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OWNER'S MANUAL

SuperSign Elite-w

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

www.lgSuperSign.com

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About the User Guide

Please read through this user guide before using the SuperSign Elite-w solution.
Make it available at all times by keeping a copy close by for reference.

Notational Convention

- Keyboard input required to perform functions is in bold.
  Example: <Esc> key

- Keyboard input with more than one key is combined with + and in bold.
  Example: <Ctrl+C> keys

Program UI Notation

- Button controls shown on the program screen are in bold.
  Example: [OK], **[Save]**

- Names of options shown on the program screen are in bold.
  Example: Start, **All Programs**

MEMO

Contents

1 OVERVIEW

1 **Introduction to SuperSign Elite-w**
1 **Components of SuperSign Elite-w**
1 - Display
1 - SuperSign Player
1 - SuperSign Manager
2 **Functions Available in Super-SignElite-w Versions**

3 SUPERSIGN PLAYER

3 **Using the SuperSign Player**
3 - Signage Mode (Video Mode)
4 - Tray Icon
4 - Tray Menu
4 - Overview of the SuperSign Player
5 **Settings**
5 - Log in to Settings Menu
6 - Network Setup
12 - Screen
13 - Password
15 - Enhanced Write Filter (EWF)
16 - Initialize S/W
17 - Info.
18 - USB AutoPlay
19 - Language Options and Regional Settings

21 SUPERSIGN MANAGER

21 **System Requirements**
21 - Server
21 - Client
22 **Creating the User Account**
23 **Log in/Log out**
23 - Logging In
24 - Logging Out
25 **Home**
25 - Home Window Layout and Functions
26 - Dashboard Settings
28 - Software Update Notification Function
29 **Content**
29 - Content Window Layout and Functions
31 - Loading Content
32 - Content Creation
43 - Saving Content
43 - Editing Content
50 - Content Management
51 - PC Editor
63 **Schedule**
63 - Schedule Window Layout and Functions
65 - Creating New Schedules
72 - Schedule Management
74 - AutoPlaying schedule files
75 **Player**
75 - Player Window Layout and Functions

ENGLISH

77 - Player Search
78 - Player Control
84 - Creating Tiles
86 - Player Management
87 **User**
87 - User Window Layout and Functions
88 - User Account Registration
89 - User Account View
90 - User Account Management
91 **Distribution**
91 - Distribution Window Layout and Functions
93 - Creating Content Distribution Files
96 - Creating Schedule Distribution Files
98 - Searching Distribution Details
99 - Distribution Details Management
101 **Message**
104 **Log report**
105 **Setup**
105 - Profile
106 - Role
110 - Server
111 - System
112 - Info.

113 APPENDIX

113 **SuperSign Network Connection**
113 - LAN Connection
114 - Internet Connection
115 - Wireless Connection
115 - Available Ports
116 **Required Software and United Codec**
116 - Required Software
117 - SuperSign File Support
117 - Unified Codecs
118 **Microsoft Windows Embedded Standard Constraints**
118 **Changing Primary/Secondary Display**
119 **Frequently Asked Questions**
121 **List of Monitor Models Supported by SuperSign**

Overview

The brief introduction and components of the SuperSign Elite-w are described below.

Introduction to SuperSign Elite-w

The SuperSign Elite-w is a network-based solution for digital advertising communications developed by LG Electronics. It is a program for integrated management of the SuperSign Elite-w solution, providing support for digital media creation and management, content deployment, video play, and remote control. The SuperSign Elite-w solution includes the Display, SuperSign Player (hardware and software), and SuperSign Manager as its components.

Components of SuperSign Elite-w

Display

The Display is connected to the SuperSign Player (media player) to display advertising content, and supports most LCD monitors using the LG RS232C protocol. You can control monitor functions (e.g., brightness, resolution, and volume) of such monitors, using the SuperSign Manager.

SuperSign Player

The SuperSign Player consists of a media player (hardware), and the SuperSign Player software which is installed on the media player. The media player comes in two types, box type (NC/NA1000 series) and a built-in type (NC/NA2000 series).

SuperSign Manager

The SuperSign Elite-w solution provides the SuperSign Manager, an all-in-one management program that allows you to manage the display and media player, and create and distribute media. SuperSign Manager is embedded with a client-side PC Editor which is capable of creating and editing content, and a server-side Web Editor.

Functions Available in SuperSignElite-w Versions

Some functions may not be available depending on the SuperSignElite-w version.
Please refer to the table below.

- Standard version: provides all the functions available in SuperSignElite-w
- Lite version: provides only some of the functions available in SuperSignElite-w

The Lite version is a package distributed free of charge for content authoring and basic controls.
Purchase the Standard version to access all the functions available in SuperSignElite-w.

Menu	Function	SuperSignElite-w Standard version	SuperSignElite-w Lite version
Content	Content related functions	o	o
Schedule	Schedule related functions	o	o
Player	Player scan Player control Display control Player deletion Player modification Player approval Player refusal Software update	o	o
	Snapshot capture Power schedule	o	x
Settup	Profile	o	o
	Role Server System Information	o	x
Home	System summary Error list Last modified content Last modified player Last modified schedule	o	o
	Approval status Notice board Last modified user	o	x
User	User related functions	o	x
Distribution	Distribution related functions	o	o
Urgent Message	Urgent Message	o	o
Log Report	Log Report	o	o

SuperSign Player

The SuperSign Player is a software program used to play digital signage files stored in the LG Digital Signage Media Player. You can play media files, such as videos, images, music, flash, and documents, transmitted from the SuperSign Manager using the SuperSign Player.

NOTE

- SuperSign Player is a built-in software program installed in the Media Player.
  Start the Media Player and check whether SuperSign Player has been installed.
  If the initial window of the SuperSign Player does not appear, check that the monitor is turned on.
  If the monitor is turned on, make sure that the cables between the Media Player and the monitor are properly connected.
- See the SuperSign file support.
- You can go to the desktop by pressing **<Esc>** on the initial SuperSign Player screen.

Using the SuperSign Player

Signage Mode (Video Mode)

If the Media Player is turned on and the operating system is booted completely, SuperSign Player runs automatically. The SuperSign Player auto-runs schedules when it starts. The Signage mode refers to a mode in which pre-distributed videos are played on a schedule.

NOTE

- When the SuperSign Player restarts, it auto-runs the advertising content according to the schedule last transmitted. For more information, see “Schedule” on page 63.
- Combining more than two full-HD videos (H.264, MPEG-2, WMV) with other media may slow down the speed of play.
- Placing a message or text on more than two videos may cause a flicker.
- The SuperSign Player has the PowerDVD SE installed. Removing the PowerDVD from the SuperSign Player may stop the accelerated play of videos.
- Using a transition effect on a full-HD picture, or more than two pictures, may slow down the speed of play.
- When you change the time zone in Windows, restart the SuperSign Player to apply the changes.
- You can enjoy smoother playback with videos encoded with H.264 or VC-1.

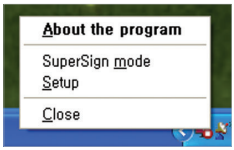
Tray Icon

Pressing **<Esc>** while playing a video in the Signage mode stops the video and takes the user to the desktop. The SuperSign Player tray icon is in the bottom right side of the desktop.

Function	Description
	The SuperSign Player is connected to the SuperSign Manager.
	The SuperSign Player is not connected to the SuperSign Manager server.

Tray Menu

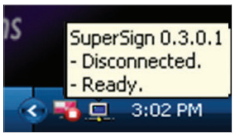
Right-clicking the SuperSign Player tray icon () in the bottom right side of the desktop prompts the Tray Menu to appear.



Function	Description
About the program	Displays the SuperSign Player program version.
SuperSign mode	Plays back the content according to the schedule stored in the Super-Sign Player.
Setup	Enters the SuperSign Player menu.
Close	Exits the SuperSign Player.

Overview of the SuperSign Player

Hovering the mouse pointer over the SuperSign Player tray icon for 5 seconds displays the brief SuperSign Player information.



Function	Message	Description
Software	SuperSign 0.1.x.x	SuperSign Player version
Server Connection	Disconnected	Not connected to the SuperSign Manager.
	IP address	IP address of the connected SuperSign Manager.
Schedule	Ready	No schedule registered.
	Scheduled	Schedule registered.

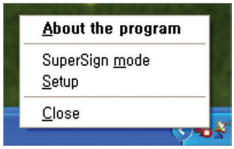
Settings

You can adjust the SuperSign Player settings to the user environment.

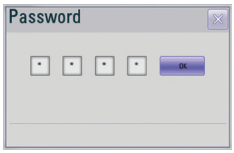
Log in to Settings Menu

Please log in to set the program environment.

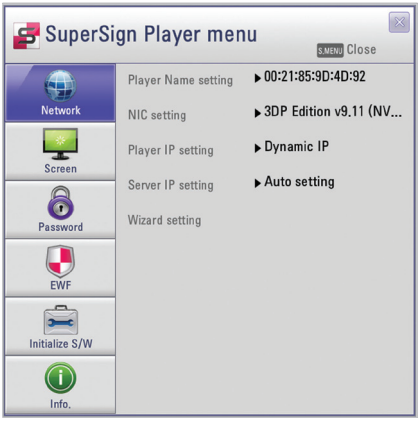
1 On the Windows taskbar, right-click the SuperSign Player icon ( ).
- The tray menu appears as shown below.



2 Click **Setup** on the tray menu.
- The Password window appears.
- The default password of the SuperSign Player is "**0000.**"



3 Enter the password and click the **[OK]** button.
- The SuperSign Player menu window appears.



NOTE

- The user can change the password. For more information on the password setting, see 13 Page, "Password".

Network Setup

The Network menu allows you to set the player IP (the IP address of the media player where SuperSign Player is installed) and the server IP (the IP address of the computer where SuperSign Manager is installed).

Player Name Setting

The default name of the player is the same as the MAC address for the network device of the Media Player. If required, you can change the name.



1 In the SuperSign Player menu, click **Network > Player Name setting**.

2 Enter a new name for the player in the field.

3 Click the **[Save]** button.

- The player name is now changed.

NIC Setting

You can select a network card to use for the network connections. If multiple network cards are installed, select the one you want to use.



1 In the SuperSign Player menu, click **Network** > **NIC setting**.

2 Select a network card you want to use.

NOTE

- During startup, the SuperSign Player will automatically detect an available network interface card.

Player IP Setting

In the Player IP setting menu, you can set the IP address of the media player. It is set to Dynamic IP by default.



1 In the SuperSign Player menu, click **Network** > **Player IP setting**.

2 Select the player IP setting mode you require.

Menu	Description
Dynamic IP	The IP will be automatically generated.
Static IP	You can assign a specific IP address for the media player.

3 If you select Static IP, enter an IP address you require.
- If you select Dynamic IP, the IP address is automatically assigned.

4 Click the **[Save]** button.

Server IP Setting

The Server IP setting menu is for the PC (server) settings, on which the SuperSign Manager is installed. It is set to Auto setting by default.



1 In the SuperSign Player menu click, **Network > Server IP setting**.

2 Select the server IP setting mode you want.

Menu	Description
Auto setting	The SuperSign Manager searches for a player to connect it.
Manual setting	You can assign a specific IP address for the server.

3 If you select Manual setting, enter an IP address you require.
- If you select Auto setting, you can search for a player to connect it.

4 Click the **[Connection]** button.

NOTE

- Only the IPv4 is supported for setting the player and server's IP address.

Network Connection Message

Menu	Description
It is not a valid IP address. Please check IP address and try again.	The field value of an IP address must be a number between 0 to 255.
Waiting for approval	Waiting for an administrator's approval to connect.
Approval denied	The connection has been rejected by an administrator.
Connecting	Attempting to connect to server.
Connected	Connection successful.
ID or password is incorrect.	The ID and password are not the same as the ID and password registered on the server.
You cannot currently access the server. Please try again later.	Please check, the server status, server's IP address and network status and try again.

Wizard Setting

The SuperSign Elite-w solution provides you with the SuperSign Network Setting Wizard, making the network setting fast and easy. Using the wizard, you can set the IP addresses of the Super-Sign Player and SuperSign Manager according to the network environment.

CAUTION

- Install the SuperSign Manager program on the server PC before launching the wizard. If the SuperSign Manager is not installed, you cannot configure the network properly using the SuperSign's Wizard setting.

1 In the SuperSign Player menu, click **Network > Wizard setting**.



2 Click the icon.

- The SuperSign Network Setup Wizard screen appears.

3 Enter the SuperSign Player name.

- The Player name is used later on to identify multiple players.

4 Select a network card to use for the network connection.

5 Set the SuperSign Player's IP address.

Menu	Description
Dynamic IP	The SuperSign Player's IP address is automatically generated.
Static IP	You can manually set the SuperSign Player's IP address.

6 Set the IP address of the server where the SuperSign Manager is installed.

Menu	Description
Auto setting	The SuperSign Manager searches for a player to connect it.
Manual setting	You can manually set the server's IP address.

7 The player is connected to the network cable.
- If the connection is not complete, please use the player search function on the SuperSign Elite-w server.

CAUTION

- If the network settings fail, then please recheck the network connection status of the server and player.

Checking the Network Connection

You can check the network connection status.

1 On the computer where the SuperSign Manager is installed, go to **Control Panel > Network Connections**.

2 Right-click Local Area Connection (or Wireless Network Connection) and select Properties.
- The Local Area Connection Properties window appears.

3 Select the Internet Protocol (TCP/IP) and click the **[Properties]** button.
- The Internet Protocol (TCP/IP) Properties window appears.

4 Check the default gateway and subnet mask settings.

Screen

In the Screen menu, you can set the view mode of the screen. The default setting is Landscape 0.



1 In the SuperSign Player menu, click **Screen > View**.

2 Select the view mode you require.

Menu	Description
Landscape 0	Short and wide view with zero rotation
Portrait 90	Tall and narrow view clockwise
Landscape 180	Short and wide view with 180° rotation
Portrait 270	Tall and narrow view counter-clockwise

Password

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

Settings

You can select whether to use a password when accessing the SuperSign Player menu.



1 In the SuperSign Player menu, click **Password > Setting**.

2 Select whether to enable or disable the password.

Menu	Description
Enable	A password is not required when accessing the SuperSign Player menu.
Disable	A password is required when accessing the SuperSign Player menu.

Change

You can change the login password (4-digit number) used to access the SuperSign Player menu. If the password is successfully changed, you can access the SuperSign Player menu using the new password.



1 In the SuperSign Player menu, click **Password > Change**.

2 Enter a new password in the Change field and click the **[OK]** button.
- The Verify field is activated.

3 Enter the new password in the Verify field and click the **[OK]** button.
- Click the **[OK]** button **"when the Your password has been changed"** message appears.

Enhanced Write Filter (EWF)

The EWF protects the product's file system against intentional damage or viruses.



1 In the SuperSign Player menu, click **EWF > Setting**.

2 Select whether to enable or disable EWF.

Menu	Description
Enable	Protect the product's file system against intentional damage and viruses.
Disable	Do not protect the product's file system against intentional damage and viruses.

NOTE

- For more information on the EWF, visit the Microsoft website.
- If EWF is set to **"Enable"**, you cannot add, delete, or change the data stored on the C drive of the Media Player.
- You must set EWF to **"Disable"** when you install a new program in the Media Player.
- If EWF is set to **"Enable"**, you cannot install new programs.
- Restart the system if you want to apply changes to the EWF setting.
- The settings in the SuperSign Player menu (Network, Screen, Password, and EWF) are not affected by the EWF and are not deleted from the system.

CAUTION

- When EWF is enabled, data stored on the C Drive will be deleted upon system startup. Please save the data to the D drive.

Initialize S/W

You can reset the SuperSign Player to the factory settings.

1 In the SuperSign Player menu, click **Initialize S/W > Initialize**.

2 Click the icon.



3 Click the **[Yes]** button when the Information window appears.

- This resets SuperSign Player to the factory settings.

CAUTION

- The network settings are not affected by the software reset.

Info.

You can check the SuperSign Player's program status.



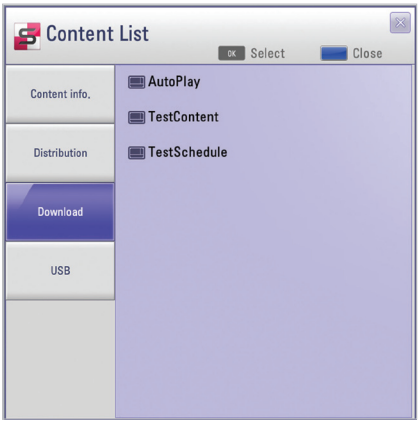
1 In the SuperSign Player menu, click **[Info]**.

- The information on the program appears.

Menu	Description
Version info.	SuperSign Player software version
Network status	Network connection status
Content info.	File name being played
Storage	Storage capacity (used and available)

USB AutoPlay

If you connect a USB storage device to a SuperSign Player, a list of content files stored on the USB device will be automatically displayed. The selected content file can either be played, or saved on the SuperSign Player's hard disk for playback.



Menu	Description
Content info.	List of the content currently playing.
Distribution	List of schedules recently distributed from the SuperSign Elite-w server.
Download	The list of content files copied from the USB storage device to the SuperSign Player's hard disk.
USB	The list of content files exported from the SuperSign Manager.

CAUTION

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

NOTE

- If the USB playback list is not displayed automatically, press the blue button on the remote control, or the **<F12>** key on the keyboard, to display the content list.
- The SuperSign Player can only read from one USB storage device at a time; it cannot read from two or more USB storage devices simultaneously.
- You can also start playback of the content files stored on the USB device, by using the remote control for the monitor connected to the SuperSign Player. Use the blue button on the remote control.
- If you restart SuperSign Player, or select the tray icon, SuperSign mode, it remembers the last played item (the scheduled file) and plays it.
- When the scheduled playback of the file ends, the monitor switches to idle mode.

Language Options and Regional Settings

If you want to use SuperSign Player in other languages, you can change the language under Regional and Language Options in your operating system (Microsoft Windows XP Embedded).

To Change the Language:

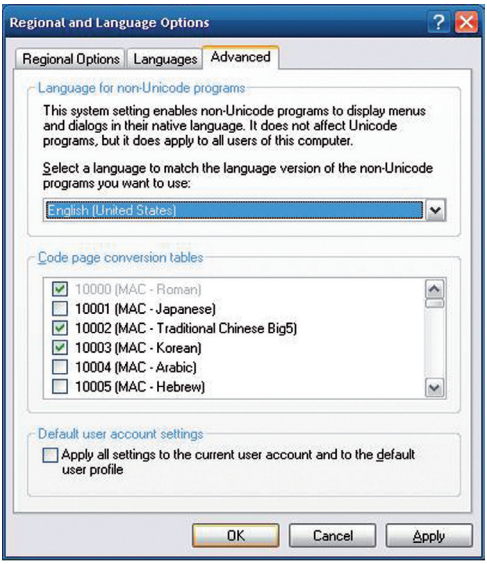
1 **Disable** EWF in <SuperSign Player Menu>.

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** EWF in the <SuperSign Player Menu>.



CAUTION

SuperSign Manager and SuperSign Player should use the same language.

MEMO

SuperSign Manager

SuperSign Manager is an integrated management program supporting the network-based creation and management of digital media, content distribution, video play, or remote control etc. SuperSign Manager is embedded with a client-side PC Editor which is capable of creating and editing content, and a server-side Web Editor.

System Requirements

Please check the system requirements for proper operation.

Server

Component	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 Windows 2003 Server
Graphics Card Memory	512 MB or higher

Client

Component	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

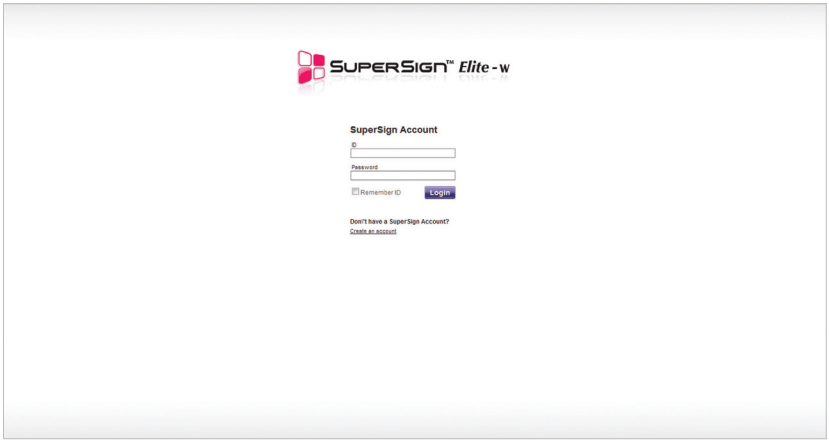
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Creating the User Account

You can make a request for an account via the server.

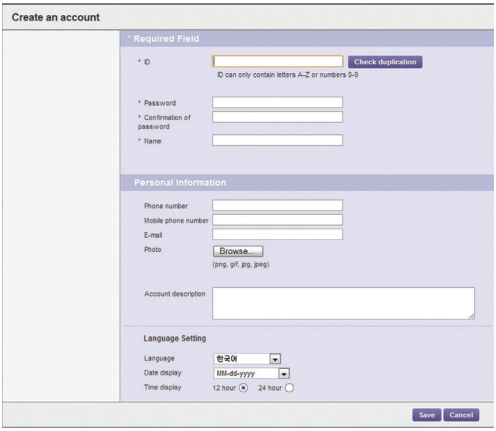
1 Go to **Start > All Programs > SuperSign Elite-w**.
- The User Login window will appear.

2 Click **Create an account now** to make an account request.



3 Enter all required information.

4 Click the **[Save]** button in the top left of the screen to save the information.



5 Click the **[OK]** button when the account creation complete message appears.

NOTE

- The account created by the user must first be approved by the server administrator. For more information on approving accounts, see 90 Page, “Approving User Accounts”.

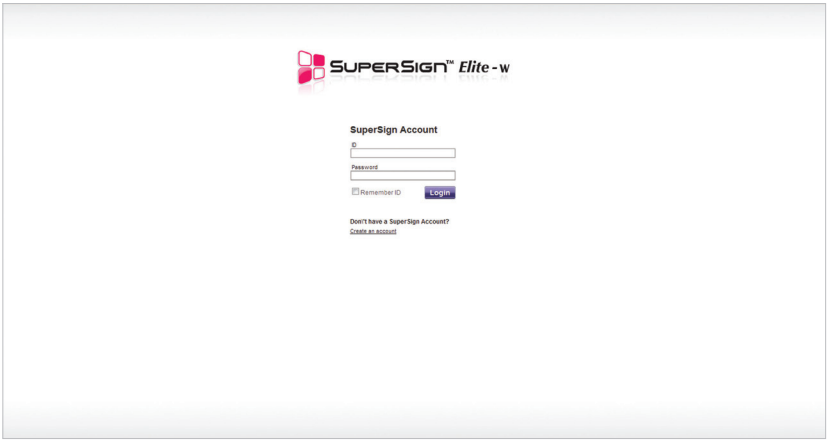
Log in/Log out

You can find out how to log in to use the program, and how to log out to exit the program.

Logging In

1 Enter the server address in the address field of the web browser.
- The program login screen will appear.

2 Enter the user ID and password, and then click the **[Sign In]** button.
- The user ID and password can be saved by selecting the **Remember ID** checkbox. This means that next time you log in, the user ID and password will automatically be remembered.



NOTE

- The first time the user starts the SuperSign Manager, the default user ID is “administrator” and can be changed as necessary.
- The user ID and password can be up to 20 characters in length.

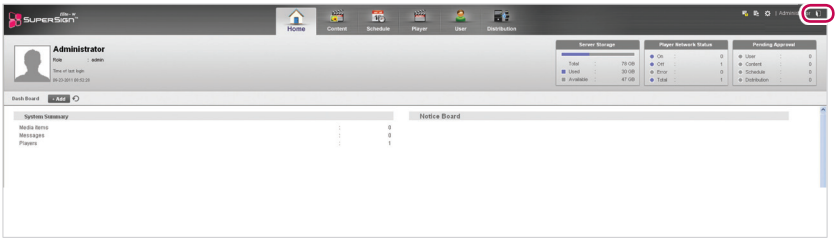
CAUTION

- Please keep a copy of the user ID and password you initially saved, since they are required at the next login.

Logging Out

1 Click in the top right corner of the screen.

- The Login screen is displayed.

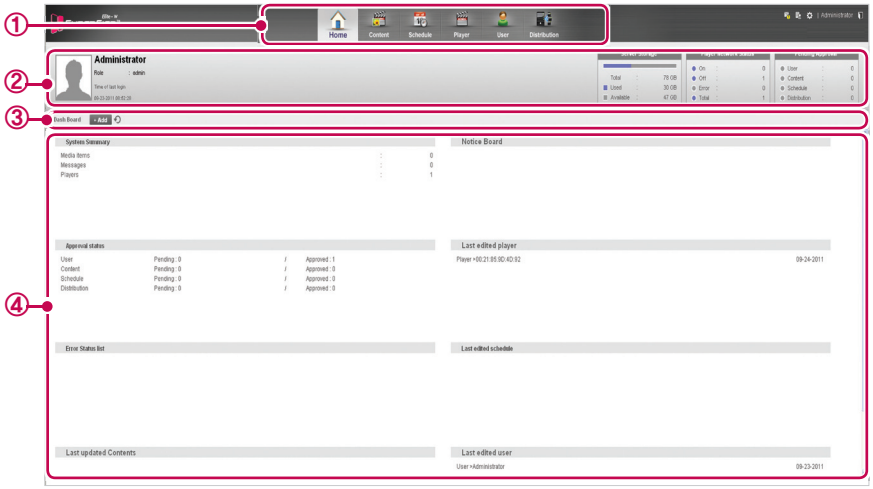


Home

On the main screen of the SuperSign Elite-w, you can monitor the general system through the dashboard.

Home Window Layout and Functions

The following shows the layout and functions of the Home window.



No.	Name	Function
①	Menu tab	Menu tabs for key functions
②	Personal details and monitoring area	• Displays the user's personal information. - Including user ID, name, role, and most recent login. • Monitored information - **Server storage:** Displays used and available space compared to the total space. - **Player Network Status**: Display the status of a connected player, disconnected player or player with errors. - **Pending Approval**: Shows a list of items pending approval (accounts, content, schedule, and distribution).
③	Dashboard title and launch menu	Adds or deletes dashboard categories, or loads updated information. • **[+Add]** : Allows users to select a category to add to, or to delete from the dashboard. • : Loads information on the updated categories.
④	Dashboard area	• Dashboard information - Goes to the details page when the linked information is clicked. • Moves the category location.

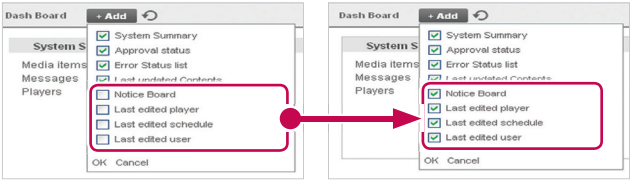
Dashboard Settings

You can add or delete dashboard categories, and re-order them according to your own preference.

Adding Categories

1 Click the **[+Add]** button at the center of the **Home** screen.
- The dashboard appears.

2 Click the checkbox next to the category you want to add.
- The dashboard category you selected is shown with a check mark.



Item	Function
System Summary	Displays the system summary (number of media items, messages, playlists, and players).
Approval status	• Displays the number of content, schedule and distribution that are approved or pending approval. • Goes to the details page when the user clicks the information.
Error Status list	• Displays a list of errors. • Goes to the details page when the user clicks the information.
Last updated Contents	• Displays a list of schedules recently updated. • Goes to the details page when the user clicks the information.
Notice board	• Display the list of notices • An administrator can write/edit/delete a notice • Anyone can write a notice regardless of privilege • A user can edit/delete his/her own notice
Last edited player	Displays a list of players recently updated. Goes to the details page when the user clicks on the information.
Last edited schedule	Displays a list of schedules recently updated. Goes to the details page when the user clicks on the information.
Last edited user	Displays a list of user accounts recently updated. Goes to the details page when the user clicks on the information.

NOTE

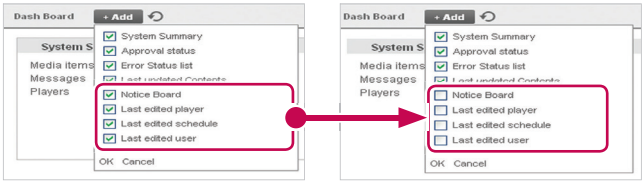
- The Approval Status, Notice Board and Last Modified User items are only available in the SuperSignElite-w Standard version. To access these functions, please purchase the Standard version.

3 Click the blank area of the dashboard.
- The dashboard category which you selected is added.

Deleting Categories

1 Click the **[+Add]** button at the center of the **Home** screen.
- The dashboard appears.

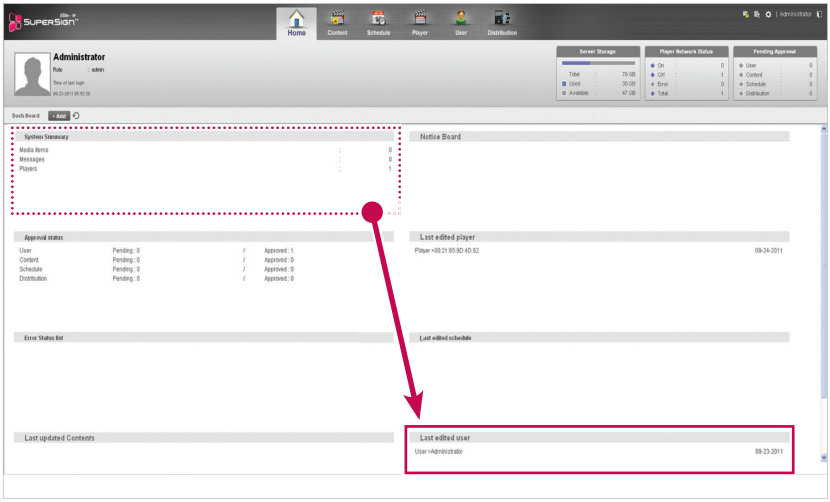
2 Select the checkbox next to the category you want to delete.
- The dashboard category you selected is unchecked.



3 Click the blank area of the dashboard.
- The deleted category disappears from the dashboard and the rest of the list moves up.

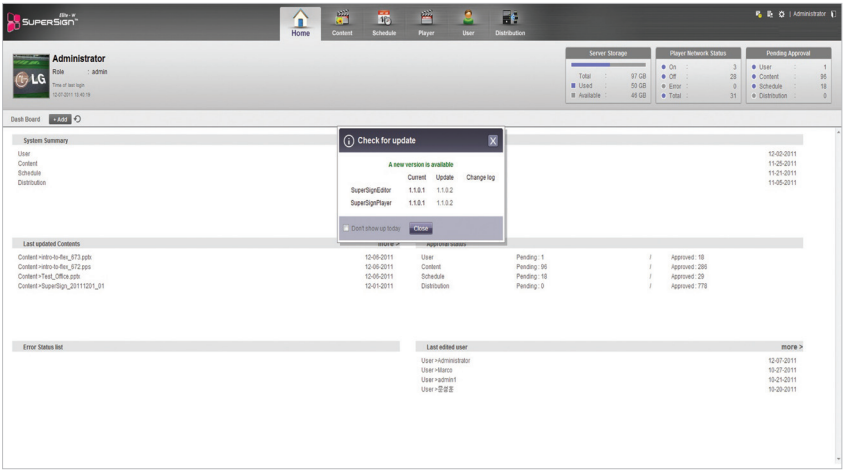
Moving Categories

1 Click the title bar of the category you want to move, and drag-and-drop it onto a desired area within the dashboard.
- The categories in the dashboard are automatically re-sorted.



Software Update Notification Function

When a admin user access the Home screen, the notification window pops out if there are software updates available at www.lgsupersign.com.



1 Displays the current version and the update version available.

2 Click the update version to download a new version of the software. Then, save it on your PC to upgrade the SuperSignElite-w server.

3 Click Change log to check the update history.

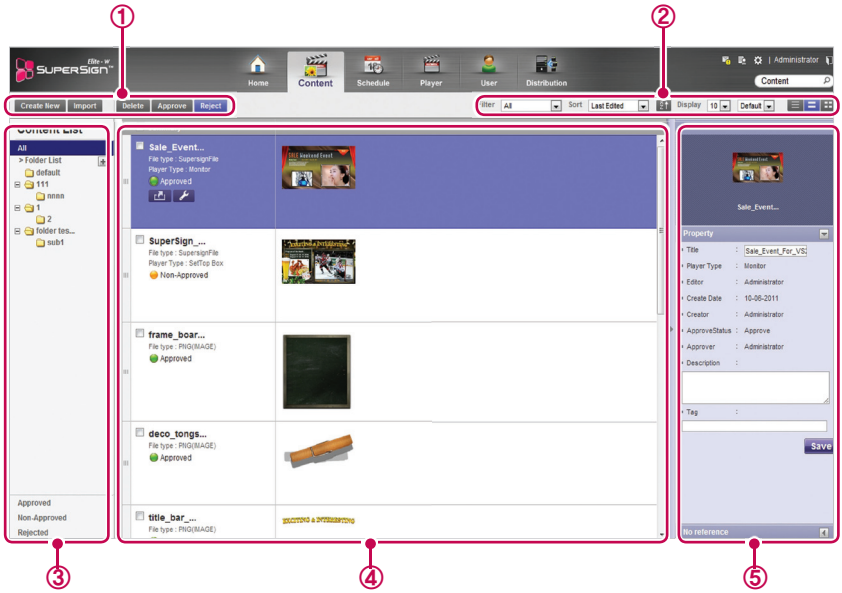
4 Click the Don't show up today checkbox and select Close. Then, the update notification window will not appear during the day.

Content

You can create advertising content using various templates and layouts.
SuperSign Manager provides a client-side PC Editor capable of creating and editing content, and a server-side Web Editor. This document describes the server-side Web Editor.
For details on the client-side PC Editor, see 43 Page, “PC Editor”.

Content Window Layout and Functions

The following shows the layout and functions of the Content window.



No.	Name	Function
①	Action buttons	• **[Create New]**: Creates a SuperSign file. • **[Import]**: Loads a SuperSign file. • **[Delete]**: Deletes a SuperSign file. • **[Approve]**: Approves content. • **[Reject]**: Rejects content.

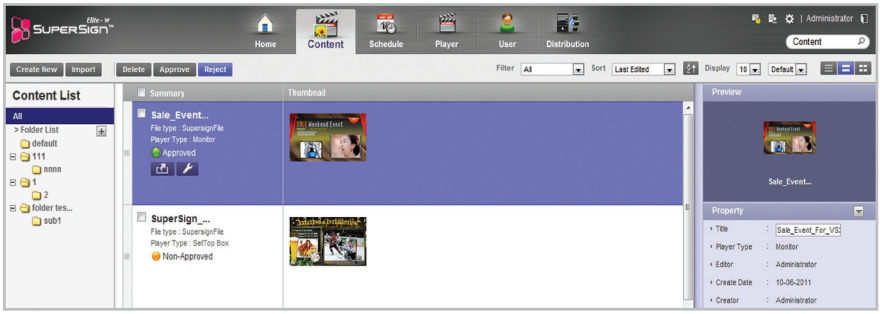
No.	Name	Function
②	Sorting	• **Filter**: Sort by content created. • **Sort**: Sort by various categories (e.g., last date updated). •  : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. •  : Click the [▼] button to select a size of the image shown in the details list. •  : List view/Normal view/Thumbnail view
③	Content list	Shows the list of stored content • **All**: Shows the list of all content • **Approval**: Shows the list of approved content • **Non-Approved**: Shows the list of non-approved content • **Rejected**: Shows the list of rejected content
④	Details list	• Summary - Displays file name, file type, player type (only for set top box), schedule showing when content is used, file creation date, included content, and approval status - The  and  buttons are enabled when you click the mouse. •  button: Switches to the content editing screen •  button: Exports the content • Thumbnail: The thumbnail image of content
⑤	Details	Allows the user to check the content details and edit the information for the content • **Preview**: Shows a preview of the image in the content file • **Property**: Allows the user to check or edit the information entered when adding a content file • **Used In (area)**: Displays the area (schedule, player, content) in which the content is used and it details

Loading Content

1 Click **Content** on the Menu tab at the top of the program.

2 In the content list, select the folder from which you will import content and then click **[Import]**.

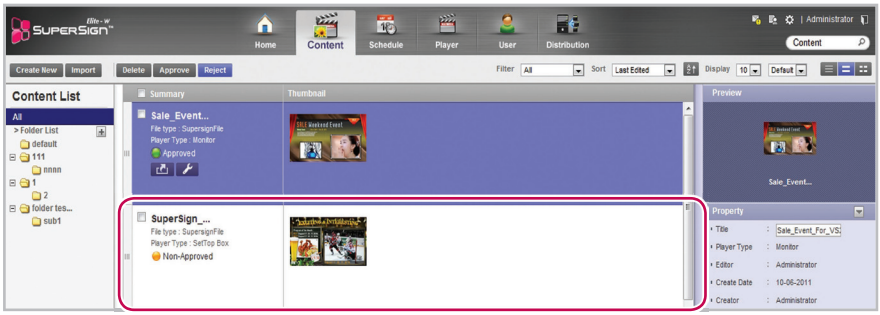
3 When the drop-down menu appears, select a desired format, **Media** or **Canvas file**.



4 When the file import pop-up window appears, click the **[Browse]** button and select a file to import.

5 After selecting a file path, click the **[Save]** button.

- Once the file is open, the Editor switches to the Content window, displaying the file status with the Non-Approved icon.



ENGLISH

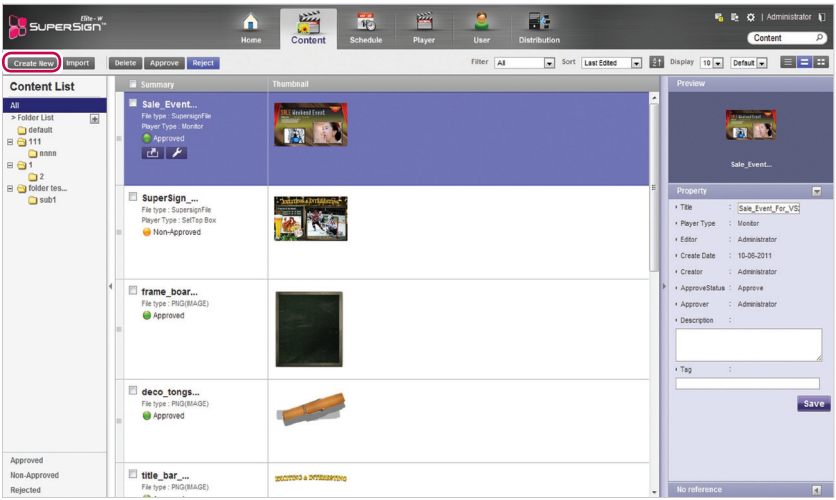
Content Creation

Creating Content

You can easily provide desired advertising content.

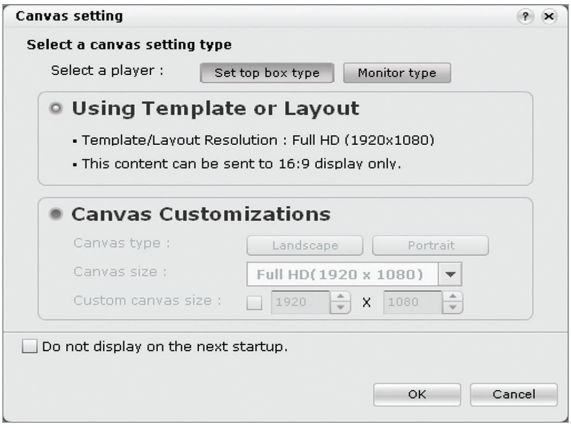
1 Click **Content** on the Menu tab at the top of the program.

2 Click the **[Create New]** button in the top left of the Content window.



3 Select the desired canvas settings.

- If you do not want to display the Canvas setting window after the settings are complete, select the **Do not display on the next startup** checkbox.



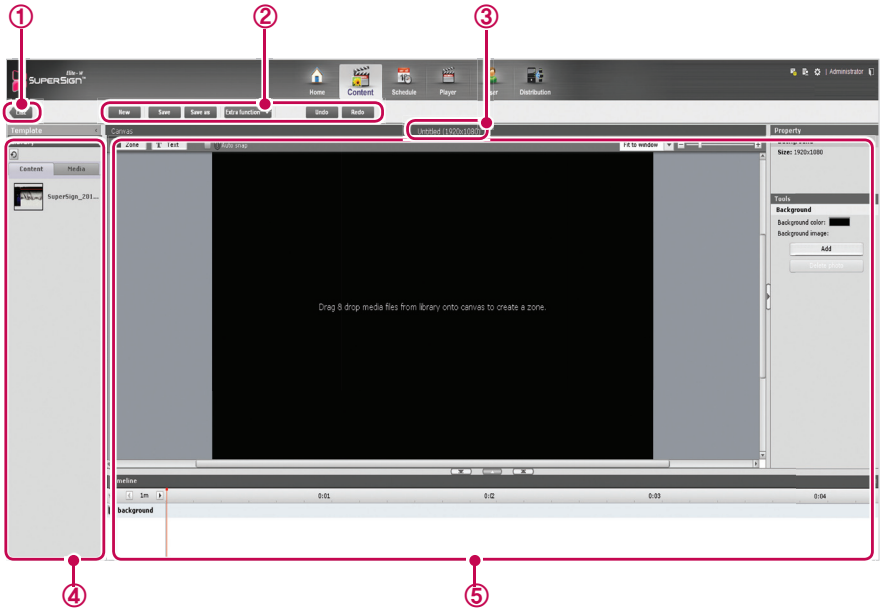
Menu	Description
Select a player	Select a player type. • **Set top box type**: Content can be distributed only to a set-top box type, not a monitor type • **Monitor type**: Up to 1 video file and 20 images can be distributed to all types of players
Using Template or Layout	Select a built-in template or layout.
Canvas Customizations	Select a desired canvas type and resolution. • **Canvas type:** Select either **landscape** or **portrait**. • **Canvas size**: Select the default standard resolution. • **Custom canvas size:** Select the size you want

NOTE

- When you select a monitor-type player, some functions are not available when editing content.
- For more information, see “Restrictions When Using a Monitor Player” on page 35.

4 Click the **[OK]** button to complete the canvas settings.

- The content edit window appears when the canvas settings are complete.



No.	Name	Function
①	List button	Moves to the content list

No.	Name	Function
②	Action buttons	• **[New]**: Opens a new canvas. • **[Save]**: Saves the canvas content. • **[Save As]**: Saves the canvas content with a new name. • **[Extra function ▼]**: Enables additional action buttons. - **Save as Template**: Saves the content created/modified as a custom template. - **Canvas Size**: Opens the Canvas Settings window. - **Edit**: Opens the edit window to cut, copy, paste, delete, select all, etc. - **Canvas Setting Window**: Allows the Canvas setting window to open or close. • **[Undo]**: Cancels the last change made. • **[Redo]**: Returns to the setting previous to Undo.
③	File name display area	Displays the current file's name.
④	Library area	• **Template/Layout**: The default layout is by category. You can select a custom template previously saved. • **Library** - **Content**: View the list of content saved or select a file to add to the Canvas. - **Media**: View the list of files saved (photos, videos, flash, music, PDFs, and Office) or select a file to add to the Canvas. • **Services** - **Element**: Select a component (Web, RSS, Widget, and streaming) to add to the Canvas. - **Date/Time**: Provides a text-type or an image-type frame, showing the date and time. - **Clipart**: Provides shapes and frames included in the built-in templates as an image, or a flash.
⑤	Content edit area	Used to edit content.

5 Select an item you want in the Library area.
- You can view the item details in the **Property** panel.

6 Use the Tools panel to edit the selected item in a desired fashion.
- The Tools panel changes according to the selected item. For details on the tool functions, see 44 Page, “Editing with the Tools Panel”.

7 Click the **[Save]** button at the top of the Canvas to save the content created.
- You can view the content saved in the Content List.

Restrictions When Using a Monitor Player

When you use a monitor player to edit content, the following restrictions apply:

Item	Restrictions
Templates	• If you select a template which has a flash, the flash zone is automatically deleted and only the rest zone is displayed. • If you select a template which has a file that is not supported by a monitor player, the warning pop-up appears. If you click the **[OK]** button in the warning pop-up window and open the corresponding template, the unsupported file zone is deleted and the rest zone is displayed in the screen.
Canvas size	• The canvas size is fixed to 1920 x 1080, and the canvas size menu is disabled. • The zone cannot be out of canvas background.
Library	• Only monitor content can be displayed (Only set top box content is displayed on set top box players). • Any unsupported files are disabled and cannot be added to the zone. - **Photo/Video**: A file which has a resolution higher than 1920 X 1080 cannot be added to the zone. Any unsupported file cannot be added to the zone (see 117 Page, “SuperSign File Support”). - **Flash/PDF/Office**: Corresponding menus are disabled.
Service	• Any unsupported files are disabled. - **Element**: Web, RSS, Widgets, and Streaming menus are disabled. - **Date/Time**: Image type (flash file) menus are disabled. - **Clipart**: Background image (Portrait)/flash menus are disabled. **NOTE** • Restrictions on External Input 1. The external input zone is fixed so it is always(placed on the top of all other zones.) 2. The content in the external input zone cannot be played simultaneously with the one in the video/music zone. - If a video (or music) zone already exists, an external input zone cannot be added. - If an external input zone already exists, a video (or music) zone cannot be added.
Tools	• Any unsupported files are disabled or their usable range is reduced. - **Photo transition effects**: Limited to 9 including No effect. - **Background**: You cannot select a file with a background photo resolution higher than 1920 x 1080. - **Text/Date/Time**: Only default fonts can be used. The font displayed for preview during editing may be different to the font displayed in a player. Bold and italics are not allowed.

Adding Media Files to the Library

You can add photos, videos, flash files, music, PDFs, and Office files to the library using the PC Editor.

1 Click the **[+Add]** button on the Media tab to add media files.

2 When the file open dialog appears, select a media file and click the **[Open]** button.
- The selected file is added to the library. Please note that only the media files stored in the local disk can be added to the library.
- You can also add videos, flash, music, PDFs, and Office files to the library using the same method.

NOTE

- Adding media files to the Library is only available in the PC Editor.
- You can also select and drag the desired media file from Windows Explorer directly to the media library. The media file will then be automatically classified and stored in the corresponding category.
  In Windows 7, you can drag-and-drop files from Windows Explorer only when the **"User Account Control (UAC)"** is disabled.

Adding Library Media Files to Canvas

You can place the media files (photos, videos, music, PDFs, and Office files added to the Library) on the Canvas.

NOTE

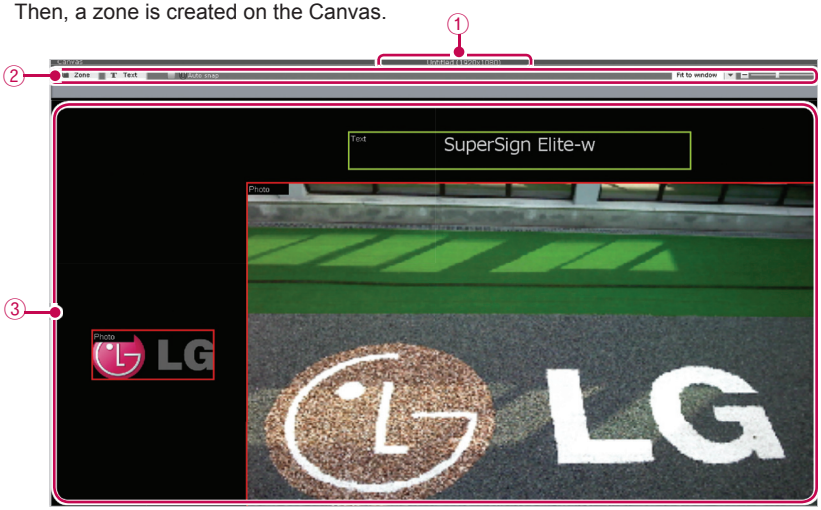
- When you add and edit a media file on the Canvas, the media file is auto-locked. Auto-locked media files cannot be accessed by other users.

Adding media to a zone

You can create a custom layout using the **[Zone]** and **[Text]** buttons at the top of the Canvas.

1 In the content edit mode, click the **[Zone]** button at the top of the Canvas.

- Then, a zone is created on the Canvas.



No.	Name	Function
①	File information area	Displays the canvas file name and resolution.
②	Action buttons	• **[Zone]**: Creates a zone on the Canvas. • **[Text]**: Creates a text zone on the Canvas. • **[Auto snap]**: Aligns the edges of the selected zone with the edges of other zones. • Fit to window : Press the [▼] button to select **Fit** to window and adjust the canvas size to full screen or enlarge/reduce the canvas screen by moving the slide bar to the left or right.
③	Canvas area	Entering the Canvas after selecting a template/layout, automatically creates the zones. • **Background**: The canvas is created according to the display resolution. • **Zone**: Created when clicking the **[Zone]** button; it has no property initially. When the user inserts media, a zone property is created.

2 Drag-and-drop a media file added to the library on the zone.

- The media file is added to the Canvas zone.

NOTE

- What is a zone? A SuperSign Manager Zone is an area on the canvas in which the 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 on to the canvas.
- Only media with a single property can be added to a zone.
- For Office files, close the Office program before preview.
- Office files or web pages may not be displayed in the edit order (Z-order).
- When using an SWF file, you can do repeat play when the file is configured to do so.
- Some special characters cannot be used in content file names.(^, |, \, <, >, ?, /, ‘, “, *, ;, :, %)
- The maximum number of zones that can be created in the canvas varies depending on the type of zone:
  - Photo zone: up to 20
  - Music zone: up to 4 (max. 1 for a monitor player)
  - Text zone: up to 20
  - Video zone: up to 4 (max. 1 for a monitor player)
  - Flash zone: up to 20
  - Web or Widget zone: up to 4
  - Office zone: up to 4
  - PDF zone: up to 10
- The monitor player cannot have both a music zone and a video zone in the same content.
- Video thumbnails are randomly extracted from the first few seconds of playback.
- If a video fails to upload, see 117 Page, “Unified Codecs” and make sure that a required codec is installed.
- Services (RSS, websites, RSS, etc.) and text cannot be copied.

Placing media directly on to a zone

You can add a media file you selected directly on to the Canvas.

1 Drag-and-drop a media file added to the library, on to the Canvas.
- The media is placed on to the Canvas with its area created automatically. You can change the size and location of the new area.

NOTE

- In the PC Editor, drag-and-dropping a media file, selected from the Windows Explorer onto the Canvas, automatically creates its media zone.

Adding Service Content

You can add online content (websites, RSS, and widgets) and date/time to the Canvas.

Adding websites

1 In the Library area, click **Service > Element > Web**.

2 Enter a website address (URL) and click the **[Add]** button.
- A web zone is created on to the Canvas.

3 Place the website zone anywhere you want on the Canvas.

4 Click the Preview from the quick menu at the bottom of the screen.
- You can see that the website zone is added.

5 Set the web zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

Adding RSS feeds

1 In the Library area, click **Service > Element > RSS**.

2 Enter an RSS address and click the **[Add]** button.
- An RSS zone is created on the Canvas.

3 Place the RSS zone anywhere you want on the Canvas.

4 Click the Preview from the quick menu at the bottom of the screen.
- You can see that the RSS zone is added.

5 Set the RSS zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

NOTE

- You cannot add service content to a monitor player during editing.
- The service and text zones can have a single media and text file, respectively.
- Really Simple Syndication (RSS) is a web feed format that allows subscription to new postings on a website. The website provides updates and new posts according to RSS, and users can receive such content through an RSS reader.

Adding widgets

1 In the Library area, click **Service > Element > Widget**.

2 Enter a widget code and click the **[Add]** button.
- A widget zone is created on the Canvas.

3 Place the widget zone anywhere you want on the Canvas.

4 Click the Preview from the quick menu at the bottom of the screen.
- You can see that the widget zone is added.

5 Set the widget zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

Adding streaming media

1 In the Library area, click **Services > Element > Streaming**.

2 Select an item, video, or audio.

3 Enter a streaming address (URI) and click the **[Add]** button.
- A streaming zone is created on the Canvas.

4 Place the streaming zone anywhere you want on the Canvas.

5 Click the Preview from the quick menu at the bottom of the screen.
- You can see that the streaming zone is added.

6 Set the streaming zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

NOTE

- When you provide streaming services, please use Windows Media Encoder.

Adding dates

1 In the Library area, click **Service** > **Date/Time**.

2 Click the **[Add Date]** button in **Date/Time** or drag and drop a preferred date image into the canvas.
- A date zone is created on the Canvas.

3 Place the date zone anywhere you want on the Canvas.

4 Click the Preview from the **quick menu** at the bottom of the screen.
- A date zone is created on the Canvas.

5 Set the date zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

Adding time

1 In the Library area, click **Service > Date/Time**.

2 Click the **[Add Time]** button in Date/Time or drag and drop a preferred time image into the canvas.
- A time zone is created on the Canvas.

3 Place the time zone anywhere you want on the Canvas.

4 Click the Preview from the **quick menu** at the bottom of the screen.
- A time zone is created on the Canvas.

5 Set the time zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

Adding Clip Art

1 In the Library area, click **Service > Clipart**.

2 Select a preferred clip art category and drag and drop a clip art into the canvas.
- The corresponding zone is created in the canvas.

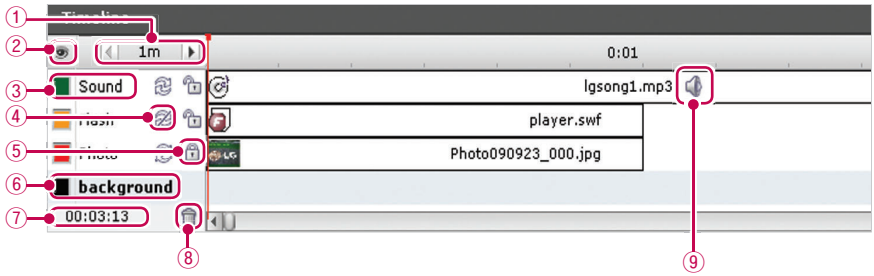
3 Place the clip art zone anywhere you want on the Canvas.

4 Click the Preview from the **quick menu** at the bottom of the screen.
- The clip art zone is created in the canvas.

5 Set the clip art zone in the Tools panel.
- For more information on the Tools panel, see 44 Page, “Editing with the Tools Panel”.

Setting the Timeline

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



No.	Name	Function
①	Default time unit	Sets the default time unit (1, 10, or 30 min.) of a timeline.

No.	Name	Function
②	Show/hide layers	Shows or hides the border color and the name of a zone placed on the Canvas. •  : Show •  : Hide
③	Zone name and color	To change the zone name and color: • Zone Name: Double-click the zone name and enter a new name. • Border Color: Click the square box next to the zone to select a new color.
④	Repeat playback	Repeat playback •  : Enables repeat playback. A zone with the repeat playback enabled, will be repeatedly played back until the playback of the entire content is complete. •  : Disables loop playback.
⑤	Content lock	Content lock •  : Enables lock. Locked zones cannot be selected or edited. •  : Disables lock.
⑥	Canvas background	Canvas background • Change the canvas background color: Click the square shape before the canvas name to select a new background color. • Change the canvas background display: From the library, drag and drop a photo which will be used as background screen into the background timeline zone. • You can set only one photo on the canvas background display.
⑦	Total playback time of the content	Displays the content's total playback time. It is based on the time of the zone whose end time of playback will be the latest.
⑧	Zone deletion	Deletes the selected zone or media. • Select a zone to delete and click  .
⑨	Content sound	Turns on or off the selected content's sound. •  : Turns the sound on. •  : Turns the sound off.

Saving Content

Web Editor

1 Click the **[Save]** button at the top of the Canvas to save the content created.

- You can view the content saved in the Content List.
- To save a custom template you created, click the **[Extra function]** button at the Canvas top, and click **Save As template**.

PC Editor

1 To save the content created on the local PC, click **File > Save** or **Save as**.
To save it in the library of the server, click **Server** > **Save** or **Save as**.

- You can view the content saved in the Content List.
- To save a custom template you created, click **File** > **Save as template**.
- To save a template in the server, click **Server** > **Save as template**.

Editing Content

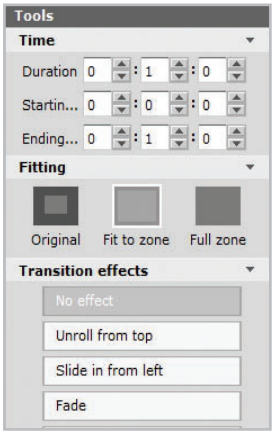
You can edit the media or service content added to the zone while creating the content.

CAUTION

- If you change the layout, all of the content you previously worked on will be deleted. Make sure you save the content before you change the layout.
- If you change the template, all of the content you previously worked on will be deleted. Make sure you save the template before you change the layout.

Editing with the Tools Panel

Photo

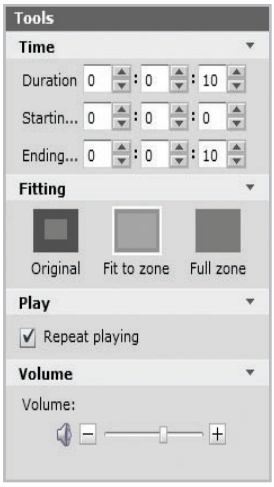


Menu	Function
Time	Sets the playback duration of a photo.
Fitting	• **Original:** Displays the original size; fits to the zone if the photo is larger than the zone. • **Fit to zone:** Fits to the zone while preserving the original aspect ratio. • **Full zone:** Fits to the zone as full screen.
Transition effects	Sets the transition effects of a photo.

NOTE

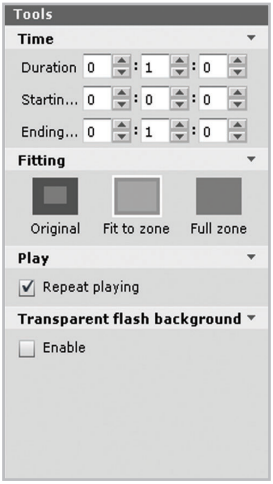
- With a transition effect, the minimum editing unit is 10 seconds.
- If no transition effect is applied, the minimum editing unit for the playback time is 3 seconds.

Videos



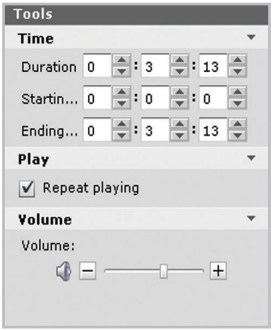
Menu	Function
Time	Sets the video playback time.
Fitting	• **Original**: Displays the original size; fits to the zone if the photo is larger than the zone. • **Fit to zone**: Fits to the zone while preserving the original aspect ratio. • **Full zone**: Fits to the zone as a full screen.
Play	Enables the video's loop playback.
Volume	Sets the video volume.

Flash



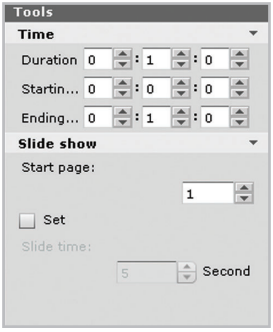
Menu	Function
Time	Set the flash playback time.
Fitting	• **Original**: Displays the original size; fits to the zone if the photo is larger than the zone. • **Fit to zone**: Fits to the zone while preserving the original aspect ratio. • **Full zone**: Fits to the zone as a full screen.
Play	Enables the flash's loop playback.
Transparent flash background	Sets whether to use the transparency effect in the background of the Flash file.

Music



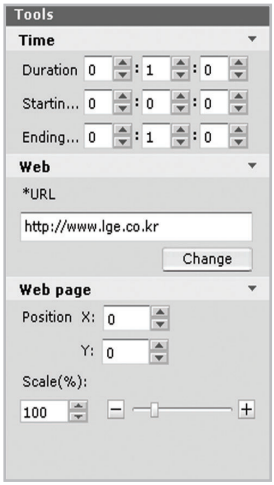
Menu	Function
Time	Sets the playback duration of the music file.
Play	Sets whether to repeat playing the selected audio file.
Volume	Adjusts the volume of the audio.

Document



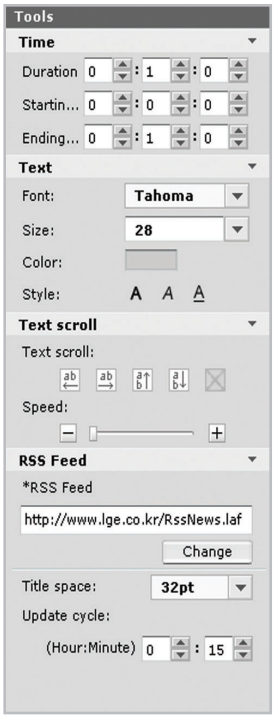
Menu	Function
Time	Sets the playback duration of a document.
Slide show	• **Start page**: Sets the first page of the slide show. • **Set**: Sets whether to use the slide show. • **Slide time**: Sets the duration of each slide.

Websites



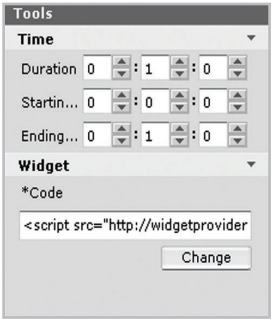
Menu	Function
Time	Sets the selected website's playback time.
Web	Changes the URL.
Web page	• **Position**: Sets the position of where the website is displayed on the screen • **Scale**: Enlarges or reduces the size of the website.

RSS



Menu	Function
Time	Sets the RSS feed's display time.
Text	Sets the text formatting (**Font**, **Size**, **Color,** and **Style**).
Text scroll	• **Text scroll**: Sets the scroll direction of the text. • **Speed**: Sets the scroll speed of the text.
RSS Feed	• **RSS Feed**:Changes the address of the RSS feed to be connected. • **Title space**: Sets the space of the RSS feed title. • **Update cycle**: Sets the refresh interval of the connected RSS feed.

Widget



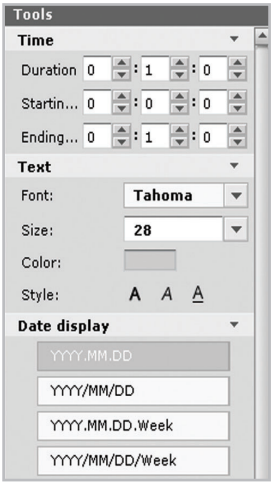
Menu	Function
Time	Sets the display time of the widget.
Widget	Displays the address of the widget to be connected.

Streaming



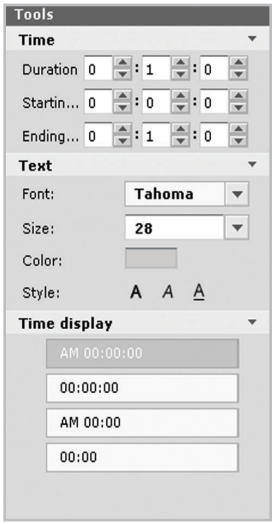
Menu	Function
Time	Sets the duration of the streaming media.
Play	Sets whether to repeat playing the streaming media.
Volume	Sets the volume of the streaming media.
URL	Changes the address of the streaming service to play.

Date



Menu	Function
Time	Sets the display time of the date.
Text	Sets the text formatting (**Font**, **Size**, **Color,** and **Style**).
Date display	Sets the display format of the date.

Time



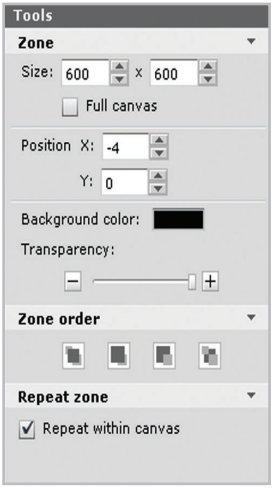
Menu	Function
Time	Sets the display time of the text.
Text	Sets the text formatting (**Font**, **Size**, **Color,** and **Style**).
Time display	Sets the display format of the time.

Background



Menu	Function
Background	• **Background color**: Changes the background color. • **Background image**: Adds or deletes the photo to use as the background.
Fitting	• **Original**: Displays the original size; if the photo is larger than the zone, it fits it to size of the zone. • **Fit to zone**: Fits to the zone while preserving the original aspect ratio. • **Full zone**: Fits to the zone as a full screen.

Zone

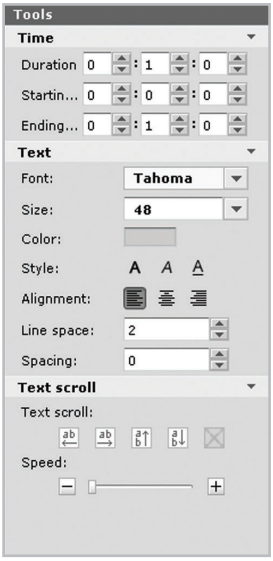


Menu	Function
Zone	• **Size**: Adjusts the zone size. • **Position**: Adjusts the zone's position on the Canvas. • **Background color**: Changes the zone's background color. • **Transparency**: Adjusts the zone's transparency.
Zone order	Determines the display order of multiple overlaid zones.
Repeat zone	Enables or disables the zone's loop playback.

NOTE

- Transparency cannot be adjusted for the Web zone.

Text



Menu	Function
Time	Sets the playback duration of a document.
Text	Sets the text formatting (**Font**, **Size**, **Color**, **Style**, **Alignment**, **Line space**, and **Spacing**).
Text Scroll	• **Text scroll**: Sets the scroll direction of the text. • **Speed**: Sets the scroll speed of the text.

Content Management

Approving Content

1 Click the **Non-Approval** category in the content list.
- The content not been approved appears in the item list.
- Alternatively, select a content item with Non-Approved shown in the item list.

2 Select the content you want to approve in the content details list.
- The selected content is shown with a check mark.

3 Click the **[Approval]** button to approve the selected content.
- Once the approval is complete, Non-Approved changes to Approved.

Rejecting Content

1 Select the content you want to reject in the content details list.
- The selected content is shown with a check mark.

2 Click the **[Rejected]** button to reject the selected content.
- Once the rejection is complete, Non-Approved or Approved changes to Rejected.

Deleting Content

1 Select the content you want to delete in the content details list.
- The selected content is shown with a check mark.

2 Click the **[Delete]** button to delete the selected content.

3 When the Confirm Delete window appears, click the **[OK]** button.

4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted content will disappear from the details list.

PC Editor

Learn about the PC Editor, a local PC-based program for content creation.

Installing/Uninstalling PC Editor

Installing PC Editor

1 Insert the CD provided with the Media Player package onto your computer.
- The install program runs automatically.

2 On the main screen, click **[SuperSign Editor]**.

3 When the File Download pop-up appears, click the **[Run]** button.

4 When the Security Warning pop-up appears, click the **[Run]** button.

5 Select the language and click the **[OK]** button.

6 Read the SuperSign Editor installation instructions and click the **[Next]** button.

7 Select the installation path of the SuperSign Editor and click the **[Install]** button.
- The program installation begins. You can view the installation details if you click the **[Show details]** button whilst installing.

8 When the Adobe AIR Setup pop-up appears, click the **[I Agree]** button.

9 When the Adobe AIR installation is complete, click the **[Finish]** button.

10 When the Install Adobe Flash Player Active X pop-up appears, click the **[Install]** button.

11 When the Adobe Flash Player Active X installation is complete, click the **[Done]** button.

12 When the SuperSign Editor installation is complete, click the **[Finish]** button.

NOTE

- If the Install program does not start automatically, go to the CD-ROM drive: \SuperSign\SuperSign_Software\Application\ SuperSignEditor and run SuperSignEditor_setup.exe manually.
- If you re-install the program without uninstalling it, you can choose to keep or initialize the data.
- If your operating system is Windows 7, you need to install/run the program as an administrator to allow you to access the system.

Uninstalling PC Editor

■ Uninstalling with the uninstall program

1 On Windows, click **Start** > **All Programs** > **SuperSign Editor** > **Uninstall SuperSign Editor**.



2 When the uninstall program starts, click the **[Uninstall]** button.

- The uninstallation begins. You can view the uninstallation details if you click the **[Show details]** button while uninstalling.

3 Click the **[Finish]** button when the uninstallation is complete.

Uninstalling with the Control Panel

■ Windows XP, Windows 2003 Server

1 Go to **Start** > **Setup** > **Control Panel** > **Add/Remove Programs** > **SuperSign Editor**.

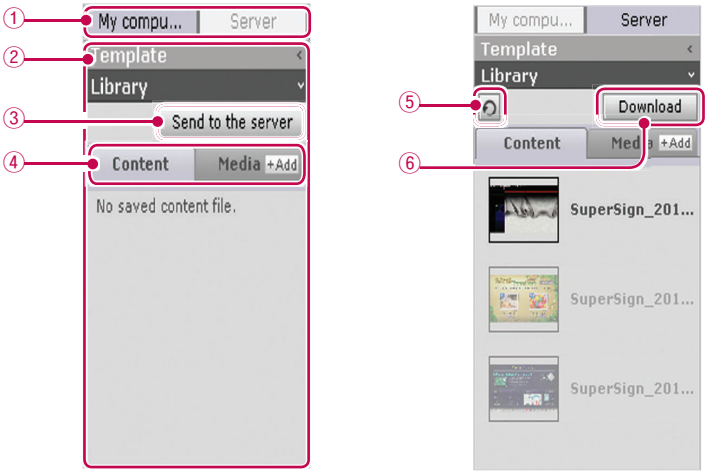
2 Click the **[Uninstall]** button.

■ Windows 7

1 Go to **Start** > **Setup** > **Control Panel** > **Programs** > **Uninstall a Program** > **SuperSign Editor**.

2 Click the **[Uninstall]** button.

PC Editor Library Layout and Functions



No.	Name	Function
①	PC/Server switch tab	Selects a location where content or media files are stored: • **My computer**: Displays the Library list saved in the local computer (PC Editor). • **Server**: Viewing the list of libraries in the server.
②	Library area	Displays a list of content and media files.
③	**[Send to the server]** button	When the save location is set to **My computer**, you can upload content or medial files from the local computer (PC Editor) to the server's library.
④	File type tab	Selects content or media file.
⑤	button	Refreshes the server's library.
⑥	**[Download]** button	When the save location is set to the server, you can download content or medial files from the server to the local computer (PC Editor) library.

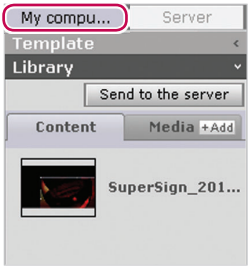
NOTE

- The server-side Web Editor does not have the PC/Server switch tab.

Transferring local files to the server

You can upload content and media files from the local library to the server.

1 Click the **My computer** tab in the Library.

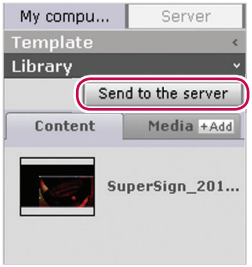


2 Select library files to upload to the server.

- Press and hold the **<Shift>** key to select multiple files at once.

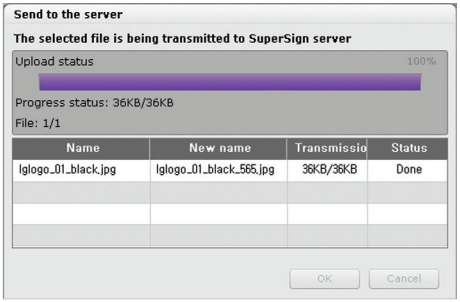
3 Click the **[Send to the server]** button.

- The **[Send to the server]** button is only enabled when you are logged into the server.

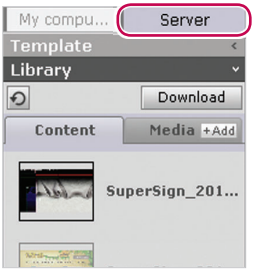


4 When the Send to the server window appears, confirm the files to upload and click the **[OK]** button.

- When you upload the local library's content to the server, the media files included in the content will also be uploaded.



5 When the upload is complete, click the **Server** tab in the library.



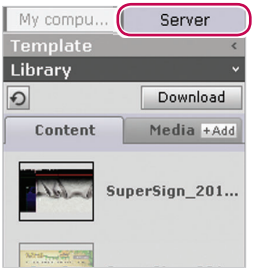
6 You can view the uploaded content in the server library.

- Please note that the disabled content will be enabled once you have approved it. For more information on approving content, see 50 Page, “Approving Content”.

Transferring the files from the server to the local computer

You can download media files from the server library to the local computer.

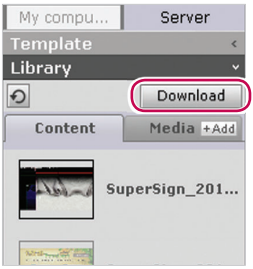
1 Click the **Server** tab in the Library.



2 Select the library files to download to the local computer.

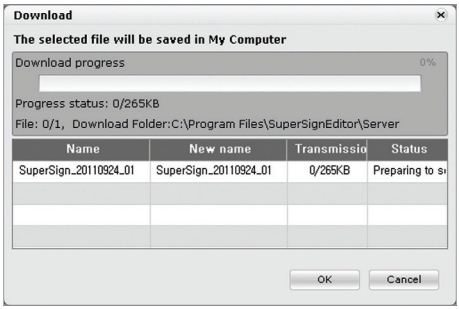
- Press and hold the **<Shift>** key to select multiple files at once.

3 Click the **[Download]** button.

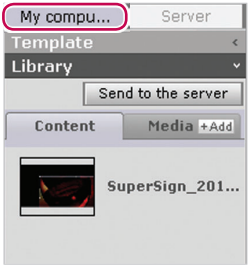


4 When the Download pop-up appears, click the **[OK]** button.

- When you download the server library content to the local computer, the media files included in the content will also be downloaded.
- To change the download destination, go to **Server** > **Download folder**, and specify a desired location.
- Duplicate files will be ignored while downloading



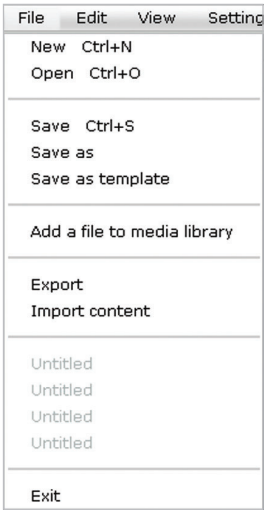
5 When the download is complete, select the **My computer** tab in the Library.



6 You can view the downloaded content in the local library.

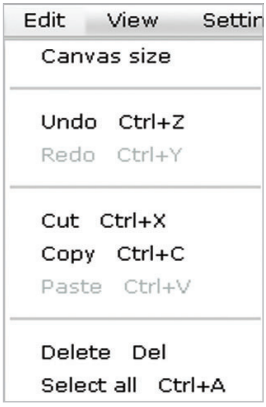
PC Editor Menu Layout and Functions

■ File



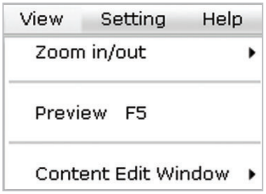
Menu	Function
New	Creates a new contents.
Open	Opens a contents.
Save	Saves the content.
Save as	Saves the content with a new name.
Save as template	Saves a file as template.
Add a file to the media library	Adds a media file to the library.
Export	Exports the content.
Import content	Imports the content.
Exit	Exits the program.

■ Edit



Menu	Function
Canvas size	Sets the canvas size.
Undo	Cancels the last change made.
Redo	Reverses the Undo action.
Cut	Cuts the selected area.
Copy	Copies the selected area.
Paste	Pastes the area cut or copied.
Delete	Deletes the selected area.
Select all	Selects all items.

■ View



Menu	Function
Zoom in/out	• Zooms the canvas in/out. (**150%/120%/100%/80%/60%/50%/30%**) • **Fit to window**: Automatically adjust the canvas to show all whenever the size of canvas work zone is changed.
Preview	Previews in edit mode.
Content Edit Window	• **Timeline**: Shows or hides the timeline. • **Template/Library**:Shows or hides the template/library. • **Property/Tools**: Shows or hides the properties/tools.

■ Settings



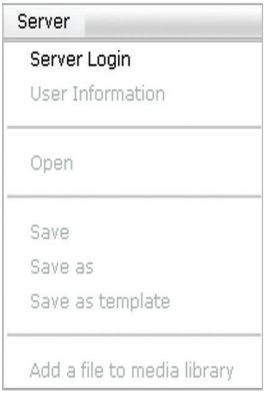
Menu	Function
Canvas Setting Window	Shows or hides the Canvas setting window
Server IP	Sets the IP address of the server to which media files of the local computer will be uploaded.
Download folder	Sets the local folder to which media files of the server will be downloaded.
Language	Sets the language to be used in the program.
Initialize	Initializes the settings.

■ Help



Menu	Function
Technical Support	Displays the information for LG Electronics Technical Support
About SuperSign	Provides the SuperSign program details.

■ Server



Menu	Function
Server Logout (Login)	Logs into or out of the server.
User information	Shows the user role.
Open	Opens the content file stored in the server.
Save	Saves the content to the server.
Save as	Saves the content to the server with a new name.
Save as template	Saves the template to the server.
Add a file to the media library	Adds a media file to the server library.

Connecting to the server

In the PC Editor, you can connect to the SuperSign Elite-w Server.

1 Click **Server** > **Server Login.**



2 When the Server IP setting window appears, enter the server IP address and click the **[OK]** button.

- The Server IP setting window appears only if the server's IP address has not been set. The window will not appear if you have already set the server IP address. Skip to Step 3.

3 When the Login window appears, enter the **User ID** and **Password**, and click the **[OK]** button.

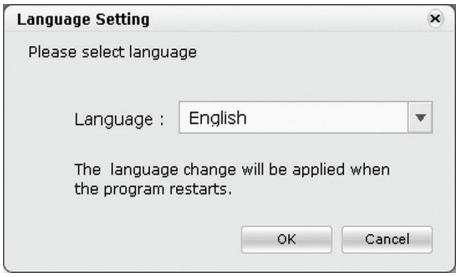
Language

You can select the language to use in the program.

1 Click **Settings** > **Language setting.**

2 When the Language window appears, select a preferred language.

- The default language is set to the language selected when installing the program.
- On restarting, the program will be displayed in the selected language.



Viewing user rights

You can view the role and permissions of the user logged in.

1 Click **Server** > **User information.**

2 You can view the user rights when the User information window appears.

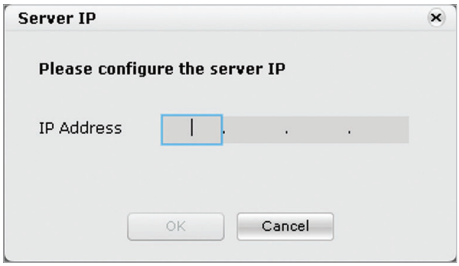


Server IP setting

You can set the server's IP address.

1 Click **Settings** > **Server IP.**

2 Enter a Server IP address and click the **[OK]** button.

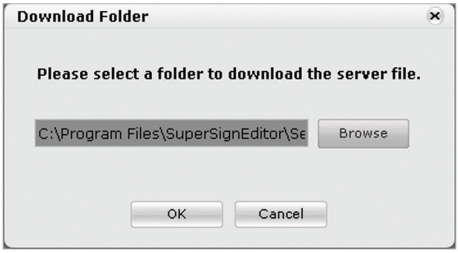


Setting the download folder

You can specify a local folder to save media when you download it from the Server.

1 Click **Settings** > **Download Folder.**

2 In the Download Folder window, specify a file destination folder and click the **[OK]** button.



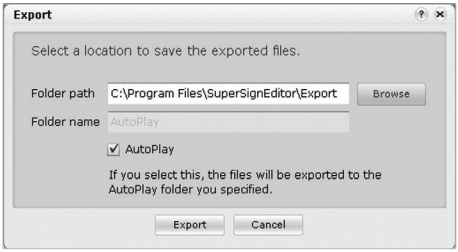
USB AutoPlay

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.

■ AutoPlaying content files

You can auto-play content files in the SuperSign Player by saving them on a USB device.

1 In the Content Edit menu, click **File** > **Export**.
- The Export window appears.



2 Select the root folder of the USB device as the Save Content destination. (For example, F:\, G:\)

3 To send to the AutoPlay folder, click the **AutoPlay** checkbox.

4 Click the **[Export]** button.
- An AutoPlay folder is created in the root directory, and the content is saved.

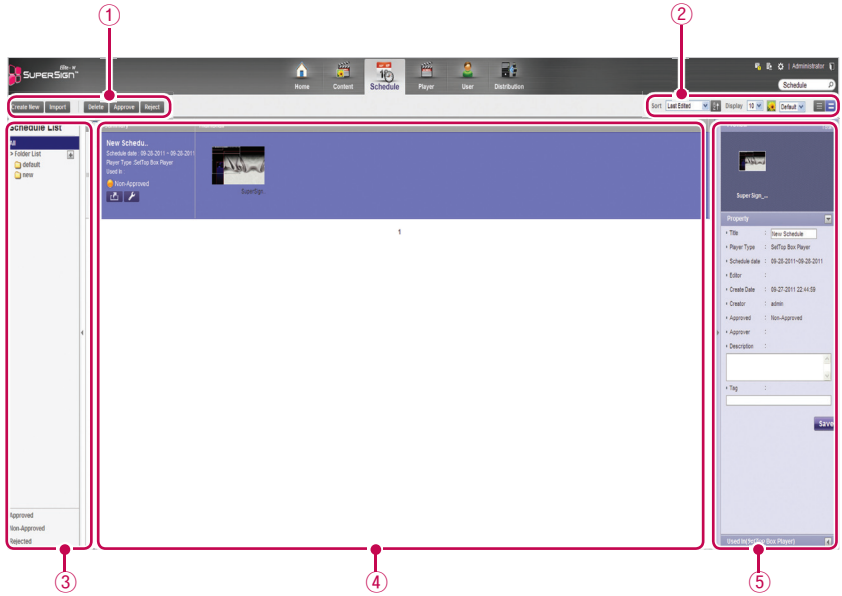
5 Connect the USB device containing the content, to the USB port of the media player.
- The content begins auto-playing.

Schedule

You can create or modify a schedule to deploy the content.

Schedule Window Layout and Functions

The following shows the layout and functions of the Content window.



No.	Name	Function
①	Action buttons	• **[Create New]**: Creates a schedule. • **[Import]**: Loads a schedule. • **[Delete]**: Deletes a schedule. • **[Approve]**: Approves a schedule not approved. • **[Reject]**: Rejects a schedule not approved.
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • Default :Click the [▼] button to select a size of the image shown in the details list. • / : List view/Normal view

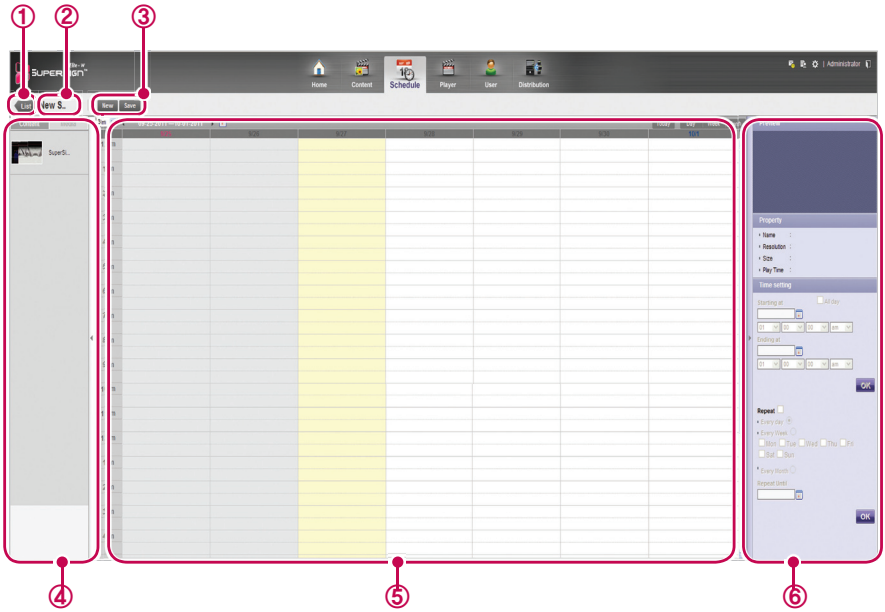
No.	Name	Function
③	Schedule list	Displays the list of saved schedules. • **All**: View the list of all schedules. • **Approved**: View the list of approved schedules. • **Non-Approved**: View the list of unapproved schedules. • **Rejected**: View the list of rejected schedules.
④	Details list	• **Summary** - Display file name, schedule date, player type (displayed only for set top box players), scheduled player, and approved status - The  and  buttons are enabled when you click the mouse. •  button: Switches to schedule editing screen •  button: Exports the schedule • **Thumbnail**: Displays the thumbnail image and filename of a content file in a schedule
⑤	Details	Provides the details of the selected schedule. • **Preview:** Thumbnail image and file name of the content included in the schedule. • **Property**: Schedule properties (the title, player type (only for set top box players), schedule date, editor, creation date, creator, approval, approver, description, and tag) • **Used By (Player)**: Information on players using the current schedule. * The administrator can edit the information.

Creating New Schedules

1 Click **Schedule** on the Menu tab at the top of the program.

2 In the schedule list screen, click **[Create New]** button at the top left corner.

3 In the player type selection window, select a preferred player type and click the **[OK]** button.
- The new schedule edit area page appears. By default, the schedules are sorted per **week**.



No.	Name	Function
①	List button	Moves to the content list
②	File name display area	Displays the current file's name.
③	Action buttons	• **[New]**: Creates a schedule. • **[Save]**: Saves a schedule. • **[Save as]**: Saves the schedule with a new name.
④	Library area	Browse content files • **Content**: Provides only the content that is relevant to the selected schedule type. - **Monitor**: Provides monitor-type content only. - **Set-top box**: Provides all content. • **Media**: Browse a list of files saved (photos, videos, flash, music, PDFs, and Office).

No.	Name	Function
⑤	Schedule edit area	• Provides functions at the top to browse durations and sets the time unit. • Sorts by category (**Today**, **Day**, **Week**, and **Month**)
⑥	Details	• **Preview**: Preview the selected content. • **Property**: View the properties of the selected content. • **Time setting**: Set the play time of the selected content.

4 To select a date, use the Date box at the top of the Schedule Edit Area.

- Press the **[◄/►]** button or to select a date.

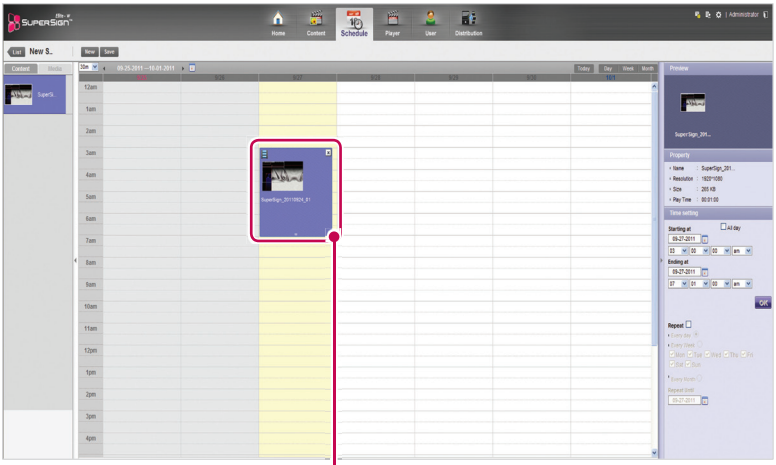


5 Select content or media files you want in the library.

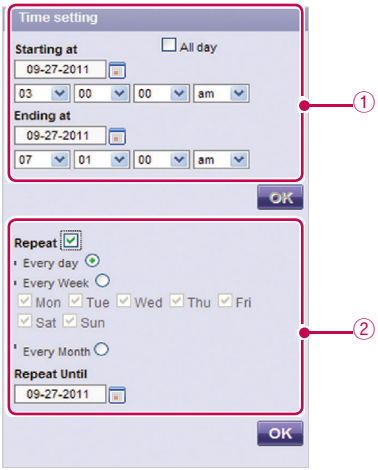
Player Type	Available media file type
Monitor	Content, photo, video, and music
Set Top Box	Content, photo, video, flash, music, and PDF/Office

6 Drag-and-drop the selected item onto a desired date in the schedule edit area.

- The selected item is shown in cell format in the Schedule Edit Area. If the file has a time property, an area is assigned which is proportionate to the time of the original file. Otherwise (i.e., image and document files without the time property,) a minimum amount of time is assigned, depending on the view type.



7 Set the item's play duration in the **Time setting**.

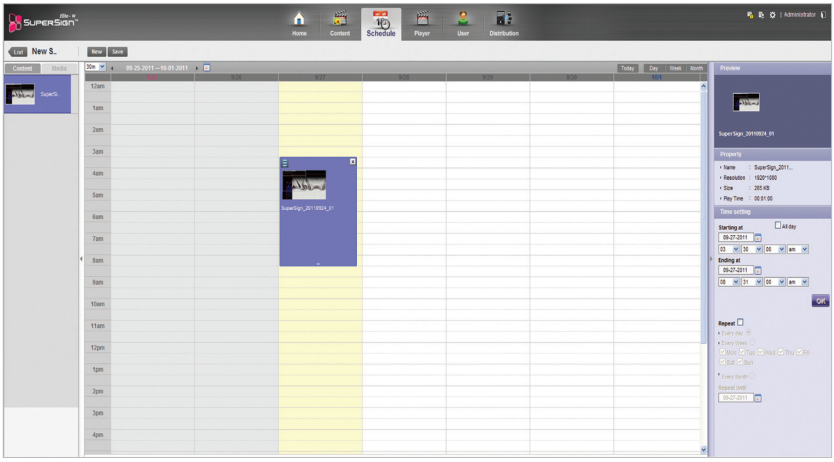


No.	Name	Function
①	Time Settings	• **All day**: Displays the schedule cell throughout the day. • **Start at/End at**: Displays or edits the start/end time of the schedule cell.
②	Repeat	• Click **Repeat** to repeat the schedule cell. - A check mark is shown, and the repeat details are enabled. - Click **Repeat** again to disable the repeat setting and clear the check mark. • **Repeat cycle** - **Every day**: Repeat every day (default setting). - **Every week**: Repeat every day on a selected day. (multiple days are possible.) - **Every month**: Repeat every month on a selected date. • **Repeat Until** - Click the icon and select an end date. - Initially, the end date is set to the cell value of the current schedule by default.

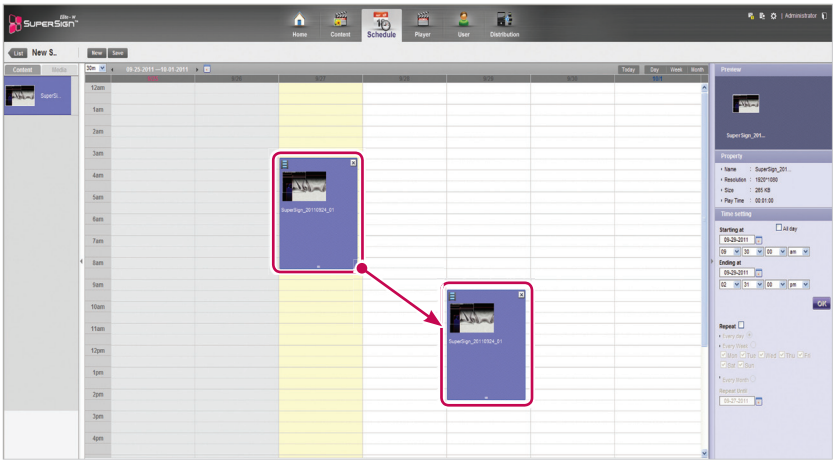
8 To save the schedule, click the **[Save]** button.

Copying Schedule Cells

1 In the Schedule Edit mode, select a schedule cell to copy, and press **<Ctrl+C>**.



2 Select an area to copy to, and press **<Ctrl+V>**.
- The schedule cell is copied to the selected area.

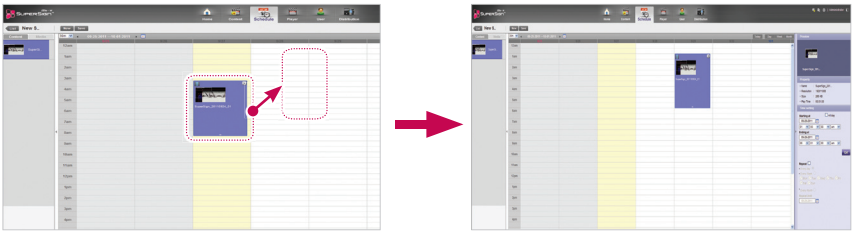


NOTE

- Pressing **<Ctrl+V>** without selecting a copy area after pressing **<Ctrl+C>,** displays a pop-up that prompts the user to select a copy location. Be sure to select a copy location, and then press **<Ctrl+V>** .

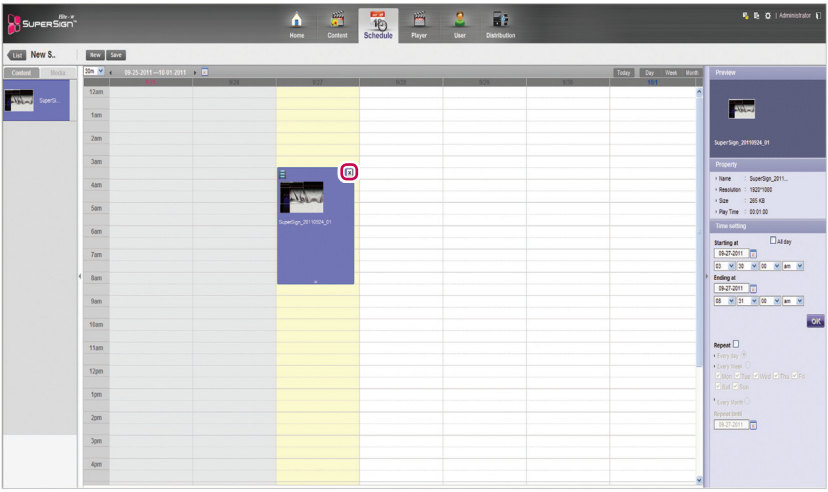
Moving Schedule Cells

1 In the Schedule Edit mode, select a schedule cell to move, and drag-and-drop it onto a desired position.
- The schedule cell is moved to the selected area.



Deleting Schedule Cells

1 In schedule edit mode, select a schedule cell to delete, and press the **[Delete]** key or click the **[X]** icon at the schedule cell top.



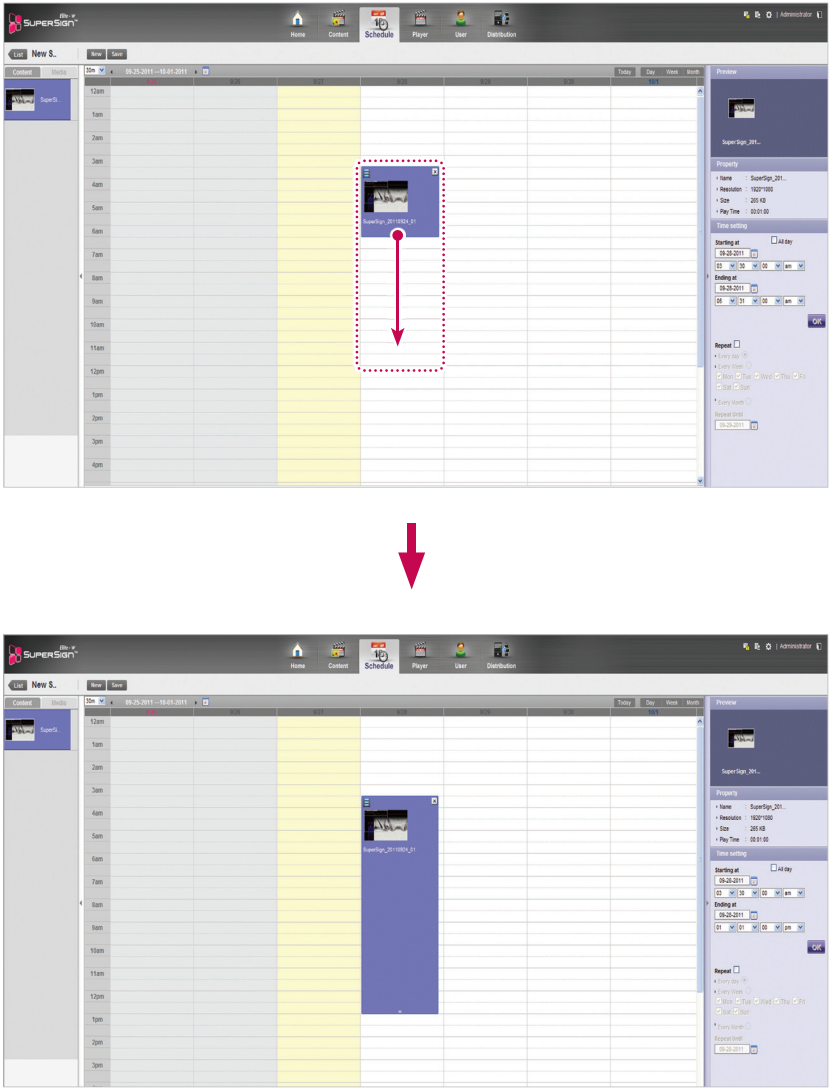
2 When the Confirm Delete pop-up appears, click the **[OK]** button.

- The selected schedule cell is deleted.

Adjusting the Schedule Cell Time

1 In the Schedule Edit mode, select a schedule cell to adjust the time, and drag the tail end to a desired time area.

- When you place the mouse over the bottom of the schedule cell, the mouse cursor changes. Drag the schedule cell to increase or decrease the time.



ENGLISH

Schedule Management

Viewing Schedules

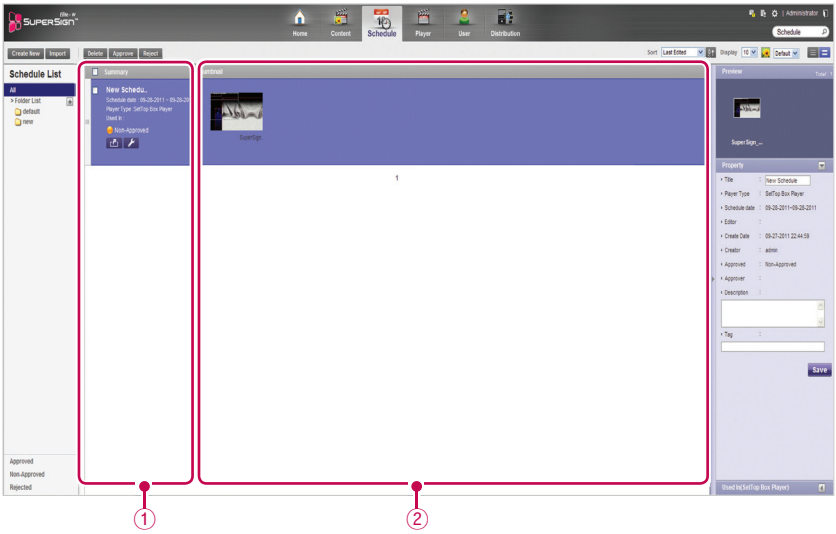
1 Select a Sort By category you want at the top of the Schedule window.



Menu	Description
Sort	Sort by various categories (e.g., last date updated).
	Sort in ascending or descending order.
Display	Set the number of items to display by pressing the [▼] button.
	Click the **[▼]** button to select a size of the image shown in the details list.
	List view/Normal view

2 Select a schedule to view in the Schedule list.

- Items included in the selected schedule are shown in the item list.



No.	Name	Function
①	Summary	• Displays the schedule title/period, and the player to which the schedule is applied, and schedule approval status • and buttons are enabled when you click the mouse. - button: Switches to schedule editing screen - button: Exports the schedule
②	Thumbnail	Displays the thumbnail image and the file name of the content included in the schedule.

Approving Schedules

1 Click the **Non-approval** category in the schedule list.
- Schedules not been approved appear in the item list.
- Alternatively, select a schedule item with Non-Approved shown in the item list.

2 Select a schedule you want to approve in the schedule details list.
- The selected schedule is shown with a check mark.

3 Click the **[Approve]** button to approve the selected schedule.
- Once the approval is complete, Non-Approved changes to Approved.

Rejecting Schedules

1 Select a schedule you want to reject in the schedule details list.
- The selected schedule is shown with a check mark.

2 Click the **[Reject]** button to reject the selected schedule.
- Once the rejection is complete, Non-Approved or Approved changes to Rejected.

Deleting Schedules

1 Select a schedule you want to delete in the schedule details list.
- The selected schedule is shown with a check mark.

2 Click the **[Delete]** button to delete the selected schedule.

3 When the Confirm Delete window appears, click the **[OK]** button.

4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted schedule will disappear from the item list.

Editing Schedules

1 Select a schedule to edit in the Schedule List.
- The selected schedule appears in the item list.

2 Hover the mouse over the schedule **summary**.
- The and buttons are enabled.

3 Click the button.
- The window switches to an edit mode. When switching to editing mode, the current date is displayed by default.

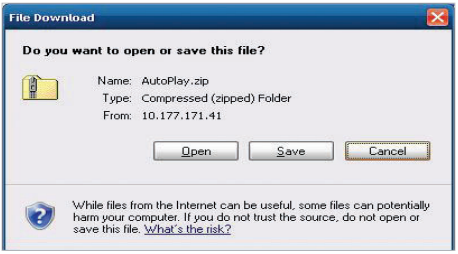
NOTE

- When you edit a schedule, it is auto-locked. Auto-locked schedule files cannot be accessed by other users.

AutoPlaying schedule files

You can auto-play schedule files in the SuperSign Player by saving them on a USB device.

1 In the Schedule menu, click .
- The file download window appears.



2 Download the AutoPlay.zip file and unzip it.

3 Move the AutoPlay folder to a USB device.

4 Connect the USB device, where schedule (AutoPlay) is stored, to the USB port of the media player.
- The content begins auto-playing.

NOTE

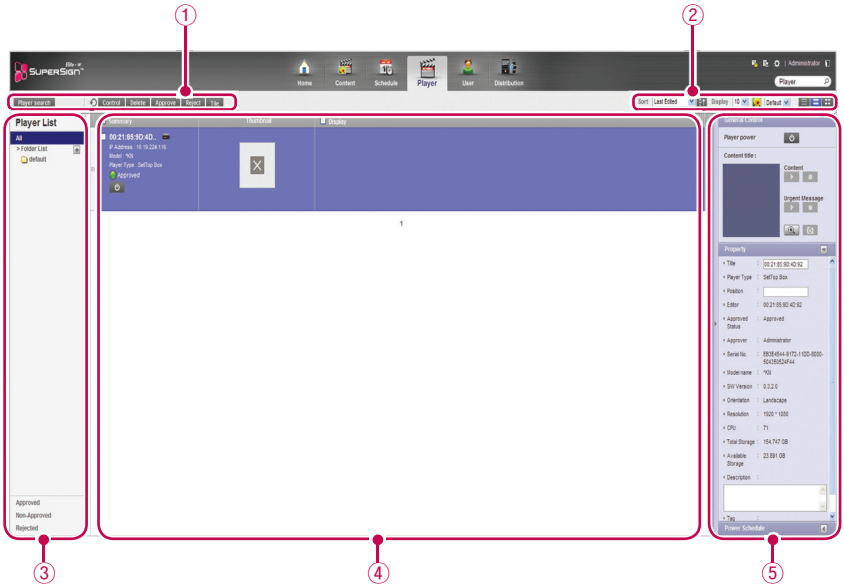
- Content created using a template or layout provided by SuperSign will only be displayed normally on a 16:9 monitor. Otherwise, it will not be played correctly.

Player

You can select a player for content play, or control the selected player.

Player Window Layout and Functions

The following shows the layout and functions of the Player window.



No.	Name	Function
①	Action buttons	• **[Player search]**: Search players. • : Refresh the current display and status of the player, or browse a new player. • **[Control]**: Opens the Control pop-up. • **[Delete]**: Deletes a player. • **[Approve]**: Approves a player not approved. • **[Reject]**: Rejects a player not approved. • **[Tile]**: Enables the Tile mode.
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • Default : Click the [▼] button to select a size of the image shown in the details list. • / / : List view/Normal view/Thumbnail view

No.	Name	Function
③	Player List	View the list of players saved. • **All**: View the list of all players. • **Group**: Shows the player list in a group • **Approved**: View the list of approved players. • **Non-approved**: View the list of unapproved players. • **Rejected**: View the list of rejected players.
④	Details list	• **Summary** - File name, IP address, model name, player type number of players included, and approval status. - Player Power(**[On]/[Off]**) buttons • **Thumbnail** - Title and display of the content currently being played. - List of displays (up to 225 items) connected to, and recognized, in the player.
⑤	Details	Provides the player details and control functions. • **General Control**: Power management, content preview/enlarged view and capture, and management of playing content and urgent message play • **Property**: Player properties (title, player type (only for set top box player), position, editor, approval status, approver, serial no., model name, software version, view direction, resolution, CPU, total space, available space, description, and tag) • **Power Schedule**: Scheduled time and task setting * The administrator can view the details and edit the information.

NOTE

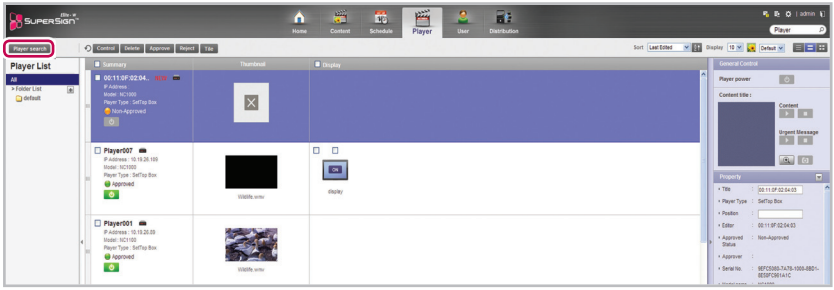
- The Capture function is only available in the SuperSignElite-w Standard version. To access this function, please get the Standard version.

Player Search

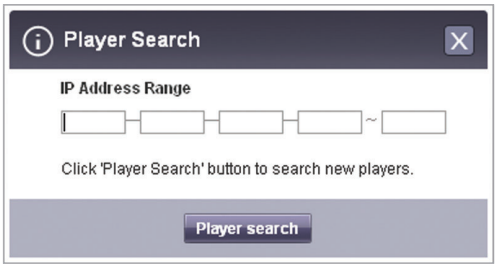
You can search for a preferred player.

1 Click **Player** on the Menu tab located at the top.

2 Click the **[Player search]** button in the top left side of the Player window.

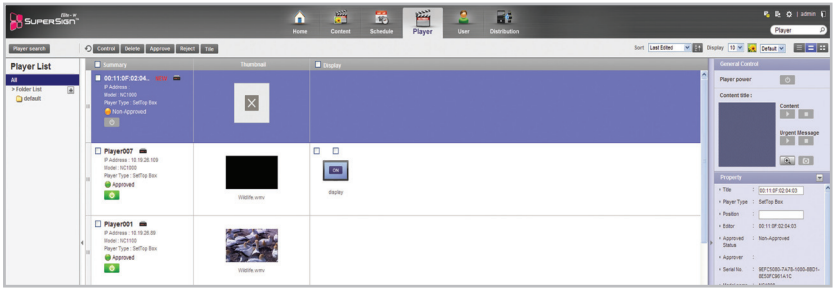


3 When the device search window appears, enter the range of IP addresses to search for.



4 Click the **[Player search]** button to start searching.

- Discovered players are registered as pending approval under the **'default'** group.
- For a newly added player, **'NEW'** is displayed next to it and it will disappear after one day.



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Player Control

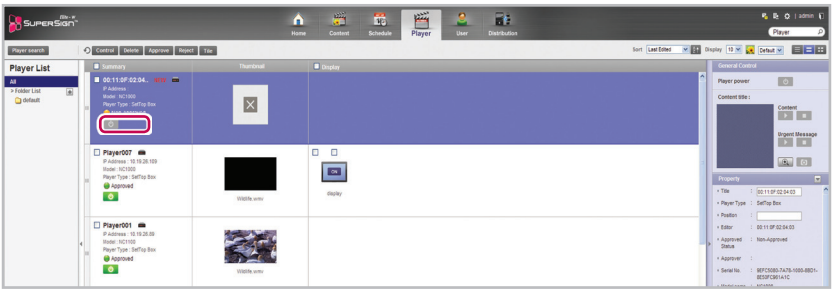
You can control the power and detail functions of player and display.

Turning Players On/Off

Turns the player power on/off.

1 You can control the power by clicking the ON/OFF buttons in the player details list.

- The green button is displayed for players whose power is on; click the button to turn it off. The gray button is displayed for players whose poser is off; click the button to turn it on.



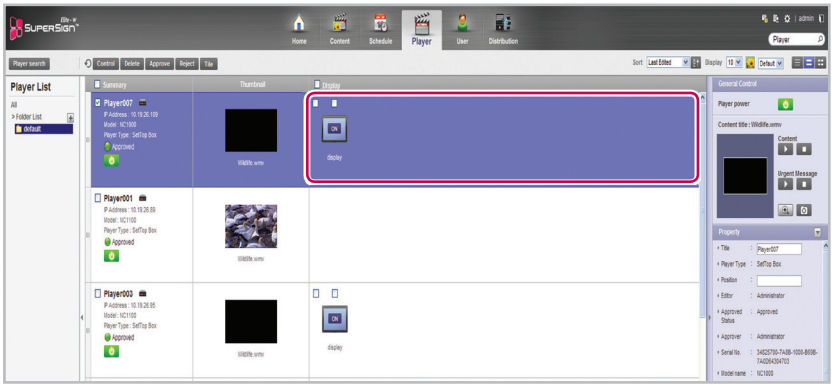
Turning the Display On/Off

Turns the display power on/off.

1 You can control the power by clicking the ON/OFF buttons of the display area in the player details list. If the power is on, [ON] is displayed. Click the button to turn the power off.

2 If the power is off, [OFF] is displayed.

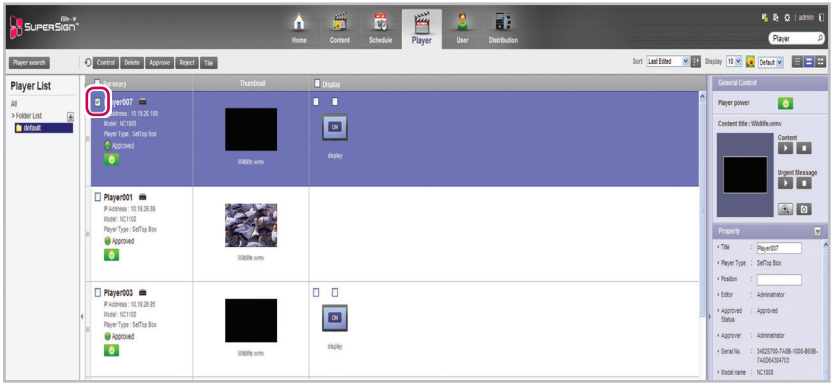
3 Powering the display on/off is different depending on the player type.
- Set top box: If the player is powered on, click [OFF] of the display to turn it on. If the player is powered off, turn on the display's power first and follow the same procedure as above.
- Monitor: For a monitor type player, turn on the player's power.



Controlling the Device Details

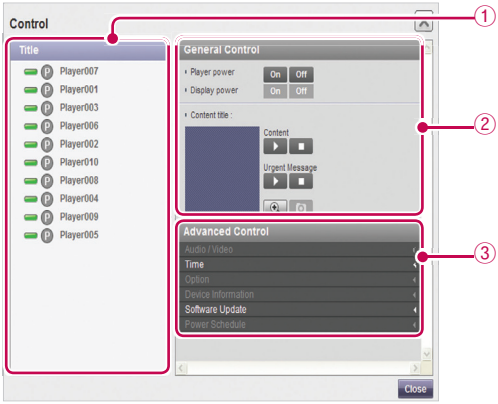
You can control a player and display in details.

1 Select a player you want to control in the player details list.
- The selected player is shown with a check mark.
- To control individual displays under the player, click the checkbox next to the display you want to control in the Display list.



2 Click the **[Control]** button at the top of the Player List.
- The Control pop-up window appears.

3 In the Control pop-up, select a player, or display, and specify the control settings.



No.	Name	Function
①	Player/Display List	List of the selected player and its displays. • If you select both the player and display, the display name is right-indented under the player name. • If you only select displays, their names are displayed with no indent. - : Player/display are turned on. - : Player/display are turned off. - Err : Player/display have errors.
②	General Control	• **Player Power**: Controls the player power. - On : Turns the power on. - Off : Turns the power off. • **Display Power**: Controls the power of displays under the player. - On : Turns the power on. - Off : Turns the power off. • **Content Title**: Name of the content currently playing. • **Content**: Play or stop the current content. - : Play the content. - : Stop the content. • **Urgent Message**: Play or stop the current urgent message. - : Play the content. - : Stop the content. • : Enlarges the content • : Click the button to capture the current display.

No.	Name	Function
③	Advanced Control	• **Device Information**: Displays detail information per device and network configuration status - **Player**: Device, status, network connection information - **Display**: Device, status, network connection information, self-diagnosis • **Control:** Sets options such as power (on/off), output (AV, Component, RGB, HDMI DTV, HDMI PC, SuperSign), volume (from 0 to 100), mute (on/off), screen mute (on/off), OSD (on/off). • **Audio/Video**: Sets options for output (AV, Component, RGB, HDMI DTV, HDMI PC, SuperSign) volume (from 0 to 100), mute (on/off), aspect ratio (16:9, Original, 4:3, 14:9, Zoom, Cinema Zoom, Full Wide), contrast, backlight, brightness, color, sharpness, sound balance, color temperature, auto adjustment, video mode, sound mode, auto sound and speaker. • **Option**: Enables/disables the remote control/key lock and adds ISM method, sleep timer, auto power, delay power on, sleep mode, default, power saving function, power indicator, logo indicator setting, advanced command line. • **Time**: Changes the standard time of the device. • **Power Schedule**: Sets the current time on the device and schedules the power on/off. • **Software update**: Software update after selecting a file to update.

NOTE

- The name of the software update file must start with SuperSignPlayer_setup.
- After the player updates the software, it is automatically rebooted.
- The Power Schedule menu is only available in the SuperSignElite-w Standard version.
- To access this function, please purchase the Standard version.
- The network information is displayed for displays which are connected to the network; no information is available for displays which are connected in serial.

Controlling the player power in details

If you control the player power settings in the control pop-up window, you can verify the detailed information for the connected player in the pop-up window.

Controlling power settings after selecting multiple players



Restrictions on Connecting the Player/Display

Some functions cannot be controlled in the control window depending on the player/display connection status.

See the table below.

* STB: set top box type player/MNT: monitor type player

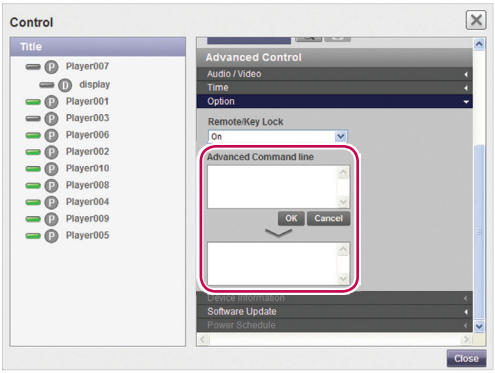
Device Combination	Player		Display		Content		Urgent Message		Snapshot	
	On	Off	On	Off	Play	Stop	Play	Stop	Capture	Zoom
STB:1 MNT:0, Display:0	O	O			O	O	O	O	O	O
STB:0 MNT:1, Display:0	O	O			O	O	O	O		
STB:n MNT:0, Display:0	O	O			O	O	O	O		
STB:0 MNT:n, Display:0	O	O			O	O	O	O		
STB:m MNT:n, Display:0	O	O			O	O	O	O		
STB:0 MNT:0, Display:1			O	O						
STB:0 MNT:0, Display:n			O	O						
STB:m MNT:0, Display:n	O	O	O	O	O	O	O	O		
STB:0 MNT:m, Display:n	O	O	O	O	O	O	O	O		
STB:m MNT:n, Display:N	O	O	O	O	O	O	O	O		

Device Combination	Advanced Command					
	AV	Time	General	Device Information	SW Update	Power Schedule
STB:1 MNT:0, Display:0		O		O	O	
STB:0 MNT:1, Display:0	O	O	O	O		
STB:n MNT:0, Display:0		O			O	
STB:0 MNT:n, Display:0	O	O	O			
STB:m MNT:n, Display:0		O				
STB:0 MNT:0, Display:1	O		O	O		O
STB:0 MNT:0, Display:n	O		O			
STB:m MNT:0, Display:n	O	O	O		O	
STB:0 MNT:m, Display:n	O	O	O			
STB:m MNT:n, Display:N	O	O	O		O	

Advanced Command line

The Advanced Command line menu allows you to remotely control the LG Electronics monitor connected to the media player. This menu is located in the Display general tab.

1 Enter the RS232C control command supported by the connected monitor, along with the set ID and click the **[OK]** button.
   - The control command does not work if the set ID is invalid.

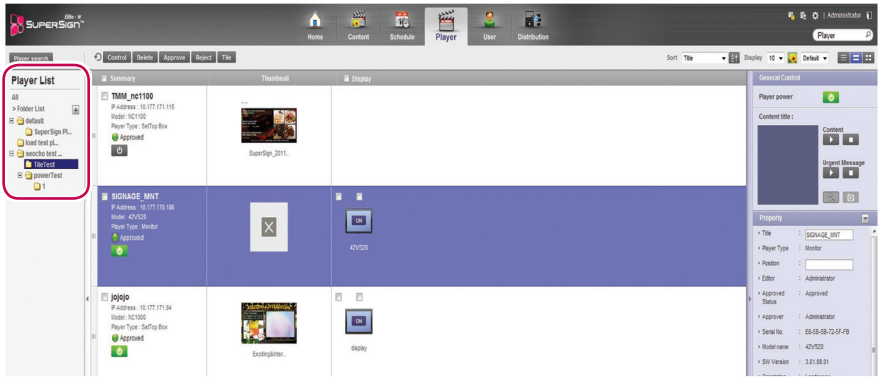


NOTE

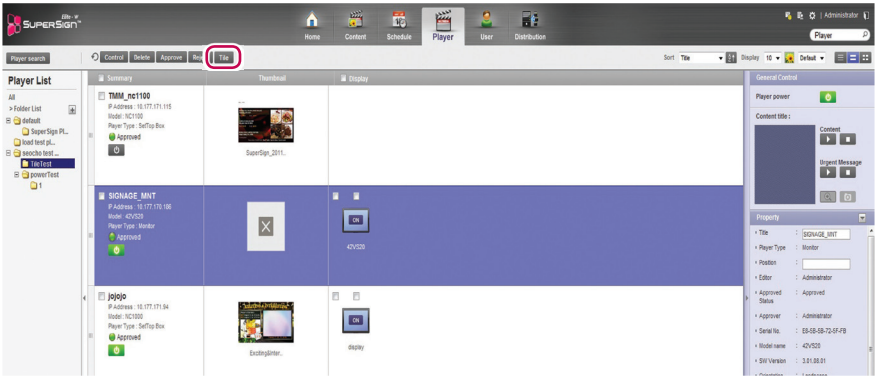
- To find out which monitors and control commands are supported by SuperSign, see the appendix. Monitor Models Supported by SuperSign.
- The RS232C control command is dependent on the type of monitor; see the RS232C protocol in the user's monitor manual.
- When controlling a monitor individually, enter the same set ID as the one set for the monitor.
- Advanced Command line does not work if 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.

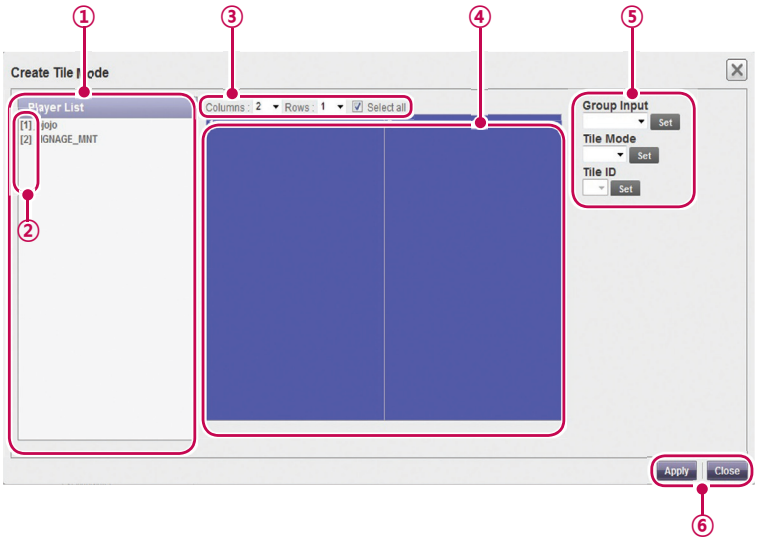
Creating Tiles

1 Choose a group for which tiles are created in the left group tree.



2 Click the **[Tile]** button. The Create Tile window appears.





No.	Name	Function
①	Player List	Shows a list of monitors to be displayed in tile mode. You can drag & drop the monitors to change the order.
②	Order of Monitors	Shows the order of monitors.
③	Tile Size	Sets the number of tile columns and rows.
④	Monitor Selection Area	When selected, the area is displayed in blue and click again to release it.
⑤	Group Input	Click monitors in the monitor selection area (□) to choose a tile group. Select an option in the Group Input dropdown list and click the Set button to apply the change.
	Tile Mode	Click monitors in the monitor selection area (□) to choose a tile group. Select an option in the Tile Mode dropdown list and click the [Set] button to apply the change.
	Tile ID	Click the monitor for which you want change the tile ID. Change the tile ID and click the [Set] button.
⑥	Apply	Click the [Apply] button to apply the tile settings to the monitors and a message window pops up to confirm it.
	Close	Click the [Close] button or the [X] button at the top right of the window to go back to the player list.

Player Management

Approving Players

1 Click **Player** on the Menu tab located at the top of the program.

2 Click the **Non-Approved** category in the Player List.
- Unapproved players appear in the details list.
- Alternatively, select a player with Non-Approved shown in the item list.

3 Select a player you want to approve in the player details list.
- The selected player is shown with a check mark.

4 Click the **[Approved]** button to approve the selected player.
- Once the approval is complete, Non-Approved changes to Approved.

Rejecting Players

1 Select a player you want to reject in the player details list.
- The selected player is shown with a check mark.

2 Click the **[Rejected]** button to reject the selected player.
- Once the rejection is complete, Non-Approved or Approved changes to Rejected.

Deleting Players

1 Select a player you want to delete in the player details list.
- The selected player is shown with a check mark.

2 Click the **[Delete]** button to delete the selected player.

3 When the Confirm Delete window appears, click the **[OK]** button.

4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted player will disappear from the details list.

User

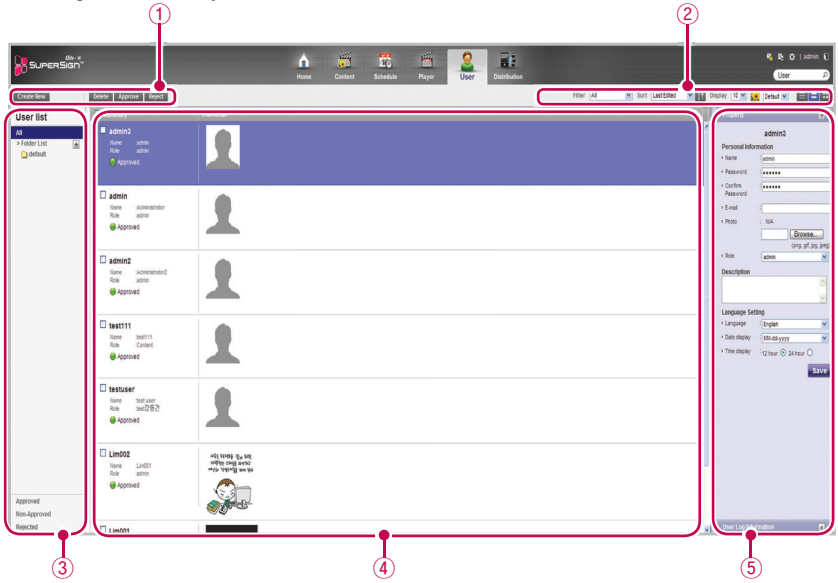
You can view or manage (approve, reject, and delete) all user accounts.

NOTE

- The User menu is only available in the SuperSignElite-w Standard version. To access this function, please get the Standard version.

User Window Layout and Functions

The following shows the layout and functions of the User window.



No.	Name	Function
①	Action buttons	• **[Create New]**: Creates a user account. • **[Delete]**: Deletes a user account. (all information related to the user ID will also be deleted.) • **[Approve]**: Approves a user account not approved. • **[Reject]**: Rejects a user account not approved.
②	Sorting	• **Filter**: Filter by role. • **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • / / : List view/Normal view/Thumbnail view

No.	Name	Function
③	User List	View the list of user accounts saved. • **All**: View the list of all accounts. • **Approved**: View the list of approved accounts. • **Non-Approved**: View the list of unapproved accounts. • **Rejected**: View the list of rejected accounts.
④	Details list	• **Summary** - Displays the user ID, name, role, player type (only for set top box player), and approval status • **Thumbnail** - Displays the user image
⑤	Details	Details page of the selected user ID • **Property**: All the information entered when creating a user account (private information, description, and language setting) • **User Log Information**: Displays the creation date, creator, recent editing date, editor, approval status, approver, last login, and last logout information

User Account Registration

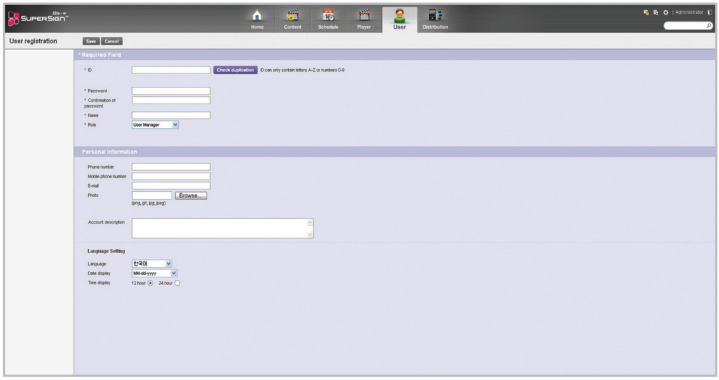
You can create accounts to use in the program.

1 Click **User** on the Menu tab located at the top.

2 Click the **[Create New]** button in the top left side of the User window.

3 Enter all required information.

4 Click the **[Save]** button in the top left of the screen to save the information.



5 Click the **[OK]** button when The account is created successfully message appears in a pop-up.

NOTE

- Adding user accounts on the User tab is carried out in the same way as on the Login screen.

User Account View

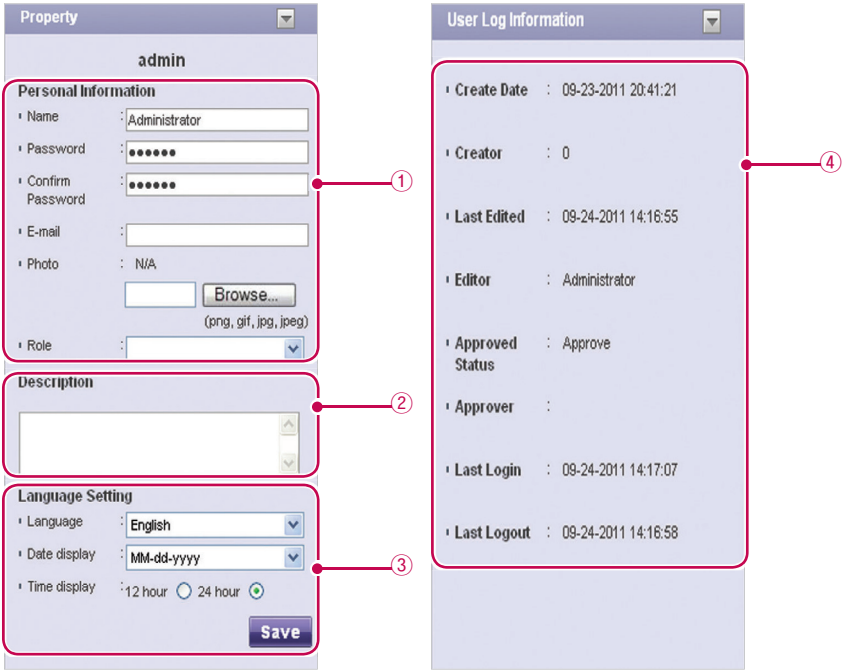
You can view details of registered user accounts.

1 Click **User** on the Menu tab located at the top.

2 Select a user group you want in the User List.

3 Select a user to view the information in the details list.

- You can view the information of the selected user account in the More Details box.



No.	Name	Function
①	Personal Information	User name, password, email, picture, role, and approval status.
②	Description	The user account is briefly explained.
③	Local setting	• Language setting of the user account. There are 14 languages available. • Date format (e.g., MM/DD/YYYY) • Sets the time display format
④	User Log Information	Displays the Create Date, Creator, Last Edited, Editor, Approved Status, Approver, Last Login, and Last Logout information

User Account Management

Approving User Accounts

1 Click **User** on the Menu tab located at the top.

2 Click the **Non-Approved** category in the User List.
- Unapproved user accounts appear in the details list.
- Alternatively, select a user account with Non-Approved shown in the item list.

3 Select an account you want to approve in the user details list.
- The selected account is shown with a check mark.

4 Click the **[Approved]** button to approve the selected account.
- Once the approval is complete, Non-Approved changes to Approved.

Rejecting User Accounts

1 Select an account you want to reject in the user details list.
- The selected account is shown with a check mark.

2 Click the **[Rejected]** button to reject the selected account.
- Once the rejection is complete, Non-Approved or Approved changes to Rejected.

Deleting User Accounts

1 Select an account you want to delete in the user details list.
- The selected account is shown with a check mark.

2 Click the **[Delete]** button to delete the selected account.

3 When the Confirm Delete window appears, click the **[OK]** button.

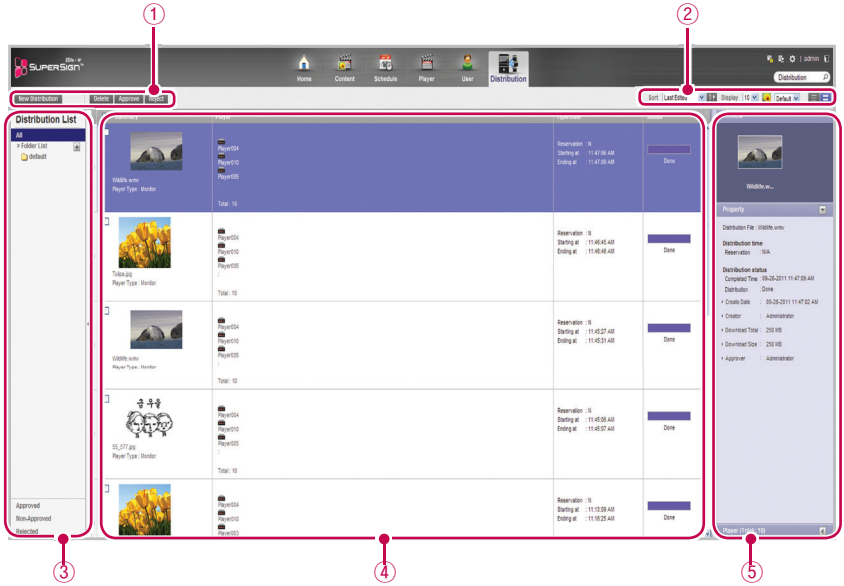
4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted player will disappear from the details list.

Distribution

You can distribute content to players.

Distribution Window Layout and Functions

The following shows the layout and functions of the Distribution window.



No.	Name	Function
①	Action buttons	• **[New Distribution]**: Creates a new distribution. • **[Delete]**: Deletes a distribution. • **[Approve]**: Approves a distribution. • **[Reject]**: Rejects a distribution.
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • Default :Click the [▼] button to select a size of the image shown in the details list. • / : List view/Normal view

No.	Name	Function
③	Distribution list	Shows the stored distribution list • **All**: Shows all the distribution list • **Approved**: Shows approved distribution list • **Non-Approved**: Shows non-approved distribution list • **Rejected**: Shows rejected distribution list
④	Details list	• **Summary** - Displays the image and file name for content distribution. Display information including the file name for schedule distribution. - Display the player type (set top box/monitor) • **Player** - Displays the selected player names ('…' is shown if there is not enough space) /the number of all players - Displays the player icon per player type • **Type/Date** - Provides distribution method, time, and distribution status - Displays the reservation time • **Status**: Provides distribution status information - The distribution status can be checked on the status display bar •  : Distribution is being processed •  : Distribution is complete - **[Cancel]** button: Distribution is cancelled. - **[Retry]** button: Retry distribution of a cancelled item. * A newly created distribution is registered as non-approved status.
⑤	Details	Allows the user to check the information page for distribution selections and edit its information • **Preview**: Thumbnail image and file name of content to distribute • **Property**: Provides the property values for the distribution (distribution file name, distribution time, distribution status) • **Player**: Displays the player name, IP address, model name, and player type

Creating Content Distribution Files

You can send scheduled content to players.

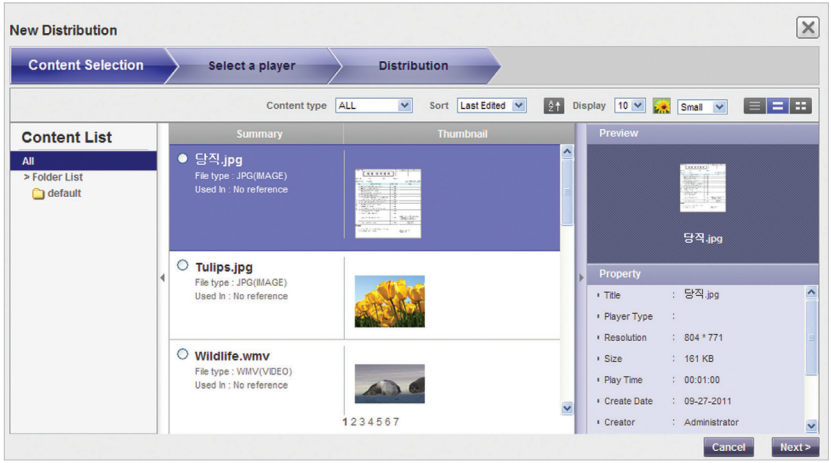
1 In the Menu tab at the top of the program screen, click **Distribution**.

2 Click the **[New Distribution]** button in the top left of the Distribution window.

3 When the drop-down menu appears, click **Distribute content**.

4 Select the content category to distribute in the content list.
- The approved content appears in the details list.

5 Select a content item you want to distribute in the details list.
- The selected content is shown with a check mark.
- You can view the content details in the Property panel.
- The type of player you can select varies depending on content limitations.
- Content restrictions: Photo/video file and Flash/PDF/Office file where the resolution is higher than 1920 x 1080
- Selecting content without limitations: You can select either a monitor or set top box player.
- Selecting content with limitations: You can only select a set top box player.

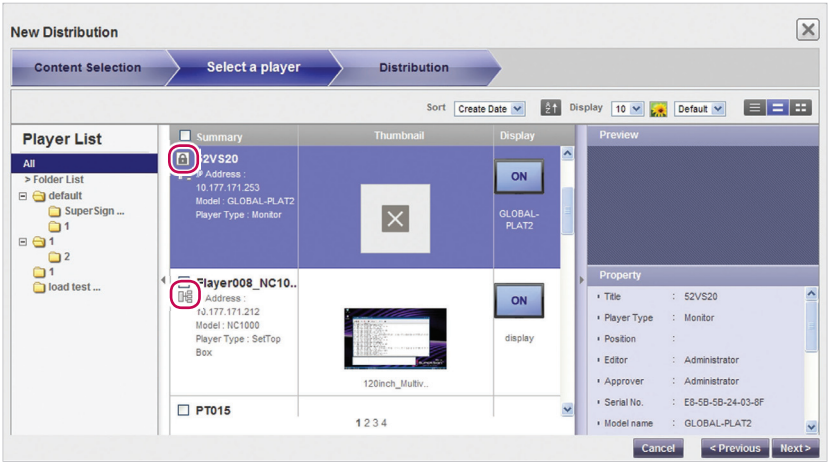


6 Click the **[Next]** button to proceed.
- The player selection window appears.

7 Select a player you want to distribute to in the player list.
- The approved player appears in the details list.

8 Select a player you want to distribute to in the details list.
- The selected player is shown with a check mark.
- If you select a player with a mark, the pop-up message, **"The selected player(s) has already been distributed. Do you want to select?"** is displayed. If you do not want to select the player, select another player and go to the next step.

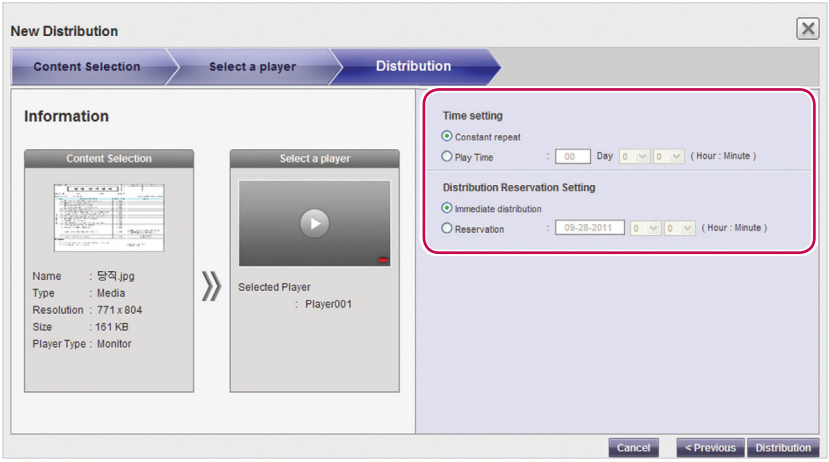
- A player currently engaged in a distribution is locked, and a lock icon is displayed in the check box. Another distribution cannot be entered until the current one is complete.
- You can view the player details in the Property panel.



9 Click the **[Next]** button to proceed.

- The distribution setting window appears.
- If there is not enough free space on the player, the warning message, **"There is not enough free space on the player."** is displayed and the next screen does not appear.

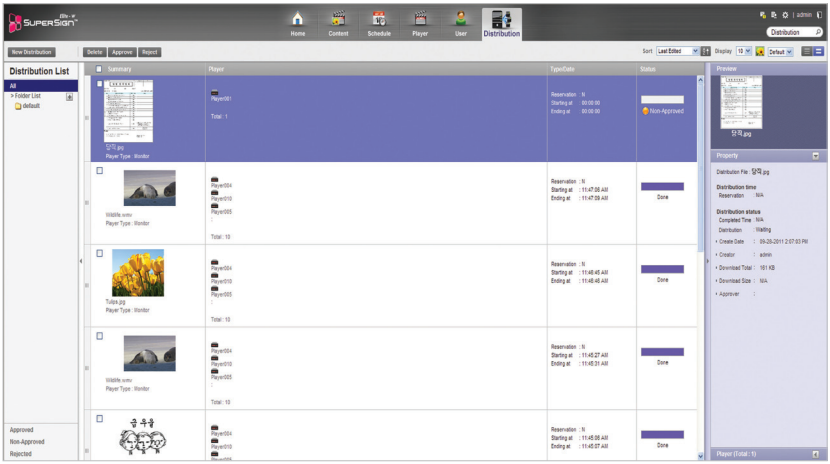
10 Confirm the content to distribute, confirm the player information, and then specify distribution settings.



Menu	Description
Time Settings	Sets the distributed content's playback time. - **Constant repeat**: Repeat playing until the next scheduled content runs. - **Play Time**: Selects the playback duration.
Distribution Reservation Setting	Sets a time for scheduled distribution. - **Immediate distribution**: Distribute immediately after the distribution setting is made. - **Reservation**: Schedule a date and time to distribute.

11 To create a distribution file as configured, click the **[Distribution]** button.

12 When the distribution confirmation window appears, click the **[OK]** button.



NOTE

- When the content is distributed, any previous schedule sent are ignored.
- A file over 4GB cannot be transferred.
- When distribution has been reserved, the file is distributed if approval is given before the time reserved. If approval is given after the reserved time, then distribution takes place as soon as approval is given.
- You can cancel distribution in the middle of playback. Because content cannot be continuously downloaded when the distribution has been cancelled, distribution must be restarted from the beginning. For more information, see 99 Page, “Canceling Distribution”.
- You cannot play content when the distribution percentage is not 100%.

Creating Schedule Distribution Files

You can send scheduled content to players.

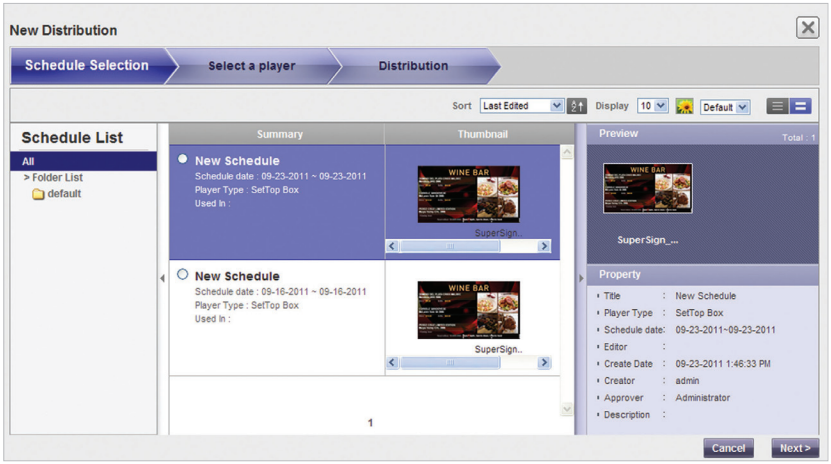
1 In the Menu tab at the top of the program screen, click **Distribution**.

2 Click the **[New Distribution]** button in the top left of the Distribution window.

3 When the drop-down menu appears, click **Distribute schedule**.

4 In the schedule list, select a schedule category to distribute.
- The approved schedule appears in the details list.

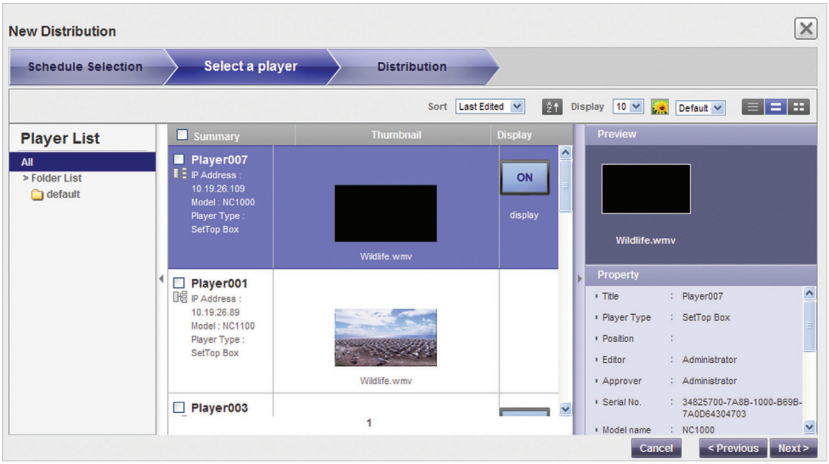
5 Select a schedule you want to distribute in the details list.
- The selected schedule is shown with a check mark.
- You can view the schedule details in the Property panel.



6 Click the **[Next]** button to proceed.
- The player selection window appears.

7 Select a player you want to distribute to in the player list.
- The approved player appears in the details list.

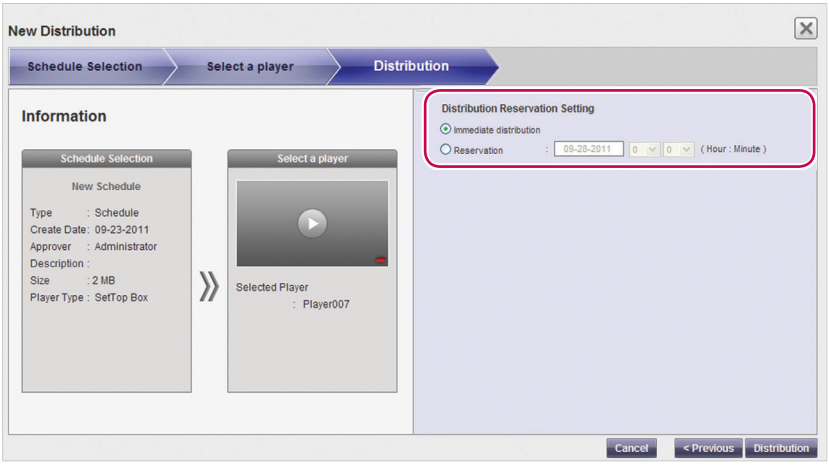
8 Select a player you want to distribute to in the details list.
- The selected player is shown with a check mark.
- If you select a player with the mark, the pop-up message, “The selected player(s) has already been distributed. Do you want to select?” is displayed. If you do not want to select the player, select another player and go to the next step.
- A player currently engaged in a distribution is locked, and a lock icon is displayed in the check box. Another distribution cannot be entered until the current one is complete.
- You can view the player details in the Property panel.
- If you select set top box schedule, monitor players will not be displayed in the player list.



9 Click the **[Next]** button to proceed.

- The distribution setting window appears.
- If there is not enough free space on the player, the warning message, **"There is not enough free space on the player."** is displayed and the next screen does not appear.

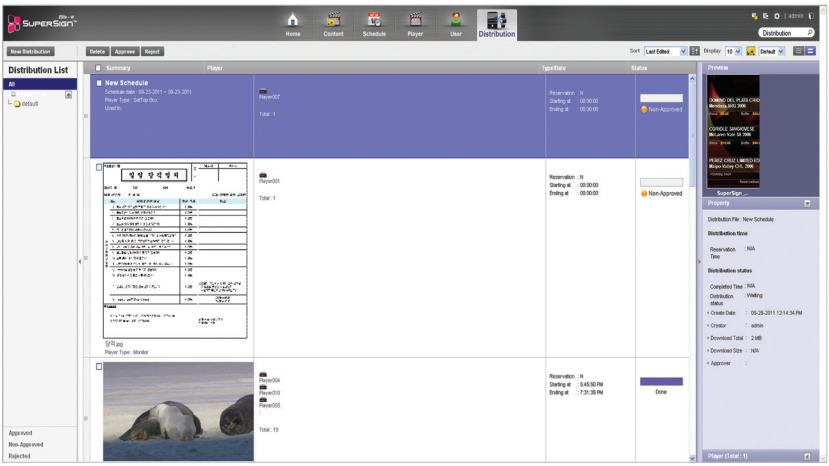
10 Confirm the schedule to distribute, confirm the player information, and then specify distribution settings.



Menu	Description
Distribution Reservation Setting	Sets a time for scheduled distribution. - **Immediate distribution**: Distribute immediately after the distribution setting is made. - **Reservation**: Schedule a date and time to distribute.

11 To create a distribution file as configured, click the **[Distribution]** button.

12 When the distribution confirmation window appears, click the **[OK]** button.



NOTE

- When the content is distributed, any previous schedule sent are ignored.
- A file over 4GB cannot be transferred.
- When distribution has been reserved, the file is distributed if approval is given before the time reserved. If approval is given after the reserved time, then distribution takes place as soon as approval is given.
- You can cancel distribution in the middle of playback. Because content cannot be continuously downloaded when the distribution has been cancelled, distribution must be restarted from the beginning. For more information, see 99 Page, “Canceling Distribution”.
- You cannot play content when the distribution percentage is not 100%.

Searching Distribution Details

You can find and view items (schedules, content, and players) that are distributed previously, or scheduled for distribution.

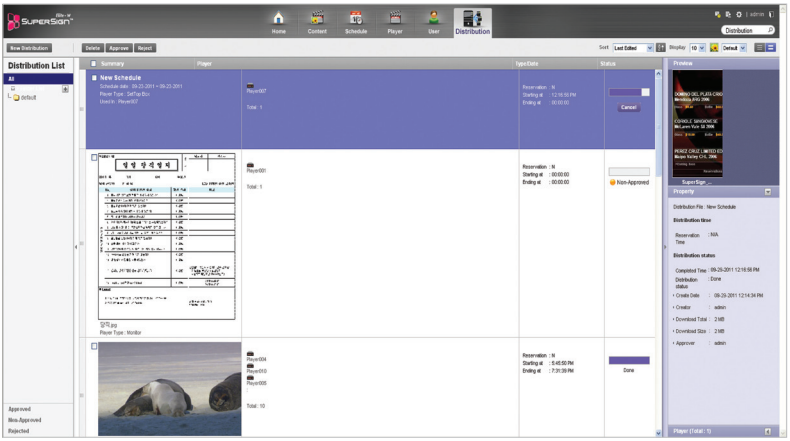
1 You can search for distribution history in the distribution list on the left side of screen or by entering a search keyword in the search box in the top right corner of the screen.
   - Search results on distribution details are shown in a list. Clicking an item displays the results in the details list.

Distribution Details Management

Canceling Distribution

You can cancel an item being currently distributed.

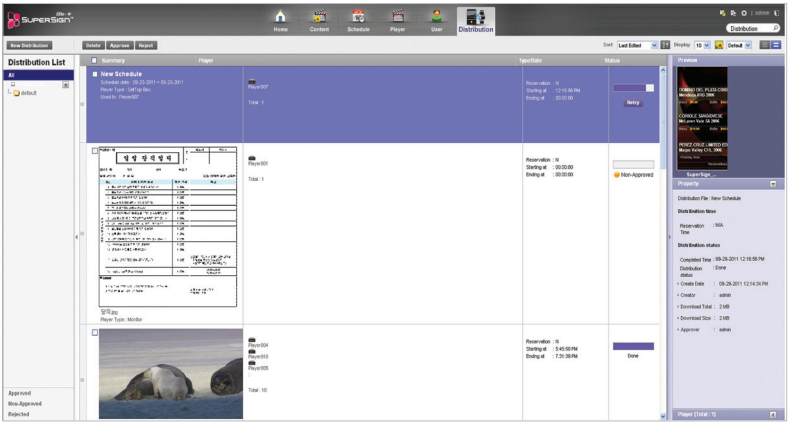
1 In the distribution details list, click the **[Cancel]** button of the item being distributed.
- When the distribution is canceled, the **[Cancel]** button changes to the **[Retry]** button.
- The player lock is released.



Re-distribution

You can select an item that you canceled distributing and redistribute it.

1 Select a canceled item in the distribution details list, and click the **[Retry]** button.
- Redistribution begins.
- Another distribution cannot be entered until the current one is complete.



Approving Distribution

1 Click the **Non-Approved** category in the Distribution List.
- Unapproved distributions appear in the details list.
- Alternatively, select a distribution item with Non-Approved shown in the details list.

2 Select a distribution item you want to approve in the distribution details list.
- The selected item is shown with a check mark.

3 Click the **[Approved]** button to approve the selected item.
- Once the approval is complete, Non-Approved changes to Approved.
- Another distribution cannot be entered until the current one is complete.
- Furthermore, because the check box for a player currently distributing content is changed to a lock icon, you cannot select the player.
- When the distribution is complete, the player lock is released and the distribution screen appears automatically.

Rejecting Distribution

1 Select a distribution item you want to reject in the distribution details list.
- The selected item is shown with a check mark.

2 Click the **[Rejected]** button to reject the selected item.
- Once the rejection is complete, Non-Approved or Approved changes to Rejected.
- The player lock is released.

Deleting Distribution

1 Select a distribution item you want to delete in the distribution details list.
- The selected item is shown with a check mark.

2 Click the **[Delete]** button to delete the selected item.

3 When the Confirm Delete window appears, click the **[OK]** button.

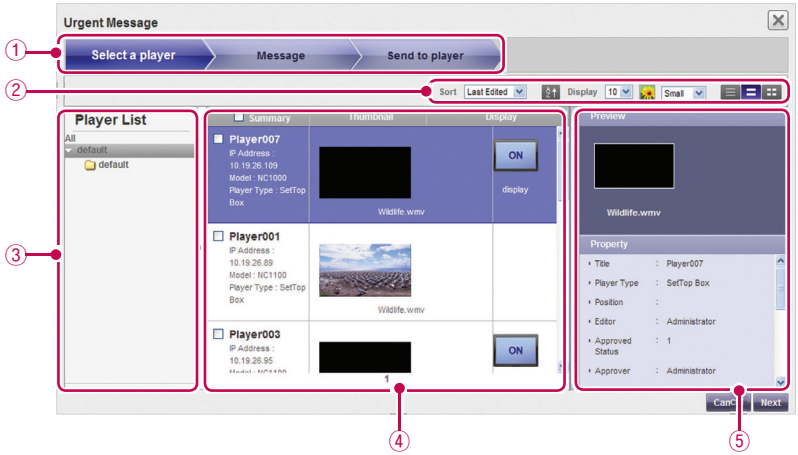
4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted distribution will disappear from the details list.
- The player lock is released.

Message

You can send messages to players connected with the Server using a Web-based message application.

1 Click  in the top right corner of the screen.

- The Urgent Message window appears.

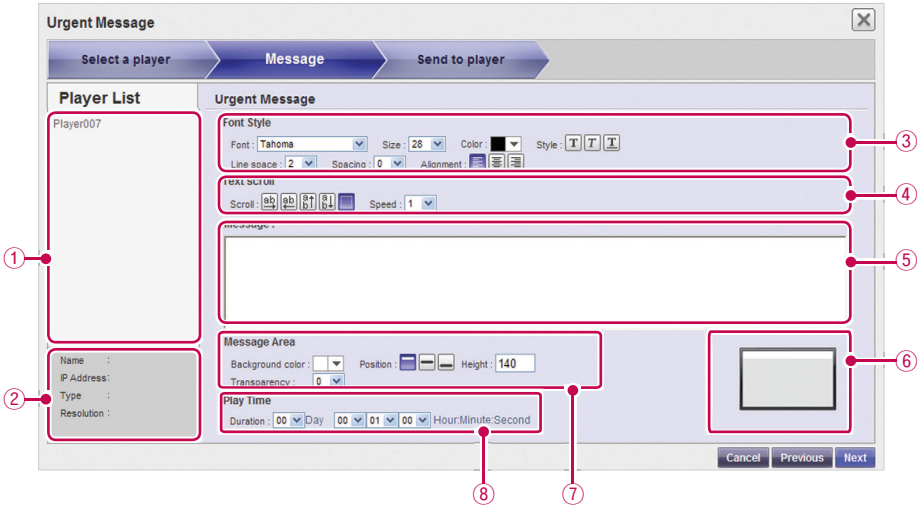


No.	Name	Function
①	Progress Bar	Displays the step-by-step progress when creating an urgent message.
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). •  : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. •  : Click the [▼] button to select a size of the image shown in the details list. •  /  /  : List view/Normal view/Thumbnail view
③	Player list	View the list of players saved. • **All**: View the list of all players.
④	Details list	• **Summary**: Displays the player name, IP address, model name and player type (displayed only for set top box players). • **Thumbnail**: Title and display of the content currently being played. • **Display**: List of displays connected to and recognized by a player and power control status
⑤	Details	Displays the content preview for a selected player and its property information

2 Select a player group you want to send a message to in the Player List.

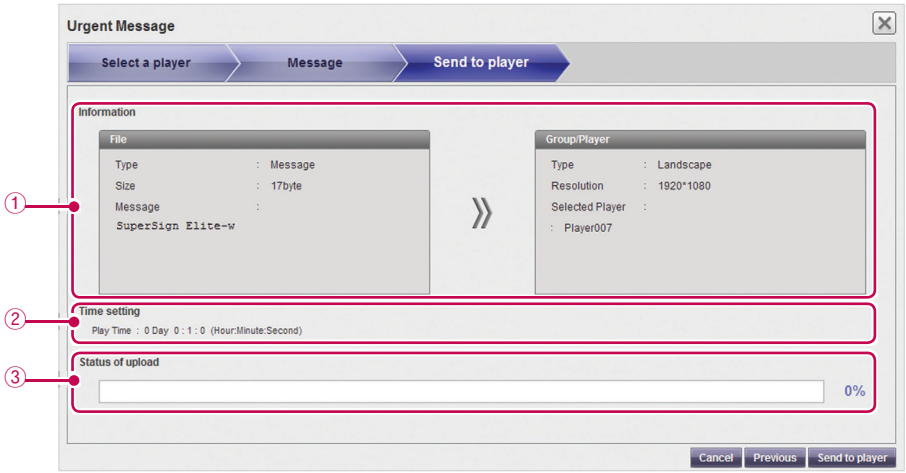
3 Select a player to send the message to in the player details list, and click the **[Next]** button.
- To send the message to multiple players at once, click the checkbox before the player list.

4 Compose a message you want to send and click the **[Next]** button.



No.	Name	Function
①	Player list	Displays a list of players to which an urgent message is sent.
②	Summary	Displays the player name, IP address, player type (portrait, landscape) and resolution.
③	Font Property	Font, size, color, align (left, justified, right,) style (bold, italic, underline,) line space, and spacing.
④	Text scroll	Sets the text, scroll direction (left/right/up/down/no effect), and scroll speed
⑤	Message box	Message to send to players.
⑥	Preview	Allows the user to check the screen position where a message will be displayed
⑦	Message Area	Sets the background color of the area where the urgent message is displayed, arrangement of the message (top, middle, bottom) and transparency.
⑧	Play Time	Sets the duration that the message is displayed.

5 Confirm the file and the player, and click the **[Send to player]** button.



No.	Name	Function
①	Information	Displays the content and player details.
②	Time setting	Displays the message play time
③	Progress	Displays the progress of the message upload.

NOTE

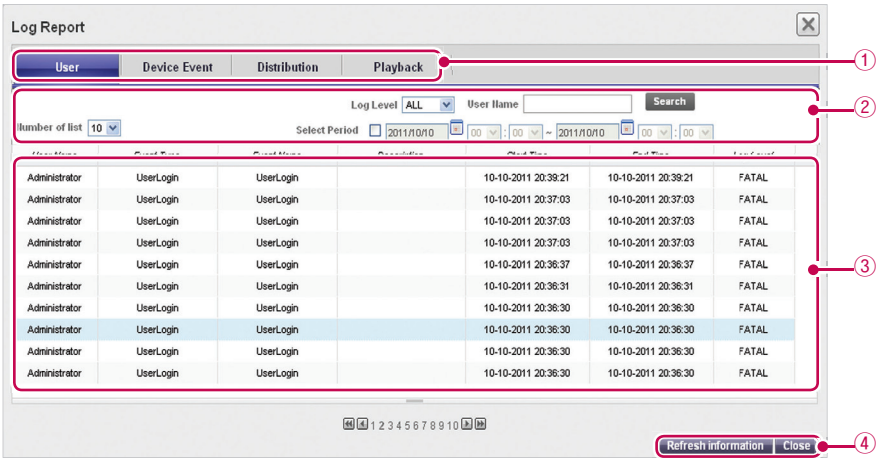
- A message can only be displayed horizontally.
- The message content will not be saved.
- When you transfer a message to a monitor player, the available message editing options are limited.
  - Font: Fixed
  - Style: Only underline is available.
  - Special characters: Only special characters which can be entered by a keyboard are allowed: (`, !, @, #, $, %, ^, &, *, (,), -, +, =, |, \, :, ;, “, ‘, <, >, /, ? etc)

ENGLISH

Log report

You can view logs recorded in the database with a Web browser.

1 Click in the top right side of the screen.
- The Log report window appears.



No.	Name	Function
①	Log categories	• **User**: Records a user log when a user or an administrator connects to the Server to change system resources (e.g., media, or content,) or system settings. • **DeviceEvent**: Records a play log (content title, repeat number, etc.) when a media player runs content. • **Distribution**: Records a distribution log (transfer time, transfer result, etc.) when a user distributes content to players. • **PlayBack**: Records a play log (content title, repeat number, etc.) when a media player runs content.
②	Sort and Search	• **Number of list**: Select a number of rows to show on a page. • **Log Level**: Select a desired level from FATAL, ERROR, WARN, INFO, or DEBUG. • **User Name**: Select a search category, User ID or User Name. • **Select Period**: Click the date box to select a date from the calendar, click the [▼] button to select a time, and view the log information. • **Search**: Shows the log report by pressing Search after selecting a search condition
③	Log details	View the log recorded during the specified period.

No.	Name	Function
④	Action buttons	• **[Refresh]**: Reload the log. • **[Close]**: Close the Log Report window.

2 Select a log category you want at the top.
- The Log report window appears for the selected category.

3 Select a period to view the log in the top side of the window.
- Event details created during the specified period are displayed.

4 To close the Log report window, click the **[Close]** button or the **[X]** button at the top left of the screen.

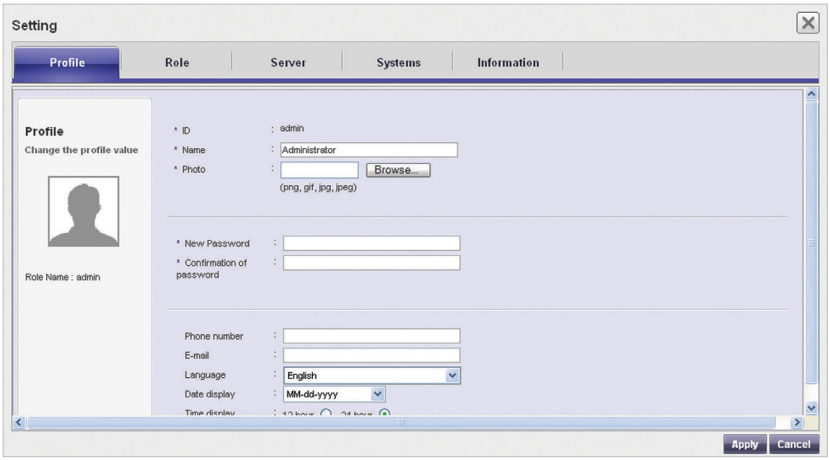
Setup

Profile

You can view user information or modify user account details except the User ID and role.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Profile** tab.
- When the Profile pop-up window appears, you can view or modify the user information.



3 To modify the account details, select an item you want to modify and make changes.

4 To save the changes, click the **[Apply]** button.

5 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Role

You can create, modify, or delete user roles.

NOTE

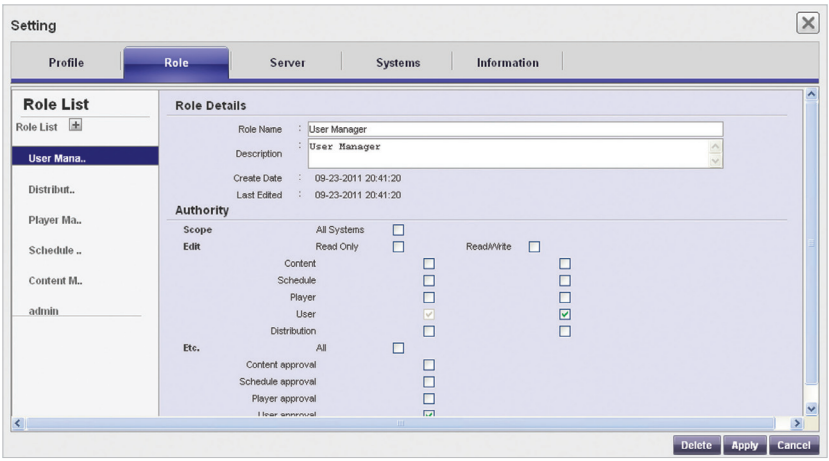
- The Role tab is only available in the SuperSignElite-w Standard version.
- To access this function, please get the Standard version.

Creating Roles

A general administrator or workgroup administrator can create roles in workgroups.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Role** tab.
- The Role Setting window appears.



3 Click the icon.

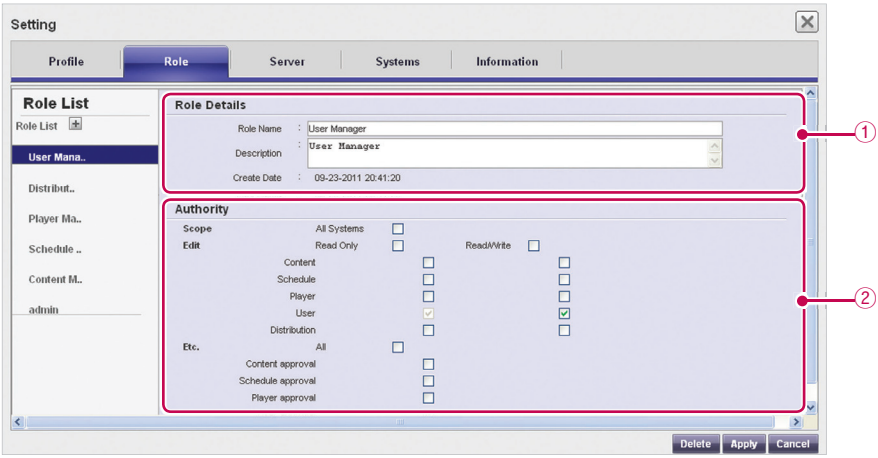
4 When the registration window appears, enter role name.



Role	Description
All system administration	Own all rights to the system (read/write access to all resources, system settings, urgent messages, and log reports).
Content manager	Read/write access and rights to approve the content.
Distribution manager	Read access to Content and Player, read/write access and rights to approve the distribution.
Player manager	Read/write access and rights to approve the player.
User manager	Read/write access and rights to approve the user.

5 Click the **[OK]** button.

6 Specify the role information and rights under the Role Details and Rights.



No.	Name	Function
①	Role Details	Role name, description, created date, and last updated date.
②	Authority	Specify the user rights (read, write, read-only). **Scope**: Entire system **Edit**: Select read, write or read-only for Contents, Schedule, Player, User, and Distribution. **Etc.**: Select right for Shared group/Content approval/Schedule approval/Player approval/User approval/Message transmission/Log view/Distribution

7 To save the settings, click the **[Apply]** button.

8 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Modifying Roles

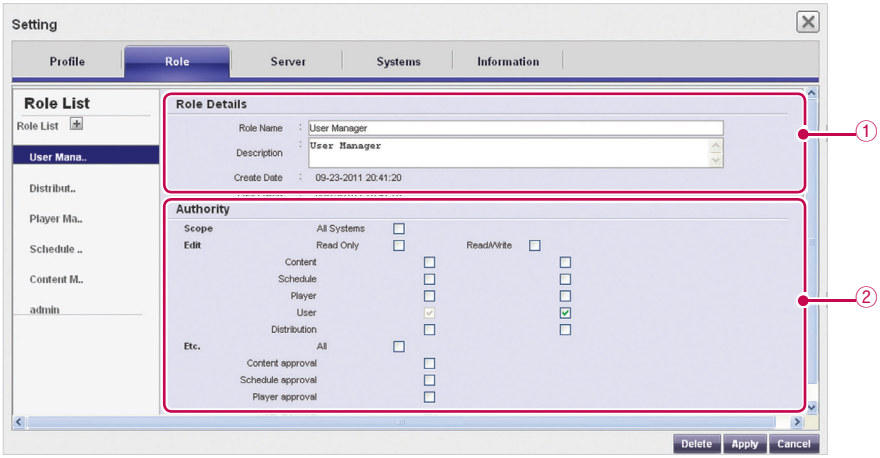
You can modify roles previously created in a workgroup.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Role** tab.
- The Role Setting window appears.

3 Select a role you want to modify in the Role List.

4 Specify the role details and rights as needed.



No.	Name	Function
①	Role Details	Role name, description, created date, and last updated date.
②	Authority	Specify the user rights (read, write, read-only). **Scope**: Entire system. **Edit**: Select read, write or read-only for Contents, Schedule, Player, User, and Distribution. **Etc.**:Select right for Shared group/Content approval/Schedule approval/Player approval/User approval/Message transmission/Log view/Distribution

5 To save the settings, click the **[Apply]** button.

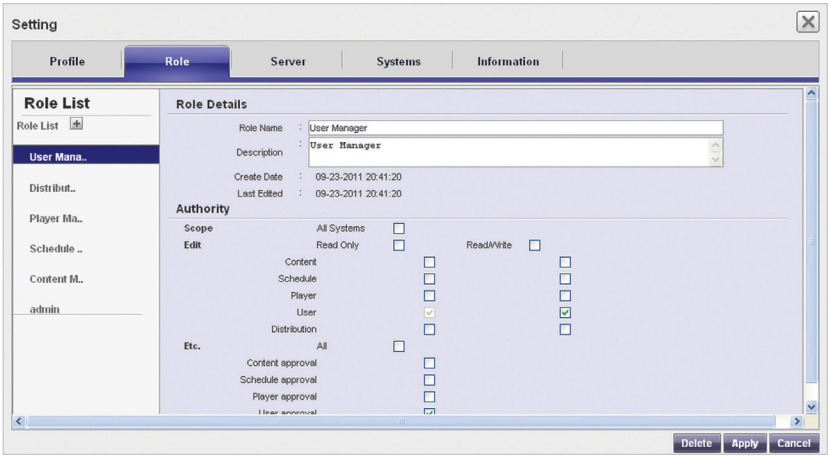
6 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Deleting Roles

You can delete existing roles.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Role** tab.
- The Role Setting window appears.



3 Click a role item you want to delete in the role list.

4 Click the **[Delete]** button.

5 When the deletion confirmation pop-up window appears, click the **[OK]** button.

6 When the deletion confirmation window appears, click the **[OK]** button.
- The selected role is deleted.

7 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Server

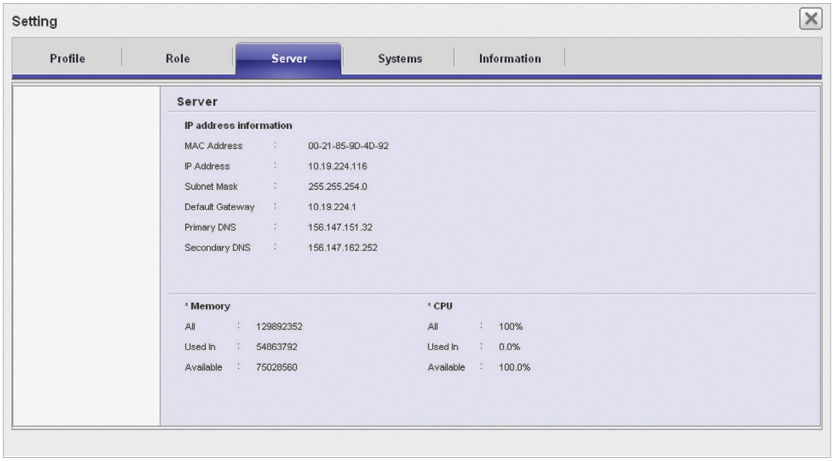
You can view the server operations.

NOTE

- The Server tab is only available in the SuperSignElite-w Standard version.
- To access this function, please get the Standard version.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Server** tab.
- The server window appears. You can view the server details, such as the server IP address, server port, memory usage, CPU usage, etc.



3 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

System

You can enable or disable the approved systems and specify the settings for system management.

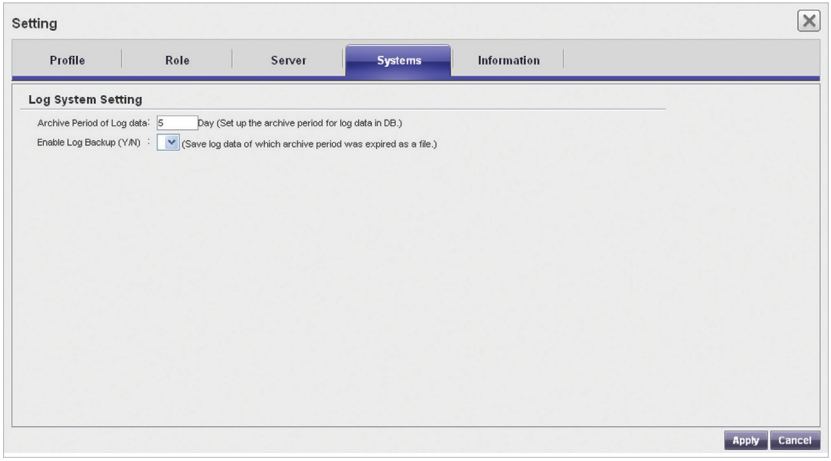
NOTE

- The System tab is only available in the SuperSignElite-w Standard version.
- To access this function, please get the Standard version.

1 Click in the top right corner of the screen.
   - The Setup window appears.

2 Click the **Systems** tab.
   - The current settings are displayed in the System window.

3 Specify the system environment as needed.



Role	Description
Archive Period of Log data	Set a number of days to keep a log file.
Enable Log Backup	Select to enable or disable a log backup.

4 To apply the settings, click the **[Apply]** button.

5 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Info.

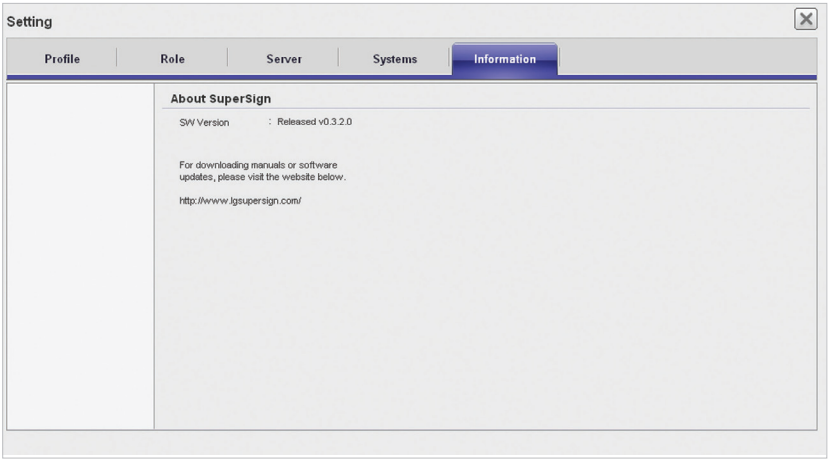
You can view the SuperSign software version and customer support website link.

NOTE

- The Info tab is only available in the SuperSignElite-w Standard version.
- To access this function, please get the Standard version.

1 Click in the top right corner of the screen.
- The Setup window appears.

2 Click the **Information** tab.
- The software version and customer support website link are displayed in the Information window.



3 To close the Setup window, click the **[X]** icon in the top right corner of the screen.

Appendix

SuperSign Network Connection

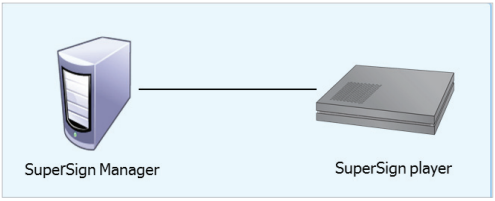
Refer to the information below when establishing network connections for the SuperSign Manager and SuperSign Player.

LAN Connection

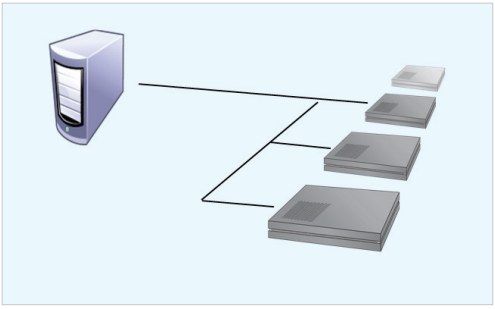
You can choose the LAN connection when the SuperSign Manager and SuperSign Player are in the same network.

- The same network means the same gateway and subnet address for IP communications.
- The SuperSign Manager can find the SuperSign Players in the same network using the scan feature.
- For 1:1 connections, use a crossover cable that allows communications without network equipment.
- Features such as the Web, widgets, and RSS are not available in closed networks without an external connection to the Internet.
- If the network does not have a DHCP server, you should manually set the IP addresses of the SuperSign Manager and the SuperSign Player.

1:1 Connections



1:N Connections

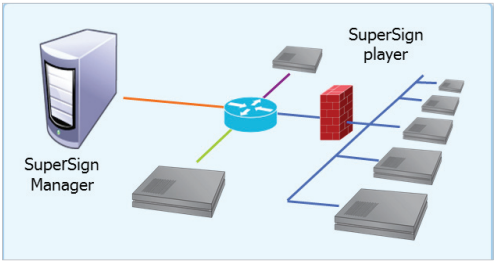


Internet Connection

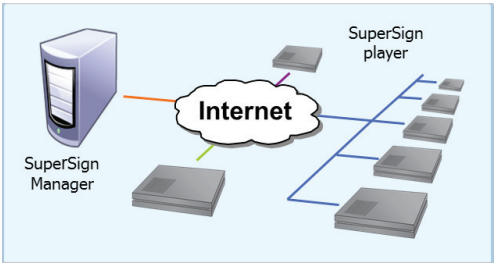
You can choose the Internet connection when the SuperSign Manager and the SuperSign Player are in two different networks.

- The SuperSign Manager cannot find the SuperSign Player applications using the scan feature.
- The SuperSign Player can be connected to the SuperSign Manager by using the manual scan mode.
- If the SuperSign Manager is in a private network, the SuperSign Player may not be properly connected.
- If the network has a firewall, some of transmission features may not work properly.
- Features such as the Web, widgets, and RSS are not available in closed networks without an external connection to the Internet.
- If the network does not have a DHCP server, you should manually set the IP addresses of the SuperSign Manager and the SuperSign Player.

Hierarchical Connection



Internet Connection

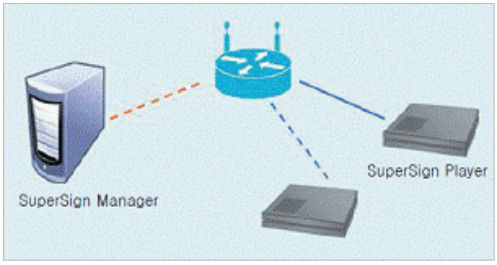


Wireless Connection

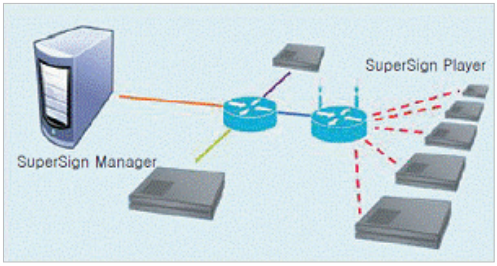
You can connect the SuperSign Player to the SuperSign Manager using a wireless router.

- The SuperSign Manager and the SuperSign Player both support wired, and wireless network connections.
- The SuperSign Player may not work properly if you use wired and wireless network devices simultaneously.
- Unplug the LAN cable when you connect the Player to the SuperSign Manager using a wireless network.
  Do not plug a wireless network device when you connect the Player to the SuperSign Manager using a wired network.
- Make sure that the SuperSign Manager and the SuperSign Player are in the same network when you use a wired/wireless router. The SuperSign Player cannot be recognized by a scan when it is in a different network. If the SuperSign Manager is behind a router or a firewall, a connection may not be established.

Wired/Wireless Router



Wired/Wireless Network



Available Ports

SuperSign Manager can be connected to SuperSign Player via the port listed below:

- 8080: Server Open

Required Software and United Codec

Refer to the information below on key software required to use the program and unified codecs needed to register and play videos.

Required Software

Below is a list of required software to install in order to use all edit functions of the SuperSign solution.

Microsoft Office

Install Microsoft Office on the SuperSign Manager and the SuperSign Player to use Office files as media content. (Microsoft Office 2000, XP, 2003, and 2007 are supported.)

NOTE

- You need to purchase and install Microsoft Office individually.

Open Office

Install Open Office on the SuperSign Manager and the SuperSign Player to use Open Office files as media content. (OpenOffice 3.2 supported)

NOTE

- Please download the OpenOffice program from the official website, http://www.openoffice.org, and install it.

Adobe Acrobat Reader (8.1 or higher)

Adobe Acrobat Reader 8.1 or higher (Lite version excluded) is required to see the Help or create content using PDF-type media content. Install the Adobe Acrobat Reader on the SuperSign Manager and the SuperSign Player.

NOTE

- The Adobe Acrobat Reader is available as a CD or free download at the Adobe website (www.adobe.com).

SuperSign File Support

The following media file formats are supported:

Player Type	Media Type	Supported File
Monitor	image	.jpeg, .jpg, .bmp, .png (smaller than 1920 x 1080)
	Video	.avi, .wmv, .mp4, .mov, .mkv, .ts, .tp, .mpg, .mpeg (smaller than 1920 x 1080)
	sound	.mp3
	flash	Not supported
	document file	Not supported
Set Top Box	image	.jpg, .bmp, .png
	Video	.avi, .wmv, .mp4, .mov, .mkv, .ts, .tp, .mpg, .mpeg, .flv
	sound	.mp3, .wma, .wav
	flash	.swf
	document file	.ppt, .xls, .doc, .pdf, pptx, .pps, .xlsx, .docx, Open Office (.odt, .ods, .odp)

NOTE

- To register and play videos, you need to install an appropriate unified codec on the Super-Sign Manager and the SuperSign Player.
- A maximum image size of 8,192 pixels (width or height) can be supported. A total number of 16,777,216 pixels are supported.

Unified Codecs

Install codecs required to register and play videos. If you install different codecs on the SuperSign Manager and the SuperSign Player, videos may fail to play. Make sure you install codecs of the same type and version on the SuperSign Manager and the SuperSign Player.
Video files may require different codecs for playing.
Websites to download unified codecs are listed below:

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

NOTE

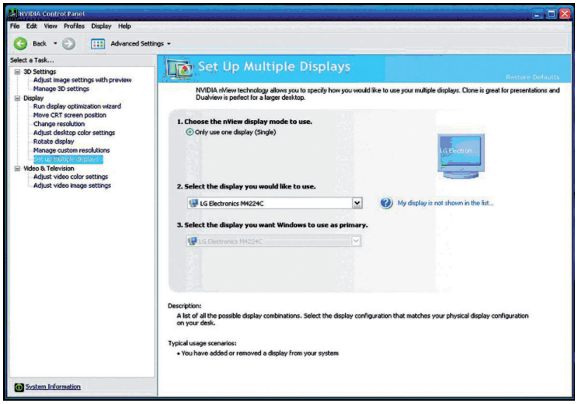
- The websites above are not related to LG Electronics, and are subject to change.
- Visit their websites for details about the codec license.
- Make sure that a codec required to play the content you require is included in the down-load package before you install it.
- Install the same codec package on the SuperSign Manager and the SuperSign Player.
- Avoid duplicate installations of a codec package.
- If you want to install a different code package, uninstall the previous codec first.

Microsoft Windows Embedded Standard Constraints

Due to internal constraints in Microsoft Windows Embedded Standard, the SuperSign Player's operating system, the following errors can occur.
If you switch to the full screen by pressing **<Alt+Enter>** in the DOS window, characters except the Roman alphabet, may not appear properly.
When you select to "save as" in the Print window, the menu name appears in English.
When you navigate to submenu items (as in the Control Panel), some appear in English. (HyperTerminal, Regional, and Language Options, etc.)

Changing Primary/Secondary Display

To change the primary and auxiliary monitors of the SuperSign Player, go to **Control Panel > Appearance and Themes > Display > Screen Resolution**.



NOTE

- The Nvidia graphics chipset, a video card installed on the SuperSign media player, does not support changing the primary/secondary monitor in **Display Properties** of Windows.

Frequently Asked Questions

If the program is not working properly, refer to the information below before contacting the Service Center.

Question	Troubleshooting
I clicked Scan, but I cannot find players.	• Check that the SuperSign Player is turned on. • Check that the SuperSign Player is working. • Check the network cable of the SuperSign Player. Check the network IP settings of the SuperSign Player. Set the network IP of the SuperSign Player manually.
Data saved in the local disk (C:) of the SuperSign Player disappeared.	The SuperSign Player uses the Enhanced Write Filter (EWF) to protect the program. If the EWF is set to **"Enable"**, the user can only temporarily save data onto the local disk. When the SuperSign Player restarts, the EWF deletes the data that was temporarily saved. If you don't want to use the EWF, set it to **"Disable"** on the Player menu.
I cannot open Microsoft Office files in the SuperSign Player.	Check that the Microsoft Office program is installed properly. If the EWF is set to **"Enable"**, the installation may not continue properly. Set EWF to **"Disable",** and retry installing the program. It is recommended that you set EWF to **"Enable"** once the installation is complete.
The schedule transmitted to the player does not start playing at the scheduled time.	Check that the system time set in the SuperSign Manager and the SuperSign Player are the same. If the time is different, synchronize the settings and re-transmit the schedule.
Characters in the RSS, text and message are not displayed properly.	Refer to the Regional and Language Options, and change the system language accordingly.
Picture and PDF files are not displayed.	Refer to the settings under the Regional and Language Options of the media player's operating system, change the file name in the specified language, and re-register it to the Library. For instance, if the language is set to English and the picture file is named in Korean, the image may fail to display.

Question	Troubleshooting
The time changes on its own even after synching the time on the Windows where the SuperSign Player is installed.	• Make sure that the EWF is set to **"Disable"** before you change the system time. • If the EWF was set to **"Enable"** when you set the time, change it to **"Disable"** and retry setting the time. • On the Windows taskbar, right-click to open the **Adjust Date/ Time** menu (**Date and Time** dialog) and check the **Time synchronization** option. If this option is checked, the time is periodically set to the **Time zone** selected by the user. If you don't want to use this option, click the Internet Time tab on the menu and clear the **"Automatically synchronize with an Internet time server"** checkbox.
I sent content to the SuperSign Player while playing a video, but the video stops playing.	Network conditions may affect the video play. Retry sending the content when the SuperSign Player is not playing a video.
Where can I obtain the SuperSign Player program or driver files?	They are available at the SuperSign support website (http://www.lgsupersign.com).
Flash files play slowly.	A large size of Flash displayed on the screen, multiple objects using the animation function, or the animation applied to a large area, may all affect the slow play.

List of Monitor Models Supported by SuperSign

The scope of functions controllable by the SuperSign Manager may vary per monitor. Refer to the supported functions by the monitor model below:

Monitor Model		M4715C	M5203C	M6503C	M3204C	M4214C	M4716C
Compatibilty	Box type (NC/NA1000 series)	O	O	O	O	O	O
	Built-in type (NC/NA2000 series)	X	X	X	X	X	X
Function	Power	O	O	O	O	O	O
	Input select	O	O	O	O	O	O
	Aspect ratio	O	O	O	O	O	O
	Screen mute	O	O	O	O	O	O
	Volume mute	O	O	O	O	O	O
	Volume control	O	O	O	O	O	O
	Remote lock/ Key lock	O	O	O	O	O	O
	Auto configura-tion	O	O	O	O	O	O
	Tile mode	O	O	O	O	O	O
	Tile ID set	O	O	O	O	O	O
	Natural mode (In Tilemode)	O	O	O	O	O	O
	Picture mode (PSM)	O	O	O	O	O	O
	Sound mode	O	O	O	O	O	O
	Fan fault check	O	O	O	O	O	O
	Temperature value	O	O	O	O	O	O
	Lamp fault check	O	O	O	O	O	O
	Time	O	O	O	X	O	O
	Sleep time	O	O	O	O	O	O
	Auto sleep	O	O	O	O	O	O
	Power on delay	O	O	O	O	O	O
	DPM select	O	O	O	O	O	O
	Power saving	O	O	O	O	O	O
	Power indicator	O	O	O	O	O	O

Monitor Model		M4715C	M5203C	M6503C	M3204C	M4214C	M4716C
Compatibilty	Box type(NC/ NA1000 series)	O	O	O	O	O	O
	Built-in type(NC/ NA2000 series)	X	X	X	O	O	O
Function	Power	O	O	O	O	O	O
	Input select	O	O	O	O	O	O
	Aspect ratio	O	O	O	O	O	O
	Screen mute	O	O	O	O	O	O
	Volume mute	O	O	O	O	O	O
	Volume control	O	O	O	O	O	O
	Remote lock/ Key lock	O	O	O	O	O	O
	Auto configura-tion	O	O	O	O	O	O
	Tile mode	O	O	O	O	O	O
	Tile ID set	O	O	O	O	O	O
	Natural mode (In Tilemode)	O	O	O	O	O	O
	Picture mode (PSM)	O	O	O	O	O	O
	Sound mode	O	O	O	O	O	O
	Fan fault check	O	O	O	O	O	O
	Temperature value	O	O	O	O	O	O
	Lamp fault check	O	O	O	O	O	O
	Time	O	O	O	O	O	O
	Sleep time	O	O	O	O	O	O
	Auto sleep	O	O	O	O	O	O
	Power on delay	O	O	O	O	O	O
	DPM select	O	O	O	O	O	O
	Power saving	O	O	O	O	O	O
	Power indicator	O	O	O	O	O	O

NOTE

- Display devices supported in the Media Player are subject to change without prior notice to improve the product performance.



Make sure to read the Important Precautions before using the product.
Keep the User's Guide(CD) in an accessible place for furture 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.