

Presentation Creation in the Digital Media Designer

Getting Started



On-Screen Presentation Creation

Uploading Content

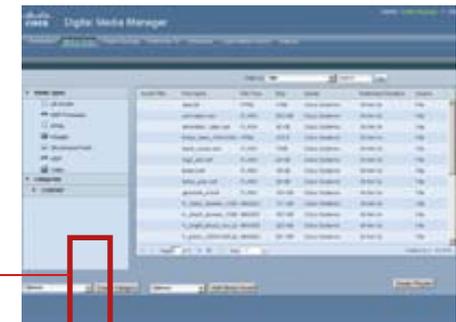
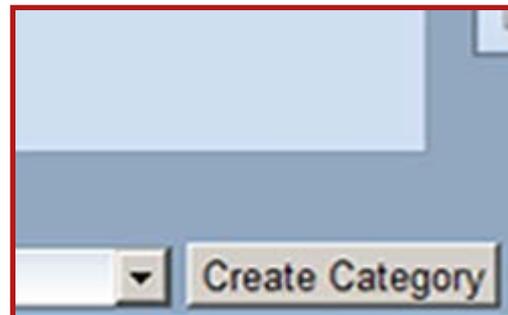
- **Step1** : Select the **Digital Signage Module** icon **Digital Media Manager** page.



- **Step2** : Click on **Media Library** tab to open the content library.

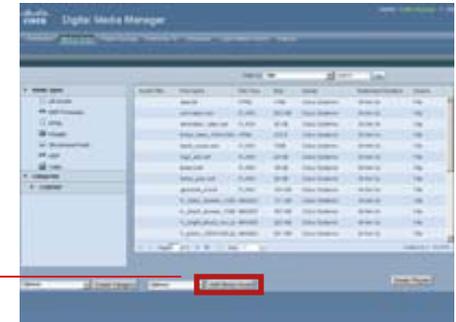
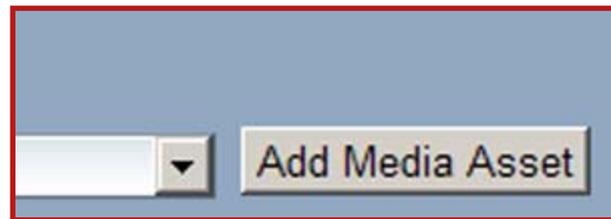


- **Step3** : Press the “**Create Category**” button to create new category folder.

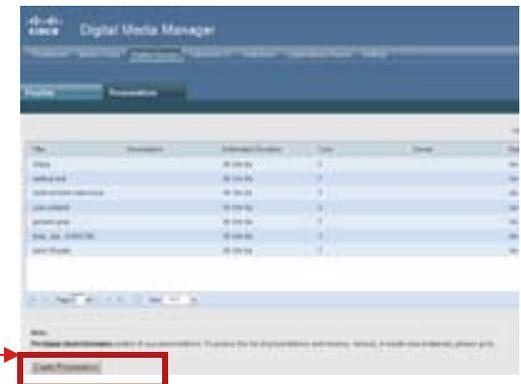


On-Screen Presentation Creation Launching the Designer

- **Step4** : **Click** on the “**New**” icon to upload new content.



- **Step5** : Under the **Digital Signage** tab open the **Presentations** tab
- **Step6** : **Click** on **Create Presentation** button to create your presentation.

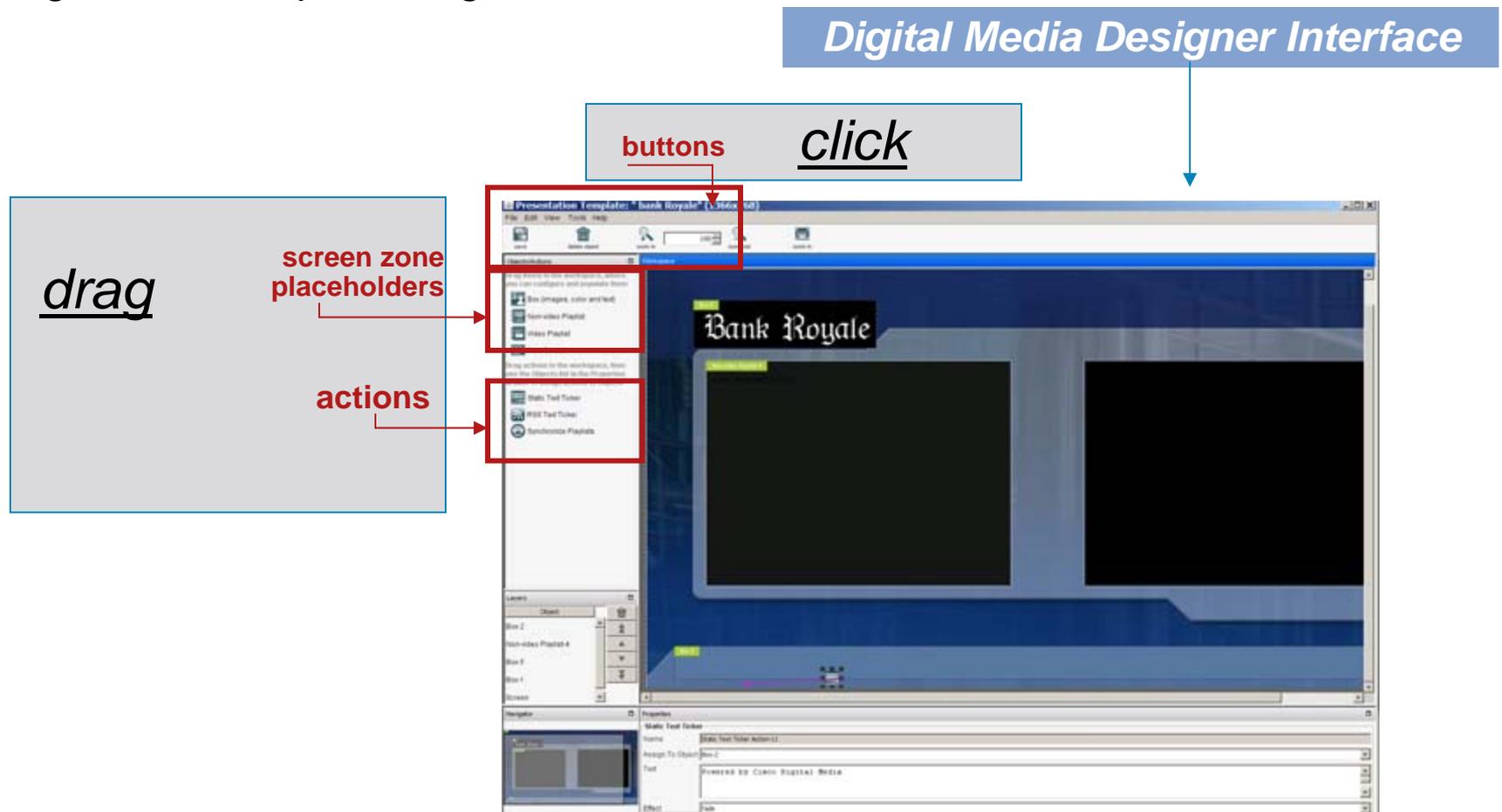


Note: you can skip Steps 2 and 3 if you are not going to upload media files for your on-screen design

On-Screen Presentation Creation

Understanding the Designer Toolbar

- The toolbar in Digital Media Designer contains **buttons** that you **click**, **screen zone placeholders** that you **drag** to the workspace, **actions** that you **drag** to the workspace (where you associate them with screen zones), and controls for the degree of workspace magnification.

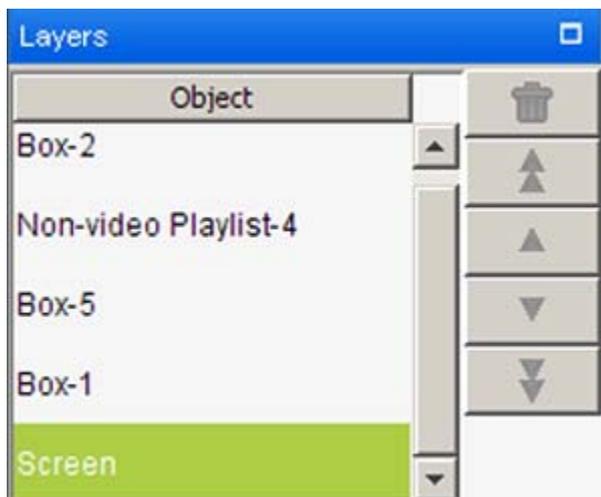
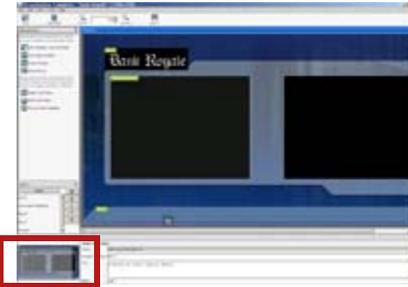


On-Screen Presentation Creation

Understanding Layers

- The Designer **creates** a **new layer** every time you **drag** an **object** to the workspace. Objects are sorted by their placement on different layers. Each layer holds only one object, with each object representing one screen zone, and is a top-down hierarchical display layout. Use the buttons in the Objects panel to order the selected object, as follows:

layers



Deletes the selected screen zone object.

Moves the selected screen zone object to the absolute top layer.

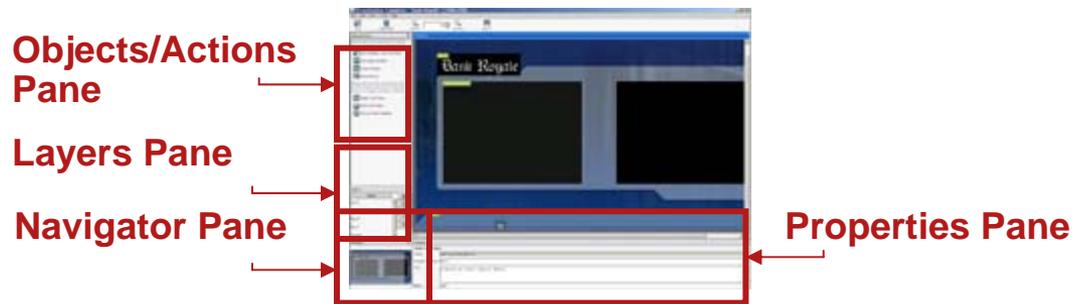
Moves the selected screen zone object up by one layer per click.

Moves the selected screen zone object down by one layer per click.

Moves the selected screen zone object to the absolute bottom layer.

On-Screen Presentation Creation Tool Panes

- **Panes** in the Digital Media Designer may be *moved*, *resized*, *expanded*, or *collapsed*, and contain features to help you design layouts for signage. The **panes** are labeled: **Layers**, **Objects/Actions**, **Navigator**, and **Properties**.
- All panes are open by default.



Notes:

- To move a pane, drag it by its title bar. The only constraint is when you move a pane, one side of it will always be pinned to the workspace.
- To change the width or height of a pane, click and drag a panel's border.
- To collapse a pane, click the square button at the right end of its title bar. In its collapsed form, the entirety of a pane is reduced to button form, where the button shows nothing except the pane name in very small type and is pinned to one edge of the Digital Media Designer window.
- To reopen a pane that you collapsed, click where you see its name pinned to the edge of the Digital Media Designer window, then click the square button at the right end of its title bar.
- To temporarily re-open a collapsed pane, click where you see its name pinned to the edge of the DMD window. Moving the cursor away from the pane, closes it automatically.

On-Screen Presentation Creation

Top Toolbar Icons

 save	Save changes	Saves your work
 delete object	Delete Selected Object	Deletes from your layout the one object or action that is selected on the workspace.
 zoom in	Zoom In	Increases the degree of magnification by 10 percentage points per click.
 zoom out	Zoom Out	Decreases the degree of magnification by 10 percentage points per click.
 zoom in	Fit to View	Increases or decreases the degree of magnification by whatever percentage amount is necessary to fit the entire screen object inside the visible workspace.
	Incremental Zoom	Increases or decreases the degree of magnification by 1 percentage point per click, depending respectively on whether you click the arrow head that points up or the arrow head that points down. Alternatively, enter any percentage value in the unlabeled field, then press Enter .

On-Screen Presentation Creation Objects/Actions Panel

Box object icon



Box (images, color and text)

Non-Video Playlist object icon



Non-video Playlist

Video Playlist object icon

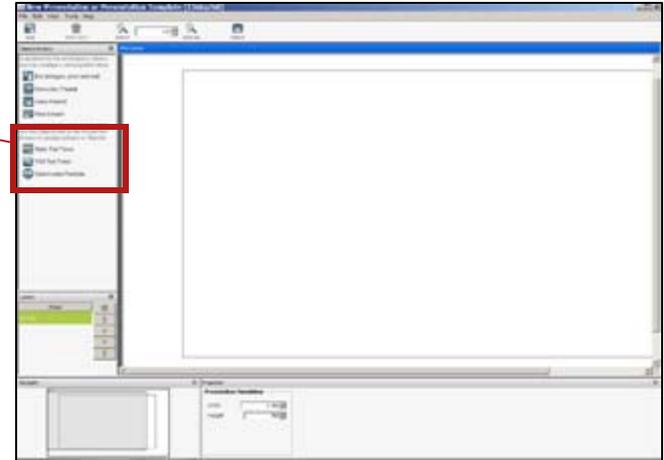


Video Playlist

Screen object icon



New Screen



Creates the representation of the DMP display that your screen zones. **Layouts cannot contain any more than one screen object at a time.** If you drag a second screen object to the workspace, Digital Media Designer asks you if you really want to overwrite the active screen in your layout. If you do overwrite the active screen, you simultaneously delete all of its configured screen zones and actions.

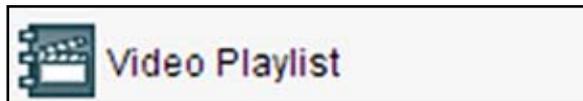
To start using a **Screen object**, **box object**, **Non-video Playlist**, and **Video Playlist objects** drag an icon to the workspace.

On-Screen Presentation Creation

Understanding Objects



Creates a new screen zone and a new layer where you can show one image file (**jpeg, gif, or png**), one **text** string, one background color, or a combination of them. (Other file types are not supported.) The text string can be static and presented without any visual effects when you show it on a DMP display or you can show it in the form of a ticker.



Creates a new screen zone and a new layer where you can arrange and play back in any combination an ordered sequence of **JPEG, png or gif** files, **SWF** files, and **pages on web servers**. Non-video playlists can be especially versatile when you use them as a background in your layouts.

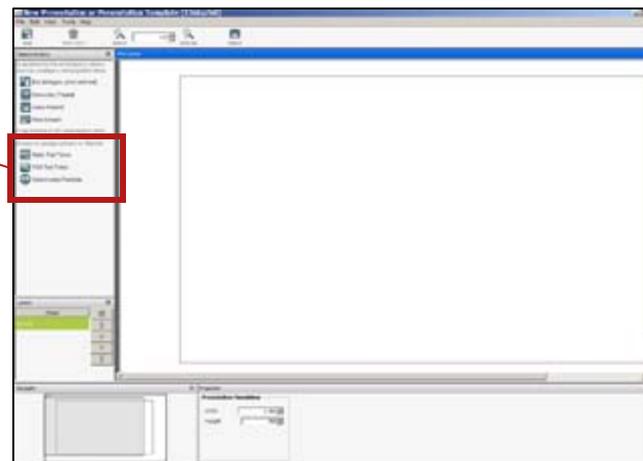
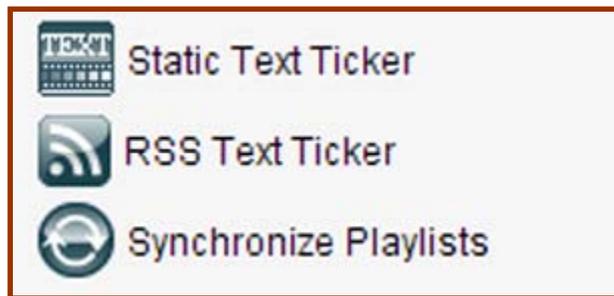


Creates a new screen zone and a new layer where you can arrange and play back in any combination an ordered sequence of video files (**MPEG-1 and MPEG-2**), **SWF** files, **JPEG, png, or gif** files, **multicast video streams**, and **pages on web servers**. *A layout cannot contain any more than one multimedia playlist object at a time.*

Note: To populate or configure each of these objects ensure that it's layer is selected then make selections in the Properties panel.

On-Screen Presentation Creation

Understanding Actions



Text ticker behaviors that you can assign to any of the box objects in your layout. To show a ticker on a DMP display, you must **associate** a **ticker action with a box object** that is already part of your layout.

You can associate only one ticker at a time with any box object.

Notes: 1) To start using **Static Ticker**, **RSS Ticker**, or **Synchronize Playlists** drag an icon to the workspace.
2) To associate the ticker action with a box object, select one from the Box list in the Properties panel.

On-Screen Presentation Creation

Understanding Actions



RSS Text Ticker

An **RSS ticker** *displays* text from an RSS feed that you specify in the Properties panel while the corresponding RSS ticker object is selected. Your DMP will check the RSS feed and update the ticker every 15 minutes.

Notes- The workflow to use a ticker action is as follows:

- 1. To add the potential for a ticker to your layout, drag a ticker action to the workspace.*
- 2. Do one of the following in the Properties panel while the ticker action is selected:*
 - Static Ticker action—Enter text for your ticker in the Text field.*
 - RSS Ticker action—Enter the RSS feed source URL for your ticker in the RSS URL field. The feed that you specify should be one that does not include any file enclosures.*
- 3. To associate the ticker action with a box object, select one from the Box list in the Properties panel.*

On-Screen Presentation Creation

Understanding Actions



Synchronization a behavior that you can assign to two playlist objects (and therefore to two screen zones and two layers) in your layout. **Binds** the **selected playlists together** in the sense that you will synchronize the **playback** transitions between **media objects in the primary playlist** and the **playback** transitions between **media objects in the secondary playlist**—no matter how asynchronous those transitions would be ordinarily.

The playback timing from the primary playlist object will override the playback timing for the secondary playlist object.

Note:

- 1) To add the potential for synchronized playlists to your layout, drag a synchronize playlist action to the workspace.
- 2) To identify the primary playlist, select it from the Primary Playlist list in the Properties panel.
- 3) To identify the secondary playlist, select it from the Secondary Playlist list in the Properties panel.

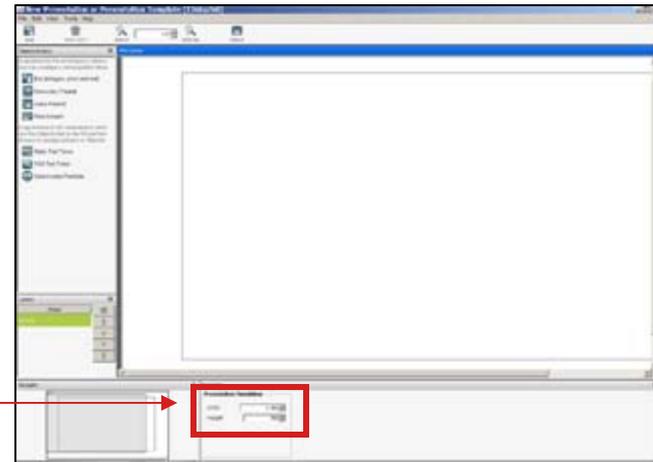
Presentation Creation in the Digital Media Designer Step-by-Step Instructions



On-Screen Presentation Creation

Creating New Presentations

- **Step 1** : In **Properties** panel use **type-in boxes** to enter your **display resolution** values in pixels.



Notes:

- 1) You can choose vertical or horizontal design from our templates, resave file as presentation, and then apply modifications to text and media files.
- 2) It is **recommended** to **SAVE** every step

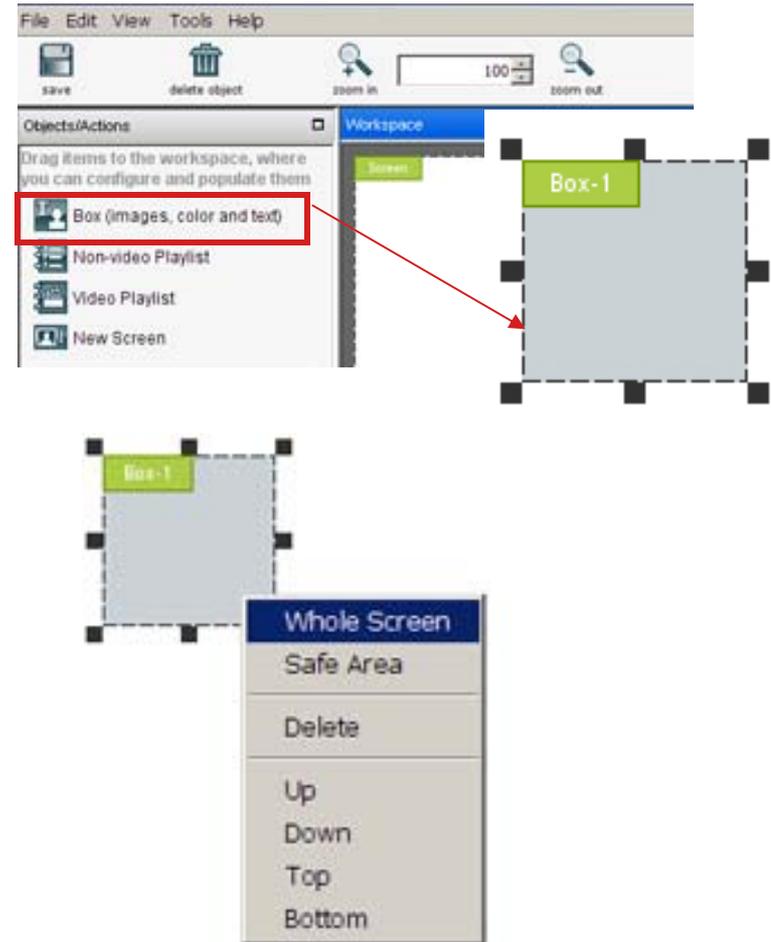
On-Screen Presentation Creation

Adding a Background Image

- **Step 2** : **Drag** the “**Box**” icon to the workspace. This box object will contain the **background image** that we will upload after.

Hit the **SAVE**  button.

- **Step 3** : Specify location for the background image using arrows or insert values into type in boxes. If you want to apply background image to the whole screen, you can **right-click** with the mouse button and choose the “**whole screen**”.
- **SAVE your work.**



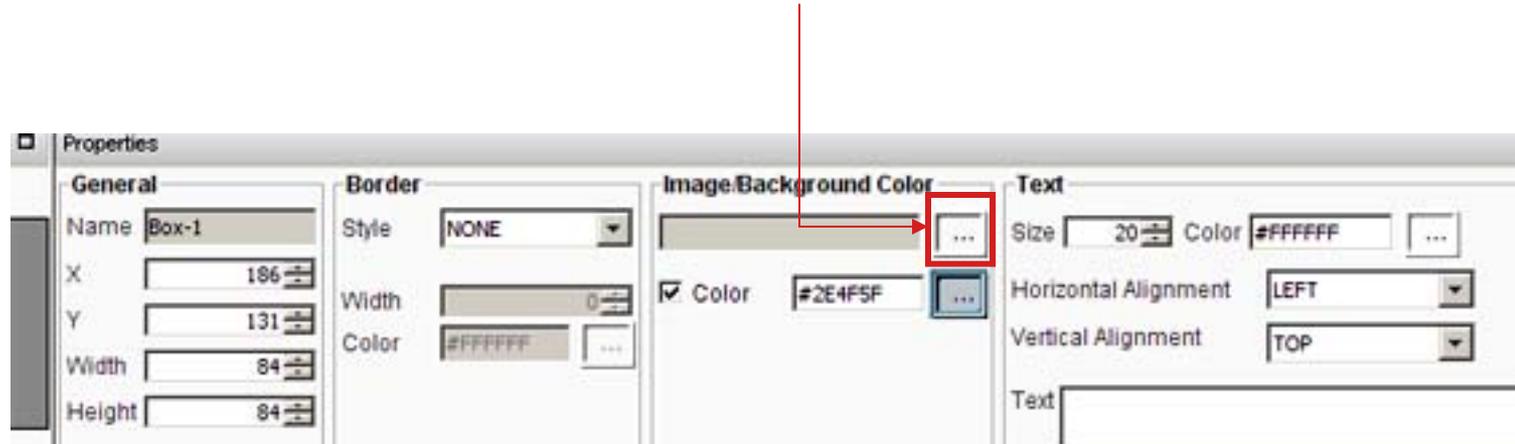
Note: 1) Box object is a placeholder.

2) Box object holds one item at a time: it can be text or image.

On-Screen Presentation Creation

Adding a Background Image

- **Step 4** : To upload image/media into box placeholder, with box/layer object selected **click** the **Browse Prompt** button in Properties Tab to open the **Content Chooser** dialog box.

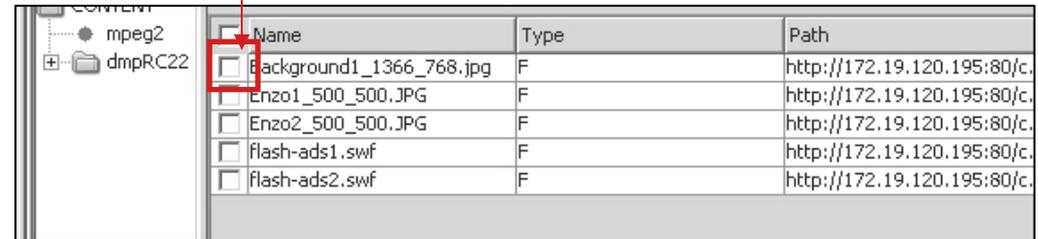


Note: You can also specify image background color by typing in your hexadecimal value or choosing with color picker. If you need transparent background like in transparent gif or png, uncheck the color check-box.

On-Screen Presentation Creation

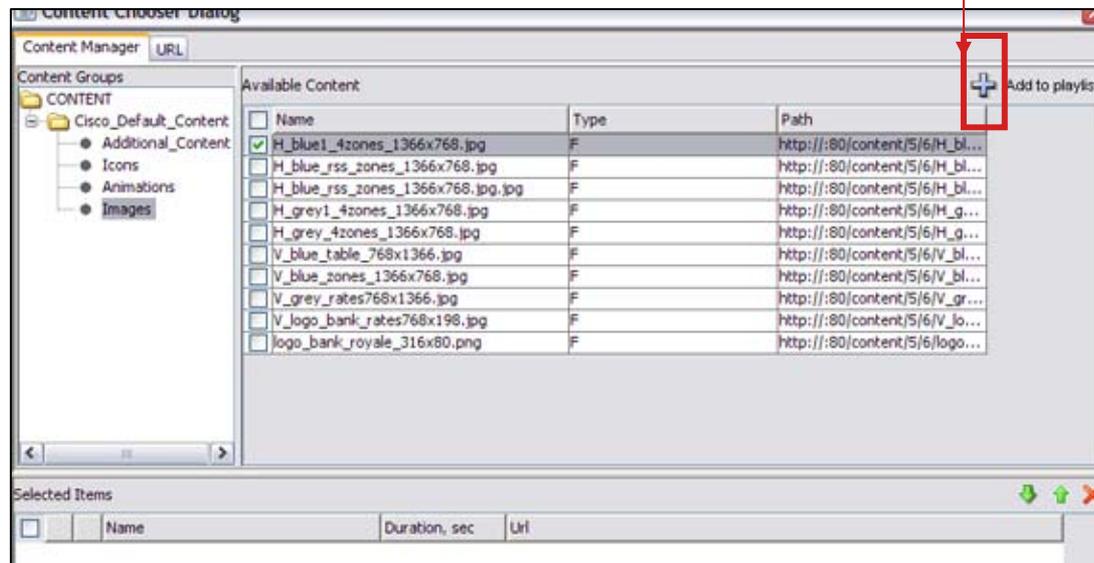
Adding a Background Image

- **Step 5** : Choose an image you want to apply for background and **check** the **check box** next to file name.



Name	Type	Path
<input type="checkbox"/> Background1_1366_768.jpg	F	http://172.19.120.195:80/c...
<input type="checkbox"/> Enzo1_500_500.JPG	F	http://172.19.120.195:80/c...
<input type="checkbox"/> Enzo2_500_500.JPG	F	http://172.19.120.195:80/c...
<input type="checkbox"/> flash-ads1.swf	F	http://172.19.120.195:80/c...
<input type="checkbox"/> flash-ads2.swf	F	http://172.19.120.195:80/c...

- **Step 6** : **Click Add to a playlist** button



Note: You can upload just one image at a time.

On-Screen Presentation Creation

Adding a Background Image

Content Manager URL

Content Groups

- CONTENT
 - Cisco_Default_Content
 - Additional_Content
 - Icons
 - Animations
 - Images
 - matt

Available Content

<input type="checkbox"/>	Name	Type	Path
<input checked="" type="checkbox"/>	H_blue1_4zones_1366x768...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	H_blue_rss_zones_1366x76...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	H_blue_rss_zones_1366x76...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	H_grey1_4zones_1366x768...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	H_grey_4zones_1366x768...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	V_blue_table_768x1366.jpg	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	V_blue_zones_1366x768.jpg	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	V_grey_rates768x1366.jpg	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	V_logo_bank_rates768x198...	F	http://adev.cisco.com:80/c...
<input type="checkbox"/>	logo_bank_royale_316x80....	F	http://adev.cisco.com:80/c...

+ Add to playlist

Selected Items

<input type="checkbox"/>	Name	Duration, sec	Url
<input checked="" type="checkbox"/>	H_blue1_4zones_1366x768.jpg	Unspecified	http://adev.cisco.com:80/content/5/6/H_blue1_4zones_1366x768.jpg

Submit Cancel

Click to delete image

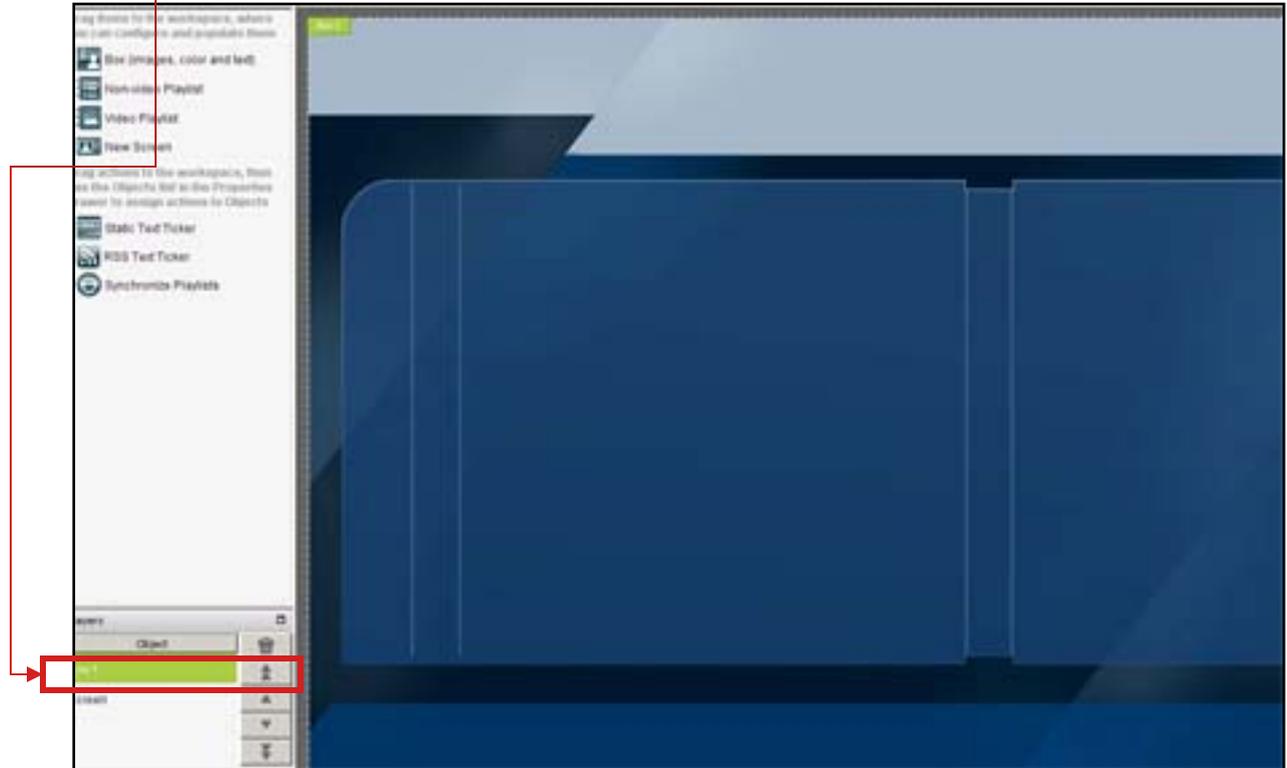
Click to move image

- **Step 7: Click the Submit button to place the file in it's placeholder - box**

On-Screen Presentation Creation

Adding a Background Image

- After you hit the **Submit** button you'll see image preview in work area. When box placeholder is selected, it's **layer** is selected as well.
- **SAVE your work.**

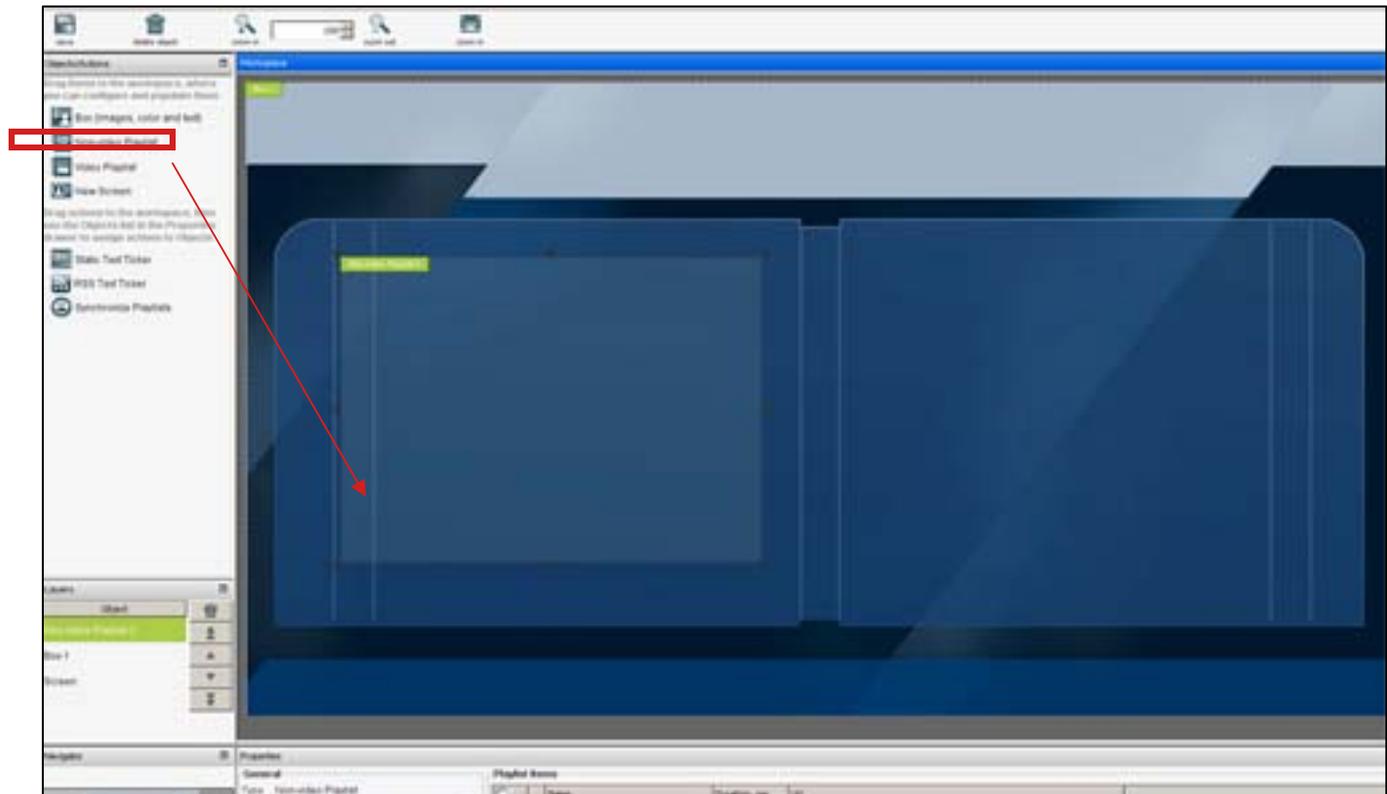


*Notes: 1) Only image files are rendered in work area. There is no preview for Flash movies, MPGs, etc.
2) If you place a JPEG image in a box object, be sure that the box object uses the same height and width in pixels that the JPEG file uses. If the box object is too small, the displayed JPEG image will be cropped.*

On-Screen Presentation Creation

Adding Non-Video Playlist

- **Step 9: Drag** the **Non-video Playlist** to your flash movie zone.

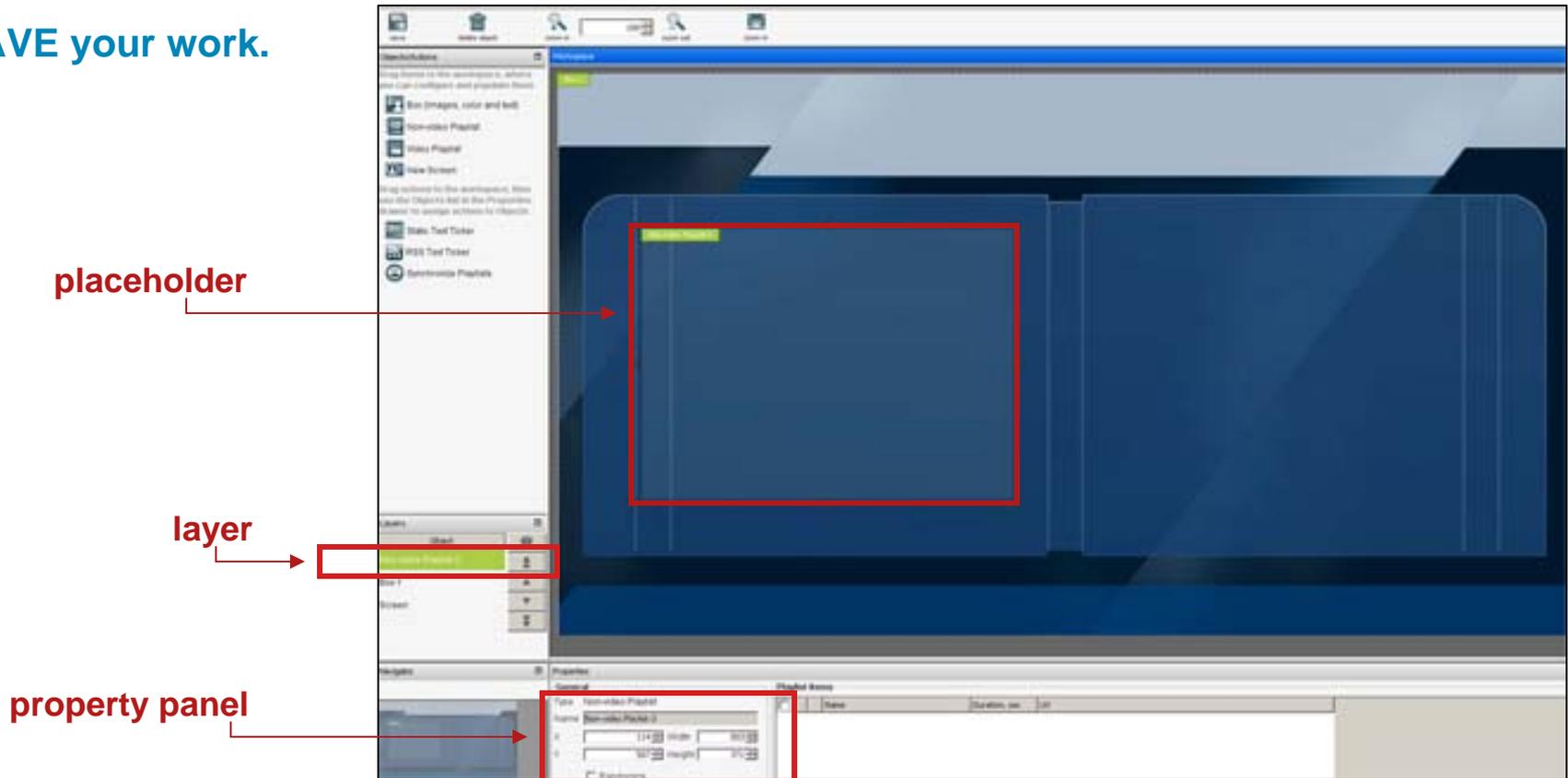


*Notes: **Non-video Playlist** is a screen zone and layer where you can arrange and play back in any combination an ordered sequence of JPEG files, SWF files, and pages on web servers.*

On-Screen Presentation Creation

Adding Non-Video Playlist

- **Step 10:** *Adjust size and position* of your **Non-video Playlist** placeholder using the **property panel**.
- **SAVE** your work.



*Notes: When any item is selected, the layer that this item associated with is selected as well. If you need to make changes or modifications to any media file you can **select** it's **placeholder**, or **layer**.*

On-Screen Presentation Creation

Adding Non-Video Playlist—Assigning Media Assets

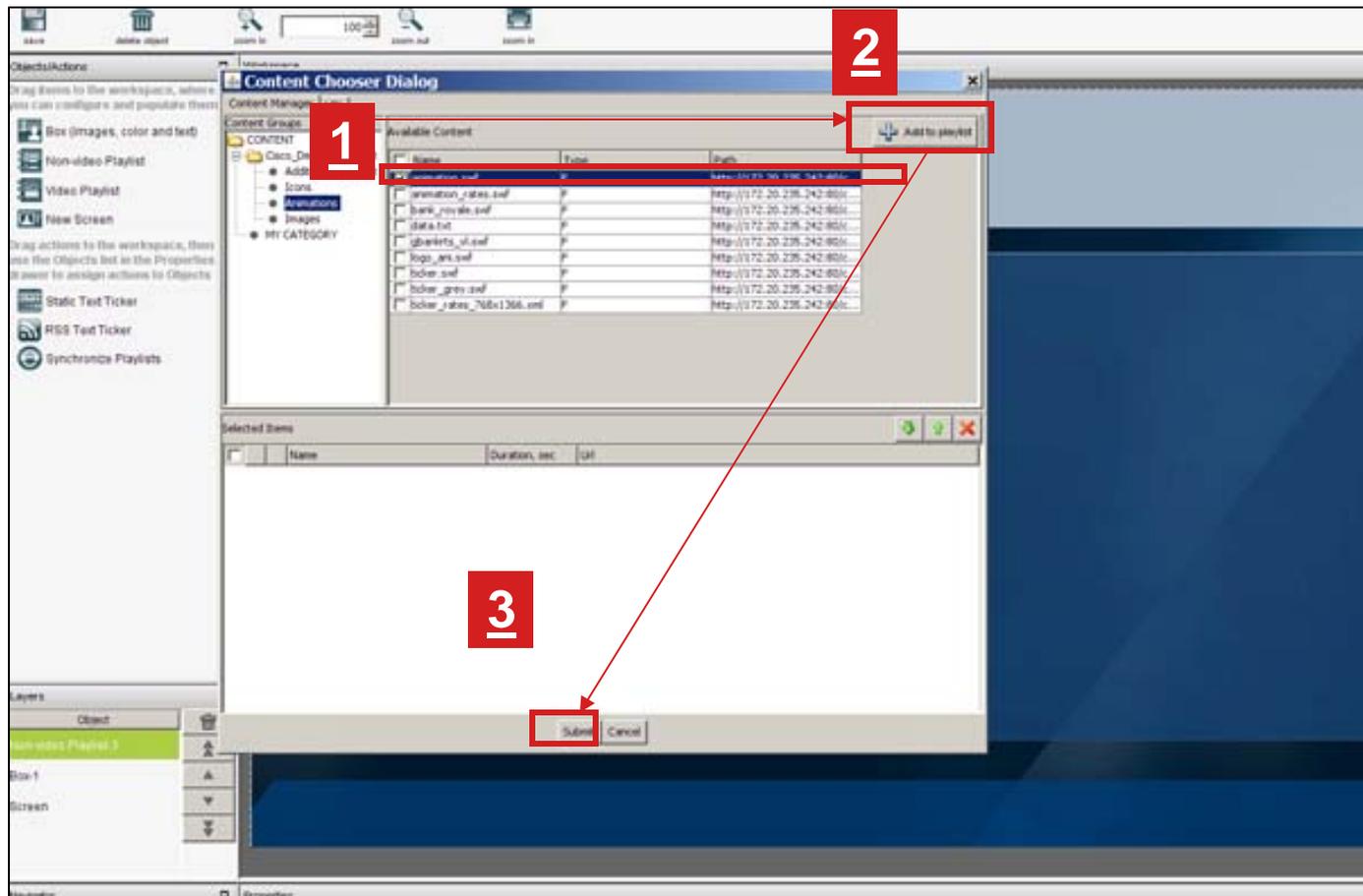
- **Step 11:** **Click** on the “**plus sign**” icon to apply flash movie to it’s **Non-video Playlist** placeholder.



On-Screen Presentation Creation

Adding Non-Video Playlist—Assigning Media Assets

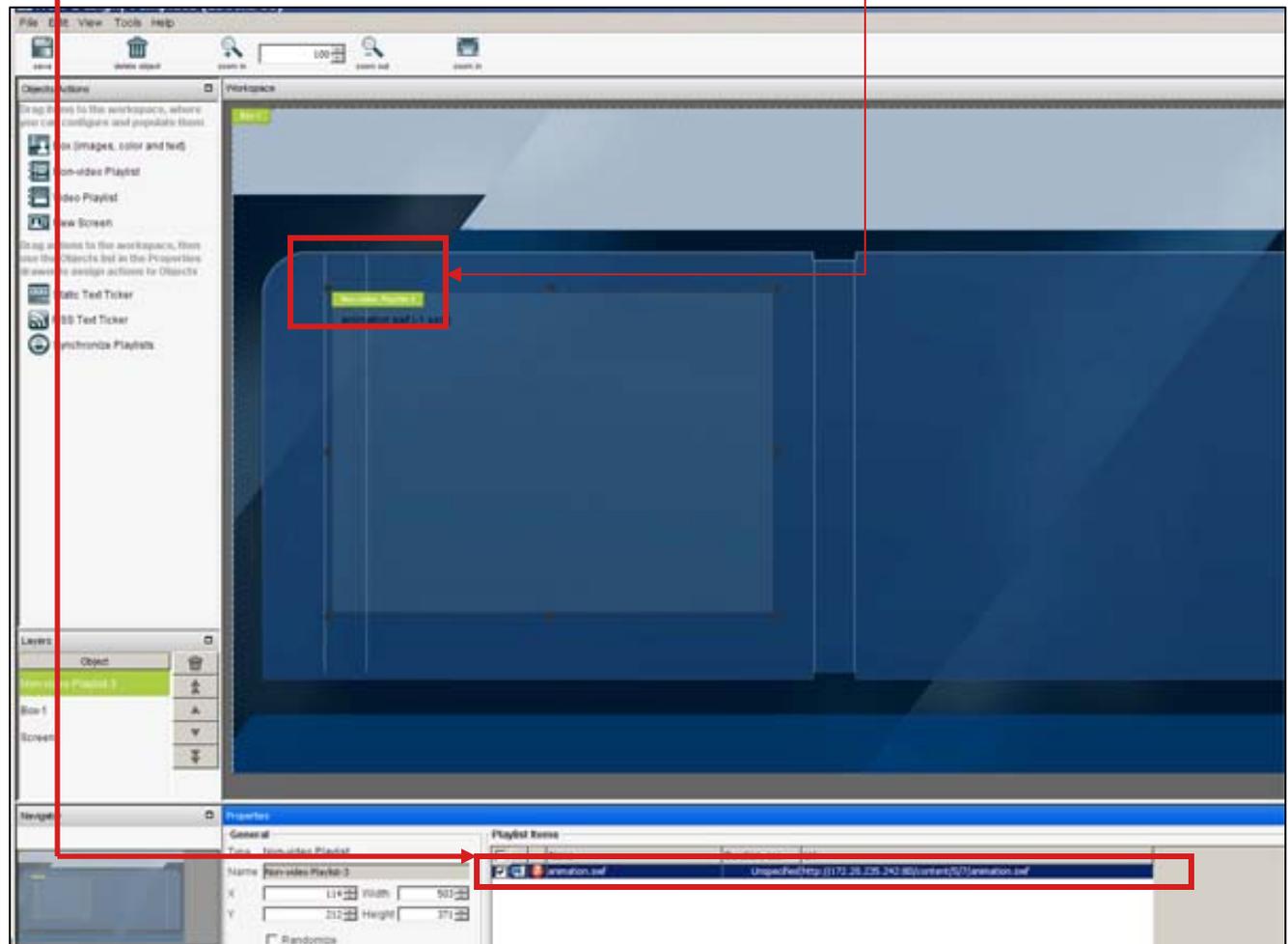
- **Step 12:** **Choose** flash movie from animations folder to **upload** and follow steps:



On-Screen Presentation Creation

Adding Non-Video Playlist—Assigning Media Assets

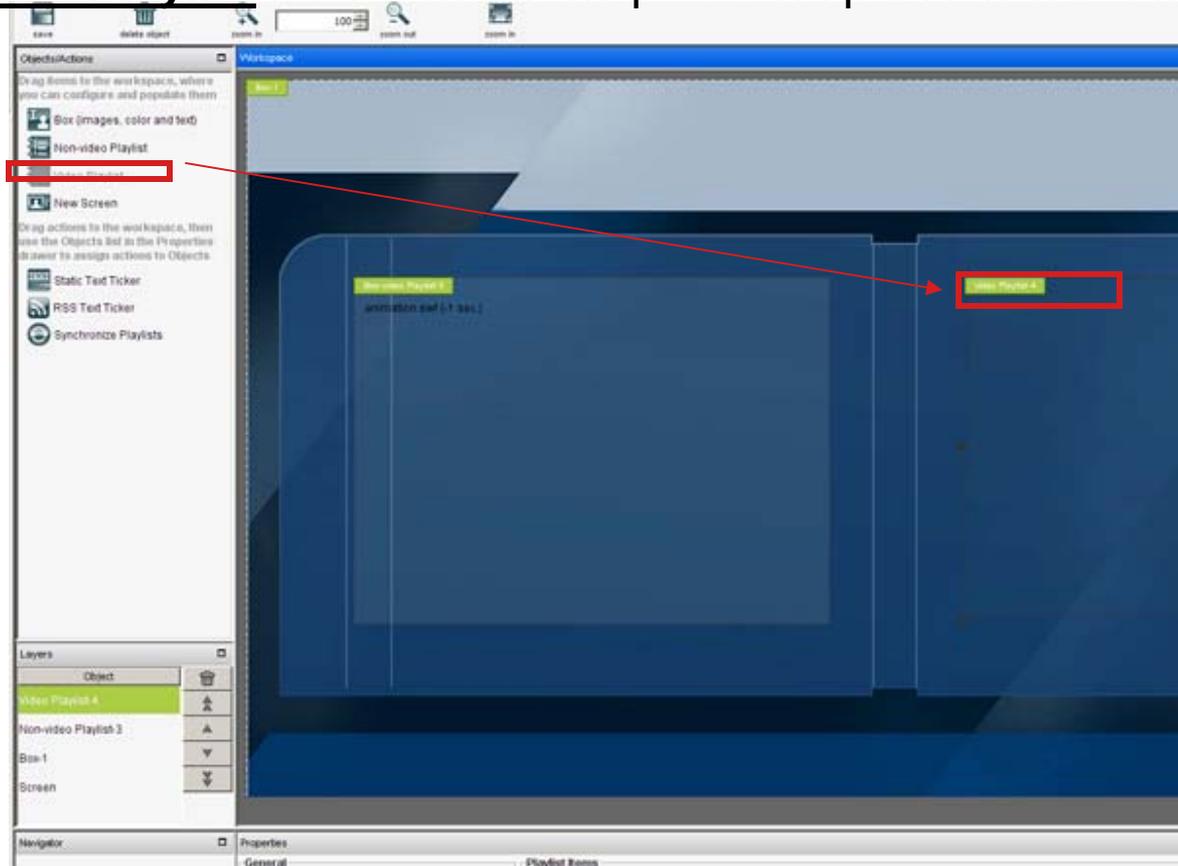
- **Step 13:** Flash movie name and information shows up in **Non-video Playlist** placeholder and in **Properties Panel**.
- **SAVE your work.**



On-Screen Presentation Creation

Adding Video Playlist

- **Step 14:** Drag the Video Playlist icon to the workspace and position video file.
- **SAVE your work.**



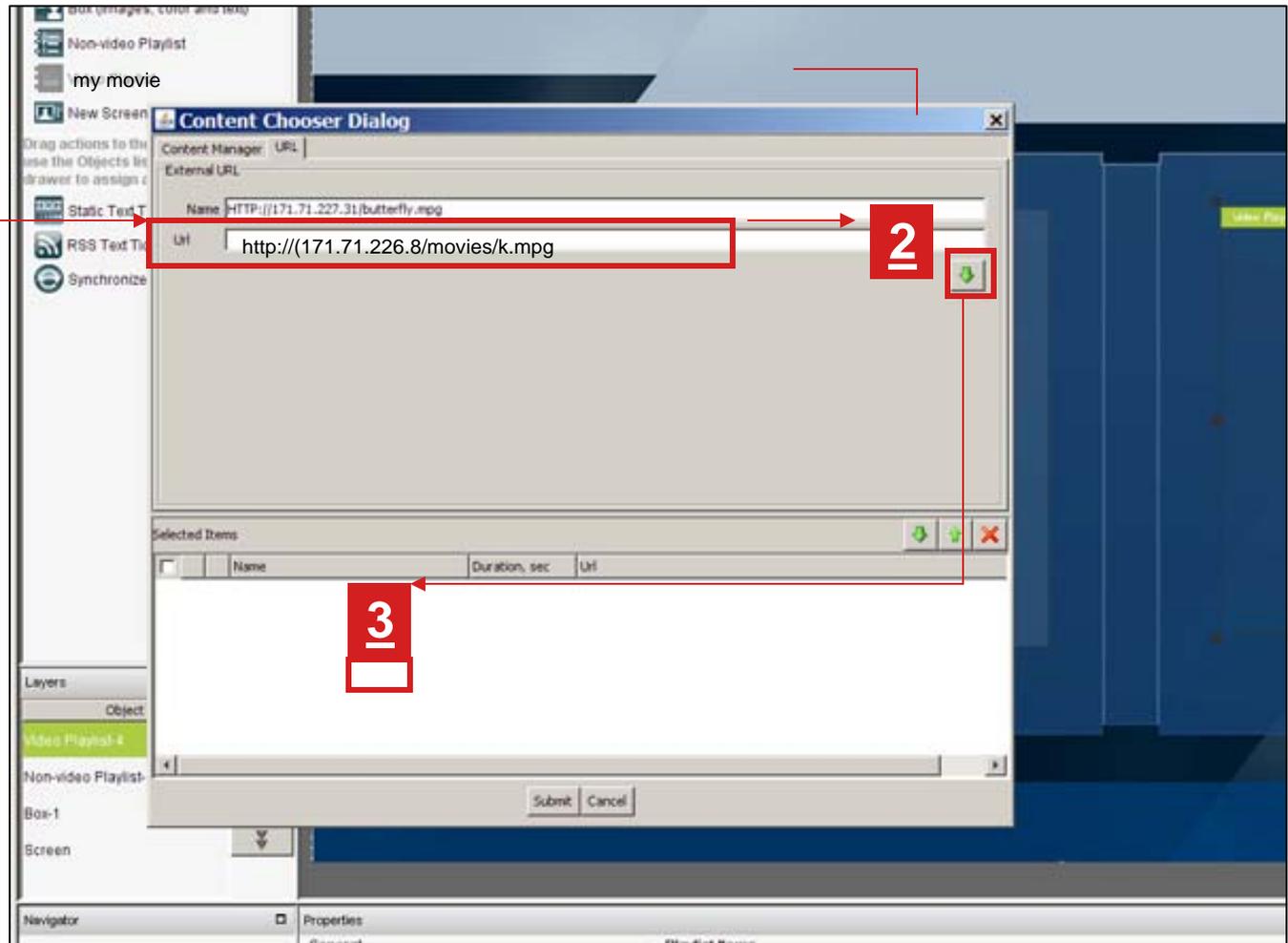
Note:

Video Playlist is a screen zone and layer that shows all Non-video Playlist qualities plus MPEG video and multicast video streams playback

On-Screen Presentation Creation

Adding Video Playlist—Applying Media Assets

- **Step 15:** To **upload** video file you can use **Content Manager** panel (same way as you used for flash movie) or **URL** tab.



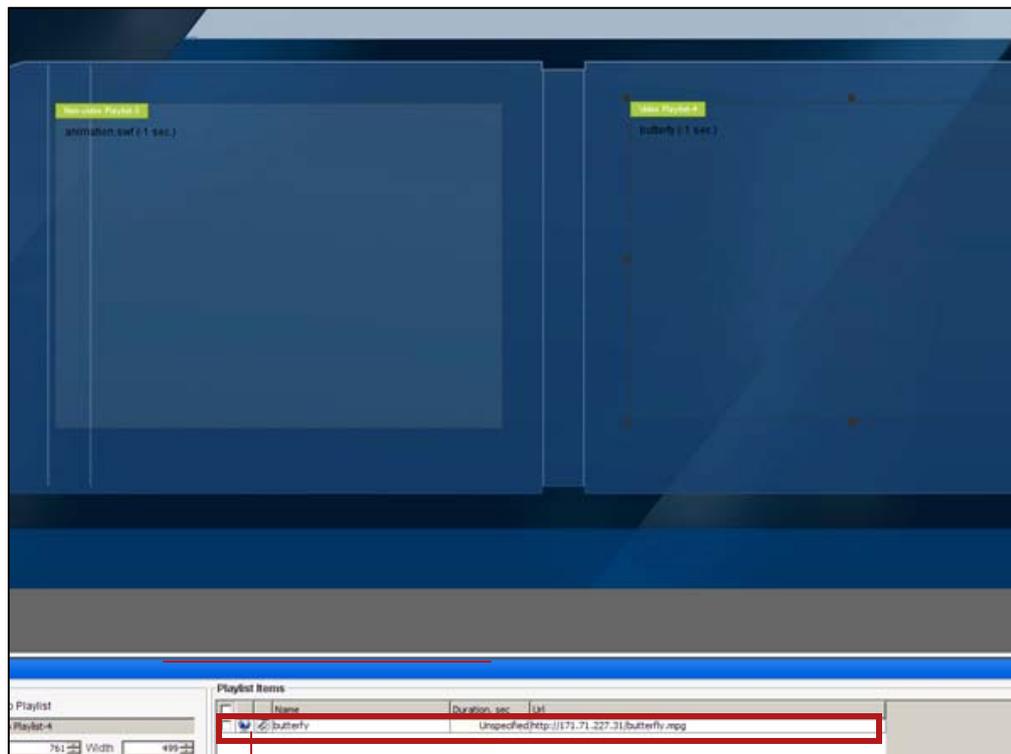
To upload video file:

- 1) Type in movie name and URL
- 2) Click on the Down Arrow
- 3) Click the Submit button

On-Screen Presentation Creation

Adding Video Playlist—Applying Media Assets

- Video file name and information shows up in **Video Playlist** placeholder and in **Properties Panel**.
- SAVE your work.**



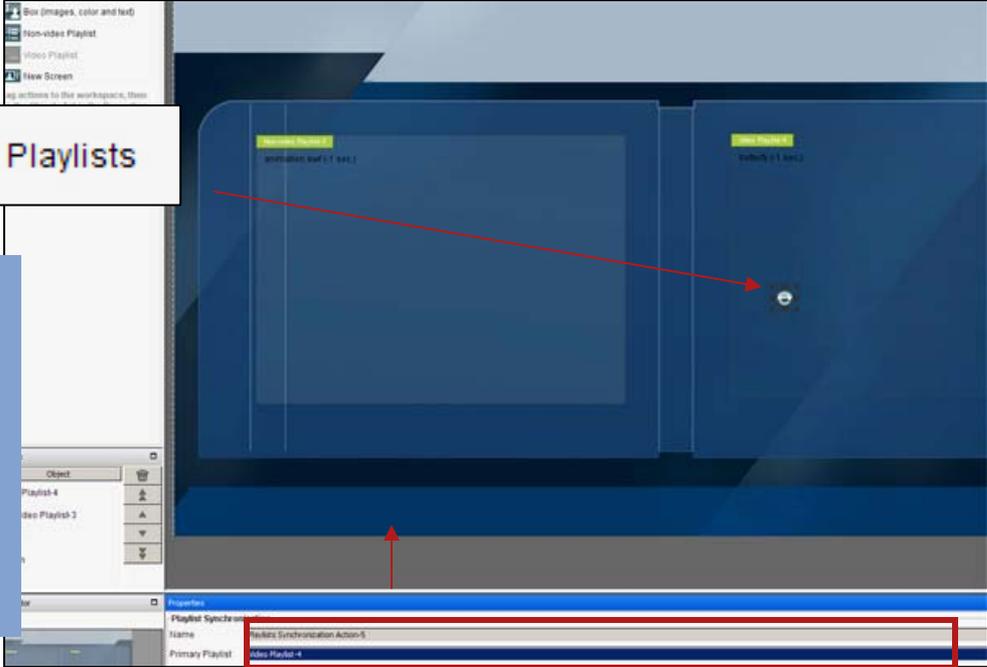
Playlist Items				
<input type="checkbox"/>	<input type="checkbox"/>	Name	Duration, sec	Url
<input type="checkbox"/>		my movie		http://171.71.226.8/movies/promo.mpg

On-Screen Presentation Creation Synchronizing Playlists

- **Step 16:** To **synchronize** 2 playlists, **drag** a **synchronize playlists action** to the workspace.

To choose Primary and secondary Playlists:

- 1) To identify the primary playlist, select it from the Primary Playlist list in the Properties Tab.
- 2) To identify the secondary playlist, select it from the Secondary Playlist list in the Properties Tab.



The screenshot shows a software interface with a central workspace containing two blue rectangular objects representing playlists. A red arrow points from the 'Synchronize Playlists' action icon (a circular arrow) to the workspace. Below the workspace, a Properties panel is visible, with a red box highlighting the 'Primary Playlist' field, which contains the text 'Playlist 4'. The Properties panel also shows a 'Name' field with the text 'Synchronize Action 5'.

Choose primary and secondary playlists here

- **Pink arrow** appears on synchronization action icon indicating that the **action has been applied**

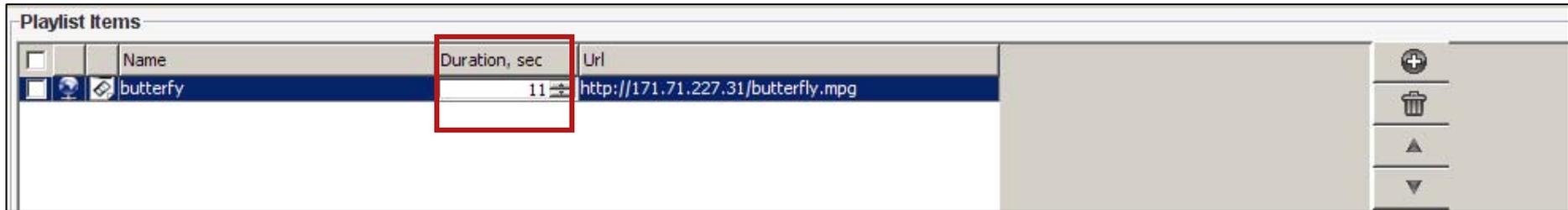


- **SAVE your Presentation.**

On-Screen Presentation Creation

Synchronizing Playlists

- **Step 17:** In Properties Panel **define** the **playback duration** for each entry that it contains.



Notes:

1) To populate and configure a playlist object, click it on the workspace, or select its layer then make selections in the Properties panel. For example, the Properties Panel is where you define the playback sequence for a playlist and define the playback duration for each entry that it contains.

2) Ensure that your **playlists** layers are the **topmost**, and **background** layer is on the **bottom** layer.

On-Screen Presentation Creation

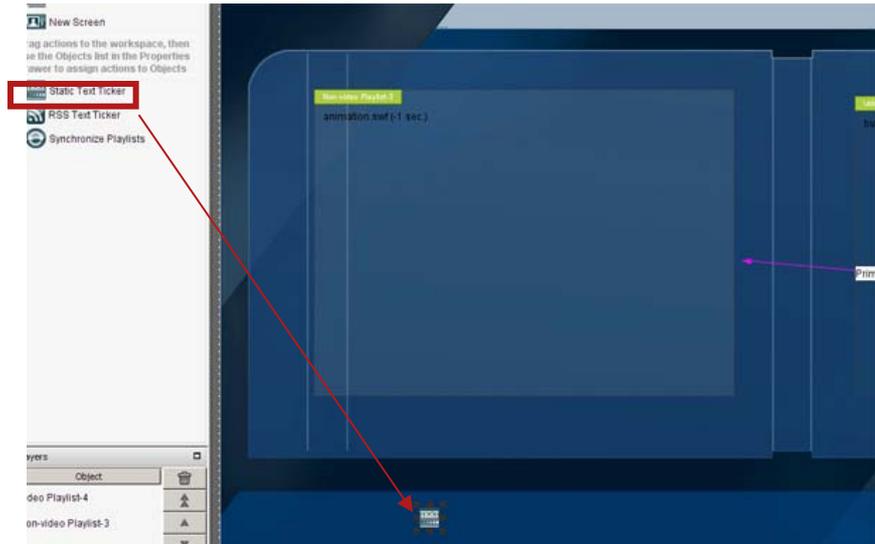
Adding Tickers

- **Step 18:** Add Ticker to your presentation

To add Ticker:

- 1) Drag box icon to work area.
- 2) Adjust dimensions and positioning in the Properties Panel.
- 3) Choose/adjust the background color for Ticker using Properties Panel.
- 4) While box is selected drag the Static Ticker icon to apply Static Ticker action to box.
- 5) With Static Ticker Action selected, choose the box from Assign to Object drop-down list to associate this action with the box object.
- 6) Enter text for your ticker in the Text field.

- **SAVE your Presentation**



- 4) Static Ticker action have been applied, but it's not associated with box yet



- 5) Static Ticker action has been assigned to the box. Pink arrow indicates that it have been applied to box 4.

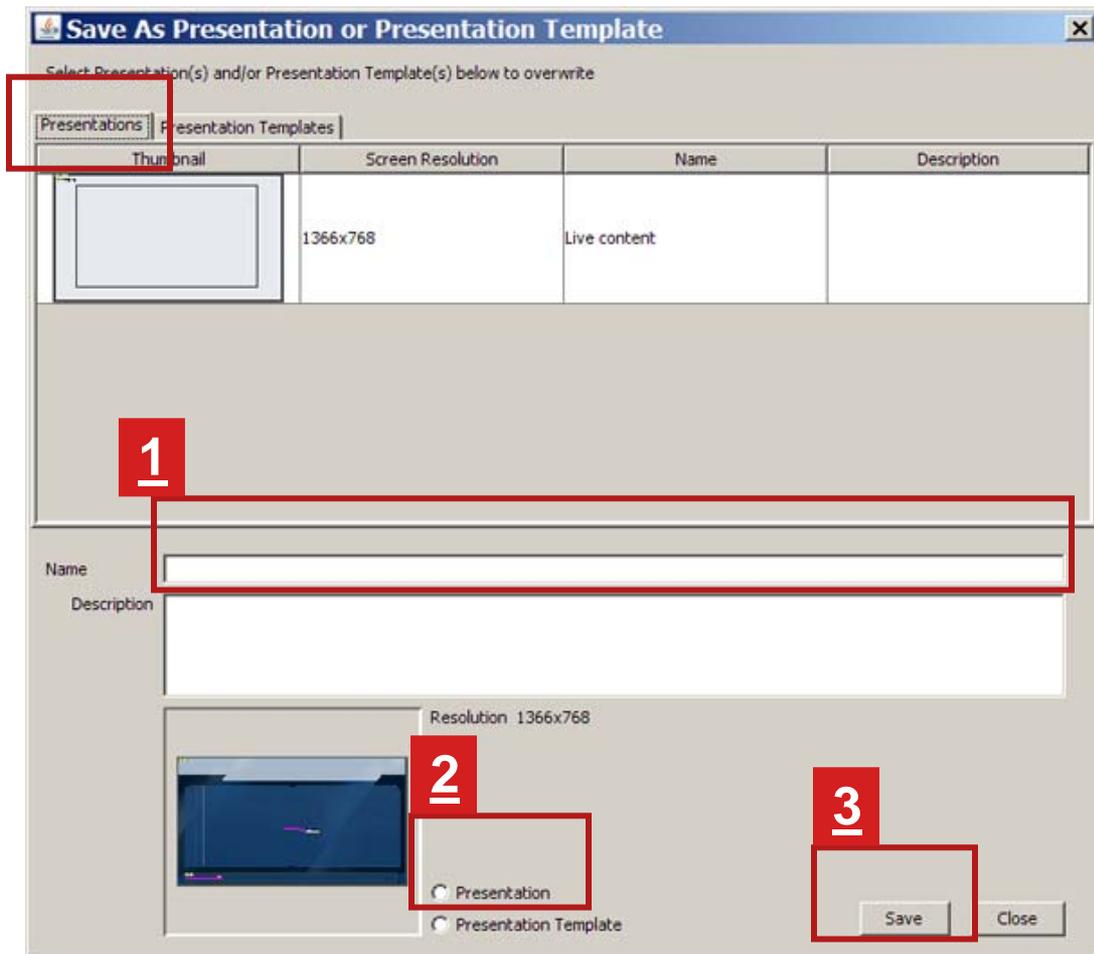


Note: You can associate only one ticker at a time with any box object.

On-Screen Presentation Creation

Creating New Presentations

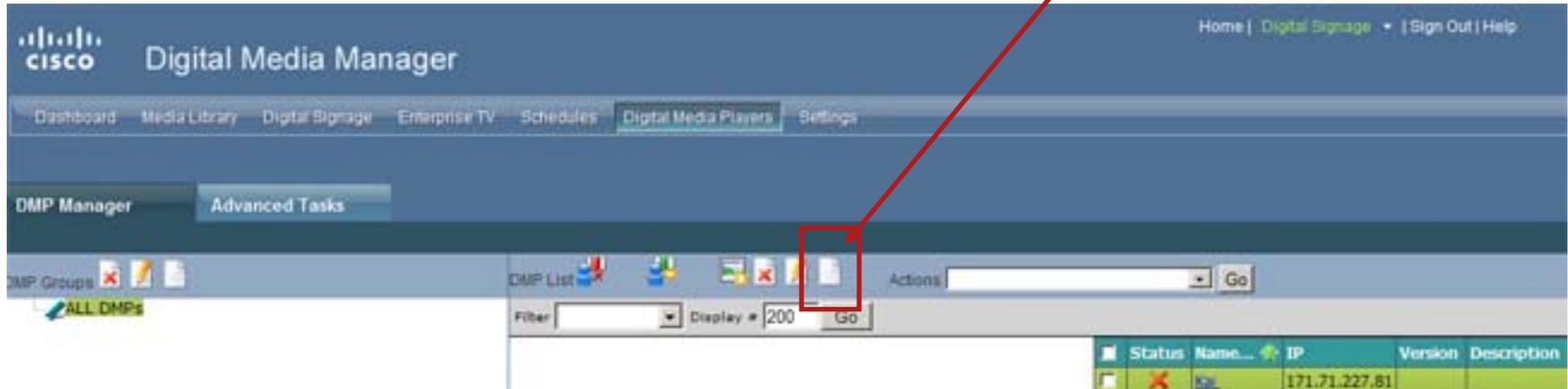
- **Step 3**: Save your file as Presentation in **Presentations** Tab: **1)** enter presentation name, **2)** select the **Presentation** radio button, **3)** hit the **SAVE** button



On-Screen Presentation Creation

Publishing Presentations

- **Step 19**: To **publish** your presentation you need to **register your DMPs**:
 - 1) open in **DIGITAL MEDIA PLAYERS** panel in DMM
 - 2) in DMP Manager click on **Add New DMP** button
 - 3) Enter IP and Mac address of your DMP
 - 4) Select your DMP from the list
 - 5) From Actions drop-down menu choose your presentation
 - 6) Click on **Go** button



The screenshot shows the Cisco Digital Media Manager interface. The top navigation bar includes 'Home | Digital Signage | Sign Out | Help'. Below this, there are tabs for 'Dashboard', 'Media Library', 'Digital Signage', 'Enterprise TV', 'Schedules', 'Digital Media Players', and 'Settings'. The 'Digital Media Players' tab is active. Underneath, there are 'DMP Manager' and 'Advanced Tasks' buttons. The main content area shows a 'DMP List' with a table of DMPs. A red box highlights the 'Add New DMP' button, and a red line points from the second step of the instructions to this button.

Status	Name...	IP	Version	Description
	...	171.71.227.81		

