Use the Plug-in for Cisco Cast

Concepts

Restrictions

Restrictions apply to your use of the DMD plug-in for *Cisco Cast*.

Content Distribution Networks

Note **The DMD plug-in for Cisco Cast is not compatible with any content distribution system.**

Load Time

It takes *at least* 20 seconds for DMP 4305G endpoints to load the plug-in. This load time increases in proportion to the complexity of your presentations. Each additional design element that you include contributes to the complexity.

CPU Capacity

CPU load on your DMP might spike to 99 percent and your DMP might ignore signals from its remote control when your presentations use the DMD plug-in for *Cisco Cast* in combination with SWF assets.

Yellow Highlights in the EPG

A DMP 4310G does not always render yellow highlighting correctly in electronic program guide (EPG) listings for Cisco Cast. So, you might notice this same state when you use the Cast plug-in for DMD.

As you navigate through EPG program listings, yellow highlights on screen should always indicate which listing is the current focus of your navigation. However, this highlighting can become offset from your true focus.

For the EPG to enter this state, *all of the following must be true simultaneously*.

- A DMP 4310G controls the digital sign that shows your EPG.
- Your EPG navigation focus reaches to the outermost edge of your navigable EPG—whether top, bottom, left, or right.
- You use an arrow button or other control that is not valid for your current focus.
- The reason the control is not valid here is that it would move focus beyond the outermost edge.

To recover from this state, press any valid button. Alternatively, double-press the same arrow button or other control that you previously invoked in error.

The yellow highlight is then restored to your true focus.

Audio

Never use the DMD plug-in for *Cisco Cast* in any presentation where another element (such as a SWF asset) plays audio.

RSS Objects

Avoid all DMD presentation scenarios that combine the plugin for *Cisco Cast* with any of the following.

- **DMP 4400G**

    When you use two or more RSS objects in a presentation, avoid scrolling more than one of them at a time. Never scroll more than two at a time.

- **DMP 4305G**

    Scrolling is not supported.

Playlists

All Media Playlists

Avoid all DMD presentation scenarios that combine the plugin for *Cisco Cast* with any of the following.

- **URLs**

  Do not use URLs whose code steals the browser focus, such as *www.google.com* or *www.facebook.com*. Otherwise, you cannot operate the *Cisco Cast* electronic programming guide with your remote control.

- **Images**

  Do not use animated GIFs. Otherwise, your DMP responds slowly to your remote control.

  Do not use progressive JPGs. Otherwise, your DMP responds slowly to your remote control.

- **Shockwave Flash**

  Do not use SWF animations that transition frequently between images of any kind.

  Do not use SWF animations that include audio.

- **Video**

  Do not use with the plugin for *Cisco Cast* any video assets that contain audio channels .

- **Audio**

  Do not use audio assets with the plugin for *Cisco Cast*.

Image Slideshow Playlists

Avoid all DMD presentation scenarios that combine the plugin for *Cisco Cast* with any of the following.

- **DMP 4305G**

  Do not use the slide show effect.

- **Images**

  Do not use animated GIFs. Otherwise, your DMP responds slowly to your remote control.

  Do not use progressive JPGs. Otherwise, your DMP responds slowly to your remote control.

Audio-Only Playlists

Avoid all DMD presentation scenarios that combine the plugin for Cisco Cast with audio-only playlists.
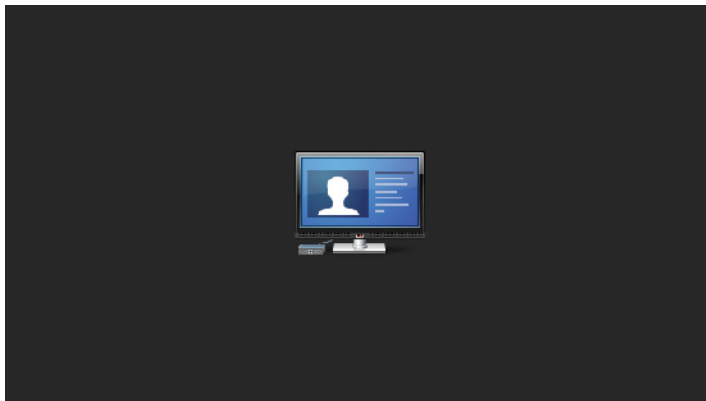
Procedures

Add a Cisco Cast Object

Procedure

Step 1   Click **Enterprise TV** on the toolbar.

DMD drops the new Cisco Cast object onto your canvas.

Step 2   Stop. You have completed this procedure.
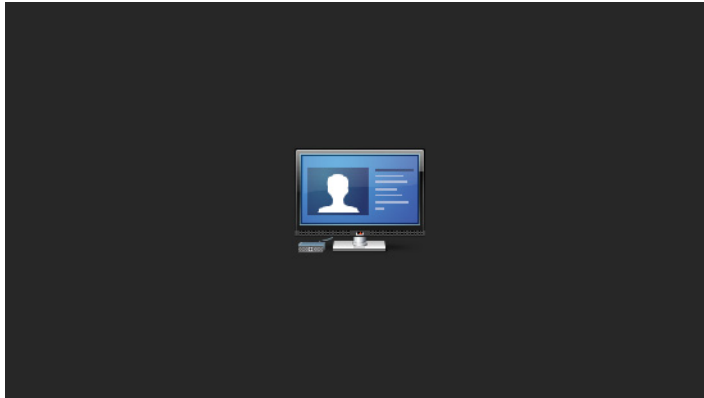
Rename a Cisco Cast Object

Before You Begin

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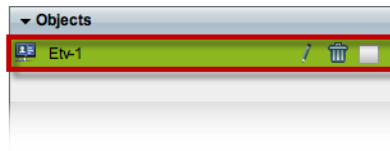
Procedure

Step 1   Select the object that should change. You can:
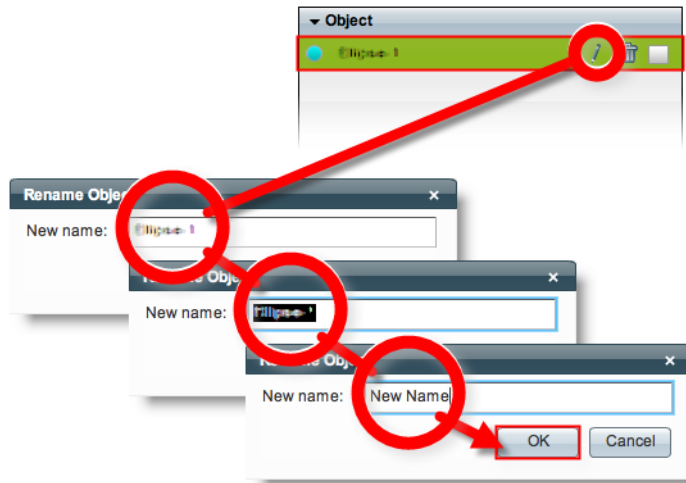
- Click it on your canvas.

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.

Related Topics

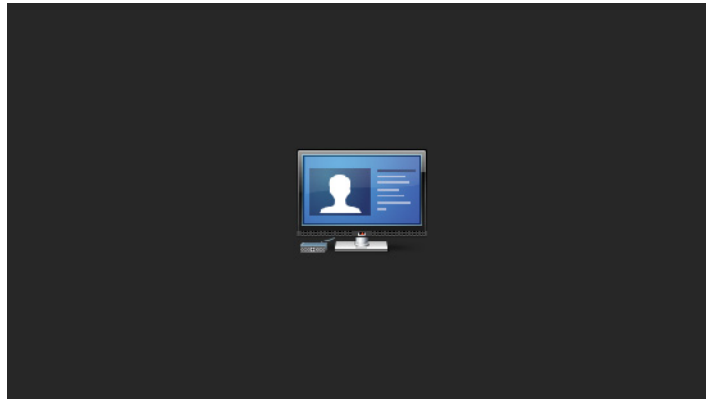- Lock or Unlock a Cisco Cast Object, page 6-7

Lock or Unlock a Cisco Cast Object

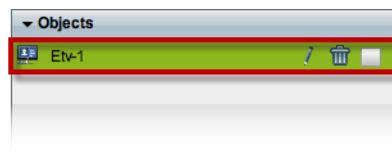While an object is locked, you cannot edit or delete it.

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.

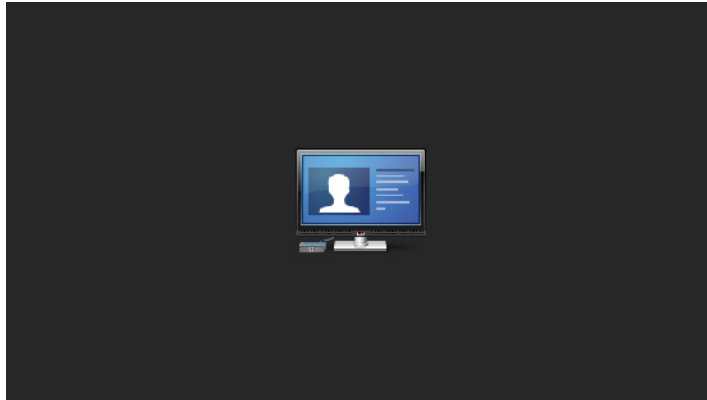# Delete or Restore a Cisco Cast Object

Before You Begin

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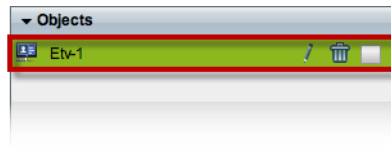
Procedure

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 a Cisco Cast Object, page 6-7