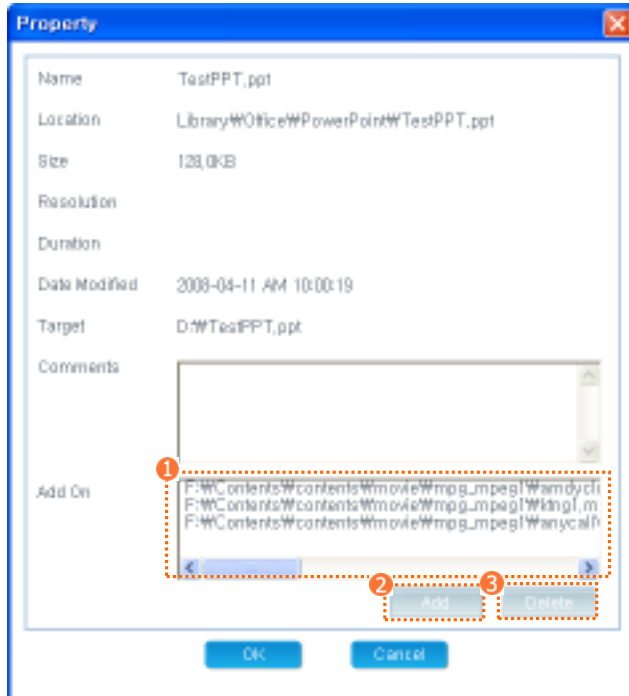


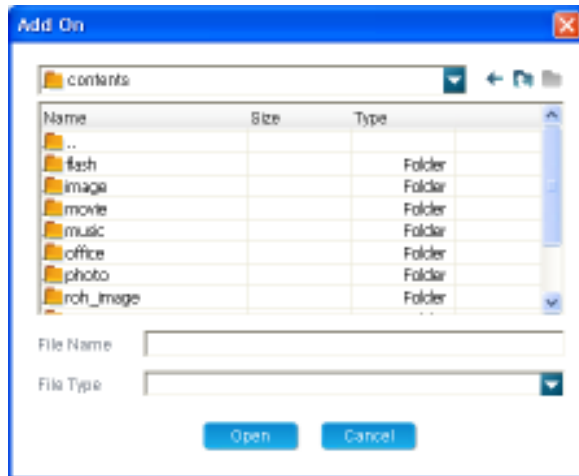
# 1. Library

## Add On



If an Office or Flash file that belongs to the library needs additional files to run, it is capable of adding the maximum 20 files.

- ① Add On List : Display current add on files.
- ② Add : When Add button pushes, Add on Window is appeared. You can add files what you need by selecting files in Add On Window. Added files can be checked out by ① Add on List. Any format file can be added in contrast with Library registration . The Maximum 20 files can be added.



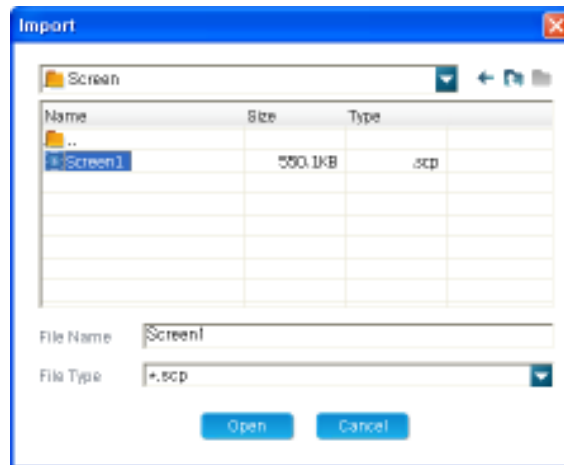
- 3 Delete : Any file which is needless can be deleted by clicking Delete button in Property Window. Deleted files can be checked out by Library result window.

## Screen Import/ Export

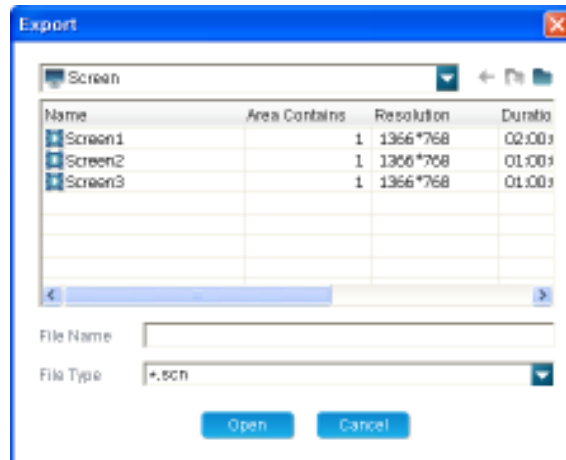
A screen and libraries which belong to the screen can be made a single file by one server, and the other server can use that file to make a same screen.



- 1 Import : When you select \*.scp file which is exported, the Screen and Library files what is included in \*.scp file is registered. Import result can be checked out by Library result window.

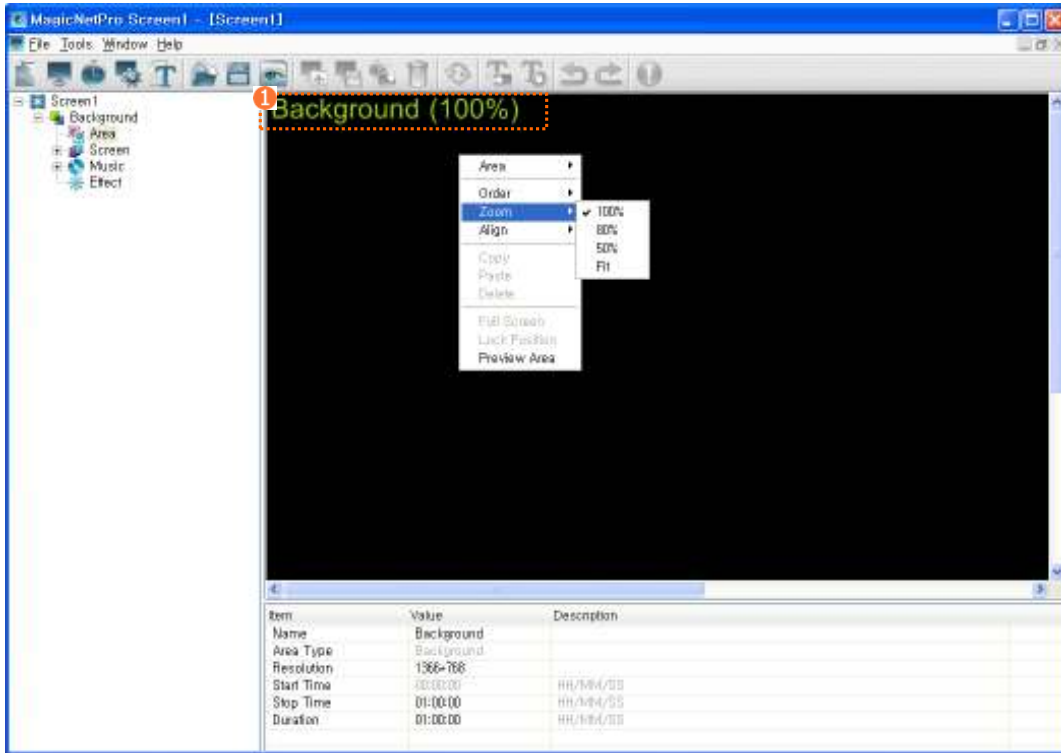


- 2 Export : When you select Screen what you want export, \*.scp file what has the Screen and Library files is created. \*.scp file is created in Export folder which is in the folder which Server is installed. Export result can be checked out by Library result window.



## 2.Screen

### Screen Designer – Zoom

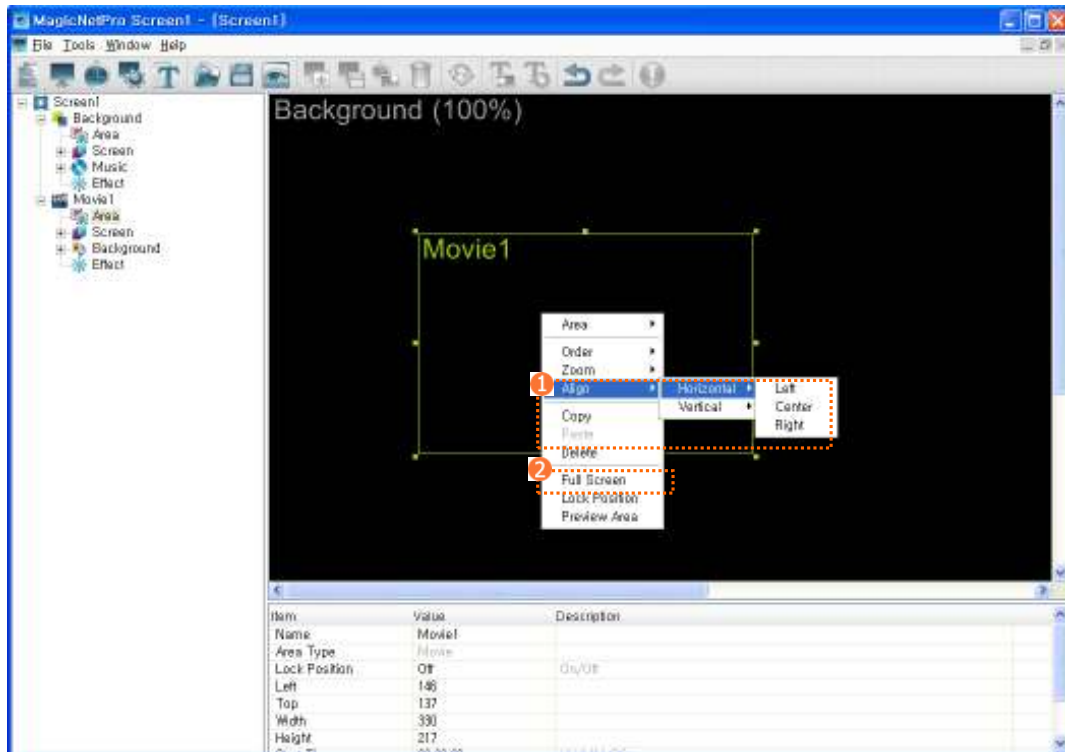


You can change the ratio of the currently editing screen window.

- 100% : Changes the ratio to 100% base on Background resolution.
- 80% : Changes the ratio to 80% base on Background resolution.
- 50% : Changes the ratio to 50% base on Background resolution.
- Fit : Changes the ratio to the size of the currently editing Screen window.

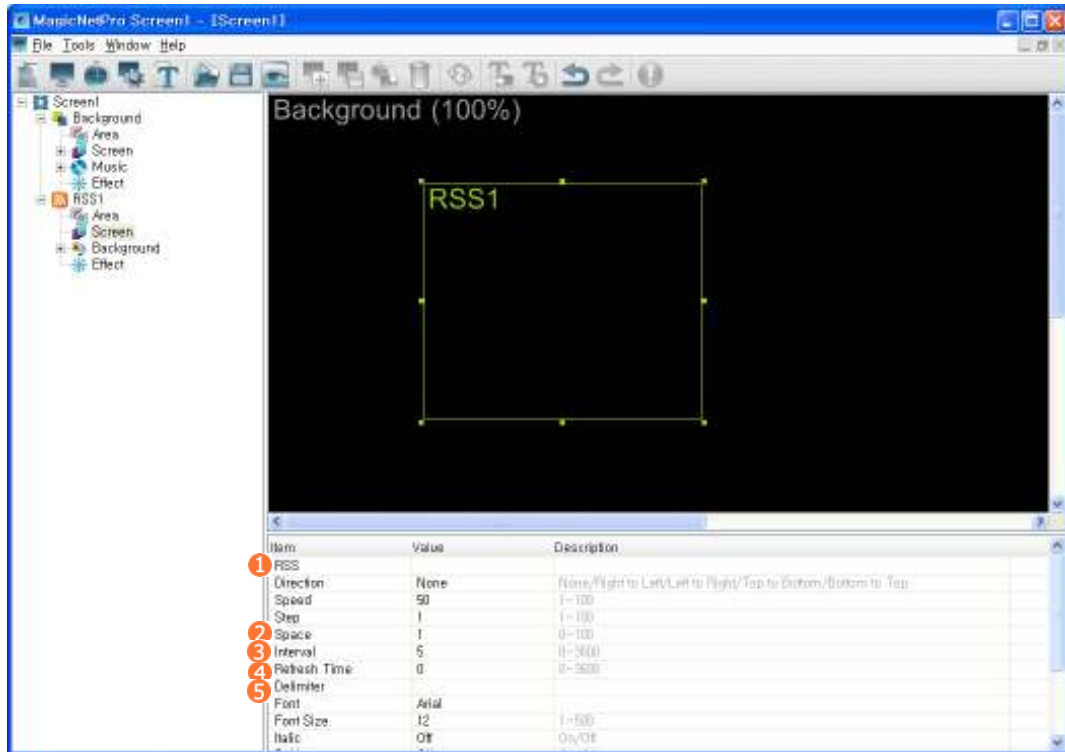
① Displays the current ratio.

## Screen Designer – Align / Full Screen



- 1 Aligns the selected Area.
- 2 Changes the size of selected area to the size of Background.

## Screen Designer – RSS

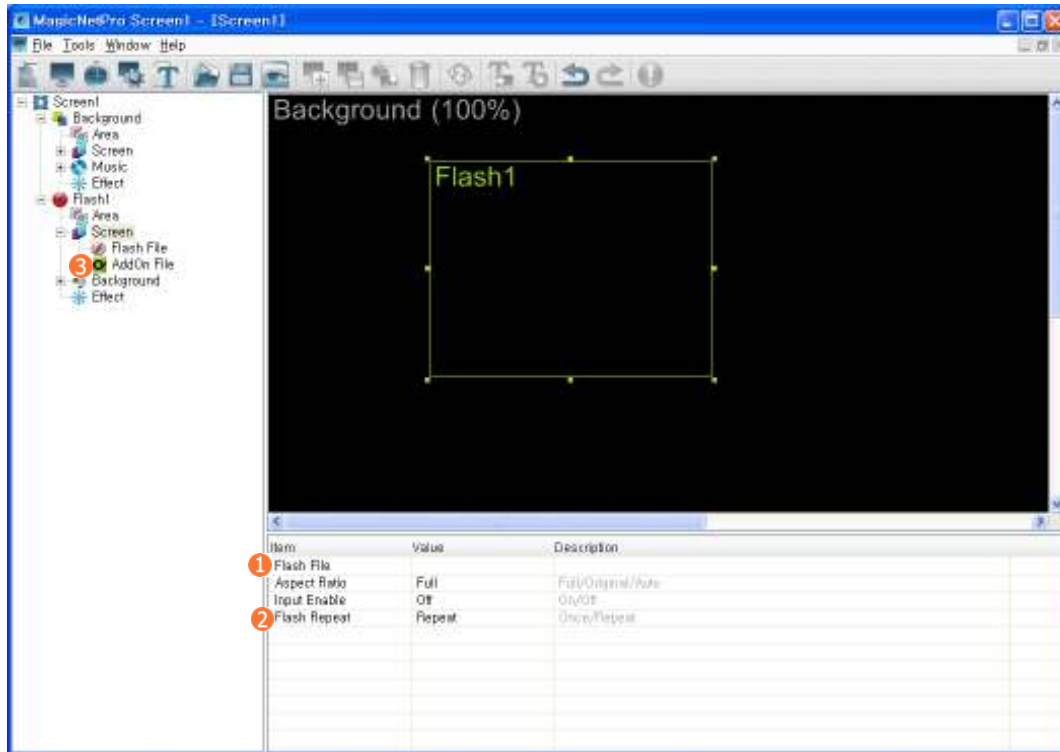


Displays a Title data among RSS Feed information.

- 1 RSS : Input the address of RSS Feed.
- 2 Space : Set the spacing word between Title information.
- 3 Interval : When a Direction is set to None, you can set the display time of next Title information.
- 4 Refresh Time : Set the time of getting Title information by RSS Feed.
- 5 Delimiter : Set the delimiter between Title information.



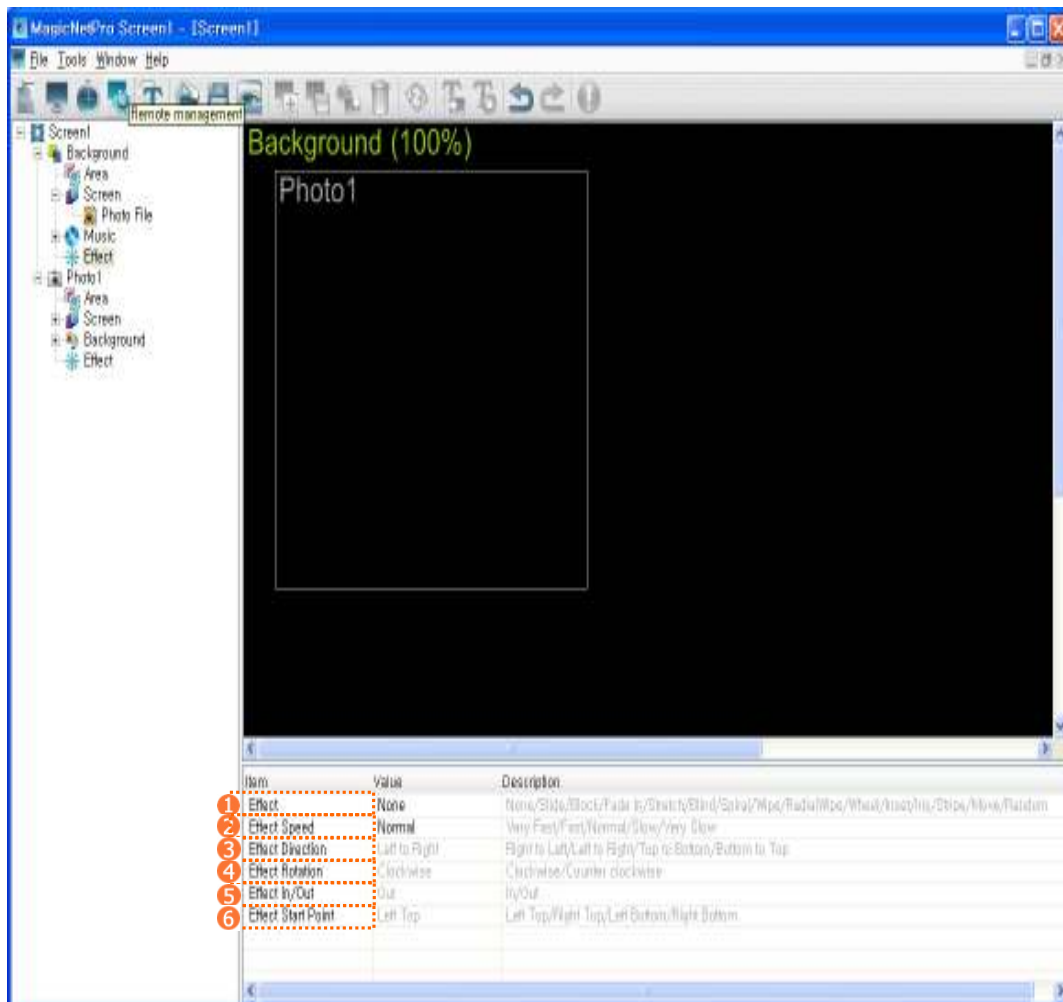
## Screen Designer – Flash



It is capable that the Flash Area can register a number of Flash files.

- 1 Flash File : Set Flash files to the Flash Area. You can register a number of Flash files.
- 2 Flash Repeat : Set the Repetition Option of Flash file.
  - Once : The registered Flash files is played each only once.
  - Repeat : The registered Flash files is played repeatedly while the area is alive.
- 3 Add On File : If Add On Files exist in the Flash area, you can check Add On Files here.

## Transition Effect



This is for setting Transition Effect. In case of a Photo Area, the Effect applies to the beginning of the Area and the moment of the changing every picture. But in case of the other Areas and Background, the effect applies to the only the beginning of the Area.

① Effect : Selects an effect within 15 effects which is including “None” and “Random”.

- None : No effect is used.
- Slide : The area is changed while a new picture fills the area like slide.
- Block : A new picture appears with block.
- Fade In : The area is changed smoothly by clearing a new picture which is appeared transparently.
- Stretch : Like a new picture is pulled and opened out, that picture is appeared.
- Blind: Like a blind is opened out, a new picture is appeared.
- Spiral : The area is changed while a new picture fills the area in a spiral.

- Wipe : The area is changed while a new picture fills the area by moving horizontally or vertically..
- Radial Wipe : The area is changed while a new picture fills the area by moving clockwise or counterclockwise..
- Wheel : Like a wheel rolls along, a new picture appears.
- Inset : The area is changed while a new picture fills the area by moving diagonally.
- Iris : The area is changed by narrowing the area from sides to a center or expanding the area from a center to sides.
- Stripe : The area is changed by following the sawlike line.
- Move : The area is changed while a new picture appears by following the background horizontally or vertically.
- Random : The area is changed by selecting effects randomly except “ None”.

② Effect Speed : Set the speed of effect change.

③ Effect Direction : Set the direction of effect change.

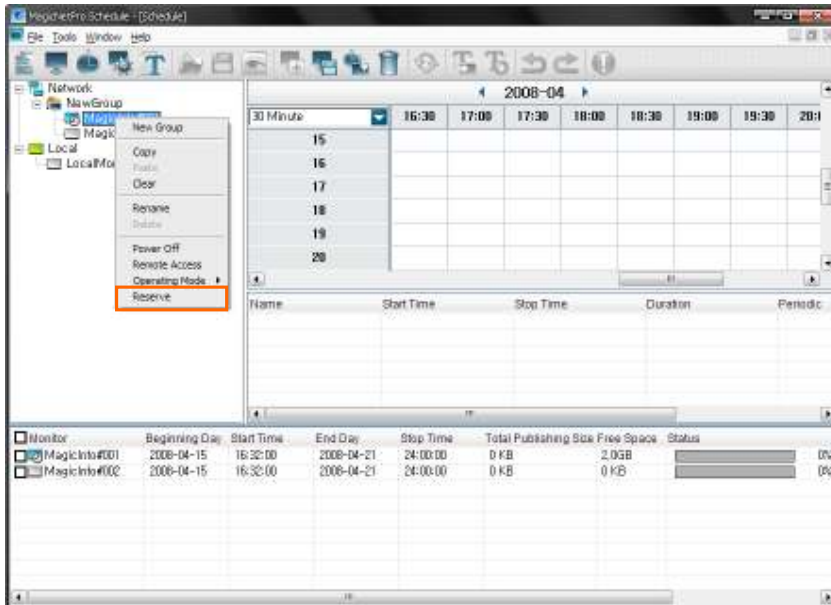
④ Effect Rotation : Set the rotation direction of effect change.

⑤ Effect In/Out : Set whether the effect change directs from outside to inside or from inside to outside.

⑥ Effect Start Point : Set the start point of effect change.

### 3.Schedule

#### Publish reservation



This is for reserving time to publish schedule to each monitor or group. After reserving a publishing time, a server publishes a schedule to Client when a publishing time is up. If a client monitor is Off, it can be On via WOL(Wake On Lan) and then a schedule is published. But when a client mode is set to Player mode, a schedule can't be published. Each monitor can have only a reservation. So If a monitor has a publishing schedule, a group what that monitor belongs to can't reserve a group publishing schedule. Against that, if a group has a group publishing schedule, a monitor what belong to that group can't reserve a publishing schedule.

## Reservation

Client ID	Reserve Time	Beginning Day	End Day	Periodic
MagicInfo#001	00:00 ~ 01:00	2006-04-29	2006-04-29	None
MagicInfo#002	00:00 ~ 01:00	2008-04-29	2008-04-29	None

Reserve Time: [00:00 ~ 01:00]      Periodic: [None]

Beginning Day: [..]      End Day: [..]

Buttons: Reserve, Modify, Delete, Cancel

① Reservation List : It shows the present publishing reservation condition of the currently selected monitor or group. If a group is selected, it even displays the present publishing reservation condition of monitors what belong to that group. Because each monitor or group has only a publishing reservation, you can't reserve a publishing schedule to that monitor or group without deleting or modifying a previously setting up schedule.

② Reserve Time : Set a publishing reservation time. The unit of time is only hour, not second or minute.

③ Periodic : Set a repetition period of a publishing reservation.

None : No repetition. A reservation will be published only a ④ Beginning day.

Daily : Daily repetition. A reservation will be published every day from ④ Beginning day to ⑤ End Day.

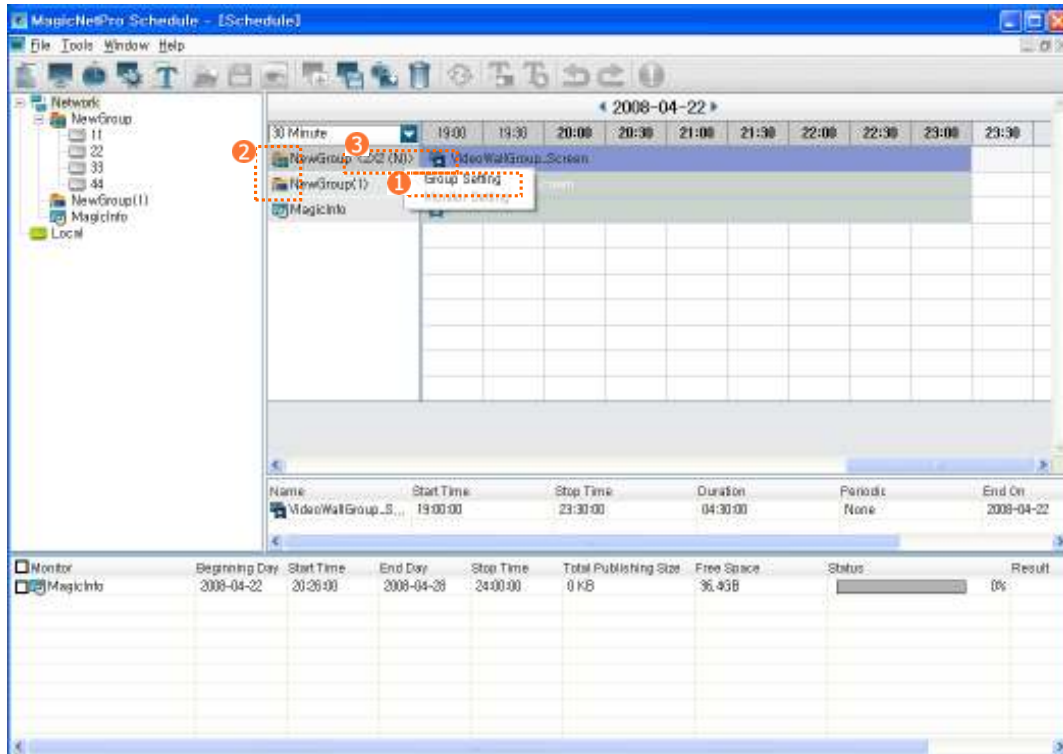
Weekly : Weekly repetition. A reservation will be published a same day of every week from ④ Beginning day to ⑤ End Day.



Monthly : Monthly repetition. A reservation will be published a same date of every month from ④ Beginning day to ⑤ End Day.

④ Beginning Day : A beginning day of a publishing reservation. It is impossible to select the date before today.

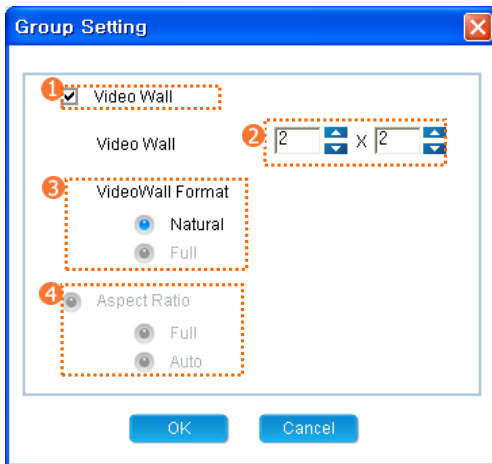
⑤ End Day : An end day of a publishing reservation. It is impossible to select the date before today. If ③ Periodic is set to "None", it is set to ④ Beginning day.

## Group Schedule : Group Setting



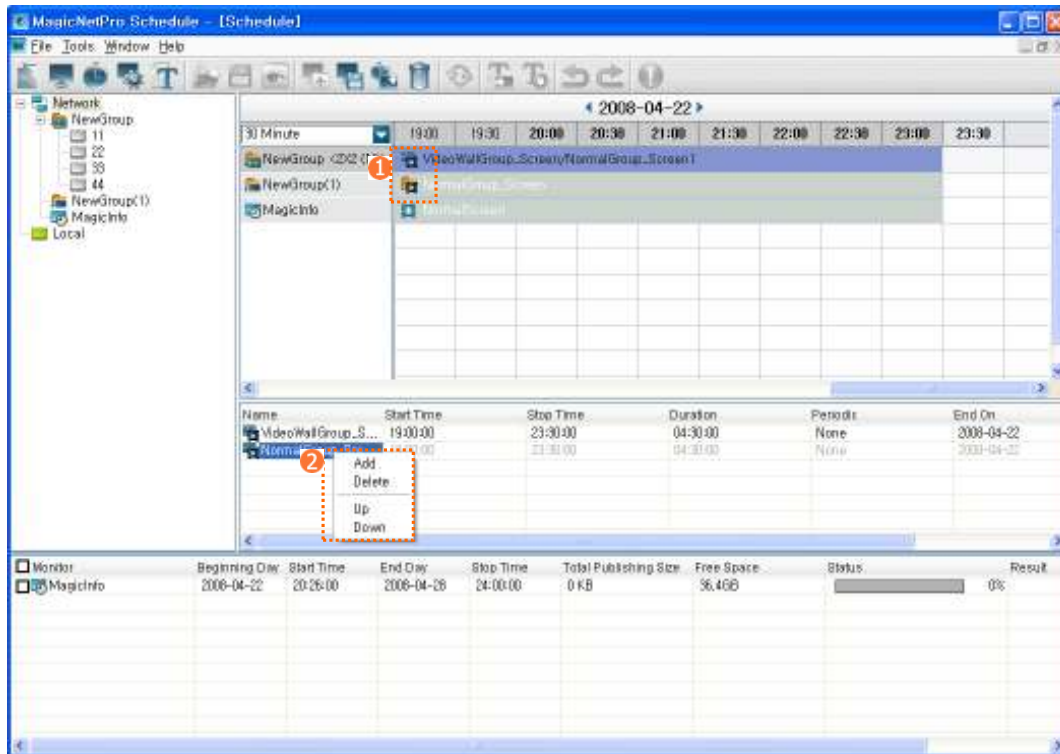
- 1 Apply Group Setting to a New Group.
- 2  : It means a Video Wall Group.  
(In case of a Screen Add, a Screen which has a Video Wall property can be added.)  
 : It means a Normal Group.  
(In case of a Screen Add, a Screen which has a Normal property can be added.)
- 3 It means a size of the Video Wall Group. (“Horizontal” X “Vertical” (“Natural” / “Full”))


## Group Setting




- 1** Video Wall : Apply a Video Wall property to this group.
- 2** Video Wall Size: Set a H/V(Horizontal and Vertical) size of this Video Wall Group.  
(It can't exceed 25((ex)5 X 5) and each H/V size can't exceed 20((ex)1 X 20, 20 X 1).
- 3** Video Wall Format : Set a format of this Video Wall Group.
- 4** Aspect Ratio : Set an aspect ratio of this Video Wall Group.  
(A Video Wall Group always has a Full Property and it can be set to a normal monitor.)

## Schedule



①  : It means a Video Wall Group Screen. (the Screen which is set to a Video Wall property)

 : It means a Normal Group Screen. (the Screen which is set to a Normal property)

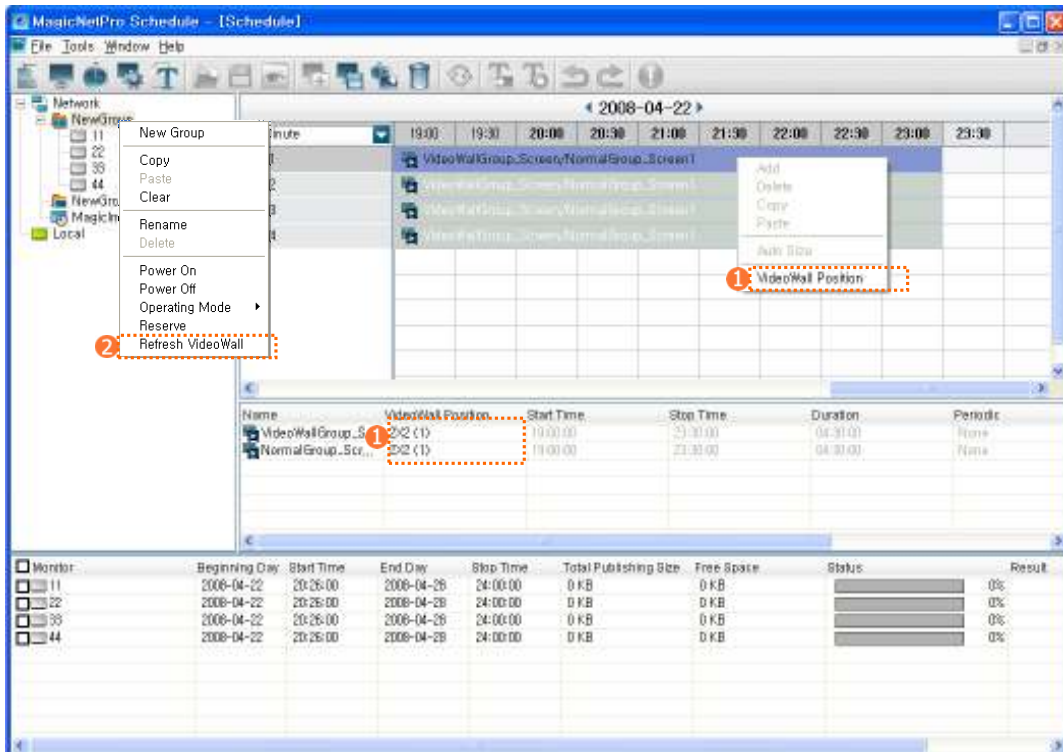
The set values of a Group Screen are applied equally to all monitors which are included in that Group, and those values can be only executed the Screen which is included in that Group.

② Add : In case of a Screen Add to Video Wall/ Normal Group/Normal Monitor, multiple screens can be selected. When multiple screens are selected, Client plays those screens repeatedly until Schedule's end.

Delete : Delete the selected Screen.

Up / Down : Change the order of the selected Screen.

## Video Wall Position



The screenshot shows the MagicNetPro Schedule interface. On the left, a menu is open with 'Refresh VideoWall' highlighted by a red dashed box and labeled '2'. The main area displays a grid for the date 2008-04-22, showing video wall positions for monitors 11, 22, 33, and 44. A red dashed box highlights the 'VideoWall Position' column in the table below the grid, labeled '1'. The table at the bottom lists the following data:

Monitor	Beginning Day	Start Time	End Day	Stop Time	Total Publishing Size	Free Space	Status	Result
11	2008-04-22	20:26:00	2008-04-28	24:00:00	0 KB	0 KB		0%
22	2008-04-22	20:26:00	2008-04-28	24:00:00	0 KB	0 KB		0%
33	2008-04-22	20:26:00	2008-04-28	24:00:00	0 KB	0 KB		0%
44	2008-04-22	20:26:00	2008-04-28	24:00:00	0 KB	0 KB		0%

- 1 Set a Video Wall position to a Monitor which is included in a Video Wall Group.
- 2 Refresh Video Wall : Refresh a currently displaying Video Wall screen.

## Video Wall Position



- ① Screen : You can see all Screens which are included in this Monitor now. It is possible to set other position to each Screen.
- ② Apply to all screen : Apply a currently set Position to all Screens.
- ③ Video Wall Position : It is possible to set a Video Wall Position to a currently selected Screen.  
A Screen which is not set a Video Wall Position plays 1 X 1.
- ④ Horizontal / Vertical : It is changeable within a H/V value which is set to a Video Wall Group.
- ⑤ Select a position in which to play a monitor within a H./V value.