** section of this document.

Frequently Asked Questions (FAQs)

Question	Answer
The transfer stopped during "Send to player" task.	<ul style="list-style-type: none"> ● Check whether the media file is an officially supported type and try again. The officially supported media types are available in the Files Supported by SuperSign list.
The "Scan" shows no available players.	<ul style="list-style-type: none"> ● Check whether the SuperSign Player is on. ● Check whether the SuperSign Player is working properly. ● Check the SuperSign Player's network cable connection status. ● Check the SuperSign Player's network IP address status. ● Set the SuperSign Player's network IP manually.
The data saved in the SuperSign Player's C drive were lost.	<ul style="list-style-type: none"> ● SuperSign Player uses the Enhanced Write Filter (EWF) function for data protection. With EWF on, data saved by users in the C drive are only temporarily saved. These temporarily saved data will be deleted when SuperSign Player is rebooted. If you do not want to use the EWF function, go to the Player menu and disable EWF.
MS Office files do not open in SuperSign Player.	<ul style="list-style-type: none"> ● Check whether MS Office program is properly installed. With EWF enabled, MS Office will not be correctly installed. Disable EWF and re-install MS Office. We advise you to enable EWF after the installation is completed.
Content is not playable even though the content I sent to the player was registered in the media library.	<ul style="list-style-type: none"> ● The player will not play the new content received if another file is playing on the same player. Stop the content currently playing and then repeat the "Send to Player" process.
Letters of RSS, text, or messages are not correctly displayed.	<ul style="list-style-type: none"> ● Change the MS Windows language setting using Regional and Language Options.

Frequently Asked Questions (FAQs)

Question	Answer
I cannot see photos or PDFs.	<ul style="list-style-type: none"> ● Check the current settings of Regional and Language Options in MS Windows and change the file name to be consistent with the language, then reregister the file in the library. For example, photos with a name in Korean may not be seen when the language is set to English.
After changing the time on the Windows-based machine on which SuperSign Player is installed, I found that it changed back.	<ul style="list-style-type: none"> ● First check whether EWFF was disabled when you changed the time setting. ● If it was enabled, disable it and then try again. ● Also check for the time sync option by right-clicking the Windows taskbar and opening the Date/Time dialog menu. With this option checked, the time will regularly reset according to the timeline selected by the user. If you do not want to use this function, select the Internet Time tab on the menu screen and uncheck the "Automatically synchronize with an Internet time server" item.
After I sent content while SuperSign Player was playing a video, the video was disrupted.	<ul style="list-style-type: none"> ● This could be caused by the network status. Please retry the transfer when no content is playing in the player.
I lost the administrator password of SuperSign Manager.	<ul style="list-style-type: none"> ● Once lost, the password cannot be restored. In that case, you will need to initialize the administrator account. ● To initialize the administrator account, type "1234567890init" in the password field.
Where can I get SuperSign Player programs or their driver files?	<ul style="list-style-type: none"> ● Visit and check SuperSign supporting website (http://www.lgsupersign.com)
A message reading " as the web server is not operational, the program will be terminated " appeared.	<ul style="list-style-type: none"> ● This means the web server was not properly installed when SuperSign Manager was set up. Even if another web server is available, SuperSign Manager may not work properly. If you have another web server already in use, delete it, or check whether the 6080 port is being used. ● Make sure the firewall is disabled on the Advanced tab in Windows Firewall.
Playback on Flash files is too slow.	<ul style="list-style-type: none"> ● This may be caused by the following: The size of the Flash file is too large. Too many objects are being attempted to be animated at the same time. The space where objects are being animated is larger than recommended.

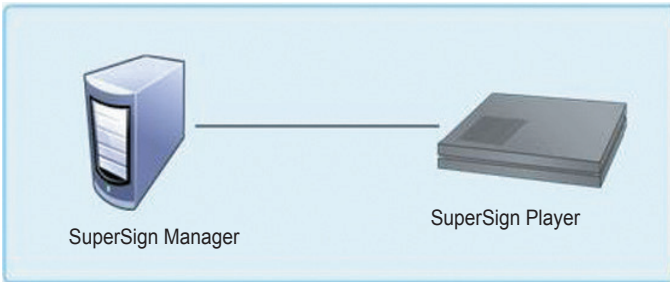
SuperSign Network Connecting Instructions

Connect via LAN

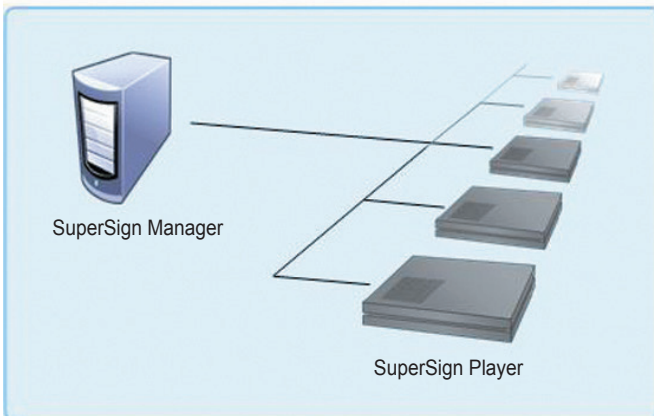
This is used when SuperSign Manager and SuperSign Player are on the same network.

- The same network means that they use the same gateway and subnet address in the IP communication settings.
- The SuperSign Manager's search feature can be used to find SuperSign Players on the same network.
- For a single connection, use a crossover cable so that communication is possible without the use of network devices.
- Web pages, widgets, and RSS feeds are not available on a closed network not connected to the Internet.
- With no DHCP server on the network, you need to select the IP addresses of SuperSign Manager and SuperSign Player manually.

Single Connection



Multiple Connections

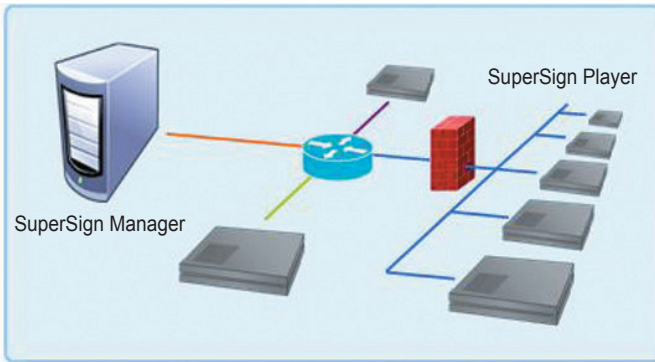


Connect via Internet

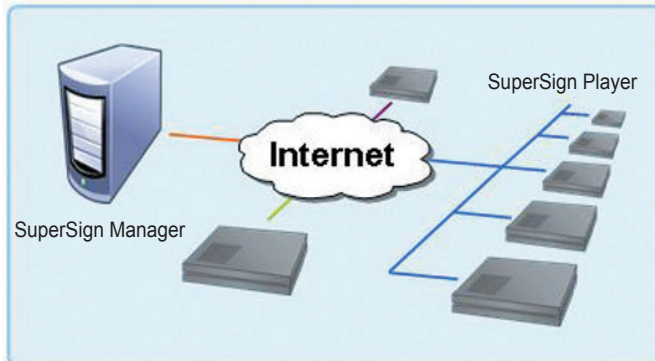
Use this method when the manager and player are not on the same network.

- SuperSign Manager cannot search for different SuperSign Players that do not share the same network.
- SuperSign Player can be connected to SuperSign Manager on a different network through the Manual discovery mode.
- If SuperSign Manager is on a private network, the SuperSign Player will not be correctly connected.
- If the network is equipped with a firewall, the transfer function may not work properly.
- Web pages, widgets, and RSS feeds are not available on a closed network not connected to the Internet.
- With no DHCP server on the network, you need to select the IP addresses of SuperSign Manager and SuperSign Player manually.

Private Network Connection



Internet Connection

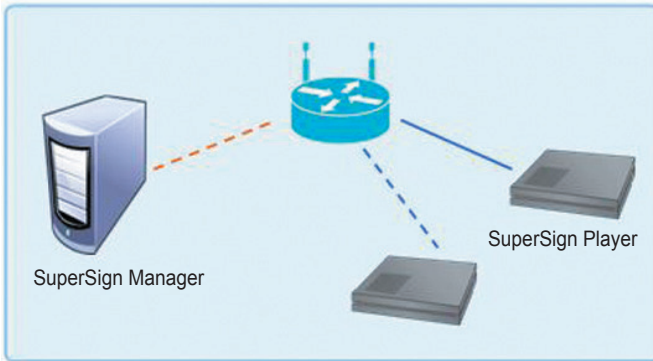


Wireless Network Connection

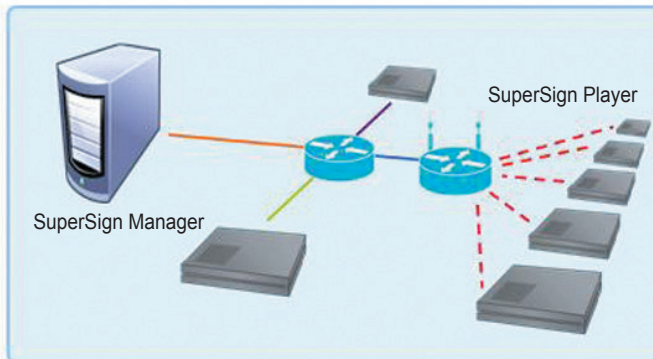
This is used when SuperSign Manager and SuperSign Player are connected via a wireless router.

- SuperSign Manager and SuperSign Player support both wired and wireless network connectivity.
- When both wired and wireless network types are used at the same time, SuperSign Player may not work properly.
- Unplug the LAN cable if you want to connect the player to SuperSign Manager wirelessly. Do not use wireless network devices when you connect to SuperSign Manager with the wired network.
- Check whether SuperSign Manager and SuperSign Player are on the same network when you use a wired or wireless router. If they use different networks, the player search will not be available. If SuperSign Manager is located behind the router or the firewall, the connection may not work properly.

Wired/Wireless Router



Wired/Wireless Complex Network



Monitor Models Supported by SuperSign

* For NC1000, NC2000, supported displays are subject to change without notice for improvement of performance.

The range of features controlled by SuperSign Manager may vary depending on the monitors used with it. The list below includes monitors that can be controlled by SuperSign Manager. Models not controlled by SuperSign Manager are marked with an X.

Monitor Model		M3203C	M3703C	M4213C	M4210L	M4224C	M4224F
Compatibility	NC1000	○	○	○	○	○	○
	NC2000	X	X	X	X	X	X
Function	Power	○	○	○	○	○	○
	Input Select	○	○	○	○	○	○
	Aspect Ratio	○	○	○	○	○	○
	Screen Mute	○	○	○	○	○	○
	Volume Mute	○	○	○	○	○	○
	Volume Control	○	○	○	○	○	○
	Remote Lock/ key Lock	○	○	○	○	○	○
	Auto configuration	○	○	○	○	○	○
	Tile Mode	○	○	○	○	○	○
	Tile ID Set	○	○	○	○	○	○
	Natural Mode (In Tilemode)	○	○	○	○	○	○
	Picture mode(PSM)	○	○	○	○	○	○
	Sound mode	○	○	○	○	○	○
	Fan Fault check	○	○	○	○	○	○
	Temperature value	○	○	○	○	○	○
	Lamp fault check	○	○	○	○	○	○
	Time	○	○	○	X	○	○
	Sleep Time	○	○	○	○	○	○
	Auto Sleep	○	○	○	○	○	○
	Power On Delay	○	○	○	○	○	○
DPM Select	○	○	○	○	○	○	
Power Saving	○	○	○	○	○	○	
Power Indicator	○	○	○	○	○	○	

Monitor Model		M4715C	M5203C	M6503C	M3204C	M4214C	M4716C
Compatibility	NC1000	○	○	○	○	○	○
	NC2000	X	X	X	○	○	○
Function	Power	○	○	○	○	○	○
	Input Select	○	○	○	○	○	○
	Aspect Ratio	○	○	○	○	○	○
	Screen Mute	○	○	○	○	○	○
	Volume Mute	○	○	○	○	○	○
	Volume Control	○	○	○	○	○	○
	Remote Lock/ key Lock	○	○	○	○	○	○
	Auto configuration	○	○	○	○	○	○
	Tile Mode	○	○	○	○	○	○
	Tile ID Set	○	○	○	○	○	○
	Natural Mode (In Tilemode)	○	○	○	○	○	○
	Picture mode(PSM)	○	○	○	○	○	○
	Sound mode	○	○	○	○	○	○
	Fan Fault check	○	○	○	○	○	○
	Temperature value	○	○	○	○	○	○
	Lamp fault check	○	○	○	○	○	○
	Time	○	○	○	○	○	○
	Sleep Time	○	○	○	○	○	○
	Auto Sleep	○	○	○	○	○	○
	Power On Delay	○	○	○	○	○	○
DPM Select	○	○	○	○	○	○	
Power Saving	○	○	○	○	○	○	
Power Indicator	○	○	○	○	○	○	

SuperSign Manager Menu List

File Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
File	New		✓			Create a new canvas
	Open		✓			Open the existing content
	Add a file to media library		✓	✓	✓	Add a media file to the library
	Save		✓	✓		Save the content being created
	Save as		✓			Save the content as
	Save as template		✓			Save the content as the template
	Export		✓	✓		Export the content
	Import content		✓			Import the content
	Send to player		✓	✓		Send the content to the player for playback
	Logout		✓	✓	✓	Log out the user
	Change password		✓	✓	✓	Modify the user password
	Exit		✓	✓	✓	Exit the program

Edit Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
Edit	Canvas size		✓			Set the canvas type, orientation and size
	Undo		✓	✓		Undo
	Redo		✓	✓		Redo
	Cut		✓	✓		Cut the selected object
	Copy		✓	✓		Copy the selected object
	Paste		✓			Paste the copied object
	Delete		✓	✓		Delete the selected object
	Select all		✓			Select all objects
	Add group				✓	Add a new group
	Release Group				✓	Release the selected group
	Remove Group/Player				✓	Delete the selected player/display

View Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
View	Zoom in/out	150%	✓			Zoom in 150%
		120%	✓			Zoom in 120%
		100%	✓			View in the original size
		80%	✓			Zoom out 80%
		60%	✓			Zoom out 60%
		50%	✓			Zoom out 50%
		30%	✓			Zoom out 30%
	Preview		✓			Preview the content being created
	Content Edit Window	Timeline	✓			Show or hide the timeline
		Template/Library	✓			Show or hide the player/template/library
		Property/Tools	✓			Show or hide the properties/tools
	Plan Window	Player/Library		✓		Show or hide the player/library
		Property/time setting		✓		Show or hide the properties/time setting
	Manage Window	Library			✓	Show or hide the library
		Information/Control			✓	Show or hide the information/control

Option Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
Option	Player Search		✓	✓	✓	Search the player
	Content Edit		✓	✓	✓	Set the content editing folder and the automatic upload schedule
	Management		✓	✓	✓	Set the email address of the administrator to send the log report

Appendix

Setting Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
Setting	Canvas Setting Window	Show	✓			Show or hide the Canvas setting window
	Server		✓	✓	✓	View the server information
	Initialize		✓	✓	✓	Initialize the SuperSign Manager settings

Help Menu

Main Menu	Sub Menu	Option	Menu Enabled			Description
			Content Edit	Schedule	Management	
Help	Technical Support		✓	✓	✓	View the information for LG Electronics Technical Support
	About SuperSign		✓	✓	✓	View the information for SuperSign Manager

Required Software and Codec Package Installation

Required Software

You should install all software below in order to take advantage of all **Edit** functions in the SuperSign solution.

Microsoft Office

To use MS Office files for media content, you need to have MS Office installed on both the Super- Sign Player and the SuperSign Manager (MS Office 2000, XP, 2003, 2007 and higher).

Attention

- You should purchase and install Microsoft Office.

OpenOffice

To use OpenOffice file format for a media content, you need to have the OpenOffice package installed on both SuperSign Player and SuperSign Manager (OpenOffice 2.0 version and higher).

Attention

- You need to download the OpenOffice package from official website (<http://www.openoffice.org>) and install it on your own.

Adobe Acrobat Reader (8.1 or Later)

To see **Help** and to use PDFs as media, Adobe Acrobat Reader version 8.1 or later (excluding the Lite version) is required. Adobe Acrobat Reader should be installed on both SuperSign Manager and SuperSign Player.

Note

- You can download Adobe Acrobat Reader from the installation CD, or from the Adobe website at www.adobe.com for free.

Codec Package Installation

You need to install codecs if you want to upload or play videos. If SuperSign Manager and SuperSign Player have different codecs installed, the player may not be able to play content. Use the same type and same version of codecs on SuperSign Manager and SuperSign Player.

You may need different codecs depending on the video files.

You can download codec packages from the links below.

- <http://www.codecguide.com>
- <http://shark007.net>
- <http://www.free-codecs.com>

Attention

- Please check the site's instructions concerning the codec license details.



Note

- LG Electronics takes no responsibility for managing the above sites. Each site's content may change without prior notice.

Attention

- Check if the package you downloaded has the required codec and install it.
- Install the same codec package in SuperSign Manager and SuperSign Player.
- Do not re-install the package if it is already installed.
- If you want to install another codec package, make sure that the one previously installed has been removed.

Files Supported by SuperSign

Supported Video File Formats: .avi, .wmv, .mp4, .mov, .mkv, .ts, .tp, .mpg, .mpeg, .flv

Attention

- To register and play videos, the SuperSign Manager and SuperSign Player should have the required codec pack.

Supported Image File Formats: .jpg, .bmp, .png.

Attention

- The maximum image size is 8,192 pixels (width or height). The total number of pixels should not exceed 16,777,216.

Supported Audio File Formats: .mp3, .wma, .wav

Supported Flash File Formats: .swf

Supported Document File Formats: .ppt, .xls, .doc, .pdf, pptx, .pps, .xlsx, .docx, Open Office(.odt, .ods, .odp)

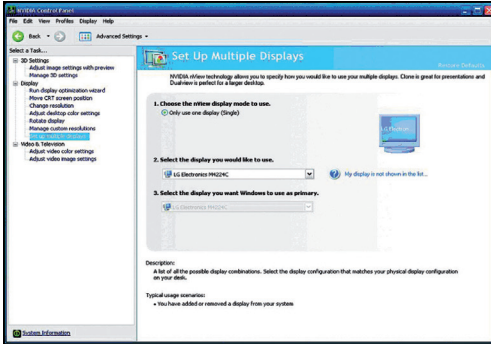
Limitations of Microsoft Windows Embedded Standard

The following are potential errors that may occur due to internal limitations of Microsoft Windows Embedded Standard, which is the OS of SuperSign Player.

- If you press **Alt + Enter** on the DOS window, text other than English may be shown corrupted.
- If you use **Save As** function in the **Print** window, the menu window name will be displayed in English.
- When you move to sub-menu items such as Control Panel, some of the items, such as hyper terminal, country and language setting, will be written in English.

Swapping Displays

You can change the primary and secondary monitors in the **Control Panel > Nvidia Control Panel**.



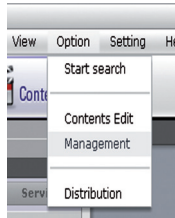
Attention

- The Nvidia Graphic Chipset which is the graphic card equipped in SuperSign Player (NC1000/NC2000) does not support display swap in the Windows Display Registry Information.

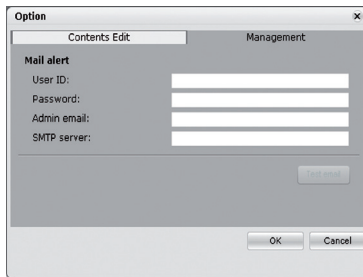
SMTP E-mail Settings

Follow the steps below to set the SMTP e-mail. Log reports can be sent to the e-mail address you designate.

- 1 Select Menu bar **Options > Management** to use the e-mail setting menu.



- 2 The **Options** window will appear.



- 3 Type an e-mail address in the **Administrator E-mail** field to receive the report. Type the e-mail server address in the **SMTP Server** field.
- 4 If the SMTP server requires user identification, provide the user ID and password and then click **OK**. (Encryption methods such as SPA and SSL are not supported.)
- 5 When you have filled in the required fields, click **Test E-mail**.
- 6 Check whether the test e-mail has arrived at the designated address.

Network Port Information

SuperSign Manager and Player use the following ports:

- 6080: Server Open
- 6949: Server Open
- 6950: Server Open
- 6952: SuperSign Media Player Open



Make sure to read the Important Precautions before using the product.

Keep the User's Guide(CD) in an accessible place for future reference.

The model and serial number of the SET is located on the back and one side of the SET. Record it below should you ever need service.

MODEL _____

SERIAL _____

WARNING - This is a class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

Temporary noise is normal when powering ON or OFF this device.