

## PRELIMINARY ENGAGE R6 RELEASE NOTES

August 29, 2011

### INTRODUCTION

EnGage R6 implements a number of new features as well as user interfaces changes to ensure a higher degree of consistency along with workflow improvements to simplify management. New additions, such as site inventory, notes and attachments and the ability to export any grid view have been added to simplify daily operation. Event handling and conditional playback now enable the creation of more interactive applications.

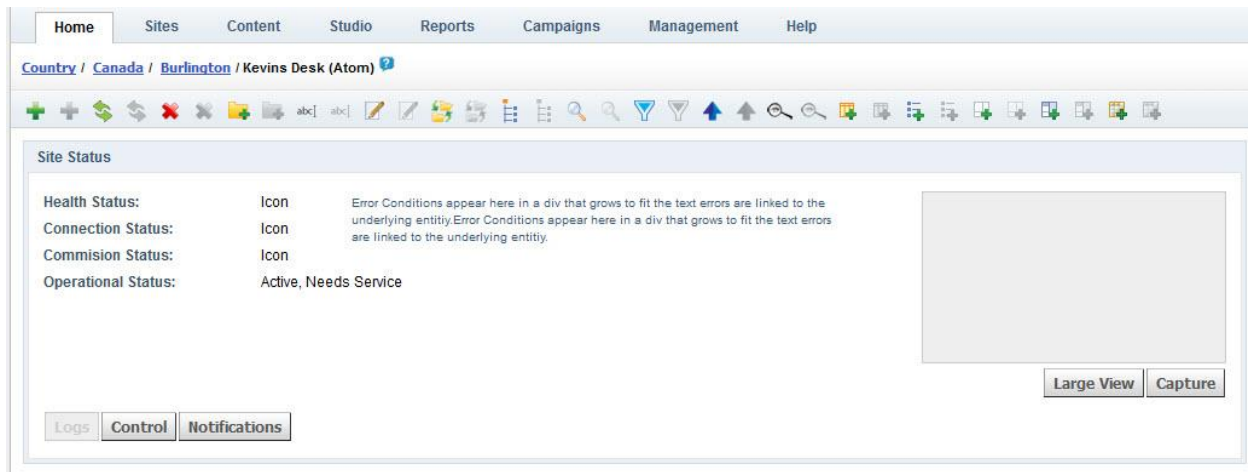
R6 also represents a significant architectural change. Network settings which used to be managed on the Player have been moved to the Site to support swapping out players whilst retaining network configurations.

NOTE: Screenshots are representations and may not exactly match the final production release.

### UI IMPROVEMENTS

#### Improved Consistency

Improved and more consistent interface especially across the primary tabs: Site and Content. CSS styling aside, it has to be functional. The most frequently used pages have been redesigned to implement the same graphical styling.

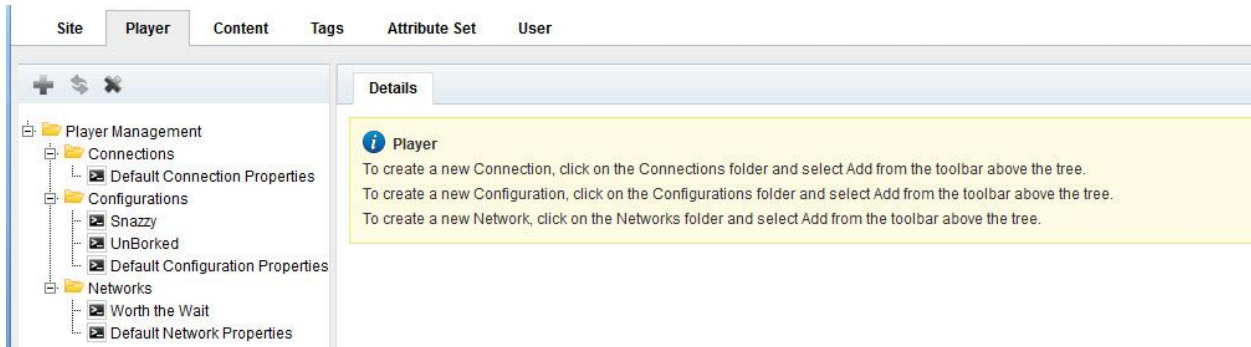


## Symmetrical Viewers

Inspector views on each Entity so that users don't have to click back and forth between Tabs to see the contents of the object they're interacting with. For instance, the contents of a timetable can be viewed and explored from within a popup on the Site's Assignment Tab. JIRA: EGV TWO-1713, EGV TWO-2107

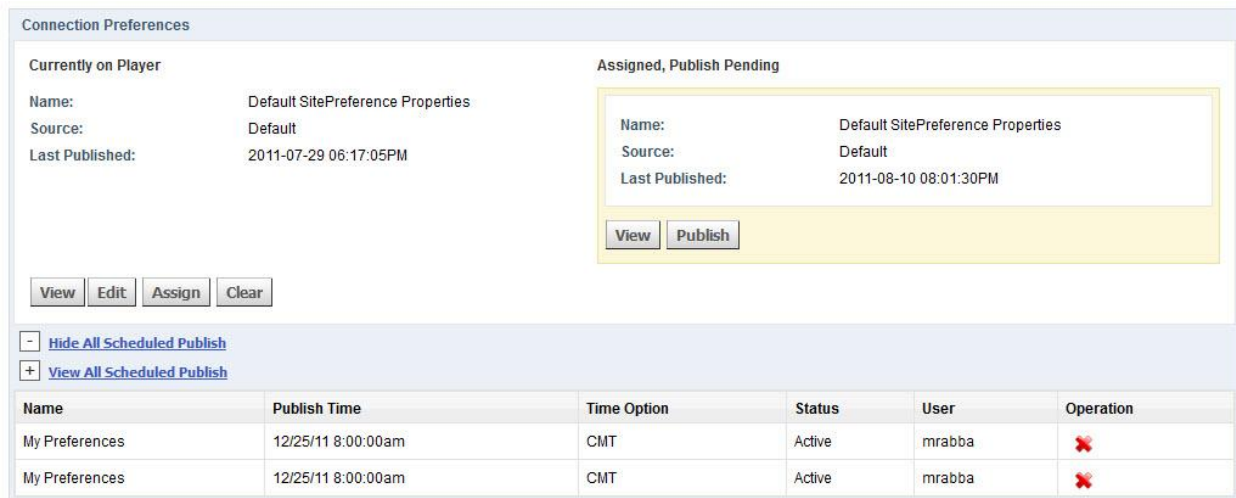
## Consistent Management Interface

R6 features a more consistent management interface. Superfluous information has been suppressed and all pages now implement a common paradigm of selecting from an instance in a tree on the left, and editing the data in the right hand panel.



## Improved Scheduled Publishing UI

The scheduled publishing UI now included enhanced views of: the currently deployed instance (the view of the State Manager), any assigned instance that is awaiting direct publishing, and any items scheduled to be published at a future date.



Changed workflow for scheduled publishing. Now when you assign an item to an entity, you have a choice as to whether to publish it immediately or schedule publish to a later date. Items that are deferred are listed below. When the scheduled date occurs, any pending assignments that have not been published will be cleared.

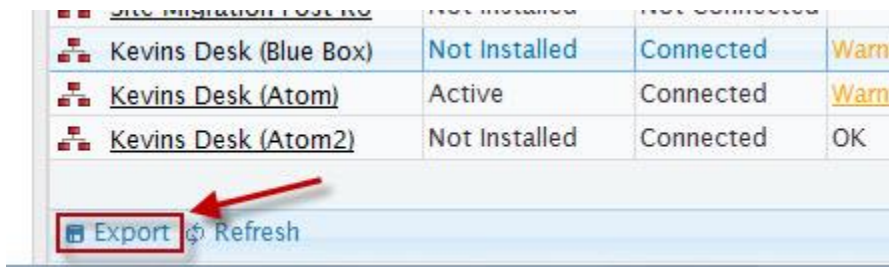
*IMPORTANT: Whether the assigned entity is published right away or scheduled publish, the assignment will be cleared. Previously, scheduled published entities still showed as “assigned, publish pending”.*

### Improved Grid Views

Improved network level (grid) views: Additional useful columns have been in grid views. Grid view are no long a fixed size and now automatically expand to fill the width of the browser window.

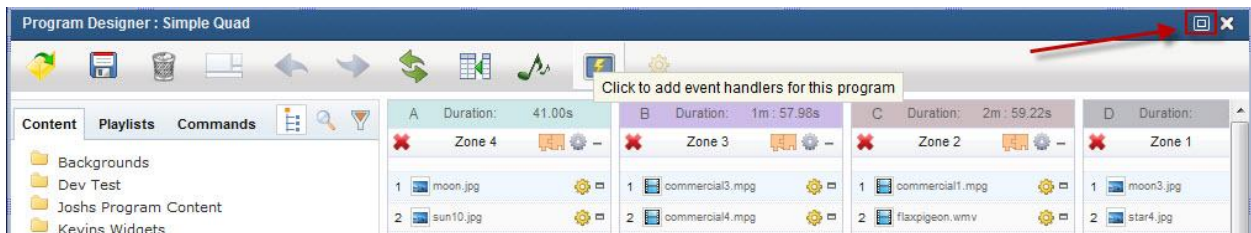
### Grid Export

The grid views can now be exported as a CSV file. Note that this only exports the contents of the current ‘page’ of the Grid. The column sorting is respected. EGV TWO-2090



### Studio Editors

Layout and program editors in Studio can now be set to full-screen. Clicking on the icon beside the close (X) will set the window to fill the browser window.



### Timetable inspector

A new timetable inspector is available. Users can view both the published and publish pending (assigned) timetable from the assignments tab. View the published timetable will show the “timetable inspector”. Viewing the assigned timetable will show a view similar to the timetable but in a view only window.

## SITE/PLAYER IMPROVEMENTS

The below is outlined in more detailed in a document entitled “Migrating from Player Centric to Site Centric”. See <http://confluence.corp.enqi.com/display/DEV/Moving+Settings+from+Player+to+Site>

### Player to Site Migration

Migration of network management from player to site. See forthcoming Tech Brief on R6 Migration.

## **Player Models**

R6 introduces the concept of Player Models. Player Models define a set of capabilities such as the number of video and audio channels. New player models must be added through the Java admin tool.

## **Site Types**

R6 implements the concept of a site type. Currently, only the EnGage player is supported as a site type but this will be expanded upon in future releases. Future site type will include a “ghost” site which is required for the “ghost player” functionality.

## **Site Settings**

Site Settings uses the above Site Type to describe settings that are specific to the Site. For an EnGage Player, this contains the time zone, city name, weather and screen type.

## **Site Capabilities**

Site Capabilities describe the set of features that have been licensed for the site, including # video outputs, weather, and EnGage Music.

## **Ghost Player**

The “Ghost player” functionality will be available. This feature will enable users to create an exact duplicate of an existing site (including all the site specific content) for monitoring, testing or demo purposes. Initially, this will be only deployed in house as we test out its limitations. This feature will only be available through the Java Admin tool however, the EnGage server capabilities will be included in R6. FR-18/EGVTWO-2129

## **SCREEN MANAGEMENT**

The following is described in more detail in a document entitled Screen Settings. See attachment listed at <http://confluence.corp.enqi.com/display/DEV/Moving+Settings+from+Player+to+Site>

### **New Screen Settings Wizard**

Building on the above outlined changes to Site and the Multi-Channel support that was added in R5.10, R6 features an updated Wizard to define the Screen’s properties including type, resolution and orientation, the means of panel control, and the use of Screen Extenders.

### **Screen Extenders**

The ComQi DSV-3K screen extender is now supported in the GUI. DSVD and IP Streamer are supported via SMG.

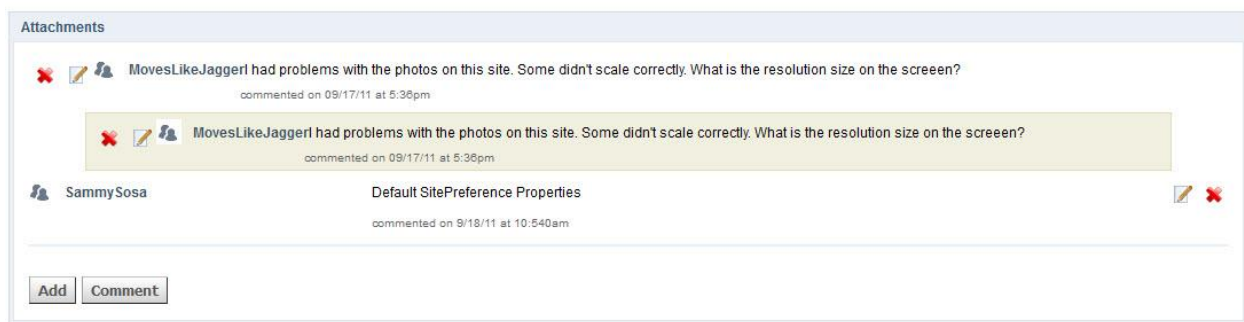
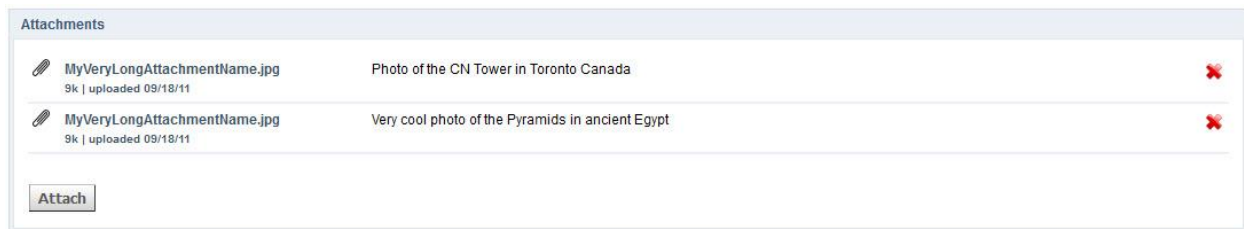
## MANAGEMENT IMPROVEMENTS

### Site Inventory

Inventory is a centrally managed table of inventory items, such as players, screens, fixtures and the like. ComQi provides a general table of items. Customers can manage their own extensions to the list of items.

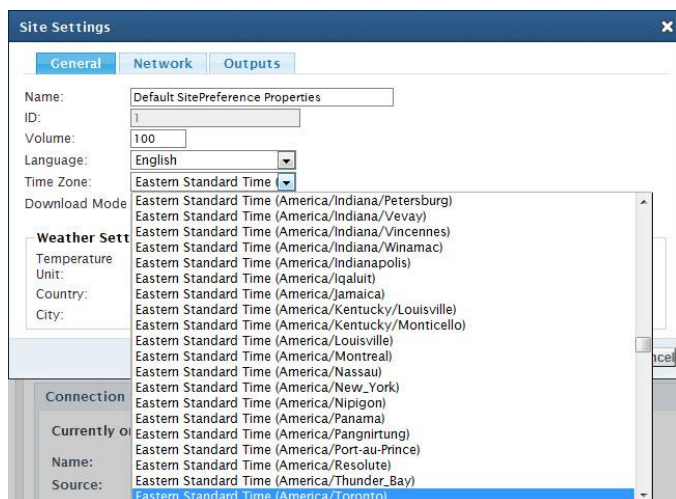
### Site Attachments and Notes

A new capability to manage attachments and notes on a per site (or group of sites) basis has been created. Notes can have comments associated with them.



### Time Zones

The time zone calculation has been moved to player. This will simplify management of day light savings time. Players can switch to daylight savings and standard time without the need to be connected to EnGage. Time zone selection is now based on the location of the player rather than the UTC offset.



## Per Company Features

Added control over various attributes including default JPG duration. Per company settings will be available in the Management tab. EGV TWO-2599

## Improved User Account Management

A “forgot my password” feature now allows users to reset their password if they don’t remember what it is. Engage is moving towards email addresses as the primary means for managing user name. A link has been added to the login page to provide a user with the ability to send a password reminder for their user account. This sends an email to the email address they have registered in their notifications setting. Beginning with R6, EnGage is moving towards a scheme where all usernames are email addresses. As of R8, all user accounts will have been transitioned. EGV TWO-2544



User Name:  
  
Password:

### Retrieving Password

**i** Enter your user name and email address, EnGage will dispatch an email with instructions to reset your password.



User Name:   
Email:

\* If you encounter problems retrieving password, please contact EnGage support team.

## ON SCREEN CHANGES

### Improved Text/RSS/Marquee Widget

The Text widget can now render player variables. The Text and RSS widgets have a number of new properties including support for transparency. New features also include RSS vertical scrolling, left/right padding, padding between headline/body and enhanced scrolling. These new widget enhancements will require the R6 player software.

## CONDITIONAL PLAYBACK / EVENT HANDLING / DATA DRIVEN PLAYBACK

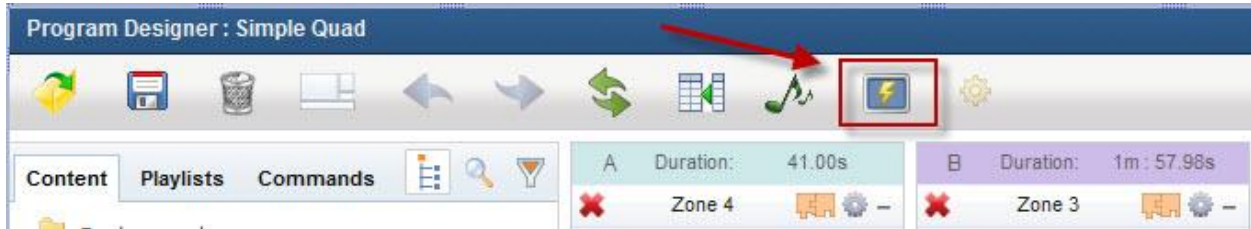
For more details on the below, please see the EnGage Tech Brief: Building Data-Driven EnGage Applications.

### Conditional Playback

Added the ability to describe conditional playback. The conditional playback mechanism evaluates an expression prior to playing a track. Expressions can consist of player variables, constants and basic logical and mathematical operators.

## Event Handling

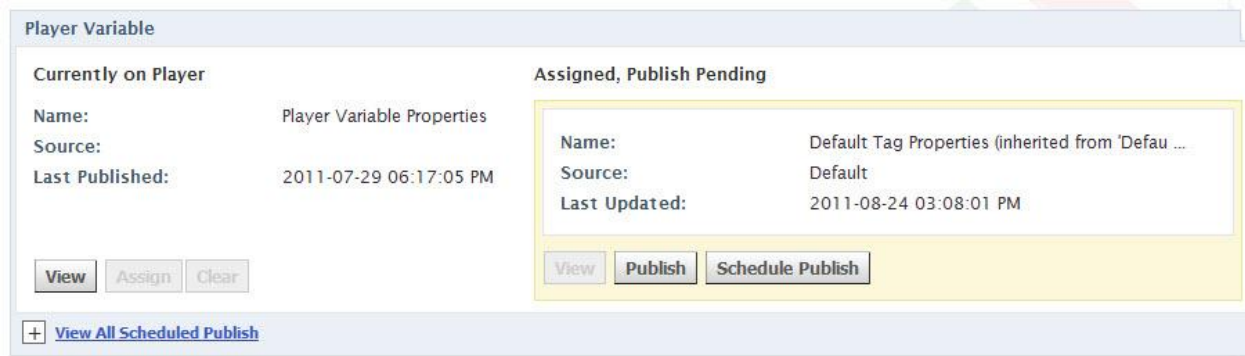
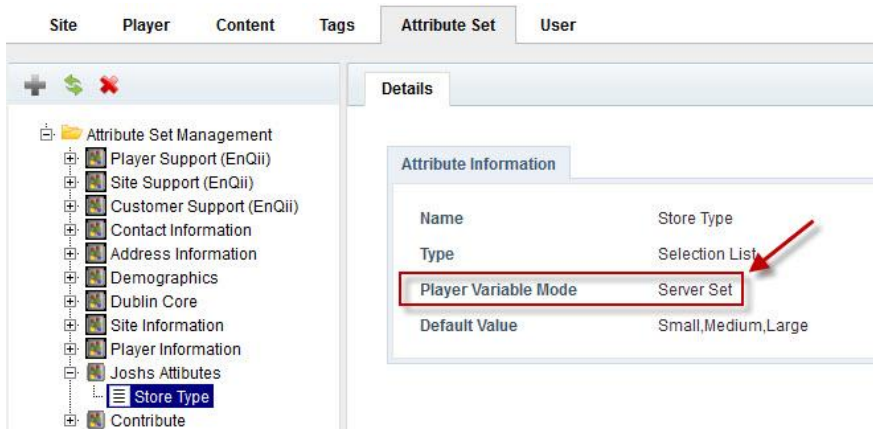
Added the ability to describe event handling. Event handlers can be added per track, zone, or program. Event handlers are configured using an event type and parameters, and when invoked, execute a sequence of commands.



## Player Variables


Player Variables are a new capability that has been added to Attribute Sets. Any attributes that are marked as a Player Variable in the Attribute Set editor will be pushed to the player. The Attribute Set mechanism is bi-directional. Player variables are created through the attributes and published to the player through the assignments tab.

In a future release, attributes sent to the player could also be modified on the player and sent back to the server. This will enable the creation of powerful data-driven interactive applications. EGV TWO-1992, EGV TWO-2429



## Flash Variables

You can now pass flash variables (Flashvars) to a Flash program. This utilizes a syntax that includes the ability to pass Player Variables.



The screenshot shows a configuration window with a 'General' tab. The fields are as follows:

Content Name:	flashfile.swf
Description:	
Duration:	7.0 (seconds)
Volume:	100 (%)
Parameters:	
Content ID:	1000032 (Version: 1)
Media Format:	(JPEG) Joint Photography Experts Group
Upload URL:	/Content/Upload/devclient/6/moon.jpg

## CONTENT PLAYBACK

### Campaign Improvements

For details, see document “Changes to the Campaign System to improve Functionality” attached to ticket EGV TWO-2103

Addition of a “How” tab to the Campaign wizard.

Addition of a “Mode” option on Campaign widgets.

### Z-Ordering

The R6 Player now fully supports z-order within each layout layer (overlay, foreground, background). In future releases, the need for layers can be eliminated and just use z-ordering.

### Transparency

The R6 Player now supports transparency for each zone as well as for certain widgets. This enables the creation of much more compelling visual experiences.

## OTHER

### SNMP monitoring.

Customers can now elect to monitor their players via SNMP by enabling access in the Player Configuration Editor. Note that enabling this service is a potential security hole and should only be done on private networks.

### EnGage Player API.

Customers who wish to create applications in which external devices manipulate players via the Player API can now do so over port 9900. Access to this port is disabled by default and must be enabled in the Player Configuration Editor.

### **DS3K, DSVD, SMG Device Support.**

Direct serial support for DSV3k screen extenders have been added to the Screen Settings. Support for SMG has been added. Panel control of DSVD and SMG IP Streamers are supported via SMG.

### **Health Status improved to provide more detail**

The Health Status details page is now used to display non-critical Hive, Connect & Download warning yet still flags the site for a Warning. EGV TWO-2580

### **Changes in Error Management**

EnGage players no longer report error messages on an hourly basis. Only current errors will be logged and shown in the health status. This change avoids old errors from continuing to show in the health status.

### **Updated Logs View**

Play logs, player logs and server logs have been consolidated to one "Logs" button on the site view. Player logs will now be color coded within table cells to draw attention to issues. Issue severity is now filtered based on that level or higher.

### **Assignment Tab Re-Ordered**

The Entities shown in the assignment tab have been re-order to have the most used entities at the top. The timetable entity is now at the top of the page followed by Site Settings and Screen Settings.

### **Studio Interface Consistency Changes**

Removed "Edit" link above Studio object viewer for a more consistent interface. Users should use the right click on an object or click on the edit icon, to edit a studio objects.