
SMP

User's Guide

Preface

Copyright

This publication, including all photographs, illustrations and software, is protected under international copyright laws, with all rights reserved. Neither this manual, nor any of the material contained herein, may be reproduced without written consent of the author.

Disclaimer

The information in this document is subject to change without notice. The manufacturer makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. The manufacturer reserves the right to revise this publication and to make changes from time to time in the content hereof without obligation of the manufacturer to notify any person of such revision or changes.

Trademark recognition

All product names used in this guide are the properties of their respective owners and are acknowledged.

About this guide

This user's guide describes how to use the SMP Version 2.0.7.510 and consists of the following sections:

Chapter 1 – Introduction

This section provides general information and features of the SMP.

Chapter 2 – Setup

The section provides detailed setup information of the SMP.

Chapter 3 – Basic Use

This section provides instructions for creating, managing and launching a project.

Chapter 4 – Troubleshooting

This section provides a list of common problems and detailed recommended solutions.

Appendix

The appendix provides a listing and detailed description of the error messages generated by the SMP.

A standard index is also included.

Table of Contents

Preface.....	i
Introduction.....	1
SMP Builder Overview	1
About the SMP Builder (Lite).....	1
About the SMP Player	1
New Features	1
Other Information You May Need.....	1
Getting Started	2
About the Setup Utility	2
Installing the SMP Builder	2
Setting Up the SMP Player	5
Installing the SMP Player	5
Configuring the SMP	8
Setting Up the SMP Builder	8
Configuring the SMP Service	8
<i>Starting SMP Service Monitor.....</i>	<i>8</i>
<i>Defining the Service Settings.....</i>	<i>9</i>
Configuring the SMP Player	11
<i>Editing the SMPlayer.ini file</i>	<i>11</i>
Configuring the Player Manage	12
Using the SMP	15
Using the SMP Builder	15
<i>Starting the SMP Builder.....</i>	<i>15</i>
<i>System Manager</i>	<i>20</i>
Project Management	26
System Menu Bars.....	27
Project Menu Bar.....	28
<i>Medias.....</i>	<i>28</i>
<i>Programs.....</i>	<i>42</i>
<i>Screen.....</i>	<i>46</i>
Preview	54
Publish.....	55
<i>Publishing on a Flash Drive.....</i>	<i>55</i>
Settings	56

Chapter 1

Introduction

SMP Builder Overview

Digital Signage - you've seen it everywhere. This emerging industry is fast approaching ubiquity in our everyday life. The Signage Media Player (SMP) is at the forefront of this high-impact medium of digital signage, also known as Retail TV, Electronic Billboards, Dynamic Signs, Narrowcasting, Datacasting, Electronic Display Networks, Digital In-Store Merchandising, Out-of-Home Media Networks, Employee TV, Captive Audience Networks, or Digital Media Networks. However, no matter your needs, SMP is the digital signage software that brings your digital signs to life.

About the SMP Builder (Lite)

The SMP Builder Lite version allows the opportunity to view the features and functionality, but does not incorporate the remote or networking functions of the full version. It can only be used on a single device.

About the SMP Player

The SMP Player is designed to display the media projects created by the SMP Builder. Through the SMP Player, you can import and launch project remotely or directly select projects stored on your MTE device. Alternatively, you can remotely manage and launch projects on the SMP Player through the SMP Server.

New Features

- Dynamic, full-motion graphics, video and real-time information.
- Centrally controlled.
- Interactive or non-interactive.
- Easily and quickly create media content.
- Ability to trigger messages based on time and date parameters.
- Ability to provide regional, local and even site-specific content efficiently and inexpensively.

Other Information You May Need

The SMP utility comes in two versions Standard and Complete version. The Standard version of the SMP utility can be obtained on the included CD-ROM in anyone of Sunkeen devices. The Standard version comes with the SMP Player software for displaying media content and predefined SMP projects.

The Complete version contains the SMP Player software, the SMP Builder utility along with the SMP Service Monitor utility.

Licensing is only required for the Complete version.

Chapter 2

Getting Started

About the Setup Utility

The following chapter includes information on the installation, configuration and use of the SMP Builder utility.

To publish any project created with the SMP Builder, first install the included SMP Player. See Installing the SMP Player on page 5.

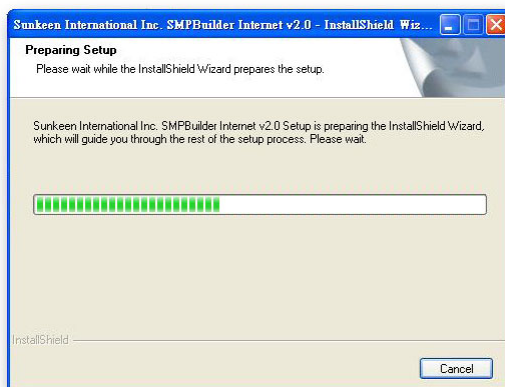
Installing the SMP Builder

To install the SMP Builder, follow the steps below:

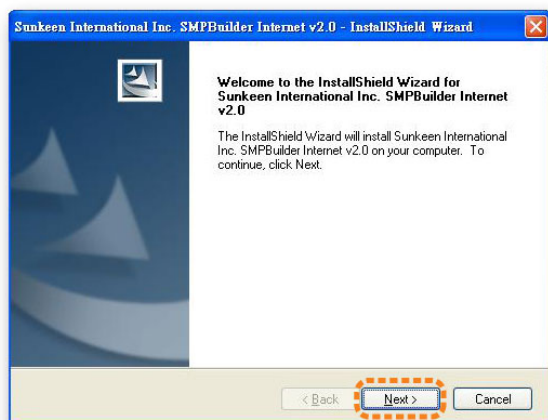


SMPBuilder Intranet v2.0
Build0511

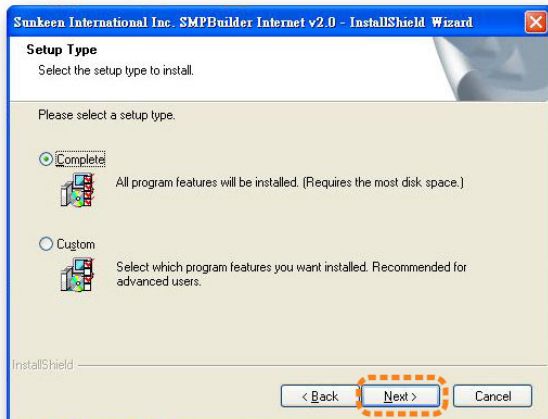
1. Double click and the window below appears.



2. Click **Next** to continue installation.

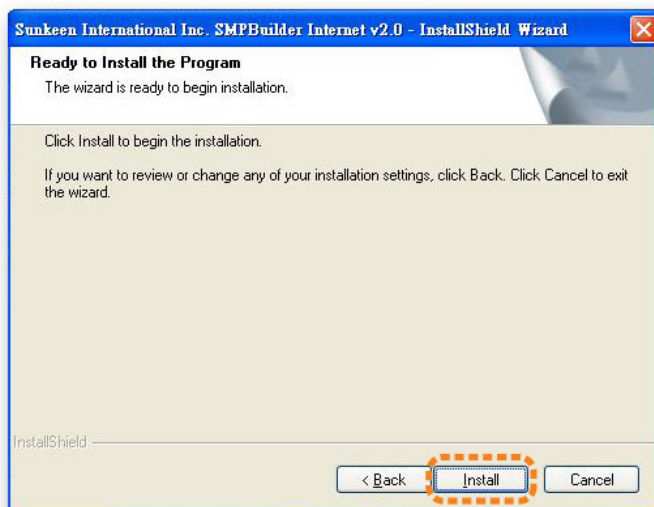


3. Select the type of setup you would like to perform.

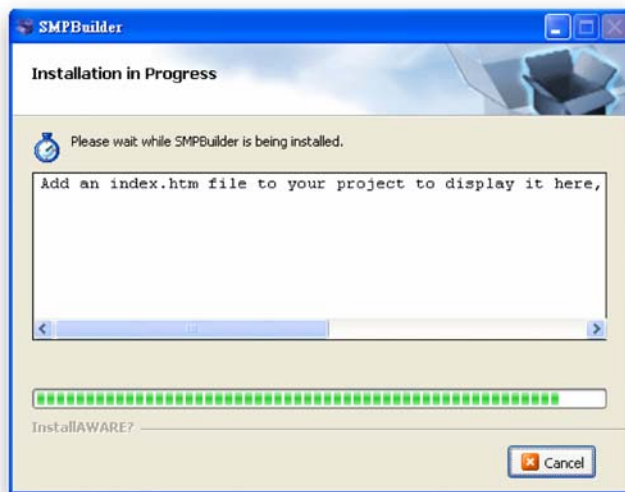


- **Complete Setup:**
If you select **Complete Setup**, all program features will be installed.
- **Custom Setup:**
You can control what features will be installed if you select **Custom Setup**. This option is recommended for advanced users.

After selecting your type of setup, the Destination Location window appears.



4. The SMP Builder will be installed in the selected folder. Click **Next**. The Installation in Progress window appears.



5. When the SMP Builder is successfully installed, the window below appears. Click **Finish**.



During the installation process, the SMP Server is also installed. However, the SMP player is installed separately.

Setting Up the SMP Player

The SMP Player is designed to display the media projects created by the SMP Builder. Through the SMP Player, you can import and launch projects remotely or directly select the ones stored on your Sunkeen device. Alternatively, you can remotely manage and launch projects on the SMP Player through the SMP Server.

In this section, you will install the SMP Player, import and launch a project on your system.

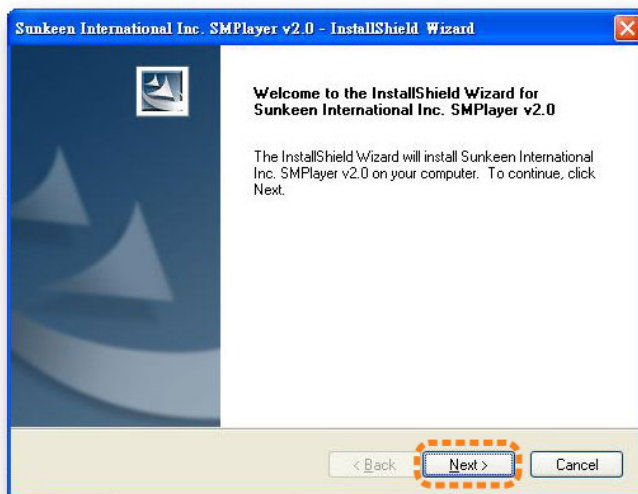
Installing the SMP Player

In order to display the projects created by the SMP Builder, the SMP Player must be installed on an Sunkeen device. Installation of the SMP Player is simple and easy. For this procedure, you will need the following:

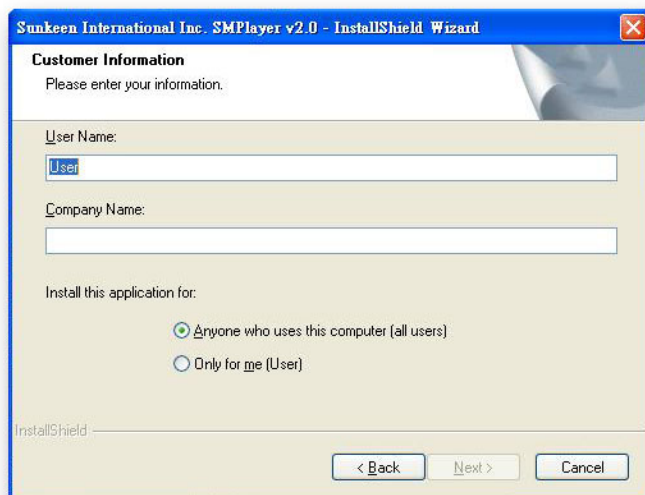
- SMP Player installation software (Located in the system CD-ROM or by going to the official download page)
- Sunkeen device

Note: If you installed the SMP Builder, you do not need to continue with the following.

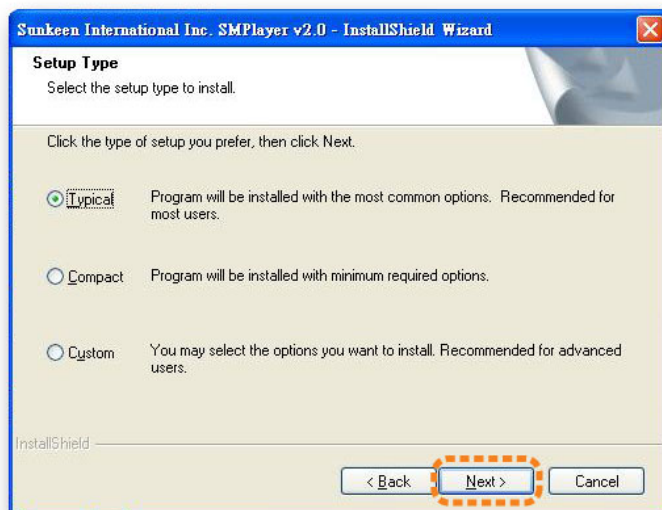
1. Double click the SMP Player install icon [] and the window that follows appears.
2. Click **Next**.



3. When the Customer Information window appears, fill the User Name and Company Name. Click **Next**.

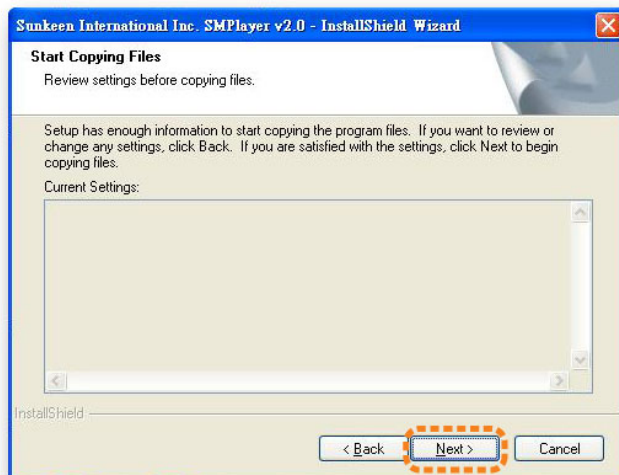


4. Select the type of setup you would like to perform.

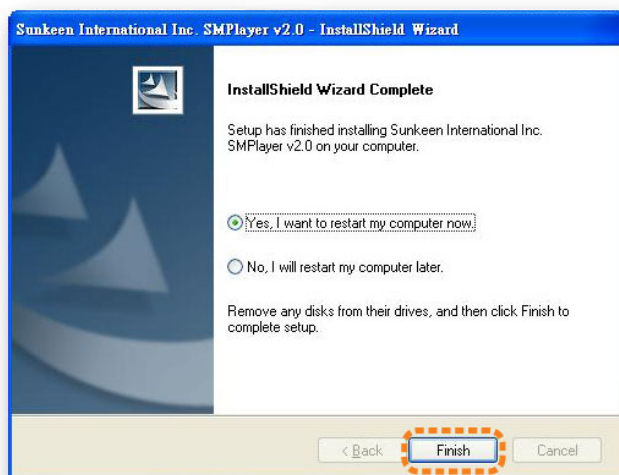


- **Typical Setup:**
If you select **Typical Setup**, program will be installed with the most common option. This option is recommended for most users.
- **Compact Setup:**
The minimum required options will be installed to conserve disk space.
- **Custom Setup:**
You can control what features will be installed if you select **Custom Setup**. This option is recommended for advanced users.

After selecting your type of setup, the Destination Location window appears.



5. After a successful installation, the window that follows appears. Click **Finish**.



The SMP Player is now installed on the system.

Chapter 3

Configuring the SMP

Setting Up the SMP Builder

After installing the SMP Builder, the SMP Service Monitor icon is displayed in the system tray. The SMP Service provides access to all connected digital signage from a centrally located source.



Service can be started or stopped by using the Monitor icon, and service settings can be configured. To access or manage any remote devices, the service monitor must first be turned on.

This chapter includes information for the following:


- Configuring SMP Service
- Configuring the SMP Player
- Configuring Player Manage

Configuring the SMP Service

The SMP Service monitor establishes the connection between the local SMP Builder and the remote SMP Players within the defined network. In order to incorporate any defined remote SMP Players; you must first configure the SMP Service, add SMP clients, and enter Administrator user settings.

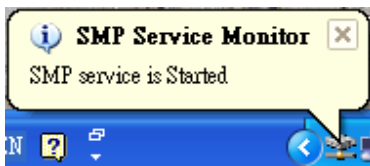
Starting SMP Service Monitor

To configure the SMP Service monitor, follow the steps that follow:

1. Right-click the Monitor icon in the system tray [].
2. Select **Start Service** to enable the SMP Service Monitor.



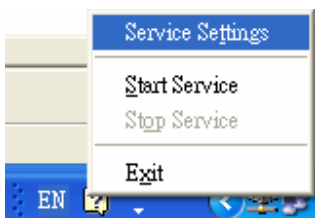
The SMP Service Monitor is successfully enabled when the message below appears.



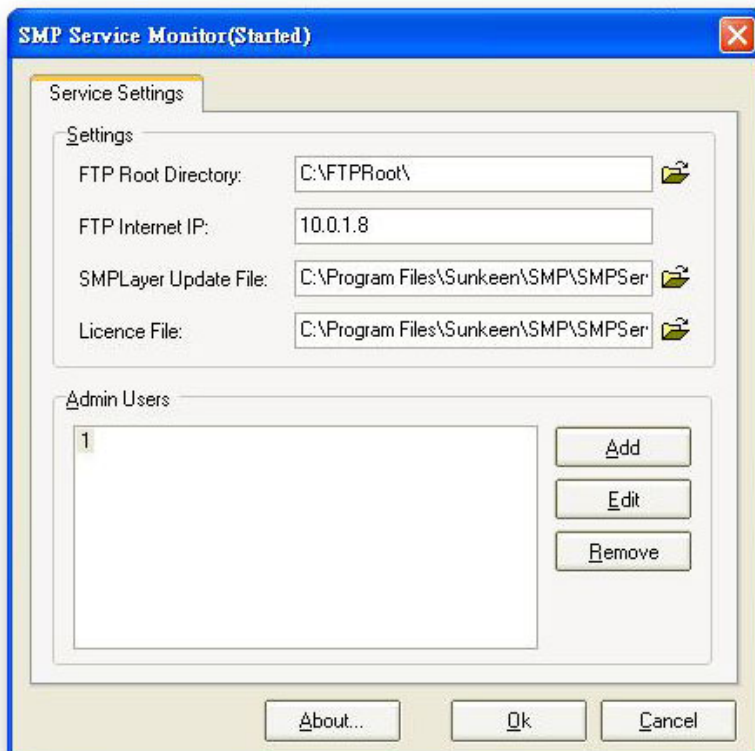
Note: If the SMP Service Monitor icon is not displayed in the System Tray, a remote SMP Player is not accessible.

Defining the Service Settings

1. Right-click the Monitor icon in the system.
2. Select **Stop Service** to disable monitoring.
3. Right-click the Monitor icon again, and select **Service Settings** to configure the SMP Service.



The Service Monitor settings window appears.



Use the following list to configure the settings.

Setting	Description
FTP Root Directory	Designate the root folder for the media and project content.
FTP Internet IP	Enter the remote SMP Player's IP address.
SMP Player Update File	Select the location of the new SMP Player version.
Licence file	Select the location of the Licence file.
Admin Users	Define the SMP administration users. Type the User Name field, the Password field and the reference information in the Memo field.

4. Click **OK**.
 5. Right-click on the Monitor icon again, and select **Start Service** to enable the new settings.
- The settings are applied. You can now publish and manage projects with the SMP Builder.

Configuring the SMP Player

Once installed, the SMP Player must be configured correctly before the preview functions in the SMP Builder are accessible.

Before proceeding, take note of the location of the SMP Player folders. You will need to find the SMPlayer.ini file and edit configuration data found within

Note: In the following steps, [C:] is the designated drive for the location of the SMP Player.

Editing the SMPlayer.ini file.

2. Open the Windows Explorer.
3. Navigate to the SMP Player folder, for example: **c:\Program Files\Sunkeen\SMP\SMPlayer**.
4. Open the file **SMPlayer.ini** with a text editing utility, such as Notepad.
5. Type in the following information:

SMP Server	
Setting	Description
Address	Displays the IP address of the SMP server.
Monitors	
Setting	Description
Selected	Default: 0

6. Save the file.
7. Repeat the above procedures for all devices using the SMP Player.

Note: This setting is only for Internet, not for intranet.



Configuring the Player Manage

Once installed, configure the SMP Player so it can be accessible by the SMP Builder service monitor.

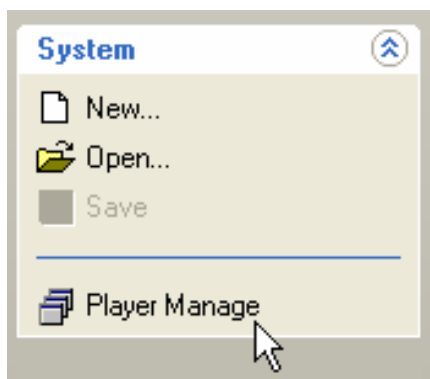
The configuration settings include the device's MAC Address, SMP Player software key (full version only), SMP server password, SMP server address and Port number.

Before proceeding with the steps that follow, ensure that the SMP Player is installed (see Installing the SMP Player on page 5) and the SMP Service monitor is started.

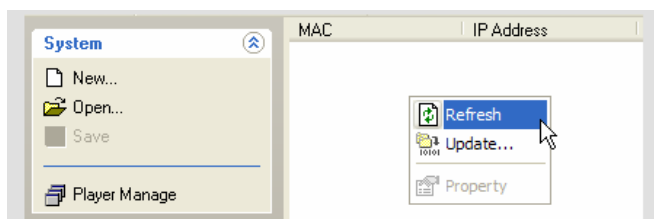
The following icons in the Preview screen display the status of the SMP Player connection.

Icon	Status
 Connected	SMP Builder settings are configured properly.
 Broken	SMP Builder settings are not configured properly.

1. In the System menu, click **Player Manage**.



2. In the Preview screen, right-click and select **Refresh**.



There are two types of Player settings, Out of Management and With Management. Out of Management describes the SMP Player devices currently not setup under the Service Monitor, while With Management provides a list of those devices already configured under the Service Monitor.

Player Settings

Menu	Description
Refresh	Select this to update a list of available
Update	Select a target to include within the management categories
Manage It	Select a SMP Player to directly manage

Note: SMP Builder Lite does not offer remote management access. This function is only available in the full version.

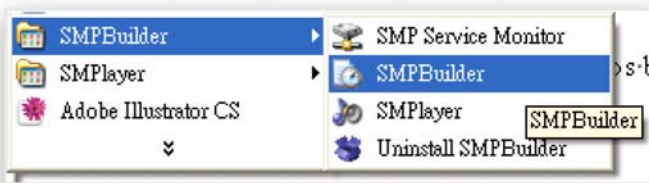
Using the SMP Builder

When the SMP Builder initially starts, you are prompted to create a new project, open an existing project or open the last project saved.

Before you can begin managing a media library, you first need to start the SMP Builder.

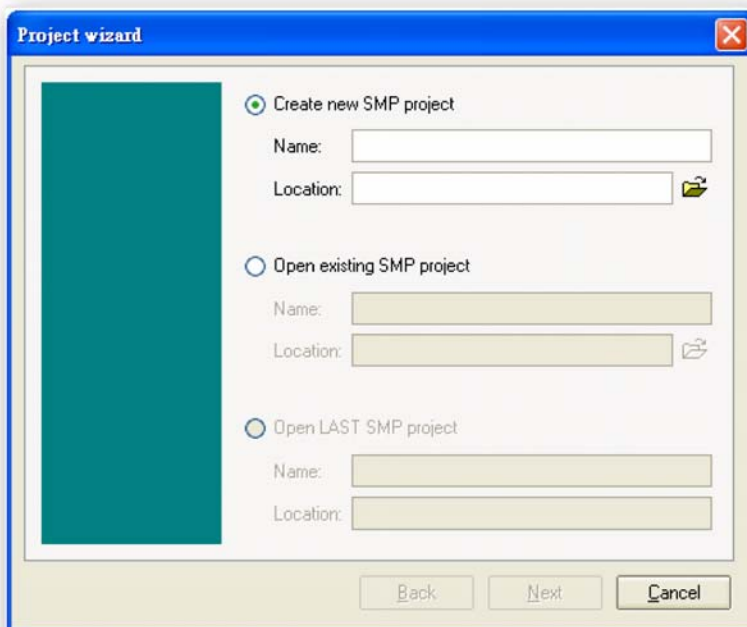
Starting the SMP Builder

To enable the SMP Builder, select **Start | Programs | SMP Builder**.




The Project wizard window appears. You can choose to create, open an existing or open the last project.

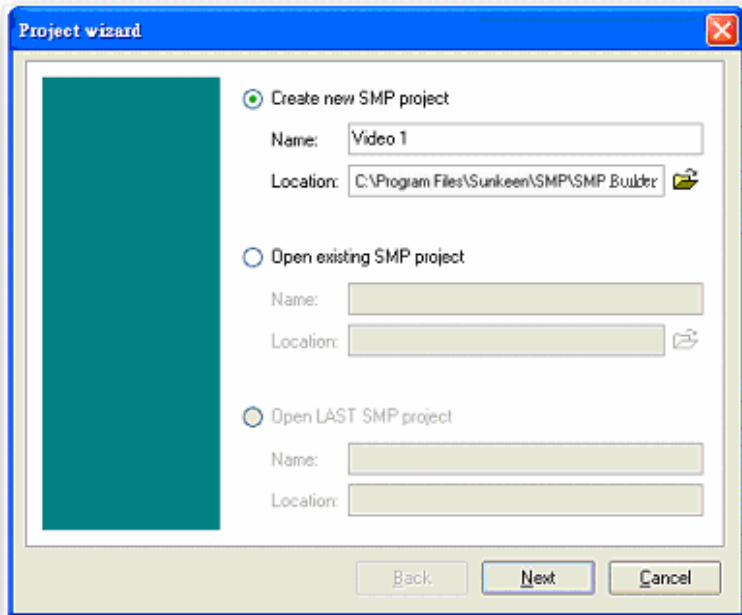
Creating New SMP Projects



Example:

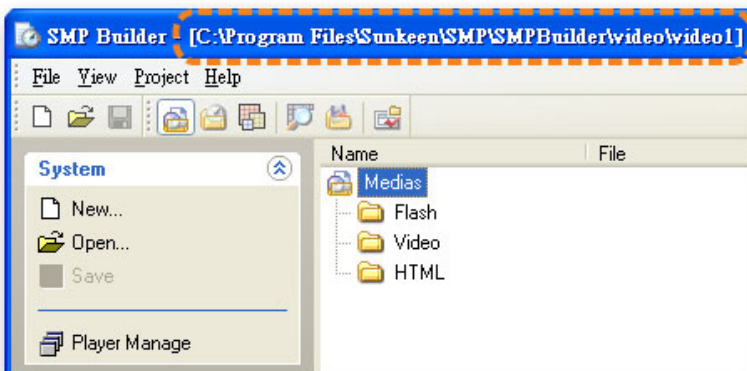
The following example demonstrates how to create a new project.

1. Select **Create new SMP Project**.
2. In the Name field, type the name for the new project [**Video 1**].
3. Browse for the project location [**C:\Program Files\Sunkeen\SMP\SMP Builder\Video**] by clicking on the browse icon .



4. After selecting a location, click **Next**.

The new SMP project is created and the SMP main menu displays. The Project name and location are displayed as shown in the following image.

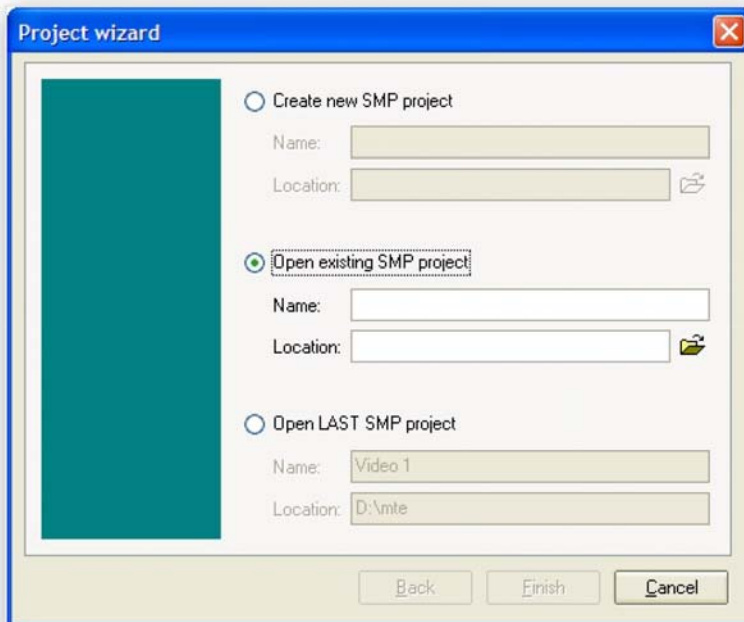


The Open existing SMP project and Open LAST SMP project options are only available after the creating and saving of an initial project.

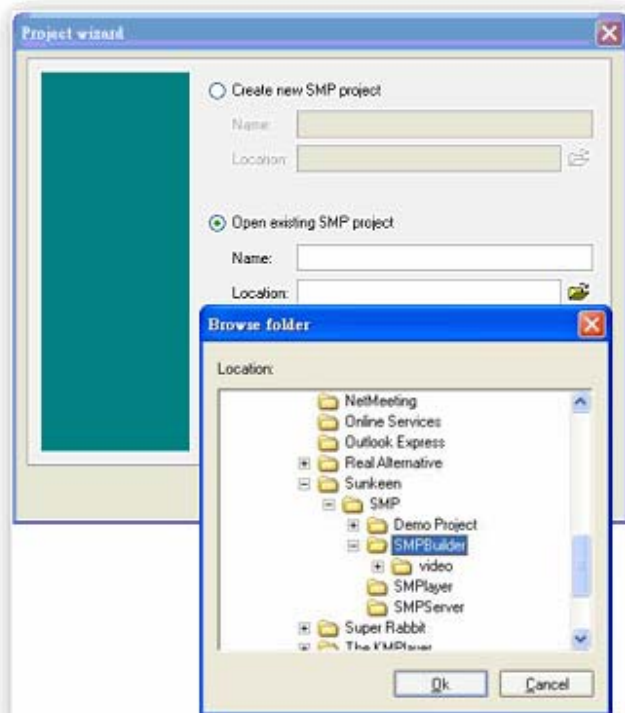
Opening Existing Projects

To use this function, you must have previously created projects. Follow the steps below to open existing SMP projects:

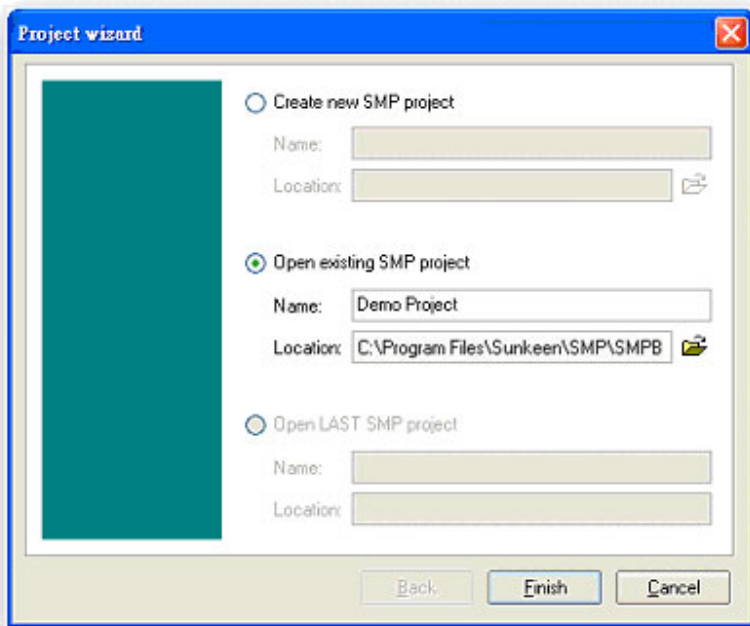
1. Select **Opening existing SMP project**.



2. Browse for the location of your project folder. Click the Browse icon [].



3. The project name [**Demo Project**] appears automatically in the Name field.



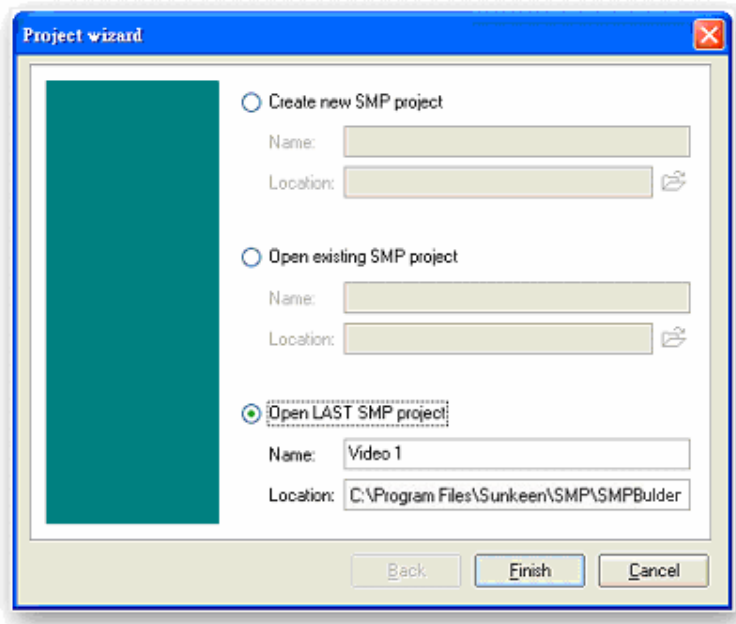
4. Click **Finish**.
The main menu displays.

Note: The Open existing SMP project and Open LAST SMP project options are only available after the creation of an initial project.

Opening Last Project

This function opens the last previewed project.

1. To open last SMP project, select **Open LAST SMP project**, and the information of the project appears.



2. Click **Finish**, and the project is ready to be edited.

System Manager

Projects can be centrally organized and controlled by using the System Manager. From one location, projects are created, modified, and triggered based on defined parameters. After opening the SMP Builder, you can create new projects, open existing projects and save them.

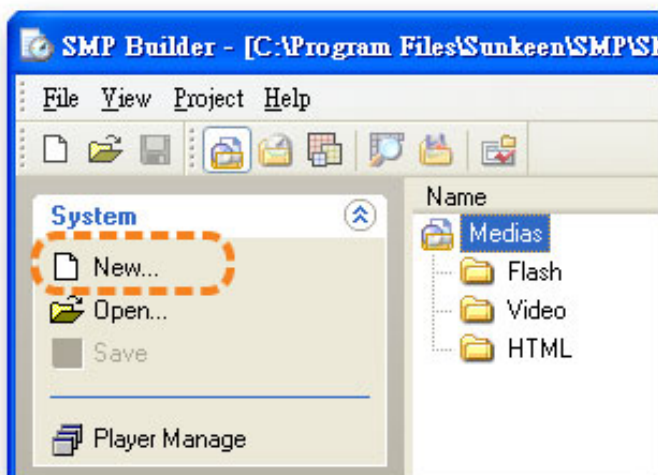
The instructions that follow introduce and explain the process.

Creating New Projects

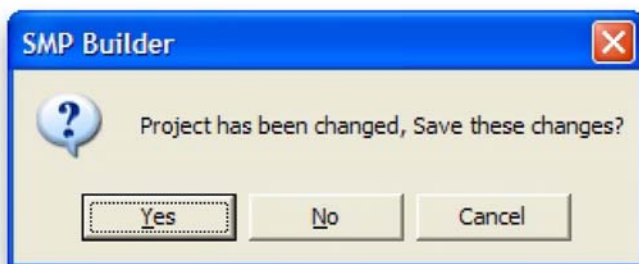
A project contains all the information necessary for displaying and managing the digital media content.

To create new SMP projects, follow the steps as described:

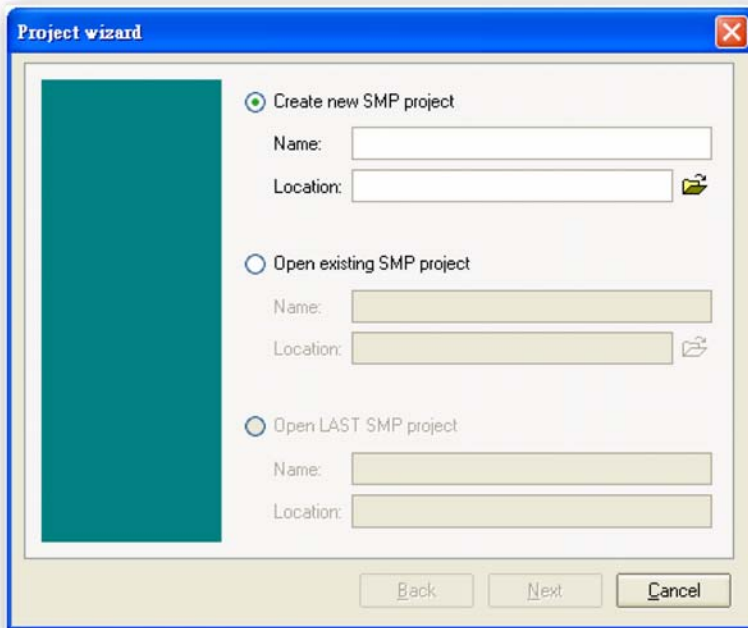
1. In the System pane, select **New**.




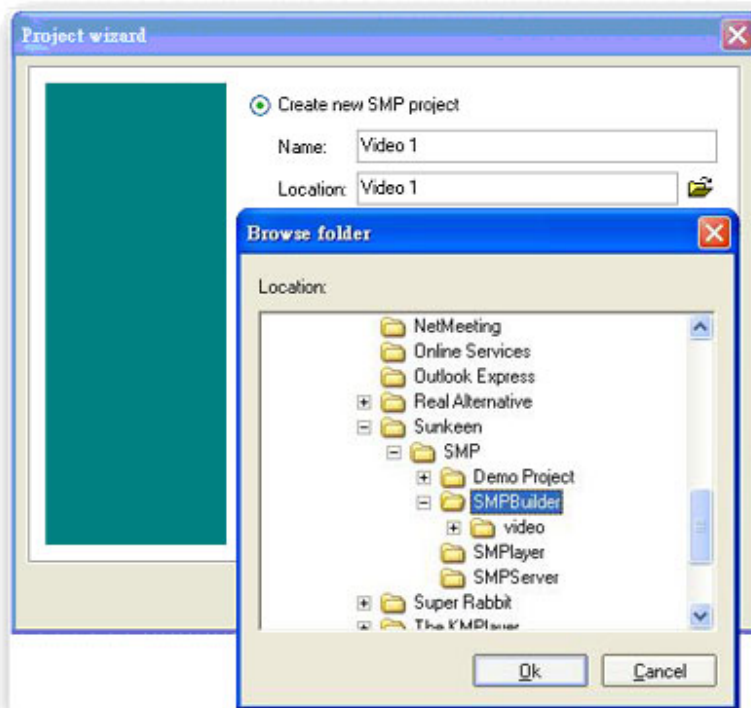
2. If the file hasn't been saved, you are asked to save any changes. Click **Yes**, **No** or **Cancel** to continue.



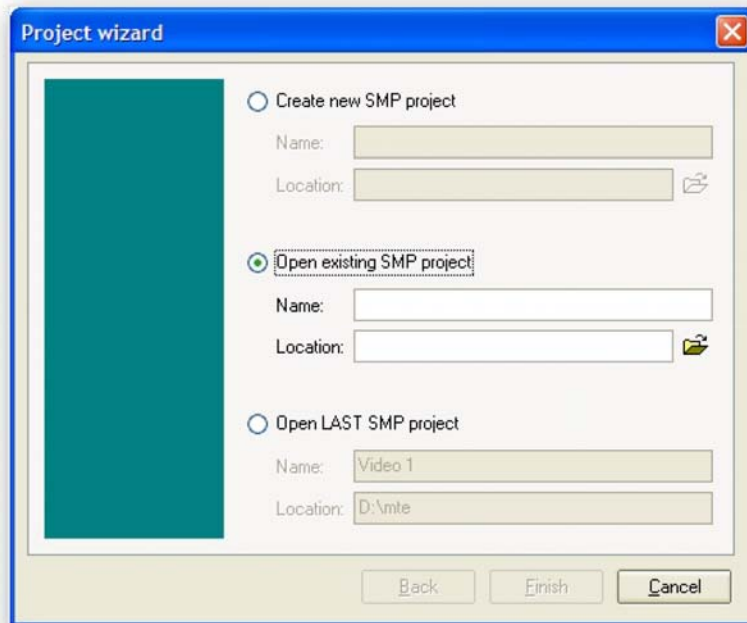
The Project Wizard appears.



3. In the Name field, insert the name of the project [**Video 1**] and locate the target folder by clicking on the Browse icon [].

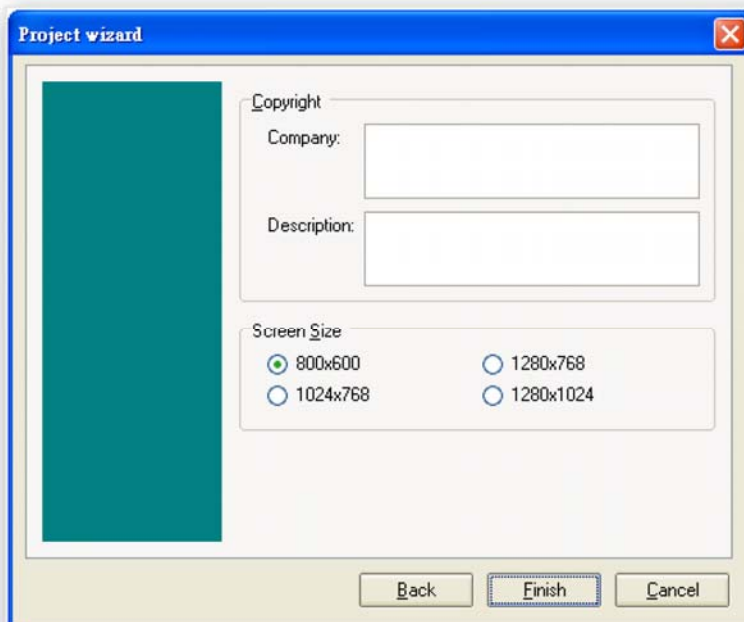


4. Click **OK** to select the location of the project.



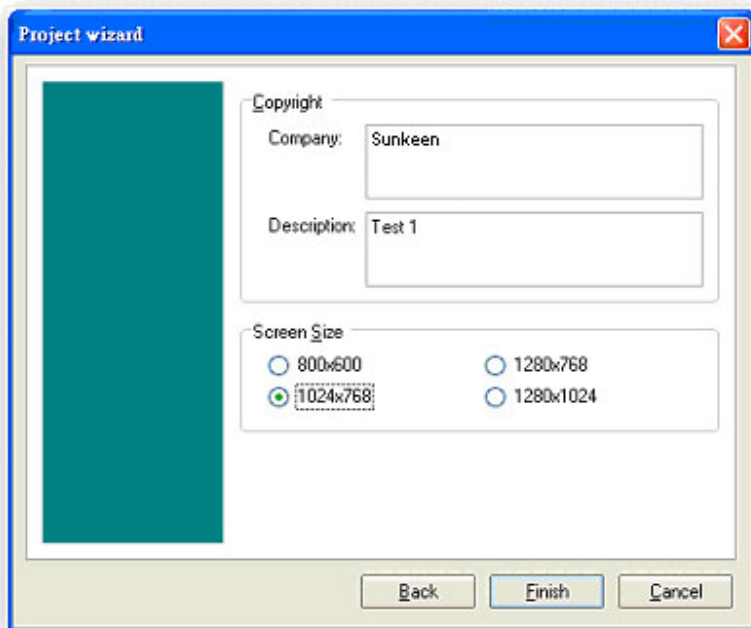
The 'Project wizard' dialog box has a blue title bar with a close button. On the left is a teal vertical bar. The main area contains three radio button options: 'Create new SMP project', 'Open existing SMP project' (which is selected), and 'Open LAST SMP project'. Each option has associated text fields for 'Name' and 'Location'. The 'Open LAST SMP project' option has pre-filled values: 'Video 1' for Name and 'D:\mte' for Location. At the bottom are 'Back', 'Finish', and 'Cancel' buttons.

5. Click **Next** to continue.
The Video settings window appears.

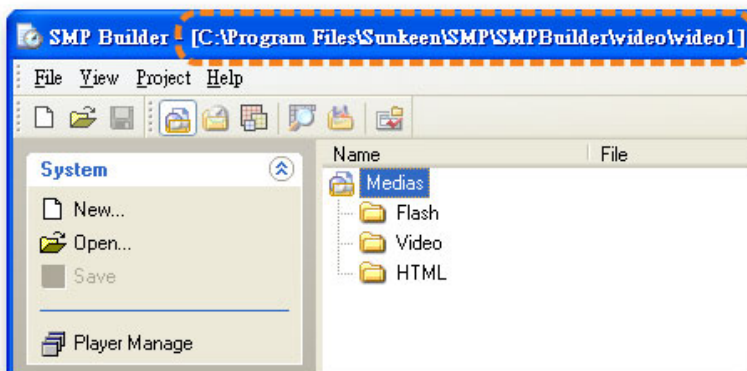


The 'Project wizard' dialog box shows the 'Copyright' section with 'Company' and 'Description' text fields. Below is the 'Screen Size' section with four radio button options: '800x600' (selected), '1024x768', '1280x768', and '1280x1024'. At the bottom are 'Back', 'Finish', and 'Cancel' buttons.

-
6. In the Copyright pane, fill in the company and description information for the project. Select a display screen size [1024 x 768] and click **Finish** (default is 800 x 600).



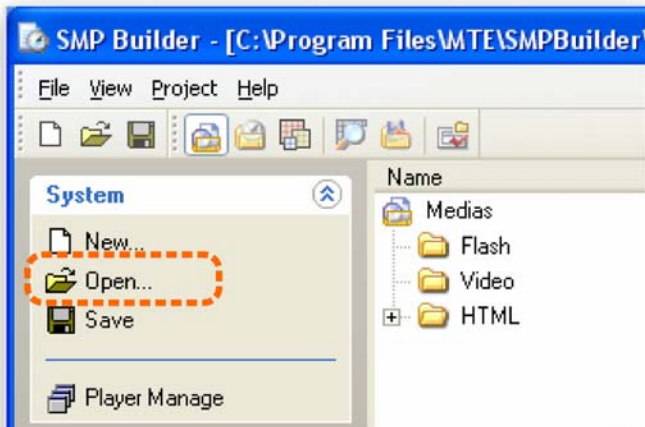
The project is created and is ready for use. The project name and location are displayed as shown in the following image.



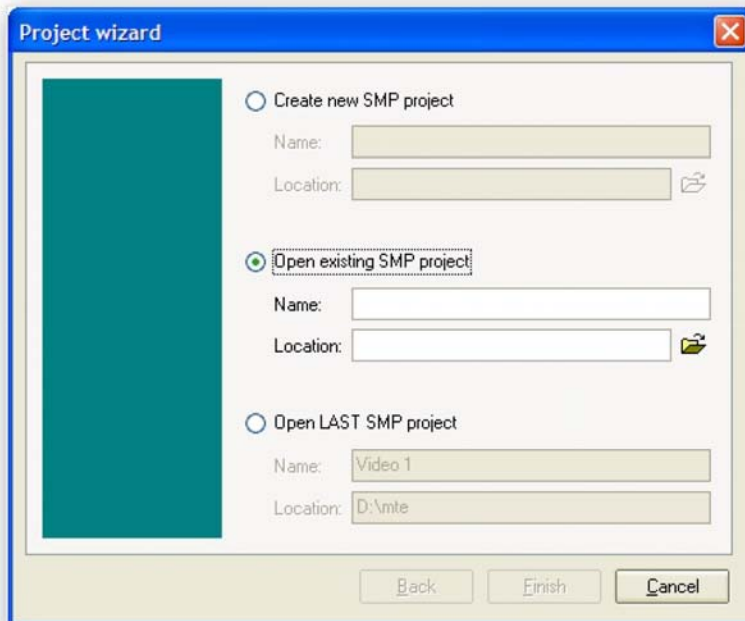
Opening New Projects


To use this function, you must have previously created projects. Follow the steps below to open an existing SMP project.

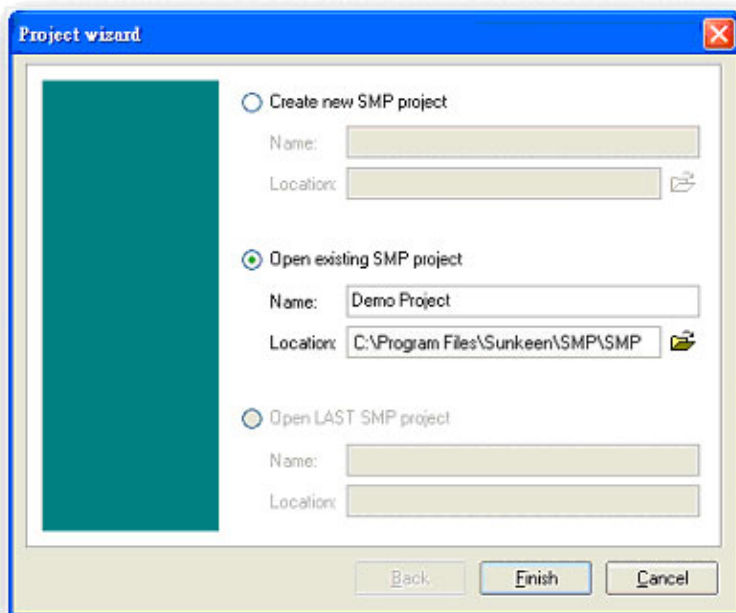
1. In the System pane, click **Open**.



The Project Wizard appears.



2. Browse for the location of your project folder. Click the Browse icon []. The project name appears automatically in the Name field.

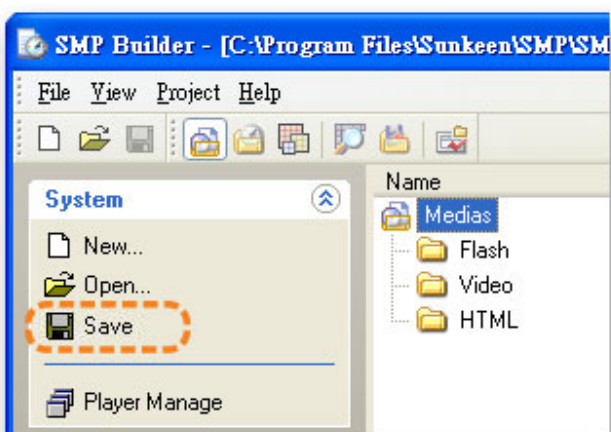


3. Click Finish.
The opened project displays on the main menu.

Saving a Project

To save a project at any time, use the Save function in the main menu.

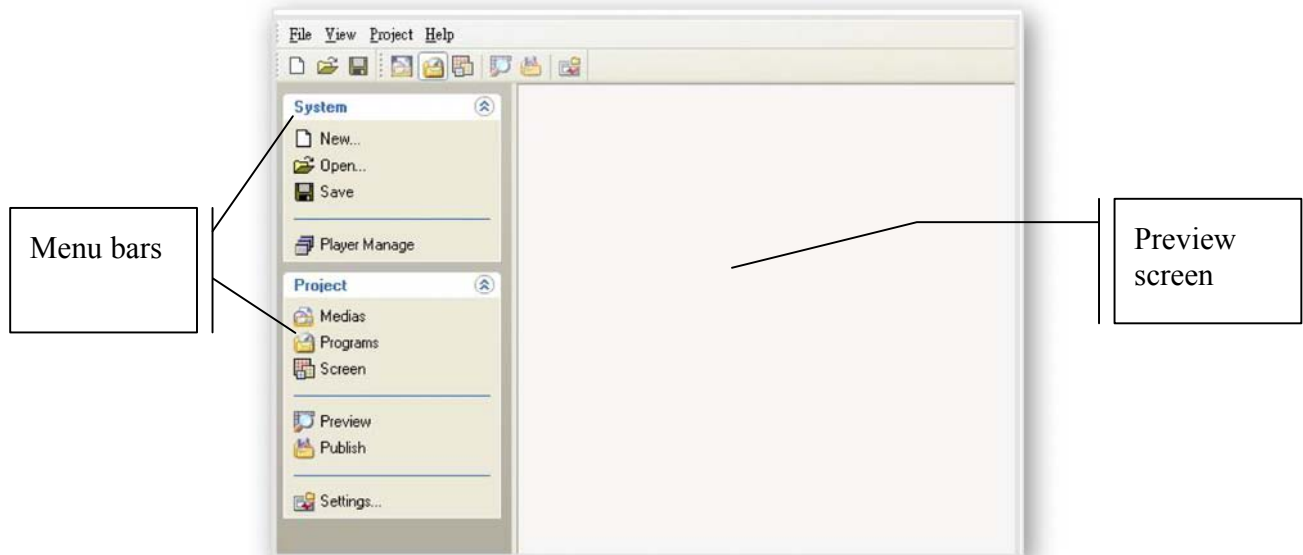
To save an SMP project, select **Save**.



The project is saved

Project Management

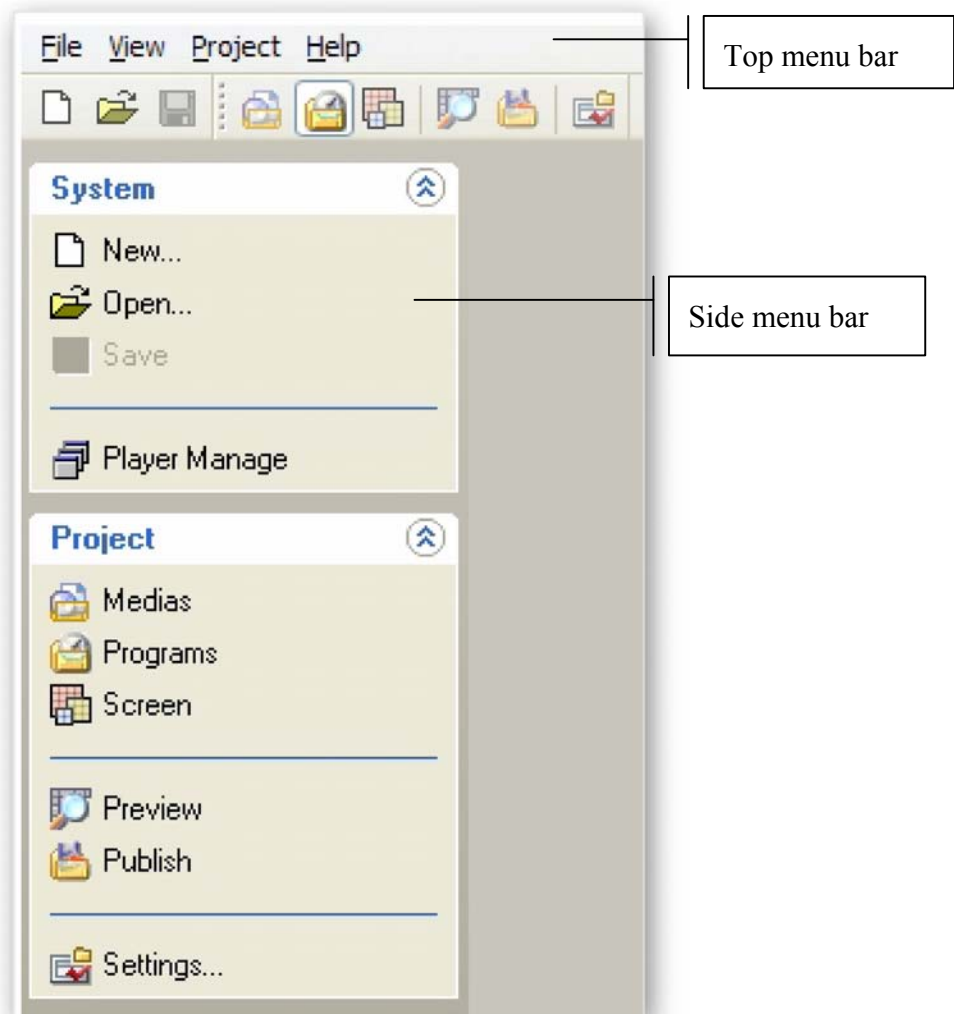
Settings and configuration menus are found in the main menu screen. Menu bars allow for the management of the project, while the preview screen allows for the testing of the media within the project. The following illustration shows the various menu elements (System menu and Project menu bar).



The Menu bar view preference can be adjusted by right-clicking on the Menu bar and selecting either Category, TaskList or Outlook preference setting.

System Menu Bars

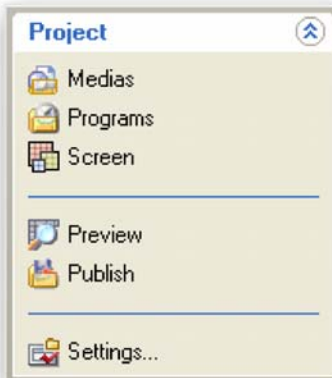
Projects can be managed by using either the top menu or the corresponding menu bars found on the left hand side.



Menu	Description
New	Click New to create a new SMP project. (see Creating New SMP Projects on page 20)
Open	Click Open to open an existing SMP project. (see <i>Opening New Projects</i> on page 23)
Save	Click Save to save the SMP project after editing.
Player Manage	Update the SMP Player profile. See Configuring the Player Manage on page 12.

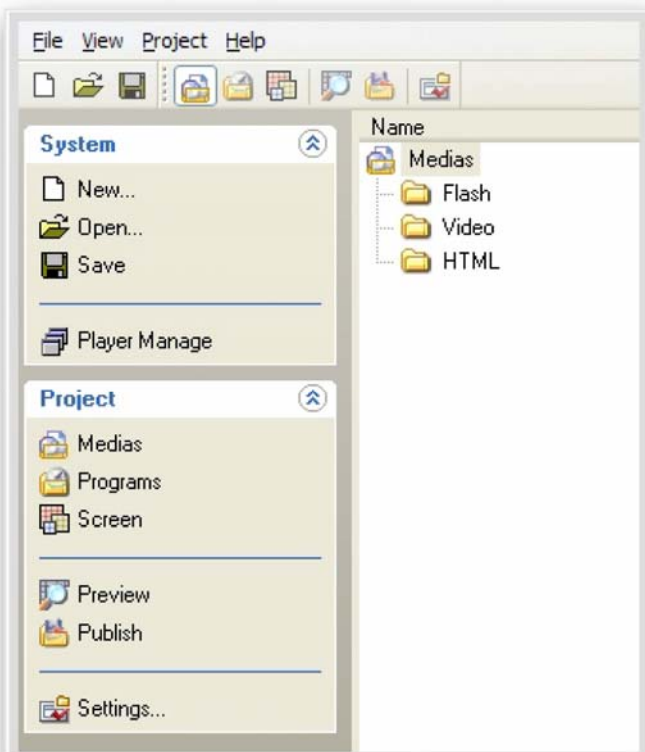
Project Menu Bar

Manage SMP projects by using the Project Menu Bar.



Medias

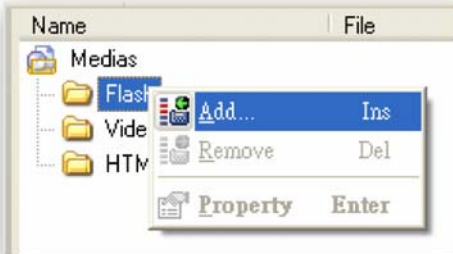
This function allows you to add media files to your project. You can select Flash, Video or HTML formatted media.



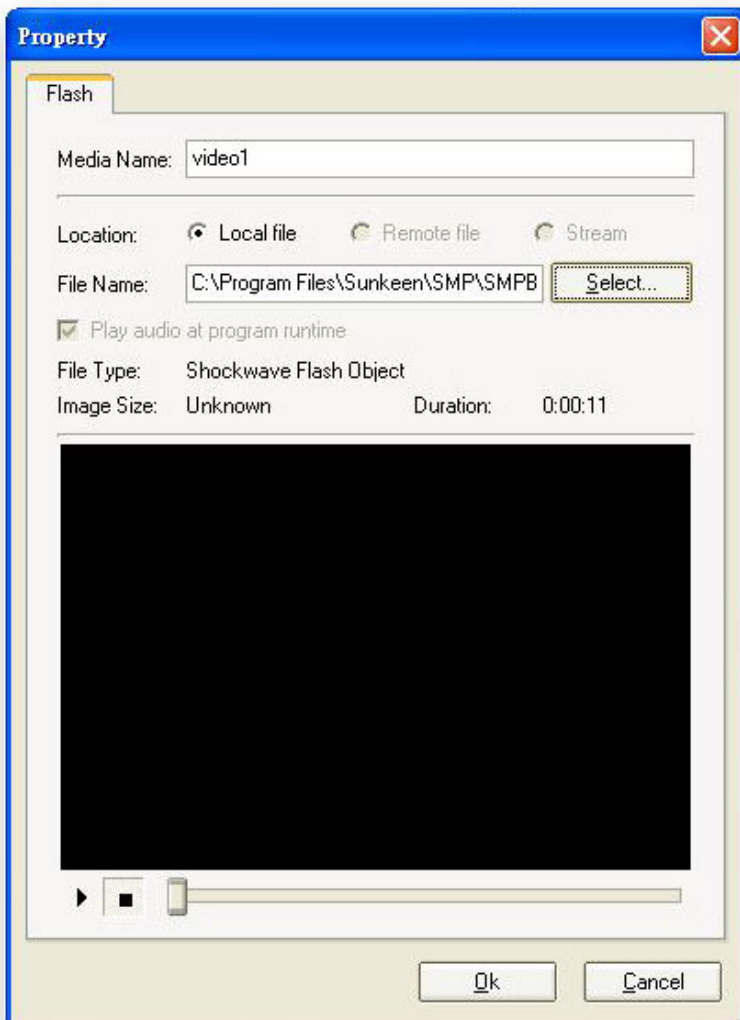
Adding Flash Media

To add Flash media files use the following steps.

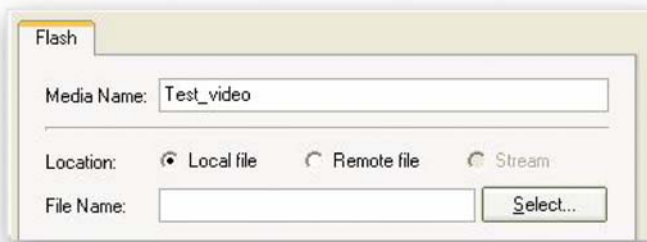
1. Under the Medias root menu, right-click **Flash** and select **Add**.



The Flash Property window displays.

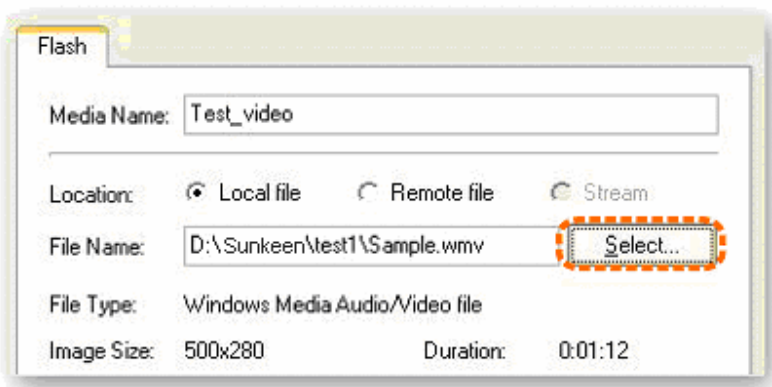


2. In the Media Name field, type in a name to use for this entry. Select the location of the file (Local or Remote).



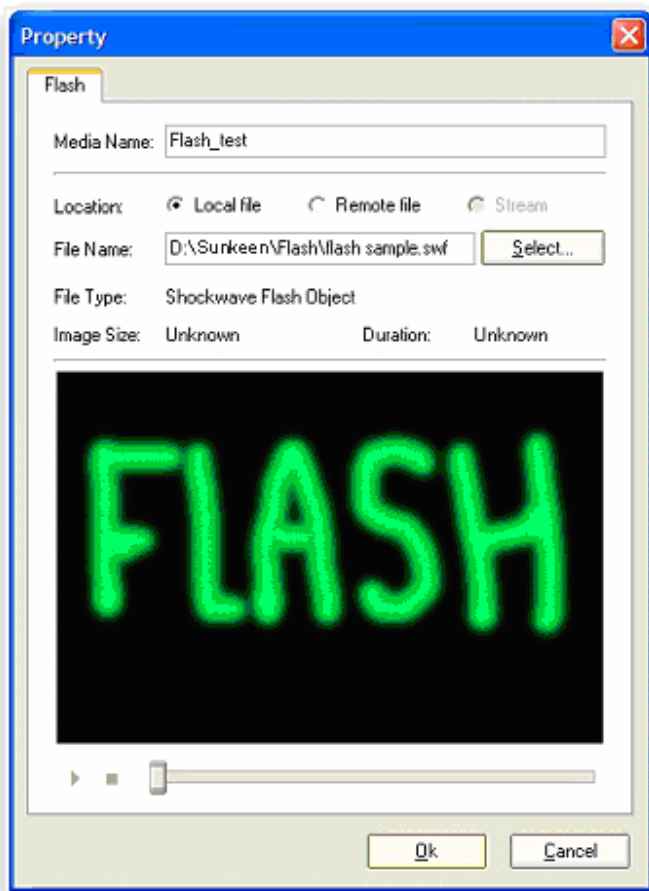
The screenshot shows a dialog box titled 'Flash'. It has a 'Media Name' text field containing 'Test_video'. Below it, the 'Location' section has three radio buttons: 'Local file' (selected), 'Remote file', and 'Stream'. At the bottom, there is a 'File Name' text field and a 'Select...' button.

3. Click the **Select** button to browse for the Flash media file.

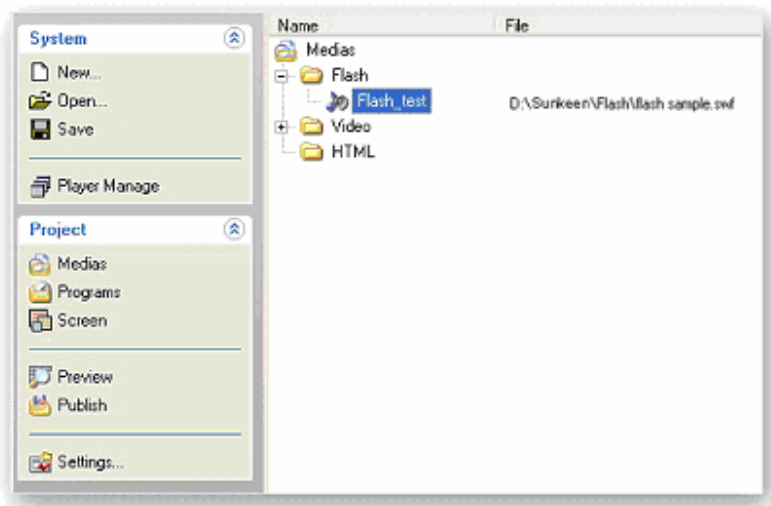


This screenshot shows the same 'Flash' dialog box, but now the 'File Name' text field contains the path 'D:\Sunkeen\test1\Sample.wmv'. The 'Select...' button is highlighted with a red dashed rectangular border. The 'Media Name' remains 'Test_video', and the 'Local file' radio button is still selected. Additional fields are visible at the bottom: 'File Type' is 'Windows Media Audio/Video file', 'Image Size' is '500x280', and 'Duration' is '0:01:12'.

-
4. Press the **Preview** button to view the media file or press **OK** to continue.



The media file is displayed in the Flash submenu as illustrated in the following image.



The Flash media is now included in the project. Save the project to continue.

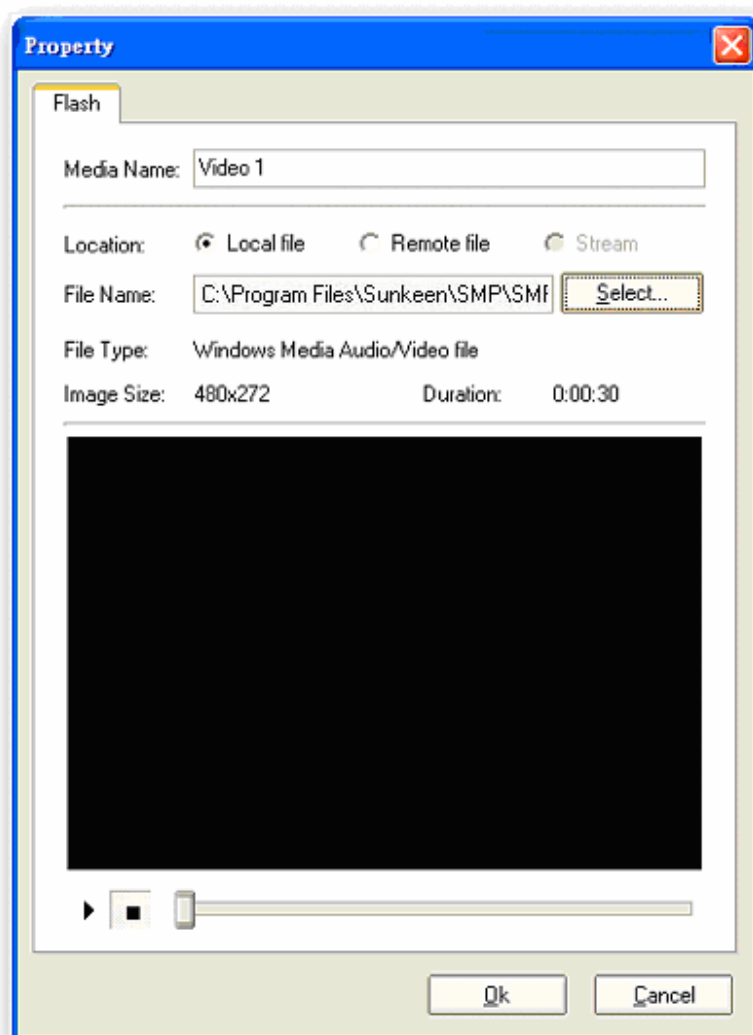
Adding Video Media

To add Flash media files use the following steps.

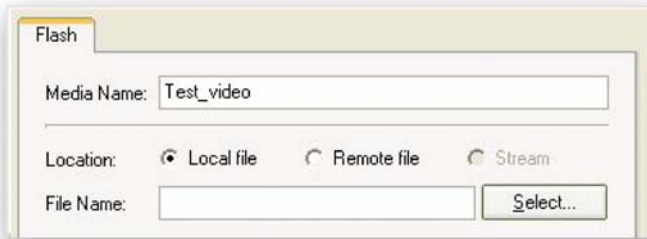
1. Under the Medias root menu, right-click **Video** and select **Add**.



The Video Property window displays.

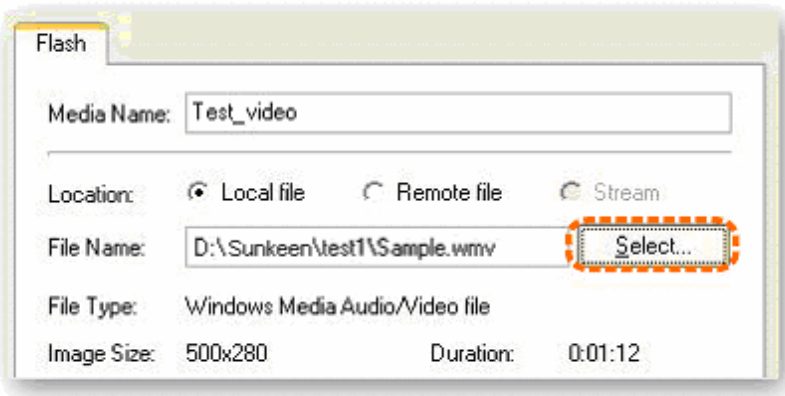


-
2. In the Media Name field, type in a name for this media file. Select the location of the file (Local or Remote).



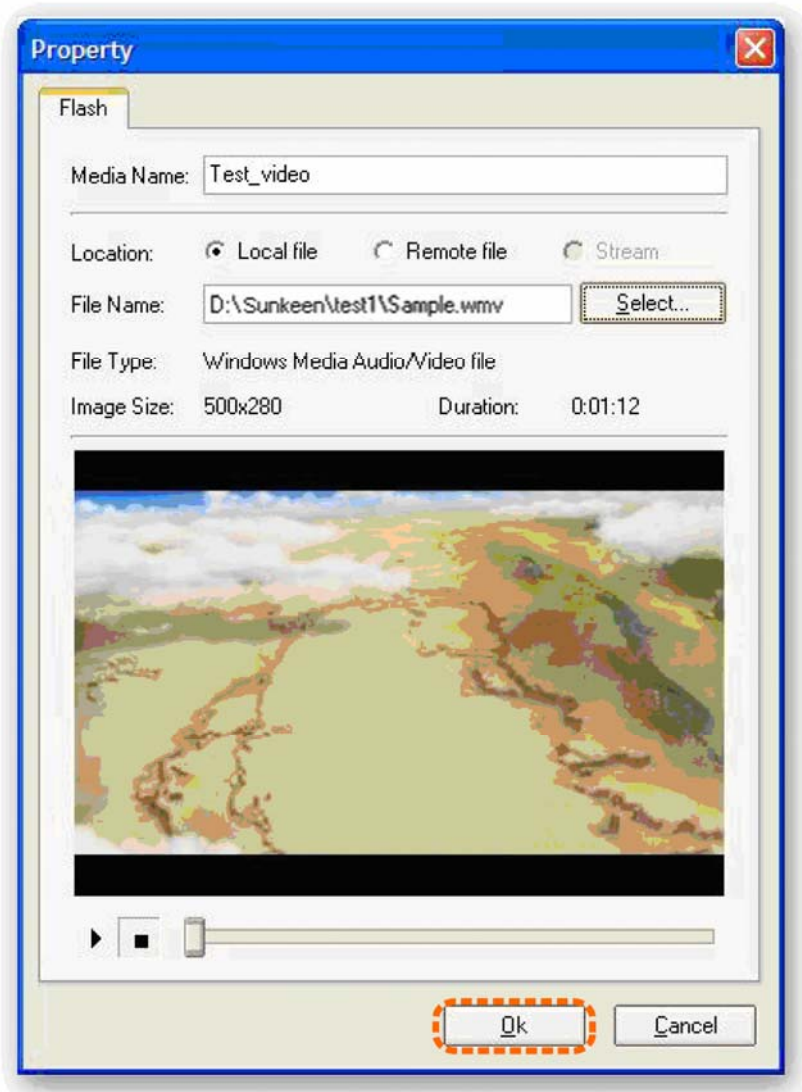
The screenshot shows a dialog box titled 'Flash'. It has a 'Media Name' field containing 'Test_video'. Below it, the 'Location' is set to 'Local file' (indicated by a selected radio button). There are also options for 'Remote file' and 'Stream'. At the bottom, there is a 'File Name' field and a 'Select...' button.

3. Click the **Select** button to browse for the Video media file. Accepted formats include AVI, MPG, MPEG and WMV.

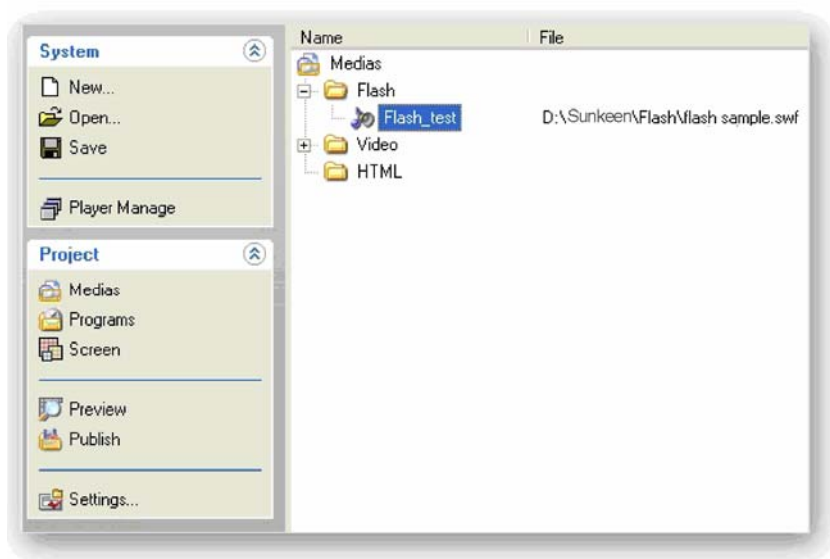


The screenshot shows the same 'Flash' dialog box. The 'Media Name' field still contains 'Test_video'. The 'Location' is still 'Local file'. The 'File Name' field now contains 'D:\Sunkeen\test1\Sample.wmv'. The 'Select...' button is highlighted with a red dashed border. Below the 'File Name' field, the 'File Type' is set to 'Windows Media Audio/Video file'. At the bottom, the 'Image Size' is '500x280' and the 'Duration' is '0:01:12'.

4. Press the **Preview** button to view the media file or press **OK** to continue.



The media file is displayed in the Video submenu as illustrated in the following image.



The media is now included in the project. Save the project to continue.
Accepted video formats include the following: AVI, MPG, MPEG and WMV.

Adding HTML Media

To add HTML content use the following steps.

1. Under the Medias root menu, right-click **HTML** and select **Add**.



The HTML Property window displays.

Property

HTML

Media Name:

☐ Simple Text

BG Color: ☐ Default

Text:

Font: MS Sans Serif, 8

Direction: Static

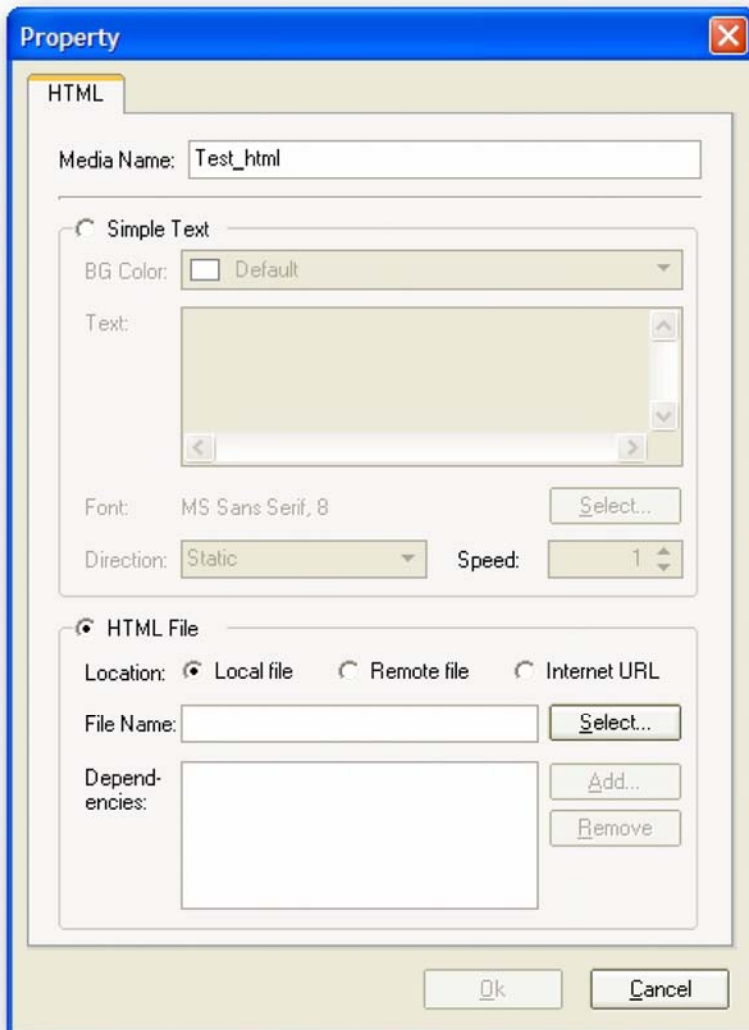
☒ HTML File

Location: ☒ Local file ☐ Remote file ☐ Internet URL

File Name:

Dependencies:

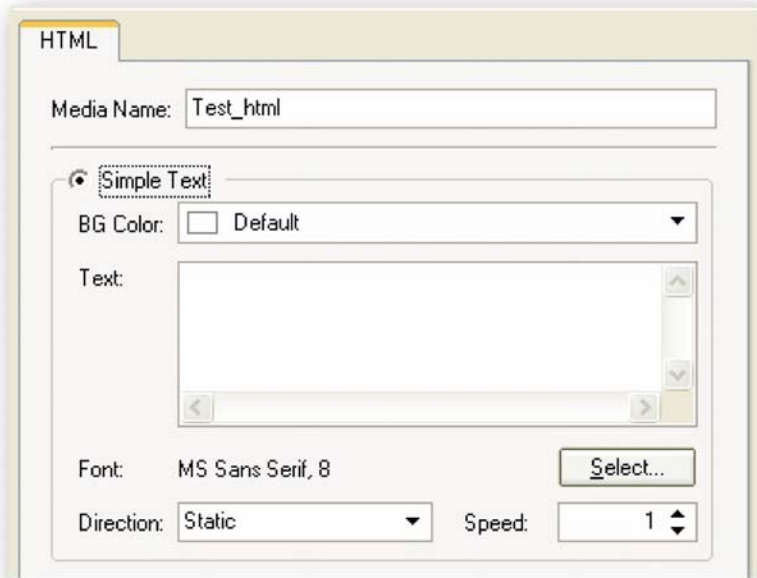
2. In the Media Name field, type in a name for this HTML content.



There are two types of HTML content you can choose to display. One type is Simple Text and the other is HTML File.

Simple Text

Text can be configured and setup to display as a media project. Simple Text allows for the use of text as a media format.

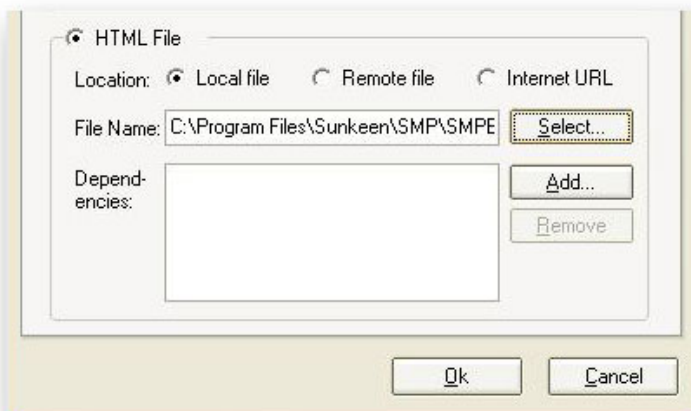


You can choose a background color (Default: white), configure and modify the desired text to display.

Menu	Description
Background color	Select the background color to use: White (Default), Black, Maroon, Green, Olive, Navy, Purple or Teel...ect.
Text	Type the desired text to display.
Font	Select the font type to use.
Direction	Select the text display direction.
Speed	Designate the rate of speed in which the text displays across the screen.

HTML File

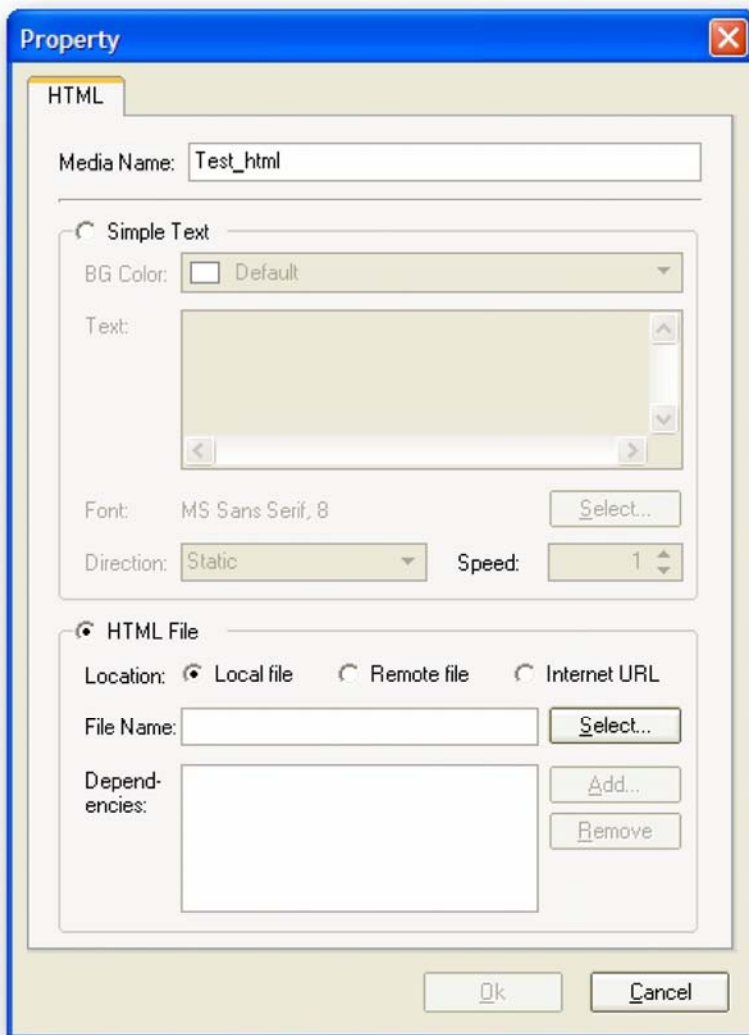
HTML content can be selected from a local, remote or a remote URL location.



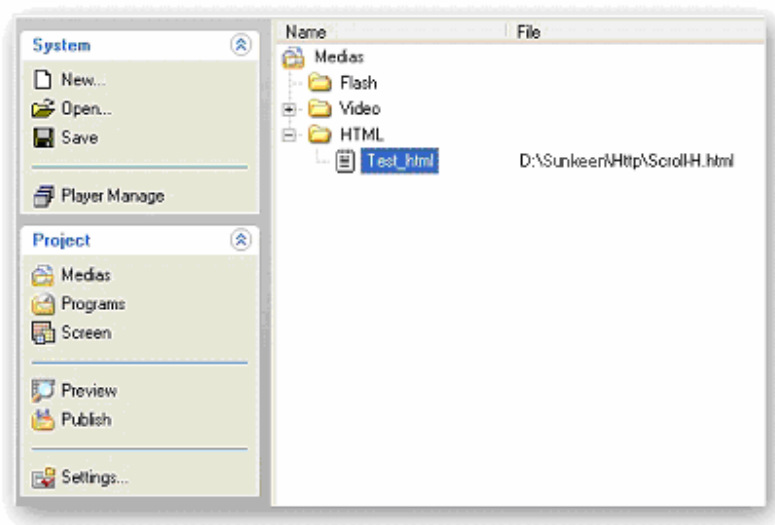
You can choose a background color (Default: white), configure and modify the desired text to display.

Menu	Description
Location	Choose the location of the HTML content (local files, remote files or Internet URL)
File name	Click the Select button to browse for the HTML content.
Dependencies	Add service dependencies to apply to the HTML content.
Speed	Designate the rate of speed in which the text displays across the screen.

3. Click **OK**.



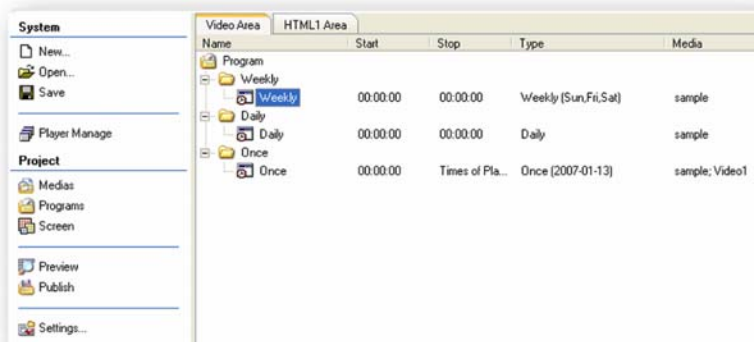
4. The HTML content is ready. Click OK.
The media file is displayed in the Video submenu as illustrated in the following image.



The media is now included in the project. Save the project to continue.

Programs

To setup a program schedule for all the media projects click **Programs**. By selecting the Programs menu, you can manage the media to be displayed according to a Weekly, Daily or as a single event (Once). See image below.

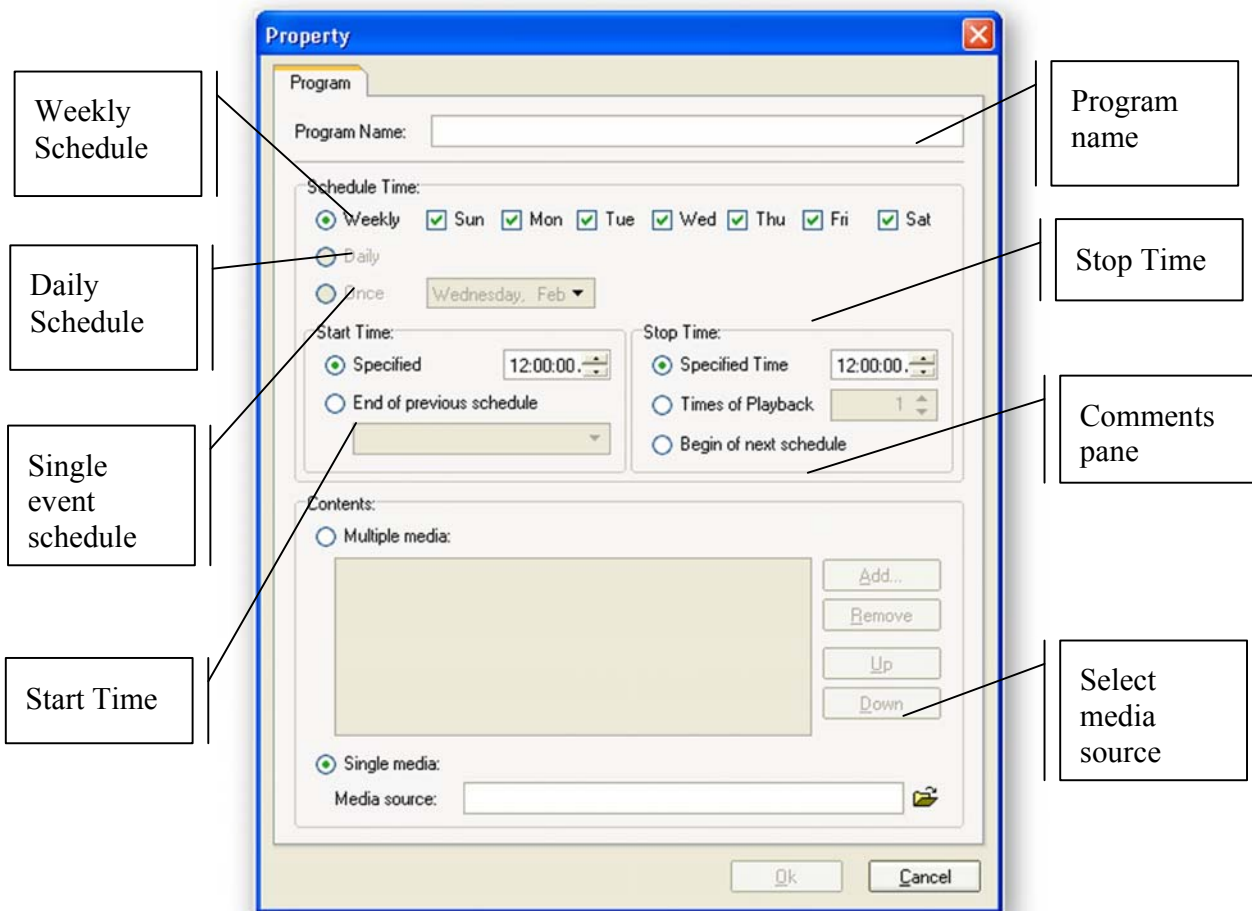


Note: The Programs function is only available after configuring Screen options.

1. First, click on the **Programs** menu.
The program schedule appears on the Preview screen



2. Select either the Video Area or HTML area tab.
3. Select a time setting (Weekly, daily, or Once) under the Program list.
The Program properties window displays.



Setting a Weekly Program

A program can be scheduled on a weekly basis. You can schedule the days, the start time, the stop time, and media to display from the Weekly program setting. Follow the steps below to setup a weekly program schedule.

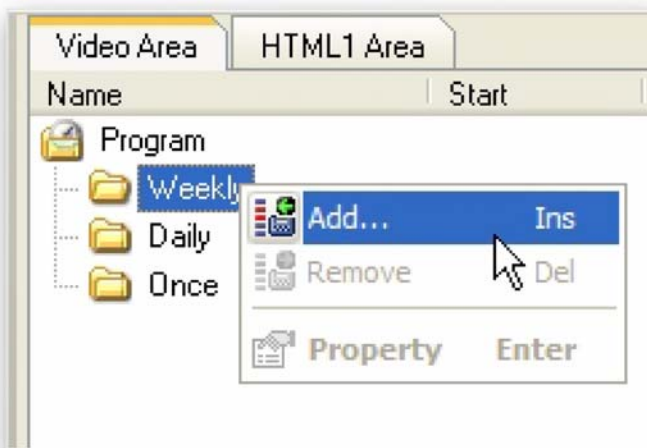
1. In the Video Area screen, select Weekly and right-click.



The options screen is displayed.

Only the Add option is available at this time. To access the Remove and Property settings, you must select an existing schedule.

2. Click **Add** to create a program schedule.



The Program window displays.

3. Enter the program name in the name field.

The 'Property' dialog box is shown with the 'Program' tab selected. It contains the following fields and options:

- Program Name:** A text input field.
- Schedule Time:** Radio buttons for 'Weekly', 'Daily', and 'Once'. The 'Weekly' option is selected, and checkboxes for days of the week (Sun, Mon, Tue, Wed, Thu, Fri, Sat) are shown, all of which are checked. A dropdown menu shows 'Wednesday, Feb'.
- Start Time:** Radio buttons for 'Specified' and 'End of previous schedule'. 'Specified' is selected, with a time field set to '12:00:00'.
- Stop Time:** Radio buttons for 'Specified Time', 'Times of Playback', and 'Begin of next schedule'. 'Specified Time' is selected, with a time field set to '12:00:00'. A 'Times of Playback' field is set to '1'.
- Contents:** Radio buttons for 'Multiple media' and 'Single media'. 'Single media' is selected. Below it is a 'Media source' text field with a folder icon button.
- Buttons:** 'Add...', 'Remove', 'Up', and 'Down' buttons are located to the right of the 'Multiple media' list area.
- Footer:** 'Ok' and 'Cancel' buttons.

Schedule Time

Under Schedule Time, choose the desired schedule settings by checking its respective box.

Setting	Description
Weekly	Select the desired days (Sunday ~ Saturday)
Start Time / End of Previously Schedule	Select a specific time to start or choose End of Previous Schedule to begin the event after completing a preceding schedule.
Stop Time	In the Stop Time field, you can stop the display by either assigning a specified time, selecting the number of times to playback or by specifying to stop at the beginning of another schedule.
Contents	Import the media from the project library (See Medias) to display by selecting Single Media or the Multiple Media options. Only media content that has already been added to the project can be imported.

If you select the Daily option, the program displays on a daily basis. By selecting *Once*, your program displays once on a specified period of time.

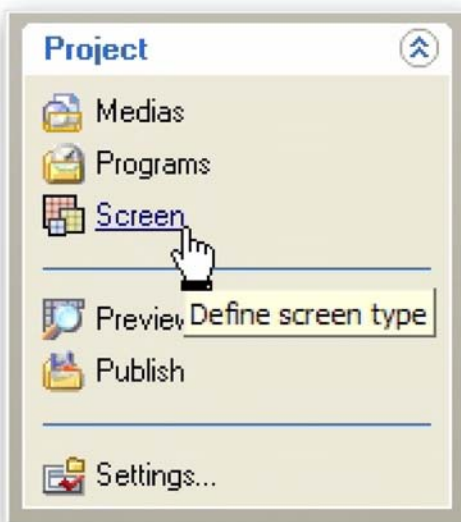
If there is a conflict due to time settings, the program cycle is prioritized as follows: Once, Daily and then Weekly.

4. Click **OK** to finish.

Screen

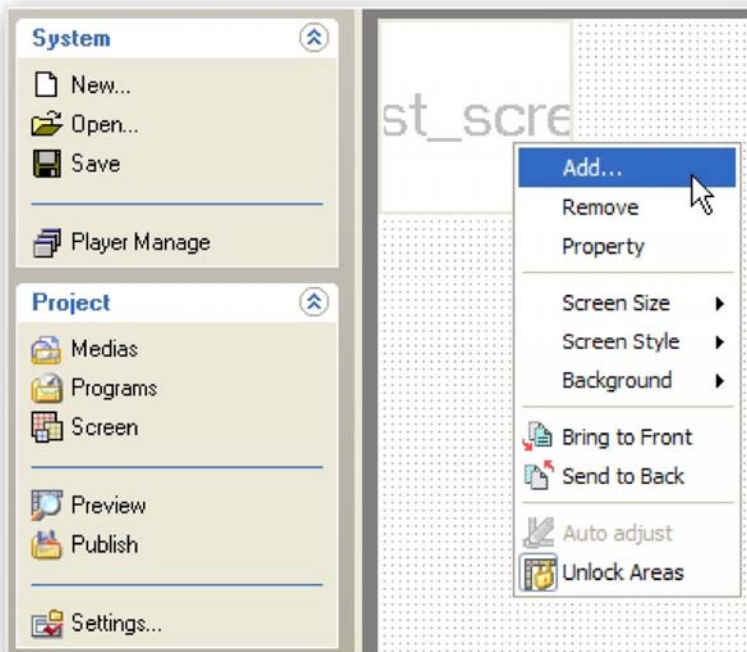
This function allows you to setup and define the screen type (layout) for use during display on the SMP Player. Predefined screen types are available by selecting the Screen Size options. In addition, template layouts are also available by choosing the Screen Style option.

1. To open the Screen function, click the **Screen** menu in the Project panel.



The available screen layout displays in the Preview screen.

2. Right-click in the screen type to display the Screen panel.



To modify the screen layout use the table below to reference the definition for each menu item.

Adding a New Screen

This function allows new screen areas to be placed in the Preview field. After you right-click the **Add** menu, the Add Property window displays.

1. Fill in the fields below.

Property - Area				
Caption	<input type="text"/>			
Left (Pixel):	<input type="text" value="0"/>	Top (Pixel):	<input type="text" value="0"/>	
Width (Pixel):	<input type="text" value="100"/>	Height (Pixel):	<input type="text" value="100"/>	
Style:	<input type="text" value="HTML"/>			
<input type="button" value="Ok"/> <input type="button" value="Cancel"/>				

Setting	Description
Caption	Type the name for the area.
Left	Use ▲ ▼ to adjust in increments of 10 the left justification of the screen area. Type a number to adjust to a specific measurement.
Top	Use ▲ ▼ to adjust in increments of 10 the top justification of the screen area. Type a number to adjust to a specific measurement.
Width	Use ▲ ▼ to adjust in increments of 10 the width of the screen area. Type a number to adjust to a specific measurement.
Height	Use ▲ ▼ to adjust in increments of 10 the height of the screen area. Type a number to adjust to a specific measurement.
Style	Select HTML or Video to define the type of screen to display.

2. Click **OK**.

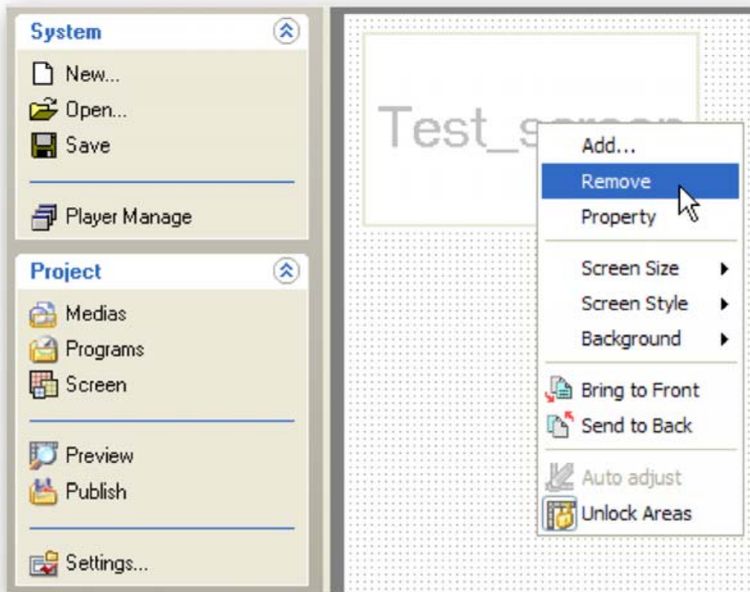
The screen type displays on the Preview screen.

If the screen does not completely cover the screen area, click **Background** to fill the vacant space with colors or images.

Removing a Screen

You can remove a current screen from the Preview screen by using the Remove function.

1. Right-click on **Remove**.

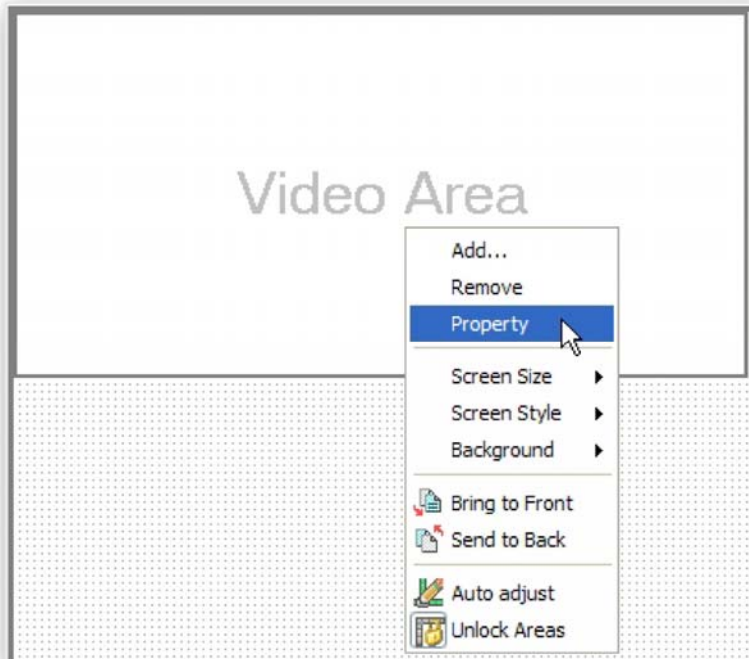


2. The screen is deleted. Right-click **Add** to include a new screen type.

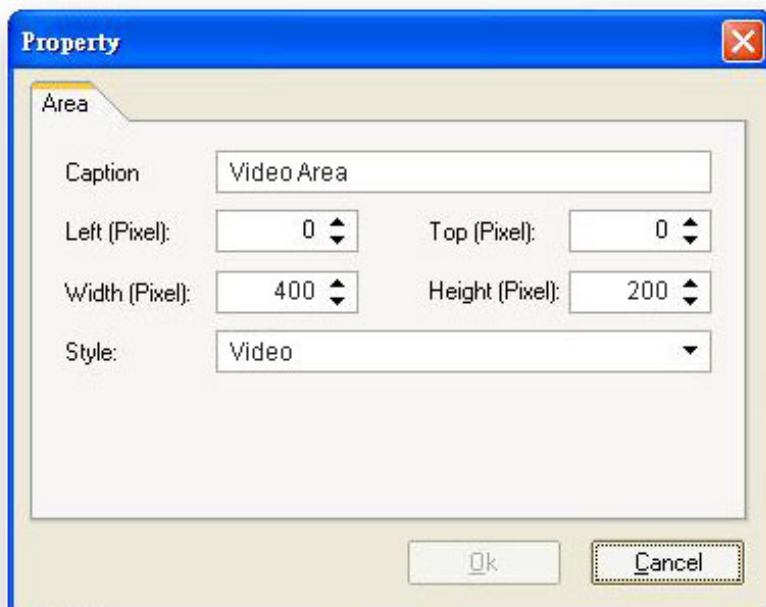
Modifying Properties

You can modify the properties of a screen layout by using the Property option.

1. Inside a layout screen, right-click **Property**.



The Screen Property window appears.



Adjust the settings by modifying the field in the Screen Property window.

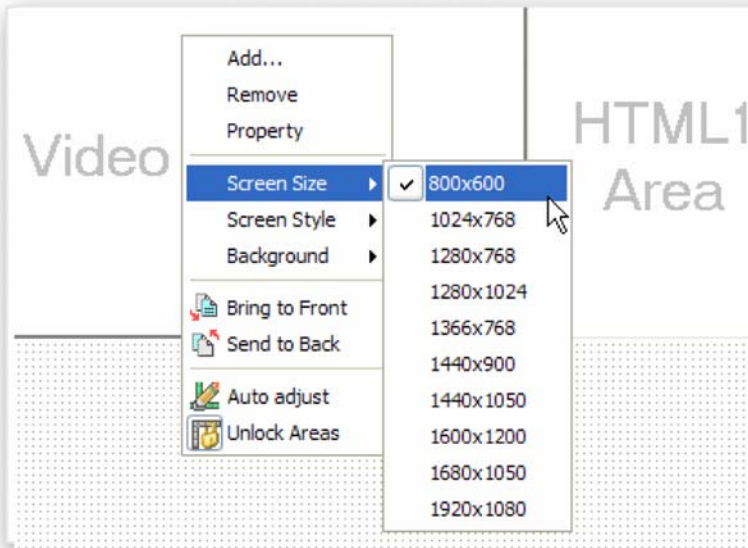
Setting	Description
Caption	Type the name for the area.
Left	Use ▲ ▼ to adjust in increments of 10 the left justification of the screen area. Type a number to adjust to a specific measurement.
Top	Use ▲ ▼ to adjust the top justification of the screen area. Type a number to adjust to a specific measurement.
Width	Use ▲ ▼ to adjust the screen area. Type a number to adjust to a specific measurement.
Height	Use ▲ ▼ to the height of the screen area. Type a number to adjust to a specific measurement.
Style	Select HTML or Video to define the type of screen to display.

2. Click **OK** to accept the new settings.

Selecting a Screen Size

Preconfigured screen sizes are available by selecting the Screen Size option.

1. Right-click on **Screen Size**.



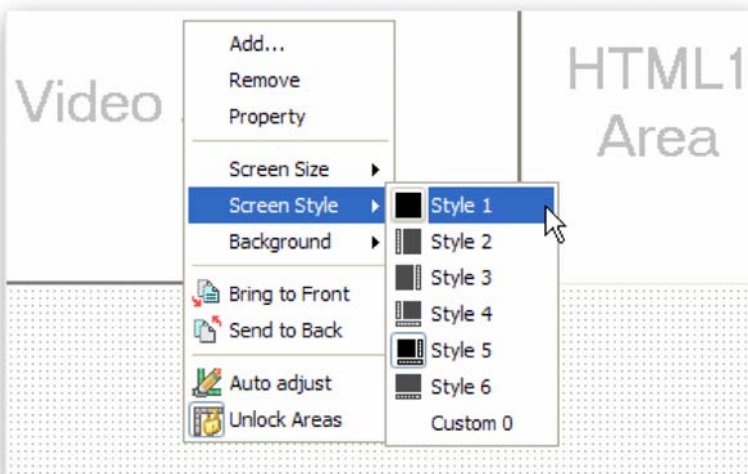
2. Select the desired screen size.

The preview screen adjusts to the selected size.

Selecting a Screen Style

Various preformatted screen layouts are available for display by using the Screen Style option.

1. Right-click on **Screen Style**.



Seven different screen styles are available (0 ~ 6) including a customizable style.

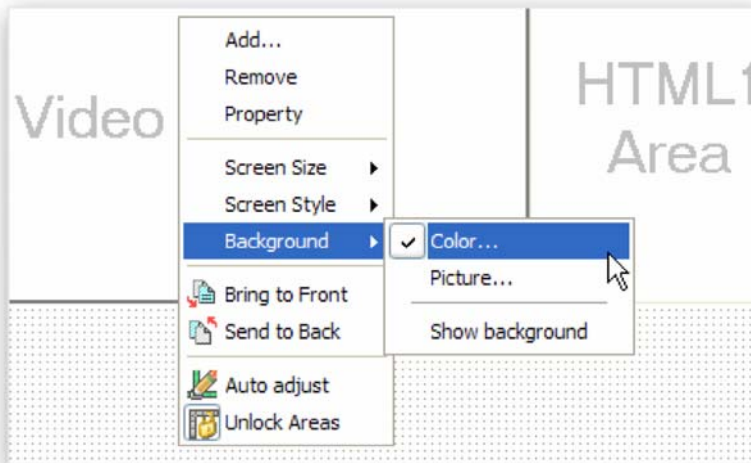
2. Select the desired screen style.

The Preview screen adjusts to the selected size.

Selecting a Background

A background color/image can be displayed on the empty spaces created by screen layouts that do not completely cover screen size.

1. Right-click on **Background**. You can choose a color or an image to display in the screen background.



2. Select the desired option. The setting displays when the screen is previewed. See Preview.

Additional Options

Other options available for configuration are defined in the table below.

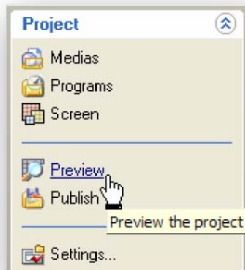


Setting	Description
Bring to front	Send a screen to the front layer.
Send to back	Send a screen to the back layer.
Auto adjust	Automatically adjust the position of all screens to conform to the screen size.
Unlock areas	Unlock all areas for configuration.

Preview

The Preview function allows for the display review of the project before publishing on the SMP Player. The preview display appears as a pop-up window on the monitor.

1. To preview the project, click on the **Preview** button.



The Preview screen displays.



2. Press the **ESC** key to cancel the preview.

Publish

Once your project has been setup, there are two means to publish the contents to the SMP Player. Projects can be exported by using a USB flash drive.

Note: Disable all firewall and virus scanning software before using the publishing function.

Publishing on a Flash Drive

If there is no direct connection to the target SMP Player, you can export the project by using the Publish function on a USB flash drive.

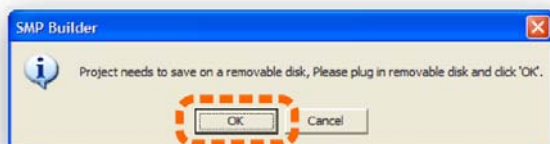
Saving the Project

Before publishing takes place, it is recommended you save the project.

To publish, follow these procedures.

1. Insert a USB flash drive in your system's USB port.
2. Click **Publish** in the Project menu.

You are prompted to insert a removable disk.



3. Click **OK**.
The media files are transferred to the flash drive.
Once the files are transferred successfully, the window below displays.



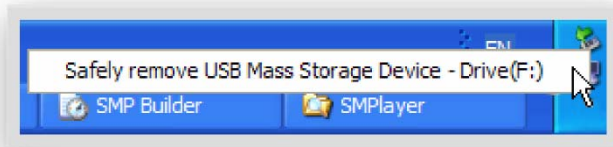
The project is now saved to the flash drive. The file can be found in the default folder as follows:
[F:\SMPlayer]

Note: Whereas **F** is the letter used to designate the USB flash drive.

Displaying the Project

Once the media is saved on the flash drive, remove the flash drive from the USB port and import the project on the target system.

1. In the System Tray, left-click the **Safely Remove Hardware** icon.
2. Select **Safely Remove USB Mass Storage Device**.



The USB drive can be safely removed.

Before continuing with the next step, ensure that the SMP Player is turned on.

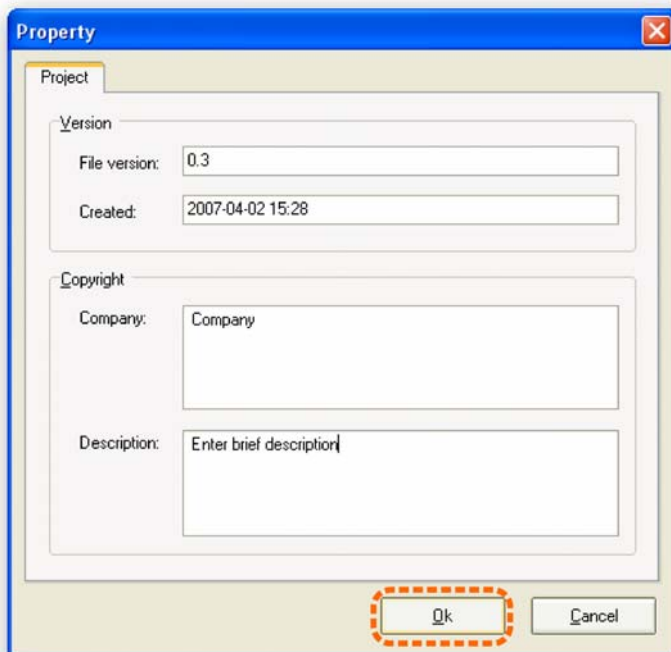
3. Insert the USB flash drive in the target system's USB port.

The corresponding files are transferred.

The project is now transferred and triggers according to the set parameters.

Settings

To modify the project settings, click on the **Settings** field. The project properties window displays.



Fill in the project information and click **OK** to close the window.

The project is complete.

Index

Background	53
Features	1
HTML	36, 40
text	39
Management	26
Manager	
new projects.....	20
Menu Bar.....	28
Menu Bars.....	27
Options	
screen	53
Player Manage	12
Program	43
weekly	43
Programs	
schedule	42
project	28
layout	46
Project.....	19, 25, 54, 56
flash	29
saving	55
Projects	17, 23
screen	
properties.....	50
Screen.....	47, 49
Screen size	52
Service	9
SMP	8
starting	15
SMP Builder	1, 2
SMP Builder (Lite).....	1
SMP Player	5, 11
SMP Projects	
new	15
SMP Service	8
SMP Service Monitor	8
SMPlayer	
Editing.....	11
Style	52
time	45
Video	32