# HIKVISION

Information Release System
User Manual

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#### **User Manual**

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#### **About this Manual**

This Manual is applicable to Information Release System.

The Manual includes instructions for using and managing the product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version in the company website (http://overseas.hikvision.com/en/).

Please use this user manual under the guidance of professionals.

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# **Symbol Conventions**

The symbols that may be found in this document are defined as follows.

Symbol	Description	
NOTE	Provides additional information to emphasize or supplement important points of the main text.	
WARNING	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.	
DANGER	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.	

# **Chapter 1 Product Introduction**

# 1.1 Introduction

Information release system, mainly built up by the information release server (hereinafter referred to as the server) and information release screen (hereinafter referred to as the screen or the terminal), is used to broadcast information, release news, advertise products, etc. It is applicable to industry of entertainment, finace, traffic, etc.

# 1.2 Main Features

- Manage users by user level. Allocate permission for users according to user level.
- Provides timed startup/shutdown and timed volume to keep terminal long running.
- Material and program check feature. Adding materials and programs without being checked to schedule and playing them in terminal are not allowed.
- Supports setting and editing schedule.
- Playback specified program after startup.
- Supports editing program parameters, including background picture, video/picture/subtitle division, playlist, etc.
- Cut in specified schedule like advertisement during playback.
- Play specified schedules in specific period.
- Arrange a play time for released programs.
- Send emergency information and play them according to their priorities.
- Supports screenshot for reviewing the terminal playback status.
- Provides logs. You can search logs by designated search conditions.
- Smart commercial feature supporting people counting and people analysis.

# 1.3 Appearance of Information Release Screen

#### Purpose:

Two installation types are provided: standing and wall-mounted. Refer to following content for appearances of the two installation types.

# 1.3.1 Wall-Mounted

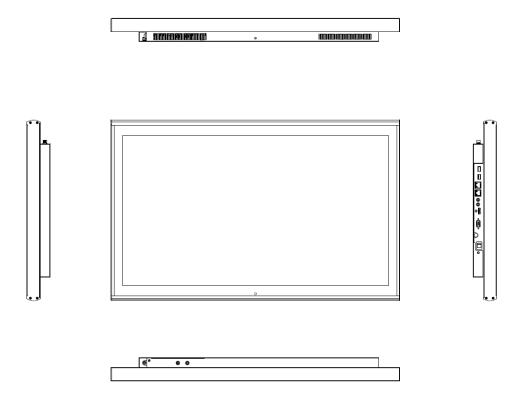
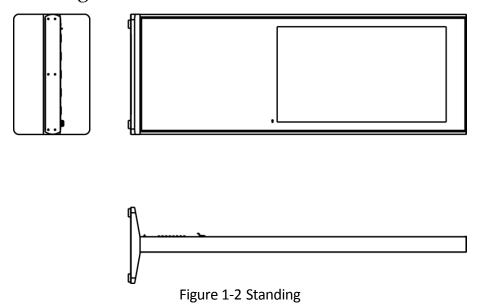


Figure 1-1 Wall-Mounted

# 1.3.2 Standing



# 1.4 Interfaces

# 1.4.1 Information Release Screen Interfaces



Figure 1-3 Interfaces

Table 1-1 Interface Description

Interface	Description
AC 100 to 240 V	Power supply
VGA	VGA video input
HDMI	HDMI video input
AUDIO IN	Audio input
AUDIO OUT	Audio output
LAN	Network interface
RS232	Serial port
USB 3.0	USB 3.0 interface
USB 2.0	USB 2.0 interface
SD/SIM	SD card slot
	SIM card slot only for device with 3G/4G feature

# 1.4.2 Information Release Server Interfaces

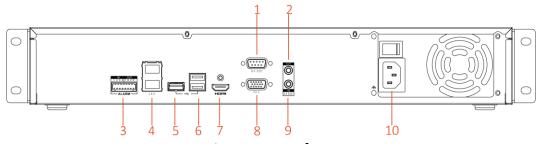


Figure 1-4 Interfaces

Table 1-2 Interface Description

No.	Description	No.	Description
1	RS-232 serial port	6	USB 2.0 interfaces
2	Audio output	7	HDMI video output
3	Alarm input and alarm output	8	VGA video output
4	Network interfaces	9	Audio input
5	USB 3.0 interface	10	Power supply

# 1.5 Power Supply Connection

Plug the 2-pin power plug to a well-grounded electricity socket and turn on the power switch.

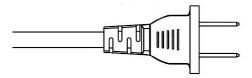


Figure 1-5 2-Pin Power Plug



- Power supply specification: 100 to 240 VAC, 50/60 Hz.
- Turn off the screen and pull out the power plug if you will not operate the screen for a long period.
- Do not connect to direct current.

# Chapter 2 Client Software Operation

# 2.1 Install Client Software

- **Step 1** Get the installation package **Information Release System** from our official website or the delivered disc.
- **Step 2** Double-click the installation package to start software installation wizard.
- **Step 3** Follow the wizard to finish the installation.

# 2.2 Login Client Software

#### Purpose:

Before any operation, you need to log into the information release server.

#### Before you start:

Install an information release server first. And ensure the network connection between the server and the information release system is well.

**Step 1** After installation finished, double-click the icon to run the software.

#### Step 2 Click Server Configuration.

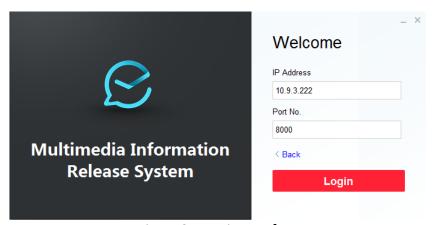


Figure 2-1 Login Interface

**Step 3** Enter **IP Address** and **Port No.** of information release server to log in.

Step 4 Click Back to go back to login interface.

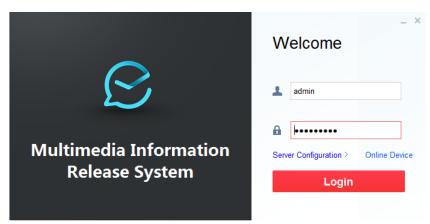


Figure 2-2 Server Configuration

Step 5 Enter User Name and Password of information release server.

Step 6 Click Login.

### 2.3 Activate Information Release Screen

#### Purpose:

For the first time to use an information release screen, activate it before any operation.

Step 1 Run client software.

#### Step 2 Click Online Device.

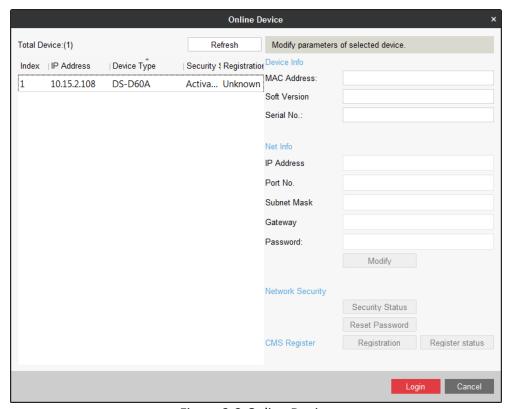


Figure 2-3 Online Device

**Step 3** Select device to activate and click the **Security Status** item in left menu.



Figure 2-4 Network Information

**Step 4** Enter Password, enter the same password in Confirm Password text-field, and click **Apply** to activate the device.

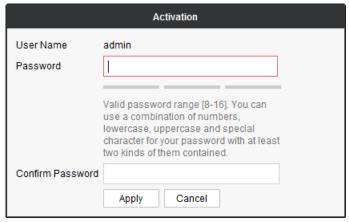


Figure 2-5 Activation

### 2.4 Reset Password



You are highly recommended to operate restoration with the help of our technical support.

**Step 1** Click **Export** to export the restoration file and send the file to our technical support.



Figure 2-6 Reset Password

**Step 2** Technical support will send you back a file. Click **Import** and select the file.

Step 3 Enter Password, enter the same password in Confirm Password text-field, and click OK.

# 2.5 Register Terminal in Server

#### Purpose:

To add a terminal to a server, register the terminal in the server first.

#### Before you start:

Activate the terminal to register.

Step 1 Run client software.

#### Step 2 Click Online Device.

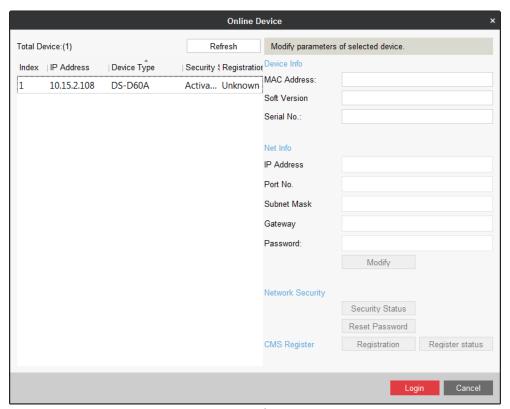


Figure 2-7 Online Device

**Step 3** Select an activated terminal and click **Registration**.

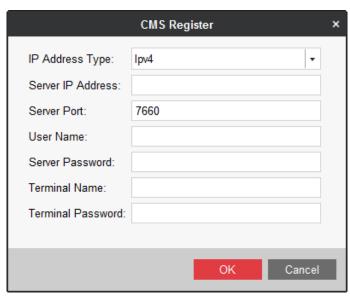


Figure 2-8 CMS Register

- **Step 4** Enter server information, including Server IP Address, Server Port, User Name, and Server Password.
- **Step 5** Enter a custom Terminal Name for terminal.
- Step 6 Enter Terminal Password.
- Step 7 Click Save.
- **Step 8** Optionally, click **Register Status** and enter Terminal Password to check registeration status.

# 2.6 Material Management

#### Purpose:

Add, modify, delete, preview, download, and check materials.

Click the Material Management tab in menu bar.

#### 2.6.1 Add Multimedia Material

#### Purpose:

Two types of material are supported: local material and dynamic material.

Click the **Upload Materials** tab in Material Management interface.

- Up to 10,000 materials can be uploaded.
- The maximum size for a single material is 4 GB.
- The maximum resolution for a picture is 3840 × 2160.

### Adding Local Material

#### Purpose:

Local material includes the picture, audio, video, txt, pdf, and web file. Here are the supported formats for each type.

Table 2-1	Supported	Material	Туре
	_		

Material Type	Supported Format
Picture file	bmp, jpg, png, gif
Video file	rm, rmvb, avi, asf, avi, mpg, 3gp, mov, mkv, wmv, flv, mp4
Audio file	mp3, wav, wma
Text file	txt, pdf
Web file	html, htm

#### Step 1 Click Open File.

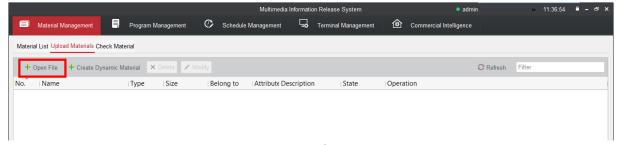


Figure 2-9 Material Management

Step 2 Select material to upload and click Open.

#### Step 3 Click Upload Material.

# Adding Dynamic Material

#### Purpose:

Dynamic materials include webpage, IP camera, stream media server, and general.

- Webpage: An URL address.
- General data: Data from third-party platforms like queue management device and pop-up image device.

#### Step 1 Click Create Dynamic Material.

#### Step 2 Select Material Type.

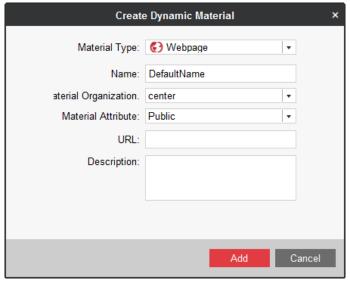


Figure 2-10 Create Dynamic Material

- Material type: Webpage
  - 1) Enter material Name, material URL, and material Description.
  - 2) Select **Organization** the material belongs to. To create an organization, refer to *2.11.1 Create Organization* Resource.
  - 3) Select Material Attribute as Public or Private.
    - ✓ Public: All users can use the material.
    - ✓ Private: Users in the same organization and superior organization can use the material.
- Material type: IP Camera
  - 1) Enter material **Name** and material **Description**.
  - 2) Enter the required parameters.
  - 3) Select Material Attribute as Public or Private.
  - 4) Enter IP camera information.
- Material type: Stream Media Server
  - 1) Enter material **Name** and material **Description**.
  - 2) Select **Organization** the material belongs to.
  - 3) Select Material Attribute as Public or Private.

- Material type: General
  - 1) Enter material Name, material URL, and material Description.
  - 2) Select Material Attribute as Public or Private.
  - 3) Select IP Type and enter IP Address.

#### Step 3 Click Add.

#### Step 4 Click Upload Material.

#### Replacing Material

#### Purpose:

Replace an uploaded material by a material with the same type and name.

- **Step 1** When uploading a local/dynamic material, select a material of the same name and type with the material to replace.
- **Step 2** Click **Upload Material**. Then a message box pops up indicating the material is duplicate and **Upload Material** turns to **Cover Material**.
- **Step 3** Optionally, check the **Auto Apply** to automatically send the material to the program that contains the former material.

#### Step 4 Click Cover Material.

#### 2.6.2 Check Material

#### Purpose:

Only checked material can be added to program. Only user has material check permission can check materials.

#### Auto Check

#### Purpose:

If you are a user with check permission, you can enable auto check when uploading material.

Step 1 Click the Upload Materials tab in Material Management interface.

**Step 2** Select materials to upload. For detailed steps, refer to:

- Step 1 to 2 of Adding Local Material.
- Step 1 to 2 of Adding Dynamic Material.
- **Step 3** Check the **Auto Check** in lower right corner of Upload Materials interface.
- **Step 4** Click **Upload Material**. Then system will automatically check the material.

#### Manual Check in Material List Tab

- **Step 1** Click the **Material List** tab in Material Management interface.
- **Step 2** Select material whose **Check Status** is **To be Approved**.
- Step 3 Click Check.
- Step 4 Select check Result as Pass or Deny.
- Step 5 Enter your check Comment if needed.

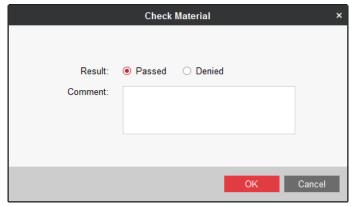


Figure 2-11 Check Material

#### Step 6 Click OK.

#### Manual Check in Check Material Tab

- Step 1 Click the Check Material tab in Material Management interface.
- Step 2 Select a material.
- **Step 3** Click **Pass/Deny** according to your needs.
- Step 4 Enter Comment.

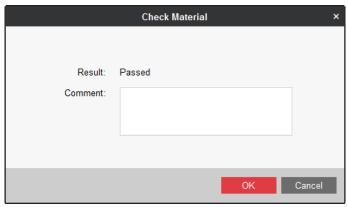


Figure 2-12

#### Step 5 Click OK.

### 2.6.3 Modify Material

#### Purpose:

Modify the parameters of material you have uploaded.

**Step 1** Click to select material to modify.

Step 2 Click Check.

**Step 3** Modify the parameters you need.

Step 4 Click Modify.

#### 2.6.4 Delete Material

**Step 1** Select the materials to delete.

Step 2 Click Delete.

**Step 3** Click **OK** in popup message box to delete.

### 2.6.5 Preview/Download Material

#### Purpose:

You can download uploaded materials to the local path. The downloading status can be viewed in local status row. The downloaded materials including picture, txt document, video, and clock, can be previewed. Previewing dynamic material is not allowed.

**Step 1** Click to select materials to download.

**Step 2** Click **Download** to start download. After the material is downloaded, the **Local Status** will turn from **Not Downloaded** to **Downloaded**.

Step 3 Optionally, you can select a downloaded material and click Preview to preview it.

# 2.7 Program Management

#### Purpose:

You can create program using checked materials. The program layout is configurable. After program is added, you can modify, delete, preview, copy, and check programs.

Click the **Program Management** item in menu bar to enter program management interface.

# 2.7.1 Add Program

#### Purpose:

To add a program, create and configure the program pages first and specify materials for windows in page.

- Up to 2,000 programs can be added.
- We take the example of Android standard program type to describe the steps. For the
  difference among Android standard, Android decoding, and Android touchscreen, refer to
  Android Decoding and Android Touchscreen Features.
- Step 1 Click Program Management in menu bar.
- **Step 2** Click **Add** in Program List tab.
- **Step 3** Configure program basic settings. Turn to *Configuring Program Basic Settings*.
- **Step 4** Create and configure pages. Turn to *Managing Page*.
- Step 5 Create programs. Turn to following section accroding to your needs: Creating Picture Program, Creating PDF Program, Creating Document Program, Creating Audio/Video/Live Video Program, Creating Webpage Program, Creating Clock Program, Creating Weather Program, Creating Countdown Program, Creating Video Input Program, Creating Pop-up Image Program, Creating Queue Manager Program, Creating Capture Program, Creating Button Program.

#### Configuring Program Basic Settings

#### Purpose:

Configure the program name, resolution, type, etc.

- **Step 1** Enter **Program Name** and **Description**.
- Step 2 Select Resolution according to the installation orientation of information release screen.
- **Step 3** Select **Program Type** according to your information release screen model.
- Step 4 Select Share Property as Private or Public.
  - **Public**: The program is available for all users.
  - Private: The program is only available for current users.
- **Step 5** Select the organization the program belongs to. For details about creating organization, refer to *2.11.1 Create Organization* Resource.
- **Step 6** Optionally, check **Resolution Self-Adaptive**. The window will automatically adjust the program display size to fit the window size.

### Managing Page

#### Purpose:

You can create multiple pages for a program. Follow the steps to edit page layout and create layout template for reusing.

Following materials cannot exist in the same page: video, audio, counting down, video input, live video, pop-up image, and queue management.

**Step 1** Select **Page** tab in the Configuration Panel.

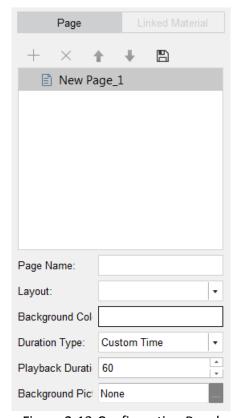


Figure 2-13 Configuration Panel

#### Step 2 In the page menu,

- ullet Click ullet to create a page.
- Click X to delete a page.
- Click 
   <sup>↑</sup>/
   <sup>↓</sup> to adjust page sequence.
- Click 🖺 to save the created page as a template for reuse.

**Step 3** Select a page to edit.

#### Step 4 Enter Page Name.

**Step 5** Edit page layout by one of the two options.

- Edit the layout parameters including Background Color, Duration Type, and Background
   Picture.
- Select a Layout.

You are recommended to set the duration type according to material type. For materials like video and audio, select it as **Auto**, then the page play duration equals material duration. For materials like picture and clock, select it as **Custom** and enter **Playback Duration**.

**Step 6** Click to select a window type to show in the page. Then a window will pop up in the display area. Window position and size are adjustable in Linked Material Configuration Panel.



Figure 2-14 Window Type List

**Step 7** Repeat step 6 to create more windows.

### **Creating Picture Program**

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters. For details, refer to *Managing Page*.
- **Step 3** Select at least one picture in window type list.



Figure 2-15 Window Type List

**Step 4** Select the **Linked Material** tab in configuration panel.

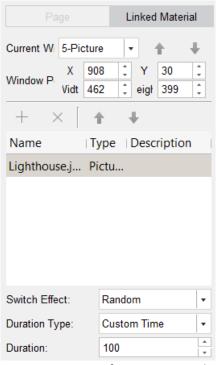


Figure 2-16 Configuration Panel

- **Step 5** Select a window to edit from **Current Window**.
- **Step 6** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 7** To specify the material to show in the window, click + and select materials.
- Step 8 Configure Switch Effect between materials.
- **Step 9** Select a material and enter its playback **Duration**.
- Step 10 Click Save to save the program.

#### Creating PDF Program

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters. For details, refer to *Managing Page*.
- **Step 3** Select at least one PDF material in window type list.



Figure 2-17 Window Type List

**Step 4** Select the **Linked Material** tab in configuration panel.

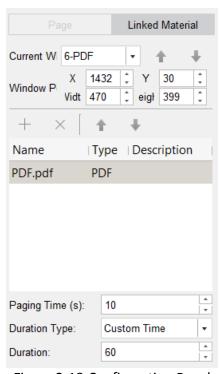


Figure 2-18 Configuration Panel

- **Step 5** Select a window to edit from **Current Window**.
- **Step 6** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.

**Step 7** To specify the material to show in the window, click + and select materials.

**Step 8** Select a material and configure its display parameters.

- 1) Configure Paging Time between materials.
- 2) Enter playback **Duration**.

Step 9 Click Save to save the program.

#### **Creating Document Program**

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters. For details, refer to *Managing Page*.
- **Step 3** Select at least one document material in window type list.

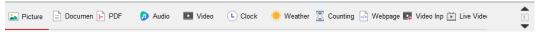


Figure 2-19 Window Type List

**Step 4** Select the **Linked Material** tab in configuration panel.

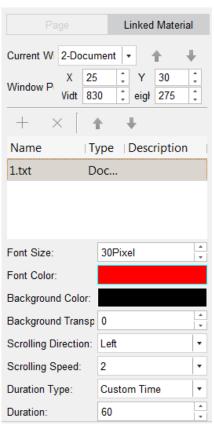


Figure 2-20 Configuration Panel

**Step 5** Select a window to edit from **Current Window**.

**Step 6** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.

**Step 7** To specify the material to show in the window, click + and select materials.

**Step 8** Select a material and configure its displaying parameters.

- 1) Configure the its parameters, including Font Size, Font Color, Background Color, Background Transparency, Scrolling Direction, and Scrolling Speed.
- 2) Enter playback **Duration**. Repeat the step to set playback duration for other materials.

Step 9 Click Save to save the program.

### Creating Audio/Video/Live Video Program



Two types of live video are supported: live video material and IP camera. Refer to *Adding Dynamic Material* to add them.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- Step 2 Configure page parameters. For details, refer to Managing Page.
- **Step 3** Select at least one audio/video/live video material in window type list.

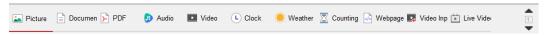


Figure 2-21 Window Type List

#### **Step 4** Select the **Linked Material** tab in configuration panel.

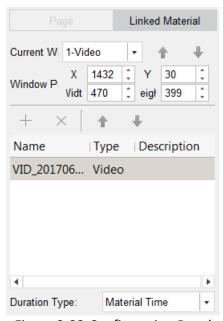


Figure 2-22 Configuration Panel

**Step 5** Select a window to edit from **Current Window**.

- **Step 6** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 7** To specify the material to show in the window, click + and select materials.
- **Step 8** Select a material and select **Duration Type**. You are recommended to select it as **Material Time**.
- Step 9 Click Save to save the program.

### Creating Webpage Program

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- Step 2 Configure page parameters. For details, refer to Managing Page.
- **Step 3** Select at least one webpage material in window type list.

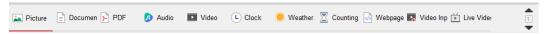


Figure 2-23 Window Type List

**Step 4** Select the **Linked Material** tab in configuration panel.

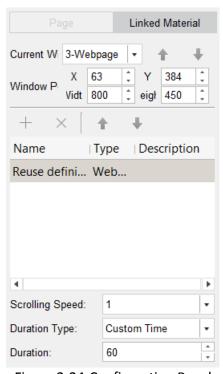


Figure 2-24 Configuration Panel

- **Step 5** Select a window to edit from **Current Window**.
- **Step 6** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 7** To specify the material to show in the window, click  $\blacksquare$  and select materials.

Step 8 Select a material and configure its display parameters.

- 1) Configure Scrolling Speed.
- 2) Enter playback **Duration**.

Step 9 Click Save to save the program.

### Creating Clock Program

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select the clock in window type list. For details, refer to *Managing Page*. A page only allows one clock material.

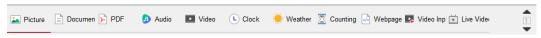


Figure 2-25 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

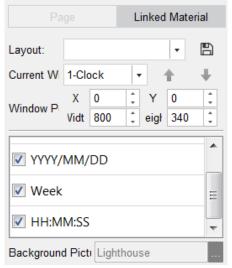


Figure 2-26 New Clock Program

- **Step 4** Select window to edit from **Current Window**.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 6** Check the checkboxes of clock options, including **Clock, YYYY/MM/DD, Week,** and **HH:MM:SS**, to display on clock.
- **Step 7** Optionally, click to save the current layout as a template for reuse.
- Step 8 Select Background Picture from uploaded picture material.
- Step 9 Click Save to save the program.

### **Creating Weather Program**

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select the weather in window type list. For details, refer to *Managing Page*. A page only allows one weather material.



Figure 2-27 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

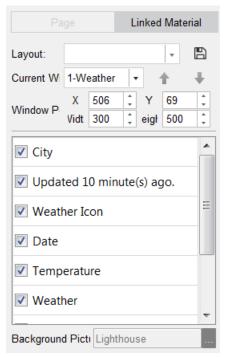


Figure 2-28 New Clock Program

- **Step 4** Select window to edit from **Current Window**.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 6** Check the checkboxes of weather options to show.
- **Step 7** Optionally, click to save the current layout as a template for reuse.
- Step 8 Select Background Picture from uploaded picture material.
- Step 9 Click Save to save the program.

# Creating Countdown Program

**Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.

**Step 2** Configure page parameters and select at least one countdown in window type list. For details, refer to *Managing Page*.

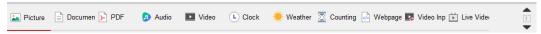


Figure 2-29 Window Type List

Step 3 Select the Linked Material tab in configuration panel.

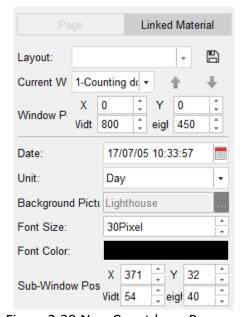


Figure 2-30 New Countdown Program

- Step 4 Select window to edit from Current Window.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 6** Edit countdown parameters, including **Data**, **Unit**, **Background Picture**, **Font Size**, **Font Color**, and **Sub-Window Position**.
  - Date: Count down from the data. The date cannot earlier than current time.
  - Unit: Select the countdown unit.
  - Background: Select picture from picture material.
  - **Sub-Window Position**: The position of countdown content in the window.
- **Step 7** Optionally, click to save the current layout as a template for reuse.
- Step 8 Click Save to save the program.

### Creating Video Input Program

#### Purpose:

You can display the HDMI and VGA image that connecting with information release screen.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select a video input in window type list. For details, refer to *Managing Page*. A page only allows one video input material.



Figure 2-31 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

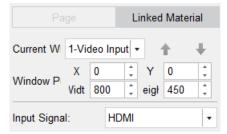


Figure 2-32 New Video Input Program

- Step 4 Select window to edit from Current Window.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 6** Select the **Input Signal** according to actuality.
- **Step 7** Click **Save** to save the program.

# Creating Pop-up Image Program

#### Before you start:

Install a third-party device as the source of pop-up images and add it as a material first. For details, refer to *Adding Dynamic Material*.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select at least one pop-up image in window type list. For details, refer to *Managing Page*.

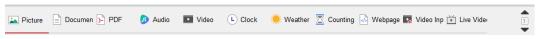


Figure 2-33 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

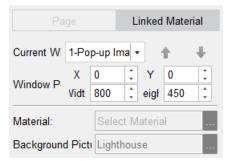


Figure 2-34 New Pop-up Image Program

- **Step 4** Select window to edit from **Current Window**.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- Step 6 Select pop-up image Material.
- **Step 7** Select **Background Picture**.
- **Step 8** Click **Save** to save the program.

### Creating Queue Manager Program

#### Before you start:

Install a third-party device as the source of queue manager and add it as a material first. For details, refer to *Adding Dynamic* Material.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select at least one queue manager in window type list. For details, refer to *Managing Page*.

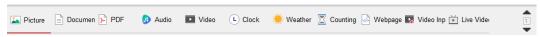


Figure 2-35 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

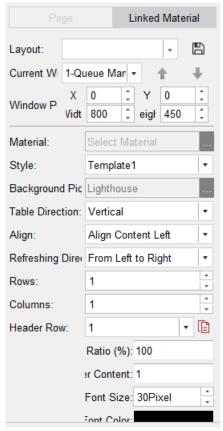


Figure 2-36 New Queue Manager Program

- Step 4 Select window to edit from Current Window.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- Step 6 Select a queue manager Material.
- Step 7 Configure the queue manager layout parameters, including Style, Background Picture, Table Direction, content Align type, content Refreshing Direction, table Rows, table Columns, and table Header Row.
- **Step 8** Optionally, click the icon to save the current layout as a template for reuse.
- Step 9 Click Save to save the program.

# **Creating Capture Program**

#### Purpose:

Display the capture from IP camera.

#### Before you start:

Install a third-party device as the source of capture. You can contact our technical support for details.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select at least one capture in window type list. For details, refer to *Managing Page*.



Figure 2-37 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

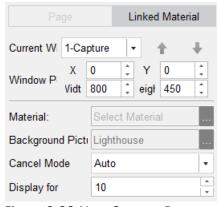


Figure 2-38 New Capture Program

- **Step 4** Select window to edit from **Current Window**.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- **Step 6** Select a capture **Material**.
- **Step 7** Configure the capture parameters, including **Background Picture**, **Cancel Mode**, and **Display** for.
  - Cancel Mode: If it is selected as Auto, the capture displays for the set time. If it is selected as Manual, the capture display time is decided by IP camera.
  - **Display for**: Available when **Cancel Mode** is **Auto**. Display the captured picture for specified time.

Step 8 Click Save to save the program.

# **Creating Button Program**

The chapter is only available for touchscreen.

- **Step 1** Configure program basic settings. For details, refer to *Configuring Program Basic Settings*.
- **Step 2** Configure page parameters and select at least one button material in window type list. For details, refer to *Managing Page*.

Figure 2-39 Window Type List

**Step 3** Select the **Linked Material** tab in configuration panel.

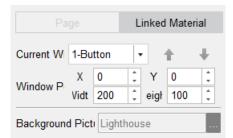


Figure 2-40 New Button Program

- Step 4 Select window to edit from Current Window.
- **Step 5** Adjust window position by editing **X** and **Y** value. Adjust window size by editing **Width** and **Height** value.
- Step 6 Configure the Background Picture.
- **Step 7** Click **Save** to save the program.

#### Android Decoding and Android Touchscreen Features

#### Purpose:

The chapter describes the additional features of Android decoding/Android touchscreen compared with Android standard.

Android Decoding

For picture, document, PDF, and webpage programs, **Window Type**, **Switching Method**, and **Switch to** are provided.

Android Touchscreen

Up to 4 live view materials can be added.

# 2.7.2 Check Program

#### Purpose:

Only checked programs can be added to schedules. Only user has program check permission can check programs.

#### Auto Check

#### Purpose:

If you are a user with check permission, you can enable auto check when uploading programs.

Before clicking **Save** when creating programs, check the **Auto Check**. Then system will automatically check the program.

### Manual Check in Program List Tab

- **Step 1** Click the **Program List** tab in Program Management interface.
- Step 2 Click to select program whose Check Status is To be Approved.
- Step 3 Click Check.
- Step 4 Select check Result as Pass or Deny.
- **Step 5** Enter your check **Comment**.

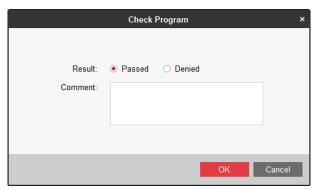


Figure 2-41 Check Program

**Step 6** Click **OK** to save the result.

# Manual Check in Check Program Tab

- Step 1 Click the Check Program tab in Program Management interface.
- Step 2 Select a program.
- Step 3 Click Pass/Deny as required.
- Step 4 Enter Comment.

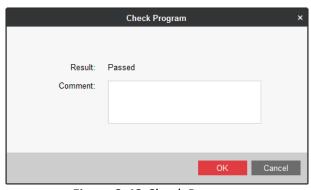


Figure 2-42 Check Program

Step 5 Click OK.

# 2.7.3 Modify Program

#### Purpose:

You can modify the parameters of programs you have created.

**Step 1** Select a program to modify and click in operation menu.

Step 2 Modify the parameters as required.

Step 3 Click Save to save the settings.

# 2.7.4 Delete Program

Step 1 Select program to delete.

Step 2 Click Delete Program.

# 2.7.5 Preview Program

Select program to preview and click on in operation menu.

# 2.8 Schedule Management

#### Purpose:

You can make a program playback schedule according to your needs. After schedule is made, you can modify, delete, release, and export schedule.

Click the **Schedule Management** item in menu bar.

### 2.8.1 Add Schedule



Up to 1,000 schedules can be added.

Step 1 Click Add.

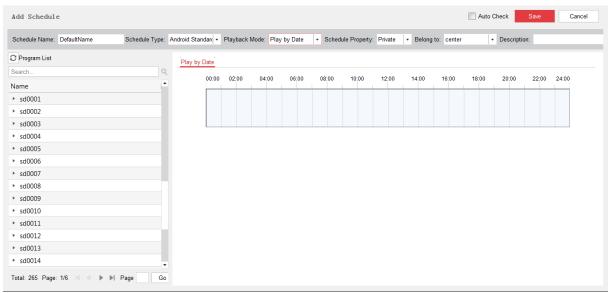


Figure 2-43 Add Schedule

#### Step 2 Enter Schedule Name and Description.

**Step 3** Select **Schedule Type** according to your information release screen model.

**Step 4** Select the **Playback Mode.** We take the example of selecting it as **Play by Day** to describe the steps.

- Play by Day: Repeatedly play the programs by day.
- Play by Week: Repeatedly play the programs by week.
- Play by Loop: Repeatedly play the programs in loop.
- Custom: Repeatedly play the programs by custom schedule.
- **Default Video**: The default video will be played during no schedule period. Refer to *Configuring Default Schedule to* enable the function first.

#### Step 5 Select Share Property as Private or Public.

- **Public**: The program is available for all users.
- Private: The program is only available for current users.

**Step 6** Select the organization the schedule belongs to. For details about creating organization, refer to *2.11.1 Create Organization* Resource.

- Step 7 Click to select a program in Program List.
- Step 8 Drag to draw a colored bar in the 24-hour time bar.
- **Step 9** Repeat step 7 to 8 to specify programs to play in other periods.



Not more than 8 periods can be set each day.

#### Step 10 Click Save.

### 2.8.2 Check Schedule

#### Auto Check

#### Purpose:

If you are a user with check permission, you can enable auto check when uploading schedules.

Before clicking **Save** when creating schedule, check the **Auto Check**. Then system will automatically check the program.

#### Manual Check in Schedule List Tab

**Step 1** Click the **Schedule List** tab in Schedule Management interface.

**Step 2** Click to select schedule the **Check Status** of which is **To be Approved**.

Step 3 Click Check.

Step 4 Select check Result as Pass or Deny.

**Step 5** Enter your check **Comment**.

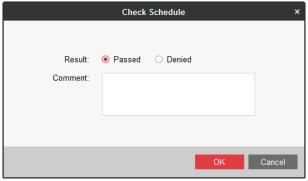


Figure 2-44 Check Schedule

**Step 6** Click **OK** to save the result.

#### Manual Check in Check Schedule Tab

**Step 1** Click the **Schedule Check** tab in Schedule Management interface.

Step 2 Select a schedule.

Step 3 Click Pass/Deny as required.

Step 4 Enter Comment.

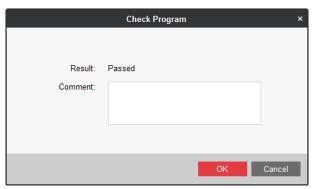


Figure 2-45 Check Program

#### Step 5 Click OK.

### 2.8.3 Modify Schedule

**Step 1** Select a schedule to modify and click in operation menu.

**Step 2** Modify the parameters as required.

Step 3 Click Save to save the settings.

#### 2.8.4 Delete Schedule

**Step 1** Click to select the schedules to delete.

Step 2 Click Delete.

Step 3 Click Confirm in popup message box to delete.

### 2.8.5 Release Schedule

#### Purpose:

Release the schedules that passed the check to information release screen.

#### Timed Release

#### Purpose:

Send schedules to information release screen at specified time. Play it after released.

Step 1 Click the Release Management tab in Schedule Management interface.

Step 2 Click Add.

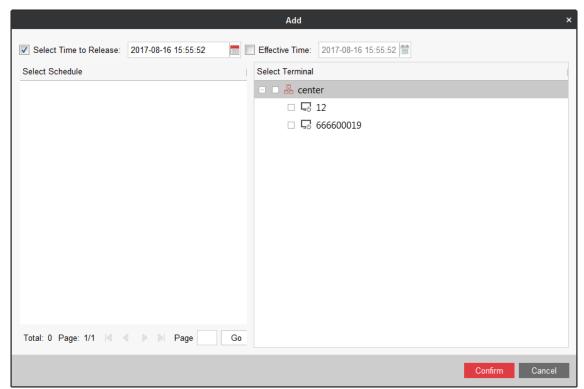


Figure 2-46 Release Schedule

- Step 3 Check Select Time to Release and edit the Time.
- Step 4 Check schedules in Select Schedule list.
- Step 5 Select Terminals to release to in Select Terminal list.
- Step 6 Click Confirm.

#### **Instant Release**

#### Purpose:

Send the schedule to information release screen immediately. Play it after released.

- **Step 1** Enter **Schedule List** tab in Schedule Management interface.
- **Step 2** Click in Operation list of a schedule to release.

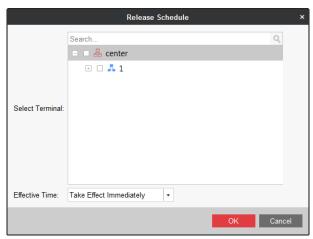


Figure 2-47 Release Schedule

**Step 3** Select Terminal.

Step 4 Select Effective Time as Take Effect Immediately.

Step 5 Click OK.

Prerelease in Schedule List

#### Purpose:

Send the schedules to information release screen immediately. Play them at the specified time.

**Step 1** Enter **Schedule List** tab in Schedule Management interface.

**Step 2** Click in Operation list of a schedule to release.

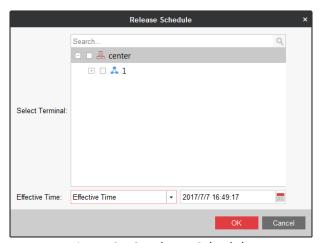


Figure 2-48 Release Schedule

**Step 3** Select Terminal.

Step 4 Select Effective Time as Effective Time.

Step 5 Edit the Effective Time.

Step 6 Click OK.

# 2.8.6 Export Schedule

#### Purpose:

You can export schedules to local path.

**Step 1** Click to select schedule to release.

Step 2 Click .



Figure 2-49 Export Schedule

Step 3 Select Schedule Export Path.

Step 4 Click Export.

# 2.9 Terminal Management

#### Purpose:

Add information release screen you want to manage.

Click the **Terminal Management** item in menu bar to enter terminal management interface.

#### 2.9.1 Add Terminal

#### Before you start:

Log in the terminal you want to add and register it in information release server.

Step 1 Click Add.

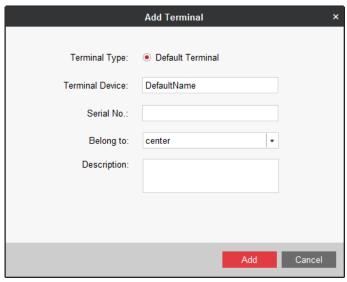


Figure 2-50 Add Terminal

- Step 2 Enter terminal name in Terminal Device.
- **Step 3** Enter **Serial No.** You can get the number in the back panel of terminal.
- **Step 4** Select a group to **Belong to**.
- Step 5 Click Add.

### 2.9.2 Toolbar



Figure 2-51 Toolbar

Table 2-2 Button Description

Table 2-2 Button Description			
Icon	Description	Icon	Description
<b>O</b>	Power on the terminal	Show	Show the release progress
<u></u>	Power off the terminal	<b>I</b> → Hide	Hide the release progress
3/6 7/2	Reboot the terminal	Timed switch t	Enable timed switching
▶ Play	Start playing schedule	Timed switch f	Disable timed switching
II Stop Pl	Stop playing schedule	(ADB) On	Button for debugging
Dut-ir	Configure cut-in materials and programs	ADB Off	Button for debugging
<b>□</b> Stop	Stop cut-in	TEXT	Configure txt messages
□ Cancel	Cancel cut-in	4	Upgrade the terminal
Enable Timed St	Enable timed startup/shutdown and timed screen switching schedules	•	Take a screenshot in terminal
Disable Timed S	Disable timed startup/shutdown and timed screen switching schedules		Check schedule
Timing volume	Enable timed volume	<b>†</b>	Restore the terminal to default settings
■ Timing volume	Disable timed volume		

# 2.9.3 Configure Terminal Remotely

#### Purpose:

Remotely configure the terminal parameters.

Select the terminal to configure and click of in tool bar.

Configuring Temperature Protection

#### Purpose:

Terminal is automatically turned off when the temperature exceeds the configured shutdown temperature to realize temperature protection; Terminal is powered on automatically when the temperature goes below startup temperature.

**Step 1** Go to **Terminal Management->Terminal Configuration->Device Operation->Temperature**.

Step 2 Click Enable.

**Step 3** Set **Startup Temperature** from 40 °C to 53 °C, and set **Shutdown Temperature** from 42 °C to 55 °C.



Shutdown Temperature must be higher than Startup Temperature.

Step 4 Optional, check Batch Apply and select terminals to configure with the same schedule.

#### Step 5 Click Apply.



Figure 2-52 Temperature Protection Control

### Configuring Timed Startup/Shutdown

#### Purpose:

Configure the timed startup/shutdown schedule for terminal. The terminal automatically starts up and shuts down according to the schedule.

**Step 1** Click the **Timed Startup/Shutdown** tab.

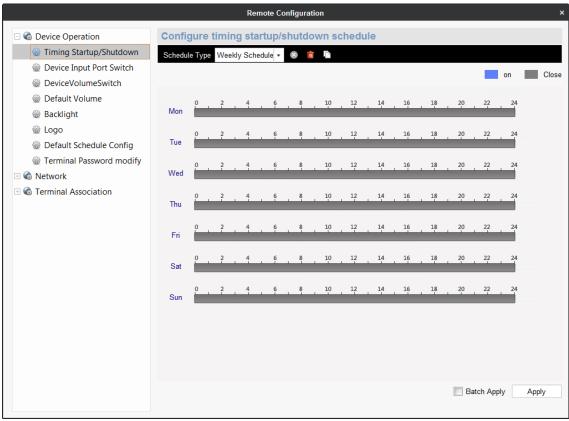


Figure 2-53 Timed Startup/Shutdown

- **Step 2** Select **Schedule Type** as **Daily Schedule** or **Weekly Schedule**. We take the weekly schedule as an example to describe the steps.
- **Step 3** Drag to draw blue bars in the days of a week. During the time the blue bar locates, the terminal runs. In other duration, it powers off.
- **Step 4** Optional, check **Batch Apply** and select terminals to configure with the same schedule.
- Step 5 Click Apply.

### Configuring Backlight

#### Purpose:

Manually or automatically adjust terminal lights

Step 1 Go to Terminal Management->Terminal Configuration->Backlight.



Figure 2-54 Configure Backlight Parameter

Step 2 Configure backlight mode.

- Click **Auto Brightness Configuration**, and the terminal self-adaptively adjusts backlight brightness according to environment.
- Unclick **Auto Brightness Configuration**, and enter value manually in **Backlight**, or drag the mouse slider to adjust backlight brightness.

**Step 3** Optional, check **Batch Apply** and select terminals to configure with the same schedule.

Step 4 Click Apply.



If there are multiple terminals require the same configuration, click **Apply in Batch**, select the required terminals, and click **OK** to copy the configuration to other terminals.

### Configuring Timed Volume

#### Purpose:

Configure the timed volume schedule for terminal. The terminal volume varies according to schedule.

Step 1 Click the Device Volume Switch tab.

**Step 2** Configure the schedule. For detailed steps, you can refer to *Configuring Timed Startup/Shutdown*.

### Configuring Device Input Port Switch

#### Purpose:

Switch the terminal display image between HDMI input and content from information release server.

Step 1 Click the Device Input Port Switch tab.

**Step 2** Configure the schedule. For detailed steps, you can refer to *Configuring Timed Startup/Shutdown*.

### Configuring Default Volume

#### Purpose:

If you disable the timed volume, the terminal volume is the default volume you set here.

Step 1 Click the Default Volume tab.



Figure 2-55 Default Volume

**Step 2** Drag the slider to adjust volume.

Step 3 Optionally, check Batch Apply and select terminals to configure with the same schedule.

Step 4 Click Apply.

### Configuring Logo

#### Purpose:

Enable/disable the startup logo of terminals.

#### Step 1 Click the Logo tab.



Figure 2-56 Startup Logo

Step 2 Check/uncheck Logo.

**Step 3** Optionally, check **Batch Apply** and select terminals to configure with the same schedule.

Step 4 Click Apply.

### Configuring Default Schedule

#### Purpose:

If you need to display a default video when no schedule is being played, enable default schedule and designate default videos. Refer to 2.8.1 Add Schedule to designate default video.

Step 1 Click the Default Schedule tab.

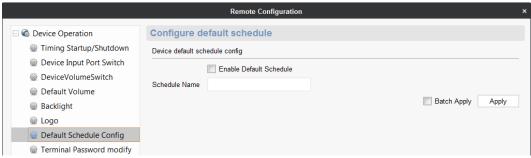


Figure 2-57 Default Schedule

Step 2 Check Enable Default Schedule.

Step 3 Enter Schedule Name.

Step 4 Optionally, check Batch Apply and select terminals to configure with the same schedule.

Step 5 Click Apply.

Configuring Terminal IP Address

Step 1 Go to Network > Terminal IP Address.



Figure 2-58 Terminal IP Address

Step 2 Edit network parameters.

Step 3 Click Apply.

Configuring Linked Server IP Address

Step 1 Go to Network > Linked Server.



Figure 2-59 Linked Server IP Address

Step 2 Edit network parameters.

Step 3 Click Apply.

### Adding IP Channel

#### Purpose:

Up to 4 general IP cameras and 1 valid passenger IP camera are allowed to add to a terminal.

#### Step 1 Click the Terminal Association tab.

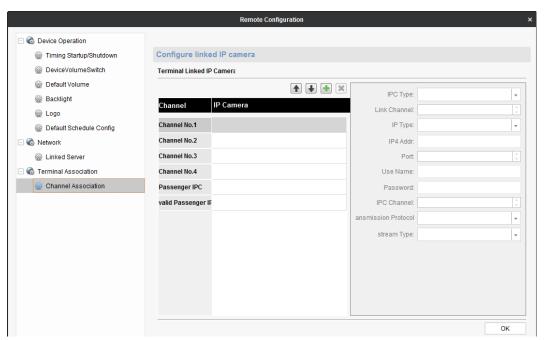


Figure 2-60 IP Channel

Step 2 Select a channel in Channel list and click .

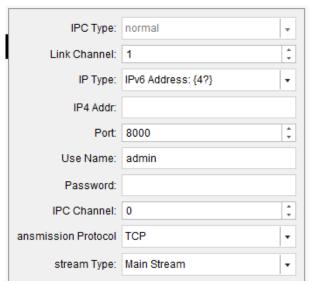


Figure 2-61 IP Camera Parameters

**Step 3** Enter the parameters of IP camera to add.

Step 4 Click OK

**Step 5** Optionally, link the IP camera to other channel by operating the 1/2 icon.

### 2.9.4 Modify Terminal

**Step 1** Click to select a terminal to modify.

Step 2 Click .

**Step 3** Modify the parameters you need.

Step 4 Click Modify to save the settings.

#### 2.9.5 Delete Terminal

**Step 1** Click to select the terminals to delete.

Step 2 Click X.

Step 3 Click Confirm in popup message box to delete.

# 2.10 Commercial Intelligence

#### Purpose:

Terminal can work with people counting cameras to collect people counting data and generate a report about number and appearance of people. It helps to get the feedback about contents played in information release screens.

Click the Commercial Intelligence item in menu bar.

# 2.10.1 Add a Map

#### Purpose:

You can add the building layout picture as a map and then add terminals to the map according their actual position.

#### Step 1 Click Add a Map.

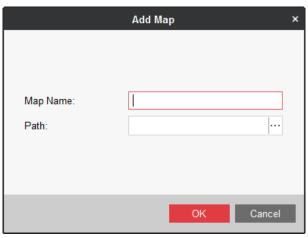


Figure 2-62 Map Information

Step 2 Enter Map Name and select a map in local path.

Step 3 Click OK.

## 2.10.2 Add a Child Map

#### Purpose:

Display the map details by adding a child map.

**Step 1** Select a map in the Map and Terminal List.

**Step 2** Click Add Child Map.

**Step 3** Enter **Map Name** and select a map in local path.

Step 4 Click OK.

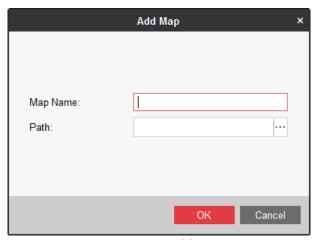


Figure 2-63 Add Map

### 2.10.3 Edit a Map

Step 1 Select the map to configure in the Map and Terminal List.

Step 2 Click Edit Map in the bottom of Map and Terminal List.

**Step 3** You can modify map, delete map, add termianl hostspots, etc.

To modify map, do following steps.

- 1) Click the icon.
- 2) Edit map information.
- 3) Click OK.

To delete a map, do following steps.

- 1) Click the icon
- 2) Click OK.

### 2.10.4 Add Terminals

#### Purpose:

Add the terminal icon to map or child map, to show people counting in map.

#### Before you start:

Install people counting cameras and add them to terminal. For detailed steps, refer to *Adding IP Channel*.

Step 1 Add a map.

**Step 2** Click **Edit Map** in the bottom of Map and Terminal List.

**Step 3** Add terminals as hot spots.

1) Click in toolbar.

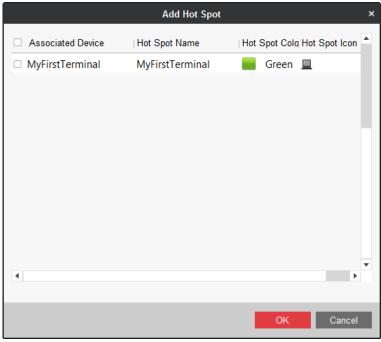


Figure 2-64 Add Hot Spot

- 2) Check terminals to add.
- 3) Optionally, you can edit Hot Spot Name and Hot Spot Color.
  - Hot Spot Name: The hot spot name showing in map.
  - Hot Spot Color: The color of hot spot name.
- 4) Click OK.
- 5) Drag the hot spots to the actual position in map.

#### Step 4 Enable people counting.

1) Click in toolbar.

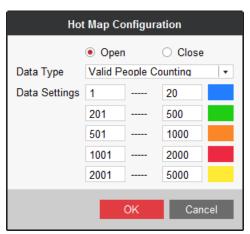


Figure 2-65 Hot Map Configuration

- 2) Select Open.
- 3) Edit the Data Settings to set the hot spot icon display color for different number of people.
- 4) Click OK.

### 2.10.5 Add Hot Region

#### Purpose:

The map can add its child maps as hot regions. You can quick view child map status by clicking the hot region icon on the parent map.

**Step 1** Select a map in Map and Terminal List and click

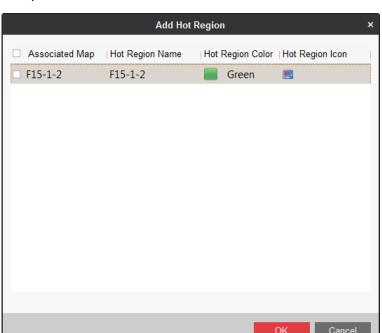


Figure 2-66 Hot Region

**Step 2** Optionally, you can edit Hot Region Name and Hot Region Color.

- Hot Region Name: The hot region name showing in map.
- Hot Region Color: The color of hot region name.

#### Step 3 Click OK.

**Step 4** Drag the hot regions to the actual position in map.

### 2.10.6 View People Counting Statistic

#### Purpose:

View the people counting statistic of hot spots.

**Step 1** Click to select a map and click **Map View** in the bottom of Terminal List.

#### Step 2 Right-click on a hot spot.



Figure 2-67 Right-Click Menu

#### **Step 3** Click to select **People Counting Statistics**.

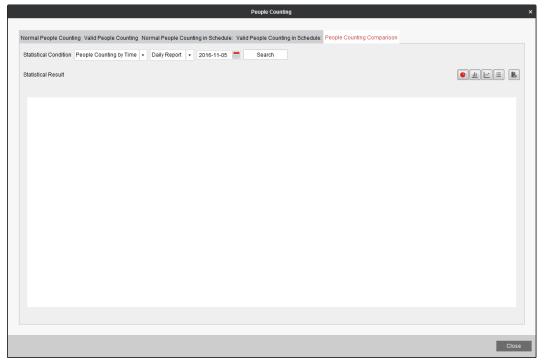


Figure 2-68 People Counting Statistics

Step 4 Select the tab as your desire.

**Step 5** Set the search conditions and click **Search** to start search.

# 2.11 General Configuration

### Purpose:

Edit users, view logs, manage HDD, and configure system parameters here.

Click the icon above menu bar.

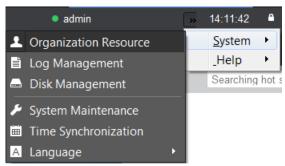


Figure 2-69 General Configuration Menu

### 2.11.1 Create Organization Resource

Step 1 Select the Organization Resource item.

**Step 2** Click to create an organization.

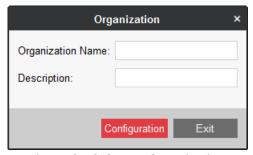


Figure 2-70 Create Organization

Step 3 Enter Organization Name and Description.

**Step 4** Click **Configuration**.

### 2.11.2 Manage Users

#### Purpose:

Multiple user accounts can be added to the client software. You are allowed to assign different permissions for different users.

Step 1 Select the Organization Resource item.

### Adding the User

Step 1 Select an organization to add the user to.

Step 2 Click Add User.

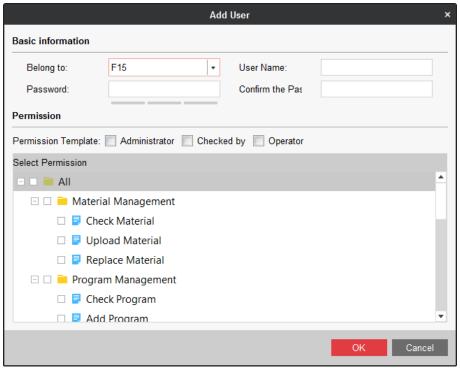


Figure 2-71 Add User

**Step 3** Enter the **User Name**, **Password**, and **Confirm Password**. We highly recommend you to use a strong password to ensure your data security.



- A user name cannot contain any of the following characters: / : \*? " <> |. And the length of the password cannot be less than 6 characters.
- For your privacy, we strongly recommend changing the password to something of your own choosing (using a minimum of 8 characters, including upper case letters, lower case letters, numbers, and special characters) in order to increase the security of your product.

**Step 4** Check the checkboxes to assign the permissions for the created user.

**Step 5** Click **OK** to create the user.

### Managing the User

#### Purpose:

After created successfully, the user account is added to the user list on the Account Management page. You can edit or delete the information of the user accounts.

To edit the information of the user, select the user from the list, and click **Modify User**. Or you can double click the user name to enter the Modify User window.

To delete the information of the user, select the user from the list, and click **Delete User**.



The super user cannot be deleted and edited.

# 2.11.3 Manage Logs

### Searching Logs

#### Purpose:

The log files of the software can be searched for checking.

Step 1 Click to select the Log Management item in general configuration menu.

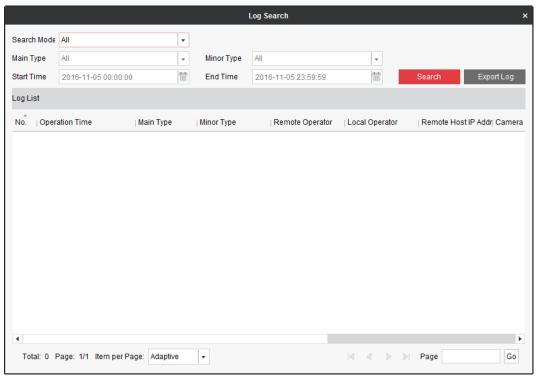


Figure 2-72 Log Search

**Step 2** Set the search conditions.

**Step 3** Click **Search**. The log files matching the search conditions will be displayed on the list. You can check the operation time, content, and other information of the logs.



Please narrow the time range or filter the log type for search if there are too many log files.

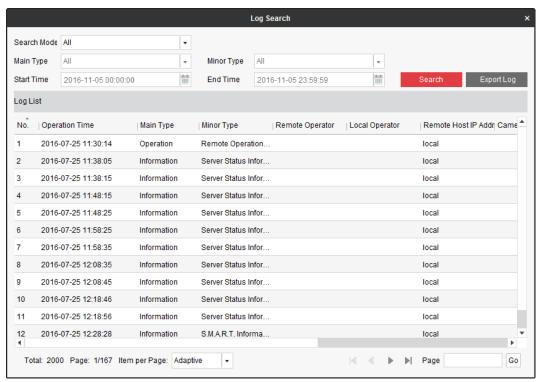


Figure 2-73 Log Search

### Backing up Log Files

#### Purpose:

The log files can be exported for backup.

- Step 1 Set the condition and search the log file.
- Step 2 Click Export Log to open the Log Backup dialog box.
- **Step 3** Click the icon, select a local saving path, and set a name for the file.
- **Step 4** Click **Confirm** to export the selected log files.

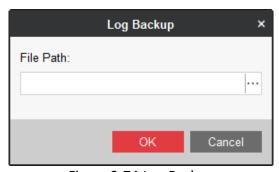


Figure 2-74 Log Backup

# 2.11.4 Manage Disks

#### Purpose:

You can format the HDD installed in information release server.

#### **Step 1** Select the **Disk Management** item in menu bar.

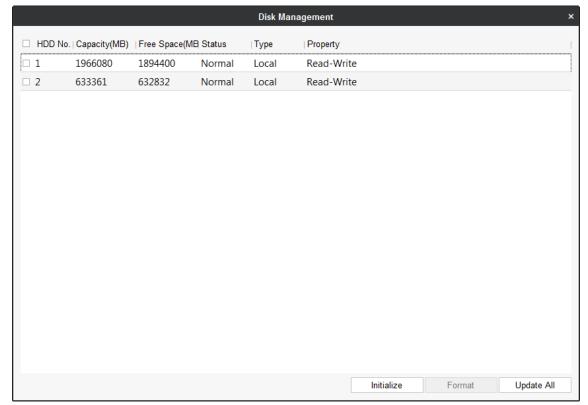


Figure 2-75 Disk Management

Step 2 Check to select HDD.

**Step 3** Click **Format** and confirm the operation.

### 2.11.5 Server Maintenance

Select the **System Maintenance** item in menu bar.

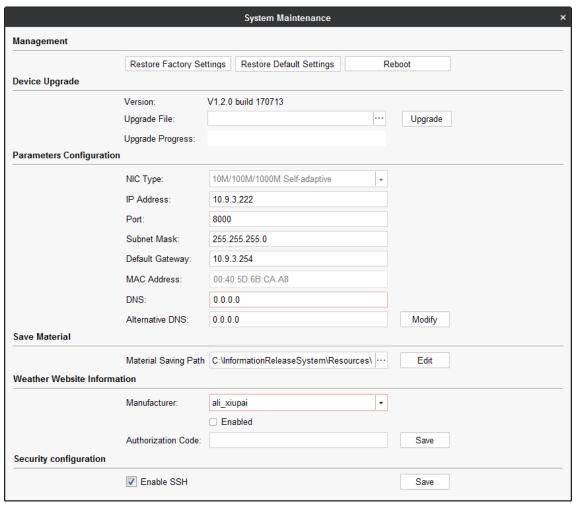


Figure 2-76 System Maintenance

# 2.11.6 Synchronize Time

#### Purpose:

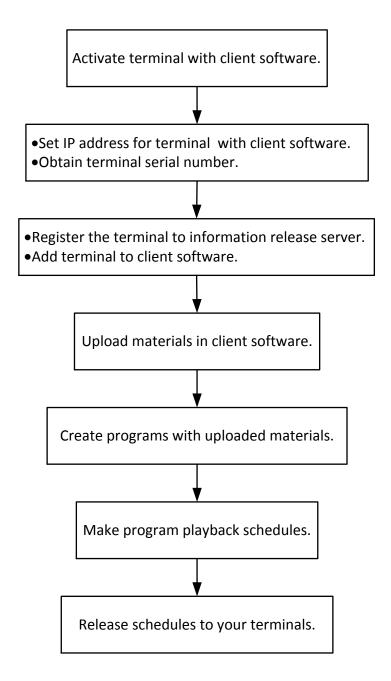
You can adjust the information release server time.

- Step 1 Select the Time Synchronization item in menu bar.
- **Step 2** To synchronize server time with your computer time, check Current Time.

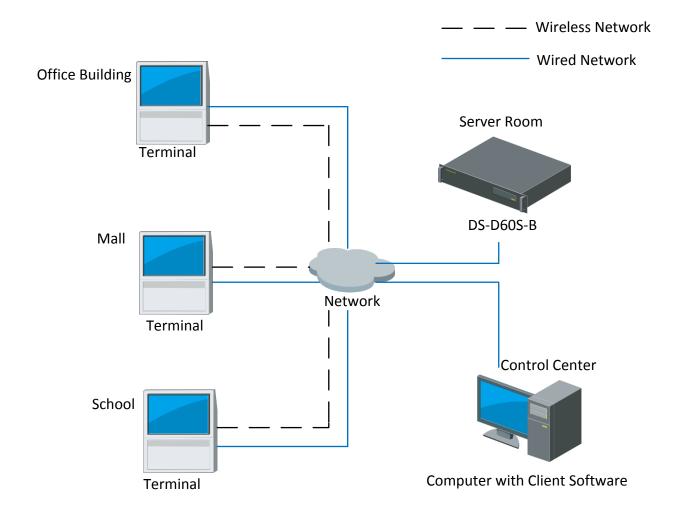
To adjust server time as your desire, uncheck the checkbox and enter the time.

Step 3 Click OK.

# Appendix A Operation Flow Chart



# Appendix B Deployment Diagram



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