



CHAPTER 7

Work with RSS Feeds

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Procedures

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Add an RSS Text Object

Procedure

Step 1 Click **RSS Text** on the toolbar.



DMD drops the new RSS text object onto your canvas.



Step 2 Stop. You have completed this procedure.

Rename an RSS Text Object

Before You Begin

- Verify that the object is not locked. You cannot rename a locked object.

Procedure

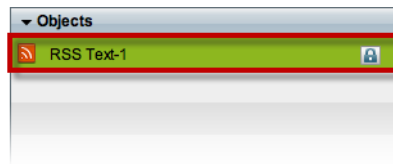
Step 1 Select the object that should change. You can:

- Click it on your canvas.

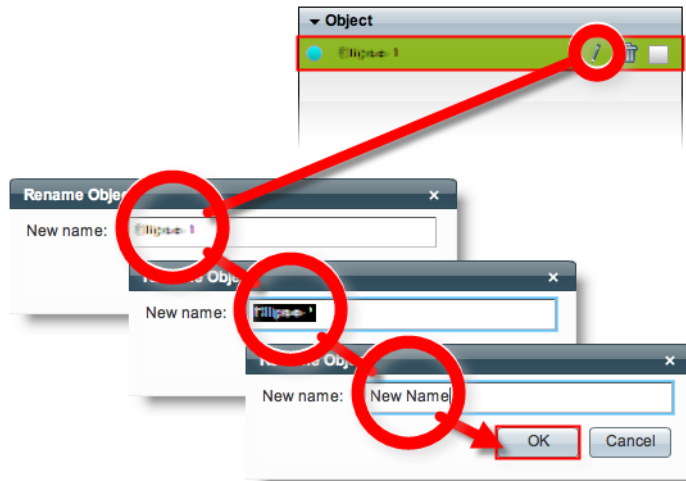


OR

- Click its name in the Objects drawer.



Step 2 Click its Edit icon in the Objects drawer, enter its new name, and then click **OK**.



Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Lock or Unlock an RSS Text Object

While an object is locked, you cannot edit or delete it.

Procedure

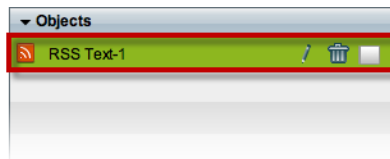
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Objects drawer.



Step 2 Click the Unlocked check box.



The object is now locked.



Tip

When you want to edit or delete the object, simply reverse these steps.



Step 3 Stop. You have completed this procedure.

Delete or Restore an RSS Text Object

Before You Begin

- Verify that the object is not locked. You cannot delete a locked object.

Procedure

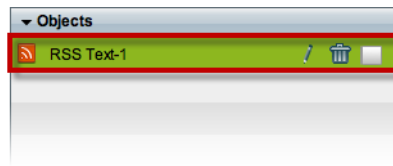
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Objects drawer.



Step 2 Click **Delete** (🗑).



Note The deletion occurs immediately. DMD does not prompt you to confirm this action.



Tip You can restore an object that was deleted accidentally. Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 3 Stop. You have completed this procedure.

Related Topics

- [Lock or Unlock an RSS Text Object, page 7-3](#)

Manipulate an RSS Text Object

- [Set a Feed URL, page 7-5](#)
- [Set an RSS Object's Size, page 7-6](#)
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Set a Feed URL

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

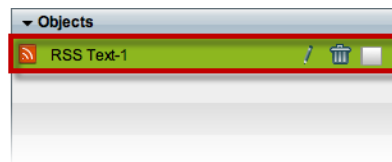
Step 1 Select the object that should change. You can:

- Click it on your canvas.

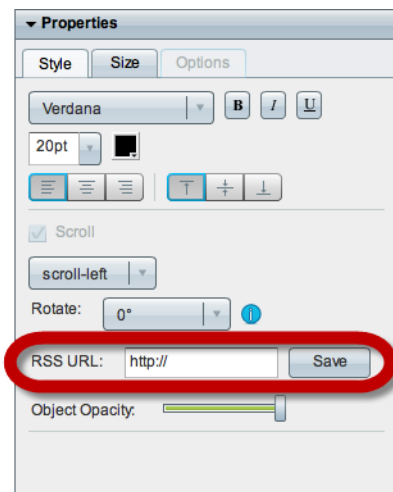


OR

- Click its name in the Objects drawer.



Step 2 Enter the routable HTTP URL of an RSS feed that your digital signs should show.



Step 3 Click **Save**.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Set an RSS Object’s Size

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

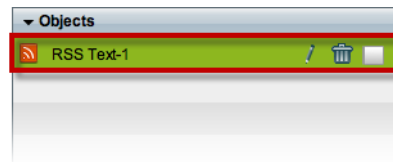
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Objects drawer.



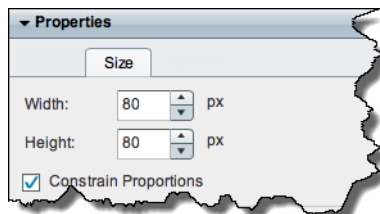
Step 2 Resize the object.

- Click and drag a corner handle.



OR

- Change Width and Height values on the Size tab, in the Properties drawer.

**Tip**

When you check Constrain Proportions, you can change either the width or height manually. Then, DMD adjusts the other one automatically. This convenience ensures that your object’s basic shape does not change.

DMD applies these new dimensions to the selected object.



Note The change occurs immediately. DMD does not prompt you to confirm this action.



Tip You can restore an object that was changed accidentally. Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Set an RSS Object’s Coordinates

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

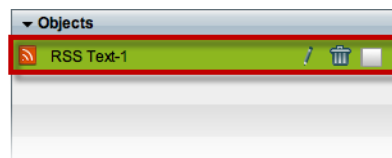
Step 1 Select the object that should change. You can:

- Click it on your canvas.







OR

- Click its name in the Object drawer.

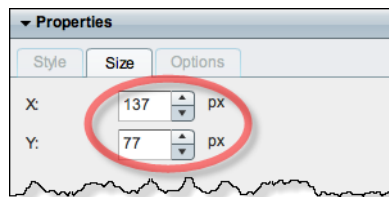


Step 2 Move the object.

- Click the object to select it. Then, press arrow keys on your keyboard.
 -  Nudge left.
 -  Nudge right.
 -  Nudge up.
 -  Nudge down.

OR

- Change *X* and *Y* values on the Size tab, in the Properties drawer.

**Tip**

X and Y coordinates pinpoint the position of an object's first pixel, as counted from left to right and top to bottom.

- **X measures pixel offset from the left canvas edge.** Increase *X* to nudge an object toward the right edge.
- **Y measures pixel offset from the top canvas edge.** Increase *Y* to nudge an object toward the bottom edge.

DMD moves to the selected object to its new coordinates.

**Note**

The change occurs immediately. DMD does not prompt you to confirm this action.

**Tip**

You can restore an object that was changed accidentally. Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 3 Stop. You have completed this procedure.**What to Do Next**

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object, page 7-3](#)

Set an RSS Rotation Angle

You can rotate RSS objects. However, they do not support free rotation to any angle, as many other DMD object types do. Instead, their supported rotation angles are exactly 0, 90, 180, and 270 degrees.

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

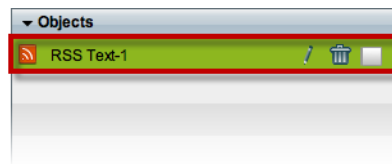
Step 1 Select the object that should change. You can:

- Click it on your canvas.

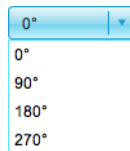


OR

- Click its name in the Objects drawer.



Step 2 Find the Rotate list on the Style tab, in the Properties drawer. Then, choose an option from the list..



DMD applies the new rotation angle to the selected object.



Note The change occurs immediately. DMD does not prompt you to confirm this action.



Tip You can restore an object that was changed accidentally. Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object, page 7-3](#)

Set the RSS Typeface

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

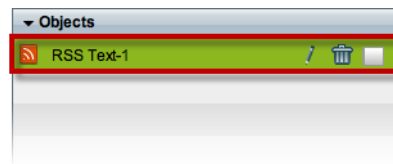
Step 1 Select the object that should change. You can:

- Click it on your canvas.

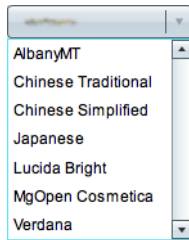


OR

- Click its name in the Objects drawer.



Step 2 Choose a typeface from the list on the Styles tab, in the Properties drawer.



DMD applies the new typeface to the selected object.



Note **The change occurs immediately.** DMD does not prompt you to confirm this action.



Tip **You can restore an object that was changed accidentally.** Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Set RSS Character Formatting

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

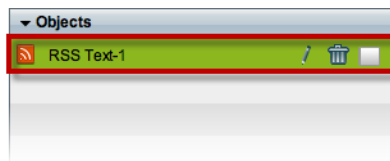
Step 1 Select the object that should change. You can:

- Click it on your canvas.

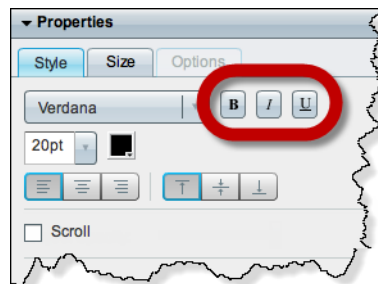


OR

- Click its name in the Objects drawer.



Step 2 Find the character formatting buttons (**B** *I* U) on the Style tab, in the Properties drawer.



Step 3 Click the buttons in any sequence until you obtain the desired result. Experiment. Combine formats.

Text Format	Toggles	
	On	Off
bold		
<i>italic</i>		
<u>underline</u>		

DMD applies the new character formats to the selected object.



Note **The change occurs immediately.** DMD does not prompt you to confirm this action.



Tip **You can restore an object that was changed accidentally.** Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object, page 7-3](#)

Set an RSS Object's Text Color

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

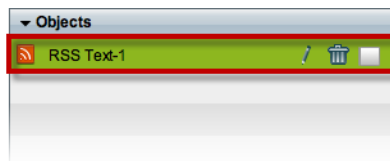
Step 1 Select the object that should change. You can:

- Click it on your canvas.

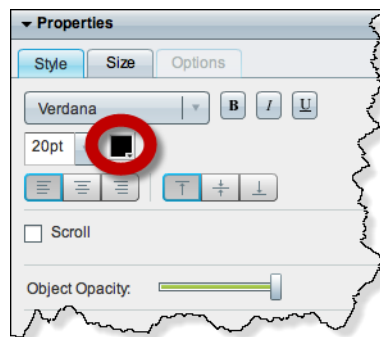


OR

- Click its name in the Objects drawer.




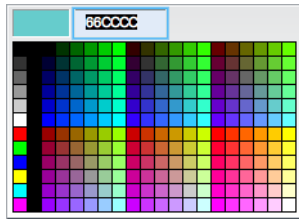
Step 2 Find the color tool (■) on the Style tab in the Properties drawer.




DMD reveals a related control (■) when your pointer hovers over the color tool.

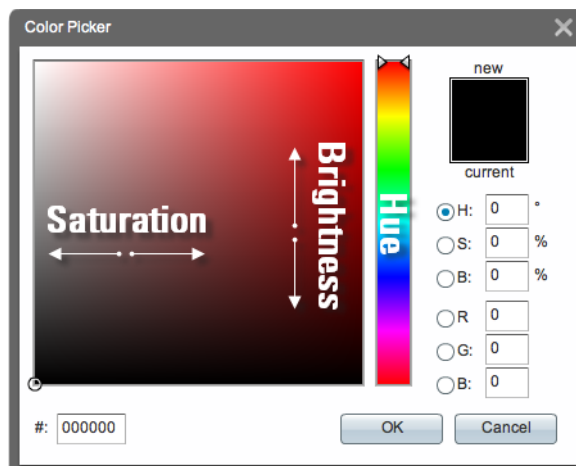
Step 3 Do one of the following.

- Click  to reveal a simple color swatch browser. Click a satisfactory color to choose it.



OR

- Click  to open a standard color picker.



Then, do any of the following, as needed.

**Hue, Saturation,
and Brightness**

- Enter a hue value in the H° field.
OR
Drag the range slider to set a value visually.
- Enter saturation and brightness values in the S% and B% fields respectively.
OR
Click in the spectrum to set these values visually.

RGB

- Enter values in the R, G, and B fields.

**Hexadecimal
Color Code**

- Enter the hexadecimal code for a web-safe color in the # field.

Then, click **OK**.

DMD applies the new color to the selected object.



Note The change occurs immediately. DMD does not prompt you to confirm this action.



Tip You can restore an object that was changed accidentally. Simply choose **Edit > Undo** immediately afterward. The object returns to its previous state.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Set an RSS Object’s Text Alignment

- [Adjust the Horizontal Alignment](#), page 7-15
- [Adjust the Vertical Alignment](#), page 7-17

Adjust the Horizontal Alignment

You can apply only one horizontal alignment at a time, per object. You can reset it at any time.

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

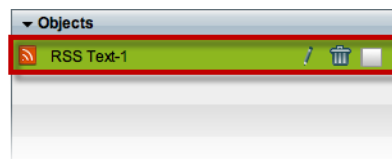
Step 1 Select the object that should change. You can:

- Click it on your canvas.

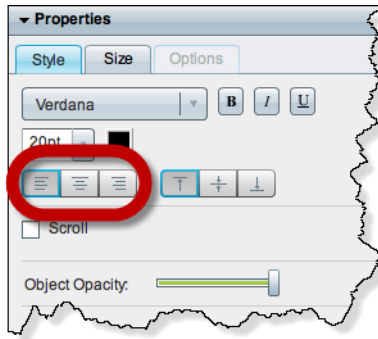


OR

- Click its name in the Objects drawer.



Step 2 Find the horizontal alignment buttons (☰ ☷ ☹) on the Style tab, in the Properties drawer.



Step 3 Click a button.

- ☰ aligns to the **left**.
- ☷ aligns to the **center**.
- ☹ aligns to the **right**.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Adjust the Vertical Alignment

You can apply only one vertical alignment at a time, per object. You can reset it at any time.

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

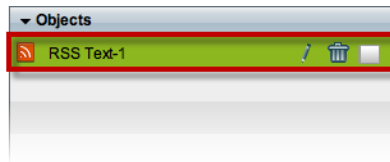
Step 1 Select the object that should change. You can:

- Click it on your canvas.

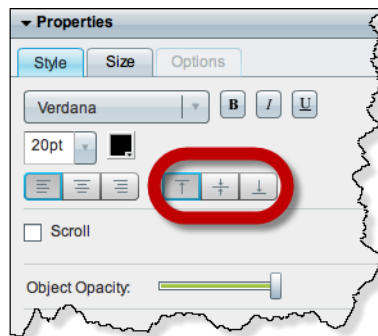


OR




- Click its name in the Objects drawer.



Step 2 Find the vertical alignment buttons () on the Style tab, in the Properties drawer.



Step 3 Click a button.

-  aligns to the **top**.
-  aligns to the **middle**.
-  aligns to the **bottom**.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object, page 7-3](#)

Set an RSS Object's Visual Density

Visual density causes an object to be transparent, translucent, or opaque.

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

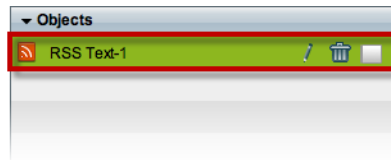
Step 1 Select the object that should change. You can:

- Click it on your canvas.

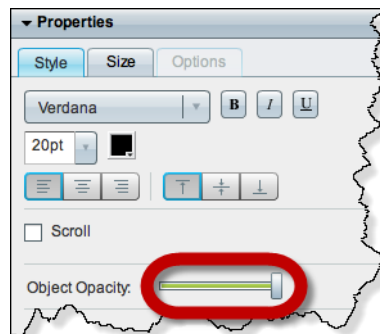



OR

- Click its name in the Objects drawer.



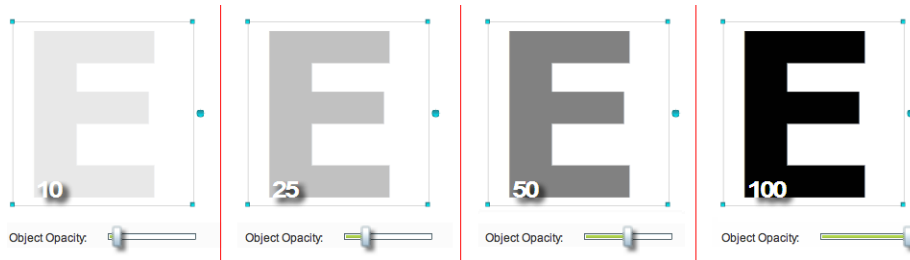
Step 2 Find the Object Opacity slider () on the Styles tab, in the Properties drawer.

**Tip**

When you push the slider left or right, a tooltip () appears above the slider's handle. This tooltip tells you the object's current percentage of density.

Step 3 Push the slider left or right to control your object's density.

- **The far left end causes full transparency.**
An object is fully transparent when its density reaches the threshold at 0 (*zero* or *zed*) percent.
- **Middle values are translucent.**
When translucency is your goal, avoid pushing the slider too far in either direction. Subtle translucency at either extreme might never serve its intended purpose.
- **The far right end causes full opacity.**
An object is fully opaque when its density reaches the threshold at 100 percent.



DMD applies the new density to the selected object.



Note **The change occurs immediately.** DMD does not prompt you to confirm this action.



Tip You can restore an object that was changed accidentally. Simply choose Edit > Undo immediately afterward. The object returns to its previous state.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the “[Manipulate an RSS Text Object](#)” section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

Apply Dynamic RSS Text Effects

Before You Begin

- Verify that the object is not locked. You cannot change a locked object.

Procedure

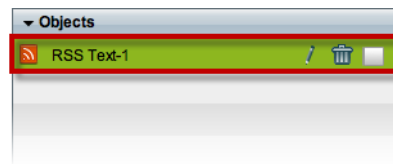
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Objects drawer.

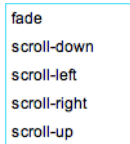


Step 2 Check the Scroll check box (Scroll), on the Style tab in the Properties drawer.






Tip Do this even if your text should fade in and out and not “scroll.”

A list loads under the check box. Its options are the dynamic text effects that we support in this release. For example:

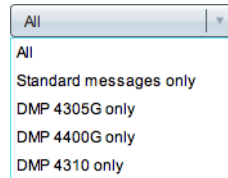


Step 3 Choose an option to use it.

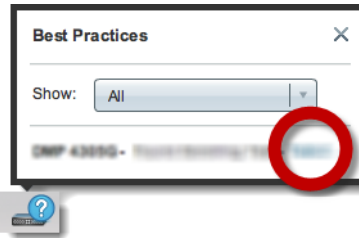
	... On This DMP Model		
	DMP 4305G	DMP 4310G	DMP 4400G
We Support This Effect...			
• Vertical scroll—up <i>or</i> down	✘	✔	✔
• Horizontal scroll —left <i>or</i> right	✘	✔	✔
• Fade in and out	✔	✔	✔

**Tip**

Does DMD now show this icon  in its tray? If so, your design might not be optimal for your DMPs. Click the icon to see the design assistant. Then, you can:



Choose a filter from the Show list to limit which tips your design assistant shows.



Mouse over linked, blue text to see tips and recommendations.

DMP 4305G players in this release can render text that fades in and out. However, these DMPs cannot render scrolling text. When DMP 4305G players run in your network, just reset scrolling text to fade in and out, instead.

When you finish reading a design tip, simply mouse away from it to close it.

Step 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
See the [“Manipulate an RSS Text Object”](#) section on page 7-4.

Related Topics

- [Lock or Unlock an RSS Text Object](#), page 7-3

