# MASTERSuite™ 5

## User Manual

020-101069-01

CHKISTIE®

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k. Image retention on LCD flat panels.

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- Environmentally Friendly Use Period

  环保使用期限



**The year number in the centre of the label indicates the Environmentally Friendly Use Period, which is required to mark on the electronic information product sold in China according to the China RoHS regulations.**

本标志中表示的年数是根据 《电子信息产品污染控制管理办法》（2006 年 2 月 28 日）以及 《电子信息产品污染控制标识要求》（2006 年 11 月 6 日）制定的、适用于在中华人民共和国境内销售的电子信息产品的环保使用期限。

- Material Concentration Values Table

  有毒有害物质含量表

| Part Name | 部件名称 | Material Concentration（有毒有害物质或元素） | | | | | |
|---|---|---|---|---|---|---|---|
| | | 铅<br>(Pb) | 汞<br>(Hg) | 镉<br>(Cd) | 六价铬<br>(Cr⁶⁺) | 多溴联苯<br>(PBB) | 多溴二联苯醚<br>(PBDE) |
| Power Supply | 低压电源 | X | O | O | O | O | O |
| Harness/cable | 连接电线／缆 | X | O | O | O | O | O |
| Fan | 风扇 | X | O | O | O | O | O |
| CPU | 中央处理器 | X | O | O | O | O | O |
| Hard Drive | 硬盘 | X | O | O | O | O | O |
| RAM & ROM | 存储器 | X | O | O | O | O | O |
| System Board PCB | 主板 | X | O | O | O | O | O |
| Video Input Card | 图像输入卡 | X | O | O | O | O | O |
| Display Card | 显卡 | O | O | O | O | O | O |
| DVI Input Card | DVI 输入卡 | X | O | O | O | O | O |
| Optical Disk Drive | 光驱 | X | O | O | O | O | O |
| Mechanical Enclosure* | 机械附件 | O | O | O | O | O | O |
| Keyboard | 键盘 | O | O | O | O | O | O |
| Mouse | 鼠标 | O | O | O | O | O | O |
| Software CD | 软件光盘 | O | O | O | O | O | O |
| Battery | 电池 | O | O | O | O | O | O |

Note:

**O**: indicates that the concentration value of the particular hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C, is below the stipulated levels in China SJ/T11363-2006.

表示该有毒有害物质在该部件所有均质材料中的含量均在 **SJ/T11363-2006** 规定的限量要求以下。

**X**: indicates that the concentration value of the particular hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C, may be above the stipulated levels in China SJ/T11363-2006.

表示该有毒有害物质至少在该部件的某一均质材料中的含量可能超出 SJ/T11363-2006 规定的限量要求。

\* This part uses metallic alloys, which may contain Lead.

- 因该部件使用金属合金材料，故可能含有铅。

# Addendum

The CD included with this printed manual contains an electronic copy in English. Please read all instructions before using or servicing this product.

手册中包含的光盘，带有着中文的电子副本，使用或维修本产品前，请仔细查阅所有的指示。

手冊中包含的光盤，帶有着中文繁體的電子副本，使用或維修本產品前，請仔細查閱所有的指示。

Le DC fourni avec ce manuel imprimé contient une copie électronique en français. S'il vous plaît lire toutes les instructions avant d'utiliser ou de réparer ce produit.

Das CD, das mit diesem gedruckten Handbuch eingeschlossen ist, enthält eine elektronische Kopie auf in deutscher Sprache. Vor der Anwendung oder der Instandhaltung dieses Produktes lesen Sie bitte alle Anweisungen.

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# Table of Contents

CHRISTIE

# Introduction

MASTERSuite™ 5 is a suite of programs used to configure (MediaManager) and display (WallManager) media content on a TVC display wall.

The controller comes with MASTERSuite™ 5 installed.

## Related Documents

Software setup and operation information is included in the on-line help.

The TVC-700 User Manual (P/N: 020-100919-xx) includes information about the controller, the expansion chassis, the input modules, and system configurations.

# Setup Manager

Setup Manager allows you to graphically configure which physical screens correspond to which displays within MASTERSuite. Use Setup Manager when you add or remove a physical display.

Depending on your TVC-700 configuration, you may have 6, 12, or 18 displays. Each processor display card can control 6 displays. Setup Manager graphically illustrates the displays attached to each display card using a different color.

## Prerequisites

- AMD driver version 8.982.8.1000.
- Your display wall must form a rectangular arrangement.

## Install Setup Manager

Setup Manager is pre-installed on your TVC-700: Setup Manager is the application you see when you first turn your TVC-700 on.
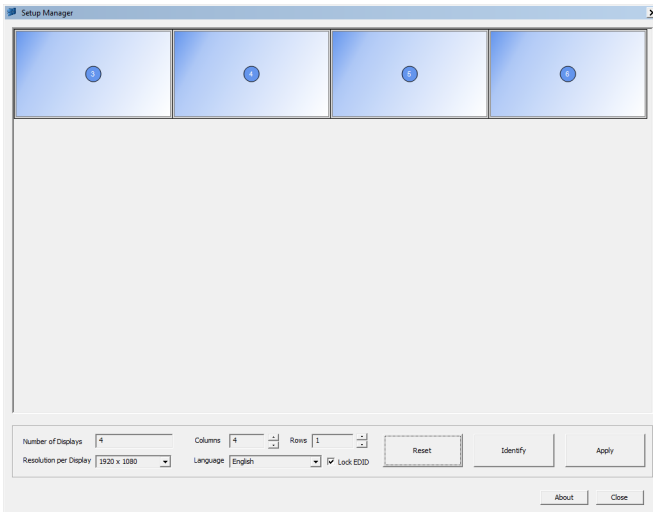
## Configure Setup Manager for 1-12 Displays

When **Apply** or **Reset** are clicked, the system reboots; this can take several minutes.

Color-coding is not required when 12 or fewer displays are used. The color-coding feature is displayed on the screen during setup, but can be ignored.

1. Click **Start** > **Christie** > **MASTERSuite 5** > **Setup Manager**.



2. If required, select your required language from the **Language** list.

3. If Setup Manager does not reflect the correct number of physical displays, click **Reset** to wipeout EDID locks.

   **Reset** removes EDID locks and restores factory default display settings.

4. Select your display resolution from the **Resolution per Display** list.

   All screens in your wall must have the same resolution.

5. Adjust the width and height of the display, using the **Columns** and **Rows** settings, to match your wall.

6. Click **Identify** to show the number of each display on the physical display.

7. Drag and drop displays in Setup Manager to match the numbering of the physical displays on the wall.

8. If required, deselect **Lock EDID**.

   EDID locks prevent re-configuration of the display wall in the event that a display is accidentally disconnected. It is recommended that Lock EDID be selected.

9. Click **Apply**.

Click **Close** if you want to close Setup Manager without applying changes; otherwise, Setup Manager prompts you to restart the TVC-700 and then applies your configuration.

# Configure Setup Manager for 13-18 Displays

- It is not recommended to use Windows' screen resolution when configuring 13 or more displays because it can interfere with your display settings.
- To recover from Windows' screen resolution problems, click **Reset**.
- When **Apply** or **Reset** are clicked, the system reboots; this can take several minutes.
- **Display Resolution** is disabled during 13-18 display configuration. Setup Manager configures the display using the display's native resolution.

Color-coding is required when 13 or more displays are configured.

1. Click **Start** > **Christie** > **MASTERSuite 5** > **Setup Manager**.

2. If displays are already grouped, Setup Manager does not work in this configuration and prompts you to reset the displays. Click **Yes** to reset.

   All of your physical displays appear in a horizontal row across the top of Setup Manager window. Setup Manager automatically sets the resolution of all displays to their native resolution.

3. If required, select your required language from the **Language** list.

4. If Setup Manager does not show the correct number of displays in the grid or you have added or removed a display, click **Reset**.

   All EDID locking and wall display settings are removed and a reboot occurs.

5. Adjust the width and height of the display, using the **Columns** and **Rows** settings, to match your wall.

6. Click **Identify** to show the number of each display on the physical display.

7. Drag and drop displays in Setup Manager to match the numbering of the physical displays on the wall.

8. Review the color-coding that indicates which displays correspond to a particular display card. Drag and drop the displays until the ones for each card are grouped together in rectangular arrangements.

9. Click **Apply**.

   Click **Close**, if you want to close Setup Manager without applying changes; otherwise, Setup Manager prompts you to restart the TVC-700 and then applies your configuration.

![CHRISTIE]

# MediaManager Setup

ℹ️ MASTERSuite security is controlled by WallManager.
See *Security Settings* on page 25.

MediaManager is an interactive application, changes made to the settings in MediaManager are seen immediately on the display wall. Use MediaManager on its own or with WallManager, which adds the ability to schedule MediaManager windows and control the display wall remotely.

Remotely work with MediaManager by adding configured MediaManager channels and profiles to WallManager scenarios.

## Start MediaManager

1. Log into the TVC-700 controller with an administration level user account.

2. Click **Start** > **All Programs** > **Christie** > **MASTERSuite™ 5** > **MediaManager™ 5**.

   The default window appears. This window can be changed for future start-ups by changing the default profile.

# Configure the MediaManager Language

Language changes are immediate. When set, all MediaManager dialogs and windows are converted to the selected language.

Text fields such as **Name** and **Descriptions** are not affected by this change. These fields can be entered in any language regardless of the language selected for MediaManager.

1. Click **Administration** > **Languages**.
2. Select the required language from the list.
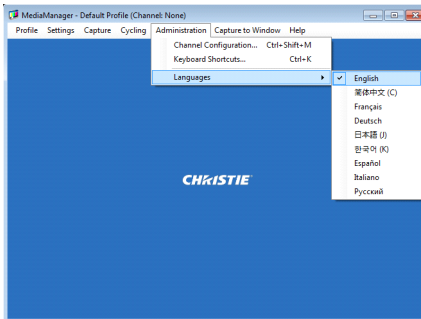


# MediaManager Interface

Access the MediaManager interface from the display wall desktop. Set MediaManager menu visibility by clicking **Settings** > **Windows Preferences** and selecting **Borders Only** or **None** on the **Windows Preferences** dialog.

Access menu options by clicking the right mouse button anywhere in the MediaManager window. In addition, shortcuts are fully-customizable.

See *Hotkey Management* on page 20.



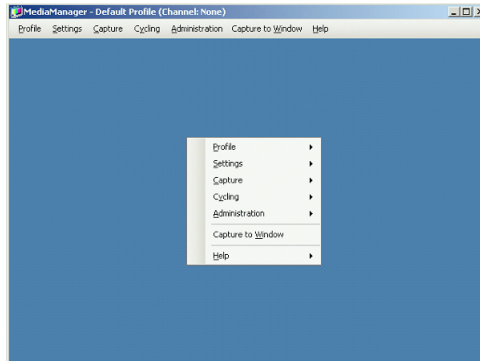| Menu | Sub-Menu | Description |
|------|----------|-------------|
| Profile | New | Creates a new profile. MediaManager assists you by stepping through the most commonly used dialogs. |
| | Open | Loads a saved profile. The **Open** dialog allows you to open the profile into the current window or into a new window. |
| | Save | Saves changes to an existing profile using the Save dialog. If you are not working with an existing profile, this option automatically opens the Save As dialog. |
| Profile (cont.) | Save As | Saves an existing profile under a new name or allows you to create a new profile. |
| | Create Shortcut | Creates a shortcut to the current profile. |
| | Manage Profiles | Manages your profile list. |
| | Exit | Closes the MediaManager window. |

| Menu | Sub-Menu | Description |
|------|----------|-------------|
| Settings | Channel Selection | Allows you to select a channel to be loaded in the current window, or into a new window. |
| | Window Preferences | Allows you to specify the window size, position and style of the current MediaManager window. See *Window Preferences Dialog* on page 44. |
| | Crop and Zoom | Allows you to focus on a specific part of the window's content. See *Crop or Zoom an Image* on page 14. |
| | Text Overlay | Enables and provides configuration for the appearance of overlay text, and to specify the text for profile level overlays. See *MediaManager Window Snapshots* on page 49. |
| | Current Channel Settings | Changes the channel settings of the currently displayed channel. The settings that can be changed depend on the channel's device. See *Channel Management* on page 11. |
| Capture | Configure | Sets the capture options:<br>• Single Frame – sets the image properties and storage location for single snapshots. See *Single Frame Dialog* on page 50.<br>• Multiple Frame – sets the image properties and storage location for image sets. See *Multiple Frame dialog* on page 53. |
| | Single Frame | Captures an image of the current contents of the MediaManager window. |
| | Start Multiple Frame | Starts and stops the automatic capture of multiple images of the contents of the MediaManager window. |
| Cycling | Configure | Selects and arranges channels to display in windows that see the current profile. |
| | Start / Stop | Starts and stops cycling through the channels associated with the current profile. This option is only available if more than one channel is specified in the profile's cycling list. |

| Menu | Sub-Menu | Description |
|---|---|---|
| Administration | Channel Configuration | Provides configuration of the channel list. The Channel Configuration dialog allows you to add, delete, and rename channels. It also allows you to open the Channel Properties dialog for the selected channel.<br>See *Channel Management* on page 11. |
| | Keyboard Shortcuts | Provides configuration of keyboard shortcuts for common tasks. |
| | Languages | Provides configuration of the language that the MediaManager displays. |
| Help | Help Contents | Displays the online help for MediaManager. |
| | Diagnostics | Provides information about the system. |
| | About Christie MediaManager | Provides the MediaManager software version. |

# Channel Management

A Channel represents a specific signal source, such as a camera, DVD player, PC on the network, etc. It stores all the optimized input settings for the source, such as its specific hardware connection, brightness, contrast, hue, etc. Channels can be uniquely named to make selection easier, eliminating the need to remember how the signal is connected and what input settings are associated with it.

The first time you start the MediaManager software, it creates a default set of input source channels. The channels are based on the input modules detected in the system.

## View Channel Properties

1. Open MediaManager.

2. Select a channel.

3. Click **Settings** > **Current Channel Settings**.

   The contents of the **Channel Properties** dialog are different depending on the device type that is associated with the channel.

# Create a New Channel

1. Open MediaManager.

2. Click **Administration** > **Channel Configuration**.

   The **Channel Configuration** dialog appears.

3. Click **Add**.

   The **Select Device** dialog appears.

4. Select the appropriate device from the select device type list.

5. Click **OK**.

   The new channel is added to the list.

6. Click **Save**.

# Copy an Existing Channel

1. Open MediaManager.

2. Click **Administration** > **Channel Configuration**.

   The **Channel Configuration** dialog appears.

3. Click **Add**.

   The **Select Device** dialog appears.

4. Select the appropriate device from the select device type list.

   For example; select RemoteDesktop for a remote desktop channel.

5. Click **OK**.

   The new channel is added to the list.

6. Select an existing channel and click **Copy**.

   A new channel is created with the same properties as the channel you copied.

7. Click **Save**.

# Edit Channel Properties

ℹ️ When the properties of a channel are edited, all profiles that reference that channel are affected.

If a profile is renamed, channels that reference that channel display an "Invalid Input" message instead of the content. Rename channels with caution, and remember to update your profiles.

1. Open MediaManager

2. Click **Administration** > **Channel Configuration**.

3. Select the channel to edit, and click **Edit**.

4. Adjust the channel properties.

   See *View Channel Properties* on page 11.

5. Click **Save**.

# Rename Channels

ℹ️ Profiles reference channel names. If you change a channel name after it is included in a profile, change the profile to reference the new name.

MediaManager channels are named for their respective input modules. Rename a channel to make it easier to identify the correct input source when you set up media windows on the display wall.

1. Open MediaManager.

2. Click **Administration** > **Channel Configuration**.

   The **Channel Configuration** dialog appears.
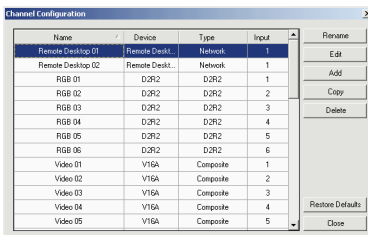


3. Select the channel you want to rename.

4. Click **Rename**.

   The **Name** cell for the selected channel is activated.

5. Edit the name and click **Enter**.

# Crop or Zoom an Image

Crop and Zoom settings allow you to trim or trim and zoom in on a portion of the window. These settings are saved for specific channels in a profile. The same channel can have different crop or zoom settings in different profiles, but each profile can have only one crop setting or one zoom setting.

1. Open MediaManager.

2. Select a channel.

3. Crop the image area:

   - **Ctrl+Left-click**, hold and drag the cursor to select the area to crop. When you release the mouse button, the window automatically resizes to the selected area.

     OR

   - Click **Settings** > **Crop/Zoom** and enter the number of horizontal and vertical pixels you don't want to see in the image by entering the values in the **Top**, **Bottom**, **Right**, **Left** text boxes or use the up and down arrow keys to incrementally increase the value. Reset to the original size by clicking the **Reset** button.

4. Zoom the image area:

   - **Alt+Left-click**, hold and drag the cursor to select the area to zoom. When you release the mouse button, the contents automatically zoom in on the selected area. The window remains the same size.

     OR

   - Click **Settings** > **Crop/Zoom** and enter the number of horizontal and vertical pixels you don't want to see in the image by entering the values in the **Top**, **Bottom**, **Right**, **Left** text boxes or use the up and down arrow keys to

> incrementally increase the value. Reset to the original size by clicking the **Reset** button.

5. Click **Profile** > **Save**.

# Delete a Channel

> Profiles reference channel names. If you delete a channel name that is included in a profile, that profile can no longer view the channel.

1. Open MediaManager.

2. Click **Administration** > **Channel Configuration**.

3. Select the channel you want to delete, and click **Delete**.

4. Click **Yes**.

# Restore Default Channels

> The action of restoring default channels is final. You cannot regain the channels after they are deleted.

Restores all channels to their default settings. You cannot restore a single default channel.

1. Open MediaManager

2. Click **Administration** > **Channel Configuration**.

3. Click **Restore Defaults**.

4. Click **Yes**.

# Select Device Dialog

The Select Device dialog identifies the channel's input module from which the MediaManager window receives a signal.

Access the Select Device dialog from MediaManager. Click **Administration** > **Channel configuration**, then click **Add**.
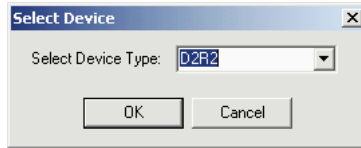
| Field | Description |
|---|---|
| C08V | Displays video sources connected to the C08V module. This module supports multiple videos per display device. |
| C021I-SL | Displays an analog or digital DVI-I source connected to any C02I-SL module. |
| C01D-DL | Displays a digital DVI-D source connected to any C01D-DL module. |
| RemoteDesktop | Displays the desktop of some other computer on the network other than the controller. RDClient must be installed on the other PC for the remote desktop feature to work. |

# Channel Properties Dialog

The Channel Properties dialog allows you to: add, copy, edit, or delete, or restore channel defaults. Dialog options change depending on whether the signal source is from a video, a DVI device or a RemoteDesktop.

Access the Channel Properties dialog from MediaManager; click **Administration**.
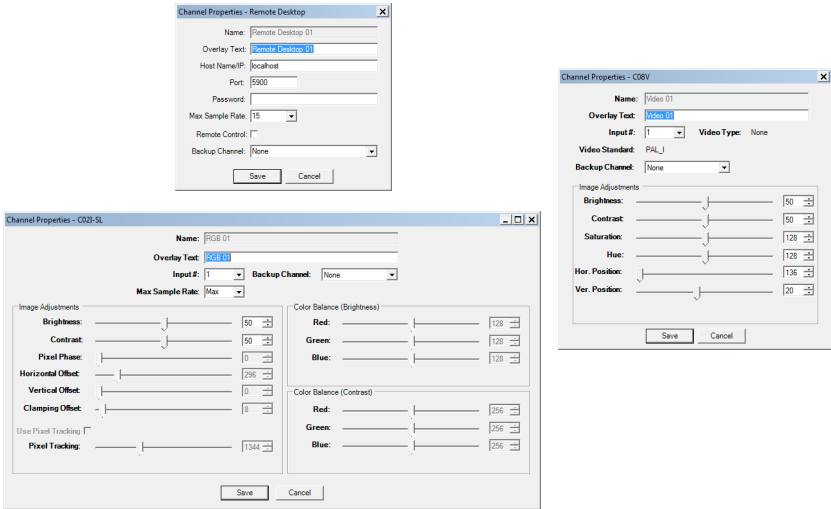
- **Name (All)** - Indicates the default name for a channel. This name is based on the channel's device type; for example, DVI 03.

- **Overlay Text (All)** - Reflects the default channel name.

- **Input # (DVI, Video)** - Specifies which input port on the device to use. When you try to open a window to an input that is already being used in 16 windows, the window displays a "device in use" image in the MediaManager window.

   The range of Input #'s available depends on the number of modules installed on the specified device type.

   C08V, C02I-SL, and C01D-DL modules cannot have more than 16 windows displaying the same input channel.

- **Remote Control** - Indicates whether the user at the controller can take control of the displayed remote desktop using the controller's keyboard and mouse. When Remote Control is checked, MediaManager right-click menus are not available in the MediaManager window displaying the remote desktop. Mouse and keyboard actions in the remote desktop window are sent to the remote desktop. This setting works for RemoteDesktop input types only.

- **Backup channel** - Identifies the channel MediaManager switches to if the current channel is selected but not available.

- **Video Type (Video)** - Shows the type of video signal that has been detected: Composite or S-Video.

- **Video Standard (Video)** - Shows the video standard the detected signal has been encoded in: PAL, NTSC, or SECAM.

- **Host Name/IP (RemoteDesktop)** - Specifies the IP address or full name of the remote computer.

- **Port (RemoteDesktop)** - Specifies the port number of the remote computer.

- **Maximum Sample Rate** - Specifies how quickly the window updates (refreshes) in frames per second. The maximum attainable refresh rate is dependent on how much bandwidth is available on the PCIe bus. Setting a high sample rate reduces bandwidth availability for other applications and other DVI windows. It can also cause irregular updates when one or more windows are open.

  If you notice irregular updates or ghosting, decrease the Maximum Sample Rate value until the updates occur more smoothly.

- **Password (RemoteDesktop)** - A password is only required to connect to a remote desktop if authentication has been enabled (with a password) in the RDClient application on the remote desktop. Specify the password that was set up on the remote desktop's RDClient.

  If a password is not provided when the channel is set up and authentication is enabled, you are prompted for the password when the channel is selected for display.

- **Image Adjustments (DVI, Video)** - Provides image adjustment settings. These options change depending on whether you are working with Video or DVI signals. Most options have an adjustable slide bar. Moving it toward the right increases the value of the setting and moving to the left decreases it. The exact value appears to the right of the slide bar.

- **Brightness (DVI, Video)** - Adjust the slide bar until the desired image brightness is achieved. A high brightness setting could turn the black areas of an image to dark gray. This could create an overall "washed-out" appearance of the image. If the brightness

setting is set too low, the dark areas of an image appear black ("crushed").

- **Contrast (DVI, Video)** - Adjust the slide bar until the desired image contrast is achieved. A high contrast setting can cause the light areas of the image to appear white and distorted. If the contrast setting is too low, the image could appear dim.

- **Brightness Color Balancing (DVI)** - Adjust the slide bar until the desired color balance is achieved for brightness. This adjustment is made separately for each color channel.

- **Contrast Color Balancing (DVI)** - Adjust the slide bar until the desired color balance is achieved for contrast. This adjustment is made separately for each color channel.

- **Saturation (Video)** - Adjust the slide bar until the desired color saturation is achieved.

- **Hue (Video)** - Adjust the slide bar until the image displays the desired hue. Applies only to NTSC video output.

- **Use Pixel Tracking (DVI)** - Check to enable pixel tracking. Adjust the slide bar to increase or decrease the frequency of the pixel sampling clock to correct the consistency of the image.

- **Pixel Phase (DVI)** - Adjust the slide bar so that any evident shimmer in the displayed image disappears and the image remains stable.

- **Horizontal Offset (DVI)** - Adjust the slide bar to shift the image from left to right.

- **Vertical Offset (DVI)** - Adjust the slide bar to shift the image up or down.

- **Clamping Offset (DVI)** - Adjust the slide bar when the image displays strong horizontal streaks or appears dim. In these cases, the clamp position requires adjustment to match the frequency of the incoming signal.

# Hotkey Management

Many common tasks in MediaManager have been assigned hotkeys. For example, you can create a new profile by pressing **Ctrl+N**. You can customize the hotkey assignments.

## View Hotkey Configuration

1. Open MediaManager.
2. Click **Administration** > **Keyboard Shortcuts**.

## Edit Hotkey Configuration

You cannot assign the same hotkey to more than one task.

The **Alt** key is not available for MediaManager shortcuts.

Some hotkeys are reserved for Microsoft Windows tasks and cannot be used on another task.

1. Open MediaManager.
2. Click **Administration** > **Keyboard Shortcuts**.
3. Highlight a task in the **Keyboard Shortcuts** dialog and click **Edit**.

   The **Assign Keyboard Shortcut** dialog appears.
4. Type a hotkey combination in the **Enter New Keyboard Shortcut** field and click **OK**.

## Restore Hotkey Defaults

1. Open MediaManager.
2. Click **Administration** > **Keyboard Shortcuts**.
3. Click **Restore Defaults**.

# WallManager Setup

WallManager allows you to view and control the controller desktop from a remote computer. It monitors and handles communication between the TVC controller and client Windows 7 workstations. It also launches applications on the display wall as requested from clients.

Use the WallManager client application to:

- Enable MASTERSuite security for remote access.
- Set up user levels and users.
- Set up applications for use on the display wall.
- Set up display wall partitioning and access.
- Set up scenarios (display wall layouts) and schedules.

The WallManager WallView panel allows you to work with the controller desktop, including media windows and applications from a remote PC. If you have multiple controllers to set up, you can work at one controller and connect to additional controllers.

## WallManager Prerequisites

- 1.7GHz or faster processor
- 1GB or greater RAM
- 200MB available hard disk space (.NET framework and WallManager)

## Install WallManager on a Client

WallManager is pre-installed on the TVC controller with security disabled.

Follow these instructions to install WallManager on a computer, to allow remote access.

1. Open a web browser.
2. Enter the name or IP address of the controller (for example; http://controller), and click **Enter**.

If the Web User Interface is not available, make sure that the Christie Web Server is running on the controller.

3. Select the language you want to work in and click **Select**.

4. Click **Install WallManager**.
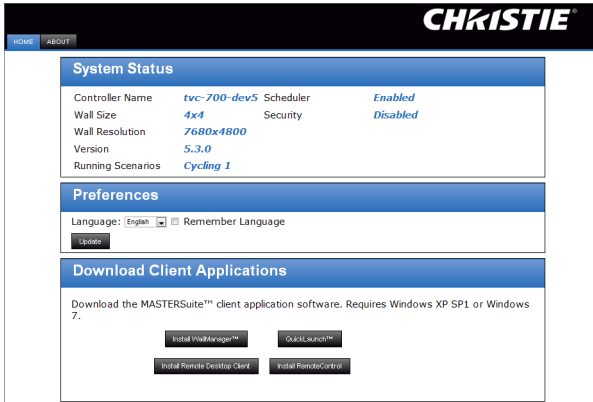


For first time installations, you may be prompted with an internet download dialog before the install wizard appears. Make sure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.

5. Follow the directions in the installation wizard.

6. Close the Web User Interface.

# Start WallManager

WallManager can be run on the controller or on a client workstation.

1. Make sure that the TVC controller(s) and the display wall(s) are powered on.

2. Open WallManager:

   • From the controller, click the Christie WallManager shortcut from the desktop.

   • From a client workstation, click **Start** > **All Programs** > **Christie** > **MASTERSuite™ 5** > **WallManager™ 5**.

   On initial startup, the Controllers panel is empty.

3. Click **Add**, to add a controller.

   WallManager detects visible networked computers.

4. Select the controller from the list and click **OK**.
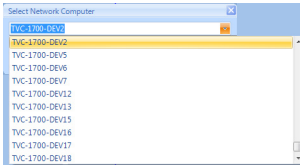


   If your controller does not appear in the list, enter the controller name or IP address manually. If you still cannot connect, contact your system administrator.

5. To connect to the controller and display an outline of the associated display wall, click the controller icon.
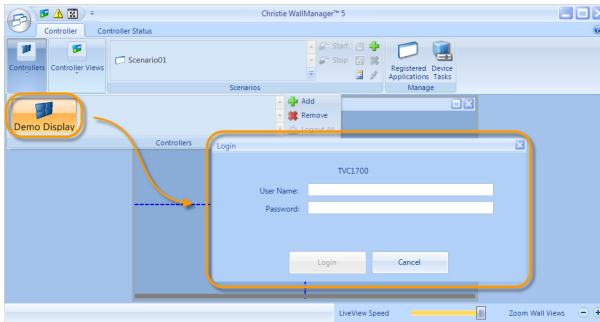


# Configure the WallManager Language

Each remote computer installation of WallManager can be configured to use a different language.

1. Open WallManager.
2. Click the WallManager button in the top left corner of the screen and choose **WallManager Options**.

   The **WallManager Options** dialog opens.

3. Select the language you want to use with your installation of WallManager.

4. Click **OK**.

# Stop WallManager

You can stop WallManager at any time. This does not turn the display wall off or shut down scheduled scenarios or remote access. Scheduled scenarios and remote access are controlled by Christie Web Server (WallServer.exe) running on the controller, and continue to run until the service is stopped.

1. Click the WallManager button menu in the top left corner of the screen.
2. Click **Exit WallManager**.

# Manage Controllers

You can connect to multiple controllers and complete all the setup from one machine. Setting up multiple controllers at once lets you export scenarios from one controller to another.

# Add a Controller

1. Click **Start** > **All Programs** > **Christie** > **MASTERSuite™ 5** > **WallManager™ 5**.
2. Click **Add Controllers**, to add a controller.

   WallManager detects available network computers automatically.
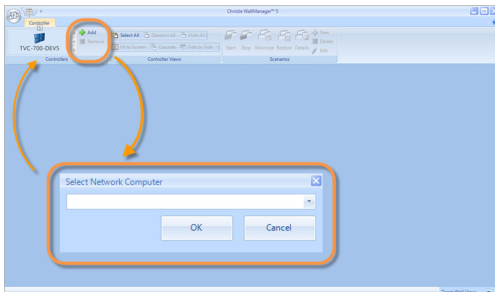
   

3. Select the required controller from the Select Network Computer list and click **OK**.

The controller is added to the Controller gallery. If the controller is not in the list, type the name or IP address in the **Select Network Computer** field.

4. Click the controller icon, to connect to the controller and add the display wall to the workspace.

5. If WallManager security is enabled, enter a valid user name and password.

# Security Settings

Security settings are controller-specific. When working with multiple controllers, a user can have administrative privileges on one controller and not on another.

## Windows Security

The Windows 7 operating system provides log-in control for direct access to the controller and the display wall. Once logged in you can interact directly with the display wall, including starting MediaManager windows or other applications.

For information about Windows security, see Windows online help.

## WallManager Security

WallManager security controls access to WallManager functions such as scenarios and scheduling. It also controls remote access and the ability to work with multiple controllers and display walls from one machine.

The TVC controller ships with WallManager security disabled. If you do not want to enable security, you can skip directly to *Application Management* on page 34.

You can continue to operate the controller without enabling WallManager security. If security is not enabled and the controller is connected to a network, the controller is open to anyone who has access to your network.

# Security Settings Panel

Access the Security Settings panel from WallManager. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

| Field | Description |
|---|---|
| Permissions | Specifies what the user can do in WallManager. New users are automatically granted the permissions assigned to their security group. <br><br> • **WallView View** - Allows users to see the contents of the display wall in WallView. <br><br> • **WallView Edit** - Allows users to have some basic control over windows on the display wall. <br><br> • **Wall Partitioning**- Limits user access to a portion of the display wall. Uncheck this option to give users full access. See *User Management* on page 29. <br><br> • **WallView Port Modify** - Allows users to change the port WallManager uses to communicate with the server. This setting should only be made available to system administrators. <br><br> • **Start Scenario** - Allows users to start scenarios. |
|  | • **Stop Scenario** - Allows users to stop scenarios. <br><br> • **Edit Scenario** - Allows users to create and change scenarios. <br><br> • **Lockdown Mode** - Allows users to initiate Lockdown mode. This mode limits user activity on the display wall and shuts down the scheduler until you exit the mode. See *Lockdown Mode* on page 79. <br><br> • **User Maintenance** - Allows users to add users, delete users, or change permissions. <br><br> • **Manage Device Task** - Allows users to set up additional device tasks that can be run in a scenario. <br><br> • **Registered Application** - Allows users to edit the list of registered applications and application properties. <br><br> • **Edit Schedules** - Allows users to edit scheduling information for scenarios. <br><br> • **RemoteControl** - Allows users to access the wall using the RemoteControl application. <br><br> **Launch MediaManager** - Allows users to start MediaManager on the wall. |
| Applications | Specifies the registered application the user can run on the display wall. |

# Enable WallManager Security

1. Open WallManager.

2. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

   The **Security Settings** dialog appears.

3. Select the controller to work with and select **Enable Security**.

4. Click **Yes**.

5. Sign in with a valid Level 1 account (Administrator).

   The default Administrator username and password are **admin**.
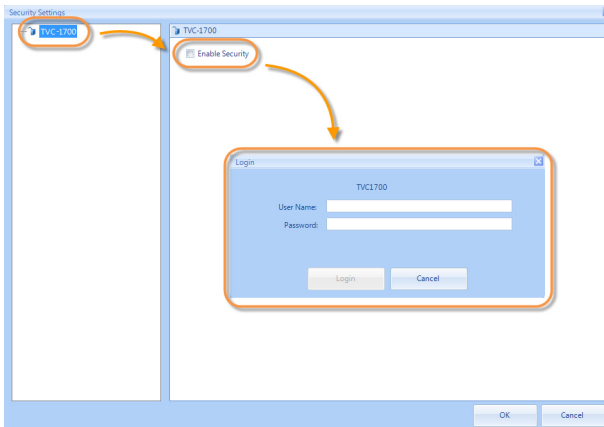


   The **User** and **User Group** administration functions appear when security is enabled.

6. Set up permissions and user accounts for people who need access.

   See *User Management* on page 29.

# Disable WallManager Security

![info icon] Only a user with Level 1 security can disable WallManager security.

1. Open WallManager.

2. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

   The **Security Settings** dialog appears.

3. Select the controller you want to work with.

4. Log in with Level1 user account on the selected controller.

5. Deselect **Enable Security**.

   Disabling security does not delete the users and user information. If you enable security again, user information becomes active.

# User Group Permissions

WallManager permissions and users can only be added or edited when WallManager security is enabled.

WallManager supports 4 user group levels:

- Level 1 - users are considered to have "administrator" access. These users have access to all WallManager functionality, and can turn security on and off. Level 1 permissions are not editable.

- Level 2-4 - users are defined by Level 1 users as required. For example, you can define Level 2 to have administrator access, Level 3 to have moderate access, and Level 3 to have limited access.

By default, WallManager functions are disabled for all groups except for Level 1, and permissions for applications are enabled for all groups.

## Edit User Group Permissions

1. Open WallManager.

2. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

   The **Security Settings** dialog appears.

3. Select the controller you want to work with.

4. If required, log in with an account that has **User Maintenance** permissions on the selected controller.

5. Click the group level you want to work with; for example, Level 2.
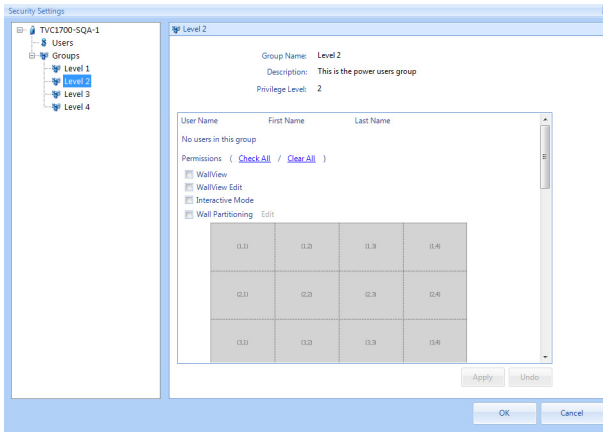


6. Check the functions and applications that you want the users in this group to have access to and click **Apply**.

7. Repeat this process for all the groups you want to use.

   See *User Management* on page 29.

8. Click **OK**.

# User Management

WallManager allows you to add, edit, and delete users from controllers. When managing users with access to multiple controllers, take care to duplicate user and password information on each controller a user has access to. Password changes can be applied to multiple controllers if the user name and password combinations are identical.

## Add a User

ℹ️ Before adding a user, make sure that WallManager is not saving or restoring settings.

1. Open WallManager.

2. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

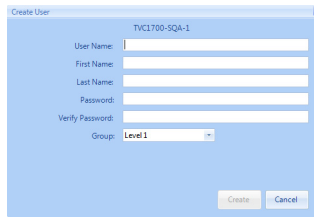   The **Security Settings** dialog appears.

3. Select the controller you want to work with.

4. If required, log in with an account that has **User Maintenance** permissions on the selected controller.

5. Click **Users**.

6. Click **Create**.

7. Complete the **Create User** dialog.
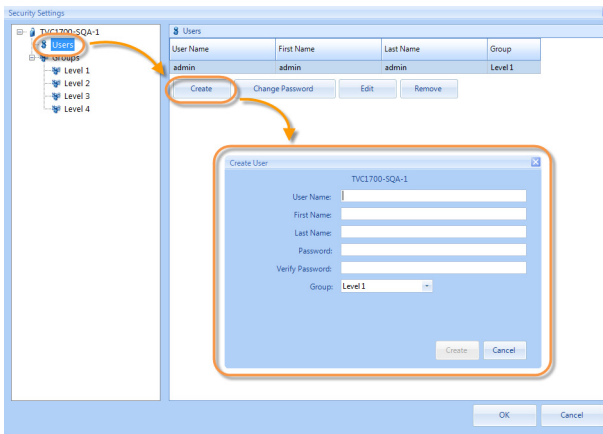


   See *Create User Dialog* on page 31.

8. Repeat steps 6 and 7 for each new user.

## Create User Dialog



| Field | Description |
|---|---|
| User Name | Identifies the account being modified. |
| First Name | Identifies the first name of the person the account belongs to. |
| Last Name | Identifies the last name of the person the account belongs to. |
| Password / Verify Password | Sets or resets the current user's password. |
| Group | Identifies the security level of the account. |
| Create | Saves the user changes. |

# Edit a User

1.  Open WallManager.

2.  Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

    The **Security Settings** dialog appears.

3.  Select the controller you want to work with.

4.  If required, log in with an account that has **User Maintenance** permissions on the selected controller.

5.  Click **Users**.

6.  Choose a user from the list and click **Edit**.

7.  Complete the **Edit User** dialog.

8.  Click **OK**.

    Changes to the current account take affect. Changes made to other user accounts take effect after WallManager is restarted.

# Delete a User

> You cannot delete the last Level 1 user in the system.
>
> Before deleting a user, make sure that WallManager is not saving or restoring settings.

1.  Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

    The **Security Settings** dialog appears.

2.  Select the controller you want to work with.

3.  If required, log in with an account that has **User Maintenance** permissions on the selected controller.

4.  Click **Users**.

5.  Choose a user to be deleted from the list and click **Remove**.

# Change User Password

1.  Open WallManager.

2.  Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

    The **Security Settings** dialog appears.

3.  Select the controller you want to work with.

4.  If required, log in with an account that has User Maintenance permissions on the selected controller.

5.  Click **Users**.

6.  Choose a user from the list and click **Change Password**.

7.  Complete the **Change Password** dialog.

8.  If the user has access to multiple controllers, select **Change Password On All Servers**.

9.  WallManager checks all connected controllers and update the password for all matching combinations of the user name and old password.

# Wall Partitions

Wall partitions are part of the user group definition. All of the display wall is available by default. When you create a wall partition, you limit user access to the area of the partition in the following ways:

- WallManager and the Web User Interface users, who belong to the group, see only the partition defined for the group.

- WallManager and Web User Interface users can interact only with elements they can see in their partition, provided they have permission to access those elements.

- WallManager users can only create or edit scenarios for their partition, provided they have scenario editing permissions.

Partitions do not prevent users with direct access to the controller and display wall from seeing and interacting with elements on the entire display wall using the TVC controller mouse and keyboard.

## Create a Wall Partition

1. Open WallManager.
2. Click the WallManager button in the top left corner of the screen and choose **Security Settings**.

   The **Security Settings** dialog appears.
3. Select the controller you want to work with.
4. If required, log in with an account that has **User Maintenance** permissions on the selected controller.
5. Click the group you want to restrict.
6. Select the **Wall Partitioning** check box and click **Edit**.

7. In the **Edit Group Wall Access** dialog, click and drag to draw the area users have access to.
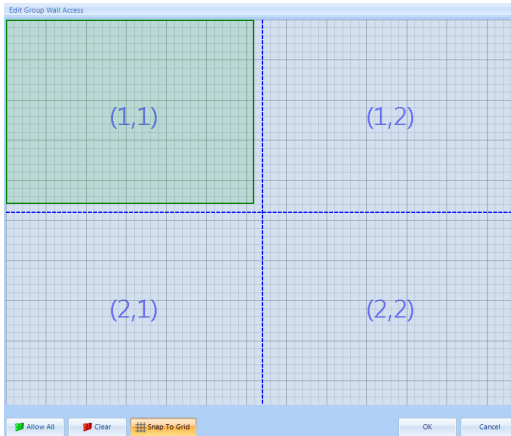


8. Click **OK** to confirm the change and close the dialog.

9. Click **OK** to close the **Security Settings** dialog and click **OK** to confirm the changes.

# Application Management

WallManager allows you to start applications on the display wall including MediaManager windows. Initially, WallManager scans the Controller's Start Menu program list to identify applications that can be run. Review the preliminary list and remove from the list the applications that are not suitable for wall display.

## View Registered Applications

1. Open WallManager.

2. Click **Registered Applications**, and log on with Registered Application permissions.

3. Click **Registered Application**.

# Delete an Application from the Registered Applications List

When an application is deleted, it moves to the Unavailable Applications list and cannot be included in scenarios.

1. Open WallManager.

2. Click **Registered Applications**, and log on with Registered Application permissions.

3. Select the application to delete and click **Remove**.
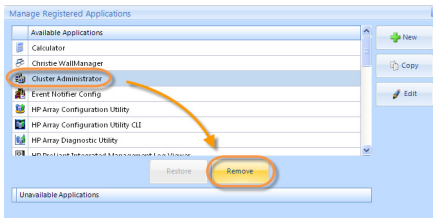
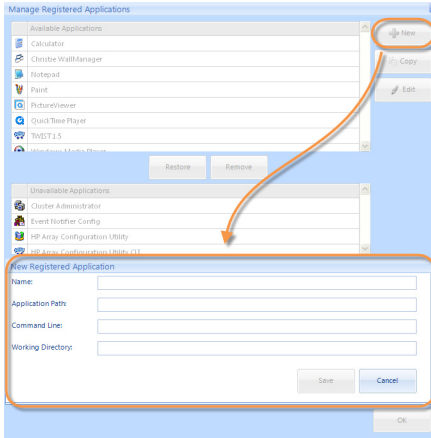# Restore an Application to the Registered Applications List

1. Open WallManager.

2. Click **Registered Applications**, and log on with Registered Application permissions.

3. Select the application from the Unavailable Applications list to restore and click **Restore**.

# Register an Application

1. Open WallManager.

2. Click **Registered Applications**.

3. Click **New**.

4. Complete the **New Registered Application** panel.

For more information, see *Application Management* on page 34.

- Registered applications run on the controller, so the controller requires an application path and working directory.

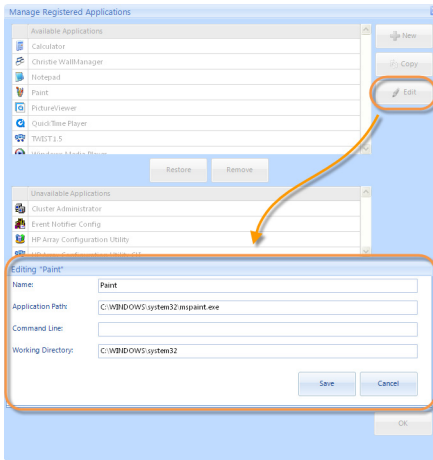- If you are working remotely, view the presence and location of applications.

5. Click **Save**.

# Edit Application Properties

1. Open WallManager.
2. Click **Registered Applications**.

3. Select the application to edit and click **Edit**.



4. Change the information as required.

5. Click **Save**.

   See *Application Details Panel* on page 37.

## Application Details Panel

The Application Details panel lets you specify files and switches required to run an application on the display wall. This information is provided on the New Registered Application dialog and the Edit <application> dialog.

- **Name** - Identifies the application.

- **Application Path** - Identifies the location of the application on the controller; for example, C:\Program Files\Adobe\Acrobat\Acrobat.exe.

- **Command Line** - Identifies switches (for example, /s with .ppt files), start up files (for example, initialization, configuration, images, etc.), and data files (for example, .PDF, .xls, etc) required to run the application the way you want.

- **Working Directory** - Specifies the default working directory (the application directory). The working directory updates automatically if a data file in a different folder is specified in the Command Line field.
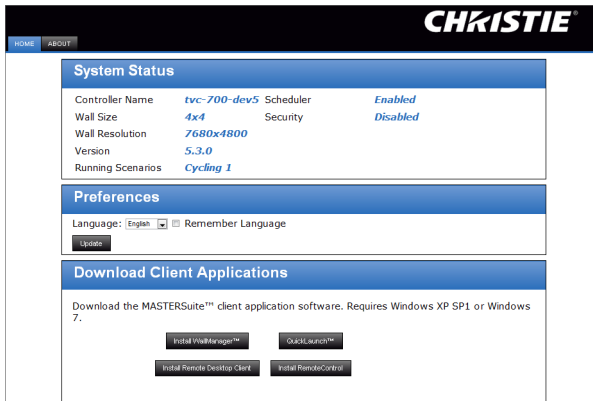
# QuickLaunch

QuickLaunch allows you to start existing scenarios on the display wall without starting WallManager. It provides quick and easy access to: WallManager, Web User Interface, RemoteControl, and WallManager scenarios.
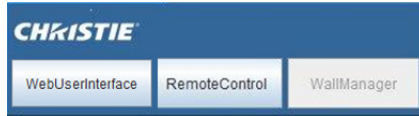


QuickLaunch can be run on the controller or on a remote PC desktop.

# Install QuickLaunch

1. Open the Web User Interface.

2. Select the language you want to work in and click **Select**.
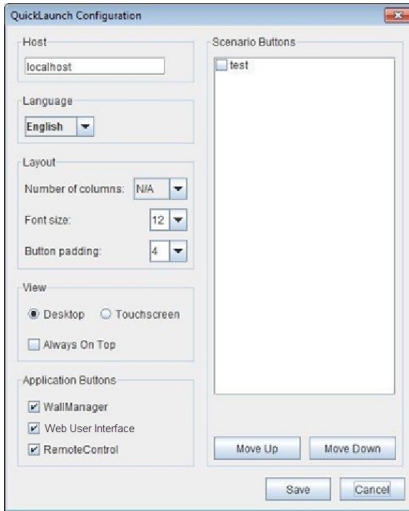
3. Click **QuickLaunch**.



The QuickLaunch bar and QuickLaunch shortcut appears on your desktop.

# Configure QuickLaunch

1. Open QuickLaunch.

2. Right-click the QuickLaunch screen and select **Configure**.

   The **QuickLaunch Configuration** dialog appears.

   

3. Configure how you want QuickLaunch to look by selecting the items you want to appear on QuickLaunch.

   The scenario list is retrieved automatically from the controller when you open QuickLaunch.

4. Optionally, select the **Touchscreen** option to enlarge the buttons so they are easier to work with on a touchscreen.

5. Click **Save**.

6. Optionally, use the **Host** field to change your server if you have more than one controller set up.

# Display Media

MediaManager is a software application specifically designed for viewing video, DVI and remote desktop sources on a multi-display wall.

# Input Source Management

MediaManager organizes input sources as channels. Each MediaManager window can display one input source; that is, one channel at a time.

You can select multiple channels to be displayed in sequence or load channels by loading a profile. If the profile has a list of channels, the first channel in the cycling list automatically displays in the MediaManager window. If the profile has only one channel, that channel is displayed.

## Select a Single Source

1. Open MediaManager.

2. Click **Settings** > **Channel Selection**.

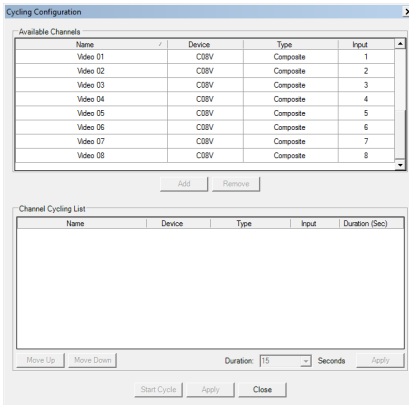3. Select a channel and click **Load Channel**.
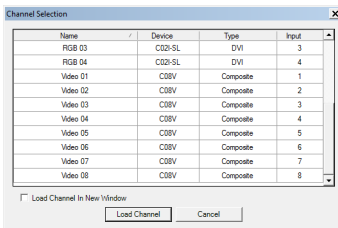


4. Click **Profile** > **Save**.

   Press **Ctrl+F5** at any time to refresh the channel list.

## Cycle Through Multiple Sources

1. Open MediaManager.

2. Click **Cycling** > **Configure**.

3. Click a channel to select it.



4. Click **Add**.

   Select a channel in the lower list and click **Remove** to remove an item from the cycling list.

5. Specify the amount of time to display for the selected channels in the **Channel Cycling** list by entering a value in the **Duration** field.

   You can have different display durations for specific channels or groups of channels.

6. Click **Apply**.

7. If required, click **Move Up** or **Move Down** to re-order the **Channel Cycling** list.

8. Click **Start Cycle** to begin cycling through the channels in the MediaManager window.

9. Click **OK**.

10. Click **Profile** > **Save**.

# MediaManager Window Properties

You can change the MediaManager window properties, for example by removing the title bar or adding a text overlay. Window properties remain effective for the window regardless of the channel (input source) being displayed.

# View MediaManager Window Profile

WallManager automatically applies configured channel and profile settings (previously set up in MediaManager) for each window in a scenario. You can review and change window settings using the WallManager Windows Profile Settings dialog.
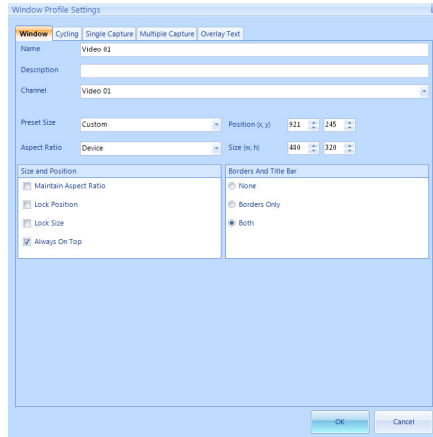


Some settings are not applied because they do not make sense in the context of scheduled scenarios. For example, the ability to review a snapshot has been removed from the Single Capture tab.

Changes implemented using this dialog are only saved with the scenario. To change a profile permanently, use the full version of MediaManager on the controller.

# Change the Style, Size, Position or Aspect Ratio

1. Open MediaManager.
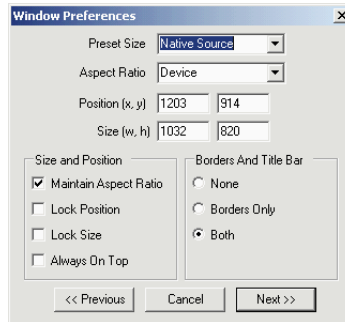
2. Click **Settings** > **Window Preferences**.

   See *Window Preferences Dialog* on page 44.

3. Adjust the window settings to the desired size and position. You can see the changes immediately.

4. Optionally, lock any of the settings that you adjust by selecting the appropriate checkbox so that they cannot be changed accidentally.

5. In the Borders and Title Bar panel, select the desired window style.

   Removing the title bar also removes the menu bar. If the menu bar is not available, you can access menu options by right-clicking the cursor anywhere in the MediaManager window.

6. Click **OK** and close the dialog.

7. Click **Profile** > **Save**.

# Window Preferences Dialog

The Window Preferences dialog configures the appearance of the MediaManager window. The functionality is the same as the WallManager Window Profile Settings dialog. Click **Settings** > **Window Preferences** from MediaManager.



| Field | Description |
|---|---|
| Preset Size | Adjusts the size of the window to best suit the installation: |
| | • Native Source (default) - scales the window based on the resolution of the input signal. |
| | • Custom - scales the window size to another size not available from the option list. |
| | • 1/4 Source, 1/2 Source, 2x Source, or 4x Source - resizes the window based on the size of the input signal. |
| | When you select 1/3 Screen, 1/2 Screen, Single Screen or 2x2 Screen the incoming signal is resized based on screen size. For example; select 2x2 Screen if you want to display any source signal across a 2x2 display wall, or if you have a single screen and four incoming signals, you can select 1/2 Screen to display all four signals on one screen. |

| Field | Description |
|-------|-------------|
| Aspect Ratio | Selects the aspect ratio of the window. The size of the MediaManager window automatically changes when a different aspect ratio is selected. The default aspect ratio setting is Device.<br><br>Check the Maintain Aspect Ratio check box to keep the window at the specified aspect ratio when scaling. |
| Position (x,y) | Specifies where the window displays on the display wall. The X and Y coordinates specify where the top left corner of the MediaManager window is located. The default coordinates are 0,0.<br><br>Check the Lock Position check box to prevent moving the window to another position. |
| Size (w,h) | Specifies the exact pixel size of the window (content only) – some consideration should be given to the thin borders (4 pixels each side), title bar (depends on size of font) and caption bar. By default, the size is the native size of the window content.<br><br>Check the Lock Size check box to prevent resizing the window. |
| Size and Position | • **Maintain Aspect Ratio** - Forces the current window to keep its existing aspect ratio.<br>• **Lock Position** - Locks the current window position.<br>• **Lock Size** - Locks the current window size.<br>• **Always on Top** - Forces the current window to stay on top. |
| Borders and Title Bar | • **None** - Displays the current contents of the window without borders. If you choose this window style, use the "right-click" menu to access window options.<br>• **Borders Only** - Displays the window with a thin border, and hides the menu and title bar. If you choose this window style, use the "right-click" menu to access menu options.<br>• **Both** (default) - Displays the window menu and title bar. |

# Add a Text Overlay

You can display text over the content in a window, for example to identify the source of the content.

See *MediaManager Window Snapshots* on page 49.

1. Open MediaManager.

2. Click **Settings** > **Text Overlay**.

3. Select the type of overlay to use: **Profile** or **Channel**.

4. If you selected **Profile** in step 2, type the text you want to appear over the channel content; otherwise, proceed to step 4.

   You do not need to specify the text if you selected **Channel**, as the text specified in each channel's properties dialog is used.

5. Edit the text overlay as required, and click **OK**.

   The **Text Preview** panel does not scale text. For best results scale the MediaManager window to the source's native size during Text Overlay setup. Set up the text overlay and check the **Scale with Window** option. Alternatively, adjust the window size and set up the text overlay in an appropriate size.

6. Click **Profile** > **Save**.

# Customize Overlay Text to Channels

You can customize text overlay content for up to 24 windows at one time. This can be used to identify the source of the content.

Text overlay information is defined and saved in the profile (except for channel-specific text).
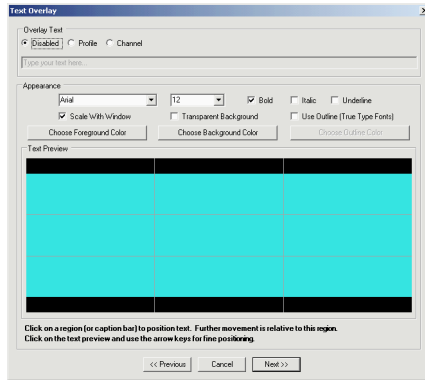
See *Add a Text Overlay* on page 45.

1. Open MediaManager.

2. Click **Administration** > **Channel Configuration**.

3. Click a channel to select it, and click **Edit**.

   See *Channel Properties Dialog* on page 16.

4. Enter the text in the **Overlay Text** field, and click **Save**.

5. Repeat steps 2 to 3 for each channel that requires overlay text.

## Text Overlay Dialog

The Text Overlay dialog allows you to change the appearance of overlay text. By default the text appears centered at the bottom of the window. The text overlay information is stored with the profile. You can specify a separate text overlay for each channel.



| Field | Description |
|-------|-------------|
| Overlay Text | • **Disabled** - Turns text overlays off.<br>• **Profile** - Displays the text overlay specified on the Text Overlay dialog.<br>• **Channel** - Displays the text overlay specified on the Channel Properties dialog.<br>• **[Type your text here...]** Overlay Text - Manually specifies the text you want to display with the selected source in the Overlay Text field. The overlay text appears in the Preview Text window below. |

| Field | Description |
|---|---|
| Appearance | • Font and font size - Sets the style and size of your text. |
| | • **Bold**, **Italic**, and **Underline** - Sets the appearance of the text. |
| | • **Scale with Window** - Automatically resizes the text overlay in relation to the window's horizontal size when selected. Scaling only changes the text in relation to the window's horizontal size. |
| | • **Transparent Background** - Floats the text over the content without a background box when enabled. |
| | • **Use Outline** - Applies a thin, one-pixel outline around each character of the text overlay. This only applies to True Type fonts. |
| | • **Choose Foreground Color** - opens a color selection window. Select the color you want and click OK. |
| | • **Choose Background Color** - opens a color selection window. Select the color you want and click OK. Background color is applied to the entire caption bar. |
| | • **Choose Outline Color** - Opens a color selection window. Select the color you want and click OK. Outline settings apply to True Type fonts only. |
| Text Preview | Configures the text overlay position. Select one of the 15 preset locations by clicking the desired area in the window, or drag the text by clicking and holding while you move the mouse. Preset positions place the text overlay 5 pixels from the edge. |

# Turn Text Overlays On or Off

Text overlays are controlled in the Text Overlay dialog.

1. Open MediaManager.

2. Click **Settings** > **Text Overlay**.

3. Select the appropriate **Overlay Text** option.

   See *Text Overlay Dialog* on page 47.

4. Click **OK**.

5. Click **Profile** > **Save**.

# MediaManager Window Snapshots

You can set up the system to capture snapshots of the content.

## Manually Capture a Snapshot

Shortcut keys are customizable. For a current list of shortcut keys, click **Administration** > **Keyboard Shortcuts**.

You can capture a snapshot of the MediaManager window's content at any time by pressing a combination of shortcut keys; for example, **Ctrl+C**.

By default, the system stores snapshots in the C:\MyCaptures folder. You can customize the snapshot name and location.

See *Single Frame Dialog* on page 50.

1. Open MediaManager.
2. Click **Capture** > **Configure** > **Single Frame**.
3. Specify where snapshots are saved in the **Folder Location** field.
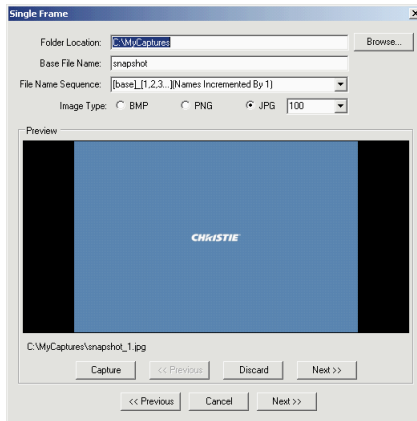4. Identify a base name in the **Base File Name** field.

   Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…], the first four snapshots are called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.
5. Select the sequence numbering style in the **File Name Sequence** field.
6. Select the **Image Type**. If JPG is selected, specify the quality of the image captured by entering a value from 1 to 100. In general, the higher you set the value the better the image quality is, and the larger the file size.
7. Click **Capture**.

   The snapshot is displayed in the **Preview** panel.

8. Click **OK**.

9. Click **Profile** > **Save**.

## Single Frame Dialog

The Capture Single Frame dialog allows you to set up and review single frame snapshots.



| Field | Description |
|---|---|
| Folder Location | Specifies the single image snapshot file storage location. Click **Browse** to quickly navigate your file system to locate a specific folder. Click the folder you want; the folder name appears in the **Folder Location** text box. |
| Base File Name | Specifies the prefix to apply to your image. The default value is "snapshot". As each capture is taken a sequential number is automatically added to the base name. For example, if you enter the prefix "Camera1" into the Base File Name text box, and take 4 captures you might see the following in your capture folder: Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg. |
| File Name Sequence | Specifies the file name structure. Click the file name sequence list and select the numbering style you want. If required, you can add the date and time to your filename. |

| Field | Description |
|-------|-------------|
| Image Type | Specifies the type of image to save. Options include BMP, PNG or JPG. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up or down arrow keys under the **Quality** option. In general, the higher you set the value for Quality the better the image quality, and the larger the file size. Any value from 1–100 can be entered. |
| Preview | Provides the snapshot image. |
| Capture | Captures a snapshot of the image in the window. |
| << Previous | Displays the previous image in the Preview panel. |
| Discard | Deletes the snapshot displayed in the Preview panel. |
| Next >> | Displays the next image in the Preview panel. |

# Automatically Capture Multiple Snapshots

Capture a sequence of snapshots of the MediaManager window's content at any time by pressing a combination of shortcut keys; for example, **Ctrl+1**.

By default the system captures an image every 10 seconds, and store sequences of snapshots in the C:\MyCaptures folder.

Click **Ctrl+2** to stop the capture. You can customize snapshot frequency, location, storage limits, and file naming.

Shortcut keys are customizable. For a current list of shortcut keys click **Administration** > **Keyboard Shortcuts** and view the list in the Keyboard Shortcuts dialog.

1. Open MediaManager.

2. Click **Capture** > **Configure** > **Multiple Frame**.

   See *Multiple Frame dialog* on page 53.

3. Specify where to save the sub-folders in the **Folder Location** field.

4. Type a file name in the **Base File Name** field.

   Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…],

the first four snapshots are called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.
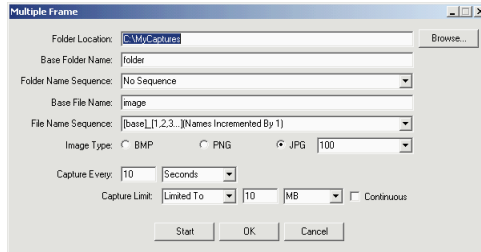
5. Select the sequence numbering style for the images in the **File Name Sequence** field.

6. Identify a folder name in the **Base Folder Name** field.

7. Select the sequence numbering style for the folders in the **Folder Name Sequence** field.

   The folder name sequence allows you to indicate when a new folder should be started. New folder names are built from the base name and the date and or time sequence selected. For example, if you provide the name Camera1 and select [base]_[date] (new folder at midnight) a new folder is created at midnight with a name like Camera1_2005_4_1.

8. Select the **Image Type**.

   If JPG is selected, specify the quality of the image captured by entering a value from 1 to 100. In general, the higher you set the value the better the image quality, and the larger the file size.

9. Specify the snapshot frequency using the **Capture Every** field.

10. Specify the number of snapshots to store using the **Capture Limit** field.

11. Click **Start** to begin taking snapshots or **OK** to save the settings and close the dialog.

12. Click **Profile** > **Save**.

# Multiple Frame dialog

The Multiple Frame dialog allows you to automate the process of image capture by specifying a timed interval. Open the Multiple Frame dialog from MediaManager. Click **Capture** > **Configure** > **Multiple Frame**.



| Field | Description |
|---|---|
| Folder Location | Specifies where you want your image capture folders to be stored. |
| Base Folder Name | Provides a name for the sub-folders. |
| Folder Name Sequence | Specifies the folder naming structure. Click the folder name sequence list and select the numbering style you want. If required, you can include the date and time in your sub-folder name. |
| Base File Name | Specifies the prefix you want to apply to your image captures in the Base File Name text box or use the default ("image"). As each capture is taken a sequential number is automatically added to the base name. For example; Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg are the filenames if prefix "Camera1" is the Base File Name text box and 4 captures are taken. |
| File Name Sequence | Specifies the file-naming sequence. Click the file name sequence list and select the numbering style you want. If required, you can include the date and time in your filename. |
| Image Type | Specifies the type of image to save. Options include BMP, PNG or JPG. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up or down arrow keys under the **Quality** option. In general, the higher you set the value for Quality the better the image quality, and the larger the file size. Any value from 1–100 can be entered. |

| Field | Description |
|-------|-------------|
| Capture Every | Specifies how often the system should save a snapshot. You can specify the frequency in number of seconds or in number of frames. |
| Capture Limit | Specifies how many snapshots the system should save. |
| | **None** - Configures the software to continue capturing images at the specified frequency until there is no hard drive space available. |
| | **Limited To** - Limits the number of images saved. |
| | Specify the image capture time span in number of seconds, minutes, hours, or frames. |
| | Specify the maximum amount of disk space to be used. |
| | By default, image capture stops when a limit is reached. Enable the **Continuous** checkbox to continue capturing. Once a limit is reached, the capture process loops back and begins overwriting the oldest files already captured in the series. |
| Start / Stop | Saves the automatic capture setup. |
| OK | Starts or stops capturing a series of snapshots. |

# Create a MediaManager Shortcut

Once you have saved a MediaManager profile, you can create a desktop shortcut to launch a MediaManager window using the saved profile.

1. Open MediaManager.
2. Click **Profile** > **Create Shortcut**.
3. Browse to the location you want to save the shortcut to.
4. Click **Save**.

# Profile Management

A Profile is a group of settings that describes what is shown in the window and how it is displayed. Such settings include window size, position, and style, as well as text overlay and content capture. Profiles allow you to quickly set up a display wall or change a display wall layout without having to reset window properties. A Profile can specify one channel to be displayed, or more than one channel to be cycled.

Profiles are saved on the system's hard drive as XML files. The number of Profiles that can be created and stored is limited to the memory available on the hard drive.

MediaManager window settings can personalized to suite your preference.

## Create a Profile using Quick Start

MediaManager provides some assistance for creating profiles for single-channel display. It walks you through the dialogs most commonly used to set up a basic profile.

1. Open MediaManager

2. Click **Profile** > **New**.

   The dialogs in the quick start are modified to include **Next** and **Previous** buttons, and prompt you to save the profile at the end.

   Click **Cancel** at any time to cancel the quick start.

## Open a Profile

1. Open MediaManager.

2. Click **Profile** > **Open**.

3. Select a profile and click **Load Profile**.

   The MediaManager window changes to reflect the settings specified in the profile, and the contents of the first channel in the profile automatically displays.

# Edit a Profile

1. Open a MediaManager.

2. Select the profile you want to change.

3. Modify the profile settings.

4. Click **Profile** > **Save**.

5. When you are satisfied with the way the MediaManager window looks, you can save your settings to a MediaManager profile.

   - To save a new profile, click **Profile** > **Save As** and specify a name for the new profile in the space provided. Click **OK**.

   - To save over the current profile, click **Profile** > **Save**. The settings are automatically saved to the current profile. If the MediaManager window has not been saved, the **Save As** dialog appears.

# Manage the Display Wall

Once media channel and profiles (MediaManager) and scenarios (WallManager) are set up you can access and control the display wall in a number of ways. Each application provides its own unique functionality.

## Application Functionality Overview

| Application | Functionality | Remote Views |
|---|---|---|
| WallManager | • Installation required on remote PC<br>• Full scenario management including create, edit, schedule, start, stop<br>• Manage registered applications and device tasks<br>• Manage remote access security<br>• Install client applications<br>• Backup/restore settings<br>• Lockdown Mode<br>• Manage multiple controllers from multiple machines | • Wire outline of display elements |
| Web User Interface | • Web-based, no installation required<br>• Install client applications | No |
| QuickLaunch | • Start existing scenarios<br>• Start WallManager, Web User Interface, and RemoteControl | No |

# Remote Desktop Display

| Application | Functionality | Remote Views |
|---|---|---|
| Remote Desktop (VNC) | • Configure communication so that the remote PC desktop can be mirrored in real time in a MediaManager window on the display wall<br><br>• Can share control of remote desktop with controller's mouse and keyboard | No |

# WallManager Interface

The WallManager ribbon provides access to display wall controls, controller status, and scenario management controls.
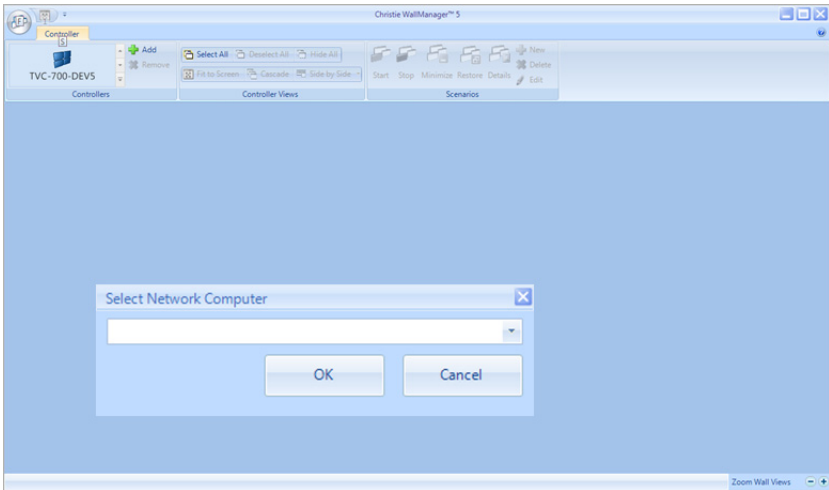
# View Context Menu

The View Context menu provides access to lockdown mode, and screen display preferences. Right-click the WallManager workspace to access the View Context menu.
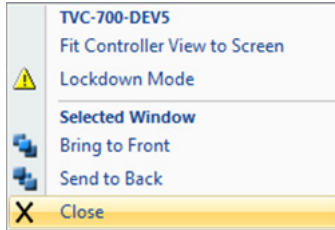


| Field | Description |
|---|---|
| Fit Controller View to Screen | Fits the controller view to the workspace. |
| Lockdown Mode | See *Controller Views* on page 62. |
| Bring to Front | Brings the selected window on top of other windows. |
| Send to Back | Sends the selected window behind other windows. |
| Close | Closes the selected window. |

# WallManager Button Menu

Click the WallManager button in the top left corner of the screen, to access the menu.
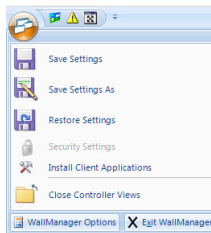


| Field | Description |
|---|---|
| Save Settings | Saves the WallManager preferences and settings for the selected controllers. The default file name includes the system date. |
| Save Settings As | See Save Settings. |

| Field | Description |
|---|---|
| Restore Settings | Opens the **Restore Controller Settings** dialog where you can specify the restore files for the selected controllers. |
| Security Settings | Opens the **Security Settings** dialog where you can manage WallManager security for remote access to the selected controllers.<br>See *Security Settings* on page 25. |
| Install Client Applications | Opens the **Client Applications** window where you can install client applets, such as the Christie QuickLaunch bar and RemoteControl.<br>See *Application Management* on page 34. |
| Close Controller Views | Closes all active controller views. It does not affect the operational state of the controllers. |
| WallManager Options | Opens the options dialog:<br>• **Popular** > **User Name/Initials** – Identifies the primary user of the WallManager software.<br>• **Popular** > **Language** – Identifies the language WallManager uses.<br>• **Save** > **Restore** – Identifies the default storage location for backup files. |
| Exit WallManager | Closes WallManager. Closing WallManager does not shut down the display wall. |

## Client Applications Dialog
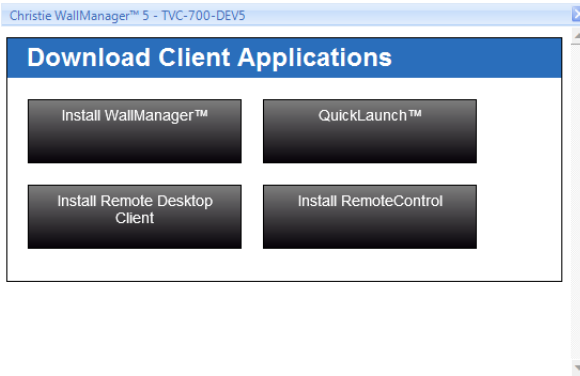


| Field | Description |
|-------|-------------|
| Install WallManager | Installs WallManager for remote access and control of the display wall. Ensure that the supporting software is installed before starting this installation. |
| QuickLaunch | Installs QuickLaunch bar on your desktop for easy access to the WallManager functions you need most. The QuickLaunch bar is configurable. |
| Install Remote Desktop Client | Installs RemoteDesktop Client and use your desktop as a source for MediaManager on the display wall |
| Connect RemoteControl | Installs RemoteControl, which allows you to control the display wall with your remote mouse and keyboard. |

# Controller Tab

WallManager opens automatically at the Controller tab. The controller tab provides a real-time, live representation of the display wall. The Controller ribbon includes controls for connecting to and managing multiple display walls.

# Controller Panel



| Field | Description |
|---|---|
| Controller Gallery (for example; TVC1700-SQA-1) | Identifies the TVC controllers that have been added to the WallManager application. |
| | A lock on the controller icon indicates that the controller requires a valid user name and password. |
| | Click an icon to open a view for the controller on the WallManager workspace. |
| Add | Opens the Select Network Computer list. The list contains all the networked computers in your domain. |
| Remove | Removes the selected controller from the panel. |
| Logout All | Logs out of and closes all controllers that have security enabled. |

# Controller Views



| Field | Description |
|---|---|
| Lockdown Mode | Toggles Lockdown mode for the selected controllers. Lockdown mode logs out all remote WallManager users with permissions less than Level 1. Users cannot sign back in until Lockdown mode is turned off. Scheduled scenario starts are suspended as well. |
| | When Lockdown mode is enabled, the controller view in the WallManager workspace is outlined in red. The red outline does not appear on the display wall. |
| Screen Capture | Captures the selected display wall at the controller's native resolution. The image is saved as a BMP file. If multiple controllers are selected, the last controller selected is captured. |
| Select All | Opens a view of each connected controller in the Controllers panel and selects the views for further action. If security is enabled, WallManager prompts you to log in for each secured controller. |

| Field | Description |
|---|---|
| Deselect All | Deselects all the controller views. |
| Hide All | Closes all the controller views. Does not log out or disconnect from the controllers. |
| Fit to Screen | Fits the selected view or views to the workspace area. When multiple views are selected, the layout of the group is fit to the space without altering proportions or layout. |
| Cascade | Arranges the selected views in a cascade without adjusting size. |
| Side by Side | Arranges the selected views side by side.<br><br>• **Align Top/Bottom/Center** – Aligns the selected views along the top or bottom edge, or along the midpoint of each view.<br><br>• **Full** – Arranges the selected views side by side, matches and maximizes the sizes for best fit in the workspace. |

## Scenarios Panel



| Field | Description |
|---|---|
| Scenario Gallery<br>(for example; Image, or Stop Everything) | Identifies the scenarios you have access to. If security is not enabled, all scenarios on the selected controllers appear in the list. If security has been enabled, the list includes scenarios associated with the current user, and the scenarios created by users whose security level is the same as or lower than the current user. |
| Start | Starts the selected scenario immediately. If multiple controllers are selected, the selected scenario starts on all the controllers that have the scenario. |
| Stop | Stops the selected scenario immediately. If multiple controllers are selected, the selected scenario stops on all the controllers that are running the scenario. |
| Minimize | Minimizes the windows associated with the selected scenario to the controller task bar. |
| Restore | Restores the minimized windows associated with the selected scenario. |

| Field | Description |
|-------|-------------|
| Details | Opens the Scenario Details dialog which contains information about the scenario including a list of tasks and scheduling information. |
| Add | Opens the scenario editor at a blank layout for the selected controller. |
| Delete | Deletes the selected scenario from the selected controllers. |
| Edit | Opens the scenario editor for the selected scenario. |
| Schedule | Opens the Schedule menu for the selected scenario. The menu identifies the controller. <br><br> • **List of Schedules** – Lists the schedules defined for the scenario. Each schedule is indicates the schedule type, for example, once or daily. <br><br> • **Add** – Opens the scheduling dialog. <br><br> See *Scheduled Item Dialog* on page 66. |

# Manage Panel



| Field | Description |
|-------|-------------|
| Register Applications | Opens the Manage Registered Applications dialog, which lists the applications that can be run on the display wall. You can edit the existing list, or an individual application's properties. The list is compiled automatically based on the contents of the controller's Program Files directory. MediaManager is automatically registered. <br><br> See *Application Management* on page 34. |
| Device Tasks | Opens the Manager Device Tasks dialog which allows you to create device tasks that can be included in scenarios. <br><br> See *Task Management* on page 75. |

# WallManager Workspace

The controller views in the workspace display real-time representations of the information shown on WallView. By default, WallView shows the outlines and layout of active windows.
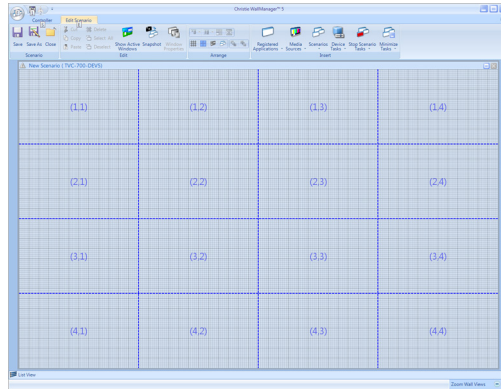


- Quick Access Buttons (at the top left of a view window) – Provide quick access to key view functions (Log Out, Lockdown Mode), and additional visual feedback about the state of the controller. The button backgrounds of active modes turn from transparent to orange.

- Local Alias – Highlight the controller name in the controller view title bar and type a new name. The local alias is used to identify the controller for the current PC only. To view the server name, open the Controllers gallery and hover the mouse cursor over the controller button. A popup briefly displays available information about the controller including the server name.

- Mouse Functions

  - Move Window – In WallView, click and drag a window to its new location.

  - Resize Window - Click and drag a window border or corner to resize a window.

  - Scroll – Use the mouse wheel to scroll up or down, or use the scroll bars to reposition the part you want to see.

- Zoom – Hold down the Ctrl key and use the mouse wheel to zoom in or out. Use the scroll bars to reposition the part you want to see.

- Zoom Buttons - Use the zoom in (+) and zoom out (-) buttons at the bottom right of the WallManager window to adjust the size of the image of the display wall in order to see details and work with applications. Use the scroll bars to reposition the part you want to see.

- A high update frequency keeps the display wall image more up-to-date and reflects a faster response time when working with applications in the WallManager window. However, this uses more of your system resources (CPU and RAM), and can slow down application response times for WallManager and other applications running at the same time.

- A low update frequency uses fewer resources, but may slow down the display of feedback for working with applications in the WallManager window, and it may introduce artifacts such as ghost dialogs when a dialog is moved.

## Scheduled Item Dialog

Access the Scheduled Item dialog from WallManager by selecting a scenario and clicking **Schedule**.
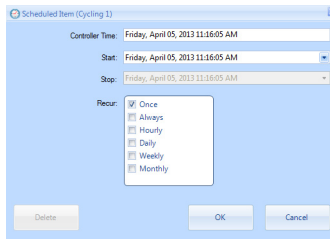
| Field | Description |
|---|---|
| Controller Time | Provides the date and time on the selected controller. |
| Start | Identifies the start time of the schedule. Click the arrow to view a calendar for date selection. Edit the Time directly. |
| Stop | Identifies the stop time of the schedule. Click the arrow to view a calendar for date selection. Edit the Time directly. |

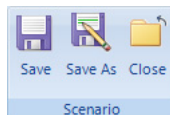| Field | Description |
|-------|-------------|
| Recur | Indicates how often the schedule recurs. |
| Delete | Deletes the current schedule. |

# Edit Scenario Tab

The Edit Scenario tab allows you to create and edit collections of applications, media windows, and tasks that can be saved and scheduled. When you create a scenario, the workspace is blank. When you edit a scenario, application and media windows display in the workspace.
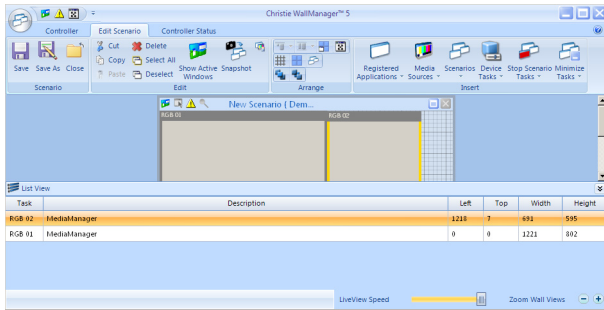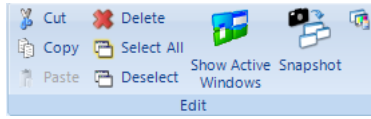


Device tasks, Stop scenarios, and Minimize tasks do not display in the graphical workspace. To view a list of elements in the scenario including device tasks, click the List View button at the lower right of the workspace.

## Scenario Panel



| Field | Description |
|-------|-------------|
| Save | Saves changes to an existing scenario |
| Save As | Opens the Save As dialog where you can specify a name for the scenario. |
| Close | Closes the Edit Scenario tab. |

# Edit Panel



| Field | Description |
|---|---|
| Cut / Copy / Paste | Cut and paste items in the scenario using these standard commands. |
| Delete | Deletes the selected window(s). |
| Select All | Selects all items in the Scenario. |
| Deselect | Deselects items in the Scenario. |
| Show Active Windows | Shows what is currently displayed on the display wall. |
| Snapshot | Captures the windows currently showing on the display wall and adds them to the scenario. This feature does not capture desktop items and windows associated with the Windows operating system, such as Windows Explorer, Control Panel, Task Manager, the Start menu, or the Taskbar. |
| Scenario Properties | Opens the Properties dialog for the scenario.<br>• **Name** – Identifies the scenario.<br>• **Date Created** – Indicates when the scenario was created.<br>• **Date Modified** – Indicates when the scenario was last edited.<br>• **Modified By** – Identifies who edited the scenario.<br>• **Description** – Displays the short description provided when the scenario was created.<br>• **Task List** – Shows the tasks that comprise the scenario.<br>• **Schedule** – Shows scheduling information for the scenario. |

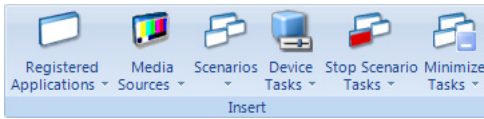| Field | Description |
|---|---|
| Window Properties | Opens the Application Properties dialog for the selected window.<br><br>• **Name** – Identifies the application.<br><br>• **Command Line** – Identifies command line arguments such as the file to load.<br><br>• **Working Directory** – Identifies the working directory for the application.<br><br>• **Window Preferences** – Identifies the size and position of the application window.<br><br>If the selected window is a MediaManager window, this option opens the Window Profile Settings dialog.<br><br>See *MediaManager Setup* on page 7. |

## Arrange Panel



| Field | Description |
|---|---|
| Align | Select two or more windows and click the align button to align all of the windows with the first selected window. The button shows the current alignment option. Click the arrow beside the button to show all the alignment options. |
| Same Size | Select two or more windows and click one of the size options to resize the selected windows according to the sizing of the first selected window. |
| Fit to Display | Fit the selected window to the display. |
| Full Screen | Fit the current window to the display wall. |
| Snap to Grid | Toggles forcing windows to snap to the underlying grid. |
| Snap to Display | Toggles forcing windows to snap to the closest display. |
| Snap to Active Windows | Toggles forcing selected windows in the scenario to snap to the closest active window. |

| Field | Description |
|---|---|
| Snap to Scenario Windows | Toggles forcing selected windows to snap to the closest window in the scenario. |
| Bring to Front | Moves the selected windows on top of other windows. |
| Send to Back | Moves the selected windows behind other windows. |

## Insert Panel

The Insert panel provides access to the elements that can be included in a scenario.



| Field | Description |
|---|---|
| Registered Applications | Lists the applications that are available to be included in scenarios. Also provides access to application management. See *Application Management* on page 34. |
| Media Sources | Lists the channels and profiles that have been defined in MediaManager for the current controller. See *Channel Management* on page 11. |
| Scenarios | Lists the existing scenarios on the current controller. |
| Device Tasks | Lists the device tasks that have been defined on the current controller and provides access to device task management. See *Task Management* on page 75. |
| Stop Scenarios | Lists a Stop task for each scenario on the controller and includes a Stop All Scenarios option. Use this list to identify the scenarios that should be stopped before the current scenario is run. |
| Minimize Tasks | Lists a Minimize task for each scenario on the controller and includes a Minimize All Scenarios option. |

## Security Access Panel

Use the Security Access panel to determine the groups that have access to a scenario.

See *User Group Permissions* on page 28.
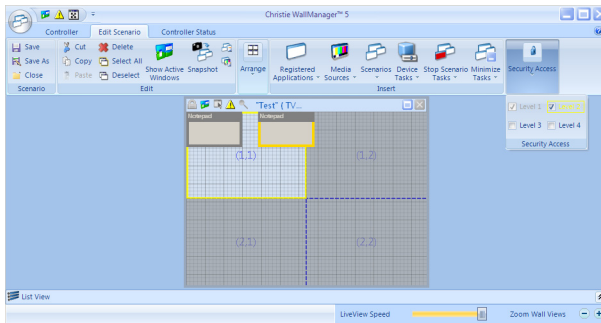


## Edit Context Menu

The Editing workspace includes a context sensitive menu that provides quick access to the commands in the ribbon. Right-click in the workspace to view available commands.

# Scenario Management

If security is enabled, login with **Edit Scenario** permission to access the scenario editor.

You can build a scenario from scratch or you can capture the current wall display layout.

The scenario editor makes a temporary record of the scenario as you build it. If you leave the editor to view other information in WallManager you are prompted to save the scenario.
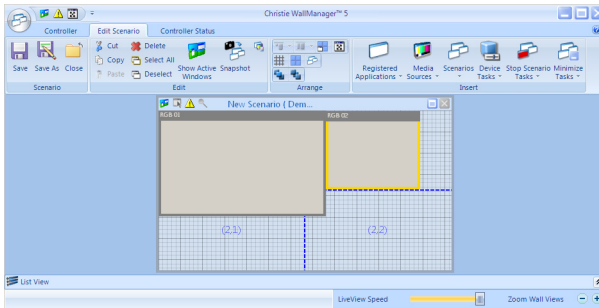
# Create a New Scenario

1. Open WallManager
2. Click to select the controller you want to work with.

3. In the Scenarios panel, click the new icon (+).
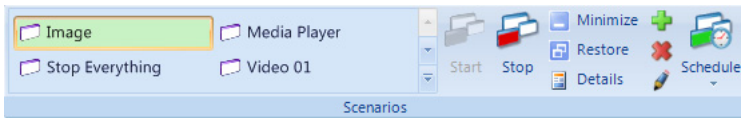
The scenario editing window appears.

4. Add media by clicking the Registered Applications, Media Sources, or Scenarios button in the Insert panel, then select the element to add.

5. Click and drag windows to position them for the scenario.

6. Click and drag window edges and corners to size the windows or use the Arrange panel to control your layout.

7. Right-click the application or media window and select Properties. The appropriate Properties dialog appears. Configure the application or media window as required:

   - See *Application Management* on page 34.

   - See *MediaManager Setup* on page 7.

8. Click **Scenario** > **Save As**.

9. Enter a name for the scenario and click **OK**.

10. To save a copy of the scenario on an additional controller, check the Export To option in the **Save As** dialog and select a controller. All connected controllers are listed.

You can display wire frames for the applications currently running on the display wall to help you position additional applications around them. Click **Edit Panel** > S**how Active Windows**.

# Add an Existing Scenario to a New Scenario

You can add an existing scenario to a new scenario in the same way that you add applications and media sources, by clicking a scenario in the list. When you add a scenario, the windows and tasks are added to the current scenario. No connection to the selected scenario is maintained, that is, the scenario that was included can be changed or deleted without affecting the current scenario.

# Create a New Scenario From a Snapshot

When creating a scenario from a snapshot, WallManager ignores windows associated with the operating system. For example, it does not capture Explorer folders. To include an Explorer window in your scenario, add it manually.

1. Open WallManager.

2. In the **Controller** tab, lay out the display wall the way you want it to look:

   - Start applications and media windows on the controller desktop directly as you would applications on your remote PC.

   - Start scenarios and work with the scenario windows. See *Arrange the Display Wall in Real Time* on page 79.

3. Click **New Scenario**.

4. In the **Edit Scenario** tab, click **Edit Panel** > **Snapshot**.

   WallManager captures the applications and media windows running on the display wall. Each window is automatically configured with its proper program name, working directory, and current position and size.

# Edit a Scenario

You can edit an existing scenario to add or remove windows, change position or sizing. If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.

1. Open WallManager.

2. Click the **Controller** tab.

3. Select the scenario you want to edit from the **Scenarios**.

4. In the right panel, click **Edit**.

   The **Edit Scenario** tab appears with the scenario loaded.

5. Edit the scenario:

   - Remove windows

   - Add windows

   - Resize and reposition windows

   - Security Access

6. Click **Scenario** panel > **Save** or **Save As**.

7. Restart the scenario to see the changes.

# Start a Scenario in WallView

The Controller tab lists all available scenarios on the selected controllers.

1. Open WallManager.

2. Click the **Controller** tab.

   Select the scenario you want to edit from the **Scenarios**.

   To view scenario details, click **Scenarios** panel > **Scenario Details**. The scenarios for the selected controller are listed. Click a scenario to view the details.
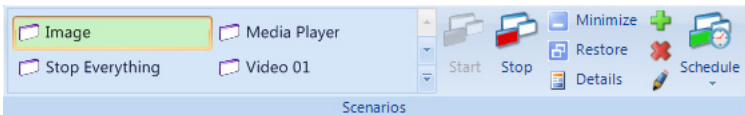
3. Click **Start**.

# Stop a Scenario

If security is enabled, you must log in with Stop Scenario permissions to stop a scenario.

## Stop a Scenario Manually

The **Scenarios** gallery shows a list of available scenarios. Select the scenario you want to stop and click **Stop**. The applications that belong to the scenario are removed from the display wall.



You can stop any window on the display. Click the window and right-click to access the **Close** option.

## Stop a Scenario Through Scheduling

Scenarios can be scheduled for a specific time span. When the time span expires, the scenario automatically closes.

## Stop a Scenario using a Task

Scenarios can include **Stop Scenario** tasks. These tasks specify scenarios to be shut down automatically before the new scenario is started.

# Task Management

Tasks are used in scenarios; they allow you to specify an action to be performed on a device. For example, you could send instructions to a networked projector to close a shutter or power off.

Tasks should be reserved for Administrator level users who know and understand the serial command interfaces of their equipment.

# Add a Task

1. Open WallManager.
2. Click the **Edit Scenario** tab.
3. Click **Insert** > **Device Tasks** and select a task from the list.
4. Check the **Device** task in the **List View**.
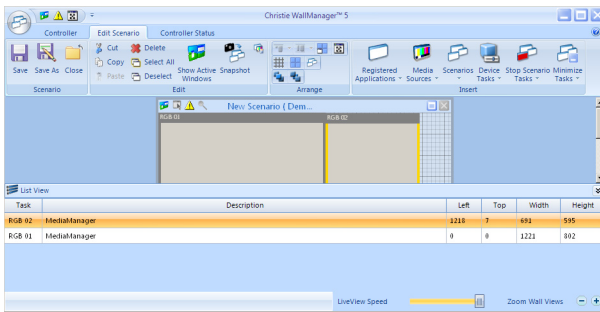


# Remove a Task

Select the task in the **List View** and click **Edit** panel > **Delete**.

# Add a Stop Scenario Task to the Scenario

Scenarios can include Stop Scenario tasks. These tasks specify scenarios to be shut down before the new scenario is started.

1. Open WallManager.
2. Open the scenario for editing.
3. Click **Insert** > **Stop Scenarios** and select a scenario from the list.

   The task is added to the scenario List View.

# Add a Minimize Task to the Scenario

Scenarios can include Minimize tasks. These tasks specify scenarios to be minimized to the task bar when the new scenario is started.

1. Open WallManager.

2. To include a Minimize task, open the scenario for editing.

3. Click **Insert** > **Minimize Tasks** and select a scenario from the list.

   The task is added to the scenario **List View**.

# Add a Task to a Scenario

For advanced projector setup and control functions, click **Launch Display Control**.

When you add a device task to a scenario, WallManager forwards the specified command to the device or devices at the specified COM port or IP address/port. WallManager does not know what the command is or the type of device receiving it.

1. Open WallManager.

2. Click **Device Tasks**.

   The **Manage Device Tasks** dialog appears.

3. Click **New**.

4. Complete the **New Device Task** panel.
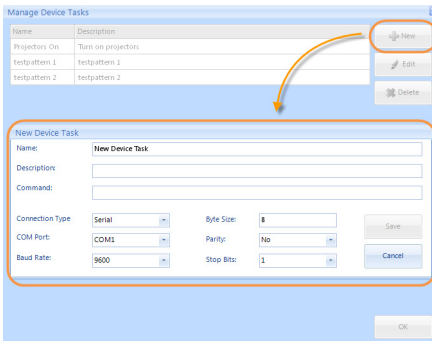
   

   - Make sure that the command is accurate.

   - Make sure that the communication information is correct. Contact your system administrator for communication settings.

5. Click **Save**.

# Schedule Management

You can schedule a scenario to run once, or to recur at a regular interval. (for example; hourly or weekly). WallManager checks for scheduled events at startup and at regular intervals while it runs.

## Schedule a Scenario for Automatic Start

1. Open WallManager.

2. On the **Controller** tab, select a scenario in the Scenarios panel.

3. Click **Schedule** > **Add**.

4. To identify when the scenario can be run, specify a **Start** date and time and an **End** date and time. For example, you can specify that a scenario can be run from 1 pm on June 1 to 2 pm on June 30.

5. Select the run frequency from the **Recur** options.

   For example, if you select daily, the scenario is run every day between the specified times.

   • If you select the Weekly option, specify which days of the week apply.

   • If you select the Monthly option, specify the dates that apply.

6. Click **OK**.

## To Edit or Delete a Schedule

1. Open WallManager.

2. On the **Controller** tab, select a scenario in the Scenarios panel.

3. Click **Schedule** and select a schedule to edit or delete.

4. In the Scheduled Item dialog:

   • Change schedule details and click **OK** to save.

   • Click **Delete** to remove the open schedule.

# Arrange the Display Wall in Real Time

ℹ️ If security is enabled, you must login with WallView and WallView Edit permissions to work with the display in real time.

The Controller tab provides a real-time, live representation of the display wall. You can interact with the display wall by manipulating the windows in the controller view in the workspace.

## Moving an Application

Click to select the application window and then use the left mouse button to drag to a new location. This re-location is temporary—upon re-launch, the application returns to the location specified in the scenario.

## Resizing an Application

Click to select the application window and then use the left mouse button to drag the borders of the application. This resizing is temporary—upon re-launch, the application returns to the size specified in the scenario. When resizing, certain applications crop at some point.

## Closing an Application

Click to select the application window and right-click to access the menu. Click **Window** > **Close**.

# Lockdown Mode

Lockdown mode shuts down the WallManager scheduler so that no new scenarios can be started on the display wall automatically. Scheduling is enabled again when lockdown mode is turned off.

If security has been enabled, users with a security level lower than Level 1 are unable to interact with the display wall until lockdown mode is turned off. If their session is closed during lockdown mode, these users are unable to login again until lockdown mode is turned off. Only level 1 users can log in during lockdown.

# Turn Lockdown Mode On

> If security is enabled, Lockdown Mode can only be initiated by users with Lockdown Mode permission.

1. Open WallManager.

2. Click the **Controller View**.

3. Click the **Lockdown Mode** button.

# Turn Lockdown Mode Off

> If security is enabled, Lockdown Mode can only be turned off by users with Lockdown Mode permission who initiated Lockdown Mode.

1. Open WallManager.

2. Click the **Controller View**.

3. Click the **Lockdown Mode** button.

# Web User Interface

Web User Interface is a browser-based application, hosted by the Christie Web server, which runs on the controller. The application allows you to view wall status information and download client applications.

## Set Web User Interface Language

1. Open the Web User Interface.
2. Select the required **Language** for the Web User Interface.

   **tvc-700-dev5**

   Language: English ▾ ☐ Remember Language
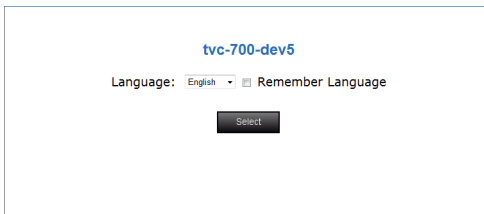
   Select

3. Select **Remember Language** to make the selection permanent.
4. Click **Update**.

## Configure the Web User Interface

1. Open **Internet Explorer**.
2. Click **Tools** > **Internet Options**.
3. Click the **Advanced** tab.
4. Deselect the **Reuse windows for launching shortcuts** option.
5. Select the **Use JRE #.#.#_## for <applet>** option. The version number should be 1.6.0_21 or later.

6. In the **Multimedia** section, make sure **Show pictures** is selected.
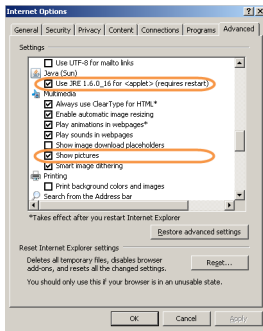


7. Click **Apply**.

8. Click **Close**.

# Remote Operation

MASTERSuite includes the following client applications for remote operation of, and remote interaction with, the display wall:

- *Install WallManager on a Client* on page 21
- *RemoteControl* on page 83
- *RemoteDesktop for Windows* on page 88.
- *Christie RS-232 Control Server* on page 93
- *QuickLaunch* on page 38

Client applications can be installed from WallManager (**WallManager** button > **Install Client Applications**) or from the Web User Interface (**Administration** tab > **Install Client Applications**). Once located, client application installs are identical.

# RemoteControl

RemoteControl allows you to control the controller keyboard and mouse using IP protocol from a remote networked workstation

Depending on how RemoteControl has been configured, a user with a higher security level may be able to take control from a user with a lower security level. The system notifies you if someone else gains control.

## RemoteControl Server Prerequisites

- The remote workstation must be running Windows NT 4.0, Windows 2000, or Windows XP.
- If WallManager security is enabled, the user at the remote workstation must login with a valid WallManager username and password.

# Install the RemoteControl Server

RemoteControl server software is preinstalled on the controller.

RemoteControl runs as a service on the controller and displays an icon in the controller's system tray.

# Configure RemoteControl Server

1. On the controller, double-click the **RemoteControl Server** icon in the system tray.
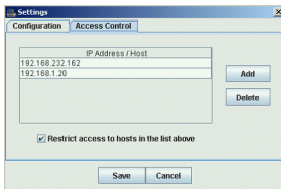
   The **RemoteControl Server** dialog appears.

2. Click **Settings**.

3. Click **Save**, using the default settings.
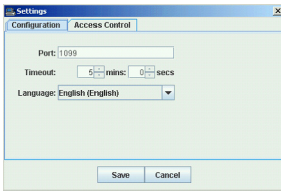
   If you need to change the values, contact your system administrator for appropriate settings.

4. Select the language option and **Save**.

5. To restrict access to the display wall to a list of specific IP addresses, click the **Access Control** tab.

6. Select the **Restrict access to hosts in the list above** check box.

7. Click **Add**.

8. Type the IP address of the computer that can access the display wall, and click **OK**.

9.  Repeat for each IP address you want to be able to access.

10.  Click **Save** to save the setup information.

You can also use WallManager security to restrict users by name. Make sure WallManager security is enabled. Enable RemoteControl permission only for those users who should have access to this function. Only users with valid WallManager accounts and with RemoteControl permission are able to use RemoteControl.

## RemoteControl Server Dialog

The RemoteControl Server dialog provides status information about the RemoteControl function.

| Field | Description |
| --- | --- |
| Status Log | Shows the status of RemoteControl. |
| Settings | Provides connection information for controlling access to specified IP addresses. |
| Clear Log | Clears the Status Log. |
| Clients Connected | Identifies the number of computers that have an open RemoteControl connection. |
| Client in Control | Identifies the WallManager user who is currently in control of the display wall cursor. |

## RemoteControl Server Settings Dialog

Use the Settings dialog to change connection parameters and to limit access to specific IP addresses.

| Field | Description |
| --- | --- |
| Port | Identifies the port that the server listens to for requests from the RemoteControl client. Use the default value. If you need to change the port number, contact your network administrator. |
| Timeout | Identifies the length of time that a connection can be idle before it is disconnected. Use the default value. If you need to change this value, contact your network administrator. |

| Field | Description |
|---|---|
| IP Address / Host | Identifies the computers that can access the display wall through the RemoteControl function. |
| Add | Adds an IP address or host name. |
| Delete | Deletes the selected IP address or host name from the list. |
| Restrict Access to Hosts in the List Above | Enable this option to restrict access to RemoteControl functionality to the list shown. No other computers are allowed access. |
| Save | Saves the RemoteControl settings. |

# Configure RemoteControl for a Client

1. Open WallManager.

2. Click the **WallManager** button in the top left corner of the screen.

3. Click **Install Client Applications**.

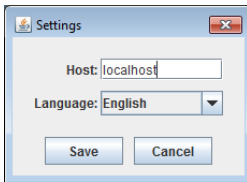4. Click **Connect RemoteControl**.
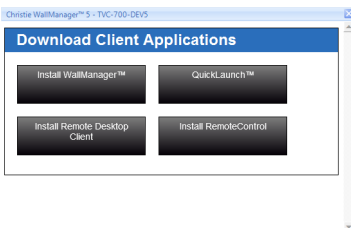


5. Close the **Client Applications** window.

   For first-time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Make sure the **Run** option is selected and click **OK**. You may also be prompted with a security warning. Click **Run** to install the software.

6. To identify the controller, click **Settings**.

7. Type the controller host name or IP address in the Host field.

8. Select the RemoteControl language and click **Save**.

9. Click **Connect**.

10. If security is enabled, log in with valid user and password.

    When you are connected to the controller, the RemoteControl Client window shows the status of the connection in the lower left panel and the Disconnect button is enabled.

11. Press **Shift+Esc** to take control.

    To release control, press **Shift+Esc** again.

# RemoteDesktop for Windows

RemoteDesktop lets you display and interact with a Windows desktop by setting up the client PCs as sources for MediaManager windows. The controller comes installed with the server portion of RemoteDesktop. The remote workstation needs to be set up to allow MediaManager to connect.

# Install the RDClient

1. Open WallManager.
2. Click the **WallManager** button in the top left corner of the screen.
3. Click **Install Client Applications**.
4. Click **Install Remote Desktop Client**.
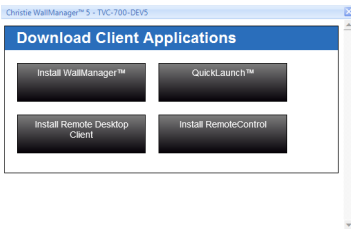


For first time installations, you may be prompted with an internet download dialog before the install wizard appears. Make sure the **Run** option is selected and click **OK**. You may also be prompted with a security warning. Click **Run** to install the software.

5. Click **Next** and type the user information.
6. Click **Next** and specify where the program files are stored.
7. Click **Next** and **Next** again to confirm the installation.
8. Click **Finish** to close the wizard.
9. Close the **Client Applications** window.

# Start the RDClient

Double-click the icon located on the desktop or selecting **Start** > **All Programs** > **Christie** > **MASTERSuite™ 5** > **RDClient**.

When RDClient is running, its RD icon is visible in the system tray. When a user is connected to RDClient, the RDClient icon background changes from black to white to show that there is an active connection.

# Close the RDClient

Right-click the RDClient tray icon and select **Close RDClient** from the menu.

# Configure the RDClient

1. Double-click the RDClient icon in the system tray, to view the configuration settings.

2. On the **Authentication** tab, make sure the **VNC Password Authentication** option is selected and click **Configure**.
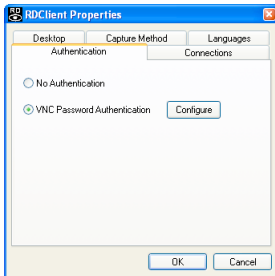


   If you want MediaManager to connect to RDClient without password security, contact your system administrator. If you are not working in a secure environment, the **No Authentication** option is not recommended.

3. On the **VNC Server Password** dialog, specify and confirm the password that MediaManager uses to connect to RDClient. The password can be up to 8 alphanumeric characters.

4. Click **OK**.

5. On the **Connections** tab, make sure the option **Accept connections on port:** is checked and specify the port MediaManager uses to connect to RDClient.

6. On the **Desktop** tab, specify the background information to be sent to the display wall.

   Unless the information is required, performance can be improved by selecting all options. Not sending the wallpaper and interface effects decreases processor usage and network bandwidth.

   • Remove desktop wallpaper turns off the wallpaper on the client PC and also disables Active Desktop components.

   • Disable user interface effects disables desktop enhancements; such as font smoothing, window title bar shading, menu animation and so on.

   Update performance depends on the general performance of the remote workstation, the graphics drawing activity of the information being sent to the display wall, network performance, and the frame rate setting specified in the MediaManager channel setup. If the workstation is running very sluggishly while there is an active RDClient connection, it is possible to improve the workstation performance by decreasing the RemoteDesktop frame rate in MediaManager.

7. On the **Capture Method** tab, specify how the information sent to the display is updated.
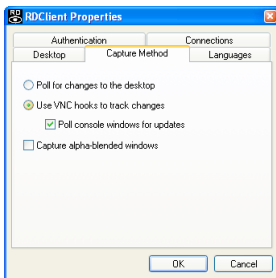


   • **Poll for changes to the desktop** - choose this option when the client PC is running video. VNC server polls strips of the screen for changes. The polling mechanism attempts to minimize the load on the server computer while delivering a

reasonable level of responsiveness. The upgrading may visibly degrade if you have a slow connection.

- **Use VNC hooks to track changes** - choose this option unless you want to send video from the client PC to the display wall. This update mechanism is more efficient than continuous polling, but relies on certain properties of Windows applications and so can "miss" updates in some situations. It polls the screen infrequently to catch any missed updates.
  VNC Hooks cannot track console windows because of limitations in the operating system. Check Poll console windows for updates, to poll console windows for changes, then VNC Server tracks the visible parts of console windows.

- **Capture alpha-blended windows** - choose this option when you need to display an application with tool tips. This option increases the load on the server and may cause the cursor to flicker.

8. On the **Languages** tab, select the language MediaManager displays in the **RDClient Properties** dialog.

9. Click **OK**.

Changes take effect as soon as you click **OK**.

Note the IP address, the port number, and password. You require this information to set up a Remote Desktop channel in MediaManager.

# RemoteDesktop for Linux

To mirror the desktop of a Linux machine, you need a program like KDE Desktop Sharing or x11vnc. These programs allow you to view and interact with the Linux desktop using the RD Client on the display wall.

The KDE Desktop Sharing program is installed with the KDE Network package on KDE Linux systems. x11vnc and similar VNC programs are available free for download on the internet. Follow the installation and setup instructions for your VNC program.

Things to consider during your Linux RemoteDesktop setup:

- Make sure the VNC program allows the connection, for example in the KDE Desktop Sharing application, check Allow uninvited connections. x11VNC allows connections by default.

- Make sure that your firewall does not block the connection.

- The Linux system IP address, and the port number and password used by the Linux VNC program. You require this information to set up a Remote Desktop channel in MediaManager.

# Christie RS-232 Control Server

The RS-232 Control Server allows you to start and stop scenarios on the display wall using a serial device (for example; Crestron or AMX). The controller comes installed with the RS-232 Control Server and the service runs automatically when the controller is turned ON.
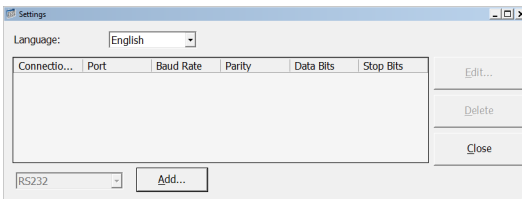
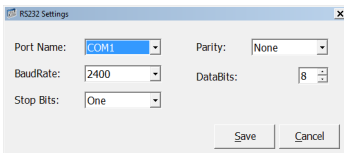1. Double-click the RS-232 icon in the controller's system tray.
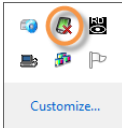
2. Click **Settings**.
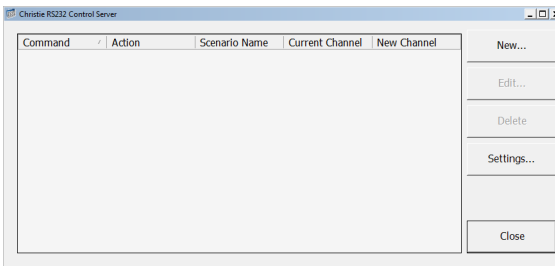
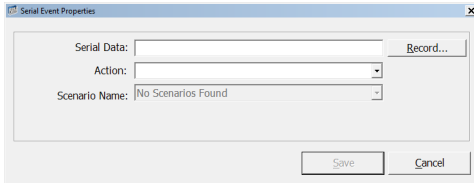3. To add communication settings, click **Add**.

4. Set the communication settings to match your device and click **Save**.

5. Click **New** to set up the controller.

6. Record the serial data associated with a button or action on the serial control device by clicking **Record**.



The RS-232 controller listens and records the next action at the serial control device. You can specify the serial data string associated with a button or action on the serial control device by hand. For more information see the documentation that came with your serial control device.

7. From the **Action** list, select an action to be associated with the serial data string:

   • Start the scenario specified in the **Scenario Name** field.

   • Stop the specified scenario.

   • Minimize the specified scenario.

   • Switch the video source. All video sources playing the Current Channel Name are switched to play the New Channel Name independent of scenario settings.

8. When you are finished, click **Save**.

# Wall Display Properties

MediaManager supports the G06I graphics card. For technical information about graphics cards, see the Specifications section of the TVC-700 User Manual.

## Display Properties

Close all MediaManager windows (RGB and Video) before changing the display properties. If these settings are modified while MediaManager windows are open, the system exhibits artifacts or unpredictable behavior until the system is rebooted.

Additional display properties for the G06I module allow you to customize the way you view your display wall. You can specify parameters such as number and configuration of screens, color depth and refresh rate.

# Troubleshooting

This section provides information and procedures for resolving common MASTERSuite™ 5 issues.

## RemoteControl Server Troubleshooting

| Problem | Resolution |
|---------|------------|
| Message: "Failed to connect to server" | • Make sure RemoteControl service is running on the controller.<br>• Check that the Host Address specified on the RemoteControl Client window correctly points to your controller. |
| Message: "A required privilege is not held by the client" | • Make sure RemoteControl service is running on the controller with Administrative permissions with "act as part of the operating system" enabled.<br>• Consult your RS-232 controller documentation for further details |

## Security and Permissions Troubleshooting

| Problem | Resolution |
|---------|------------|
| Some areas of the application are not displayed and/or I cannot set permissions for. | • If changes have been made which would affect Security/Permissions options, the TVC controller may require a restart before the new or updated options display under Security Settings and Permissions.<br>• Security Settings or Permissions are not available for that area of the application. Please contact our support team at support@christiedigital.com for further assistance. |

# Setup Manager Troubleshooting

| Problem | Resolution |
|---------|-----------|
| I want to add or remove a display from the wall, but I am not sure how. | To add or remove a display:<br>1. Open Setup Manager.<br>2. Click **Reset**, to reset the display setup.<br>3. Turn the system off.<br>4. Add or remove your display.<br>5. Turn the system on.<br>6. Use Setup Manager to configure your displays. |
| My displays are connected through extenders: do extenders affect Setup Manager? | • If extenders are used, make sure they are passing EDID information; otherwise, Setup Manager does not work correctly. See your vendor documentation for details about passing EDID information.<br>• Workaround: connect displays directly to a server, run Setup Manager with EDID locks enabled and then connect the displays through extenders. |
| Setup Manager does not show the correct number of physical displays that I have connected to my wall. | From Setup Manager, click **Reset**. |
| I have more than 12 displays connected. When I click **Apply**, Setup Manager prompts me with "Current arrangement of displays cannot be combined." | Arrange the displays in Setup Manager according to the identification of displays on the wall. Place displays of a similar color together in a rectangular arrangement. If this is not possible, physically rearrange the display connectors at the back of the TVC-700 server. |

# WallManager Troubleshooting

| Problem | Resolution |
|---------|------------|
| When I try to start MediaManager I get a message saying "Could not start scenario.", what does this mean? | This can mean 1 of 3 things:<br>• MediaManager requires the Christie Web Server to be running. To confirm this:<br>  1. On the TVC controller, access **Start** > **Control Panel** > **Administrative Tools** > **Services**.<br>  2. In the Services window, scroll down the list to the Christie Web Server, which should have a status of **Started**.<br>  3. If it is not running, right-click the Christie Web Server and click **Start**.<br>• MediaServer is a background application that should be running in order to launch MediaManager windows. Check your Task Manager to ensure this program is running. If MediaServer is not running, select **Start** > **All Programs** > **Christie** > **MediaServer™ 5**.<br>• Rebooting the TVC controller generally resolves any issues relating to required applications not running. |
| WallManager fails to run. | Make sure that NET 4.0 has been installed. If it has not been installed, go this web location and install NET 4.0: http://www.microsoft.com/en-us/download/details.aspx?id=17851. |
| I am restoring WallManager settings files and I cannot add or remove users. | Before changing any user security settings in WallManager, such as adding or deleting a user, ensure that WallManager is not saving or restoring settings files. |
| RDClient is not responding or dropping connections | RDClient can connect to only one server at a time. To prevent more than one server from connecting to RDClient, set a password for RDClient so that no other servers can connect.<br>See *Configure the RDClient* on page 89. |
| RD Channel in MediaServer not responding | If your computer has two active network adapters, and your RD Channel is not connecting to the RDClient, make sure that you are connecting using the IP address instead of Host name. |

| Problem | Resolution |
|---|---|
| MediaServer channel list appears empty | If MediaServer Channel List appears empty, restart MediaServer. When the splash screen appears, press the F8 key to activate MediaServer file recovery. You can also restore files by using WallManager restore options. |
| MediaServer shut down and restarted | If MediaServer is shut down and restarted suddenly, make sure that you do not have too many windows with text overlays. MASTERSuite supports text overlays on a maximum of 24 windows at one time. |
| Ethernet port not responding when using alternate IP address | MASTERSuite requires that the controller be accessible from its primary IP address. Do not configure an alternate IP address for the controller in its Window network configuration settings. |

# Re-Installing MASTERSuite

The TVC-700 controller comes pre-installed with all the software required for immediate use. This section describes the MASTERSuite™ 5 recovery process.

MASTERSuite is installed on the TVC™ controller only.

Remote users can install WallManager™ through the web client, and client applications through WallManager or the web client.

## MASTERSuite Recovery

The MASTERSuite recovery disk provides an automated recovery process that: reinstalls Windows, installs the required drivers, and installs MASTERSuite.

1.  Insert the MASTERSuite recovery disk and reboot the controller.

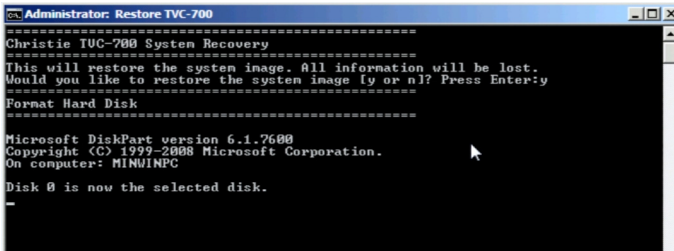2.  Press any key to boot from the CD or DVD drive.

    The controller boots into a recovery environment.

3.  Wait for the 'processing' circle beside the mouse pointer to disappear; press **Y** and then **Enter**.

    If you press **N**, nothing, or a different character, the computer aborts recovery and reboots the controller.
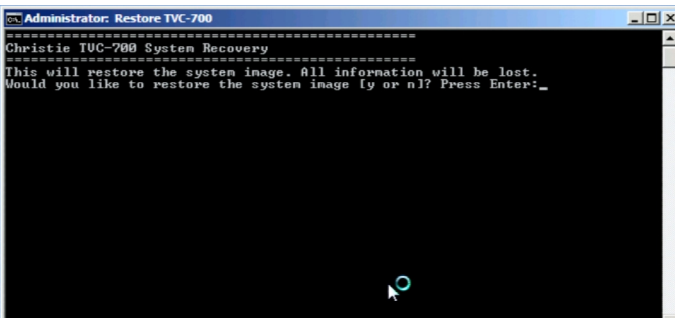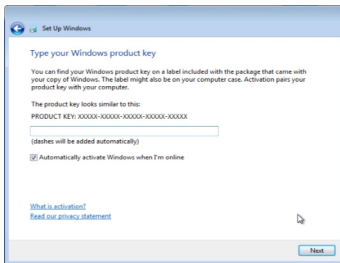
The hard drive is formatted, and the system reboots.



4. Choose your country and preferred language and click **Next**.

5. Type your Windows 7 activation key and press **Next**.

   Your activation key is found on the side of the controller.



6. Accept the user license agreement and click **Next**.

   The controller finishes configuring the operating system and then reboots. Setup Manager is automatically launched upon reboot.

# System Recovery

If you are rebuilding the controller hard drive completely and you did not back up any files, another MASTERSuite license key is required.

To request a license key file, contact Christie Technical Support. Wait until you have received your license file before beginning the reinstallation, to avoid an installation interruption.

# MASTERSuite



MASTERSuite is installed on the TVC controller only. The MASTERSuite software includes the following components:

- **MediaManager** - Allows you to display Video, RGB, and remote desktop sources on the display wall.

- **WallManager** - Provides a client/server application for remote administration of the wall and setting up predefined layouts.

- **Remote Desktop Server** - Allows you to display the desktop of a remote workstation in a MediaManager window, when used with the Remote Desktop client application.

You can access MASTERSuite on the controller using your computer, through your network, allowing you to download applets and client applications, as required through the Web User Interface or through WallManager.

- **WallManager** - Installs the WallManager software on the client PC.

- **QuickLaunch** - Installs a toolbar on the client PC to provide quick access to WallManager scenarios (start/stop), and other MASTERSuite components.

- **Remote Control** - Installs an application to remotely control the display wall controller using the client's mouse, and keyboard.

- **Remote Desktop Client** - Installs an application that allows you to set up your desktop as a source for MediaManager windows.

# Install MASTERSuite

1.  Insert the MASTERSuite Software CD.

    The Autorun starts with the Installation CD dialog.

    If the MASTERSuite installation wizard does not begin automatically, click **Start** and in the **Search** box type: **D:\autorun\autorun.bat**; substitute D: with your CD-ROM drive.

2.  In the installation wizard, click **Install Products**.

    

3.  Click **Install MASTERSuite™ 5**.

    The MASTERSuite checks for the required supporting software.

4.  Select all three components:

    -   Java Runtime Environment 32-bit v1.6.0.21

    -   Java Runtime Environment 64-bit v1.6.0.21

    -   .NET Framework v4.0.30319

    and click **Continue**.

5.  Select **I accept the terms in the License Agreement**, then:

    -   click **Install** and proceed to step 7.

    -   click **Advanced**, then click **Next** to accept the default folder or click **Browse** to locate and specify a different installation folder. Click **Next**, and then click **Install**.

6.  Click **Finish**.

7.  When prompted, click **Yes** to restart the controller.

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| **France**<br>ph: +33 (0) 1 41 21 00 36 | **Middle East**<br>ph: +971 (0) 4 299 7575 | **Beijing**<br>ph: +86 10 6561 0240 | **South Korea**<br>ph: +82 2 702 1601 |
| **Germany**<br>ph: +49 2161 664540 | **Spain**<br>ph: + 34 91 633 9990 | **Shanghai**<br>ph: +86 21 6278 7708 | |

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