LG
Life's Good

OWNER'S MANUAL

SuperSign Lite/W

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

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About the User Guide

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

Notational Convention

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

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

Program UI Notation

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

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

ENGLISH

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Overview

The brief introduction and components of the SuperSign Lite/W are described below.

Introduction to SuperSign

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

Components of SuperSign

Display

The Display is connected to the SuperSign Player (media player) to display advertising content, and supports most LCD monitors/TV displays using the LG RS232C protocol. You can control monitor/TV functions (e.g. brightness, resolution, and sound) of the monitors/TVs supporting LG RS232C protocol by using the SuperSign Server.

SuperSign Player

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

SuperSign Server

The SuperSign solution provides the SuperSign Server, an all-in-one management program that allows you to manage the display and media player, and create and distribute media.

Functions Available in SuperSign Versions

Some functions may not be available depending upon the SuperSign version.
Please refer to the table below.

The SuperSign Lite is a package distributed free of charge for content authoring and basic controls. You can use a wider range of functions by purchasing SuperSign W.

Menu	Detailed functions	SuperSign Lite	SuperSign W
Home	System Summary	O	O
	Approval Status		
	Error Status list		
	Last updated Content		
	Last edited schedule		
	Last edited player		
	Last edited user	X	O
	Notice Board	X	O
Content	Content-related functions	O	O
Schedule	Schedule-related functions	O	O
Player	Player-related functions	O	O
	Supported players	50	1000
	Urgent Message	O	O
Distribution	Distribute Content	O	O
	Distribute Schedule	O	O
	Distribute Videowall - Basic	X	O
	Distribute Videowall - Advanced (Media Editor)	X	O
User	User-related functions	X	O
Log Report	Log Report related functions	O	O

Menu	Detailed functions	SuperSign Lite	SuperSign W
Setting	Profile	O	O
	Role	X	O
	Server	X	O
	Systems	X	O
	Trouble Notice	O	O
	SuperSign N	X	O
	Information	O	O

SuperSign Server

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

System Requirements

Please check the system requirements for proper operation.

Server

Component	Requirements
CPU	Intel Core 2 Duo processor (2.5 GHz or faster)
Memory	4GB or higher
HDD	40 GB or more of free space
Network	100 Mbps or higher
OS(Operating System)	Windows 7 Windows 8.1 Windows Server 2012 R2
Browser	Internet Explorer 10 and later Chrome v31 and later

Client

Component	Requirements
Browser	Internet Explorer 10 and later Chrome v31 and later

Creating the User Account

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

1 Go to **Start > All Programs > SuperSign Lite/W**.
   - The User Login window will appear.

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

3 Enter all required information.

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

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

NOTE

- The account created by the user must first be approved by the server administrator. For more information on approving accounts, see 49 Page, "Approving User Accounts".

Log in/Log out

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

Logging In

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

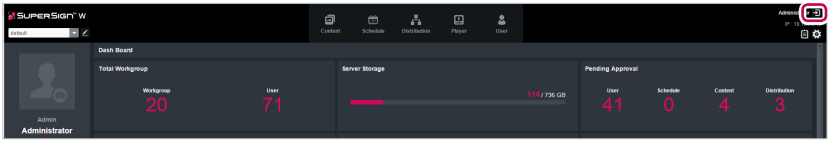
2 Enter the user ID and password, and then click the **[Login]** button.
- ID and Password are initialized to **admin/000000**.



Logging Out

1 Click in the top right corner of the screen.

- The Login screen is displayed.

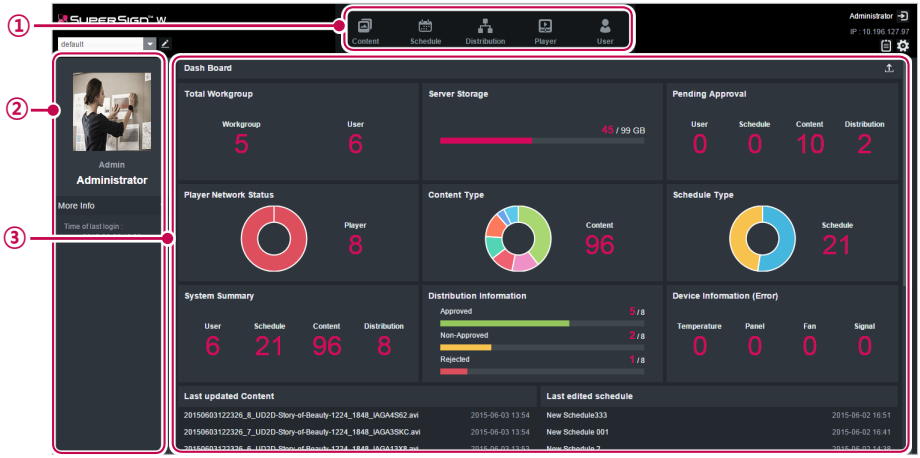


Home

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

Home Window Layout and Functions

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



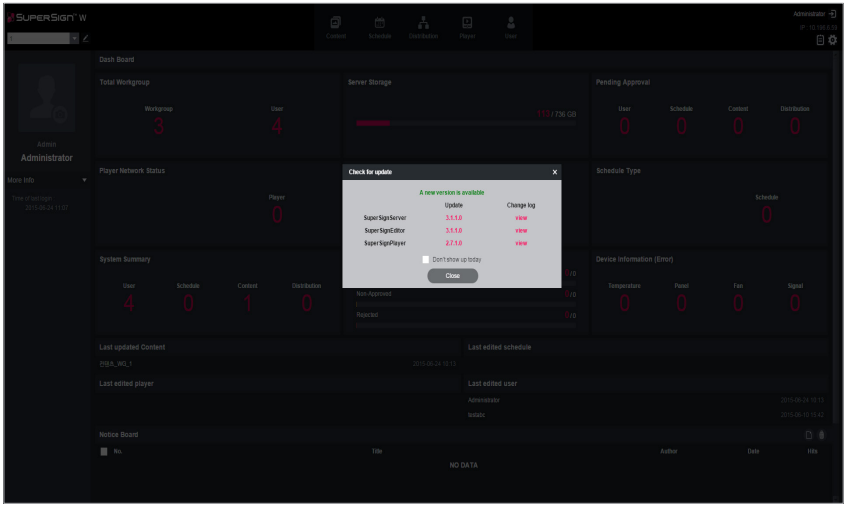
No.	Name	Function
①	Menu tab	Menu tabs for key functions
②	Personal details and monitoring area	• Displays the user's personal information. - Including name, role, and most recent login.
③	Dashboard area	• Dashboard information - Goes to the details page when the linked information is clicked. • Moves the category location. • : Export Dash Board

Dashboard Settings

Item	Function
Server storage	Displays used and available space compared to the total space.
Player Network Status	Display the status of a connected player, disconnected player or player with errors.
Pending Approval	Shows a list of items pending approval (User, content, schedule, and distribution).
System Summary	Displays the system summary
Device Information (Error)	• Displays a list of errors. • Goes to the details page when the user clicks the information.
Total Workgroup	Displays the total number of workgroups and the number of users.
Content Type	Displays the number by content type.
Schedule Type	Displays the number by schedule type.
Distribution Information	Displays distribution information (Approved/Non-Approved/Rejected).
Last updated Content	• Displays a list of schedules recently updated. • Goes to the details page when the user clicks the information.
Notice board	• Display the list of notices • An administrator can write/edit/delete a notice • Anyone can write a notice regardless of privilege • A user can edit/delete his/her own notice
Last edited player	• Displays a list of players recently updated. • Goes to the details page when the user clicks on the information.
Last edited schedule	• Displays a list of schedules recently updated. • Goes to the details page when the user clicks on the information.
Last edited user	• Displays a list of user accounts recently updated. • Goes to the details page when the user clicks on the information.

Software Update Notification Function

When an admin user access the Home screen, the notification window pops out if there is the latest version of the software.



1 Displays the current version and the update version available.

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

3 Click Change log to check the update history.

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

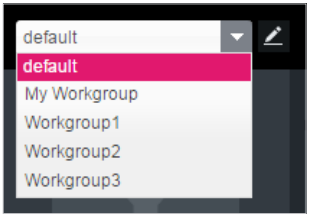
Workgroup

NOTE

- Workgroup functions are available on SuperSign W only. To use these additional functions, please purchase SuperSign W.

Changing a Workgroup

You can change your workgroup by selecting another workgroup on your list of workgroups. You can manage content, schedule, and players for the changed workgroup.



Editing a Workgroup

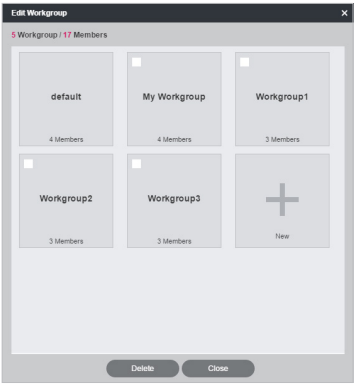
NOTE

- Only users with administrator privileges are allowed to edit workgroups.

You can create workgroups and manage content, schedule, and players for each workgroup. Select the Edit Workgroup button ( ) at the top left of the Home screen to create or delete a workgroup.

Creating a Workgroup

On the Edit Workgroup screen, select New to create a new workgroup.

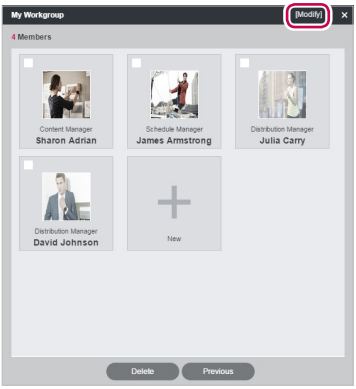


Deleting a Workgroup

On the Edit Workgroup screen, select a workgroup to delete and click the **[Delete]** button to delete the workgroup. When a workgroup is deleted, all the items in the workgroup are deleted. However, the users and players that were in the workgroup will be moved to the default workgroup.

Renaming a Workgroup

On the Edit Workgroup screen, select a workgroup and select the **[Modify]** button to rename the workgroup.

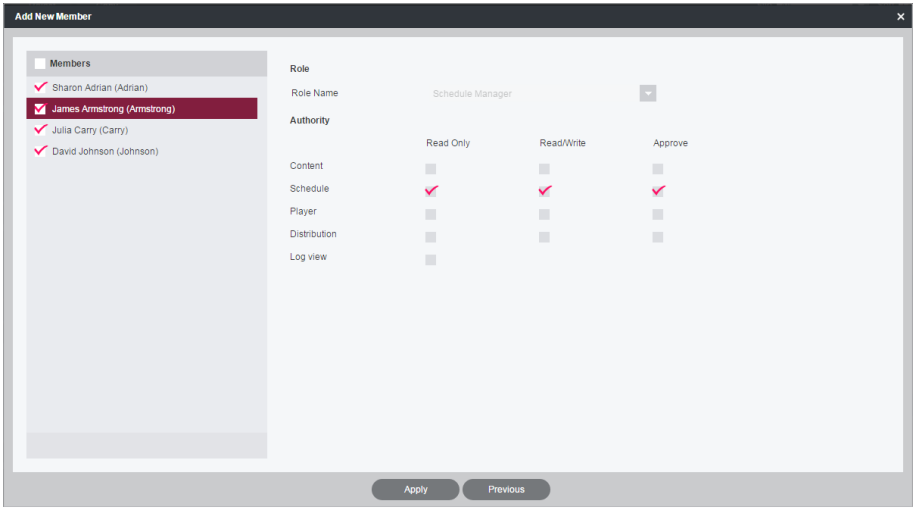


Workgroup Users

On the Edit Workgroup screen, select a workgroup to view the list of users belonging to the workgroup.

Adding Users to a Workgroup

On the Workgroup Members Screen, select New to view the list of users that can be added and their roles. When you select a user and add them to the selected workgroup, the user will be able to manage the content, schedule and players of the workgroup.

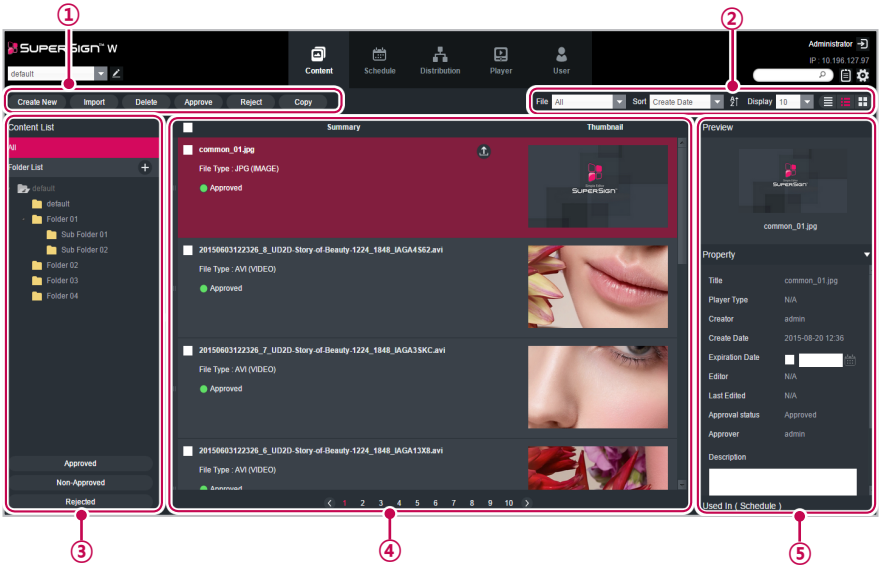


Content

You can create advertising content using various templates and layouts. To edit content, refer to the user manual of SuperSign Editor.

Content Window Layout and Functions

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



No.	Name	Function
①	Action buttons	• **[Create New]**: Create content. • **[Import]**: Imports content and media (video, music, Flash, image, PDF/Office) files or play lists. • **[Delete]**: Delete content. • **[Approve]**: Approves content. • **[Reject]**: Rejects content. • **[Copy]**: Copies or moves multiple content

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

CAUTION

- After editing the properties under Details, if you find the changes are not reflected, configure Internet browser options as follows:
  Go to Tools > Internet Options > Browsing History > Settings and click "Every time I visit the webpage" under "Check for newer versions of stored pages".

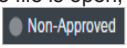
Loading Content

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

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

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

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

- Once the file is open, the Editor switches to the Content window, displaying the file status with the 

icon.

Setting an Expiration Date for Media

1 Select the media in the content list that you want to set an expiration date for.

2 Check the Expiration Date box under the Properties tab in the Details pane.

- To delete the existing expiration date, uncheck the Expiration Date box and click the **[Save]** button.

3 Specify your desired expiration date by clicking the  button.

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

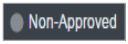
5 Content, Play List, and Schedule that refer to the media will have the same expiration date as the media.

- On the Content List screen, expired content is shown marked with an 

.

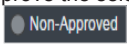
Content Management

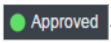
Approving Content

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

shown in the item list.

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

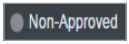
3 Click the **[Approved]** button to approve the selected content.
- Once the approval is complete, 

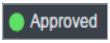
changes to 

.

Rejecting Content

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

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

or 

changes to 

.

Deleting Content

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

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

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

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

Copying or Moving Multiple Content

NOTE

- Copying and moving multiple content is available on SuperSign W only. To use these additional functions, please purchase SuperSign W.

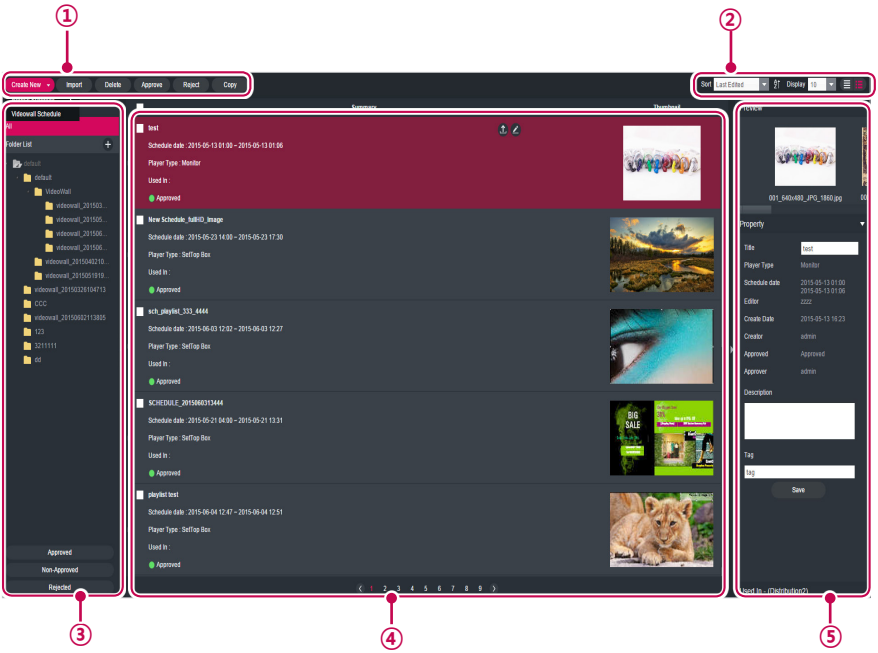
1. On the content details list, select content to copy or move.
2. Click the **[Copy]** button to copy or move the selected content.
3. When moving content, select the Delete the original option at the bottom of the Copy or Move screen.
4. Select a workgroup and a folder to copy or move and click the **[Apply]** button.
   - When moving, content can only be moved to another folder within the same workgroup.

Schedule

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

Schedule Window Layout and Functions

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



No.	Name	Function
①	Action buttons	• **[Create New]**: Creates a schedule. • **[Import]**: Loads a schedule. - Supports .Zip file format - When importing the exported ZIP file, all of the included content will be registered on the same server. • **[Delete]**: Deletes a schedule. • **[Approve]**: Approves a schedule not approved. • **[Reject]**: Rejects a schedule not approved. • **[Copy]**: Copies or moves multiple schedules.

No.	Name	Function
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • / : List view/Normal view
③	Schedule list	Displays the list of saved schedules. • **All**: View the list of all schedules. • **Approved**: View the list of approved schedules. • **Non-Approved**: View the list of unapproved schedules. • **Rejected**: View the list of rejected schedules.
④	Details list	• **Summary** - Display file name, schedule date, player type, scheduled player, and approved status - The , and buttons will be enabled when you click the mouse. - button: Switches to schedule editing screen - button: Exports the schedule - button: Copy schedule (However, you can only copy schedules for the videowall schedule.) • **Thumbnail**: Displays the thumbnail image and filename of a content file in a schedule
⑤	Details	Provides the details of the selected schedule. • **Preview:** Thumbnail image and file name of the content included in the schedule. • **Property**: Schedule properties (Title, Player Type, Schedule date, Editor, Create Date, Creator, Approval status, Expiration Date, Approver, Description, and Tag) • **Available (Distribution)**: Provides distribution information that uses the applicable schedule. * The administrator can edit the information.

CAUTION

- After editing the properties under Details, if you find the changes are not reflected, configure Internet browser options as follows:
  Go to Tools > Internet Options > Browsing History > Settings and click "Every time I visit the webpage" under "Check for newer versions of stored pages".

Creating New Schedules

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

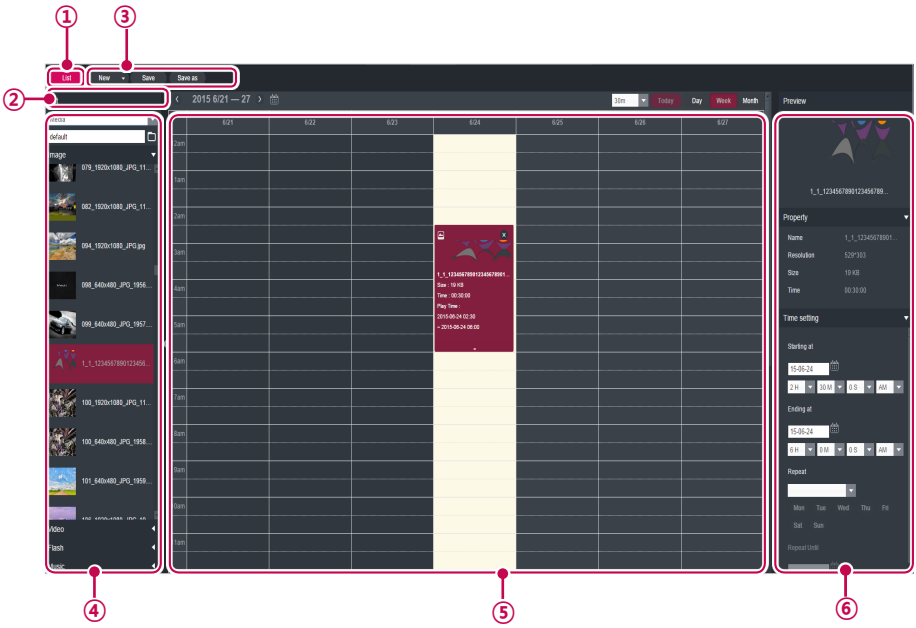
2 In the schedule list screen, click **[Create New]** button at the top left corner.

3 When creating a normal schedule, select the player type you want from Player type. When creating a videowall schedule, select Videowall.

NOTE

- Videowall schedule registration is available on SuperSign W only. To use this function, please purchase SuperSign W.
- For synchronizing the videowall when registering the videowall schedule, you can only add content, and video.

- The new schedule edit area page appears. By default, the schedules are sorted per **week**.



No.	Name	Function
①	List button	Moves to the content list
②	File name display area	Displays the current file's name.
③	Action buttons	• **[New]**: Creates a schedule. • **[Save]**: Saves a schedule. • **[Save as]**: Saves the schedule with a new name.

No.	Name	Function
④	Library area	Browse content files • **Play list**: Shows only the play lists that match the selected schedule type. • **Content**: Provides only the content that is relevant to the selected schedule type. - **Monitor**: Provides monitor-type content only. - **Set-top box**: Provides all content. - **TV**: Provides TV content only. • **Media**: Browse a list of files saved (photos, videos, flash, music, PDFs, and Office).
⑤	Schedule edit area	• Provides functions at the top to browse durations and sets the time unit. • Sorts by category (**Today**, **Day**, **Week**, and **Month**)
⑥	Details	• **Preview**: Preview the selected content. • **Property**: View the properties of the selected content. • **Time setting**: Set the play time of the selected content.

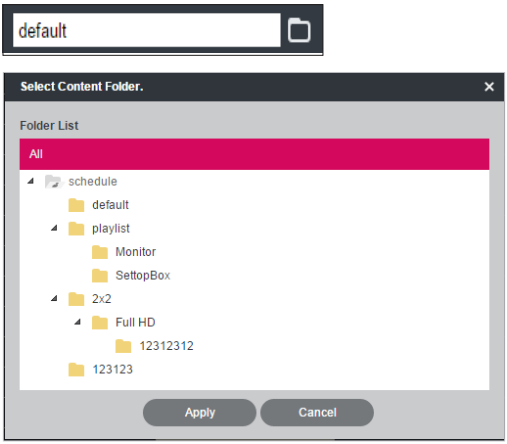
4 To select a date, use the Date box at the top of the Schedule Edit Area.

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



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

- Click the folder icon at the top left of the Edit screen to select a content folder and view



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

NOTE

- PPT/PDF/ODP files added to the server using the PC Editor can be selected from monitor/TV type.

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

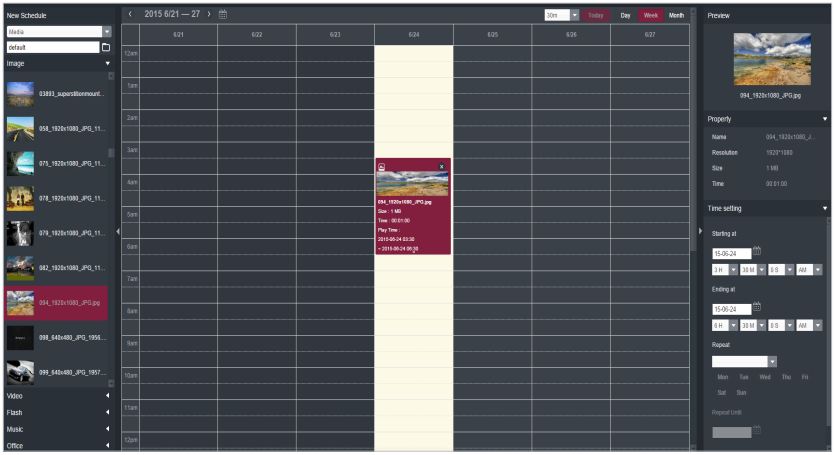
7 Set the item's play duration in the **Time setting**.

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

8 To save the schedule, click the **[Save]** button.
- Select Redistribution automatically to automatically revise and save the distributed schedule. If you select Redistribution automatically, the revised schedule is redistributed to the player that is playing the latest revised schedule.

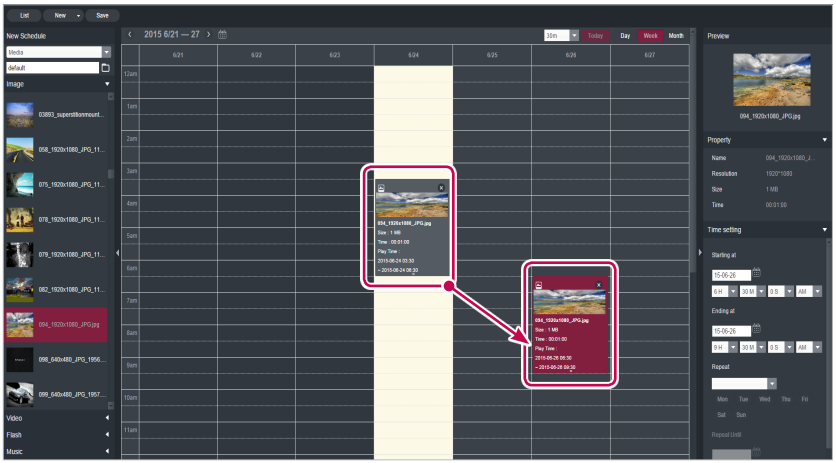
Copying Schedule Cells

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



2 Select an area to copy to, and press **<Ctrl+V>**.

- The schedule cell is copied to the selected area.



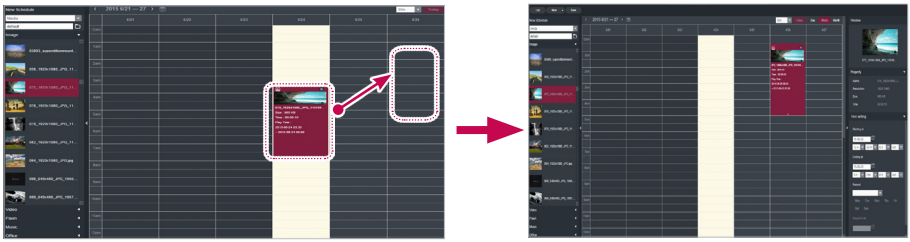
NOTE

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

Moving Schedule Cells

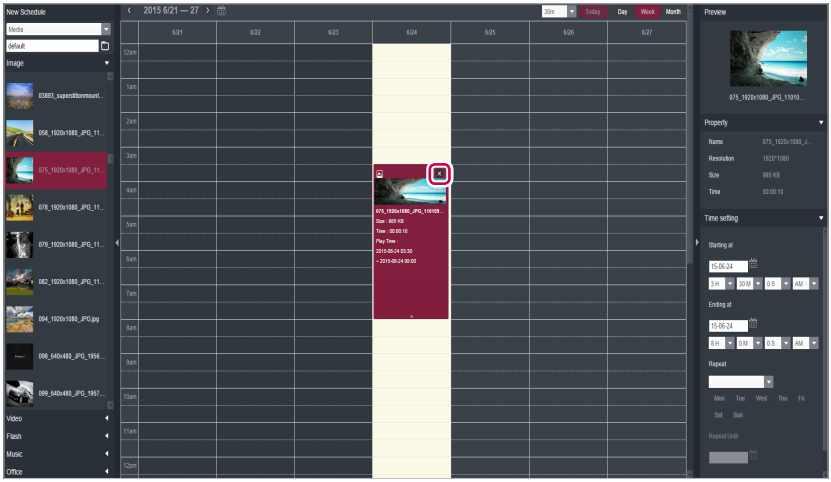
1 In the Schedule Edit mode, select a schedule cell to move, and drag-and-drop it onto a desired position.

- The schedule cell is moved to the selected area.



Deleting Schedule Cells

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



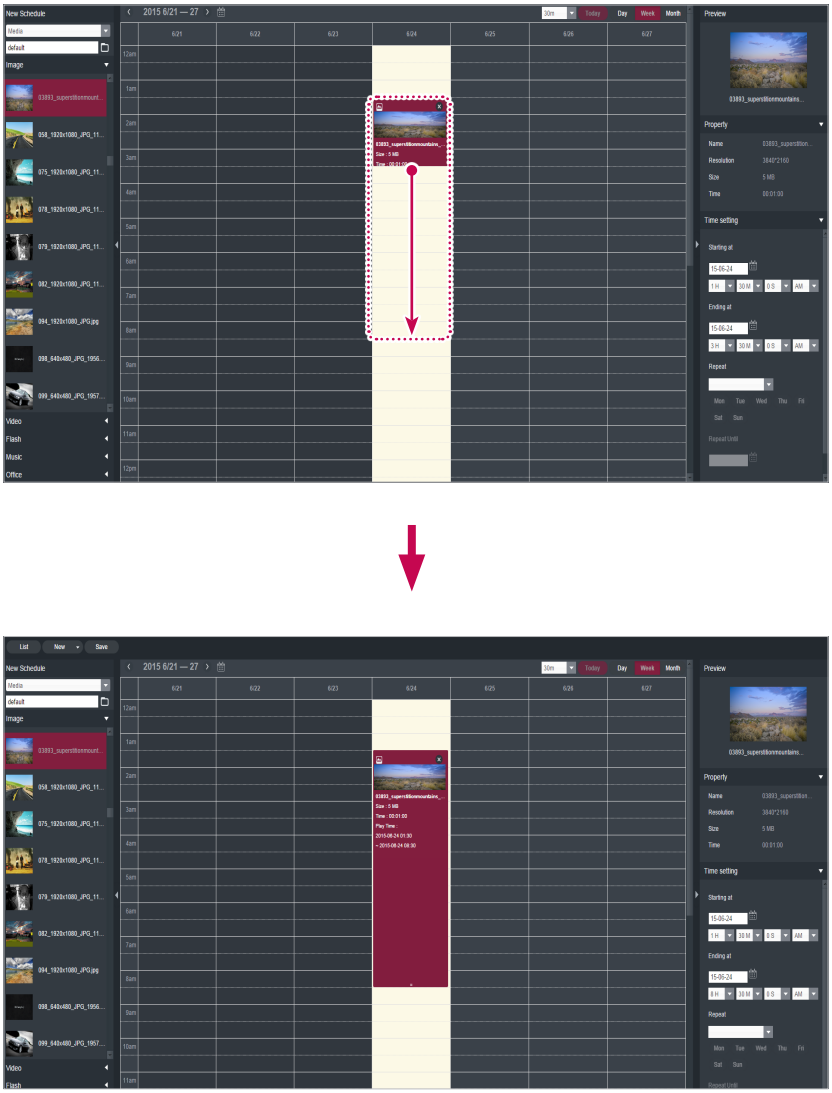
2 When the Confirm Delete pop-up appears, click the **[OK]** button.

- The selected schedule cell is deleted.

Adjusting the Schedule Cell Time

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

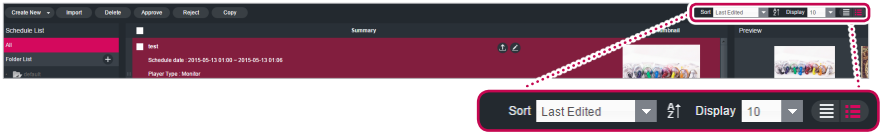
- When you place the mouse over the bottom of the schedule cell, the mouse cursor changes. Drag the schedule cell to increase or decrease the time.



Schedule Management

Viewing Schedules

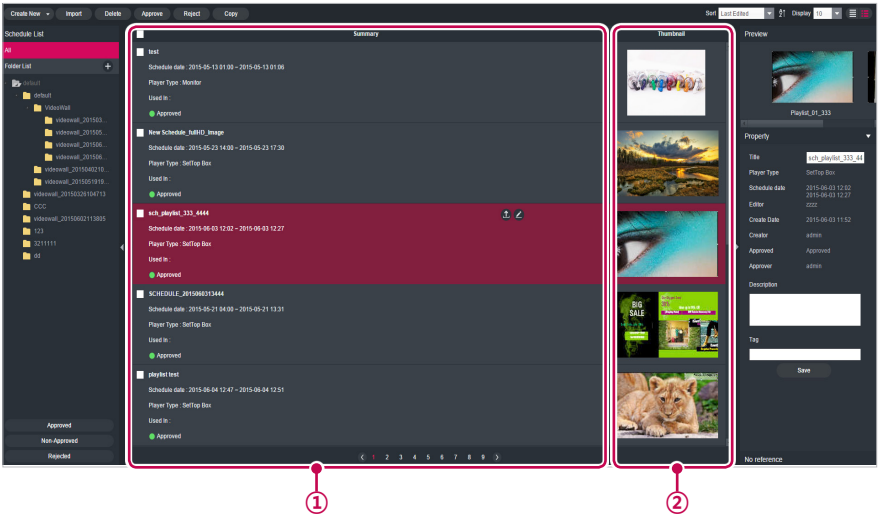
1 Select a Sort By category you want at the top of the Schedule window.



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

2 Select a schedule to view in the Schedule list.

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



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

Approving Schedules

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

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

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

Rejecting Schedules

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

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

Deleting Schedules

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

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

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

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

Editing Schedules

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

2 Select a schedule to edit using your mouse.
- The , , and buttons will be enabled.

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

NOTE

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

Copy Schedule

NOTE

- Copy Schedule is provided only with SuperSign W. To use this function, purchase Super-Sign W.

1 Click a schedule category to copy from the schedule list.
- A schedule list appears in the item list.

2 Select a schedule to copy with your mouse.
- The , , and buttons will be enabled.

3 Click the button.
- The videowall schedule will be copied.

4 To edit the copied videowall schedule, select the copied videowall schedule, and then click the button.
- When editing the videowall schedule, you can only replace content. You cannot delete content or change the play time of the content within the schedule.

Copying or Moving Multiple Schedules

NOTE

- Copying and moving multiple schedules is only provided with SuperSign W. To use this function, purchase SuperSign W.

1 On the schedule list, select schedules to copy or move.

2 Click the **[Copy]** button to copy or move the selected schedules.

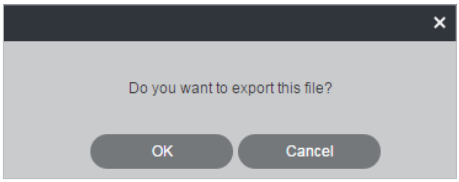
3 When moving schedules, select the Delete Original option at the bottom of the Copy or Move screen.

4 Select a workgroup and a folder to copy or move and click the **[Apply]** button.
   - When moving, schedules can only be moved to another folder within the same work-group.

AutoPlaying schedule files

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

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



2 Download the AutoPlay.zip file and unzip it.
   - Use a compression program that supports UTF-8 encoding, such as ALZip and WinRAR.

3 Move the AutoPlay folder to a USB device.

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

NOTE

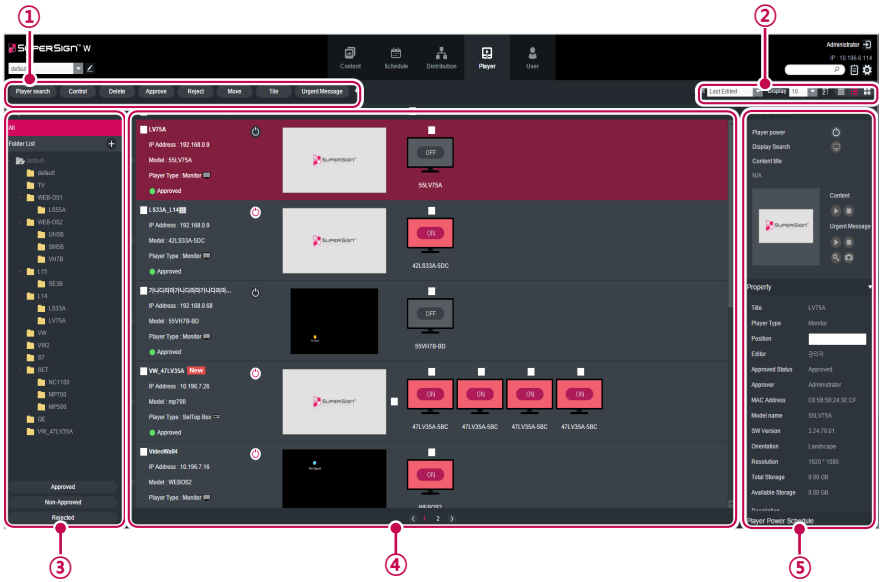
- Content created using a template or layout provided by SuperSign will be displayed normally only on a 16:9 monitor. Otherwise, it will not be played correctly.

Player

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

Player Window Layout and Functions

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



No.	Name	Function
①	Action buttons	• **[Player search]**: Search players. • **[Control]**: Opens the Control pop-up. • **[Delete]**: Deletes a player. • **[Approve]**: Approves a player not approved. • **[Reject]**: Rejects a player not approved. • **[Move]**: Moves multiple players. • **[Tile]**: Enables the Tile mode. • **[Urgent Message]**: Sends an urgent message. For more information, see 78 Page, "Urgent Message". • : Refresh the current display and status of the player, or browse a new player.

No.	Name	Function
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • **Display**: Set the number of items to display by pressing the [▼] button. •  : Sort in ascending or descending order. •  /  /  : List view/Normal view/Thumbnail view
③	Player List	View the list of players saved. • **All**: View the list of all players. • **Group**: Shows the player list in a group • **Approved**: View the list of approved players. • **Non-approved**: View the list of unapproved players. • **Rejected**: View the list of rejected players.
④	Details list	• **Summary** - Displays player name, IP address, model name, player type, and approval status - Player Power(**[On]/[Off]**) buttons • **Thumbnail** - Title and display of the content currently being played. - List of displays (up to 225 items) connected to, and recognized, in the player.
⑤	Details	Provides the player details and control functions. • **General Control**: Power management, player screen history view, content preview, zoom, and capture, and management of playing content and urgent message play • **Property**: Player properties (Title, Player Type, Location, Modified By, Approval Status, Approved By, Serial Number, Model Name, Software Version, Display Orientation, Resolution, CPU, Total Space, Available Space, Descriptions, Tags, The person in charge, and Contact Information) • **Player Power Schedule:** schedules the time to power players on/off (Supported only by the SetTop Box Type player) * Properties can be edited by the Administrator.

CAUTION

- After editing the properties under Details, if you find the changes are not reflected, configure Internet browser options as follows:
  Go to Tools > Internet Options > Browsing History > Settings and click "Every time I visit the webpage" under "Check for newer versions of stored pages".

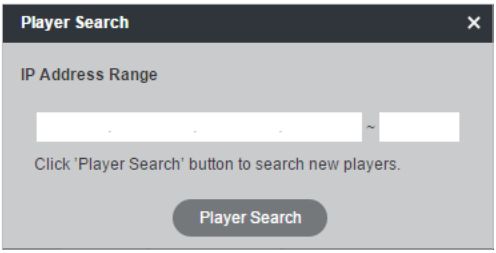
Player Search

You can search for a preferred player.

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

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

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



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

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

NOTE

- Player Search can only be used by users that have permissions for the default workgroup.

Player Control

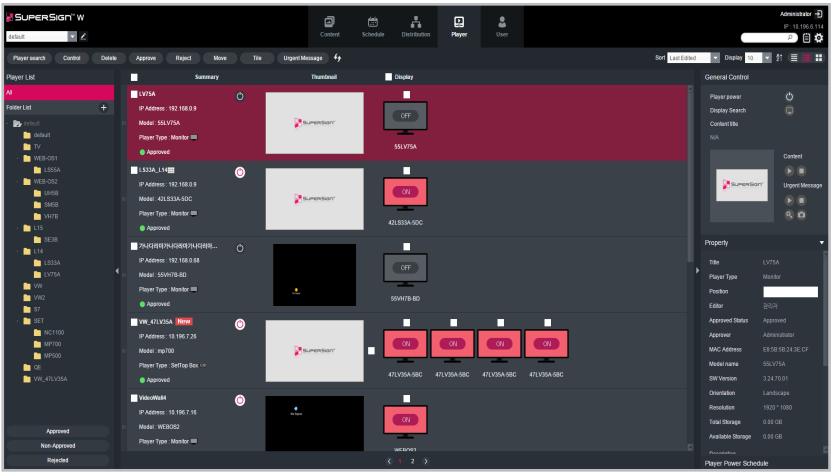
You can control the power and detail functions of player and display.

Turning Players On/Off

Turns the player power on/off.

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

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



NOTE

- TV supports only the power-off feature.

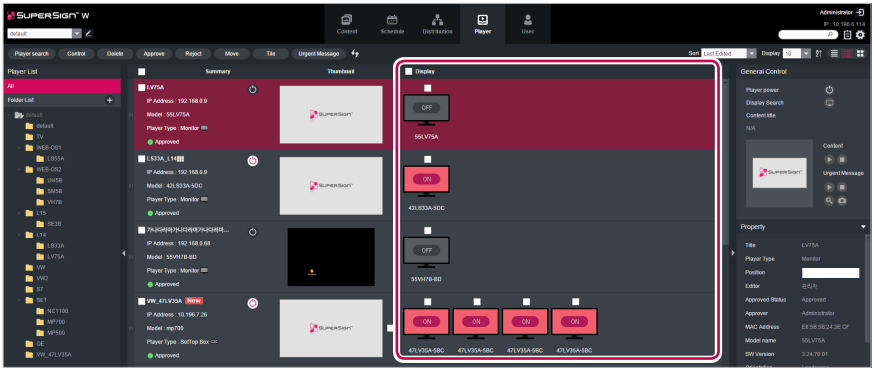
Turning the Display On/Off

Turns the display power on/off.

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

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

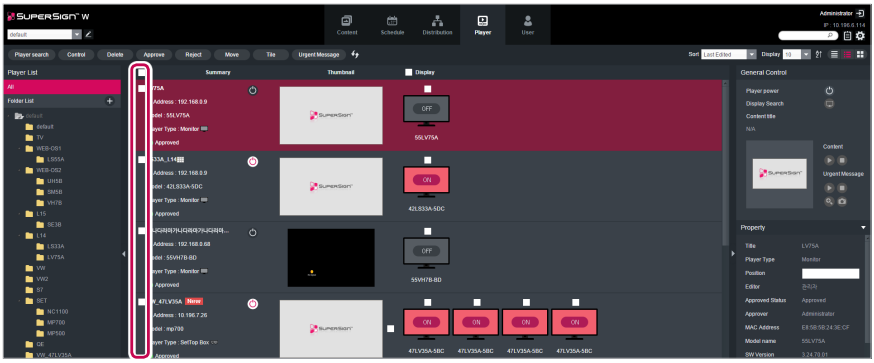
3 Powering the display on/off is different depending on the player type.
- Set top box: If the player is powered on, click **[OFF]** of the display to turn it on. If the player is powered off, turn on the display's power first and follow the same procedure as above.
- Monitor: For a monitor type player,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



Controlling the Device Details

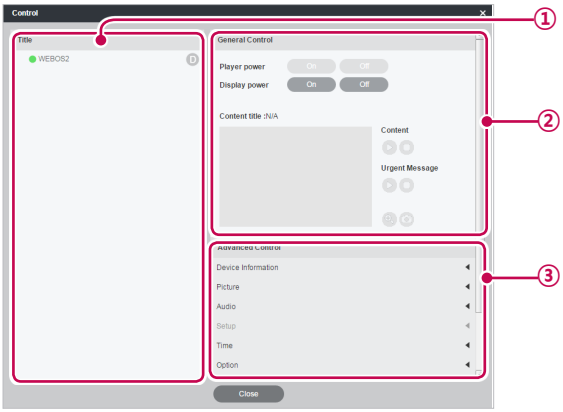
You can control a player and display in details.

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



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

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



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

No.	Name	Function
③	Advanced Control	• **Device Information**: displays detailed information for each device and network configuration status. - **Player**: device, status and network connection information. - **Display**: device, status, self-diagnosis, and network information. • **Video:** input, aspect ratio, power-saving mode, picture mode, back-light, contrast, brightness, sharpness, tint, color temperature, screen off, OSD menu etc. • **Audio**: sets the current time of the device and controls the power schedule. • **Time**: Changes the standard time of the device. • **Option**: ISM mode, DPM Select, factory reset, remote control/local key lock, sleep time, power-on delay, advanced control etc. • **Settings:** Changes TV channel (only on TV). • **3D:** Enables/disables the 3D mode and changes the 3D settings. (The 3D options are available only for a monitor or TV that supports 3D.) • **Time Synchronization**: sets the time sync for players. • **Software Update**: updates software update after a file to update has been selected. • **SuperSign Server Setup**: Allows modification to the IP address setting, of the SuperSign Server

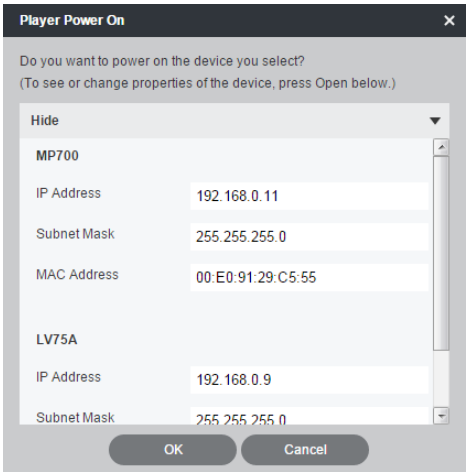
NOTE

- The name of the software update file must start with SuperSignPlayer_setup.
- After the player updates the software, it is automatically rebooted.

Controlling the player power in details

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

Controlling power settings after selecting multiple players



Restrictions on Connecting the Player/Display

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

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

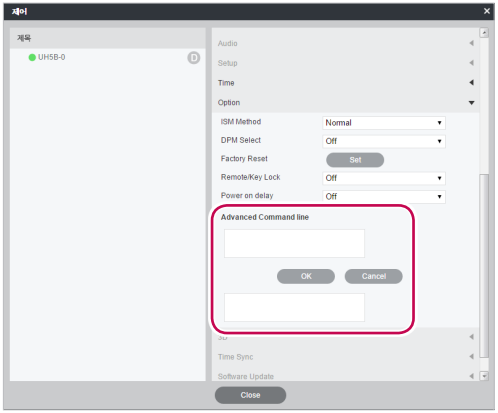
Device Combination	OPTION Settings									
	Player		Display		Content		Instant Message		Snapshot	
	On	Off	On	Off	Plays	Stop	Plays	Stop	Capture	Zoom
STB: 1 MNT: 0, Display: 0	O	O			O	O	O	O	O	O
STB: 0 MNT: 1, Display: 0	O	O			O	O	O	O		
STB: n MNT: 0, Display: 0	O	O			O	O	O	O		
STB: 0 MNT: n, Display: 0	O	O			O	O	O	O		
STB: m MNT: n, Display: 0	O	O			O	O	O	O		
STB: 0 MNT: 0, Display: 1			O	O						
STB: 0 MNT: 0, Display: n			O	O						
STB: m MNT: 0, Display: n	O	O	O	O	O	O	O	O	O	O
STB: 0 MNT: m, Display: n	O	O	O	O	O	O	O	O		
STB: m MNT: n, Display: N	O	O	O	O	O	O	O	O		

Device Combination	Advanced Command						
	Device info	Picture	Sound	Hours	General	Time Synchronization	Software Update
STB: 1 MNT: 0, Display: 0	O					O	O
STB: 0 MNT: 1, Display: 0	O						
STB: n MNT: 0, Display: 0	O					O	O
STB: 0 MNT: n, Display: 0	O						
STB: 0 MNT: 0, Display: n	O	O	O	O	O		O
STB: m MNT: n, Display: N	O	O	O	O	O	O	

Advanced Command line

The Advanced Command line menu located in the general tab of display allows you to remotely control the LG Electronics monitor or TV.

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

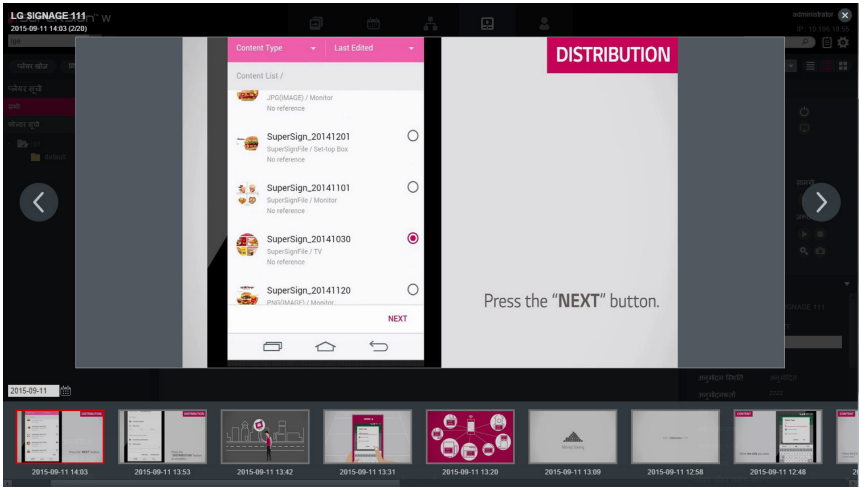


NOTE

- To find out which Monitor or TV and control commands are supported by SuperSign, see the appendix Monitor or TV Models Supported by SuperSign.
- The RS232C control command is dependent on the type of Monitor or TV; see the RS232C protocol in the user's Monitor or TV manual.
- When controlling a monitor individually, enter the same set ID as the one set for the monitor.
- Advanced Command line does not work if the set ID you entered is invalid.
- When controlling a group of monitors, select the group and enter "00" for the set ID in the Advanced Command line box. In this case, no acknowledgement is returned.

Player Screen History Management

1 Select the player in the player list whose screen history you want to view.
2 Click the preview image or the button under the General Settings tab in the Player Details pane.
3 Now you can view the history of the player screen.

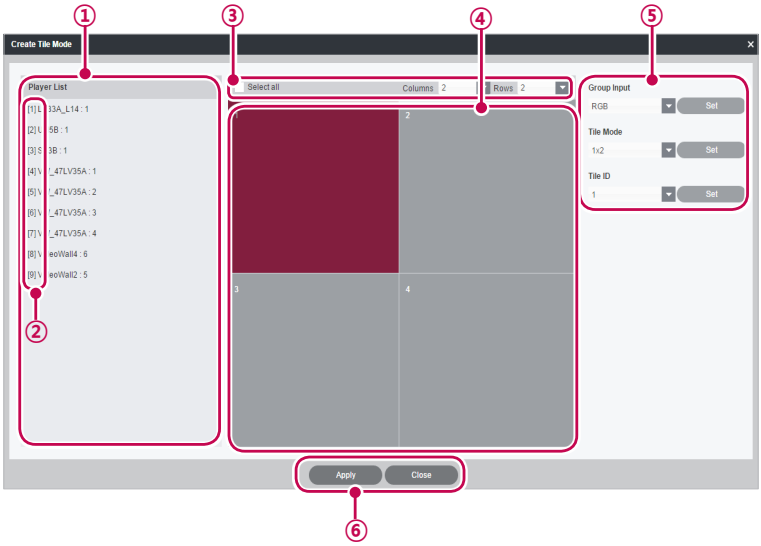


NOTE

- To enable Player Screen History Management, set [History Management] under the [Set] - [Systems] tab to Auto.

Creating Tiles

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



No.	Name	Function
①	Player List	Shows a list of monitors to be displayed in tile mode. You can drag & drop the monitors to change the order.
②	Order of Monitors	Shows the order of monitors.
③	Tile Size	Sets the number of tile columns and rows.
④	Monitor Selection Area	When selected, the area is displayed in red. Click again to release it.
⑤	Group Input	Click monitors in the monitor selection area (④) to choose a tile group. Select an option in the Group Input dropdown list and click the **[Set]** button to apply the change.
	Tile Mode	Click monitors in the monitor selection area (④) to choose a tile group. Select an option in the Tile Mode dropdown list and click the **[Set]** button to apply the change.
	Tile ID	Click the monitor for which you want change the tile ID. Change the tile ID and click the **[Set]** button.

No.	Name	Function
⑥	Apply	Click the **[Apply]** button to apply the tile settings to the monitors and a message window pops up to confirm it.
	Close	Click the **[Close]** button or the **[X]** button at the top right of the window to go back to the player list.

NOTE

- Creating tiles is only available in the Normal view.
- The tile creation feature is not available on TVs.

Player Management

Approving Players

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

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

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

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

Rejecting Players

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

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

Deleting Players

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

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

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

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

NOTE

- If a player is rejected, the connection with the player is cut off. However, it may take a while to disconnect completely.
- You can delete only players that are powered off.

Moving Multiple Players

NOTE

- Moving multiple players is available on SuperSign W only. To use this additional function, please purchase SuperSign W.

1 On the player details list, select players to move.

2 Click the **[Move]** button to move the selected players.

3 Select a workgroup and a folder to move and click the **[Apply]** button.

User

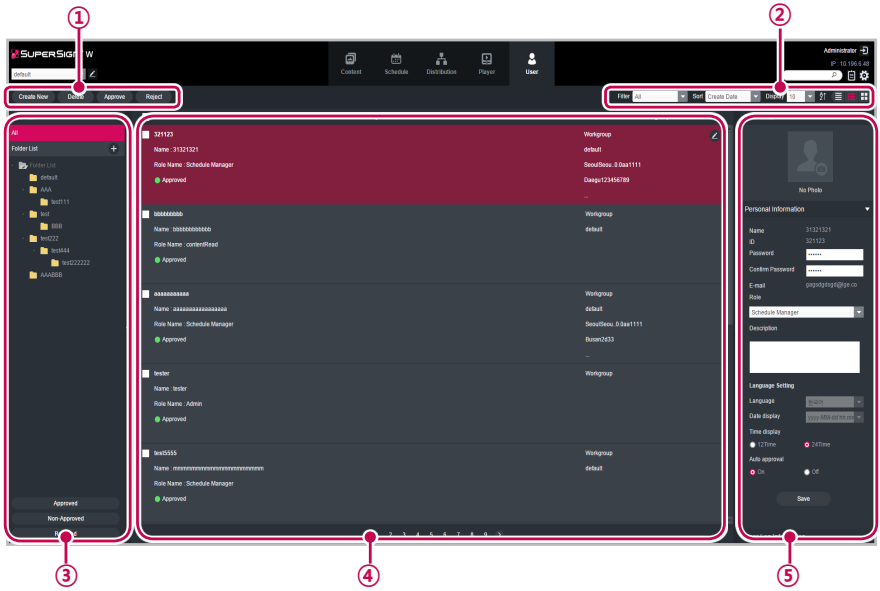
You can view or manage (approve, reject, and delete) all user accounts. You can also edit each workgroup, role, password, and the auto approval setting of each user.

NOTE

- The User menu is provided only to administrators of SuperSign W. To use this additional function, purchase SuperSign W.

User Window Layout and Functions

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



No.	Name	Function
①	Action buttons	• **[Create New]**: Creates a user account. • **[Delete]**: Deletes a user account. (all information related to the user ID will also be deleted.) • **[Approve]**: Approves a user account not approved. • **[Reject]**: Rejects a user account not approved.

No.	Name	Function
②	Sorting	• **Filter**: Filter by role. • **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • / / : List view/Normal view/Thumbnail view
③	User List	View the list of user accounts saved. • **All**: View the list of all accounts. • **Approved**: View the list of approved accounts. • **Non-Approved**: View the list of unapproved accounts. • **Rejected**: View the list of rejected accounts.
④	Details list	• **Summary** - Shows user ID, roles, and approval status. • **Workgroup**: Shows the user's workgroups for editing, etc.
⑤	Details	Details page of the selected user ID • **Thumbnail**: Shows the user's image. • **Property**: Shows all information (personal information, language setting, and auto approval setting) entered by the user on the register page or the profile tab on setting. • **User log information**: Shows the user's status information (first created date, creator, last edited date, editor, approval status, approver, last login, and last logout).

CAUTION

- After editing the properties under Details, if you find the changes are not reflected, configure Internet browser options as follows:
  Go to Tools > Internet Options > Browsing History > Settings and click "Every time I visit the webpage" under "Check for newer versions of stored pages".

User Account Registration

You can create accounts to use in the program.

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

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

3 Enter all required information.

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

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

NOTE

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

Editing User's Workgroup

You can edit a program user's workgroup.

1 Click **User** in the Menu tab at the top of the program.

2 Click a user whose role is not administrator and click the icon that appears.

3 Select a workgroup to allocate to the user.

4 Click the **[Save]** button at the bottom center of the Select Workgroup pop-up to save the information you have entered.

User Account View

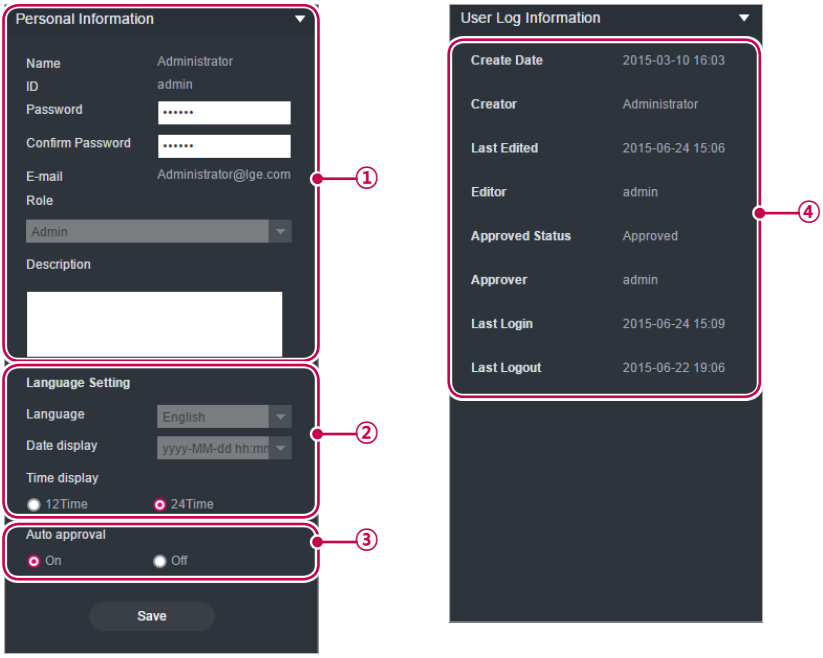
You can view details of registered user accounts.

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

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

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

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

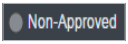


No.	Name	Function
①	Personal information	Displays the user's name, ID, Password, Phone number, Mobile phone number, E-mail, Role, and Description.
②	Language setting	• Displays the preferred language of the account user There are 20 languages available. • Date format (e.g., MM/DD/YYYY) • Sets the time display format
③	Auto approval	Shows the auto approval setting information.
④	User Log Information	Displays the Create Date, Creator, Last Edited, Editor, Approved Status, Approver, Last Login, and Last Logout information

User Account Management

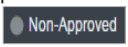
Approving User Accounts

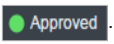
1 Click **User** on the Menu tab located at the top.

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

shown in the item list.

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

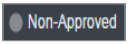
4 Click the **[Approved]** button to approve the selected account.
- Once the approval is complete, 

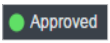
changes to 

.

Rejecting User Accounts

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

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

or 

changes to 

.

Deleting User Accounts

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

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

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

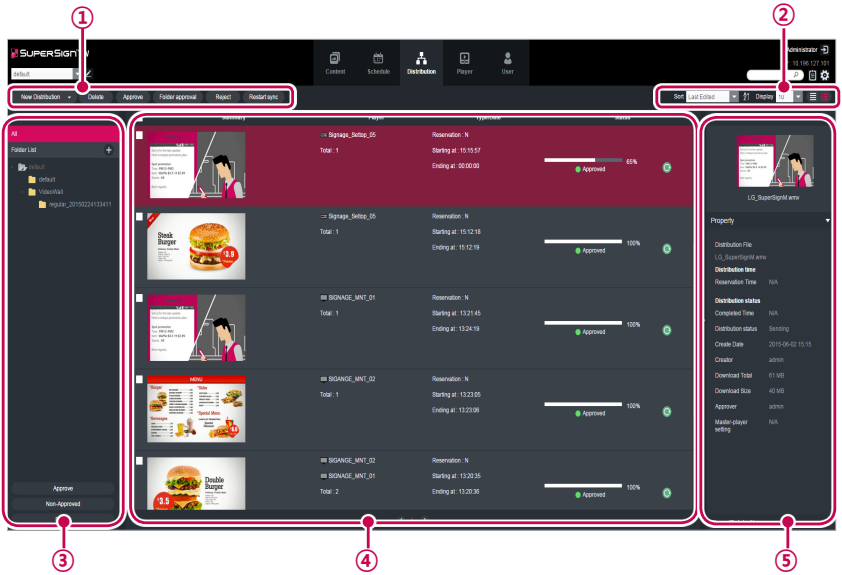
4 When the deletion confirmation window appears, click the **[OK]** button.
- Once the deletion is complete, the deleted player will disappear from the details list.

Distribution

You can distribute content to players.

Distribution Window Layout and Functions

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



No.	Name	Function
①	Action buttons	• **[New Distribution]**: Creates a new distribution. • **[Delete]**: Deletes a distribution. • **[Approve]**: Approves a distribution. • **[Folder approval]**: Approves the entire folder. • **[Reject]**: Rejects a distribution. • **[Restart sync]**: Restarts distribution sync.
②	Sorting	• **Sort**: Sort by various categories (e.g., last date updated). • : Sort in ascending or descending order. • **Display**: Set the number of items to display by pressing the [▼] button. • / : List view/Normal view
③	Distribution list	Shows the stored distribution list • **All**: Shows all the distribution list • **Approved**: Shows approved distribution list • **Non-Approved**: Shows non-approved distribution list • **Rejected**: Shows rejected distribution list

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

NOTE

- Once video wall content is distributed, it can not be redistributed.
- Expired content and schedules cannot be distributed or redistributed.

Creating Content Distribution Files

You can transmit content to a player.

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

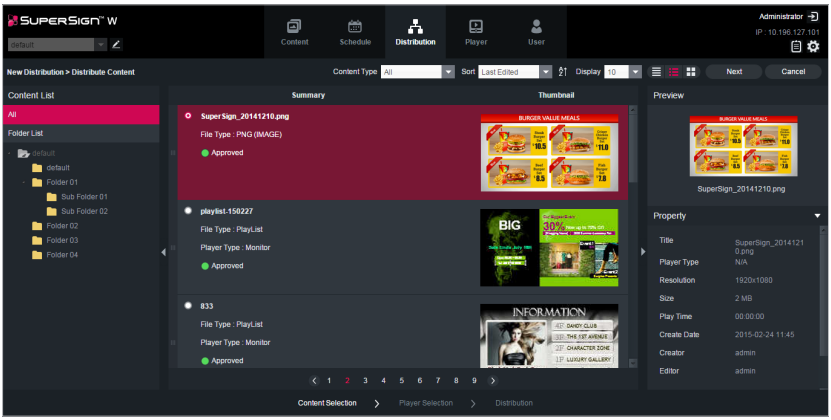
2 Click the **[New Distribution]** button in the top left of the Distribution window.

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

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

5 Select a content item you want to distribute in the details list.

- The selected content is shown with a check mark.
- You can view the content details in the Property panel.
- The type of player you can select varies depending on content limitations.
  - Content restrictions: Photo/video file and Flash/PDF/Office file where the resolution is higher than 3840 X 2160.
  - Selecting content without limitations: You can select a monitor/TV or set-top box player.
  - Selecting content with limitations: You can select only a set top box player.
  - For Flash, you can select only the supported Monitor Type player. (Refer to the owner's manual of the monitor for Flash support.)



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

- The player selection window appears.

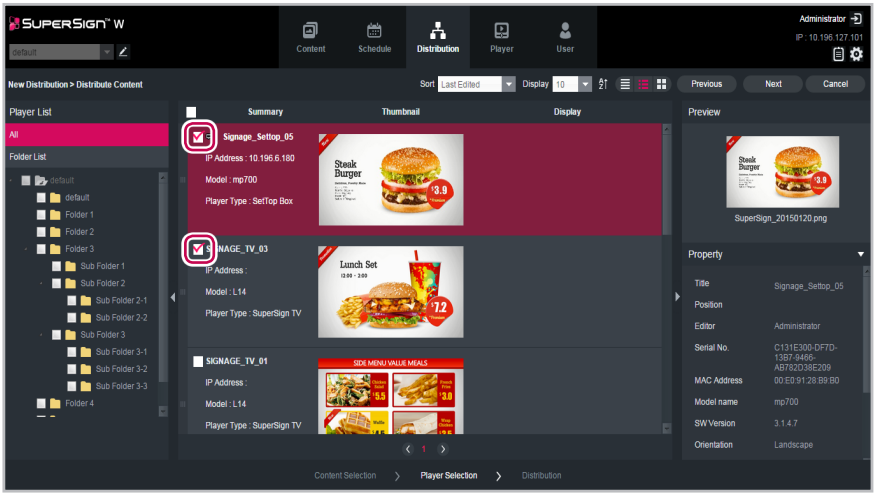
7 Select a player group and a player to distribute to in the Player List.

- The approved player appears in the details list.
- Do not select the boxes for monitors or TVs if the file name of the selected content is 42 characters or longer.
- Do not select the boxes for monitors or TVs with a lower resolution than that of the selected content.
- Select a player group to distribute to a player in the group.

8 Select a player you want to distribute to in the details list.

- The selected player is shown with a check mark.
- If you select a player with a mark, the pop-up message, **"The selected player(s) has already been distributed. Do you want to select?"** is displayed. If you do not want to select the player, select another player and go to the next step.
- A player currently engaged in a distribution is locked, and a lock icon is displayed in the check box. Another distribution cannot be entered until the current one is complete.
- You can view the player details in the Property panel.
- If set top box content is selected, neither monitors nor TVs will not be displayed in the player list.

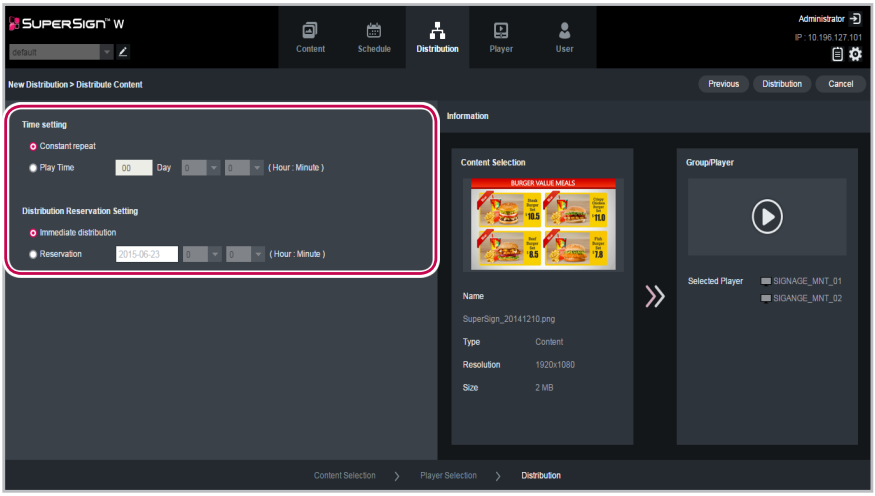
- If monitor-type content is selected, only monitors or set-top box players are shown on the player list.
- If TV content is selected, only TVs or set-top box players are shown on the player list.



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

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

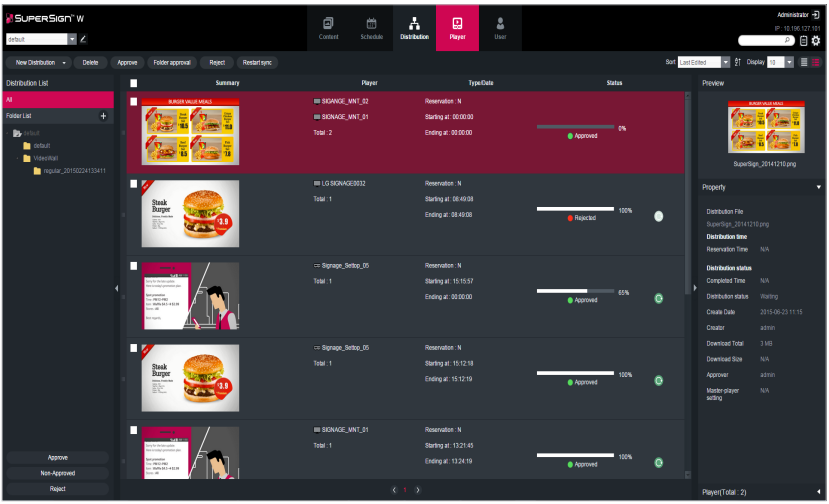
10 Confirm the content to distribute, confirm the player information, and then specify distribution settings.



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

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

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



NOTE

- When the content is distributed, any previous schedule sent are ignored.
- When distribution has been reserved, the file is distributed if approval is given before the time reserved. If approval is given after the reserved time, then distribution takes place as soon as approval is given.
- You can cancel distribution in the middle of playback. Because content cannot be continuously downloaded when the distribution has been cancelled, distribution must be restarted from the beginning. For more information, see 74 Page, "Canceling Distribution".
- You cannot play content when the distribution percentage is not 100%.
- Disconnecting the USB storage device during playback of content on the USB storage device may damage the content file.
- A file over 4 GB cannot be transferred.
  - For a single media file, the set-top box type can distribute a file up to 4 GB, whereas the monitor/TV type can distribute a file up to 2 GB.
- While distribution is in progress, contents may not be played properly.

Creating Schedule Distribution Files

You can send scheduled content to players.

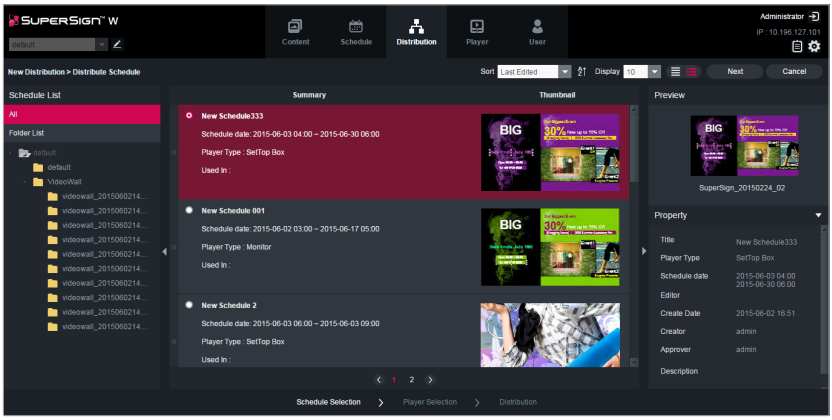
1 In the Menu tab at the top of the program screen, click **Distribution**.

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

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

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

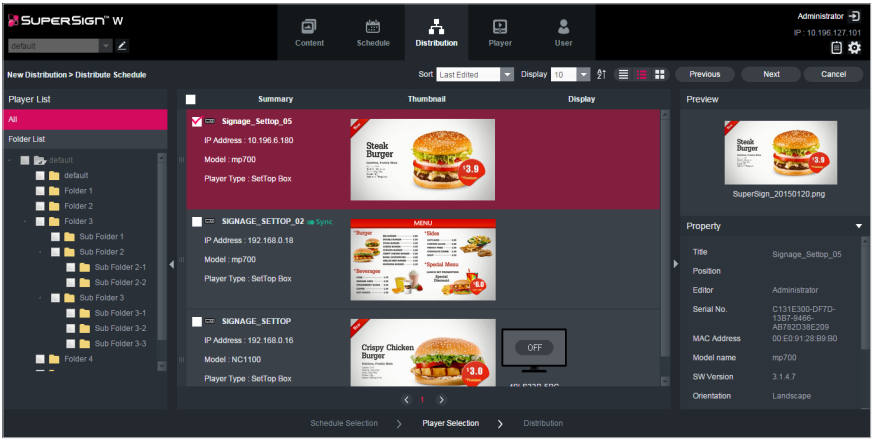
5 Select a schedule you want to distribute in the details list.
- The selected schedule is shown with a check mark.
- You can view the schedule details in the Property panel.



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

7 Select a player group and a player to distribute to in the Player List.
- The approved player appears in the details list.
- Select a player group to distribute to a player in the group.

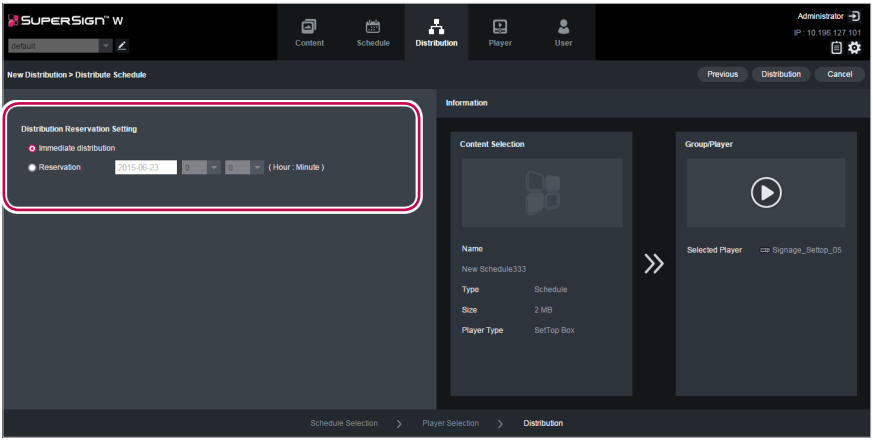
8 Select a player you want to distribute to in the details list.
- The selected player is shown with a check mark.
- If you select a player with the mark, the pop-up message, **“The selected player(s) has already been distributed. Do you want to select?”** is displayed. If you do not want to select the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



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

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

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



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

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

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

NOTE

- When the content is distributed, any previous schedule sent are ignored.
- A file over 4GB cannot be transferred.
- When distribution has been reserved, the file is distributed if approval is given before the time reserved. If approval is given after the reserved time, then distribution takes place as soon as approval is given.
- You can cancel distribution in the middle of playback. Because content download cannot be resumed on a monitor type player when the distribution has been canceled, distribution must be restarted from the beginning. For more information, see 74 Page, "Canceling Distribution". (It is possible to resume downloads on a set top box type player.)
- You cannot play content when the distribution percentage is not 100%.
- A file over 4 GB cannot be transferred.
  - For a single media file, the set-top box type can distribute a file up to 4 GB, whereas the monitor/TV type can distribute a file up to 2 GB.

Creating VideoWall Distribution File

Any content that requires synchronized video playback can be distributed as VideoWall content for VideoWall players.

Distribute Videowall - Basic

NOTE

- Distribute Videowall is available on SuperSign W only. If you want to use this feature, purchase SuperSign W.

If the desired videowall of monitors has a single-direction grid layout (vertical or horizontal to the floor), select **[Distribute Videowall]** > **[Basic]**.

Creating Content Videowall Distribution Files

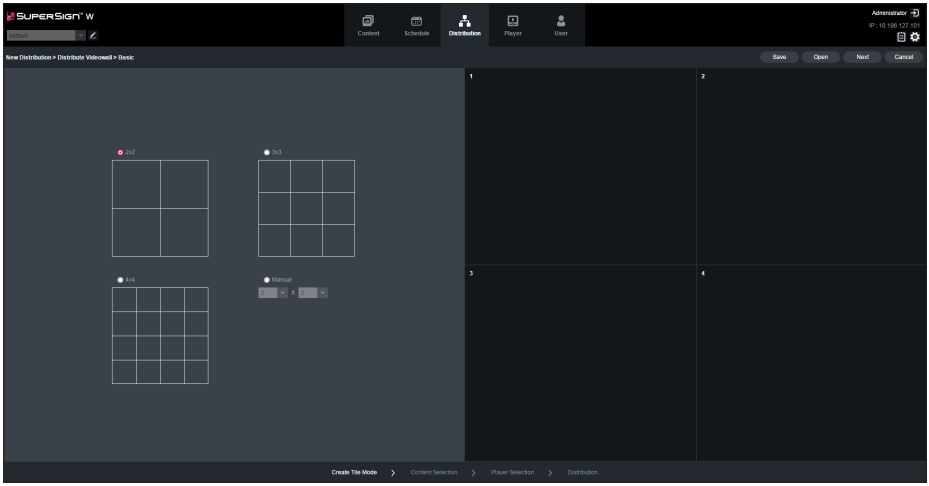
1 Click the **[Distribution]** tab in the Menu tab at the top of the program.

2 Click the **[New Distribution]** button at the top left of the screen.

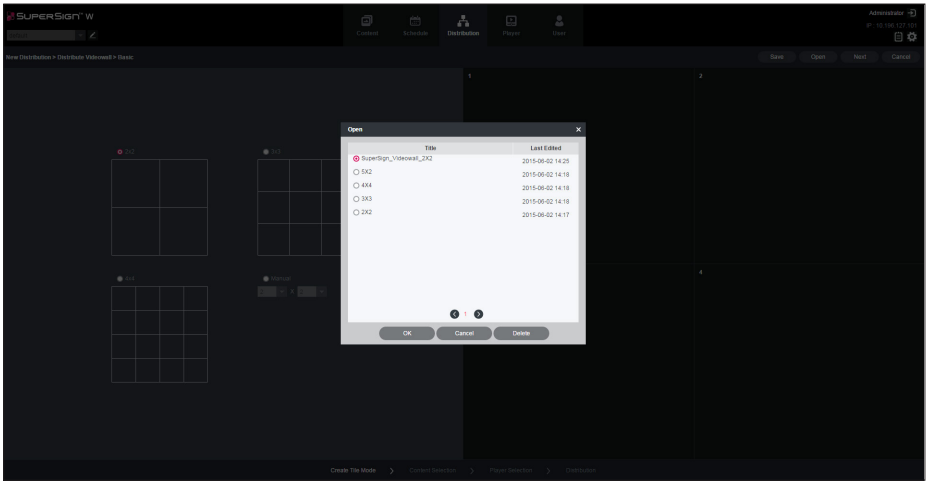
3 Click the **[Distribute Sync]** button when a dropdown menu appears.

4 Click **[Basic]** under Distribute VideoWall.

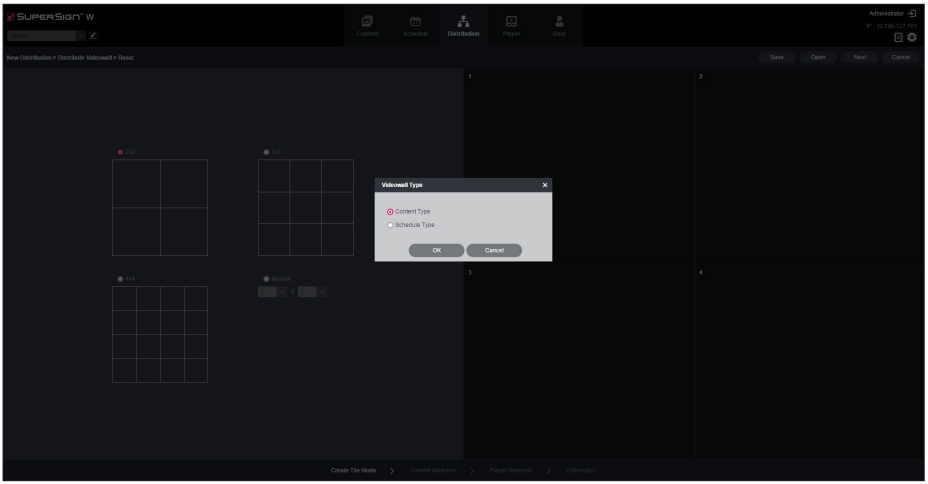
5 On the **[Create Tile Mode]** screen, select a tile type for Videowall..



At this point, when you click the **[Open]** button on the **[New Distribution]** screen, the **[Open]** pop-up window will appear. Select the item you want to open and click **[OK]** to load the saved Distribute Regular VideoWall. You can delete saved regular VideoWall distribution items using the **[Delete]** button at the bottom of the **[Open]** pop-up window.

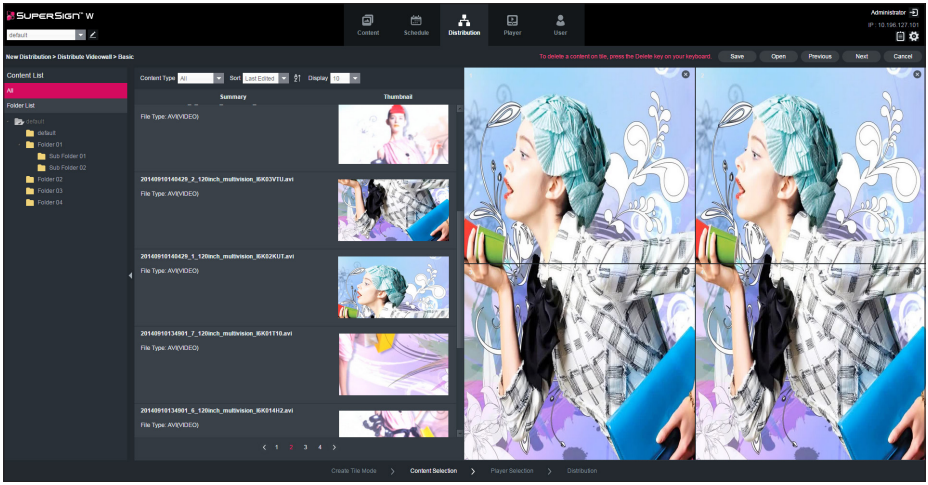


6 When you have completed the tile set-up, click the **[Next]** button.Select a **Content type** from the videowall type.



7 On the **[Content Selection]** screen, assign content to a cell of the tile you want.

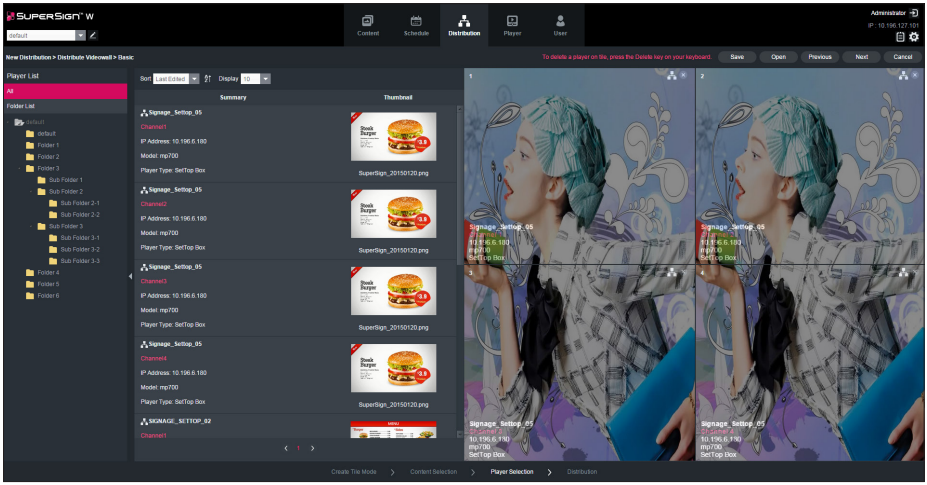
- You can assign either by selecting a cell of the tile and then selecting content, or by dragging and dropping. If you drag and drop a folder, the entire content of the folder are assigned to the cell in alphabetical order.
- You can delete the assigned content by selecting the cell in the tile and then pressing the **<Delete>** key or the **[X]** button.
- The following conditions should be met for content to be applicable for sync playback:
  - The types of content applicable for sync playback are regular content, and videos.
  - Each cell in the tile must contain the same type of content. Regular content, and videos cannot be assigned together with different types of content.
  - With regard to videos, files assigned to all the cells should have the same file extension.
  - In regards to content, there should be only one region within the canvas and only video media can be contained.



8 When you have completed the content set-up, click the **[Next]** button.

9 On the **[Select a player]** screen, assign a player to a cell of the tile you want.

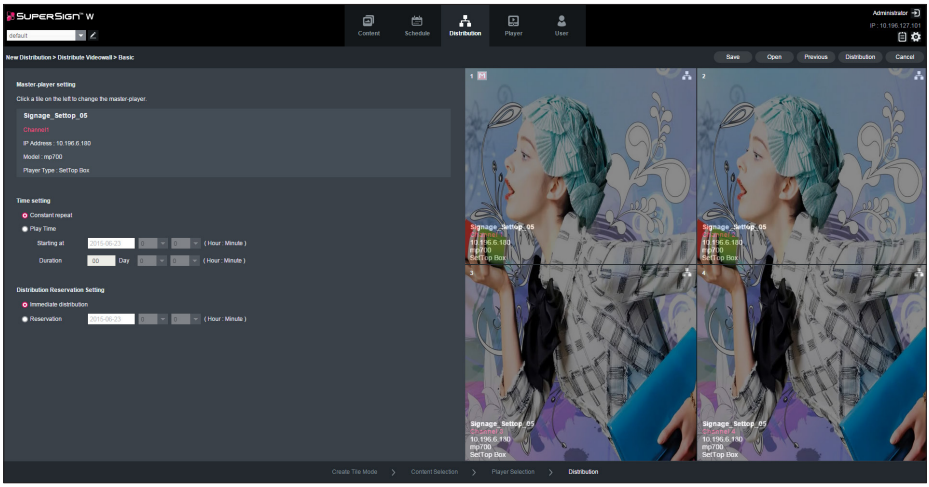
- You can assign either by selecting a cell of the tile you want and then selecting a player, or by dragging and dropping. If you drag and drop a folder, all the players in the folder are assigned in alphabetical order.
- For an MP700 Media Player, you can select a channel and then create Distribute Videowall. Each MP700 Media Player supports up to 4 channels. When you want to distribute to a channel, you can select a channel and place the channel on a tile from the Select a player menu.
- If you select a cell in the tile, and then press the **<Delete>** key or the **[X]** button, you can cancel the selected player.
- You cannot assign the same single player to all the cells of the tile.



10 When you have completed the player set-up, click the **[Next]** button.

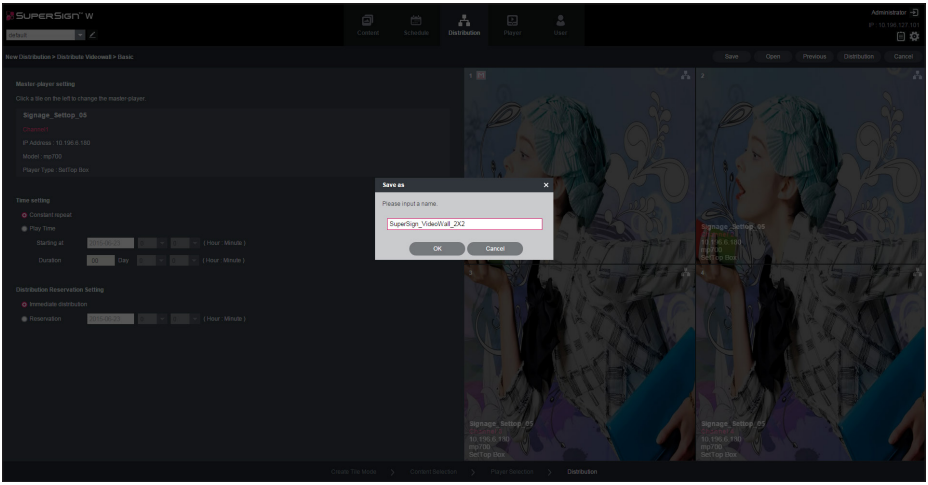
11 On the **[Distribution]** screen, **[Master-player Setting]**, **[Time Setting]** and **[Distribution Reservation Setting]** can be adjusted.

- Master-player Setting: By default, the first cell of the tile becomes the master player. You can change the master player by clicking the tile on the left.
- Time Setting: You can set the playback time of content you want to distribute.
- Distribution Reservation Setting: You can schedule the distribution time. For **[Time Setting]** and **[Distribution Reservation Setting]**, see 54 page.



12 When you have completed the distribution set-up, you can save it by clicking the **[Save]** button. Enter a name you want and then click the **[OK]** button to complete saving. When saving is completed, the **[Save as]** button will be activated.

- **Save**: Saves with the existing file name.
- **Save as**: You can save with a new name.



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

14 When you click the **[Distribution]** button, a new distribution folder will be created under the videoWall folder. At this point, the status of the distribution item is **[Not Approved]**. If you select an item that you want to distribute in the same way as general distribution and then approve it, it will start being distributed to the player.

Creating Schedule Videowall Distribution Files

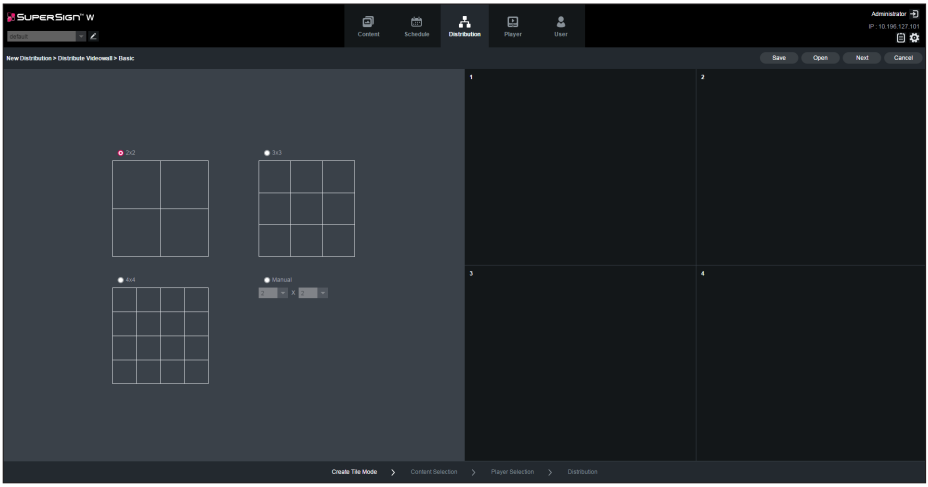
1 Click the **[Distribution]** tab in the Menu tab at the top of the program.

2 Click the **[New Distribution]** button at the top left of the screen.

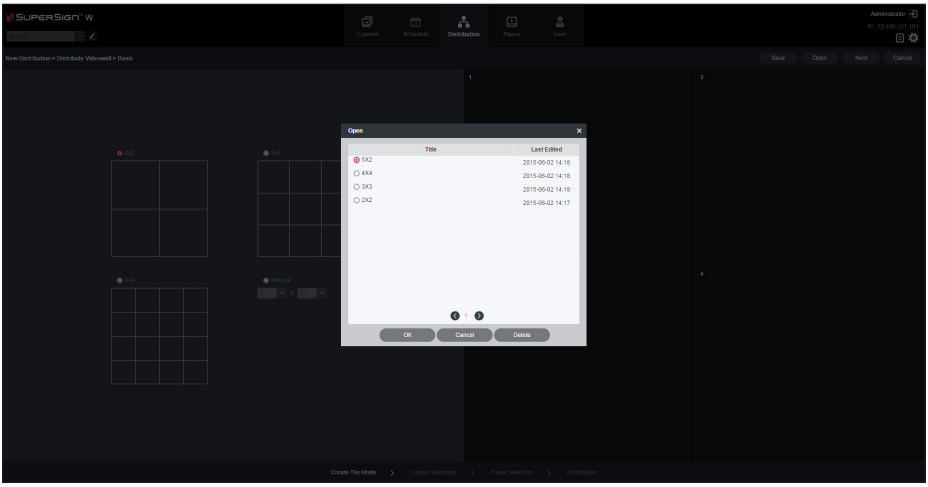
3 Click the **[Distribute Sync]** button when a dropdown menu appears.

4 Click **[Basic]** under Distribute VideoWall.

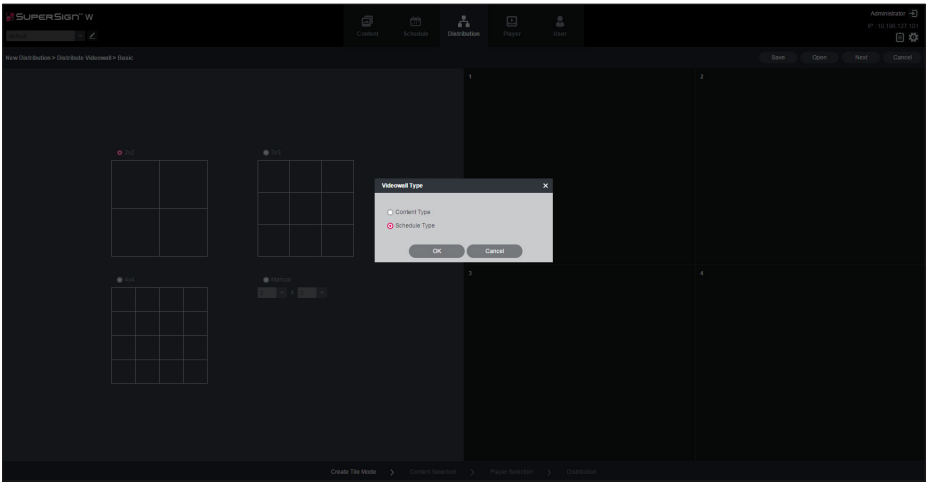
5 On the **[Create Tile Mode** screen, select a tile type for Videowall..



At this point, when you click the **[Open]** button on the **[New Distribution]** screen, the **[Open]** pop-up window will appear. Select the item you want to open and click **[OK]** to load the saved Distribute Regular VideoWall. You can delete saved regular VideoWall distribution items using the **[Delete]** button at the bottom of the **[Open]** pop-up window.

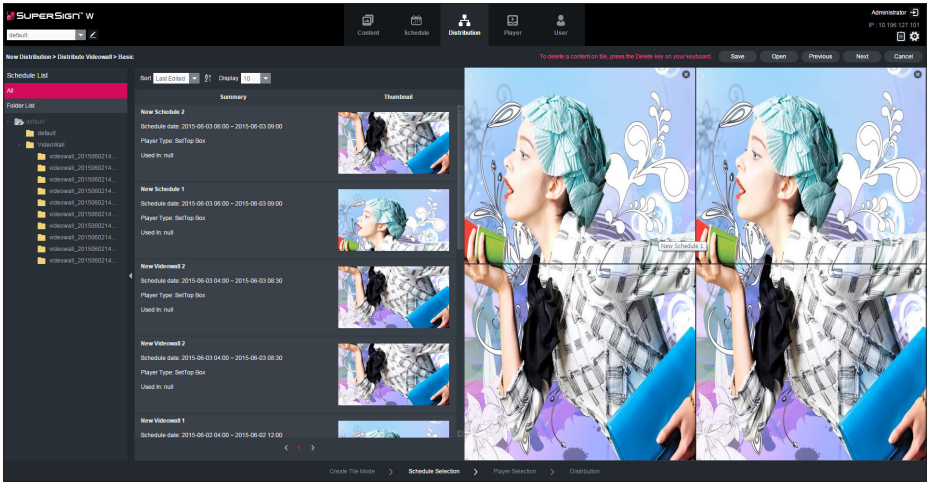


6 When you have completed the tile set-up, click the **[Next]** button.Select a **Schedule type** from the videowall type.



7 At the **[Schedule Selection]** screen, assign the schedule to a cell in the tile you want.

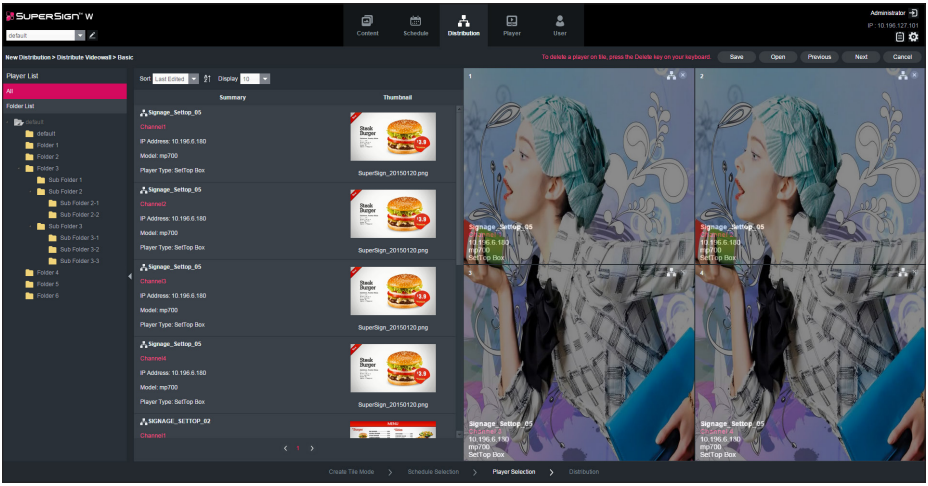
- You can assign a schedule either by selecting a cell in the tile you want and then selecting a schedule, or by dragging and dropping items. If you drag and drop a folder, all of the schedules in the folder will be assigned in alphabetical order.
- You can delete the assigned schedule by selecting the cell in the tile, and then pressing the **<Delete>** key or the **[X]** button.
- The following conditions must be met for schedules to be applicable for synchronization play:
  - The numbers of the content in the schedules assigned to all of the cells must be the same.
  - The start times and play times in the schedules assigned to all of the cells must be the same.
  - The types of content assigned to the same time in the schedules assigned to all of the cells must be the same. Regular content, and video cannot be assigned together.
  - The types of content that can be used in a schedule for synchronization play are regular content, and video.
  - For video among the content in the schedules assigned to all cells, the file extensions must be the same.
  - When all cells have content set up in the set schedule, the playing times of the videos within the content should be same, and only one video is available per region within the canvas.



8 When you have completed the schedule set-up, click the **[Next]** button.

9 On the **[Select a player]** screen, assign a player to a cell of the tile you want.

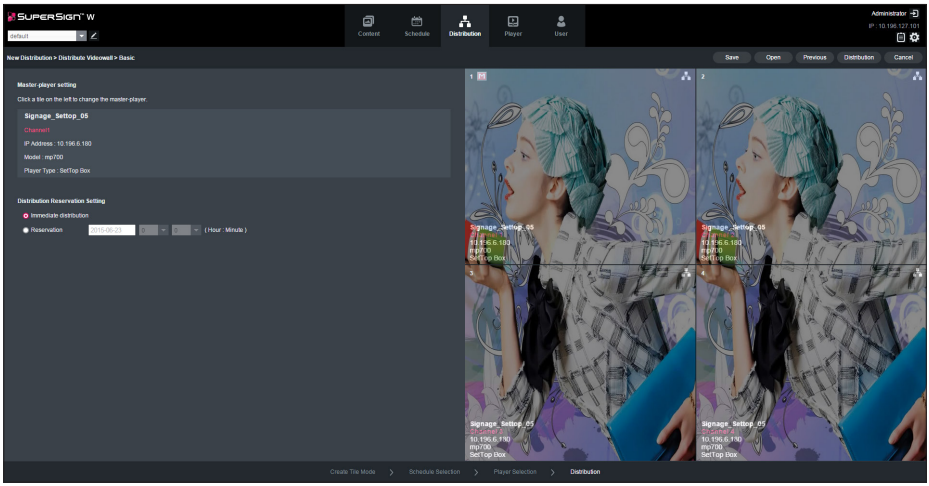
- You can assign either by selecting a cell of the tile you want and then selecting a player, or by dragging and dropping. If you drag and drop a folder, all the players in the folder are assigned in alphabetical order.
- For an MP700 Media Player, you can select a channel and then create Distribute Videowall. Each MP700 Media Player supports up to 4 channels. When you want to distribute to a channel, you can select a channel and place the channel on a tile from the Select a player menu.
- If you select a cell in the tile, and then press the **<Delete>** key or the **[X]** button, you can cancel the selected player.
- You cannot assign the same single player to all the cells of the tile.



10 When you have completed the player set-up, click the **[Next]** button.

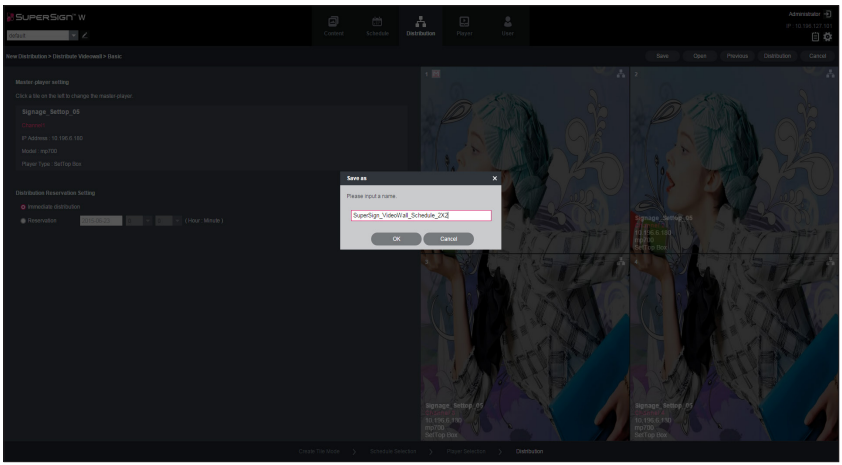
11 On the **[Distribution]** screen, **[Master-player Setting]**, **[Time Setting]** and **[Distribution Reservation Setting]** can be adjusted.

- Master-player Setting: By default, the first cell of the tile becomes the master player. You can change the master player by clicking the tile on the left.
- Time Setting: You can set the play time for the schedule you want to distribute.
- Distribution Reservation Setting: You can schedule the distribution time. For **[Time Setting]** and **[Distribution Reservation Setting]**, see 54 page.



12 When you have completed the distribution set-up, you can save it by clicking the **[Save]** button. Enter a name you want and then click the **[OK]** button to complete saving. When saving is completed, the **[Save as]** button will be activated.

- **Save**: Saves with the existing file name.
- **Save as**: You can save with a new name.



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

14 When you click the **[Distribution]** button, a new distribution folder will be created under the videoWall folder. At this point, the status of the distribution item is **[Not Approved]**. If you select an item that you want to distribute in the same way as general distribution and then approve it, it will start being distributed to the player.

Distribute Videowall - Advanced (Media Editor)

NOTE

- Distribute Videowall is available on SuperSign W only. If you want to use this feature, purchase SuperSign W.

If the desired videowall has a layout that was uploaded after being edited in the Media Editor, select **[Distribute Videowall]** > **[Advanced (Media Editor)]**.

1 Click the **[Distribution]** tab in the Menu tab at the top of the program.

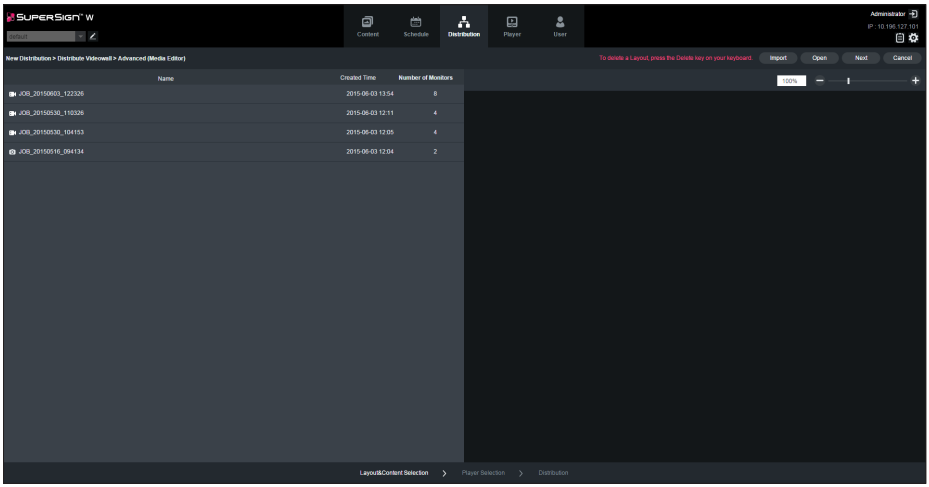
2 Click the **[New Distribution]** button in the top left of the screen.

3 Click the **[Distribute Videowall]** button when a dropdown menu appears.

4 Click the **[Advanced (Media Editor)]** button in the Distribute Videowall screen.

5 On the **Layout&Content Selection** screen, select the desired layout.
- You can import information about each layout that has been uploaded or exported to the server via SuperSign Media Editor by using the Import feature on the server.

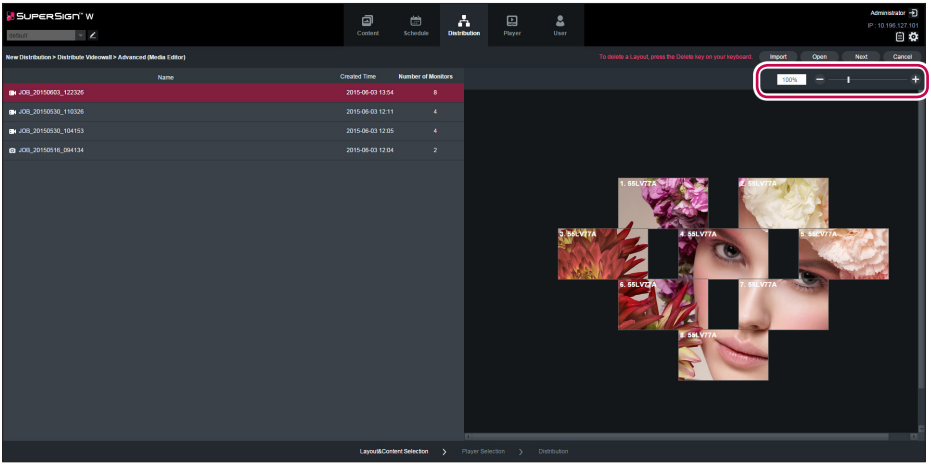
6 Layouts are in two file types: Image ( ) and Video ( ).



At this point, when you click the **[Open]** button on the **[New Distribution]** screen, the **[Open]** pop-up window will appear. Select the item you want to open and click **[OK]** to open the saved Distribute Irregular VideoWall. You can delete saved Distribute Irregular VideoWall items using the **[Delete]** button at the bottom of the **[Open]** pop-up window.

7 Select the desired layout from the layout list and the monitor and content will be placed in the workspace on the right.

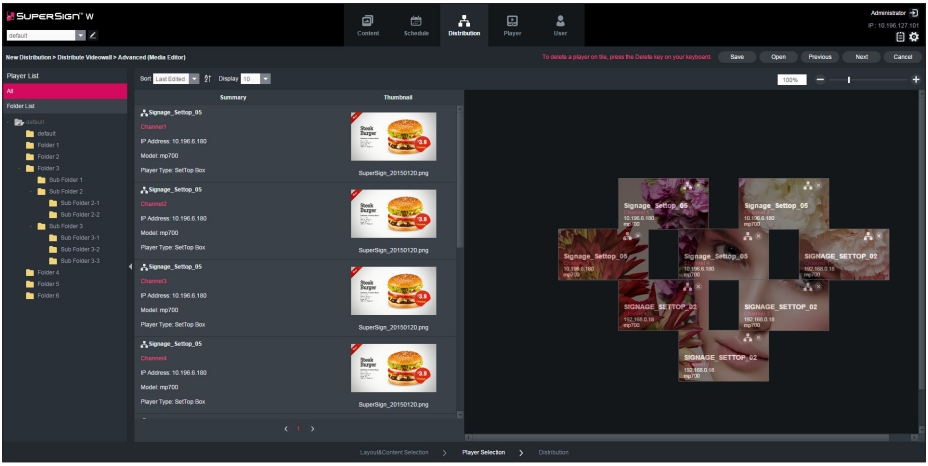
8 You can zoom in/out your workspace using the drop box or slider on the right. Drag or scroll to move around the zoomed-in workspace.



9 When you have imported the layout information by selecting a layout, click the **[Next]** button.

10 On the **[Select a player]** screen, assign a player to a cell of the tile you want.

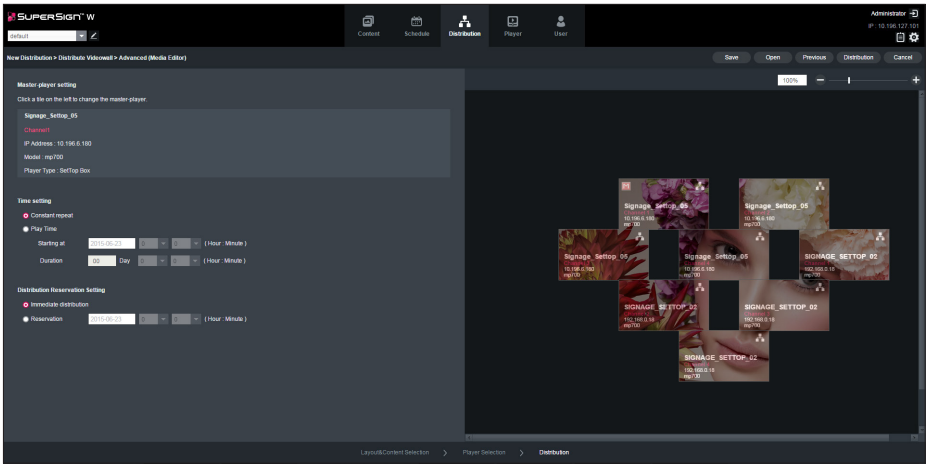
- You can assign players either by selecting a cell of the tile you want and then selecting a player, or by dragging and dropping. If you drag and drop a folder, all the players in the folder are assigned in alphabetical order.
- For an MP700 Media Player, you can select a channel and then create Distribute Videowall. Each MP700 Media Player supports up to 4 channels. When you want to distribute to a channel, you can select a channel and place the channel on a tile from the Select a player menu.
- If you select a cell in the tile, and then press the **<Delete>** key or the **[X]** button, you can cancel the selected player.
- You cannot assign a single player to all the cells in the tile.



11 When you have completed the player setup, click the **[Next]** button.

12 On the **[Distribution]** screen, **[Master-Player Setting]**, **[Time Setting]** and **[Distribution Reservation Setting]** can be adjusted.

- Master Player Setting: By default, the first cell of the tile becomes the master player. You can change the master player by clicking the tile on the left.
- Time Setting: You can set the playback time for content you want to distribute.
- Distribution Reservation Setting: You can schedule the distribution time. As for **[Time Setting]** and **[Distribution Reservation Setting]**, see 54 page.



13 When you have completed the distribution setup, you can save it by clicking the **[Save]** button. Enter the name you want and then click the **[OK]** button to complete saving. When saving is completed, the **[Save as]** button will be activated.

- **Save**: Saves with the existing file name.
- **Save as**: Saves with a new name.

14 If you want to create a distribution file with the set content, click the **[Distribution]** button.

15 When you click the **[Distribution]** button, a new distribution folder will be created under the videoWall folder. At this point, the status of the distribution item is **[Non-Approved]**. If you select an item that you want to distribute in the same way as general distribution and then approve it, it will start being distributed to the player.

NOTE

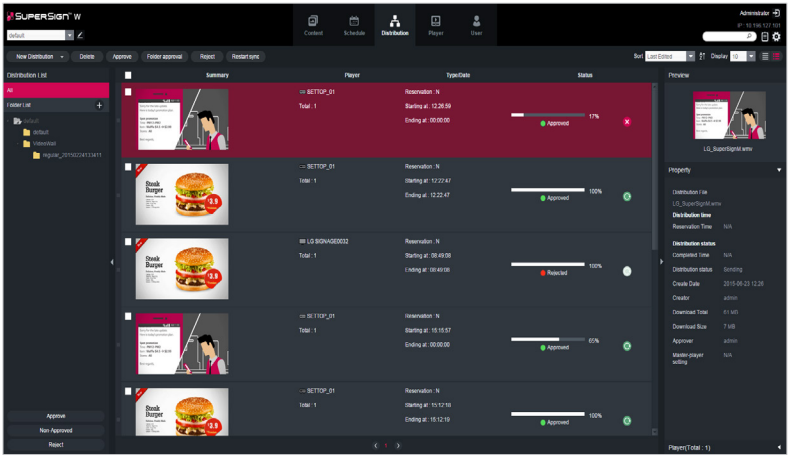
- For an image layout, you do not need to set the master player because it does not include the sync information.
- The image layout does not support multi-channels.
- For advanced videowall distribution, a layout can include expired content and be distributed.

Distribution Details Management

Canceling Distribution

You can cancel an item being currently distributed.

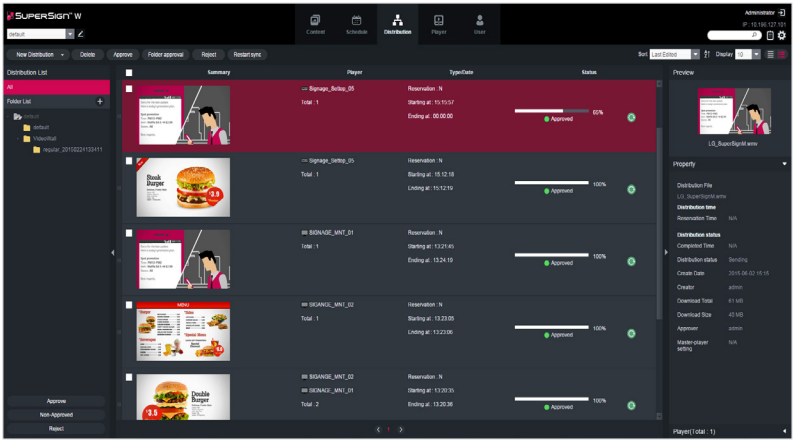
1 In the distribution details list, click the button of the item being distributed.
- When the distribution is canceled, the button changes to the button.
- The player lock is released.



Re-distribution

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

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



Approving Distribution

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

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

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

How to Approve a Folder

1 Select the folder you want to approve from the folder list.

2 To approve the distribution item in the selected folder, click the **[Folder Approval]** button.
- Once the approval is complete, Non-Approved changes to Approved.and the distribution begins.
- The player currently engaged in a distribution is locked, and another distribution is prohibited until the current distribution is complete.
- Furthermore, because the check box of a player currently distributing content changes to a lock icon, you cannot select the player.

Rejecting Distribution

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

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

Deleting Distribution

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

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

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

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

Restarting Sync

You can restart sync playback that is already distributed to the player.

NOTE

- The Restart Sync feature is available only in SuperSign W. If you want to use this feature, purchase SuperSign W.

1 Please click the subfolder in the videowall folder.
- The distribution list for the selected distribution folder will appear in the details list.

2 If you want to restart sync playback of the selected distribution folder, click the **[Restart Sync]** button.
- Restart messages are sent to all the players of the selected distribution folder.
- If the connection is lost or if any of the players are switched off, the Message Send Failure pop-up window appears.
- If there is any sync folder under the selected distribution folder, messages are also sent to the players in all the subfolders.

Sync Server Notification

NOTE

- The Sync Server Notification feature is available only in SuperSign W. If you want to use this feature, purchase SuperSign W.

Players that are performing sync playback send notifications to the server when situations such as playback stoppage or connection loss occur. Users can check notification messages through their web browsers that are connected to the server.

Situation	Notification Message
Abnormal shutdown of the sync playback program	The sync playback program has shut down abnormally. Please check your sync program.
User shutdown of the sync playback program	Sync playback was stopped by the user. If you want to restart sync playback, click the [Restart Sync] button.
Connection loss of the sync playback program	The network connection between sync playback programs was lost. Please check your network.
Connection standby timeout of the sync playback program	The sync master exceeded the slave connection standby time. Please check your network.

NOTE

- Instant messages cannot be sent to players that are performing sync playback.
- Players that are performing sync playback are unable to perform the content and instant message playback management.
- To enable sync playback, the default time zone of the players you want to sync should be identical.
- Sync playback uses the TCP/IP network technology.
- The IP address assigned to the Master Player must be the same as the one assigned to the parent network of the slave or the network of the slave.
- For the Master Player, it is recommended that you use a static IP.
- If the Master Player's IP is changed after distribution, the slave cannot be connected to the Master Player. In that case, do not click the **[Sync Restart]** button, but click the **[Sync Distribution]** button, and try connecting the slave again.

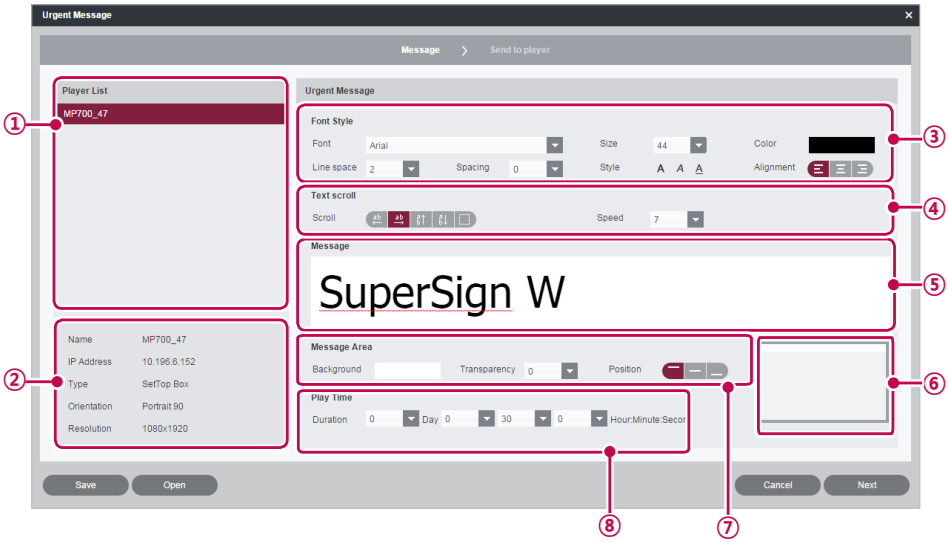
Urgent Message

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

1 Select a player you want to send a message to in the Player List.
- To send the message to multiple players at once, click the checkbox beside the player you want.

2 Click the **[Urgent Message]** button at the top of the player list.
- The Urgent Message screen appears.

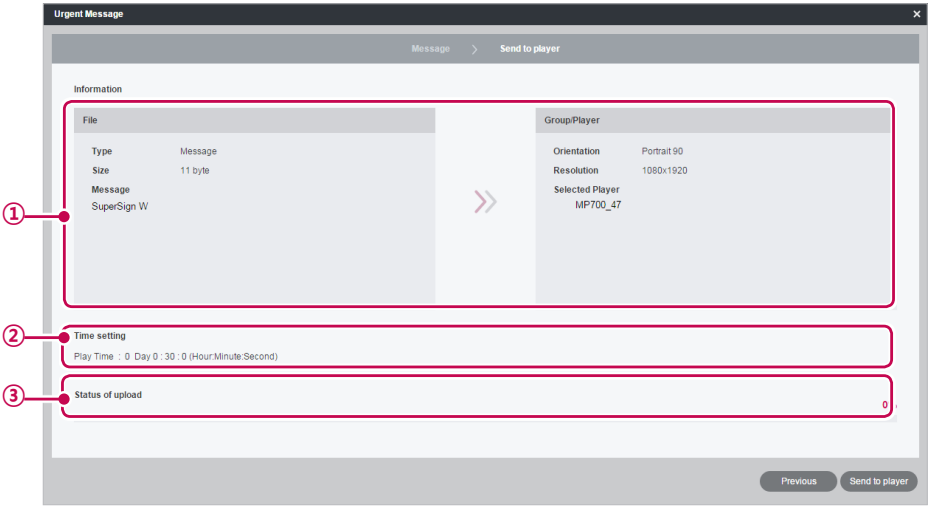
3 Compose a message you want to send and click the **[Next]** button.
- Click the **[Save]** button to save an urgent message you've written.
- Click the **[Open]** button to load your desired pre-stored urgent message.



No.	Name	Function
①	Player list	Displays a list of players to which an urgent message is sent.
②	Summary	Displays the player name, IP address, player type (portrait, landscape) and resolution.
③	Font Property	Font, size, color, align (left, justified, right,) style (bold, italic, underline,) line space, and spacing.
④	Text scroll	Sets the text, scroll direction (left/right/up/down/no effect), and scroll speed

No.	Name	Function
⑤	Message box	Message to send to players.
⑥	Preview	Allows the user to check the screen position where a message will be displayed
⑦	Message Area	Sets the background color of the area where the urgent message is displayed, arrangement of the message (top, middle, bottom) and transparency.
⑧	Play Time	Sets the duration that the message is displayed.

4 Confirm the message and the player(s), and click the **[Send to Player]** button.



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

NOTE

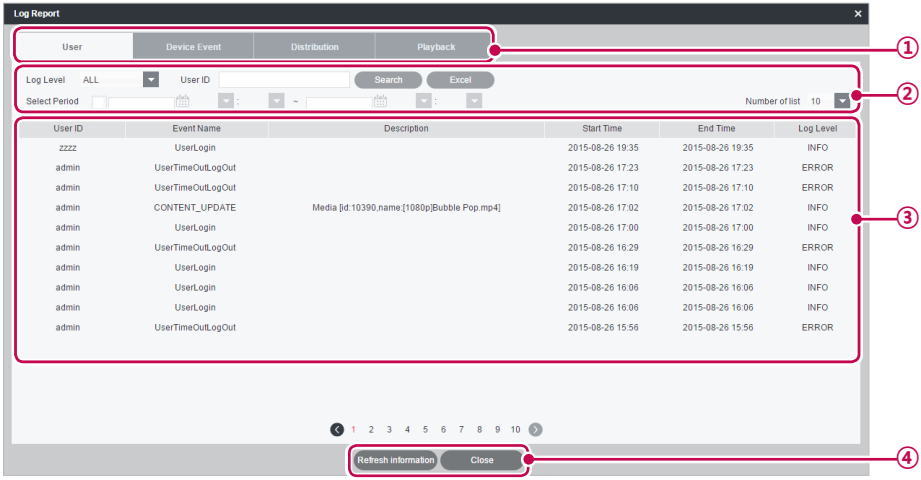
- When you compose an emergency message, if you enter a large amount of text at once, the text may not be displayed on the Internet Explorer temporarily.
- The length of an emergency message is limited to 1024 bytes, and the length limit may be different depending on the language and the player.
- The play time of an emergency message cannot be set to 0 day, 0 hour, 0 minute, and 0 second. If it is 0 day, 0 hour, 0 minute and 0 second, the play time is automatically set to 30 seconds.
- A message can only be displayed horizontally.
- When you transfer a message to a monitor or TV player, the available message editing options are limited.
  - Font: Fixed
  - Style: Only underline is available.
  - Special characters: Only special characters which can be entered by a keyboard are allowed: (`, !, @, #, $, %, ^, &, *, (,), -, +, =, |, \, :, ;, “, ‘, <, >, /, ? etc)
- Messages in languages other than those supported by the monitor or TV player may look different from the transmitted message.

Log report

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

1 Click in the top right side of the screen.

- The Log report window appears.



No.	Name	Function
①	Log categories	• **User**: Records a user log when a user or an administrator connects to the Server to change system resources (e.g., media, or content,) or system settings. • **Device Event**: Records a Device Event log for the player's server connection information and device information. • **Distribution**: Records a distribution log (transfer time, transfer result, etc.) when a user distributes content to players. • **PlayBack**: Records a play log (content title, repeat number, etc.) when a media player runs content.
②	Sort and Search	• **Number of list**: Select a number of rows to show on a page. • **Log Level**: Select a desired level from ALL ,FATAL, ERROR, or INFO. • **User ID**: Search for User ID. • **Select Period**: Click the date box to select a date from the calendar, click the [▼] button to select a time, and view the log information. • **Search**: Shows the log report by pressing Search after selecting a search condition. • **Export logs**: Clicking the Excel button saves your desired log as an Excel file.

No.	Name	Function
③	Log details	View the log recorded during the specified period.
④	Action buttons	• **[Refresh]**: Reload the log. • **[Close]**: Close the Log Report window.

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

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

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

Setup

Profile

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

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

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

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

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

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

Role

You can create, modify, or delete user roles.

NOTE

- The Role tab is a feature that is available only in SuperSign W. If you want to use this feature, purchase SuperSign W.

Creating Roles

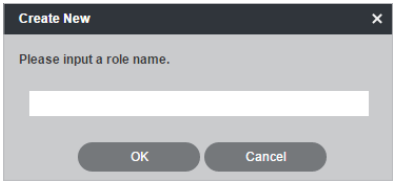
A general administrator or workgroup administrator can create roles in workgroups.

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

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

3 Click the icon.

4 When the registration window appears, enter role name.



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

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

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

Name	Function
Role Details	Role name, description, created date, and last updated date.
Authority	Specify the user rights (read, write, read-only). • **Scope**: Entire system • **Edit**: Select read, write or read-only for Content, Schedule, Player, User, and Distribution. • **Etc.**: Select right for Shared group/Content approval/Schedule approval/Player approval/User approval/Message transmission/Log view/Distribution

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

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

Modifying Roles

You can modify roles previously created in a workgroup.

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

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

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

4 Specify the role details and rights as needed.

Name	Function
Role Details	Role name, description, created date, and last updated date.
Authority	Specify the user rights (read, write, read-only). • **Scope**: Entire system. • **Edit**: Select read, write or read-only for Content, Schedule, Player, and Distribution. • **Etc.**:Select right for Shared group/Content approval/Schedule approval/Player approval/Message transmission/Log view/Distribution

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

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

Deleting Roles

You can delete existing roles.

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

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

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

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

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

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

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

Server

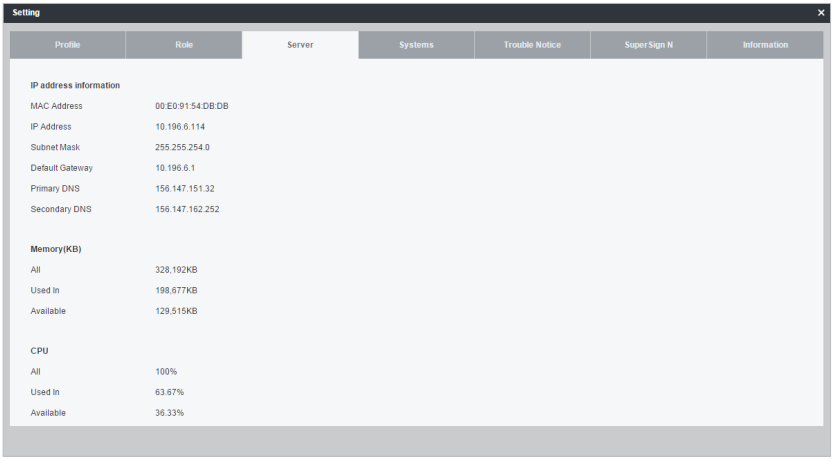
You can view the server operations.

NOTE

- The Server tab is a feature that is available only in SuperSign W. If you want to use this feature, purchase SuperSign W.

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

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



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

System

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

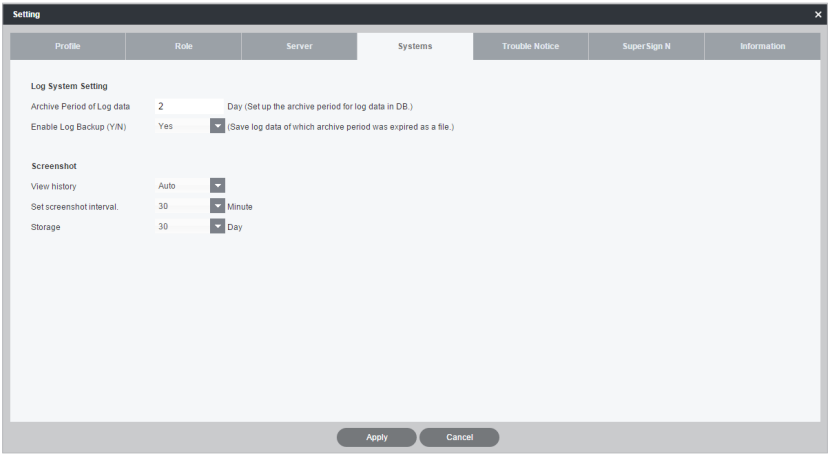
NOTE

- The System tab is a feature that is available only in SuperSign W. If you want to use this feature, purchase SuperSign W.

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

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

3 Specify the system environment as needed.



Role	Description
Archive Period of Log data	Set a number of days to keep a log file.
Enable Log Backup	Select to enable or disable a log backup.
History Management	Manage the history of player screenshots.
Set screenshot interval	Set a screenshot interval (10, 30, or 60 minutes).
Storage	Set a storage period (7, 15, 30, or 90 days).

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

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

Trouble Notice

You can configure Trouble Notice to be sent to you by email.

NOTE

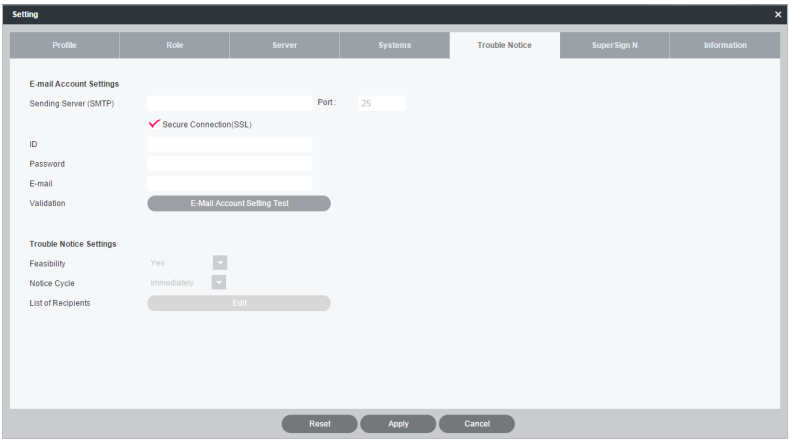
- The Trouble Notice tab is provided to users with administrator privileges only.

Configuring Trouble Notice

You can enable/disable the Trouble Notice function, configure the mail account settings or edit the recipient.

1 Click the at the top right of the program screen.
- The Setting pop-up window appears.

2 Click the **Trouble Notice** tab.
- The Trouble Notice setting screen appears, showing the current settings.



3 Enter the administrator's mail settings in E-mail Account Settings.

4 Click the **[E-mail Account Setting Test]** button.

5 When the Trouble Notice Settings menu is activated, enter the Trouble Notice settings.

6 Click the **[Edit]** button.

7 Select a recipient for Trouble Notice mails and click the **[OK]** button.

8 Click the **[Apply]** button to apply the settings.

9 Click the **[X]** button at the top right of the screen to close the Setting screen.

SuperSign N

SuperSign N can be used to configure data services that collect information on external systems. Such data services collect data at collection cycles specified by the user and convert the dynamic data to usable content using the SuperSign Editor.

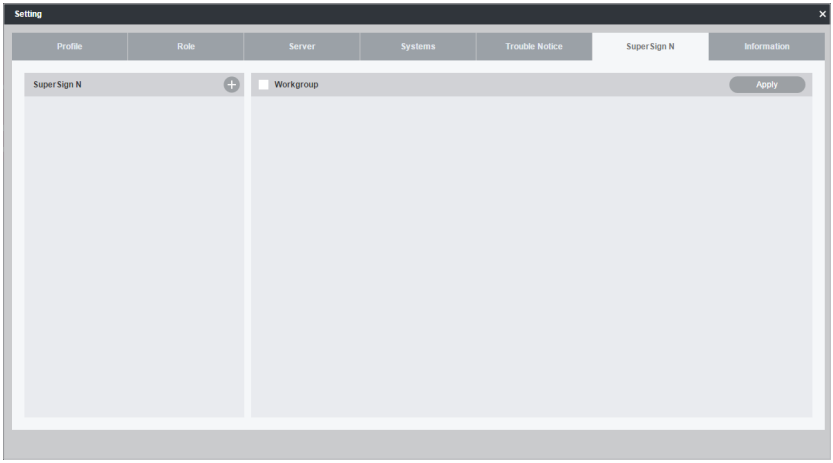
You can configure the SuperSign N server settings so that SuperSign W can use data services.

NOTE

- SuperSign N configuration is available on SuperSign W only. To use the application function, purchase SuperSign W and SuperSign N.

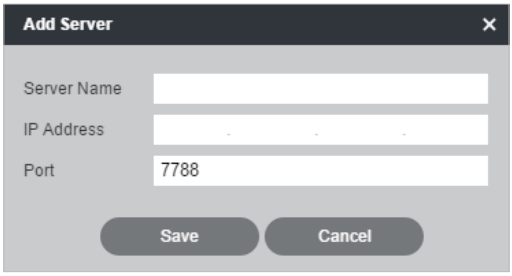
1 Click the ⚙ at the top right of the program screen.
- The Setting pop-up window appears.

2 Click the **SuperSign N** tab.
- The SuperSign N Setting screen appears, showing the current settings.



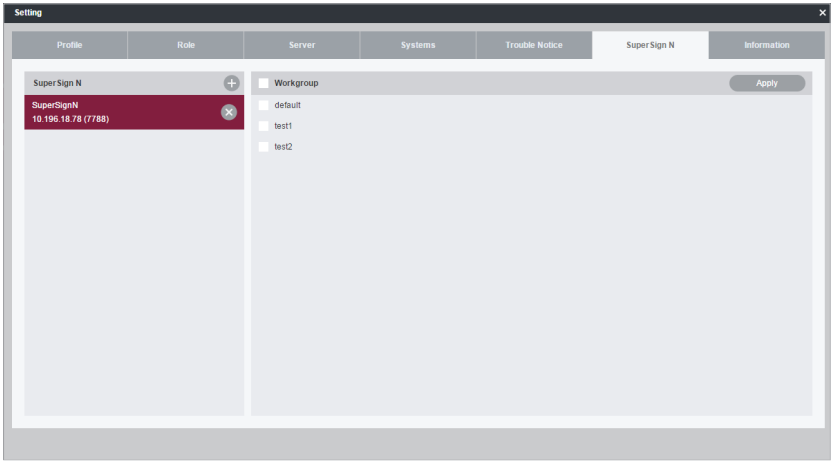
3 Click the ⊕ button.

4 When the Add Server pop-up window appears, enter a SuperSign N **Server Name** and its **IP Address**.



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

6 Check workgroups that will use SuperSign N.



7 Click the **[Apply]** button to apply the settings.

8 Click the **[X]** button at the top right of the screen to close the Setting screen.

KOREAN

About SuperSign

1 Click the ⚙ at the top right of the program screen.
- The Setting pop-up window appears.

2 Click the **Information** tab.
- The SuperSign information screen appears and displays the current software version information, new features, supported models, Release Notes, etc.



3 Click the ReleaseNotes button.
- Release Notes for SuperSign W can be viewed.

New features for SuperSign

The range of use for the new features in SuperSign 3.0 or later may differ depending on the monitor/TV.
(The following features are available on some models only.)

S/W	Features
SuperSign Editor	42 content templates were added.
	Content playlist
	External input zone No signal Editing Media
	QR Code
	Data service zone
SuperSign Server	Workgroup
	Trouble Notice
	Firmware update
SuperSign N	Connection with external system

NOTE

- Some new features can be in SuperSign W only. To use those features, please purchase SuperSign W.
- Display devices supported in the Media Player are subject to change without prior notice to improve the product performance.
- Some models may not support the control function depending on the firmware version of the monitor.

Appendix

SuperSign Network Connection

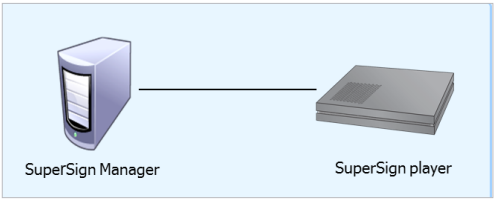
Refer to the information below when establishing network connections for the SuperSign Server and SuperSign Player.

LAN Connection

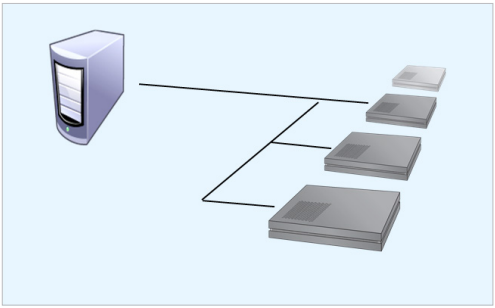
You can choose the LAN connection when the SuperSign Server and SuperSign Player are in the same network.

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

1:1 Connections



1:N Connections

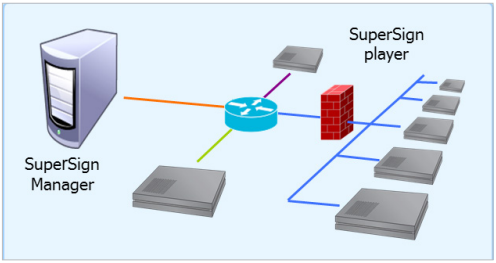


Internet Connection

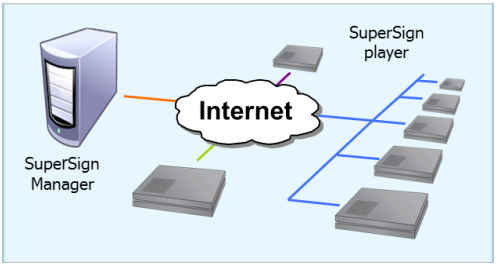
You can choose the Internet connection when the SuperSign Server and the SuperSign Player are in two different networks.

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

Hierarchical Connection



Internet Connection

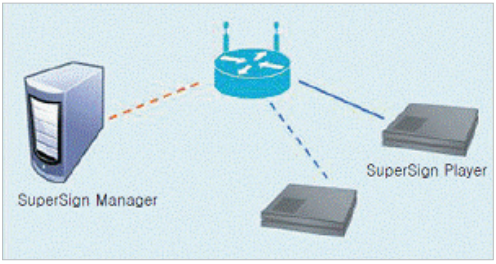


Wireless Connection

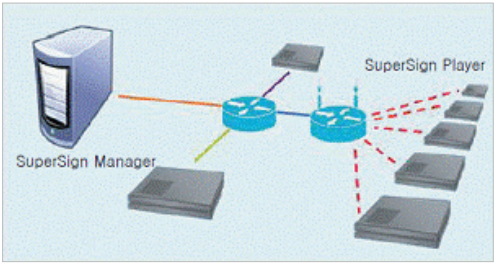
You can connect the SuperSign Player to the SuperSign Server using a wireless router.

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

Wired/Wireless Router



Wired/Wireless Network



Available Ports

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

- 8080: Server Open
- 5432: PostgreSQL DB
- 6950: Search for a Player
- 9000: Update server
- 9: WOL(WakeOnLan)

Frequently Asked Questions

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

Question	Troubleshooting
I clicked Scan, but I cannot find players.	• Check that the SuperSign Player is turned on. • Check that the SuperSign Player is working. • Check the network cable of the SuperSign Player. Check the network IP settings of the SuperSign Player. Set the network IP of the SuperSign Player manually.
The media player and the display are not automatically connected.	• When you connect the media player to a display, check the serial cable connection between the player and the display. • If the Set ID of the display is set to Off, then set the Set ID value. • When you connect the media player to a display, reboot the player after setup is complete.
Data saved in the local disk (C:) of the SuperSign Player disappeared.	The SuperSign Player uses the Enhanced Write Filter (EWF) to protect the program. If the EWF is set to **"Enable"**, the user can only temporarily save data onto the local disk. When the SuperSign Player restarts, the EWF deletes the data that was temporarily saved. If you don't want to use the EWF, set it to **"Disable"** on the Player menu.
I cannot open Microsoft Office files in the SuperSign Player.	Check that the Microsoft Office program is installed properly. If the EWF is set to **"Enable"**, the installation may not continue properly. Set EWF to **"Disable",** and retry installing the program. It is recommended that you set EWF to **"Enable"** once the installation is complete.
The schedule transmitted to the player does not start playing at the scheduled time.	Check that the system time set in the SuperSign Server and the SuperSign Player are the same. If the time is different, synchronize the settings and re-transmit the schedule.
Characters in the RSS, text and message are not displayed properly in the SuperSign Player.	If using a set-top box player, refer to the Regional and Language Options, and change the system language accordingly.
Characters in the text and message are not displayed properly.	If using a monitor or TV player, change the language option to match the language of the added text.

Question	Troubleshooting
Picture and PDF files are not displayed.	• Refer to the settings under the Regional and Language Options of the media player's operating system, change the file name in the specified language, and re-register it to the Library. For instance, if the language is set to English and the picture file is named in Korean, the image may fail to display.
The focus disappears from the "SuperSign Player menu" or "Content List" window while working with the SuperSign Player.	If the keyboard and mouse are connected to the player, you can make the focus appear again by moving the cursor to the window and clicking it. If you are using a remote control only, use S.Menu or the blue button to close the "SuperSign Player menu" or "Content List" window and run again.
The time changes on its own even after synching the time on the Windows where the SuperSign Player is installed.	• Make sure that the EWF is set to **"Disable"** before you change the system time. • If the EWF was set to **"Enable"** when you set the time, change it to **"Disable"** and retry setting the time. • On the Windows taskbar, right-click to open the **Adjust Date/ Time** menu (**Date and Time** dialog) and check the **Time synchronization** option. If this option is checked, the time is periodically set to the **Time zone** selected by the user. If you don't want to use this option, click the Internet Time tab on the menu and clear the **"Automatically synchronize with an Internet time server"** checkbox.
I sent content to the SuperSign Player while playing a video, but the video stops playing.	Network conditions may affect the video play. Retry sending the content when the SuperSign Player is not playing a video.
Where can I obtain the SuperSign Player program or driver files?	They are available at the SuperSign support website (www.lgecommercial.com).
Flash files play slowly.	A large size of Flash displayed on the screen, multiple objects using the animation function, or the animation applied to a large area, may all affect the slow play.



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MODEL _____

SERIAL _____