User Guide for Cisco Digital Media Designer 5.2.x

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CHAPTER 1

Welcome

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Procedures

- Log In, page 1-1
- Start DMD, page 1-3
- Choose Where to Begin, page 1-4
- Set the Orientation and Size of a New, Blank Canvas, page 1-6

Log In

Before You Begin

- Verify that you have an account.
- Verify that you know the server address.

Procedure

Step 1 Point your browser at your *Cisco Digital Media Manager* (DMM) server.

a. Be sure to enter the full DNS name for your server.

A DNS name always includes some letters. Do not enter the server IP address, which uses numbers only.

b. After you enter the server DNS name, add a colon and the number **8080**, and then press **Enter**.

For example, `http://dmm.example.com:8080`.

Step 2 When the login page loads, sign in to your account.

Tip Click **Contact your administrator** if:

- You forget your account details.
  OR
- You have not obtained an account.

You can then write and send an email message that describes what you need.

Step 3 Click **Log In**.

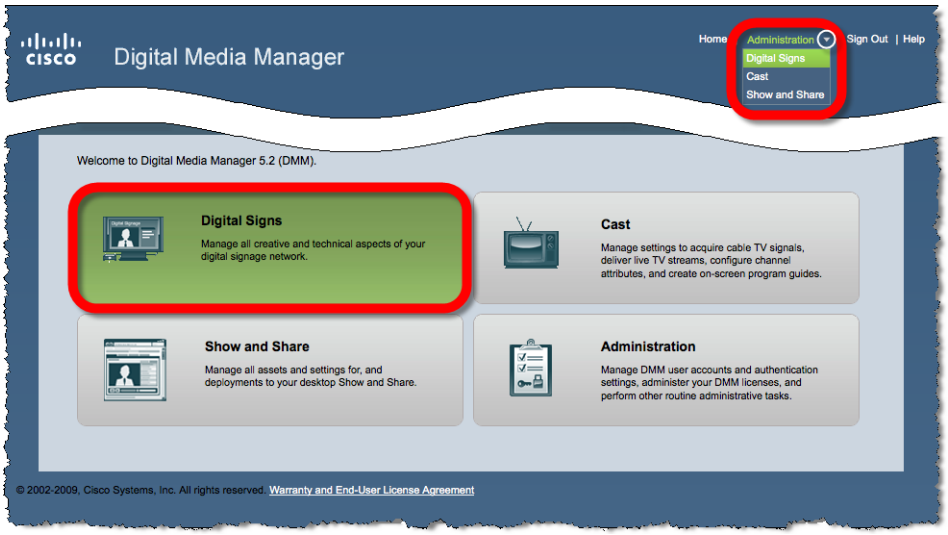
Step 4 Stop. You have completed this procedure.

Start DMD

Procedure

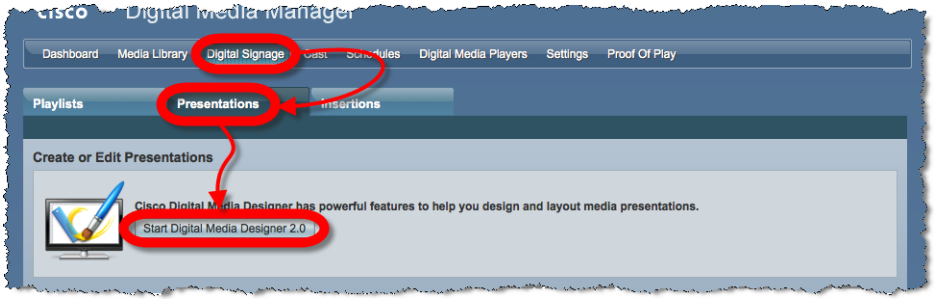
Step 1 When the DMM dashboard page loads, do *one* of the following.

- Choose **Digital Signs** from the global navigation.
- Click **Digital Signs** on the dashboard.



Cisco Digital Signs loads.

Step 2 Choose **Digital Signage > Presentations**, and then click **Start Digital Media Designer 2.0**.



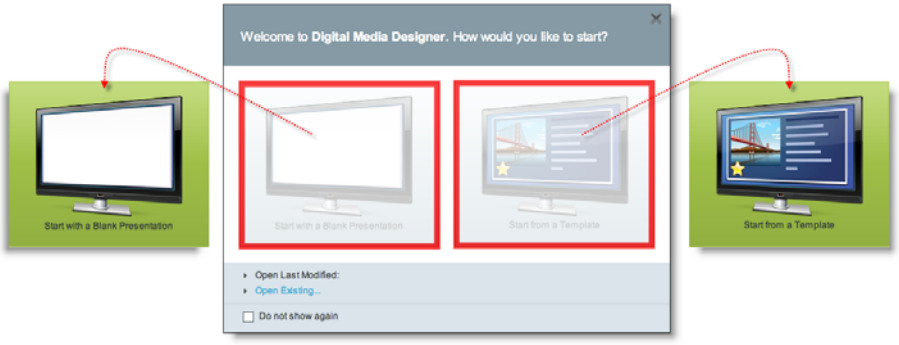
Step 3 DMD starts.

Step 4 Stop. You have completed this procedure.

Choose Where to Begin

Procedure

Step 1 Choose where to begin.

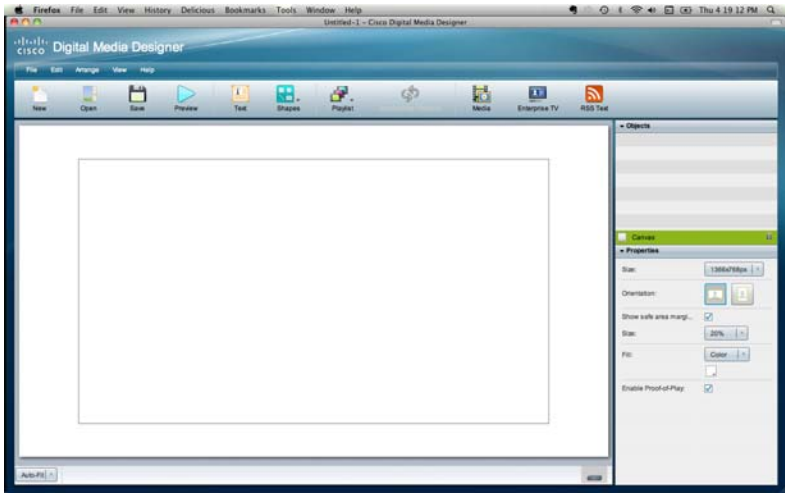


- *Would you like to design a new presentation on a blank canvas?*

When you will start an entirely new design

a. Click **Start with a Blank Presentation**.

DMD loads a canvas over which you have complete control.

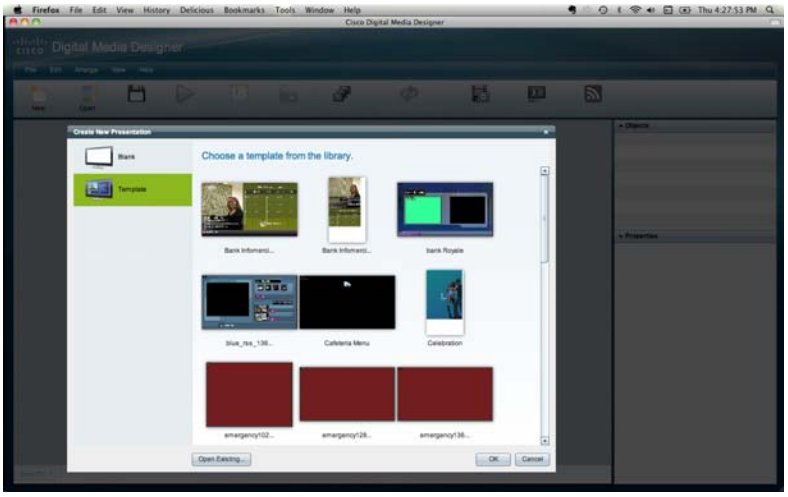


- *Would you like to design a new presentation from a template?*

When you will base a design on a template

a. Click **Start from a Template**.

DMD loads its template library.



b. Scroll to your preferred template, click it, and then click **OK**.

- *Would you like to resume work in whichever design you modified most recently?*

When a design project has been interrupted or postponed

a. Click the Open Last Modified entry.

- *Would you like to open an existing presentation or template to edit it?*

When you will edit a presentation or template

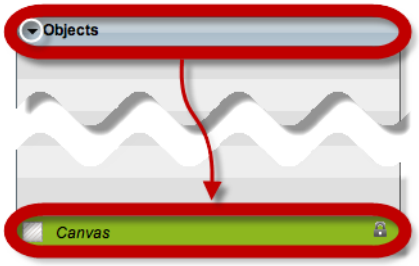
a. Click **Open Existing...**.

Step 2 Stop. You have completed this procedure.

Set the Orientation and Size of a New, Blank Canvas

Procedure

Step 1 Click **Canvas** in the Objects drawer.

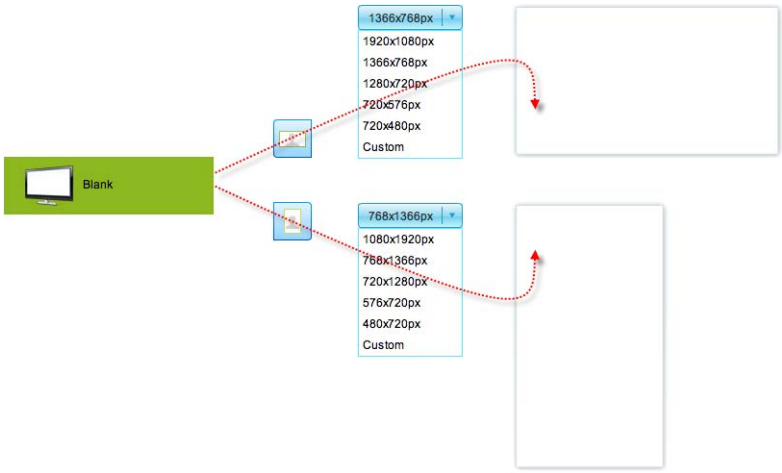


Step 2 Click an orientation in the Properties drawer.

- **landscape** (horizontal orientation)
- **portait** (vertical orientation)

  Note DMP 4310G endpoints do not support portrait mode in this release

Step 3 Choose a canvas size that matches the native resolution of your presentation system. .



Note **The video signal cable that connects a digital sign to a DMP 4310G constrains which native resolutions the DMP can detect automatically.** This is a microprocessor limitation in the DMP 4310G. Only HDMI-standard resolutions are detectable over an HDMI cable, while only VESA-standard resolutions are detectable over a DVI cable.

Native resolution for a digital sign rarely deviates from the expected standard. When it does deviate, your DMP proceeds as if the native resolution is 1080i, which is permissible only over HDMI. Therefore, it does not work as expected over a DVI cable. (This behavior does not affect a DMP 4305G or a DMP 4400G. These models do not use the same microprocessor that a DMP 4310G uses.)

If this affects your DMP, disable the autodetect feature in DMPDM, and then choose the actual resolution manually.

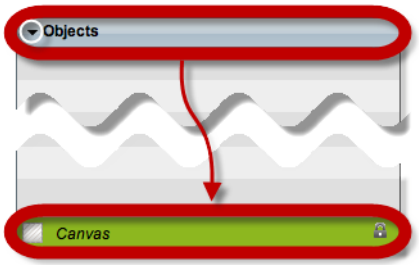
Define Canvas Properties

Before You Begin

Is your canvas locked? You cannot change a locked canvas.

Procedure

Step 1 Click **Canvas** in the Objects drawer.



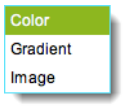
Step 2 Choose which properties to define.

- *Would you like to set the background to a solid color?*

When you will use one color

a. Find the Fill list in the Properties drawer.

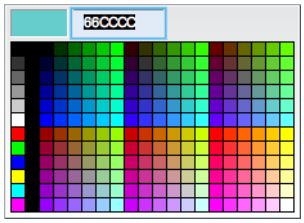
b. Choose **Color** from the list.



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

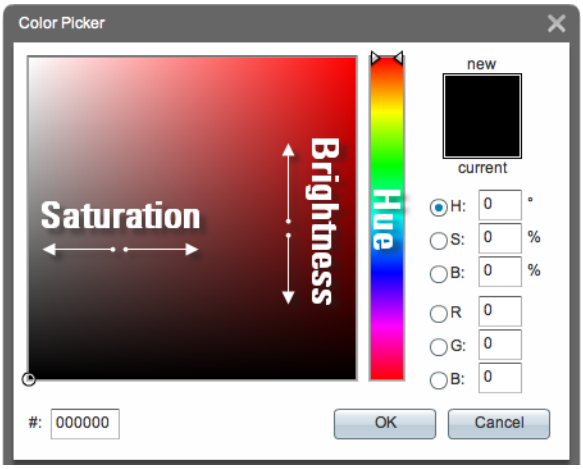
c. Do one of the following.

- Click ■ to reveal a simple color swatch browser.



OR

- Click to open a standard color picker.



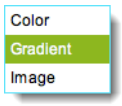
d. Set the color and, as needed, click **OK**.

- *Would you like to set the background to a gradient?*

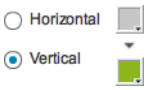
When you will use a gradient

a. Find the Fill list in the Properties drawer.

b. Choose **Gradient** from the list.



DMD reveals two color tools (■) near the list.

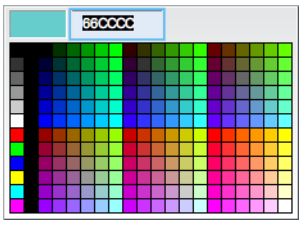


When your pointer hovers over either of these, DMD reveals a related control ( ).

c. Click either **Horizontal** or **Vertical** to set the gradient direction.

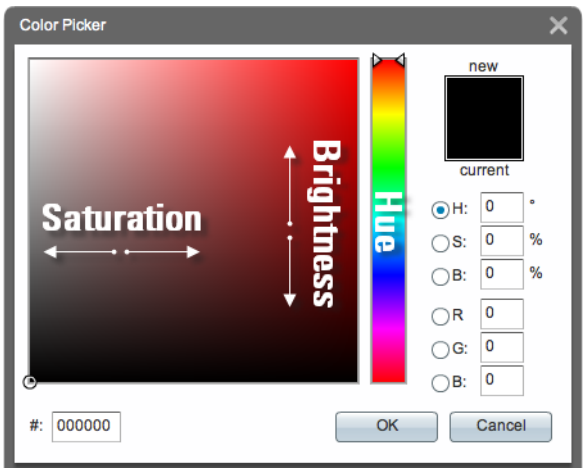
d. Do one of the following.

- Click ■ to reveal a simple color swatch browser.



OR

- Click to open a standard color picker.



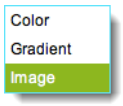
e. Set the gradient color and, as needed, click **OK**.

- *Would you like to set the background to an image from the media library?*

When you will use a static image

a. Find the Fill list in the Properties drawer.

b. Choose **Image** from the list.



c. Choose whether to center the image or stretch it.

d. Click **Choose Image**.

e. Choose an image asset from your media library, and then click **OK**.

Tip Do not choose a JPG file as your background image if a DMP 4310G will render this design for playback. We recommend that you use PNG.

Step 3 Stop. You have completed this procedure.

CHAPTER 2

Work with Text

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- Concepts, page 2-1
- Procedures, page 2-3
- Reference, page 2-24

Concepts

- Guidelines for Legible and Readable Text, page 2-1
- Visual Density—Transparent, Translucent, or Opaque?, page 2-3

Guidelines for Legible and Readable Text

- Simplicity, page 2-1
- Color and Contrast, page 2-2
- Text Formatting, page 2-2
- Layout, page 2-2

Simplicity

Plain and simple typefaces are often more effective in digital signage than ornate or eccentric typefaces. With Latin alphabets, we recommend that you use *sans-serif* type for signage and avoid *serifed* type. Serifs do not render well on screen. Similar guidance applies to other writing systems.

Writing System	Character Style	
	Recommended	Avoid
Latin (English, etc.)	*Sans-Serif*	*Serif*
Chinese–Simplified	*Hei*	*Sung*
Chinese–Traditional		
Japanese	*Gothic*	*Mincho*

Related Topics

- Set the Typeface, page 2-12

Color and Contrast

- Avoid bright or saturated colors.
- If your design calls for text against a white background, make the background slightly gray instead.
- Adjust the forground and background tones until there is enough contrast that your text is readable from a distance.
- Light text against a dark background is easier to read on-screen than dark text on a light background.

Text Formatting

- Avoid italic and oblique text in digital signage.
- Avoid setting text in ALL CAPITAL LETTERS.
- Avoid outline formatting for text.

Layout

- Line Length, page 2-2
- Landscape Orientation, page 2-2
- Portrait Orientation, page 2-2

Line Length

In languages that use the Latin alphabet, such as English, readability is high when a line of text is roughly 40 characters long. That's about an alphabet and a half.

Does your design call for lines of text that are noticeably longer than 40 characters? To compensate for lowered readability, simply increase the line spacing (*leading*).

Landscape Orientation

- Use 24-point text for maximum readability.
- When you use 24-point text, do not show any more than nine lines of text at a time, per screen.
- Do not use any text whose point size is less than 18.
- Leave negative space along the edge of each screen.

Portrait Orientation

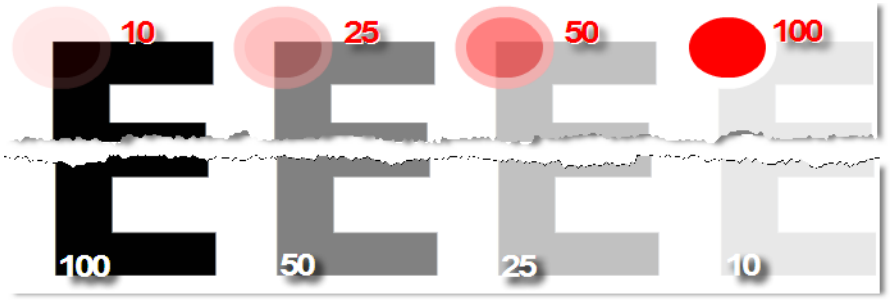
- Use 24-point text for maximum readability.
- When you use 24-point text, do not show any more than 26 lines of text at a time, per screen.
- Do not use any text whose point size is less than 18.

Visual Density—Transparent, Translucent, or Opaque?

You can adjust the density of any object on your canvas. However, the visual impact from this setting might be relative to other attributes of your design.

- Is your canvas filled with any color, picture, or gradient?
- Do the object's boundaries intersect with, or overlap, any other objects on your canvas? If so, to what degree are those other objects transparent or opaque?
- How many layers exist in your design?
- What is the stacking order of your layers in the Objects drawer?

For example, this figure compares four possible scenarios where black text is stacked under a red shape (with a white outline), on an all-white canvas.



Compare the four variants from left to right.

- **Density *increases* for the red shape.**
  It rises from 10 percent to 100 percent. So, in the variant where the red shape has just 10 percent density, the black text behind it is clearly visible. This occurs even though the text is on a lower layer.
- **Meanwhile, density *decreases* for the black text.**
  It falls from 100 percent to 10 percent. So, in the variant where the red shape is fully opaque, even its white outline blots out the mostly transparent text on the lower layer.

Procedures

- Add a Text Object, page 2-4
- Rename a Text Object, page 2-4
- Manipulate a Text Object, page 2-7

Add a Text Object

Procedure

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

DMD drops a new text object onto your canvas.

Step 2 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything about this object?*
  See the "Manipulate a Text Object" section on page 2-7.

Rename a Text Object

Before You Begin

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

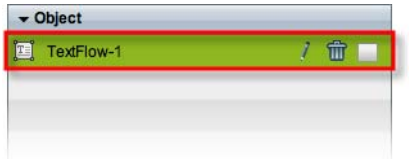
Procedure

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

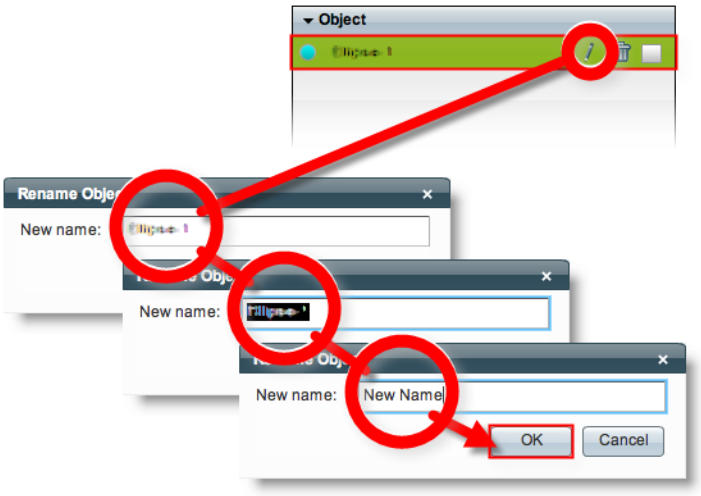
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 Click its Edit icon in the Object 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 about this object?*
  See the "Manipulate a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Lock or Unlock a Text Object

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

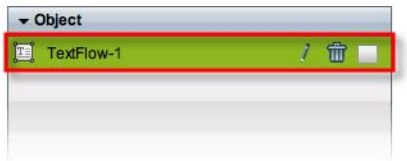
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object 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 Text Object

Before You Begin

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

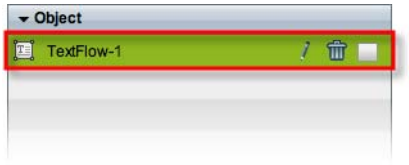
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object 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 Text Object, page 2-5

Manipulate a Text Object

After you click an object to choose it, tabs in the Properties drawer show and sort all of that object's properties—both editable and uneditable. Various properties apply to various object types.

- Set the Text Object's Size, page 2-8
- Set the Text Object's Coordinates, page 2-9
- Set the Text Rotation Angle, page 2-11
- Set the Typeface, page 2-12
- Set the Character Formatting, page 2-13
- Set the Text Color, page 2-15
- Set the Text Alignment, page 2-17
- Set a Text Object's Visual Density, page 2-20
- Apply Dynamic Text Effects, page 2-22

Set the Text Object's Size

You can change the size and proportions of an object on your canvas.

Before You Begin

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

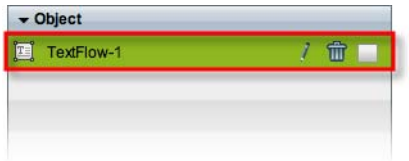
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object drawer.

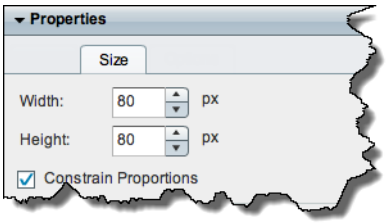


Step 2 Resize the object.

- 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 theese 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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set the Text Object's Coordinates

You can move an object on your canvas.

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

Before You Begin

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

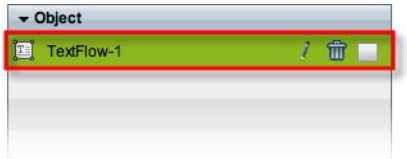
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object drawer.

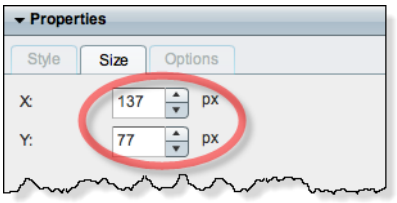


Step 2 Move the object.

- 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.



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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set the Text Rotation Angle

You can rotate an object on your canvas.

Before You Begin

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

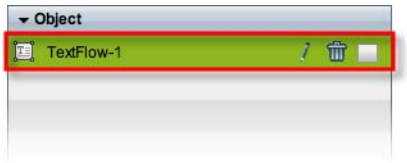
Procedure

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 Click the large handle on the object's right edge.

Tip **Do not click a corner handle.**

Step 3 Drag the ↻ symbol left or right.

- Left rotates clockwise.
- Right rotates counter-clockwise.

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 4 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything else about this object?*
  See the "Manipulate a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set the Typeface

You can choose among the typefaces (*fonts*) that we have licensed.

Before You Begin

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

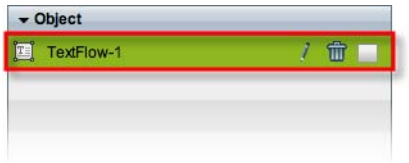
Procedure

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

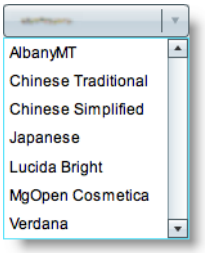
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5
- Simplicity, page 2-1
- DMD Font Reference, page 2-24

Set the Character Formatting

Before You Begin

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

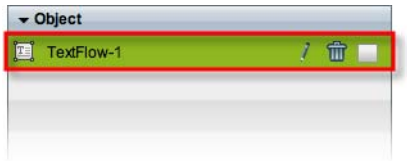
Procedure

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

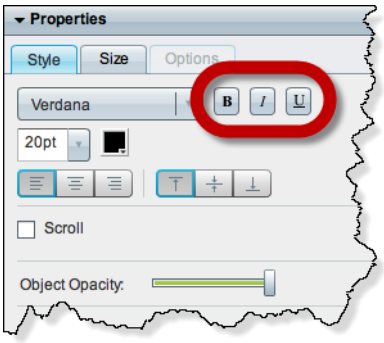
- Click it on your canvas.

OR

- Click its name in the Object 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	B	B
italic	I	I
underline	U	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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set the Text Color

Before You Begin

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

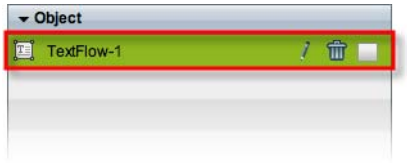
Procedure

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

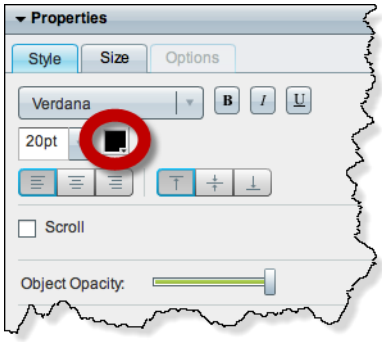
- Click it on your canvas.

OR

- Click its name in the Object drawer.



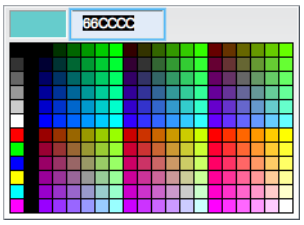
Step 2 Find the color tool (■) on the Style tab in the Properties drawer.



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

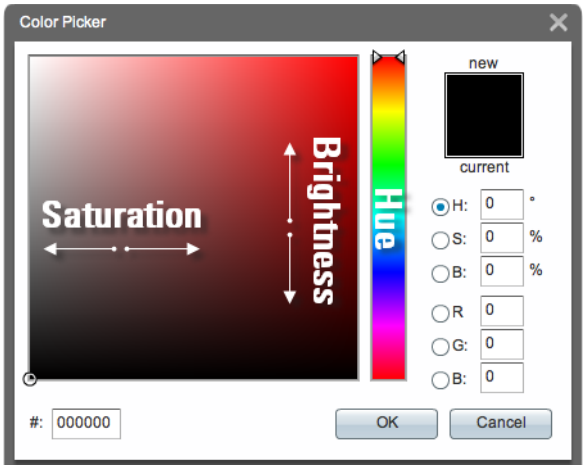
Step 3 Do one of the following.

- 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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set the Text Alignment

- Adjust the Horizontal Alignment, page 2-17
- Adjust the Vertical Alignment, page 2-19

Adjust the Horizontal Alignment

Before You Begin

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

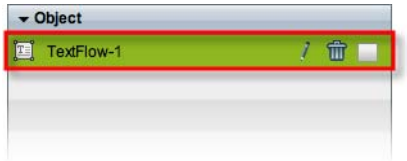
Procedure

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

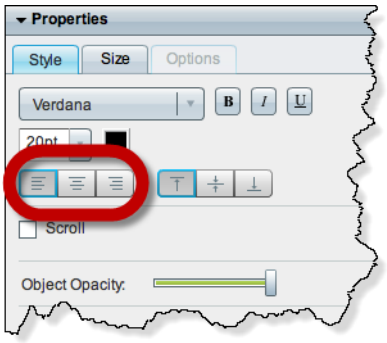
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 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**.

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

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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Adjust the Vertical Alignment

Before You Begin

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

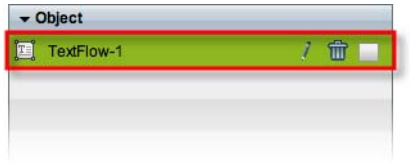
Procedure

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

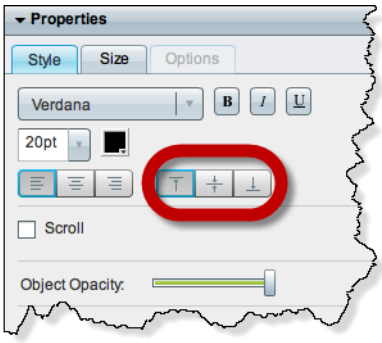
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 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**.

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

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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Set a Text 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.

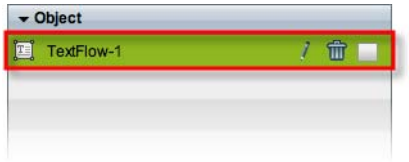
Procedure

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

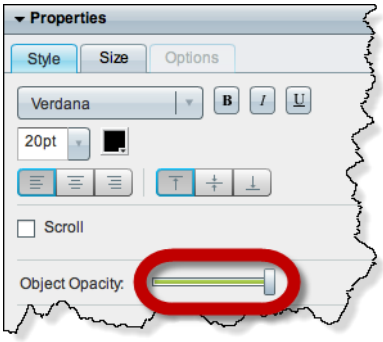
- Click it on your canvas.

OR

- Click its name in the Object drawer.

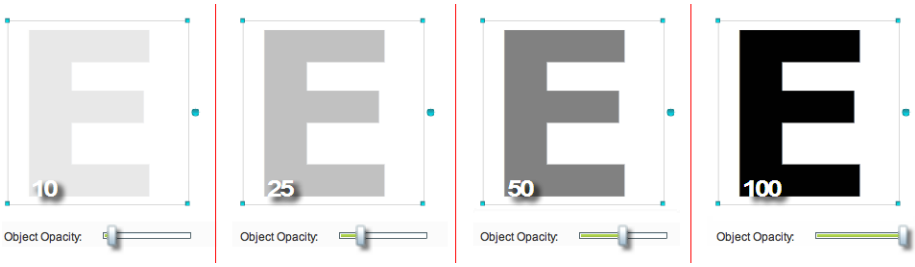


Step 2 Find the Object Opacity slider ( ), on the Styles tab, in the Properties drawer.



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.



Tip When you push the slider left or right, a tooltip (30%) appears above the slider's handle. This tooltip tells you the object's current percentage of density.

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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Apply Dynamic Text Effects

Dynamic text effects can help to promote viewer interest in your message. In addition, these effects lower the incidence of burn-in and image persistence on screens. You can set a text object to scroll or fade.

Before You Begin

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

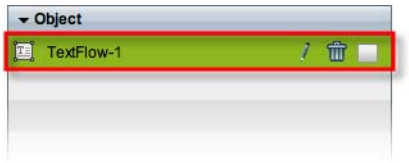
Procedure

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

- Click it on your canvas.

OR

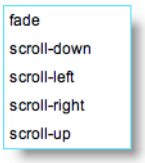
- Click its name in the Object drawer.



Step 2 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."**

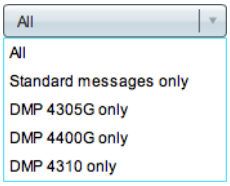
A list loads under the check box. Its options are the dynamic text effects that we support in this release. For example:



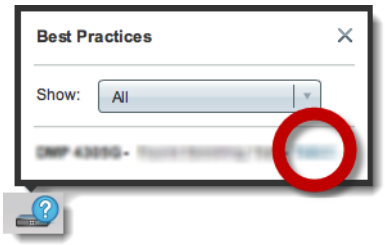
Step 3 Choose an option to use it.

We Support This Effect...	... On This DMP Model		
	DMP 4305G	DMP 4310G	DMP 4400G
• Vertical scroll—up *or* down	✗	✓	✓
• Horizontal scroll —left *or* 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.

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 a Text Object" section on page 2-7.

Related Topics

- Lock or Unlock a Text Object, page 2-5

Reference

- DMD Font Reference, page 2-24

DMD Font Reference

Nickname (in DMD)	**Formal Name** (from Type Foundry)	**Type Specimen**
AlbanyMT		Lorem ipsum
Chinese Simplified	Monotype Hei Medium GB 2312	蒙纳优质中文字库
Chinese Traditional	MHei CP 950	蒙納優質中文字庫
Japanese	Heisei Kaku Gothic W5	言葉を伝える文字と
Lucida Bright		Lorem ipsum
Mg Open Cosmetica		Lorem Ipsum
Verdana		Lorem Ipsum

Related Topics

- Set the Typeface, page 2-12

CHAPTER 3

Work with Shapes

Revised: December 17, 2010
OL-21601-01

- Concepts, page 3-1
- Procedures, page 3-5

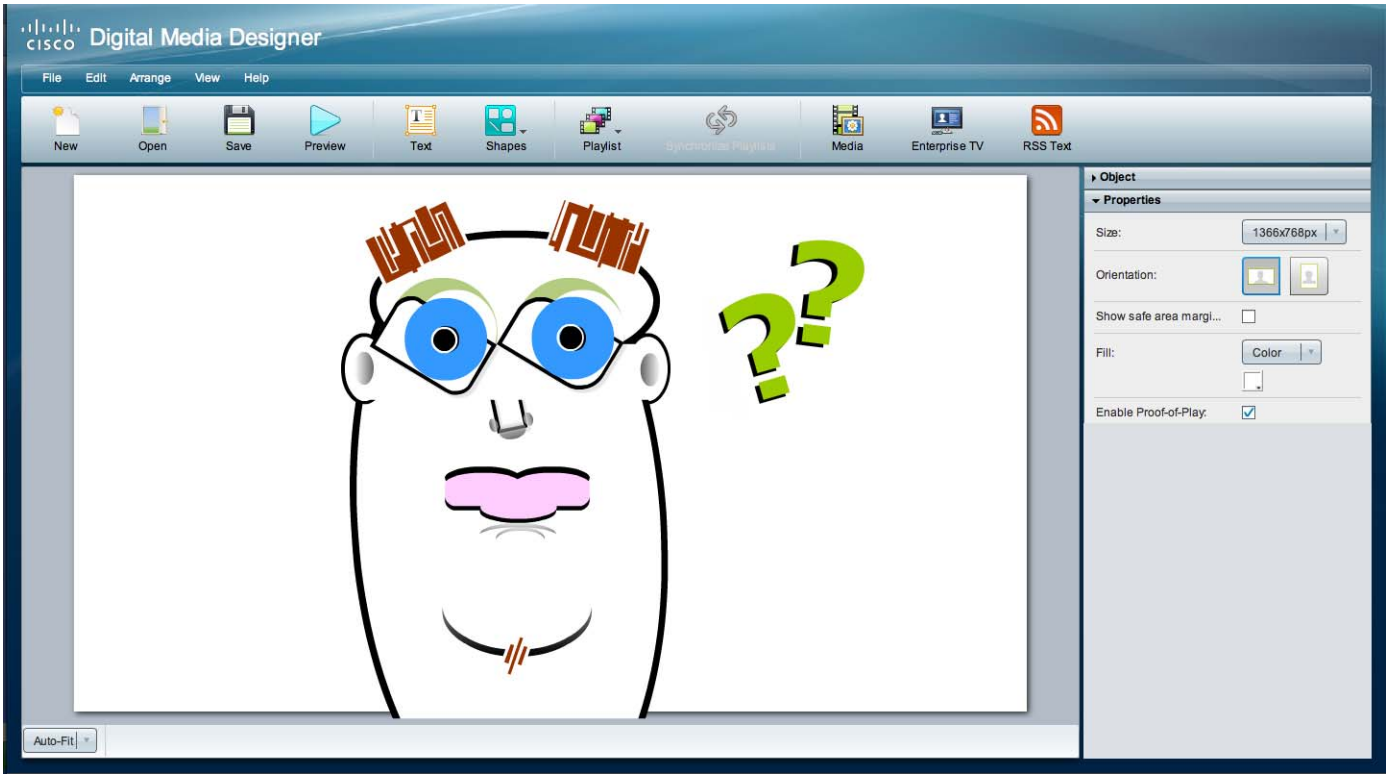
Concepts

- The Shapes Tool is Versatile, page 3-2
- Guidelines for Shapes, page 3-2
- Visual Density—Transparent, Translucent, or Opaque?, page 3-4

The Shapes Tool is Versatile

The Shape tool and its objects in DMD are far more versatile than they might seem at first glance. We recommend that you experiment and play with them to master their use. Think of unexpected ways to mix shapes, tweak shapes, mask out shapes, and so on. With these tools, you can:

- Promote important messages in interesting ways.
- Maintain and expand your organization's identity design.
- Even doodle or create fine art *(not typical uses)* to grow more comfortable with DMD.



Guidelines for Shapes

- Color and Contrast, page 3-2
- Which Properties Can I Change?, page 3-3

Color and Contrast

- Avoid bright or saturated colors.
- If your design calls for text against a white background, make the background slightly gray instead.
- Adjust the forground and background tones until there is enough contrast that your text is readable from a distance.
- Light text against a dark background is easier to read on-screen than dark text on a light background.

Which Properties Can I Change?

After you click an object to choose it, tabs in the Properties drawer show and sort all of that object's properties—both editable and uneditable. Various properties apply to various object types.

Properties Drawer	Support by Shape		
	Rectangle	Ellipse	Line
Style Tab			
Fill with one color	Yes	Yes	No
Fill with a gradient between two colors	Yes	Yes	No
Border style	Yes	Yes	No
Border color	Yes	Yes	Yes
Border thickness	Yes	Yes	Yes
Drop shadow	Yes	Yes	No
Object opacity	Yes	Yes	Yes
Rounded corners	Yes	No	No
Scale all corners together	Yes	No	No
Size Tab			
Width and height	Yes	Yes	No
Constrain proportions	Yes	Yes	No
X and Y coordinates	Yes	Yes	Yes
Length	No	No	Yes

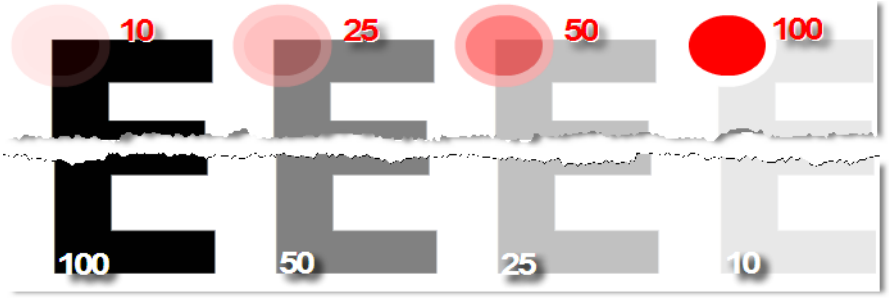
Tip **You can drag a shape object up or down in the Objects drawer to change the layer stacking order on your canvas.** Doing this changes the cumulative and relative effects of your drop shadows, opacity percentages, rounded corners, and so on.

Visual Density—Transparent, Translucent, or Opaque?

You can adjust the density of any object on your canvas. However, the visual impact from this setting might be relative to other attributes of your design.

- Is your canvas filled with any color, picture, or gradient?
- Do the object's boundaries intersect with, or overlap, any other objects on your canvas? If so, to what degree are those other objects transparent or opaque?
- How many layers exist in your design?
- What is the stacking order of your layers in the Objects drawer?

For example, this figure compares four possible scenarios where black text is stacked under a red shape (with a white outline), on an all-white canvas.



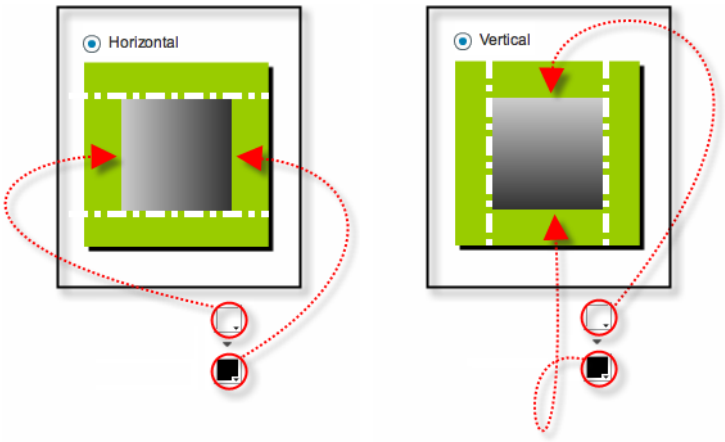
Compare the four variants from left to right.

- **Density *increases* for the red shape.**
  It rises from 10 percent to 100 percent. So, in the variant where the red shape has just 10 percent density, the black text behind it is clearly visible. This occurs even though the text is on a lower layer.
- **Meanwhile, density *decreases* for the black text.**
  It falls from 100 percent to 10 percent. So, in the variant where the red shape is fully opaque, even its white outline blots out the mostly transparent text on the lower layer.

Understand Color Gradient Behaviors

When you choose to fill a shape with a gradient between two colors, we show two color tools (■) on the Style tab in the Properties drawer. Each of these color tools represents one extreme end of your gradient. Their effect differs when your choose whether the gradient itself should be horizontal or vertical.

These figures illustrate how the two gradient color tools function differently with horizontal and vertical gradients.



- The top color tool always controls either the **left edge** *or* the **top edge**.
- The bottom color tool always controls either the **right edge** *or* the **bottom edge**.

Procedures

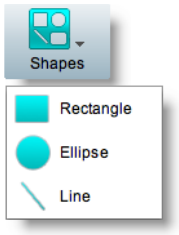
- Add a Shape Object, page 3-6
- Lock or Unlock a Shape Object, page 3-7
- Delete or Restore a Shape Object, page 3-8
- Manipulate a Shape Object, page 3-9

Add a Shape Object

Procedure

Step 1 Click **Shapes** on the toolbar.

Step 2 Choose whether the new shape should be a rectangle, an oval, or a line.



DMD drops the new shape object onto your canvas.

rectangle	*ellipse*	*line*

Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything about this object?*
  See the "Manipulate a Shape Object" section on page 3-9.

Lock or Unlock a Shape Object

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

Procedure

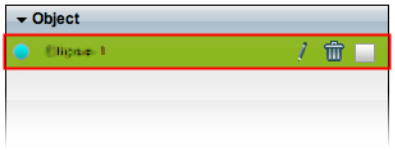
Step 1 Select the object that should change. You can:

- Click it on your canvas.

rectangle	*ellipse*	*line*

OR

- Click its name in the Object 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 Shape Object

Before You Begin

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

Procedure

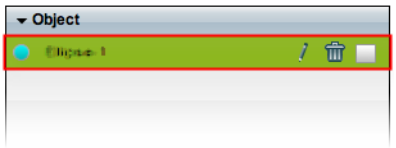
Step 1 Select the object that should change. You can:

- Click it on your canvas.

rectangle	*ellipse*	*line*

OR

- Click its name in the Object 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 Shape Object, page 3-7

Manipulate a Shape Object

- Rename a Shape Object, page 3-9
- Set a Shape Object's Size, page 3-11
- Set a Shape Object's Coordinates, page 3-12
- Set a Shape Object's Rotation Angle, page 3-14
- Set a Shape Object's Colors, page 3-15
- Set a Shape Object's Border Thickness (Weight), page 3-22
- Set a Shape Object's Border Style, page 3-23
- Set a Shape Object's Visual Density, page 3-25
- Round the Corners of a Rectangle, page 3-27
- Set a Line Object's Length, page 3-28
- Set a Shape Object's Drop Shadow, page 3-29

Rename a Shape Object

Before You Begin

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

Procedure

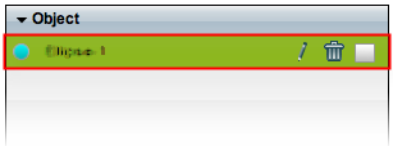
Step 1 Select the object that should change. You can:

- Click it on your canvas.

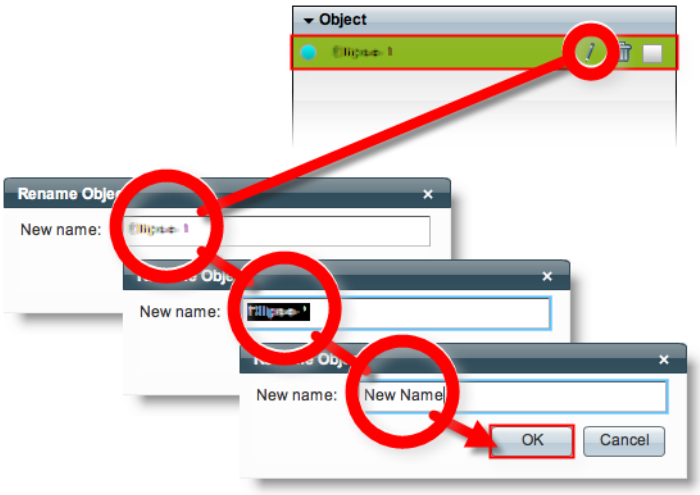
rectangle	*ellipse*	*line*

OR

- Click its name in the Object drawer.



Step 2 Click its Edit icon in the Object 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 about this object?*
  See the "Manipulate a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Size

You can change the size and proportions of an object on your canvas.

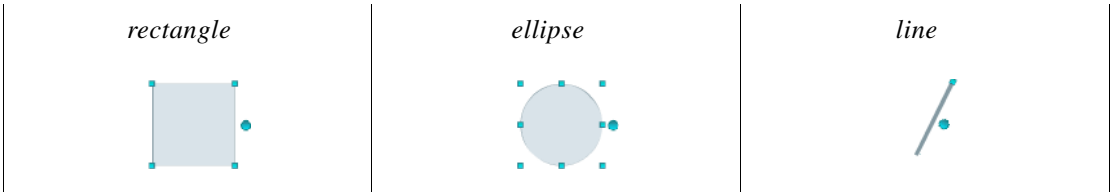
Before You Begin

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

Procedure

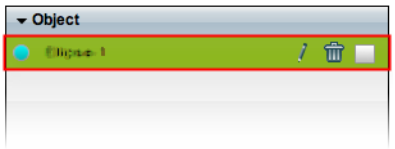
Step 1 Select the object that should change. You can:

- Click it on your canvas.



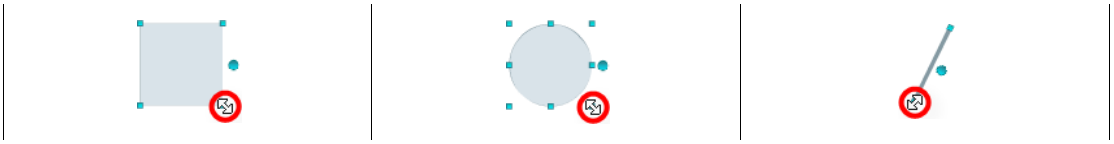
OR

- Click its name in the Object drawer.



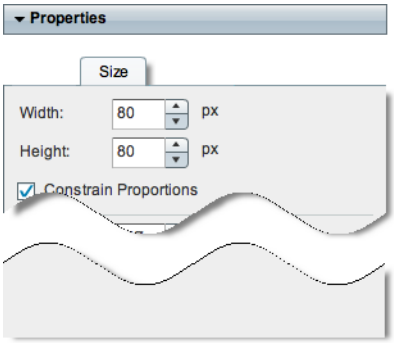
Step 2 Resize the object.

- Click and drag a corner handle.



OR

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



Tip **When you check the Constrain Proportions check box, you can change either the width or the height manually, and then DMD adjusts the other one automatically.** This convenience ensures that your object's basic shape does not change.

DMD applies theese new dimensions to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Coordinates

You can move an object on your canvas.

Before You Begin

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

Procedure

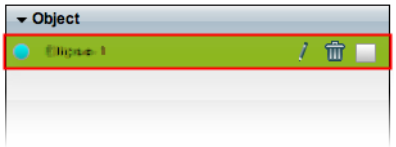
Step 1 Select the object that should change. You can:

- Click it on your canvas.

rectangle	*ellipse*	*line*

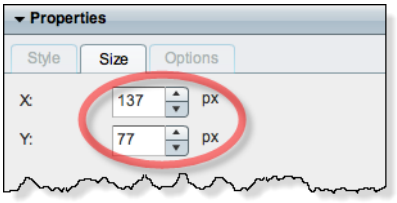
OR

- Click its name in the Object drawer.



Step 2 Move the object.

- Click the object to select it, and then press arrow keys on your keyboard.
  - Nudge left.
  - Nudge right.
  - Nudge up.
  - Nudge down.
- Change *X* and *Y* values on the Size tab, in the Properties drawer.



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

DMD moves to the selected object to its new coordinates.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Rotation Angle

You can rotate an object on your canvas.

Before You Begin

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

Procedure

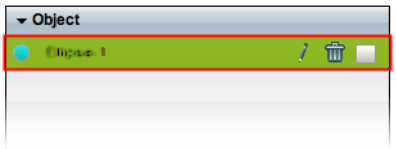
Step 1 Select the object that should change. You can:

- Click it on your canvas.

rectangle	*ellipse*	*line*

OR

- Click its name in the Object drawer.



Step 2 Click the large handle on the object's right edge.

Tip **Do not click a corner handle.**

Step 3 Drag the ↻ symbol left or right.

- Left rotates clockwise.
- Right rotates counter-clockwise.

DMD applies the new rotation angle to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Colors

- Adjust the Solid Fill Color, page 3-15
- Adjust the Gradient Fill Colors, page 3-17
- Adjust the Border (Outline) Color, page 3-19

Adjust the Solid Fill Color

You can set a shape's fill to any one, solid color that you choose.

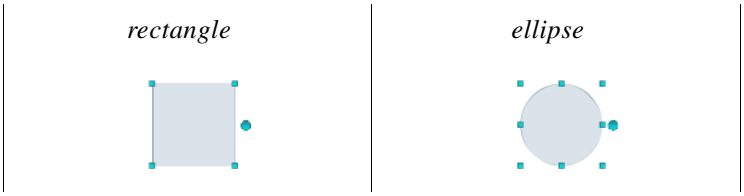
Before You Begin

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

Procedure

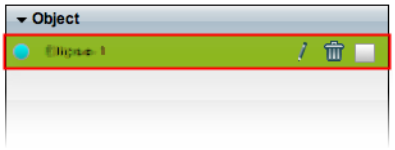
Step 1 Select the object that should change. You can:

- Click it on your canvas.



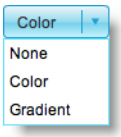
OR

- Click its name in the Object drawer.



Step 2 On the Style tab in the Properties drawer:

a. Choose **Color** from the Fill list.

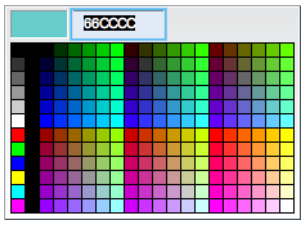


b. Find the fill color tool ( ) under the Fill list.

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

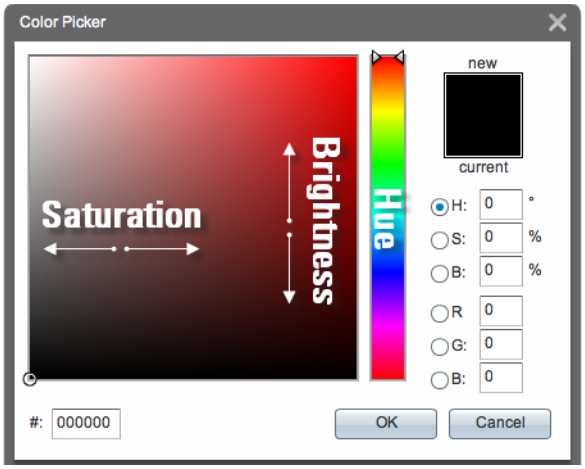
c. Do one of the following.

- 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.

d. Click **OK**.

DMD fills the selected object with the new color.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Adjust the Gradient Fill Colors

You can set a shape's fill to be a gradient between any two colors that you choose.

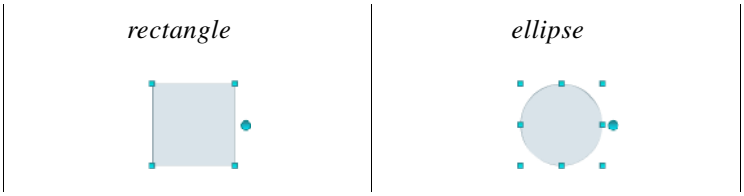
Before You Begin

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

Procedure

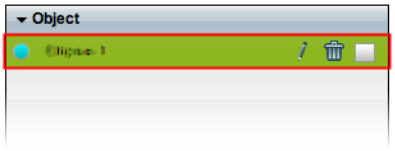
Step 1 Select the object that should change. You can:

- Click it on your canvas.



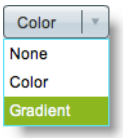
OR

- Click its name in the Object drawer.

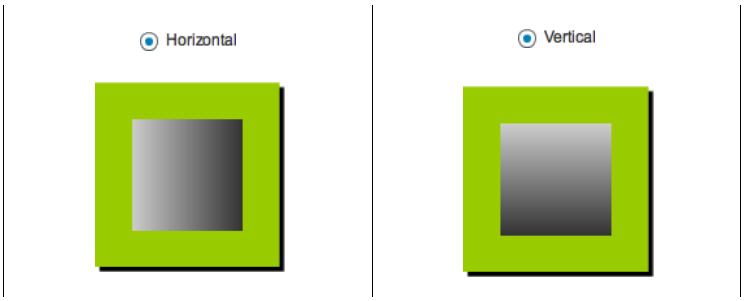


Step 2 On the Style tab in the Properties drawer:

a. Choose **Gradient** from the Fill list.



b. Choose whether the gradient should be horizontal or vertical.

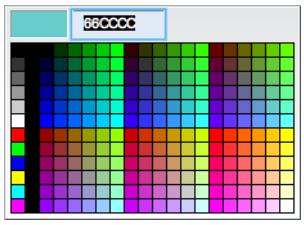


c. Find the two gradient color tools ( ).

DMD reveals a related control ( ) when your pointer hovers over either of the gradient color tools.

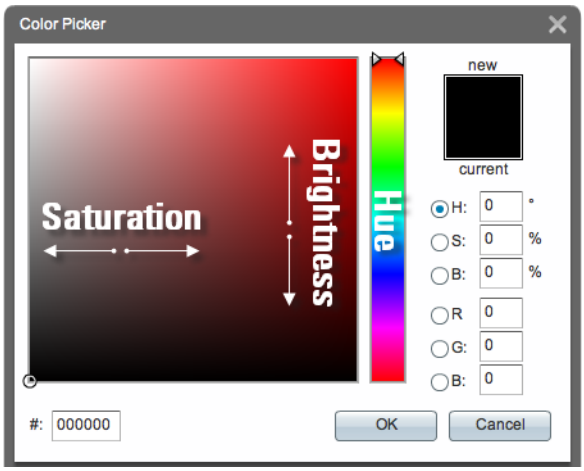
d. Do one of the following with the **higher** of the two gradient color tools.

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



OR

- Click to open a standard color picker.



e. Repeat the previous step—but this time, use the **lower** of the two gradient color tools.

f. Click **OK**.

DMD fills the selected object with the new gradient.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Adjust the Border (Outline) Color

You can set a shape's border to any color that you choose.

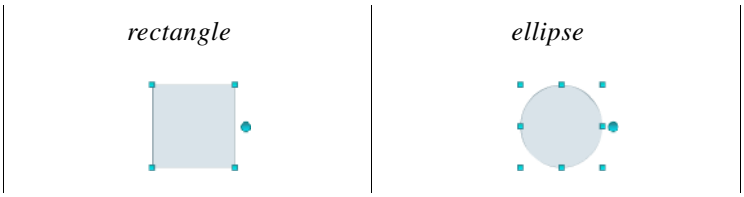
Before You Begin

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

Procedure

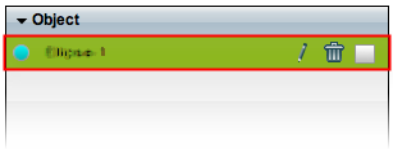
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

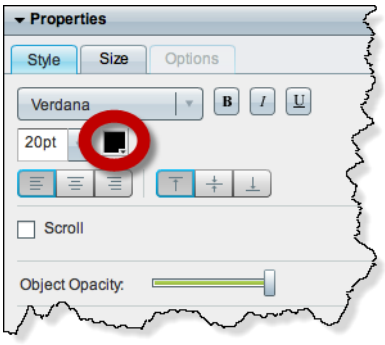
- Click its name in the Object drawer.



Step 2 Adjust attributes on the Style tab in the Properties drawer.

a. Check the Border check box (☑ Border).

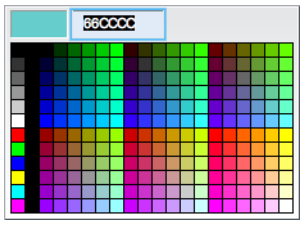
b. Find the color tool (■) on the Style tab in the Properties drawer.



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

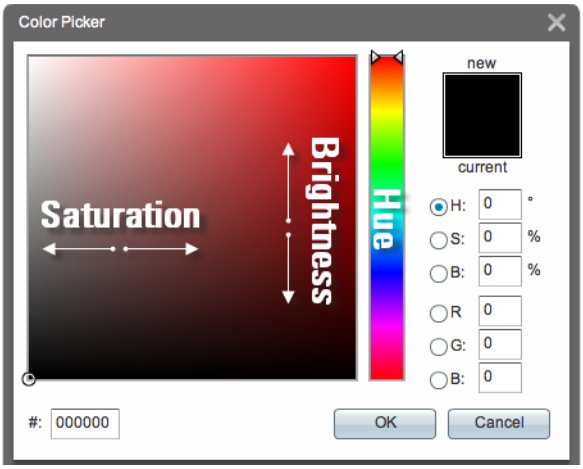
c. Do one of the following.

- 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.

d. Click **OK**.

DMD outlines the selected object with the new color.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Border Thickness (Weight)

You can set a shape's border to any thickness in the range from 0 to 40 pixels.

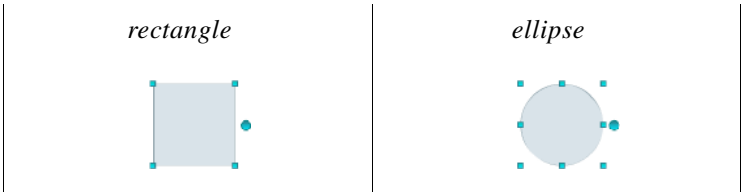
Before You Begin

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

Procedure

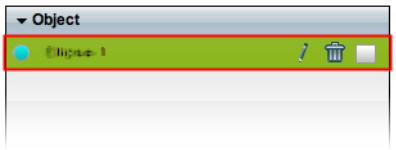
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

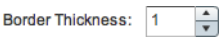
- Click its name in the Object drawer.



Step 2 Adjust attributes on the Style tab in the Properties drawer.

a. Check the Border check box (Border).

b. Use the Border Thickness spinner to change the border's weight in pixels.



Tip We support border thickness weights in the range from 1 to 40 pixels.

You can operate this spinner in various ways.

- Click the **Up** button ( ) to increase the weight.
- Click the **Down** button ( ) to decrease the weight.
- Click inside the spinner, and then press the **Up** ( ) and **Down** ( ) arrow keys on your keyboard to increase or decrease the weight.

- Click inside the spinner, and then use the scroll wheel on your mouse to increase or decrease the weight.
- Enter a number in the spinner's text box, and then press **Enter**.

DMD applies the new border weight to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Border Style

You can set the outline of a rectangle or ellipse to a style that you choose.

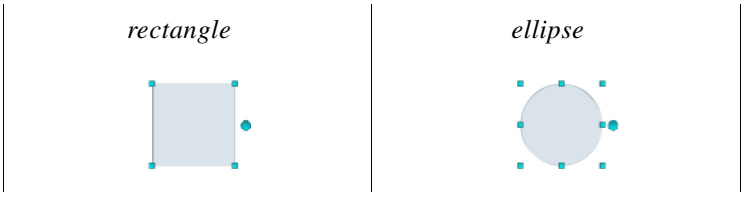
Before You Begin

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

Procedure

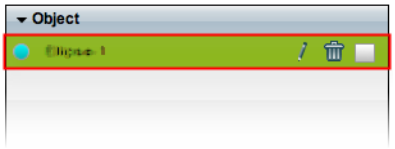
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

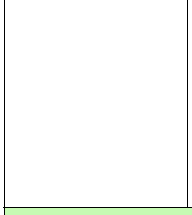
- Click its name in the Object drawer.



Step 2 Adjust attributes on the Style tab in the Properties drawer.

a. Check the Border check box (☑ Border).

b. Choose a style from the Border Style list.

none	*solid*	*dashed*	*dotted*	*inset*	*outset*
					
The canvas is WYSIWYG for these border styles. You can rely on what it shows you.	The canvas is not WYSIWYG for these border styles. Instead, use the Preview function to check your work. Click **Save**. Then, click **Preview**.				

DMD applies the new border style to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape 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

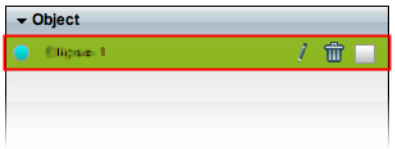
Step 1 Select the object that should change. You can:

- Click it on your canvas.

rectangle	*ellipse*	*line*

OR

- Click its name in the Object drawer.



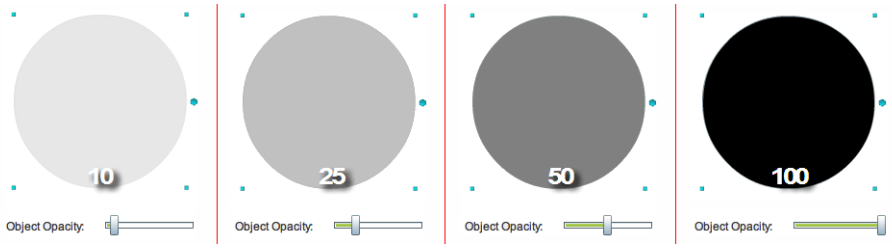
Step 2 Find the Object Opacity slider ( ) on the Style tab, in the Properties drawer.

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.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Round the Corners of a Rectangle

You can blunt any combination of a rectangle shape's right-angle corners on your canvas.

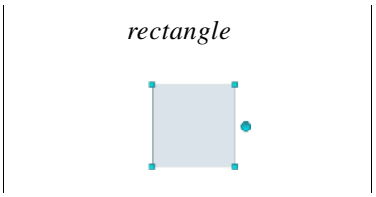
Before You Begin

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

Procedure

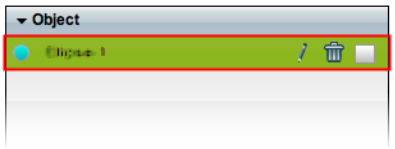
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Object drawer.



Step 2 Adjust attributes on the Style tab in the Properties drawer.

a. Find the Rounded Corners sliders ( ).

b. Push the sliders left or right to blunt your rectangle's corners.

Tip **When you push the slider left or right, a tooltip appears above the slider's handle.** This tooltip tells you the respective corner's current rounding in pixels.

DMD applies the new rounding values to corners of the selected rectangle shape.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Line Object's Length

You can change a line's length.

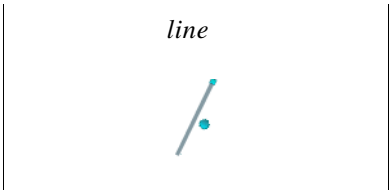
Before You Begin

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

Procedure

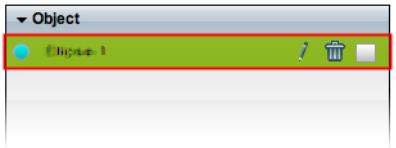
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Object drawer.



Step 2 Adjust attributes on the Size tab in the Properties drawer.

a. Use the Length spinner to change the line's length in pixels.

Tip **The maximum supported line length varies according to the size of your canvas.** The minimum length is 1 pixel.

You can operate this spinner in various ways.

- Click the **Up** button (▲) to increase the lengtrh.
- Click the **Down** button (▼) to decrease the length.
- Click inside the spinner, and then press the **Up** (↑) and **Down** (↓) arrow keys on your keyboard to increase or decrease the weight.

- Click inside the spinner, and then use the scroll wheel on your mouse to increase or decrease the length.
- Enter a number in the spinner's text box, and then press **Enter**.

DMD applies the new length to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

Set a Shape Object's Drop Shadow

You can set apply a drop shadow to a shape object on your canvas.

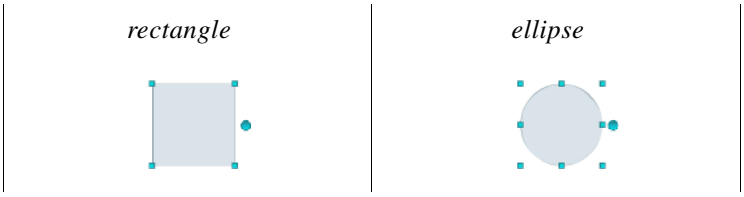
Before You Begin

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

Procedure

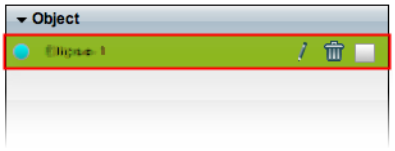
Step 1 Select the object that should change. You can:

- Click it on your canvas.



OR

- Click its name in the Object drawer.



Step 2 Adjust attributes on the Style tab in the Properties drawer.

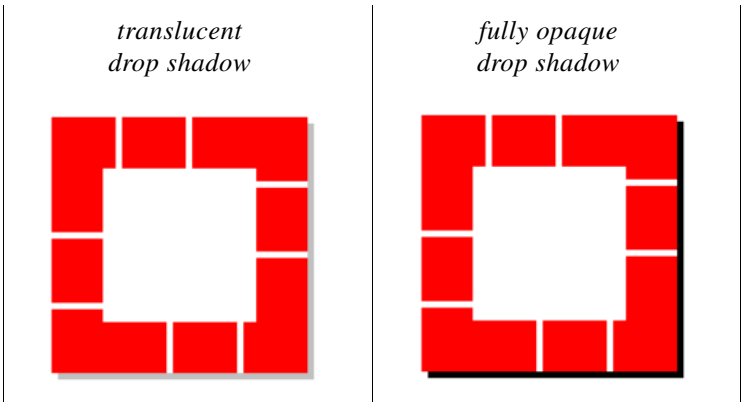
a. Check the Drop Shadow check box (☑ Drop Shadow).

b. Find the drop shadow opacity slider ( ) under the Drop Shadow check box.

Tip **When you push the slider left or right, a tooltip (30%) appears above the slider's handle.** This tooltip tells you the drop shadow's current percentage of density.

c. Push the slider left or right to control your drop shadow's density.

- **The far left end causes full transparency.**
  A drop shadow 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.**
  A drop shadow is fully opaque when its density reaches the threshold at 100 percent.



DMD applies the new drop shadow to the selected object.

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 a Shape Object" section on page 3-9.

Related Topics

- Lock or Unlock a Shape Object, page 3-7

CHAPTER 4

Work with Playlists

Revised: December 17, 2010
OL-21601-01

- Concepts, page 4-1
- Procedures, page 4-10

Concepts

- Asset Support by DMP Model, page 4-2
- Guidelines for Playlists, page 4-2
- Which Properties Can I Change?, page 4-7
- Understand Playlist Stacking Order, page 4-8

Asset Support by DMP Model

We Support These Asset Types...	... On These DMP Models		
	DMP 4305G	DMP 4310G	DMP 4400G
Image Formats			
• BMP	✗	✗	✗
• GIF	✓	✓	✓
• GIF (*animated*)[1]	✗	✗	✗
• JPG (*nonprogressive*)	✓	✓	✓
• PNG	✓	✓	✓
Shockwave Flash (SWF) Formats			
• Version 6 (*with ActionScript 2*)	✓	✗	✗
• Version 7 (*with ActionScript 2*)	✓	✗	✗
• ~~Version 8~~	✗	✗	✗
• Version 9 (*with ActionScript 2 or 3*)	✗	✗	✓
• Version 10 (*with ActionScript 2 or 3*)	✗	✗	✓
• ~~Version 10.1~~	✗	✗	✗
• FlashLite 3.1 (*with ActionScript 2*)	✗	✓	✗

1. Not supported as an animation format. Loads and shows only the first frame, as if it were a standard GIF image.

Guidelines for Playlists

- Prevent DMPs from Playing Cached Copies of Dynamic Webpages and DHTML, page 4-3
- Bitmapped Images, page 4-6
- Shockwave Flash (SWF) Motion Graphics, page 4-6
- Assets, page 4-6
- Bridging Images, page 4-6
- Synchronization, page 4-6

Prevent DMPs from Playing Cached Copies of Dynamic Webpages and DHTML

Note **DMP 4310G endpoints in this release do not include any web browser.** Therefore, this topic applies only to DMP 4305G and 4400G endpoints.

Does your Cisco DMS network use a *content distribution system*, such as Cisco ACNS? If so, special considerations apply to each **nonvideo** playlist that includes any dynamic web assets. There are two types of such assets.

DHTML

Dynamic HTML (DHTML) combines static markup, presentation layer descriptions, client-side scripting, and the Document Object Model to support animations, user interaction, and situational behaviors in webpages. In the end, DHTML's user experience relies equally on three factors:

- The quality and nature of the original page code, as it exists on its production webserver.
- Client-side rendering by browsers, after they download page code from the production webserver.
- User interactions with fully rendered DHTML in a browser.

Dynamic Webpages

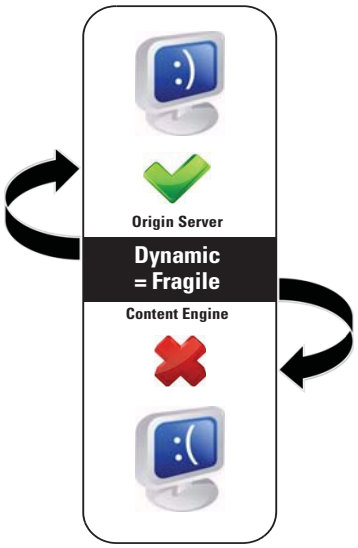
Some webservers consider a range of parameters and variables per request before their server-side programming outputs fresh page code from a database. Even when they receive requests for a static URL, these servers transmit fresh page code, which generally will differ somewhat on a case-by-case basis.

The file extension for a dynamic webpage is likely to be CFM, ASP, PHP, JSP, CGI, PL, or SH, depending on the webserver's scripting environment.

Note **Some dynamic websites combine these methods.**

The Problem

Content distribution systems such as Cisco ACNS make perfect copies of files from an origin server. Then, they seed these duplicate copies—which are frozen in time—to any number of content engines in your network. So, when a content distribution network shows users its cached and unchanging snapshot of a formerly dynamic file, there is no longer anything dynamic about it.



Client systems that request the dynamic page receive only its pale substitute. And yet, dynamic values lose all validity unless they fluctuate, increase, or decrease in ways that are appropriate to their respective contexts. For example, fragile values might include:

- dates or times of day
- weather conditions
- transit schedules
- alert notifications
- seasonal messaging
- status or capacity indicators
- ostensibly current headlines
- financial information or product and commodity prices

Cached information in these and other categories might be construed as amateurish or silly at best, and as misleading or legally actionable at worst. In any event, digital signs that play misleading information undermine their sponsors' credibility, efforts, and agenda.

Do Not Let This Happen to You

Instead, consider your alternatives. The availability and suitability of such alternatives might sometimes differ slightly between any two DMD releases or any two DMP models.

Alternatives, Tips, Options, and Best Practices	DMD Support 5.2.0	5.2.1	5.2.2

Note **There is no web browser on a DMP 4310G.** For this method, use a 4305G or a 4400G.
• You can create a wrapper HTML file, which calls the dynamic page. Then, add the wrapper file to your nonvideo playlist instead of adding the dynamic page. Only the wrapper file is cached. For example:
`<!DOCTYPE html>`
`<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en">`
`<head>`
`<title>Today's Date`
`</title >`
`<style type="text/css">`
`iframe.c1 {border:0px}`
`</style >`
`</head >`
`<body>`
`<iframe id="frame1" class="c1"`
`src="http://www.example.com/includes/today_date.cfm"`
`name="frame1">`
`</iframe >`
`</body >`
`</html >`
	Yes[1]	Yes[1, 2]	Yes[3]

• We create a wrapper for you automatically whenever the URL for a nonvideo playlist asset includes at least one query string "get" parameter. Therefore, you can use the actual URL in such cases and nothing else is required of you. For example, if the actual URL were http://example.com/index.php**?dynamic**, we would generate a wrapper for it on your behalf.	No[1]	Yes[1]	Yes[3]
Note **There is no web browser on a DMP 4310G.** For this method, use a 4305G or a 4400G. • You can append an arbitrary query string "get" parameter to the URL.[4] For example, suppose the actual URL were http://example.com/index.html. You might point instead to http://example.com/index.html**?nocache**. The origin server ignores the specious parameter and delivers the actual URL instead.	No[1]	Yes[1]	Yes[3]
• You can create a rule for your CDS that forbids it to cache the URL.[5]	Yes[1]	Yes[1]	Yes

1. DMP 4310G media players do not support *any* DMD release before 5.2.2.
2. Although we support this option in release 5.2.1, *it is less convenient for you* than some of the other supported options.
3. We do not support this method on a DMP 4310G in this release. There is no web browser on a DMP 4310G.
4. Do not append any query string arbitrarily to a webpage whose file extension is CFM, ASP, PHP, JSP, CGI, PL, or SH.
5. Some content distribution systems might not support rules of this kind. Please check the product documentation from your system's manufacturer of record.

Bitmapped Images

When you use a bitmapped image in a playlist, be sure that the playlist object uses the same height and width in pixels that the bitmapped file uses. **When the playlist object is too small, DMD crops the bitmapped image.** DMD does not automatically resize or scale the bitmap.

Shockwave Flash (SWF) Motion Graphics

A DMP 4310G might stop rendering a playlist immediately before it should load and render a SWF asset. Or, it might fail to render a SWF asset in some other context. In either case, examine the FLA source for the SWF and verify that it does not use ActionScript 3.

Tip **When you do not have the FLA source:**

1. Open DMPDM on the DMP 4310G.
2. Choose **Flash Playback** from the Display Actions list.
3. Direct DMPDM to play the SWF.

- DMPDM will not play an incompatible SWF.
- We do not support any use of ActionScript 3 on a DMP 4310G. We support ActionScript 2.

Assets

You must add assets to your media library before you can organize them in a playlist.

Bridging Images

NEW IN CISCO DMS 5.2.1—Whenever you use a bridging image in a playlist, you must set it to preload. Otherwise, it cannot serve its intended purpose.

Synchronization

Synchronization might truncate the playback for one or more assets in a *secondary* playlist, which inherits its timing for transitions from a *primary* playlist. Also, the Properties panel values that you see for a *secondary* playlist object might be confusing after you override the natural timing of transitions between its assets.

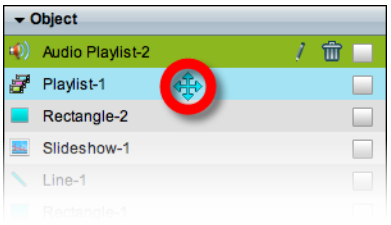
Plan ahead to avoid these potential pitfalls. Consider when you populate a playlist (and when you configure the playback duration for each of its assets) whether you might eventually synchronize it..

Which Properties Can I Change?

After you click an object to choose it, tabs in the Properties drawer show and sort all of that object's properties—both editable and uneditable. Various properties apply to various object types.

Properties Drawer	Support by Playlist Type		
	All Media	Image Slideshow	Audio Only
Style Tab			
Background color	Yes	No	No
Size Tab			
Width and height	Yes	Yes	No
Constrain proportions	Yes	Yes	No
X and Y coordinates	Yes	Yes	Yes
Options Tab			
Randomize playlist	Yes	No	No
Preload time	Yes	No	No
Transition effect	No	Yes	No

Tip **You can drag a playlist object up or down in the Objects drawer to change your canvas layer stacking order**. Doing this changes the cumulative and relative effects of your drop shadows, opacity percentages, rounded corners, and so on.



Understand Playlist Stacking Order

Visual rendering by a DMP 4310G is completely faithful to your actual design for any presentation that you direct it to show. However, earlier DMP models were less stringent in one, key way. Therefore, it might appear that a DMP 4310G is in error when its rendered output of identical content is compared to—but does not match exactly—what earlier DMP models show.

Behavioral Logic

This difference is limited to the front-to-back stacking order of presentation design layers (sometimes called visual planes) in presentations that use video.

- Earlier DMP models always play video assets on the foremost (top) plane, even when the layering of your design might place them lower.
- In contrast, a DMP 4310G plays video on precisely the same layer where your design indicates that it should be played.

Necessary Conditions

*Such differences become noticeable only when **all three** of these statements are true **simultaneously**.*

- The presentation shows multiple playlists at once and one of these is a video playlist.
- The video playlist shares any coordinates in common with a nonvideo playlist.
- The nonvideo playlist layer is stacked higher than the video playlist layer.

Design Once; Render Anywhere

You can work around any noticeable differences in layer stacking order when various DMP models control your digital signs. Merely reopen your presentation designs in Digital Media Designer and move their video playlists to the highest layer. Then, resave these presentations and redeploy them. Afterward, all of your DMPs will render their layer stacking order identically.

Details

All Media Playlist Objects

- When you drop an all media playlist object ( ) onto your canvas, it becomes the topmost layer automatically. What this means for *you* depends on which DMP model—or models—will render your designs for playback on a presentation system.

Expect This Behavior...	... From This DMP Model		
	DMP 4305G	DMP 4310G	DMP 4400G
Actual playback matches DMD object layering—*unless you later do one of the following*.			
• Stack the all media playlist object **under** an audio only object ( ) that is already present on your canvas. • Drop an audio only playlist object ( ) onto your canvas. **Note** **Thus, you cannot use other objects to create an overlay or mask for video.** For an overlay of this kind, we recommend that you encode the video file itself so that it includes an overlay before you add it to your media library. Alternatively, you can use JavaScript[1] or ActionScript[2] to create a presentation outside of DMD.			
Actual playback matches DMD object layering—*no matter what*.			

1. For a DMP 4305G or 4400G.
2. For a DMP 4310G. Must use ActionScript 2, not ActionScript 3.

Audio Only Playlist Objects

- When you drop an audio only playlist object ( ) onto your canvas, it becomes the topmost layer automatically. What this means for *you* depends on which DMP model—or models—will render your designs for playback on a presentation system.

	... From This DMP Model		
	DMP 4305G	**DMP 4310G**	**DMP 4400G**
Expect This Behavior...			
Actual playback matches DMD object layering—*unless you later do one of the following*.			
• Stack the audio only playlist object **under** an all media playlist object ( ) that is already present on your canvas. • Drop an all media playlist object ( ) onto your canvas.	✓	✗	✓
Actual playback matches DMD object layering—*no matter what*.	✗	✓	✗

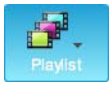
Procedures

- Add a Playlist Object, page 4-11
- Rename a Playlist Object, page 4-12
- Lock or Unlock a Playlist Object, page 4-13
- Delete or Restore a Playlist Object, page 4-14
- Manipulate a Playlist Object, page 4-15

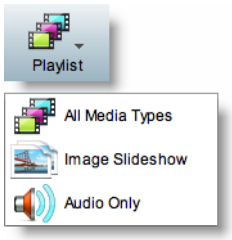
Add a Playlist Object

Procedure

Step 1 Click **Playlist** on the toolbar.



Step 2 Choose whether the new playlist should include a combination of media types, images exclusively, or audio exclusively.



- An image slideshow playlist supports JPEG, GIF, and PNG images, SWF files, and—*on DMP 4305G and 4400G endpoints exclusively*—pages on webservers.
- An all media types playlist supports MPEG-1_TS, MPEG-2_TS, MPEG-4.2_TS, MPEG-4.10 (H.264)_TS, multicast video streams, JPEG, GIF, and PNG images, SWF files, and—*on DMP 4305G and 4400G endpoints exclusively*—pages on webservers.

DMD drops the new playlist object onto your canvas.

playlist placeholder —all media types	*playlist placeholder —image slideshow*	*playlist placeholder —audio only*[1]

1. A presentation cannot contain any more than *one* audio only playlist.

Step 3 Stop. You have completed this procedure.

What to Do Next

- *Would you like to change anything about this object?*
  See the "Manipulate a Playlist Object" section on page 4-15.

Rename a Playlist Object

Before You Begin

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

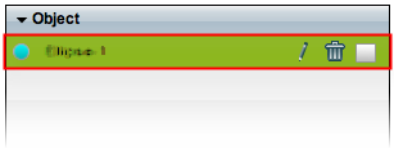
Procedure

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

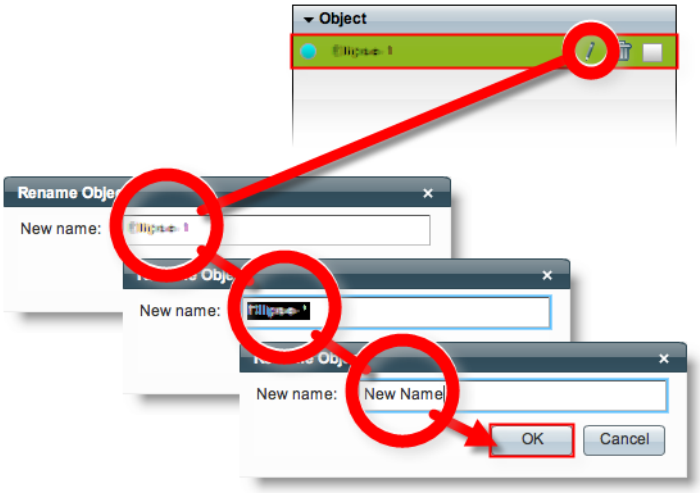
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 Click its Edit icon in the Object 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 about this object?*
  See the "Manipulate a Playlist Object" section on page 4-15.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

Lock or Unlock a Playlist Object

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

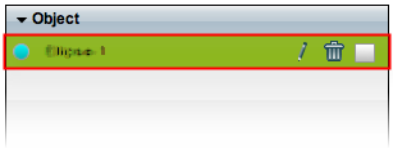
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object 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 Playlist Object

Before You Begin

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

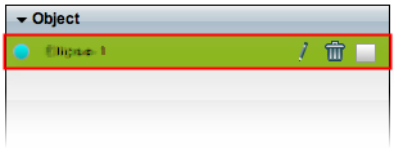
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object 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 Playlist Object, page 4-13

Manipulate a Playlist Object

- Populate and Organize a Playlist, page 4-15
- Rename a Playlist Object, page 4-17
- Set a Playlist Object's Size, page 4-18
- Set a Playlist Object's Coordinates, page 4-20
- Synchronize the Playback Timing of Two Playlists, page 4-21

Populate and Organize a Playlist

You can populate a playlist with assets stored in your media library or on remote servers. Later, when anyone runs your playlist, it plays these assets in your preferred sequence, with timing that you specify.

Caution **DMD expects to play every asset in a playlist.** For this reason, it interprets zero duration to mean not the absence of playback itself, but instead the absence of any stopping point during playback.

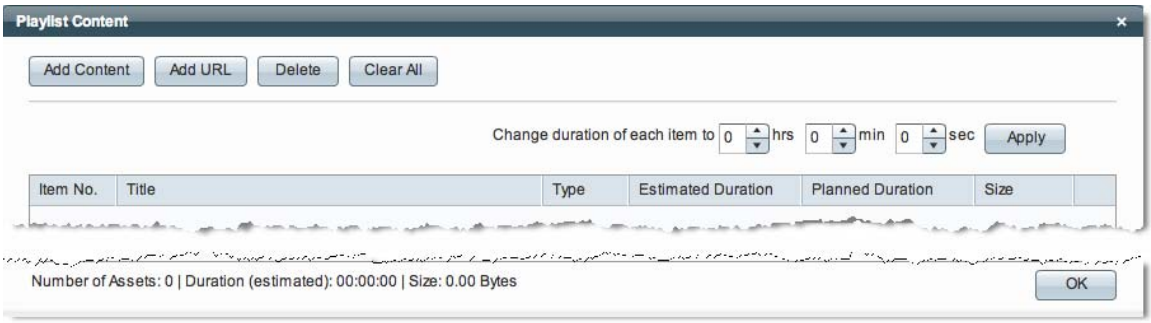
Playback is looped continuously for an asset whose duration is set to 0 (zero) seconds. This looping stops only when you stop the playlist. Therefore, unless your playlist contains only one asset, never set a duration of 0. **Continuous looping prevents playback for any other asset that should be played later as part of the same playlist.**

Each nonvideo asset in a playlist must have a planned duration of at least 1 second.

Procedure

Step 1 Double-click the playlist object on your canvas.

Step 2 Use the Playlist Content dialog box to choose assets, place them in their sequence, and set their durations (in seconds) for playback.



Caution **When you populate an all media playlist, do not include any more than 70 video assets.**

- **Estimated Duration**—An estimate of an asset's actual running time from start to finish, without regard for how much time your playlist has reserved to show it.
- **Planned Duration**—The amount of time that your playlist has reserved to show an asset. A planned duration of 0 (zero) seconds in the playlist causes a video to play from beginning to end. To skip a video instead of playing it, you must remove it from the playlist.

Note **There is no factory default value for the planned duration of any nonvideo asset.** You must enter all such duration values manually. These values become editable only after you double-click them.

Item No.	Title	Type	Estimated Duration	Planned Duration	Size
1	CNN (http://cnn.com)	URL	00 : 00 : 10	00 00 10	0.00 Bytes

Step 3 Click **OK**.

Step 4 Stop. You have completed this procedure.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

Rename a Playlist Object

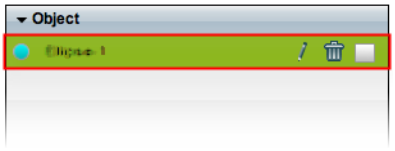
Procedure

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

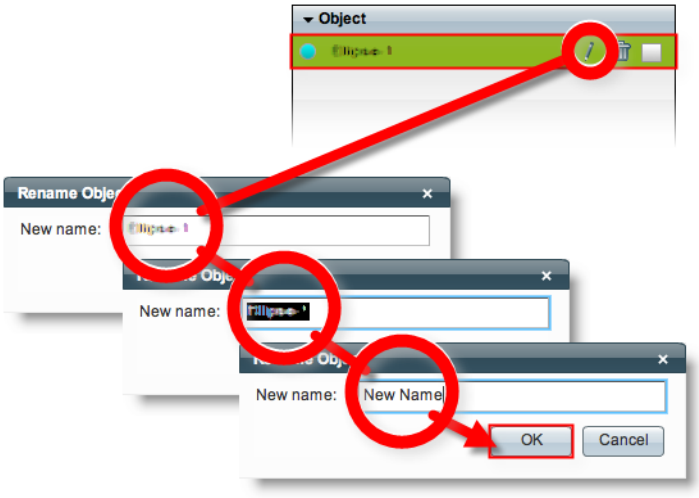
- Click it on your canvas.

OR

- Click its name in the Object drawer.



Step 2 Click its Edit icon in the Object 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 about this object?*
  See the "Manipulate a Playlist Object" section on page 4-15.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

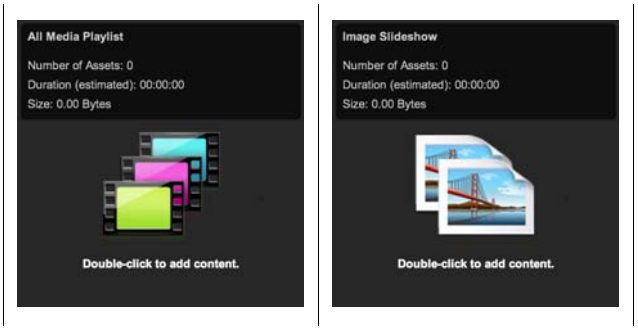
Set a Playlist Object's Size

You can change the size and proportions of an object on your canvas.

Procedure

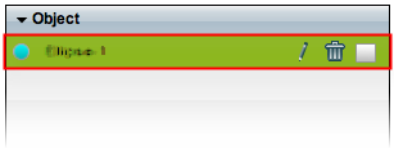
Step 1 Select the object that should change. You can:

- Click it on your canvas.



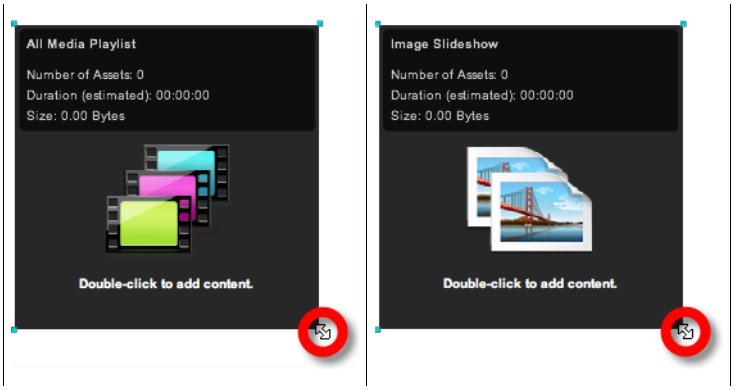
OR

- Click its name in the Object drawer.



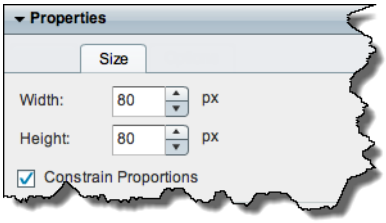
Step 2 Resize the object.

- 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 theese new dimensions to the selected object.

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 a Playlist Object" section on page 4-15.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

Set a Playlist Object's Coordinates

You can move an object on your canvas.

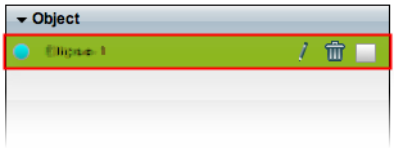
Procedure

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

- Click it on your canvas.

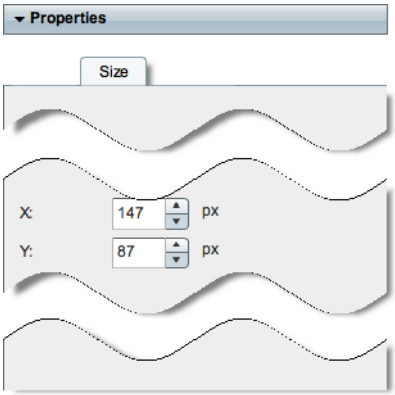
OR

- Click its name in the Object drawer.



Step 2 Move the object.

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

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 a Playlist Object" section on page 4-15.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

Synchronize the Playback Timing of Two Playlists

You can synchronize the playback timing for transitions in two playlists. When you do so, you impose the timing from one playlist (the *primary*) to override the timing for another playlist (the *secondary*).

Procedure

Step 1 Click **Synchronize Playlists** on the toolbar.

Step 2 Use the Synchronize Playlists dialog box.

a. Choose the *primary* playlist on the left. Its asset durations will override those of a secondary playlist.

b. Choose the *secondary* playlist on the right. Its asset durations are ignored.

c. 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 a Playlist Object" section on page 4-15.

Related Topics

- Lock or Unlock a Playlist Object, page 4-13

CHAPTER 5

Use the Media Library

Revised: December 17, 2010
OL-21601-01

- Concepts, page 5-1
- Procedures, page 5-8
- Reference, page 5-14

Concepts

- Restrictions, page 5-1
- DMD Guidelines for Images, page 5-2
- DMD Guidelines for SWF Animations, page 5-2
- DMD Guidelines for Audio, page 5-6
- DMD Guidelines for Video, page 5-7
- Understand Bridging Images, page 5-8

Restrictions

- Before you add any asset to your media library, confirm that its file size is not more than 1.9 GB.

DMD Guidelines for Images

Animated GIF Images

DMP 4305G	• Not supported as an animation format. Loads and shows only the first frame, as if it were a standard GIF image.
DMP 4310G	
DMP 4400G	

Progressive JPEG Images

DMP 4305G	• Not supported.
DMP 4310G	• Supported
DMP 4400G	• Supported.

PNG Images

DMP 4305G	• Not supported.
DMP 4310G	• Supported
DMP 4400G	• Supported.

DMD Guidelines for SWF Animations

Note **When errors prevent a DMP 4310G from rendering a SWF asset, failover does not begin immediately.** Instead, it starts after a delay of 3 minutes and 10 seconds. The root cause is a defect in the Flash runtime from Adobe Systems. There is no workaround.

These guidelines cite values that are approximate. Do not deploy any design until you have tested its playback performance on at least one DMP.

Rather than crashing when they run low on memory, DMPs are designed to restart automatically, which clears their memory and causes downtime of much less than 1 minute, as opposed to the lengthy downtime that a hard crash would cause. In the rare cases when DMPs do run out of memory and restart automatically, SWF files are almost always responsible. The known scenarios when this can occur are as follows.

- The file size is greater than 500KB for your SWF file. Larger SWF files do work correctly in most cases, but we recommend as a best practice that you should always strive to use the smallest possible SWF files. Smaller files are far less likely to be burdensome to your DMPs.
- Your SWF file uses bitmapped image files outside itself that have a very large file size, either individually or collectively. Any bitmapped image files that you use in the production of a SWF file should be small files. If a bitmapped file has a large file size, it is important for you to understand that merely reducing the height and width of its placeholder on your canvas in Adobe Flash (or any similar authoring tool that you might use to develop a SWF file) will not reduce the actual file size.
- The web page that you are showing uses too many embedded SWF files.

Additionally, we recommend that you use the following guidelines when you create SWF files.

- The resolution of the SWF can be up to 1920 x 1080 when animations within the SWF are small and are restricted to a 640x480 region.
- Avoid redraw of the whole screen in your Flash animation.
- Multiple movements on different parts of the screen cause more slowdown than localized movement.
- The FLV recommended resolution should be 320x240.

Tip This information is updated as needed. Its newest and best revision is on Cisco.com

- Understand How to Render Shockwave Flash (SWF) Assets on a DMP 4310G, page 5-3
- Quality Control Considerations for SWF Animations, page 5-4
- Transparency Considerations for SWF Animations, page 5-4
- Performance Considerations for SWF Animations, page 5-5
- Text Considerations for SWF Animations, page 5-5
- Bitmap Considerations for SWF Animations, page 5-6

Understand How to Render Shockwave Flash (SWF) Assets on a DMP 4310G

Among all other possible options for what any DMP model might render, you can direct DMPs specifically to play:

- One supported SWF asset at a time, absent any supporting context. You might use one file this way as the DMP's startup URL, failover URL, or GoToURL, for example.

  OR

- Multiple assets of various supported types, all together—in tandem or in sequence—that take part in a presentation or a playlist.

Many SWFs are self-contained in the sense that they do not have any dependencies outside themselves. Nonetheless, the SWF format specification does not impose or enforce any requirement that they all be self-contained. SWF behaviors can be defined externally. Values from an XML data file that you store at "Location A," for example, might populate a SWF that you store at "Location B."

This content development approach supports versatility, speed, and reuse. However, a DMP 4310G cannot take advantage of this approach unless you use a special variable that only a DMP 4310G understands. Moreover, a DMP 4310G cannot begin to render a SWF asset of this kind until you tell it explicitly where to obtain the external values that it is programmed to present.

Note **Other DMP models do not require or recognize these special instructions.** So, if you mistakenly instruct other DMP models to play URLs that include the variable, they merely disregard every character after the SWF filename extension in the URL. Earlier DMP models—specifically the 4305G and 4400G—are engineered to check for Flash variables in an HTML wrapper file. We use a different method for the DMP 4310G because many of its components and features differ from earlier DMP models.

Thus, the URL syntax requirements for a DMP 4310G are sharply different to render a self-contained SWF, versus one whose values are external.

- Suppose that you want your DMP 4310G to play a SWF. When the SWF is self- contained, you can use typical URL syntax to load it on the DMP. This is just what you might do with any other supported asset type or any other DMP model. If the SWF location were `http://mediahost_FQDN/path/PRESENTATION.SWF`, for example, then this would be exactly the correct URL to use, without modification.
- But now, suppose instead that exactly this same SWF at exactly this same URL is not self-contained. Instead, it relies on a range of values inside an XML data file that you store at `http://datahost_FQDN/path/VALUES.XML`. In this case, you must use special syntax to serve the full combination of all these essential goals:
  - Identify both URLs (SWF and XML) for your DMP 4310G.
  - Use a query parameter to invoke a MIB function that we call "fl_flashvars"—which exists exclusively on the DMP 4310G.
  - Pass a MIB variable that we call "Data_Url"—which indicates that the two URLs share one, unified purpose. (Third-party Flash applications would use other names for their variables.)
  - Apply percent encoding (HTTP URL encoding) to reserved characters in:
    - The MIB variable, including its "=" character (which becomes %3D).
    - The variable value, including its "://" character string (which becomes %3A%2F%2F).

  So, the final string that you would enter for this scenario in place of a conventional URL would be consistent with this example.

  ```
  http://mediahost_FQDN/path/PRESENTATION.SWF?fl_flashvars=Data_Url%3Dhttp%3A%2F%2Fdata_host_fqdn%2Fpath%2FVALUES.XML
  ```

Tip Remember that there is no need to take these measures unless you use a DMP 4310G and Your SWF depends on external values.

Quality Control Considerations for SWF Animations

- Verify per project that output quality and playback performance are both acceptable for all assets—no matter how you developed or acquired them—on all DMP models that you use.
- Never delete or overwrite your Flash (FLA) source file. You can modify its settings to produce suitable output for various DMP models.
- Consider carefully how bandwidth limitations anywhere in your network might affect playback.

Transparency Considerations for SWF Animations

- We do not support transparent SWF files.
- Alpha transparency is most effective for objects whose dimensions are less than 200px X 150px.

Performance Considerations for SWF Animations

We consider an animation to be nonstandard when it does not abide by our best practices to limit complexity and use DMPs effectively. And any animation is complex—for our purposes—when its playback uses so much of the CPU capacity on a DMP that performance suffers. These guidelines suggest how to avoid and reduce complexity in ways that improve performance.

Dimensions

- Ensure that each animation is smaller than 640 x 480 pixels.
- Ensure that none of your animations contain any embedded or referenced object whose dimensions are greater than 640 x 480 pixels.

Timeline Segments

- Ensure that you have not used more than one animation effect per timeline segment. For example, do not fade an object in a segment where you also resize an object.
- When you use an animation effect to resize an object, avoid changing its dimensions by more than 10 percent per timeline segment.

Other Factors

- Avoid shape-tweening.
- Split the animation apart by function, into smaller files. For example, instead of combining a text ticker and a slideshow in one file, isolate them inside two separate animation files.
- Avoid combining the animation with multiple or complex JavaScripts. If you cannot simplify a complex animation, simplify your JavaScripts instead, and use fewer of them.

Note **DMP 4310G endpoints in this release do not support JavaScript.** Instead, they support ActionScript 2.

Text Considerations for SWF Animations

- DHTML's "marquee" method is an effective way to produce a text ticker.
- When your design includes a text ticker:
  - Ensure that the ticker is not any wider than 1,366px.
  - Ensure that the text height is not any greater than 28pt.

Bitmap Considerations for SWF Animations

Imported (embedded)

DMP 4305G	• Do not import low-quality or low-resolution images into your FLA source file.
DMP 4310G	
DMP 4400G	

External (referenced)

DMP 4305G	• Do not refer to any external JPG file unless it is *nonprogressive*. • The maximum file size *per image* must be less than **450KB**. Similarly, the *combined* file size of all images must be less than **1.45MB**. **Otherwise, your DMP might run out of memory and restart automatically.**
DMP 4400G	• Do not refer to any external JPG file unless it is *nonprogressive*. • The maximum file size *per image* must be less than **1MB**. Similarly, the *combined* file size of all images must be less than **3MB**. **Otherwise, your DMP might ignore the large images and skip past them when it plays your presentations.**

Exported

DMP 4305G	• Set the publishing options in Flash to 100 percent high quality JPG.
DMP 4310G	
DMP 4400G	

The Installed Flash Version on a DMP

DMP 4305G endpoints in this release run Flash 7.

DMP 4310G endpoints in this release run FlashLite 3.1.

DMP 4400G endpoints in this release run Flash 10.

DMD Guidelines for Audio

- We do not support the Dolby Digital Plus (E-AC3) audio codec.
- We do not support audio in SWF files.

Tip **You can use video editing software to add an audio track to an MPEG file.**

DMD Guidelines for Video

- Progressive, Not Interlaced, page 5-7
- DMP Model Implications for Video, page 5-7
- Aspect Ratio Implications for Video, page 5-7
- Limited Support for VC-1, page 5-7

Progressive, Not Interlaced

Interlaced video is inferior to progressive-scan video. Modern equipment must expend some of its capacity to deinterlace what is interlaced. By avoiding interlaced video, you can conserve this capacity and expend it on more important functions.

DMP Model Implications for Video

- DMP 4305G endpoints do not support MPEG-2 TS/H.264.
- We recommend that you use MPEG-2 instead of FLV.

Aspect Ratio Implications for Video

When the width and height of a rectangle are exactly the same—making it a perfect square—we say that its *aspect ratio* is "1:1." This notation compares width to height in relative terms. However, there are actually **two** aspect ratios to consider when you think about digital video.

- The *frame aspect ratio* describes the entire visible space, which contains every pixel.
- The *pixel aspect ratio* describes the shape that contains merely one pixel.

Note **Use a 1:1 pixel aspect ratio when you encode video for playback at a resolution of 1366 x 768 pixels.**

Limited Support for VC-1

Note **We support the *Simple* profile and the *Main* profile in the VC-1 video codec.** We do not support the *Advanced* profile.

Understand Bridging Images

NEW IN CISCO DMS 5.2.1—In playlists that show two video clips in sequence, there is sometimes an extremely brief delay while switching playback from one video to the next. This delay—which lasts about 200 milliseconds—is so brief that many viewers cannot perceive it. Even so, your use of the "bridging image" feature in DMD can help to reduce human perception of such fleeting delays in playback.

A bridging image is a specially designated GIF or JPEG file, whose playback duration is roughly 200 milliseconds long. You can designate any graphic as the bridging image for a video. However, our intent for this feature is that the bridging image should look identical to the nearest visible frame of video. For best results, its resolution, cropping, and frame aspect ratio should match the equivalent video frame exactly. The desired effect is either of these:

- The last frame in a video clip seems to linger for a fraction of a second until the next video begins playback.
- The first frame in a video clip seems to linger for a fraction of a second before its playback starts.

Note

- **This feature does not generate bridging images automatically for you.** Instead, it provides the means to use a bridging image (or not) and assign particular image assets to serve this purpose for particular video assets. After you couple a video clip to a bridging image, the bridging image loads itself automatically into any future playlist that includes its coupled video clip.
- In this release, you must use the Single property sheet to associate bridging images to video clips. **The Batch property sheet does not support this feature.**

When you capture a frame of video for use as a bridging image, strive to match these video attributes identically:

- frame aspect ratio and pixel aspect ratio
- resolution and cropping
- brightness and contrast
- bit depth and saturation

Tip **The background color for a playlist can also influence whether video transitions are obvious.** For best results, avoid any background color that is in stark contrast to your videos.

Related Topics

- Elements to Add Assets to Your Media Library, page 5-14

Procedures

- Open and Browse the Media Library, page 5-9
- Add One Asset at a Time to Your Media Library, page 5-10
- Add Multiple Assets Simultaneously to Your Media Library, page 5-12

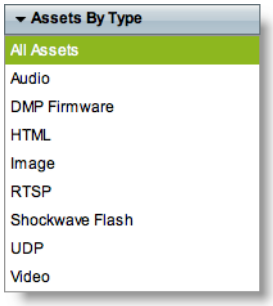
Open and Browse the Media Library

Procedure

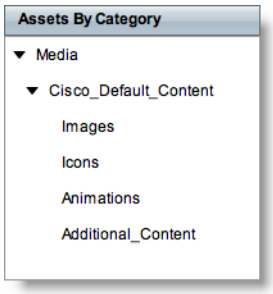
Step 1 Click **Media** on the toolbar.

DMD opens the media browser.

Step 2 Use any combination of these functions to find assets in your media library.

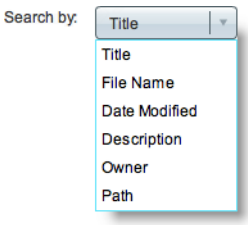


- Browse by asset type.



- Browse by asset category.

- Search by keyword.



- Apply a filter to a search query and restrict its matches to only the one attribute type that you specify.

Step 3 Stop. You have completed this procedure.

Add One Asset at a Time to Your Media Library

Before You Begin

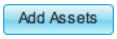
- **NEW IN CISCO DMS 5.2.1**—*Are you adding a video asset to your media library? And should the video use a bridging image?* If so, we recommend that you capture the bridging image and upload it to a webserver before you start this procedure.

Procedure

Step 1 Click **Media** on the toolbar.

DMD opens the media browser.

Step 2 Click **Add Assets**.



Step 3 Click **Single**.

Step 4 Choose between two methods.

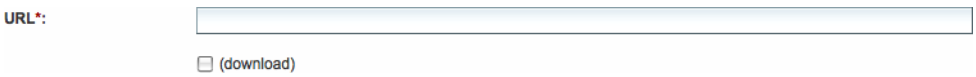
- Have DMD download the asset from a server.

OR

- Upload the asset to DMD from a volume that you have mounted locally.

Step 5 When DMD reveals a field to you in response to your choice in Step 4, use the field.

- If you chose *URL*, DMD shows the URL field and the Download check box.
  a. Enter the communications protocol to use, such as **http://**.
  b. Enter the server's fully-qualified domain name, such as **www.example.com**.
  c. Enter a logical port number—if needed, such as **:8080**.
  d. Enter the full pathname to the asset, such as **/root/subdirectory/example.gif**.



Tip The Download check box controls whether your media library should download a local copy of the asset or use the version of it that is stored remotely.

- If you chose *Local File*, DMD shows the Local File field and the Browse button.

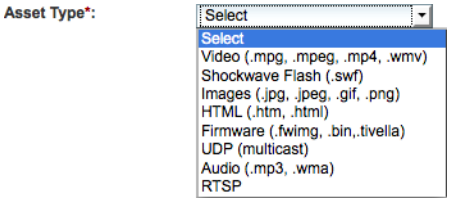
  - Enter the asset's full local pathname, if you know it, using syntax that is correct for your operating system.

    OR

  - Click **Browse**, and then navigate among the folders on your locally mounted volumes. When you locate the asset, click to highlight its name or icon. Then, use your browser's method to confirm the selection. Your browser then populates the *Local File* field for you.

Step 6 Enter a title to identify the asset.

Step 7 Choose the appropriate asset type.



Tip **NEW IN CISCO DMS 5.2.1**—When you choose Video from this list, we reveal a toggle near the bottom of the page (▶ **Advanced**). You will use this toggle a few minutes from now if you already captured a bridging image for your video asset and uploaded the bridging image to a webserver.

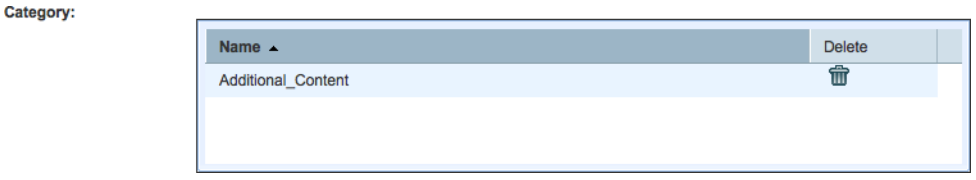
Step 8 Enter the estimated duration for playback.

Note **The user interface in Cisco Digital Signs sometimes shows a mistaken estimate of 0 (zero) seconds as the full duration of a video playlist.** Even though the estimate is wrong, the error does not have any practical consequences. Playback starts and stops as scheduled, without disruption.

This occurs after you set any video asset in the playlist to use 0 seconds as its planned duration. A video asset whose planned duration is 0 (zero) seconds will play from beginning to end.

When you want to skip a video instead of playing it, you must remove it from the playlist. Any playlist's constituent nonvideo assets must have a planned duration of at least 1 second.

Step 9 Ensure that the asset is associated to categories that are best for it.



- As needed, click the trash can icon (🗑) to delete one association to a category.
- As needed, click **Select Category** (Select Category) to start adding associations to other categories.

Step 10 Enter a description.

Step 11 Specify who in your organization is responsible for this asset.

Step 12 **NEW IN CISCO DMS 5.2.1**—(**Optional**)

Is your asset a video? And should the video use a bridging image? If so, you must direct DMD to the exact location of your bridging image on a webserver.

a. Click **Advanced** (▶ Advanced) to open the toggle and show the bridging image controls.

b. Click the radio button labeled **Image URL**.

c. Enter **http://** as the communications protocol.

d. Enter the server's fully-qualified domain name, such as **www.example.com**.

e. Enter a logical port number—if needed, such as **:8080**.

f. Enter the full pathname to the bridging image, such as **/root/subdirectory/example.gif**.

Note **You must use a dedicated webserver to host a bridging image.** Do not use an FTP server to host it. Do not use a content distribution network to host it. Do not use DMP local storage to host it.

Step 13 Click **Save**.

Step 14 Stop. You have completed this procedure.

Related Topics

- Add Multiple Assets Simultaneously to Your Media Library, page 5-12
- Elements to Add Assets to Your Media Library, page 5-14

Add Multiple Assets Simultaneously to Your Media Library

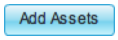
Note **The amount of time that a batch download operation requires depends on the speed of your connection, the number of directory levels that you search for downloadable files, and the total combined file size of all files that you transfer.**

Procedure

Step 1 Click **Media** on the toolbar.

DMD opens the media browser.

Step 2 Click **Add Assets**.



Step 3 Click **Batch**.

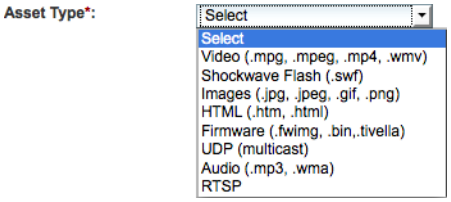
Step 4 Use the Base URL field to enter the root-level URL for a batch-download operation.

Step 5 Use the Pattern area to enter a filename pattern that matches only the files that should all be downloaded.

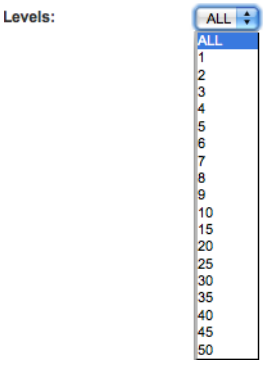
For example, to download every file that uses the three-letter MPG filename extension, the pattern would be ***.MPG**.

Note **Do not enter the filename pattern to use any unsupported file type.**

Step 6 Choose the appropriate asset type.



Step 7 Choose how many levels to search for matches.



Step 8 Click the name of the one category that should contain these assets.

Step 9 Click **Save**.

Step 10 Stop. You have completed this procedure.

Related Topics

- Add One Asset at a Time to Your Media Library, page 5-10
- Elements to Add Assets to Your Media Library, page 5-14

Reference

- Software UI and Field Reference Tables, page 5-14
- FAQs and Troubleshooting, page 5-17

Software UI and Field Reference Tables

- Elements to Add Assets to Your Media Library, page 5-14

Elements to Add Assets to Your Media Library

Navigation Path

- Media button on toolbar > Add Assets

Table 5-1 Elements for Adding Assets

Element	Description
Single (properties sheet)	
Source	One of these. • URL (recommended) • Local File
URL	Enter exactly the URL from which to download the asset, when it is stored on a remote volume. Permitted values in this field always start with with **http://**, **udp://**, or **rtsp://**. The URL must be encoded properly (using **%20** instead of spaces, for example), according to the principles set forth in RFC 2396. We do not support any use of spaces in URLs. This field is visible only when "URL (recommended)" is chosen in the Source area.
Local File	Upload the asset from a volume that you have mounted locally. Click **Browse** to navigate to the folder where you can choose and upload the asset. This field is visible only when "Local File" is chosen in the Source area.
Title	A unique and human-readable name for the asset. Angle brackets (**<** or **>**) and ampersands (**&**) are forbidden values in this field.

Table 5-1 Elements for Adding Assets (continued)

Element	Description
Asset Type	Choose the type that best describes the asset. See our release notes on Cisco.com to learn more specifically which formats we support per asset type in this release. • **Video**—A video file. • **Shockwave Flash**—An Adobe Shockwave Flash file. – The filename extension must be SWF. – You must enter the estimated duration. • **Images**—An image file. – The filename extension must be JPG, JPEG, GIF, or PNG. • **HTML**—A web page. – The filename extension must be HTM or HTML. • **Firmware**—A firmware or kernel image for the DMP. – The filename extension must be FWIMG or BIN for firmware. – The filename extension must be TIVELLA for kernels. • **UDP**—The routable IP address and UDP port to join a multicast stream. • **Audio**—An audio file. • **RTSP**—A properly hinted MPEG2-TS stream.
Estimated Duration	The estimated duration for playback, counted in hours, minutes, and seconds.
Category	States which categories include the asset. Click **Select Category** to associate the asset with additional categories. Choose at least one.
Description	Optional, brief description of the asset. Descriptions cannot use any more than 255 characters. Angle brackets (**<** or **>**) and ampersands (**&**) are forbidden values in this field.
Owner	Your name or the name of the person who added the asset.
Bridging Image	**New in Cisco DMS 5.2.1** One of these. • **None**—The video asset should not use a bridging image. • **Image URL**—The video asset should be coupled with a bridging image, which is available from the HTTP URL that you enter here. The URL must be encoded properly (using **%20** instead of spaces, for example), according to the principles set forth in RFC 2396. We do not support any use of spaces in URLs.

Table 5-1 Elements for Adding Assets (continued)

Element	Description
Asset Type	Choose the type that best describes the asset. See our release notes on Cisco.com to learn more specifically which formats we support per asset type in this release. • **Video**—A video file. • **Shockwave Flash**—An Adobe Shockwave Flash file. – The filename extension must be SWF. – You must enter the estimated duration. • **Images**—An image file. – The filename extension must be JPG, JPEG, GIF, or PNG. • **HTML**—A web page. – The filename extension must be HTM or HTML. • **Firmware**—A firmware or kernel image for the DMP. – The filename extension must be FWIMG or BIN for firmware. – The filename extension must be TIVELLA for kernels. • **UDP**—The routable IP address and UDP port to join a multicast stream. • **Audio**—An audio file. • **RTSP**—A properly hinted MPEG2-TS stream.
Estimated Duration	The estimated duration for playback, counted in hours, minutes, and seconds.
Category	States which categories include the asset. Click **Select Category** to associate the asset with additional categories. Choose at least one.
Description	Optional, brief description of the asset. Descriptions cannot use any more than 255 characters. Angle brackets (**<** or **>**) and ampersands (**&**) are forbidden values in this field.
Owner	Your name or the name of the person who added the asset.
Bridging Image	**New in Cisco DMS 5.2.1** One of these. • **None**—The video asset should not use a bridging image. • **Image URL**—The video asset should be coupled with a bridging image, which is available from the HTTP URL that you enter here. The URL must be encoded properly (using **%20** instead of spaces, for example), according to the principles set forth in RFC 2396. We do not support any use of spaces in URLs.

Table 5-1 Elements for Adding Assets (continued)

Element	Description
Batch (properties sheet)	
Base URL	An HTTP URL that points to a directory on a server. The directory that you point to serves as the root-level URL for the batch download operation; every file that you download is retrieved from this directory or from one of its children at a lower level. The URL must be encoded properly (using **%20** instead of spaces, for example), according to the principles set forth in RFC 2396. We do not support any use of spaces in URLs.
Pattern	The filename pattern that identifies which files to download. We do not support any use of spaces in filenames.
Asset Type	Choose the type that best describes these assets: • **Video**[1] — A video file in MPEG-1, MPEG-2, MPEG-4, or WMV format. • **Shockwave Flash**[2] — Any Adobe Shockwave Flash 7 file if your DMP is a 4305G. Alternatively, if your DMP is a 4400G, any Adobe Shockwave Flash 10 file. • **Images** — Any standard image file, such as a nonprogressive JPEG image. The filename extension must be JPG, JPEG, GIF, or PNG. • **HTML** — Any web page. The filename extension must be HTM or HTML. • **Firmware**[3] — Any firmware image for the DMP. The filename extension must be FWIMG or BIN for firmware, or TIVELLA for kernels. • **UDP** — The routable IP address and UDP port for a streaming server. • **Audio** — An audio file in MP3 or WMA format. • **RTSP**
Levels	The number of levels below the specified base URL to search for (and download) files with filenames that match the specified pattern. Unless you choose a numbered option explicitly, we search all levels.
Category	Click the name of the one category that should contain these assets.

1. Our support for MPEG-4 requires that you use the MPEG-4 Part 2 or Part 10 (H.264) codec and that you multiplex audio and video in an MPEG-2 Transport Stream. If your DMP is a 4400G, we support MPEG-4 Part 10/H.264 video in MPEG-2 TS. The 4305G does not support MPEG-4 Part 10/H.264. The filename extension must be MPG, MPEG, MP4, or WMV and you must enter the estimated duration.
2. The filename extension must be SWF and you must enter the estimated duration. This release does not support audio in Shockwave Flash media. If your media library contains any Shockwave Flash files that use audio, their playback will be silent on your public presentation systems.
3. You cannot use these assets in presentations or playlists.

Related Topics

- Add One Asset at a Time to Your Media Library, page 5-10
- Add Multiple Assets Simultaneously to Your Media Library, page 5-12

FAQs and Troubleshooting

Q. Why does SWF playback stop momentarily?

A. SWF playback stops momentarily when the main processor in a DMP 4310G exhausts its reserved memory capacity to render a SWF. The playback is stopped just long enough to clear DMP memory. Then, the DMP restarts SWF playback automatically. However, this process fails on rare occasions. When it fails on a DMP where failover is enabled, Flash failover occurs. But when it fails while

failover is disabled, the DMP 4310G does not play anything. To prevent this behavior, you might use a greater variety of SWF assets for your digital signs or edit your playback schedule. To work around this problem, set the DMP failover URL to load the same SWF.

Q. What makes a playlist stop before it should?

A. A DMP 4310G might stop rendering a playlist immediately before you expect it to load and render a SWF asset. Or, it might fail to render a SWF asset in some other context.

In either case, examine the FLA source for the SWF and verify that it does not use ActionScript 3. Or, when you do not have the FLA source, open DMPDM on the DMP 4310G and choose Flash Playback from the Display Actions list. Then, direct DMPDM to play the SWF. DMPDM will not play an incompatible SWF.

We do not support any use of ActionScript 3 on a DMP 4310G. Instead, we support ActionScript 2.

CHAPTER 6

Use the Plug-in for Cisco Cast

Revised: December 17, 2010
OL-21601-01

- Concepts, page 6-1
- Procedures, page 6-4

Concepts

- Restrictions, page 6-1

Restrictions

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

- Load Time, page 6-1
- CPU Capacity, page 6-1
- Audio, page 6-2
- RSS Objects, page 6-2
- Playlists, page 6-3

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, page 6-3
- Image Slideshow Playlists, page 6-3
- Audio-Only Playlists, page 6-3

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, page 6-4
- Rename a Cisco Cast Object, page 6-5
- Lock or Unlock a Cisco Cast Object, page 6-7
- Delete or Restore a Cisco Cast Object, page 6-8

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.

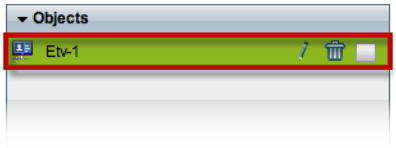
Procedure

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

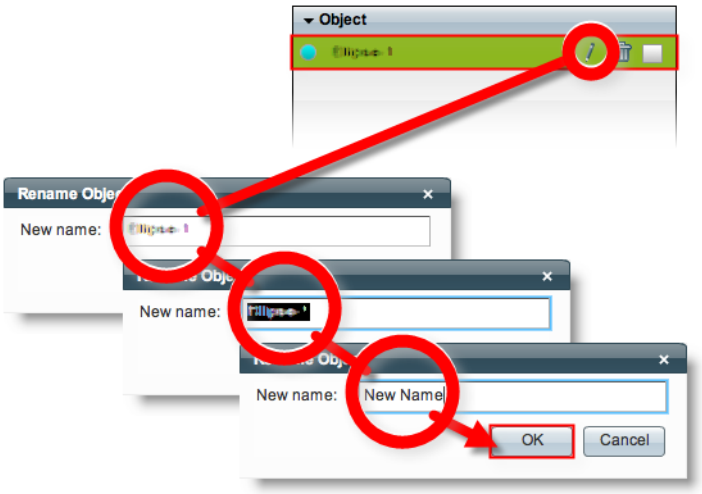
- Click it on your canvas.

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.

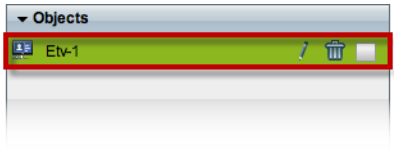
Procedure

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.

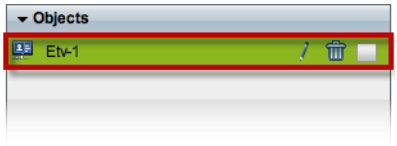
Procedure

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

CHAPTER 7

Work with RSS Feeds

Revised: December 17, 2010
OL-21601-01

- Procedures, page 7-1

Procedures

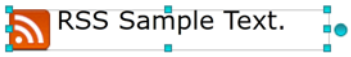
- Add an RSS Text Object, page 7-1
- Rename an RSS Text Object, page 7-2
- Lock or Unlock an RSS Text Object, page 7-3
- Delete or Restore an RSS Text Object, page 7-4
- Manipulate an RSS Text Object, page 7-4

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.

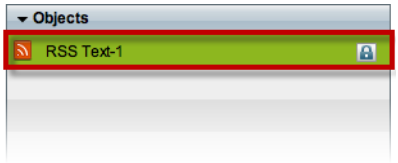
Procedure

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

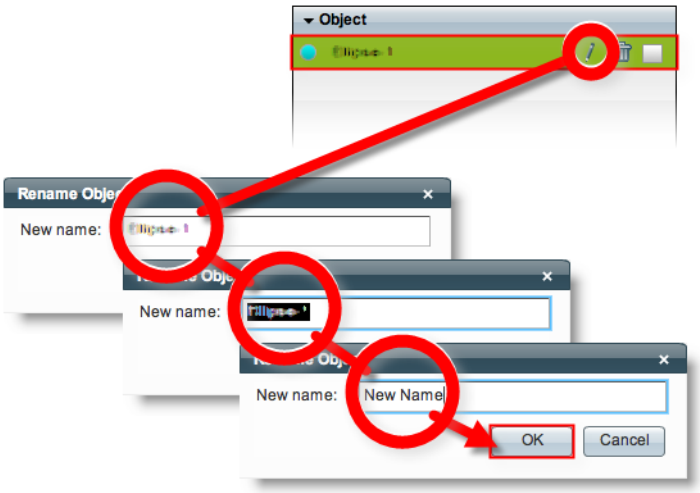
- Click it on your canvas.

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.

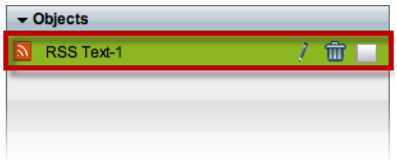
Procedure

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.

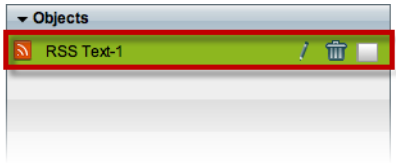
Procedure

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
- Set an RSS Object's Coordinates, page 7-7
- Set an RSS Rotation Angle, page 7-9
- Set the RSS Typeface, page 7-10
- Set RSS Character Formatting, page 7-11
- Set an RSS Object's Text Color, page 7-13

- Set an RSS Object's Text Alignment, page 7-15
- Set an RSS Object's Visual Density, page 7-18
- Apply Dynamic RSS Text Effects, page 7-20

Set a Feed URL

Before You Begin

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

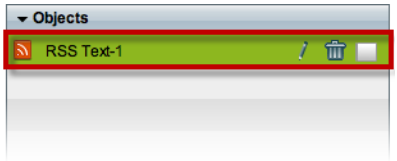
Procedure

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

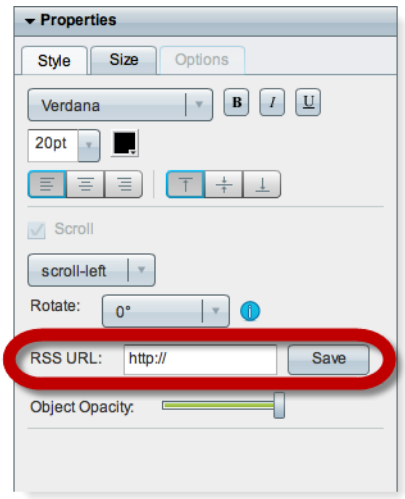
- Click it on your canvas.

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.

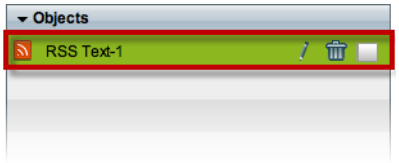
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Objects drawer.

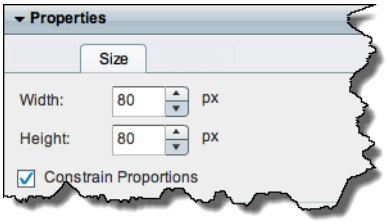


Step 2 Resize the object.

- 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.

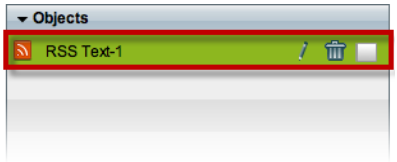
Procedure

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

- Click it on your canvas.

OR

- Click its name in the Object drawer.

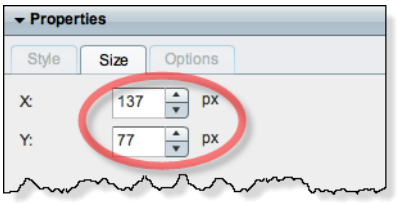


Step 2 Move the object.

- 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.

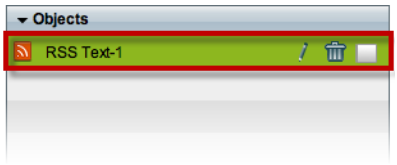
Procedure

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

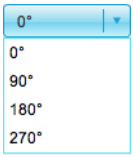
- Click it on your canvas.

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.

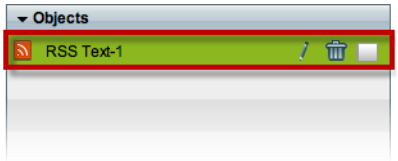
Procedure

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

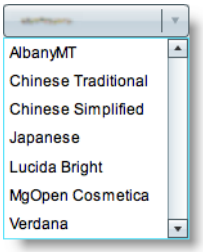
- Click it on your canvas.

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.

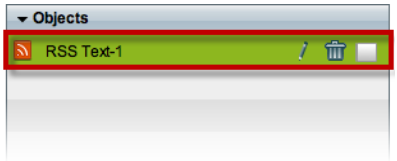
Procedure

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

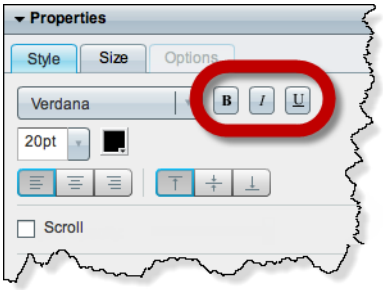
- Click it on your canvas.

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	B	B
italic	I	I
underline	U	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.

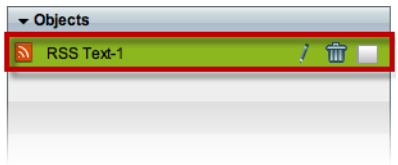
Procedure

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

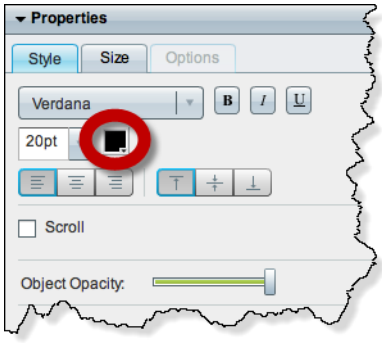
- Click it on your canvas.

OR

- Click its name in the Objects drawer.



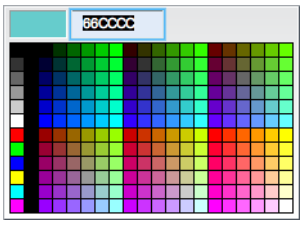
Step 2 Find the color tool (■) on the Style tab in the Properties drawer.



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

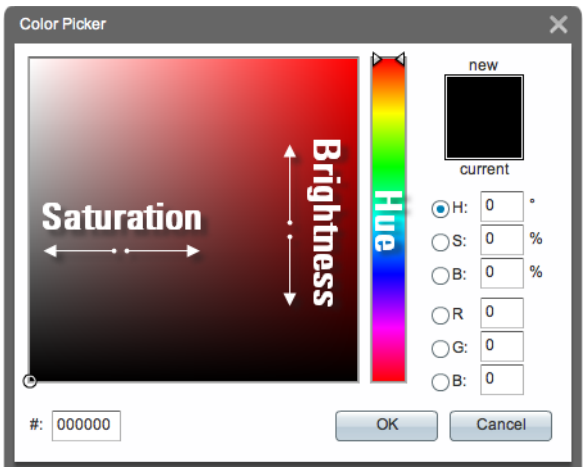
Step 3 Do one of the following.

- 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

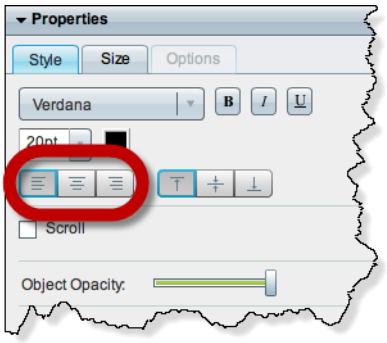
Step 1 Select the object that should change. You can:

- 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.

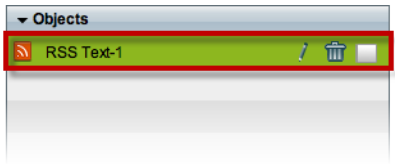
Procedure

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

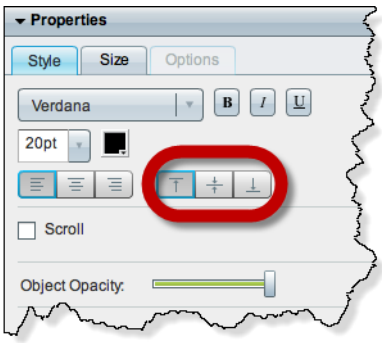
- Click it on your canvas.

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.

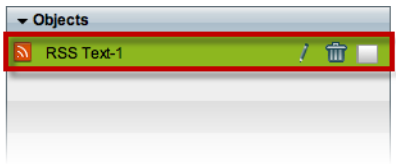
Procedure

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

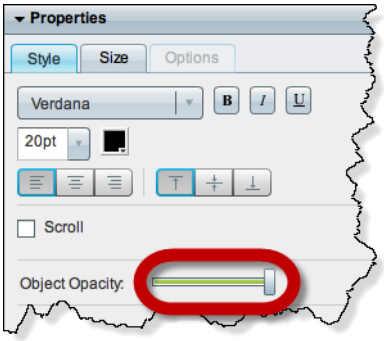
- Click it on your canvas.

OR

- Click its name in the Objects drawer.



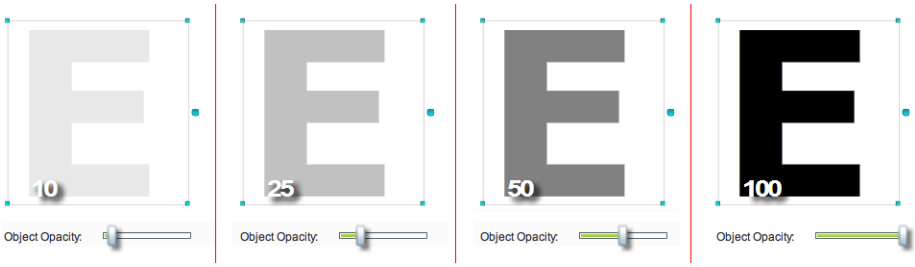
Step 2 Find the Object Opacity slider ( ), on the Styles tab, in the Properties drawer.



Tip When you push the slider left or right, a tooltip (30%) 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.

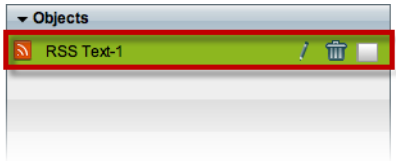
Procedure

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

- Click it on your canvas.

OR

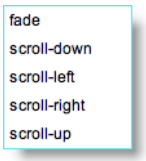
- Click its name in the Objects drawer.



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."**

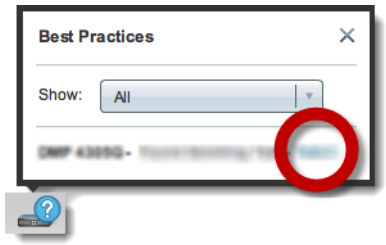
A list loads under the check box. Its options are the dynamic text effects that we support in this release. For example:



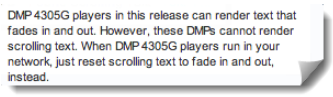
Step 3 Choose an option to use it.

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.



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