

Screen Control (*Display dependant, customization might be required)

Remotely monitor display status and manage display settings, including brightness, contrast, power management, or IR Control.

Support Dview, NEC, Panasonic displays for now.

To support specific monitor type, it will be necessary to work with display partners to get monitor driver & control API for customization.

Users will need to specify display type while registering the player in the registration window.

The screenshot shows a 'Player Registration' dialog box with the following fields and options:

- Language: English (dropdown)
- *Player Name: brilliant
- Group Name: (empty)
- *Organization Name: demo
- *Access Password: (masked with dots)
- *Publish Server URL: http://localhost/publish
- Description: (text area)
- Backup EdgeServer: (empty)
- Screen Control Protocol: NEC (dropdown)
- Connect to the server via proxy
- Proxy host: (empty)
- User Name: (empty)
- Password: (empty)
- Do not use proxy server for address: (text area)

Buttons at the bottom: Advanced (with up arrow), Offline Mode, Register, Cancel.

In Player/Group, user can select a player and control the player's screen.

- 1. Select the target player and click the LCD Settings button on the frame menu bar as shown in figure 105.

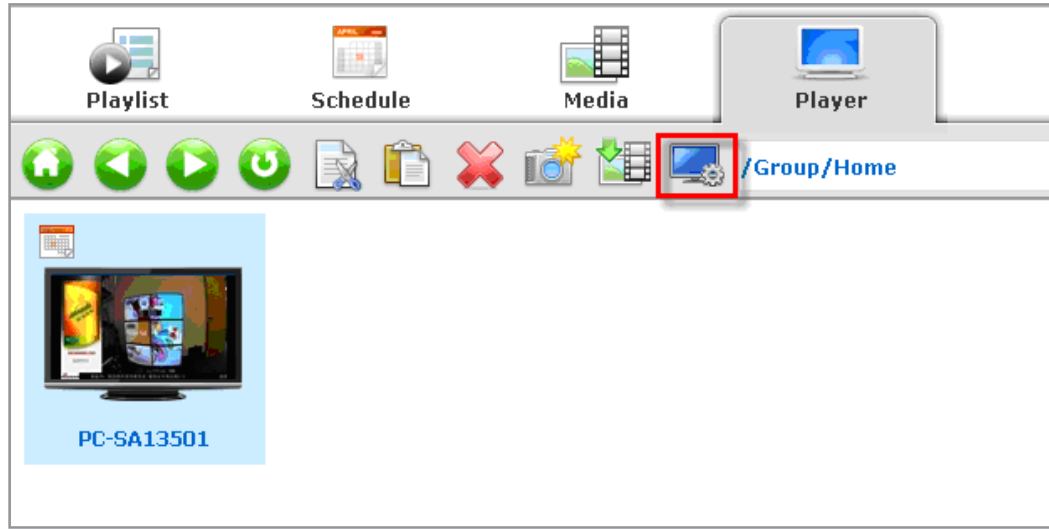


Figure 105

- If the player is running with some screen issue, a tooltip displays to show the error message for current status when the mouse is over the icon as shown in figure 106:

	Status	Schedule/Spot List	Pr
91	Running		Pr
31	Running		Pr
3:58	The screen is overheat		
91	Abnormal		Pr
01	Abnormal		Pr

Figure 106

- The function applies to DView Display for current standard version now. If the player is not DView display, an error message will display when user click the Screen Control button as shown in figure 107:



Figure 107

1. After clicking the LCD Settings button, the LCD Settings dialog displays as shown in figure 108:

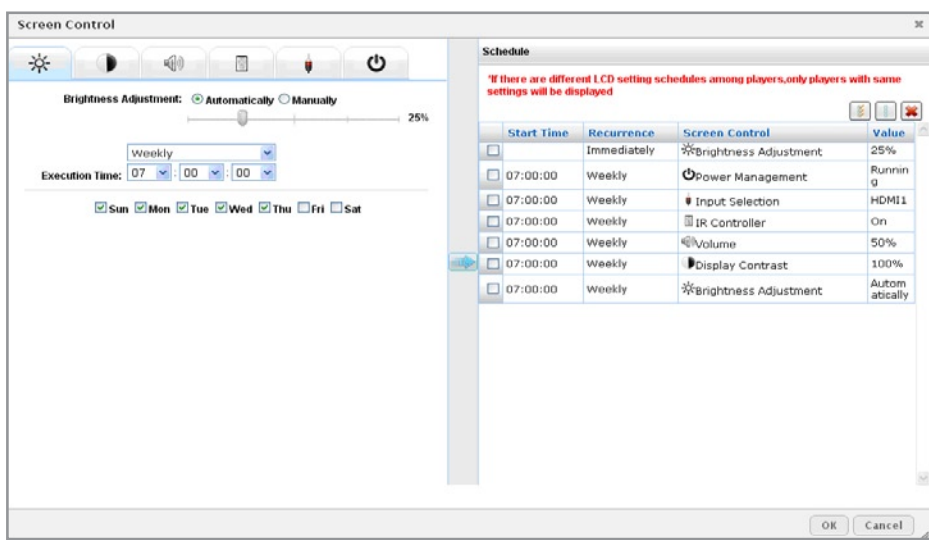


Figure 108

2. Select Automatically or Manually adjust brightness for Brightness Adjustment. To manually adjust the brightness, drag the slide bar to adjust the brightness value.

NOTE:
Brightness Adjustment value is between 0 to 100%/ If users select the Automatically button, they cannot drag the slide bar anymore.

3. Select and set the Display Contrast, Display Colour, Input Selection, Power Management and IR Controller as required. (Only options available for the display will be shown in the dialog)

4. Click the OK button to continue.

NOTE:
When multiple players are selected with different settings, these screen attributes may not be displayed, or the value will be disabled.

- Click LCD Status button on the player information page as shown in figure 109, the LCD Status dialog displays as shown in figure 110:

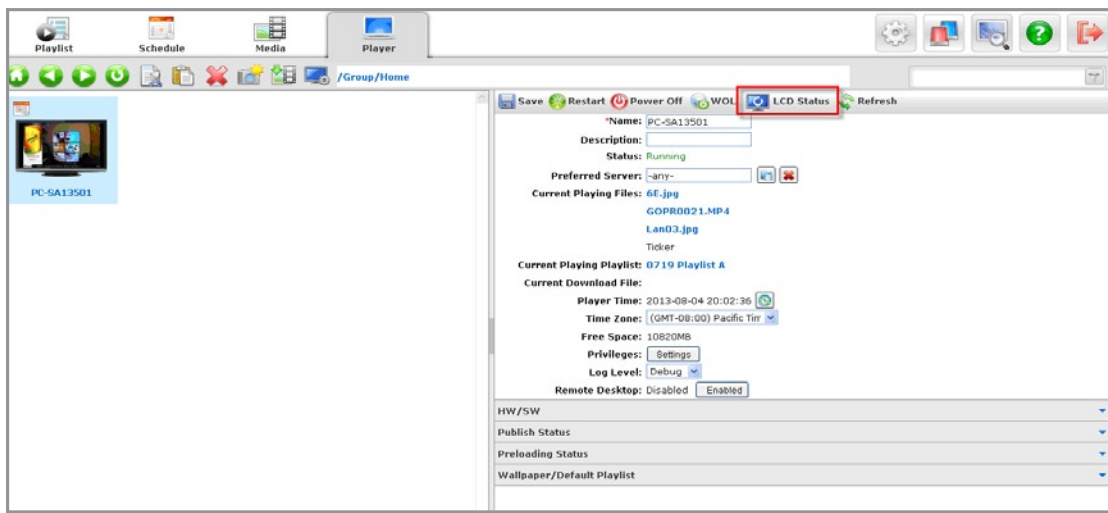


Figure 109

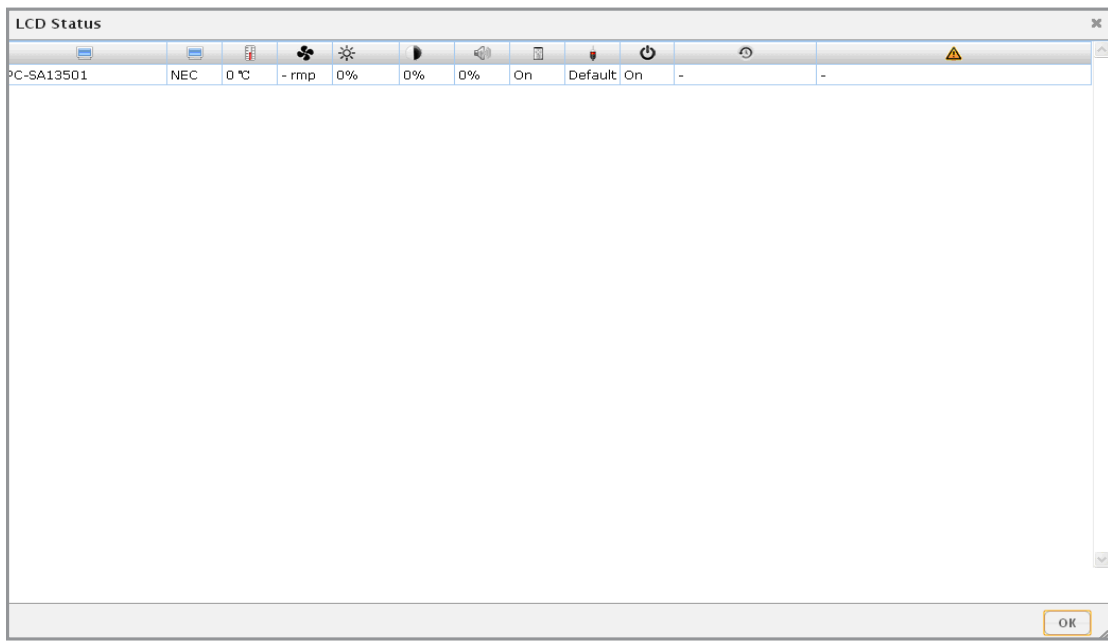


Figure 110