



Schedule Tab Manual

Suite Version 2.8



Noventri Suite - Schedule Tab Manual
SF200-0162-02 REV 04
12/10/13

Schedule Tab Manual

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Noventri Suite

Schedule Tab Manual

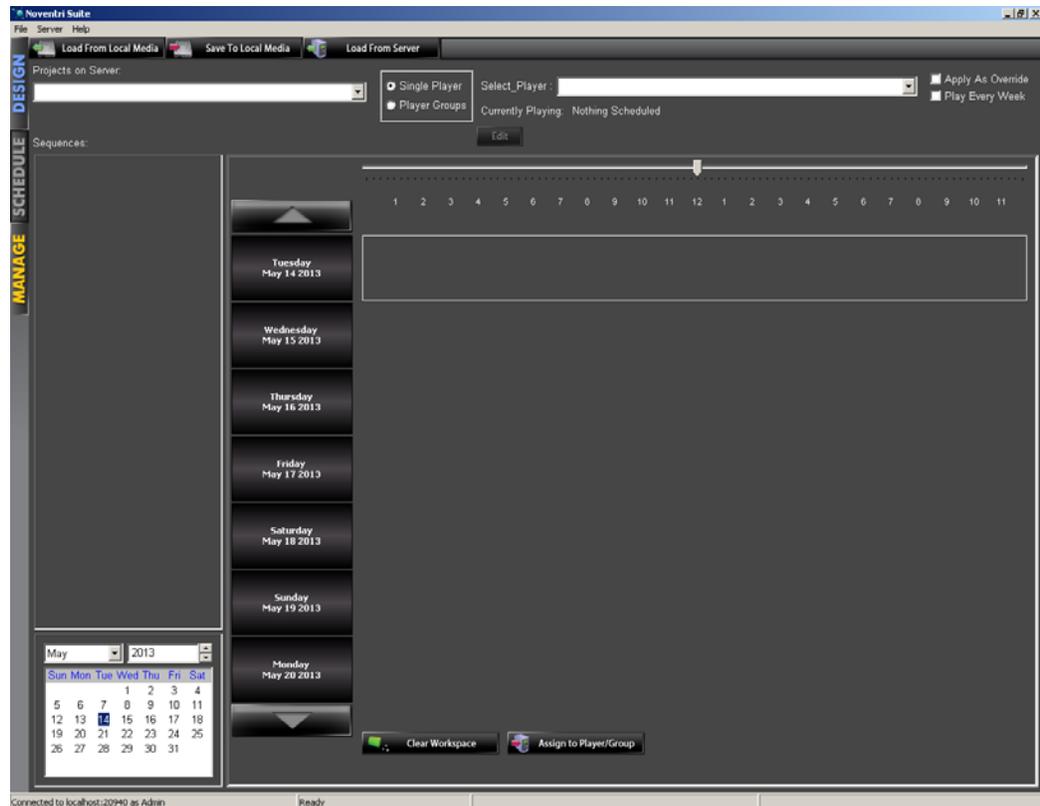
1 Overview

- 1.1 The **Schedule** tab, through communication with the **Noventri Server** can **Schedule Projects** to play on **Noventri Eco- Series** line of **Players**.
- 1.2 The **Schedule** options are only used if the **Player** is Networked. The **Schedule** tab is not used for **Sneakernet Players**.
- 1.3 To use the **Schedule** tab, Log on to a **Noventri Server** that is installed and running on the same computer as the **Noventri Suite** or on another computer.
- 1.4 To create a **Schedule**, there must already be a **Project/Sequence** created, that has been **Published** to the **Server**.
(see the **Noventri Suite Design Tab Manual**)
- 1.5 To **Assign** a **Schedule** to a **Player**, there must already be a **Player** connected to the **Server**.
(see the **Noventri Suite Manage Tab Manual**)

2 Start Schedule

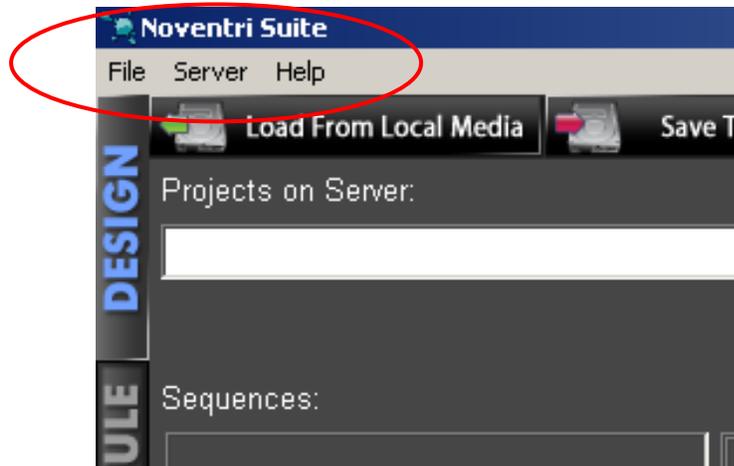
- 2.1 To create a new **Schedule**, select the **Schedule** tab.
- 2.2 If the **Suite** is not already connected to the **Noventri Server**, the **Noventri Server Login** dialog will come up.
(See the **Login to Noventri Server** section of the **Design Tab Manual**)

- 2.3 After logging in, the **Noventri Suite** will synchronize with the **Noventri Server**.
- 2.4 Once the **Schedule** tab has been selected and the **Suite** is connected to the **Server**, the following window will be displayed.

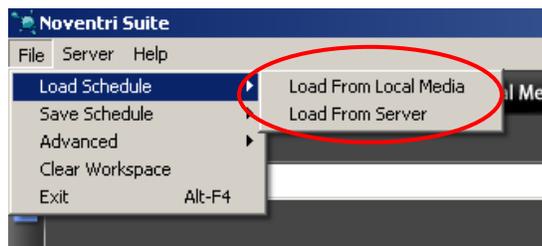


- 2.5 The **Schedule** window has the following components. The [Menu Bar](#), the top row of [Load/Save Buttons](#), the top [Arrangement Panel](#), the [Sequences Panel](#) on the left, the lower left [Calendar Panel](#), and the main [Editing Panel](#).

3 Menu Bar

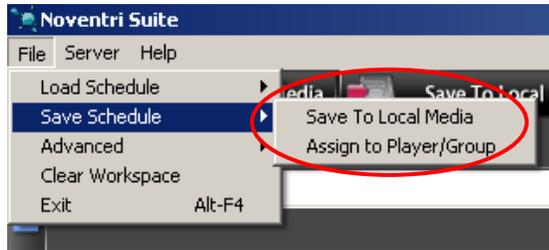


3.1 File > Load Schedule



- 3.1.1 These two selections, **Load From Local Media** and **Load From Server** allow the **Schedules** that already exist to be viewed/edited.
(see the [Load/Save Buttons](#) section of this manual)

3.2 File > Save Schedule

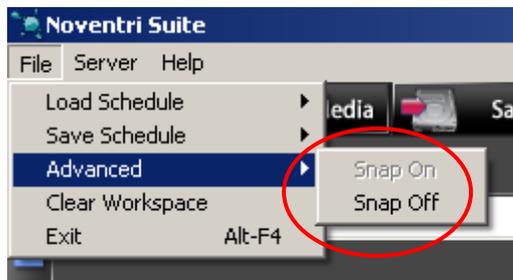


3.2.1 These two selections, **Save To Local Media** and **Assign to Player/Group** allow the current **Schedule** that is being viewed to be **Saved**.

The **Save To Local Media** saves the **Schedule** to the local computer/network.
(see the [Load/Save Buttons](#) section of this manual)

The **Assign to Player/Group** saves the **Schedule** to the **Server** and links the **Schedule** to the selected **Player/s**.
(see the [Editing Buttons](#) section of this manual)

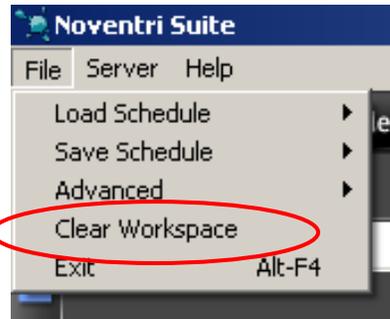
3.3 File > Advanced > Snap On/Off



3.3.1 The **Snap** is **On** by default to make **Scheduling** fast and simple. For example, when moving a **Schedule** entry in the **Editing Panel** it will snap (butt against) the near by **Schedule** entry.

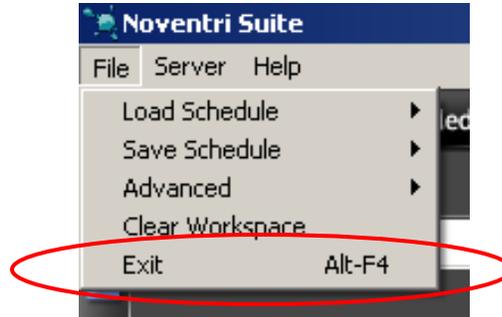
3.3.2 Turning the **Snap** to **Off** will allow the **Schedule** entry to be moved around to precise locations without it automatically butting to nearby **Schedule** entries.

3.4 File > Clear Workspace



3.4.1 This allows the **Schedule Entry Work Area** to be cleared without saving.
(see the [Editing Buttons](#) section of this manual)

3.5 File > Exit



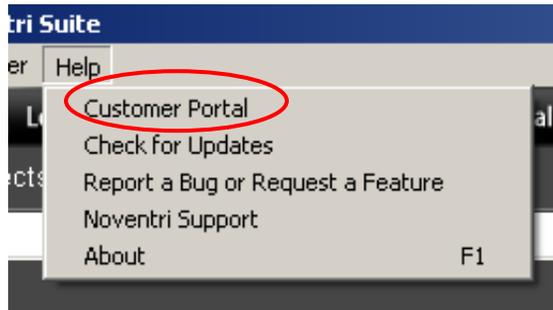
3.5.1 **Exit** will close **Noventri Suite**. This can also be done using **Alt-F4**.

3.6 Server > Disconnect



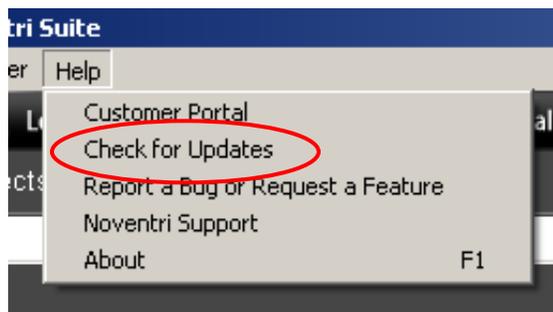
3.6.1 This selection will let the **Suite, Disconnect** from the **Server**. This will also close the **Schedule** tab. Reselecting the **Schedule** tab will prompt the user to reconnect to the **Server**. (See the **Login to Noventri Server** section of the **Design Tab Manual**)

3.7 Help > Customer Portal



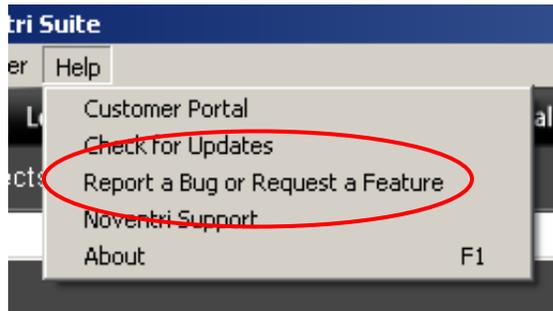
3.7.1 Coming soon! A link to **Noventri.com** information.

3.8 Help > Check for Updates

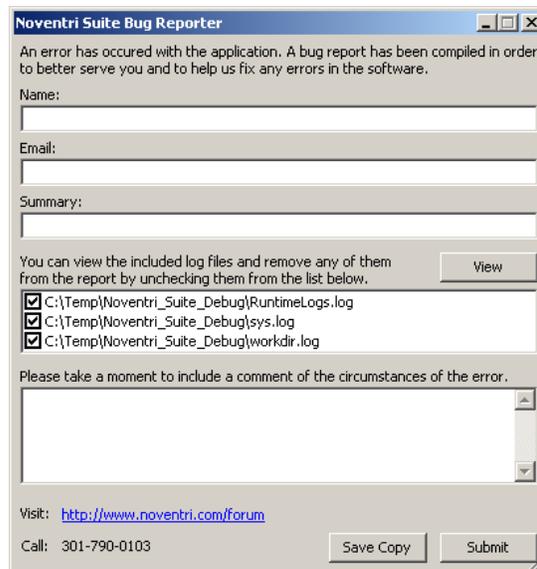


3.8.1 Opens the **Noventri.com Forum** that has the latest available **Noventri Suite** available to be **Downloaded**.

3.9 Help > Report a Bug or Request a Feature

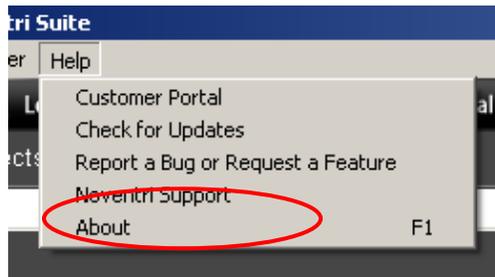


3.9.1 Opens the **Noventri Suite Bug Reporter Window**.



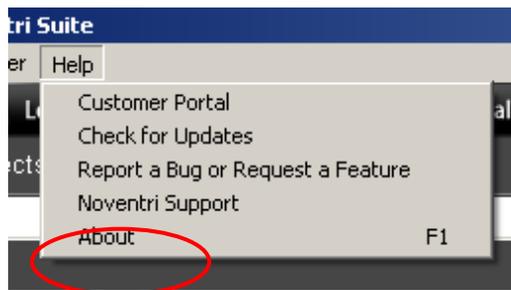
3.9.2 Submitting information via the **Bug Reporter** will send it directly to **Noventri Suite** developers for evaluation. Or the report can select **Save Copy** to save the report on the computer/network for future reference.

3.10 Help > Noventri Support



3.10.1 Opens **Noventri.com Support** website.

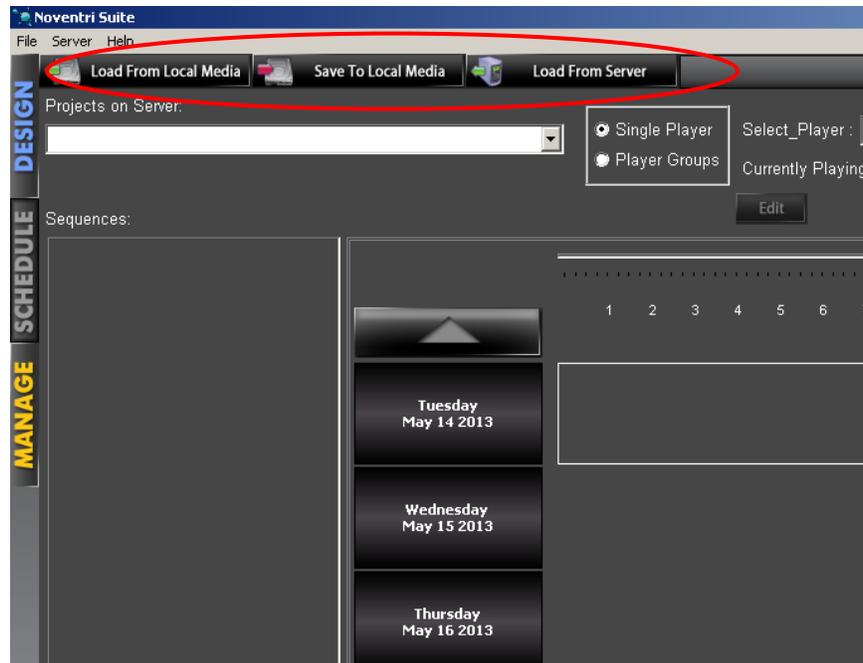
3.11 Help > About



3.11.1 Opens an information window that shows the current **Noventri Suite** software version being used, along with **Contact** information, and **License Agreement**.



4 Load/Save Buttons



4.1 Overview

4.1.1 These **Load/Save Buttons** allow **Schedules** to be saved and retrieved from the local computer/network location and also gives the ability to retrieve or delete **Schedules** on the **Server**.

Note: Saving a **Schedule** to the **Server** must be done using **Assign to Player/Group**.
(see [Assign to Player/Group](#) section of this manual)

4.2 Load From Local Media



4.2.1 If there is a previously created **Schedule** that is located on the local computer or a network location, it can be loaded and displayed in the main **Editing Panel** to be used and/or to be modified.

Note: A prompt will appear allowing the current **Schedule** displayed on the **Editing Panel**, to be saved before loading a new **Schedule**.

4.2.2 **Load From Local Media** can also be selected through **File, Load Schedule, Load From Local Media**.

4.3 Save To Local Media



4.3.1 The current **Schedule** displayed on the main **Editing Panel** can be save to the local computer/network location. This is helpful to save a **Schedule** for future use.

Note: Saving a **Schedule** using this **Save To Local Media** option will not save the **Schedule** to the **Server** or **Assign** it to **Player/s**.

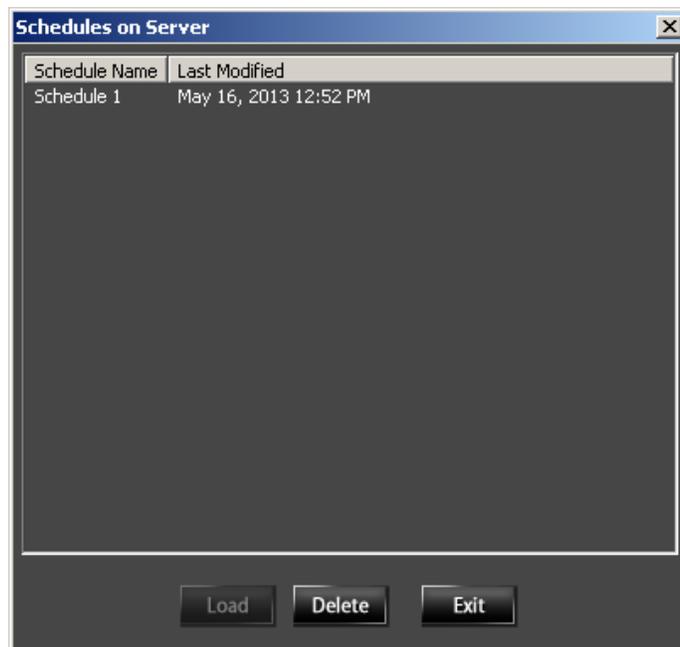
4.3.2 **Save to Local Media** can also be selected through **File, Save Schedule, Save to Local Media**.

4.4 Load From Server



4.4.1 When **Load From Server** is selected the following **Schedules on Server** window will be displayed.

4.4.2 **Load From Server** can also be selected through **File, Load Schedule, Load From Server**.



4.4.3 If there are already **Schedule/s** on the **Server** they will be listed.
(see the [Assigned to Player/Groups](#) section of this manual)

Note: If the **Schedule** chosen to be **Loaded** is currently **Assigned** to a player, the **Edit** button can also be used to **Load** the **Schedule** into the **Edit Panel**.
(see the [Arrangement Panel](#) section of this manual)

4.4.4 To **Load** a **Schedule** from this list. Select the **Schedule** to be **Loaded**, and then select the **Load** button. It will then be **loaded** and displayed in the main **Editing Panel** for re-use and/or to be modified.

Note: A prompt will appear allowing the current **Schedule** displayed on the **Editing Panel**, to be saved before loading a new **Schedule**.

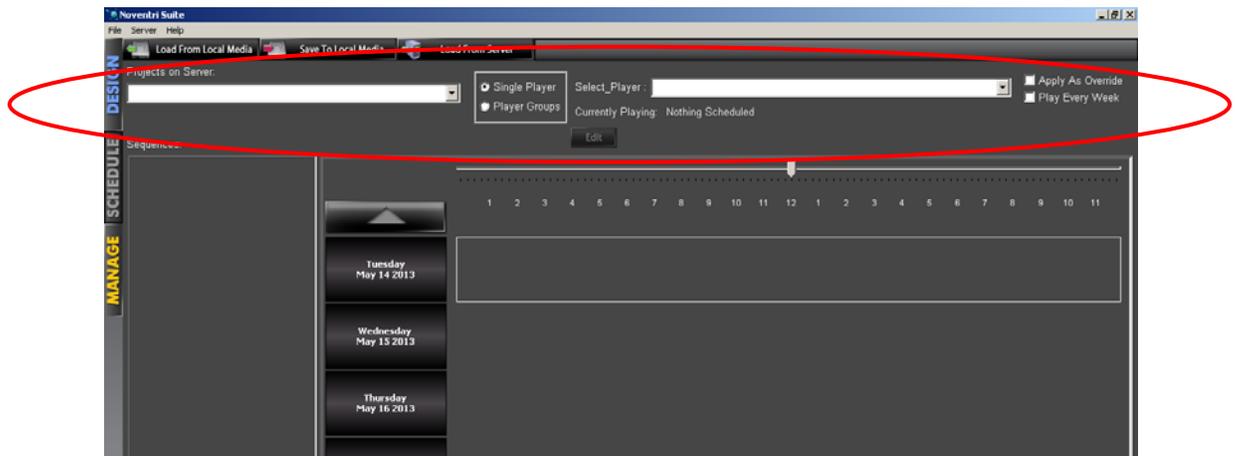
4.4.5 To **Delete** a **Schedule** from this list. Select the **Schedule** to be **Deleted**, and then select the **Delete** button. It will then be **Deleted** from the **Server**.

Note 1: If a **Schedule** is **Deleted** that is currently playing, the **Player** will continue to display the last image it received and it's status will change to "**Nothing Scheduled**".

Note 2: Care should always be taken not to accidentally delete a **Schedule** from the **Server** that may have to be used again.

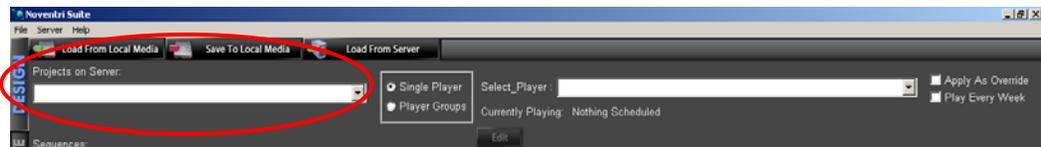
4.4.6 Select the **Exit** button to close the **Schedules on Server** window.

5 Arrangement Panel



5.1 The top panel is the **Arrangement Panel** and is used for selecting the **Project** to be **Scheduled**, and the **Player/s** that will be **Assign** to the **Schedule**.

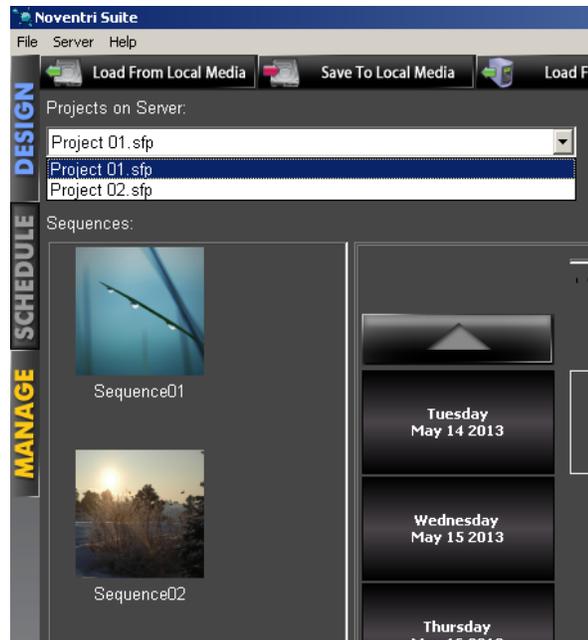
5.2 *Project on Server*



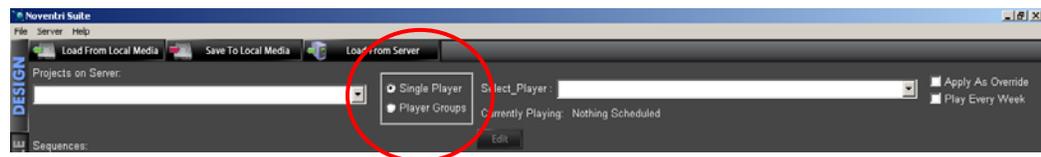
5.2.1 The first step in creating a **Schedule**, is to select a **Project** that is on the **Server**.

5.2.2 Select the **Project on Server** drop down menu and the **Projects** that are on the **Server** will be displayed. Select the **Project** to be used in the **Schedule**.

5.2.3 After the **Project** is selected, the **Sequences** for that project will be shown in the **Sequences** panel.



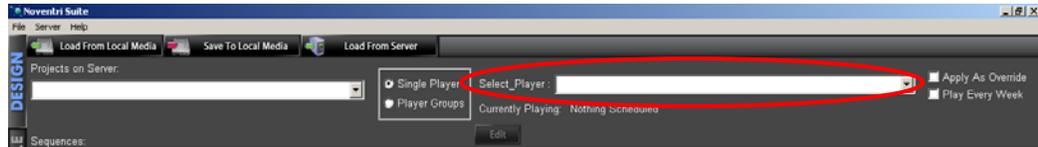
5.3 *Player Single/Groups*



5.3.1 To Assigned a **Schedule** to a **Player** or a group of **Players**, first the selection needs to be made in the **Single/Groups** selection box. Choose between a **Single Player** or a **Players Group**.

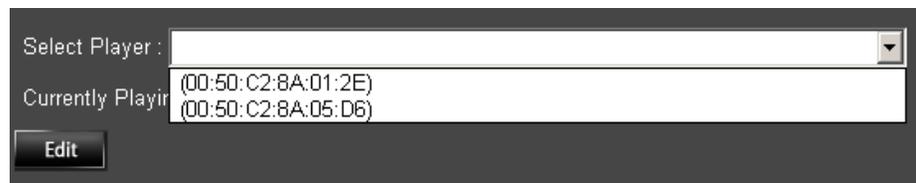


5.4 Select Player / Select Group

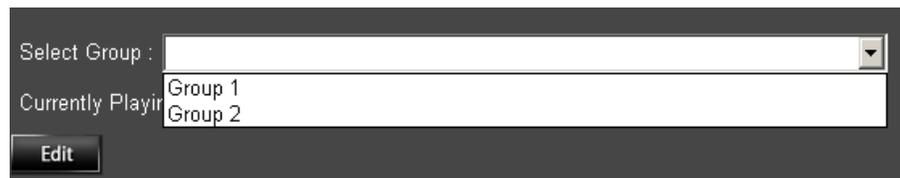


5.4.1 A specific **Player** or a specific group of **Players** needs to be selected so the created **Schedule** can be **Assigned** to them.

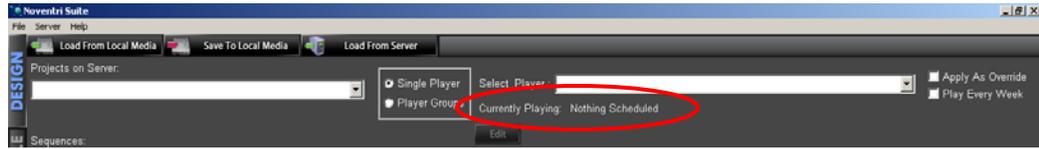
5.4.2 When selecting a **Single Player** the **Select Player** drop down menu will show all the individual **Players** that the **Server** has a record of.



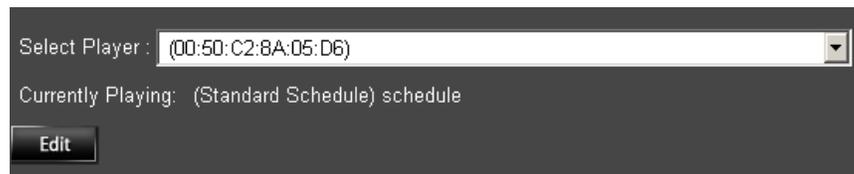
5.4.3 When selecting a **Group** of **Players** the **Select Group** drop down menu will show all the **Groups** that have been created previously.
(see the **Player Groups** section of the **Manage Tab Manual**)



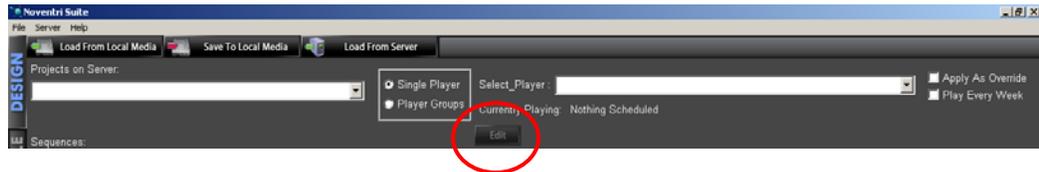
5.5 Currently Playing



5.5.1 When a specific **Player** has been selected that already has a **Schedule Assigned** to it. The **Schedule** name will be displayed as **Currently Playing**.

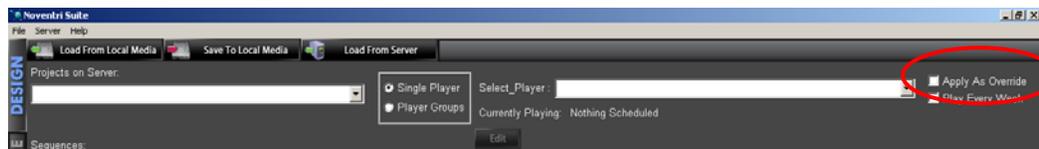


5.6 Edit

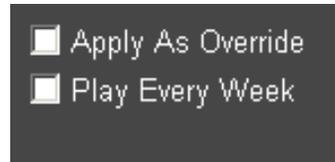


5.6.1 To view or change the **Currently Playing Schedule**, select the **Edit** button. The **Schedule** will then be displayed in the **Editing Panel**.

5.7 Apply as Override

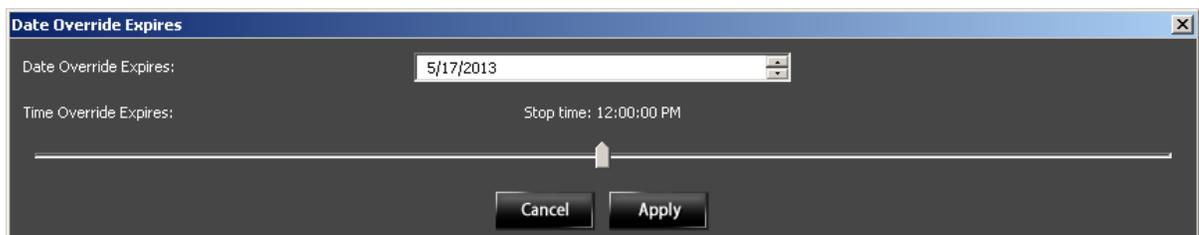


5.7.1 The **Apply as Override** check box allows a temporary **Schedule** to be used immediately for a temporary period of time.



5.7.2 For a **Schedule** to be used as an **Override**, first **Load/Edit** an existing **Schedule** from the **Server**, or create a new **Schedule**. (see the [Load From Server](#) or [Edit](#) section of this manual)

5.7.3 When the temporary **Schedule** is correct, select the **Apply as Override** checkbox. The following window will be displayed.



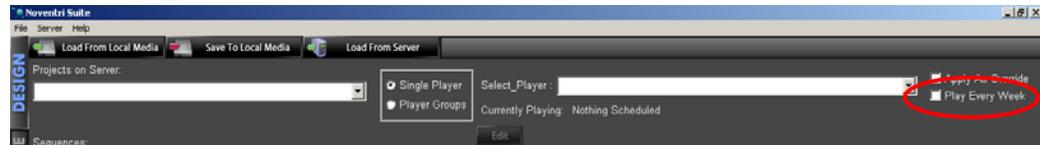
5.7.4 Choose the date and time the **Override** should stop playing using the **Date Override Expires** selection box and the **Time Override Expires** scroll bar.

Note: The **Override** will begin as soon as the **Schedule** is **Assigned to a Player/Group** and will continue **Playing** until time it is set to **Expire**.

Important: When this new temporary **Schedule** is **Assigned to Player/Group**, a new **File Name** *has* to be created for it, to assure that the original **Schedule** remains as it was. Be sure to keep the original **Schedule** available on the **Server** for use after the **Override Expires**. (see the [Assign to Player/Group](#) section of this manual)

5.7.5 The **Override Schedule** will be active until the **Override Schedule Expires**. At that time the active **Schedule** will change back to the *last Schedule* that was **Playing** before the **Override** was **Assigned to Player/Group**. The now, inactive **Override Schedule** will remain on the **Server**.

5.8 *Play Every Week*



5.8.1 Once a **Schedule** for the week has been created (see the [Editing Panel](#) section of this manual), it can be repeated every week by selecting this **Play Every Week** checkbox.



Note 1: The weeklong schedule that will be repeated is always the week beginning with the **Start Date**. This does not necessarily match the week that is being viewed.

5.8.2 Play Every Week option will **Play** the **Schedule** indefinitely and allow the **SF-200** to continue **Playing** it's **Schedule** when it no longer has it's **Date** and **Time** set. This can happen in the following scenario

When a **Player** re-boots, this will cause the **Players Time** to be reset. If the **Player** is unable to establish a connection to the **Server**, it's **Time** will not be reset correctly.

If the **Play Every Week** option is selected, the **Player** will continue to **Play** it's **Schedule**, however the day of the week and time may be incorrect until the **Server** connection is re-established.

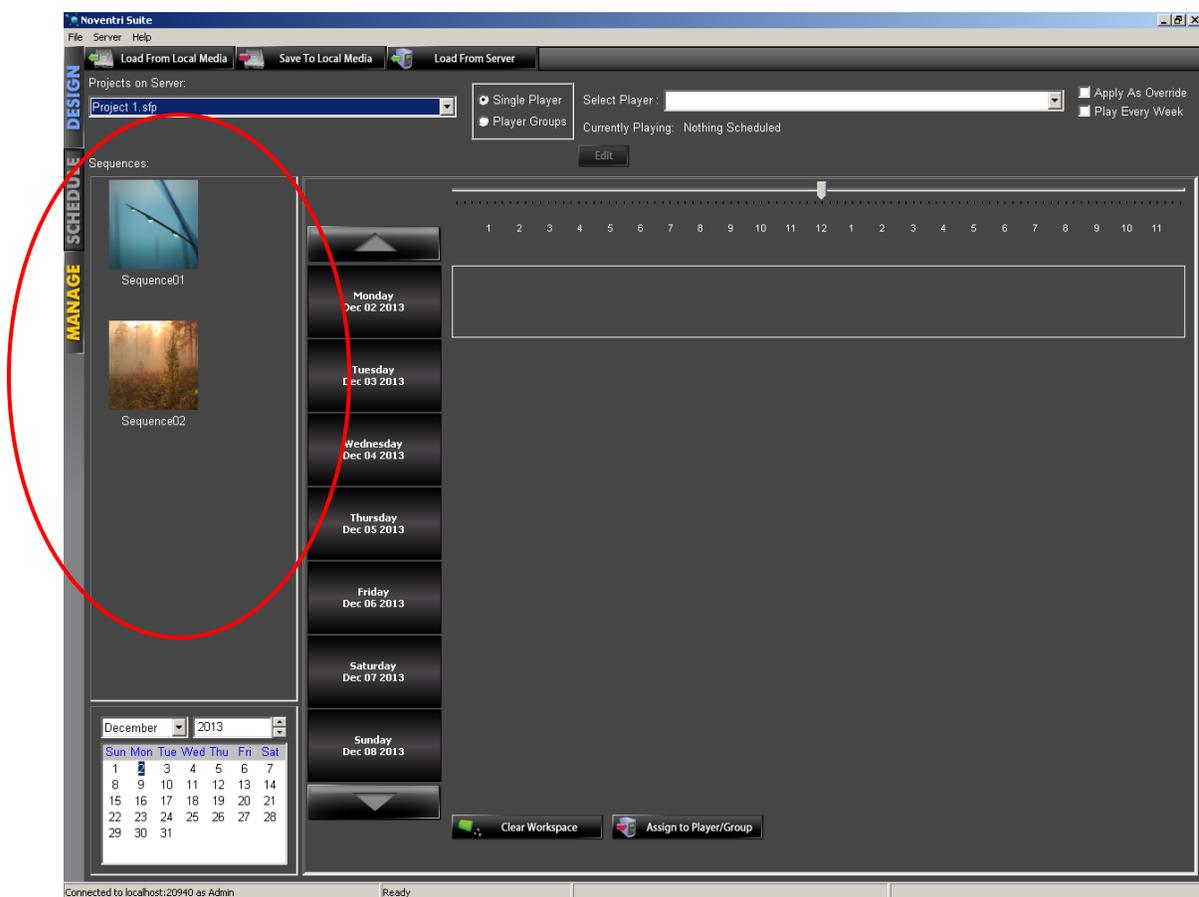
Note: If the **Play Every Week** option is not selected, the **Player** will display a blank screen until the **Server** connection is re-established.

5.8.3 Once **Play Every Week** has been selected the **Calendar Panel** and the **Week Long Scroll Column** can no longer be used.

5.8.4 The **Calendar** and **Week Long Scroll Column** will show the month/week that was last displayed and this may or may not contain the **Week Schedule** that will be repeated.

5.8.5 To display the **Week Schedule** that will be repeated in the **Calendar** and **Week Long Scroll Column** areas, save the **Schedule** using **Save to Local Media** and then re-open it using **Load from Local Media**.

6 Sequence Panel



- 6.1** Once a **Project** has been selected the **Sequences** for that **Project** will be displayed in this panel with a thumbnail image for each one. (see the [Project on Server](#) section of this manual)

Note: If the **Project** does not have a **Sequence** created containing **Pages**, an error message will be displayed.

- 6.2** The **Sequences** that are shown in this panel can then be selected to be part of the **Schedule**. (see the [Schedule Entry Work Area](#) of this manual)

7 Editing Panel

- 7.1 The **Editing Panel** is the main area of the **Scheduling** tab window. It is where **Schedules** are created, viewed, and edited.
- 7.2 The **Editing Panel** has four areas, the [Week Long Scroll Column](#) on the left, the [TimeLine](#) across the top, the main [Schedule Entry Work Area](#), and the [Editing Buttons](#) on the bottom.



7.3 **Week Long Scroll Column**

7.3.1 **Week Long Scroll Column** is the reference to the specific week of the **Schedule** that is being viewed.

7.3.2 The **Week Long Scroll Column** defaults to the current week with the current date on top.

7.3.3 The **Week Long Scroll Column** will show days of the past in red. While it is possible to set a schedule on those days, it will not be played. They are there shown for reference to entries that have already played.

7.3.4 The first step to starting a **Schedule** creation in the **Editing Panel** is to select a **Starting Date**.

7.3.5 Selecting a **Starting Date** is done by selecting a date on the **Week Long Scroll Column**.

7.3.6 The **Week Long Scroll Column** has arrows on the top and bottom that allow it to be scrolled to the desired week.

Exception: When **Play Every Week** is selected, the **Week Long Scroll Column** will no longer be scrollable. It will continue to show the last week that was being displayed when **Play Every Week** was selected.

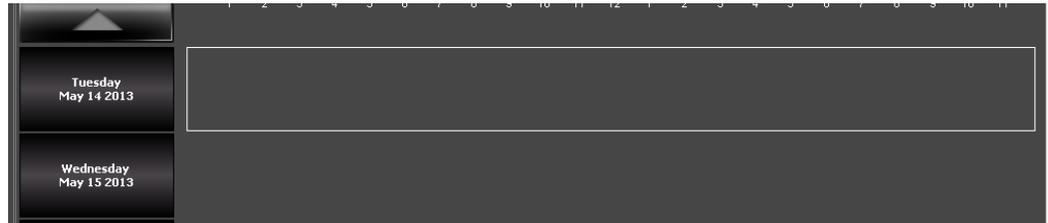
7.3.7 The **Calendar** can also be used for selecting the week that is displayed.
(see the [Calendar Panel](#) section of this manual)

Note: The top date in the **Week Long Scroll Column** will always match the selected date shown on the **Calendar**.



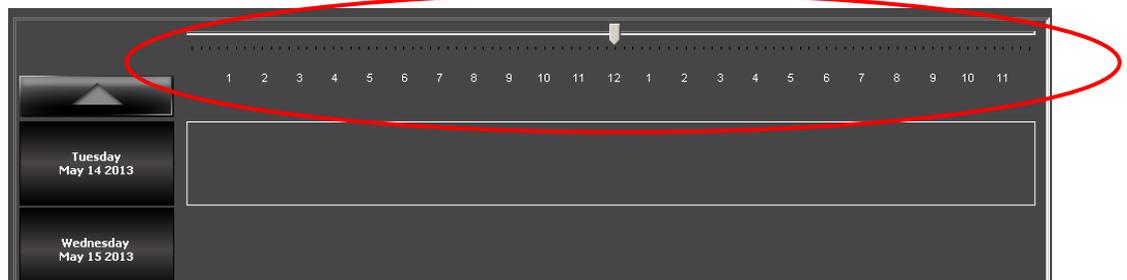
7.3.8 Once the **Week Long Scroll Column** is displaying the desired week, that contains the desired **Starting Date**, the **Starting Date** can be selected.

7.3.9 The date selected will be temporarily marked with a white boarder.



7.4 *Timeline*

7.4.1 Once a **Start Date** has been selected, the **Start Time** can be selected using the **Timeline Marker**.
(see the [Week Long Scroll Column](#) section of this manual)



7.4.2 The **Timeline Marker** can be moved in 15min increments across the day by dragging the **Marker** with the mouse or by using the left and right arrow keys on the keyboard.

Note: To enable the keyboard arrow keys to operate for the **Timeline**, select the **Timeline** first by using the mouse to click on it.

7.5 Schedule Entry Work Area



7.5.1 In this **Schedule Entry Work Area** the **Schedule** will be built by adding **Sequences**.

7.5.2 Prior to adding a **Sequence** to the **Schedule** a **Project** must first be selected.
(see the [Project on Server](#) section of this manual)

and

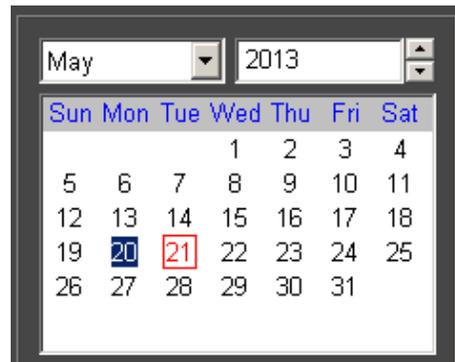
Have a date/time selected.
(see the [Week Long Scroll Column](#) and [Timeline](#) sections of this manual)

7.5.2 In the **Sequences** panel, select the **Sequence** to be added into the **Schedule**. It will appear as a colored bar in the **Schedule Entry Work Area** at the date and time previously selected.

Note: The colored bar will match the **Sequence** border color shown in the **Sequences** panel.

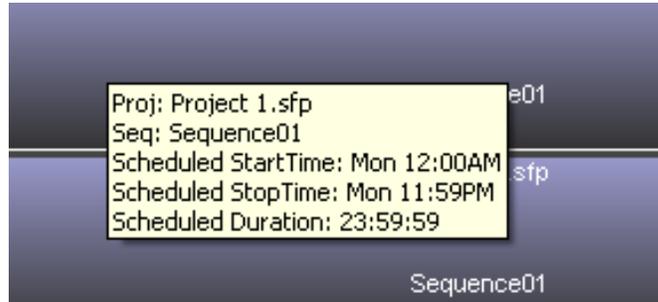


7.5.3 Once a **Schedule** entry is added to any given **Date**, that **Date** will now appear as red in the **Calendar Panel**.



7.5.4 The default length for each **Sequence** when added is 30 minutes.

7.5.5 Hovering the mouse over the colored bar will display a tooltip with information about this **Schedule** entry. The following information will be shown in the tooltip...



Proj: Project Name

Seq: Sequence Name

Scheduled Start Time: Day and time of week that this entry will start playing.

Scheduled Stop Time: Day and time of week that this entry will stop playing.

Schedule Duration: How long the entry will play.

7.5.6 Double clicking on the colored bar for the **Schedule** entry will open the **Edit Schedule Entry** window. The **Edit Schedule Entry** window allows the **Schedule** entry to be fine-tuned.

Note: The **Schedule** entry properties that can be changed in the **Edit Schedule Entry** window can also be changed directly in the **Schedule Entry Work Area** using the mouse.
(see the [Work Area Management](#) section of this manual)

Edit Schedule Entry

Project Name: Project 01.sfp

Sequence Name: Sequence01

Sequence Length: 00:00:31

Date: 3/20/2013

Start Time: 12 : 0 : 0

Stop Time: 12 : 30 : 0

Scheduled Length: 00:30:00 Maintain Duration

Expand This Sequence All Day

Repeat This Sequence All Week

Cancel OK

Project Name – **Project Name** used for this **Schedule** entry (ref only).

Sequence Name – **Sequence Name** used for this **Schedule** entry (ref only).

Sequence Length – How long one rotation of this Sequence will take. (ref only)

Date – The **Date** that this **Schedule** entry will play. Changing this **Date** will move the color bar for this **Schedule** entry to the new **Date**.

Note: If a **Date** is selected outside the **Schedule Entry Work Area** (area that currently being viewed), the color bar will not be visible for this **Schedule** entry.

To bring it into the **Schedule Entry Work Area**, Scroll to it using the **Week Long Scroll Column**, or select the new **Date** in the **Calendar Panel**.

Start/Stop Time – Allows the playing **Start** and **Stop** time of **Sequence** entry to be precisely set. Unchecking the **Maintain Duration** checkbox will also allow the **Scheduled Length** of the entry to be adjusted.

Scheduled Length – How long the entry will Play. This can be adjusted by changing the **Start Time** or **Stop Time**.

Maintain Duration – This feature allows the **Start Time** or **Stop Time** to be adjusted without having to readjust the other. This will keep the entry **Scheduled Length** the same.

Expand This Sequence All Day – Selecting this button will expand this **Schedule** entry to play all day. From 12am (00:00:00) to 11:59:59pm (23:59:59).

Repeat This Sequence All Week – Selecting this button will copy this **Schedule** entry to the same time each day of the week currently showing.

OK – Select **OK** and the changes made will be reflected in the **Schedule Entry Work Area**.

Cancel - Select **Cancel** to discard any changes.

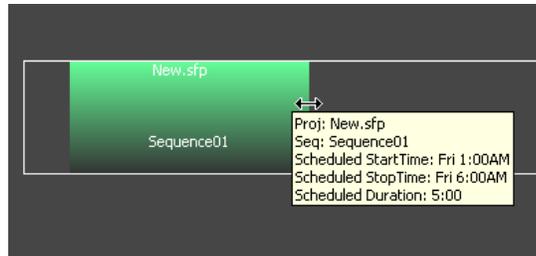
7.5.7 Work Area Management

7.5.7.1 **Schedule** entries can also be modified directly in the **Schedule Entry Work Area** without having to enter the **Edit Schedule Entry** window.

7.5.7.2 **Move Entry** - To move a **Schedule** entry without changing its duration, use the mouse to drag it to the desired new location within the week.

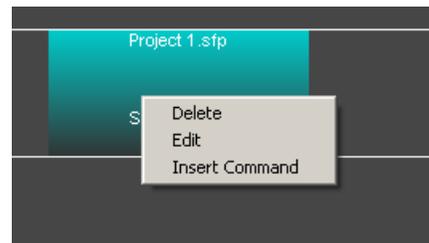
Snap: When moving the schedule entry around, it will snap to other schedules when they are close. This is turned on by default to make scheduling fast and simple.
To enable or disable this feature, go to **File, Advanced, Snap Off/Snap On**.

7.5.7.3 Duration - To adjust the **Start** or **Stop** time of a **Schedule** entry, use the mouse to grab its border and drag it to the desired new time.



Note: The minimum **Duration** for a **Schedule** entry is 15 minutes.

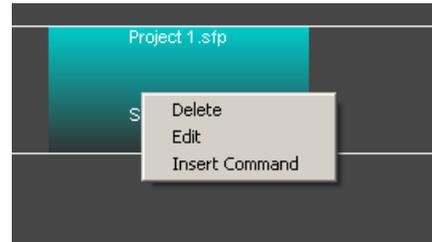
7.5.7.4 Delete – To **Delete** a schedule entry, using the mouse, right click on the entry and select **Delete**.



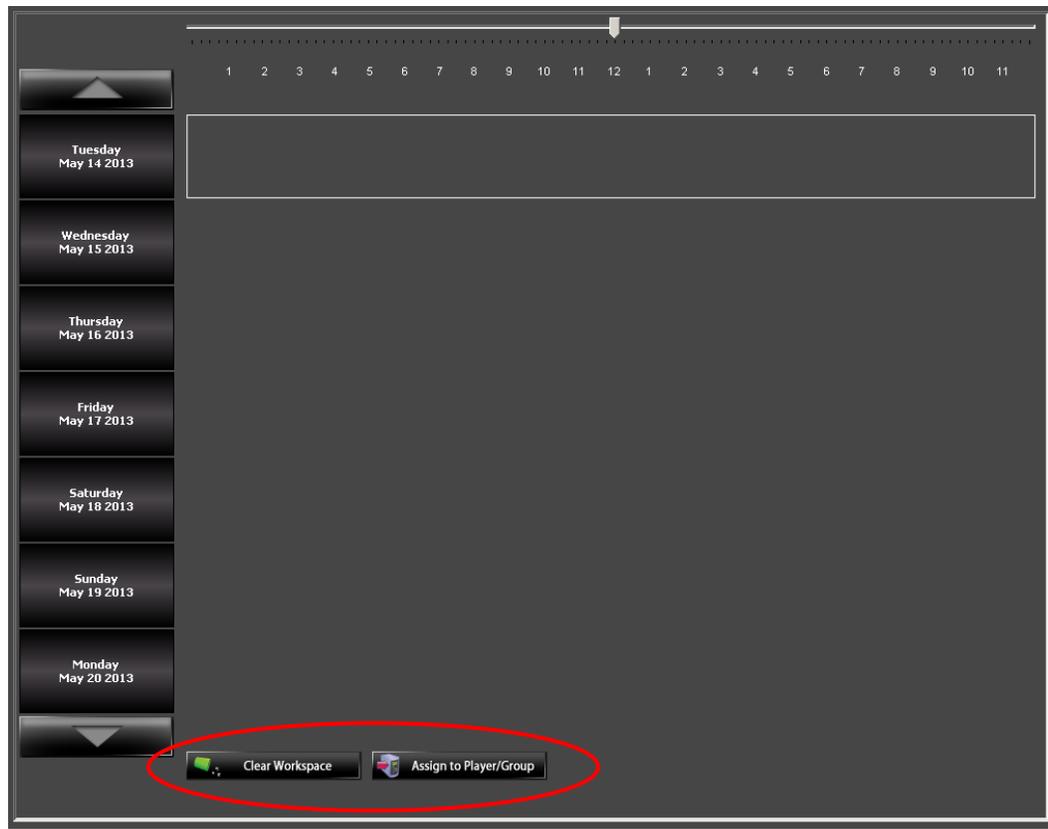
7.5.7.5 Edit – To **Edit** the **Schedule** entry, use the mouse, right click on the entry and select **Edit**. The **Edit Schedule Entry** window will open. (see the [Schedule Entry Work Area](#) section of this manual)

7.5.8 Insert Command

- 7.5.8.1** The **Insert Command** option allows external devices to be controlled through the **SF-100e** RS232 port or through the **SF-200** USB Port. (see the [External Devices](#) section of this manual)



7.6 Editing Buttons



7.6.1 Clear Workspace

- 7.6.1.1 To clear the **Schedule Entry Work Area** without saving, select the **Clear Workspace** button.
- 7.6.1.2 **Clear Workspace** can also be selected through **File, Clear Workspace**.
- 7.6.1.3 If there are **Schedule** entries present (visible or not), they will be deleted and the **Week Long Scroll Column** will be reset to the current date week.

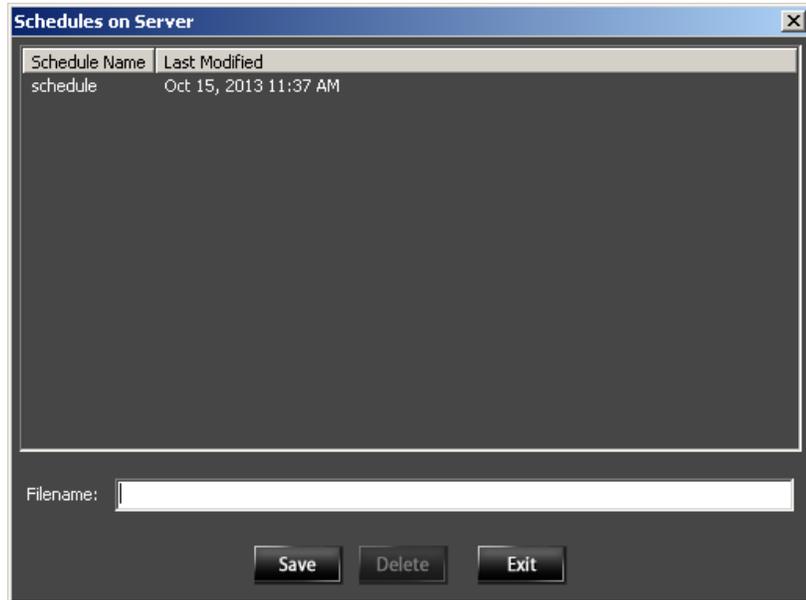
7.6.2 Assign to Player/Group

- 7.6.2.1 The **Assign to Player/Group** is the only way a **Schedule** can be sent to a **Player** to be played.
- 7.6.2.2 **Assign to Player/Group** can also be selected through **File, Save Schedule, Assign to Player/Group**.
- 7.6.2.3 Prior to **Assigning** a **Schedule** to a **Player** a **Schedule** needs to be created.

Note: A **Player** or **Group of Players** must be selected.
(see the [Select Player / Select Group](#) section of this manual)

- 7.6.2.4 Once the **Schedule** is complete, select the **Assign to Player/Group** button.

7.6.2.5 When **Assign to Player/Group** button is selected the following **Schedules on Server** window will be displayed.



7.6.2.6 If there are already **Schedule/s** on the **Server** they will be listed.

7.6.2.7 To **Save** the **Schedule**. Enter a **Schedule** filename or select an existing **Schedule** that is listed to overwrite.

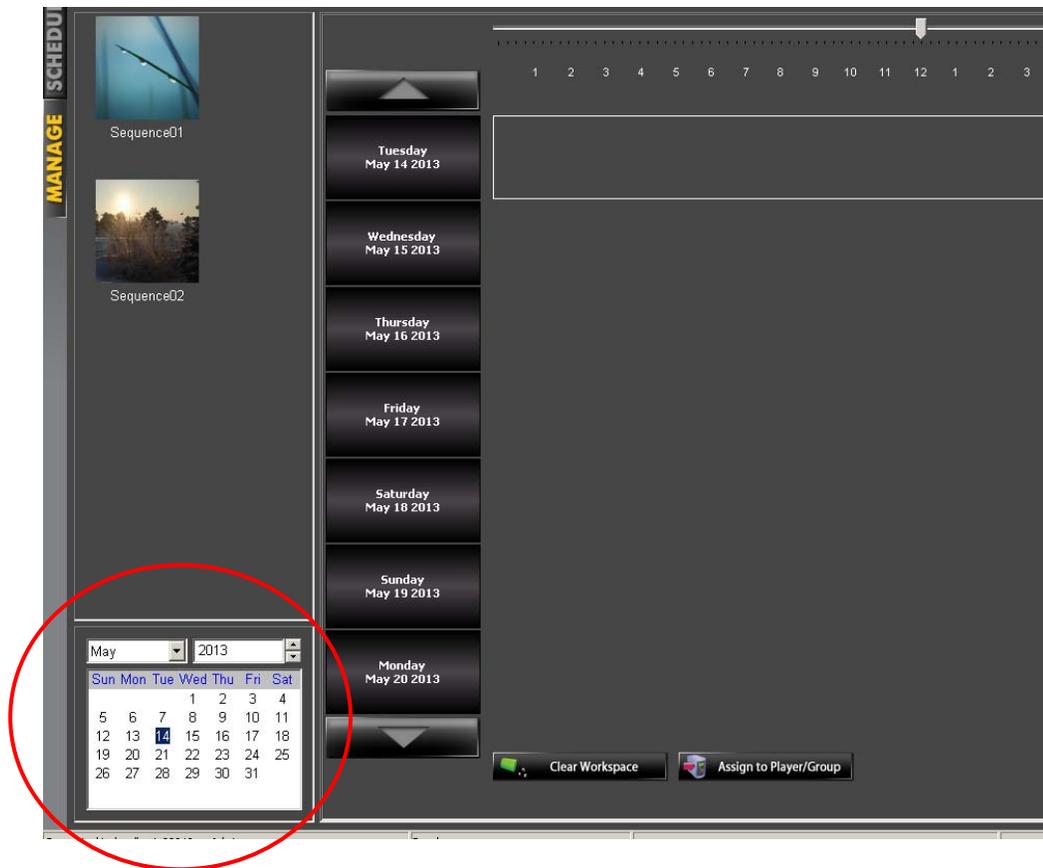
7.6.2.8 To **Delete** a **Schedule** from this list. Select the **Schedule** to be deleted, and then select the **Delete** button. It will then be **Deleted** from the **Server**.

Note 1: If a **Schedule** is **Deleted** that is currently playing, the **Player** will continue to display the last image it received and it's status will change to "**Nothing Scheduled**".

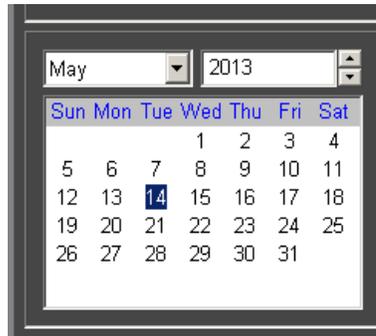
Note 2: Care should always be taken not to accidentally **Delete** a **Schedule** from the **Server** that may be used again.

7.6.2.9 Select the **Exit** button to close the **Schedules on Server** window.

8 Calendar Panel



- 8.1 The **Calendar Panel** is a convenient way of selecting the week that is displayed in the **Week Long Scroll Column**.



- 8.2 The **Calendar Panel** defaults to the current month with the current date selected.
- 8.3 Selecting a calendar date will update the **Week Long Scroll Column** with the selected date at the top.

Note: The top date in the **Week Long Scroll Column** will always match the selected date shown on the **Calendar**.

- 8.4 If the week to be viewed is not in the current month or year, use the month and year selection boxes to navigate to the desired month/year.
- 8.5 Selecting a calendar date can be done by clicking on it with the mouse or by using the keyboard arrow keys.

Note: To enable the keyboard arrow keys to operate for the **Calendar**, select the **Calendar** by using the mouse to click on it.

- 8.6 Once a date on the **Calendar** has a **Schedule**, it will appear on the **Calendar** as red.

Exception: When **Play Every Week** is selected, the **Calendar** will only show the initial week in red.

9 External Devices

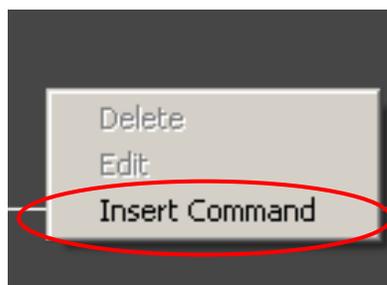
- 9.1 **External Devices** (such as a monitor) connected externally to the **Player** through it's RS232 port, can be controlled using **Serial** commands.

Note: The **SF-200** connects to an **External Device** through one of it's USB connectors and the **SF-100e** through it's DB-9 connector.
(see the **SF-200 Manual** or the **SF-100e Manual**)

- 9.2 These **External Devices** can be controlled in the **Schedule** by adding a **Command Marker**. A **Command Marker** is a small colored circle that is entered on a **Schedule** that is then configured to control the **External Device** with **Serial** commands.

- 9.3 To add a **Command Marker** to the **Schedule**, hover the mouse in the **Schedule Entry Work Area**, right click on the mouse, and select **Insert Command**.
(see the [Schedule Entry Work Area](#) section of this manual)

Note: Don't be concerned about what day or time it has been entered, this can be adjusted later.

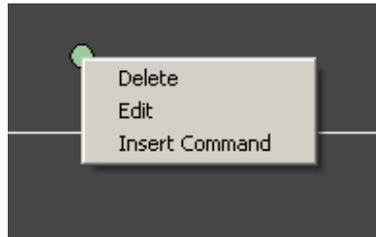


- 9.4 A small **Command Marker** (circle) will appear in the **Schedule Entry Work Area**.



Note: The color of the **Command Marker** circle on the **Schedule Entry Work Area** will default to a random color. However if any change is made to it's **Command String(s)**, the color will automatically change. The color will not change if the **Command Marker's** location is changed. In other words, if it's **Date, Start Time, or Repeated All Week** are changed, it's color will remain the same.

- 9.5 Right clicking on the **Command Marker** with the mouse will open the **Command** menu.

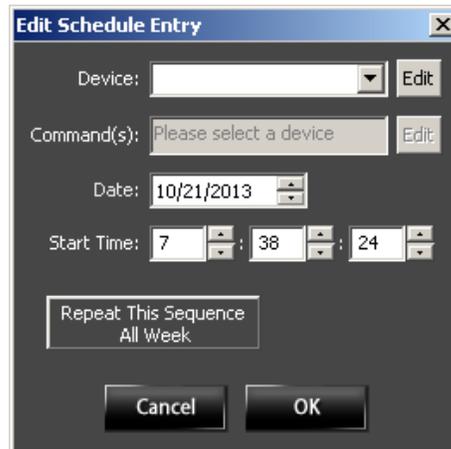


- 9.5.1 **Delete** – This will **Delete** the **Command Marker** from the **Schedule Entry Work Area**.
- 9.5.2 **Edit** – This will open the **Edit Schedule Entry** window for this **Command Marker**.
(see the [Edit a Command](#) section of this manual)
- 9.5.3 **Insert Command** – Allows the insertion of additional **Command Marker** entries.

9.6 Edit a Command Entry (Edit Schedule Entry window)

Note: Each **Command Marker Entry** can be configured to send *multiple Serial Commands*.

9.6.1 Once a **Command Marker** has been added to the **Schedule Entry Work Area**, it can be configured. Right click on the **Command Marker** with the mouse, and select **Edit**. This will open the **Edit Schedule Entry** window for this **Command Entry**.



The screenshot shows the 'Edit Schedule Entry' dialog box. It has a title bar with a close button. The main area contains several fields: 'Device' with a dropdown menu and an 'Edit' button; 'Command(s)' with a text box containing 'Please select a device' and an 'Edit' button; 'Date' with a date picker showing '10/21/2013'; 'Start Time' with three spinners for hours (7), minutes (38), and seconds (24); a checkbox labeled 'Repeat This Sequence All Week'; and 'Cancel' and 'OK' buttons at the bottom.

9.6.2 Device

9.6.2.1 Select the **Device** to be controlled.



This screenshot is similar to the previous one, but the 'Device' dropdown menu is open, showing 'Device001' as the selected option. A red oval highlights the dropdown menu and the 'Device001' text. The 'Start Time' spinners are now set to 7, 36, and 40.

9.6.2.2 The **Device** drop down menu will show previously listed **Devices**. If the **Device** to be controlled does not appear in this drop down menu, it will need to be added.

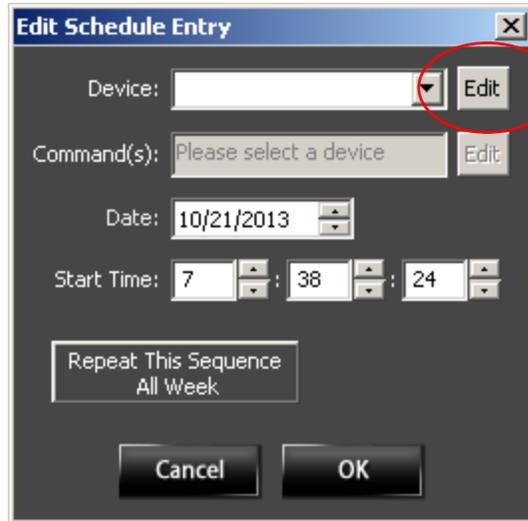
Note 1: Each **Device** has a list of **RS232 Commands** that control it. This list is a **Serial Command Language (.scl)** file. Referred to as an **SCL File**. An **SCL File** for a **Device** can be obtained from the **Device** manufacturer.

Note 2: For convenience, the **Noventri.com - Forum** contains downloadable **SCL Files (Command Lists)** for the **NEC** and **LG** monitors.

Note 3: Once a **SCL Files (Command Lists)** is chosen, it will remain accessible by **Noventri Suite**. However, when **Commands** are used, the **SCL File** never fully transports to the **Player**. The **Player** only receives the individual **Commands**. To copy the SCL File to another location, use the Export option.
(see the [Device Editor – Export](#) section of this manual)

9.6.2.3

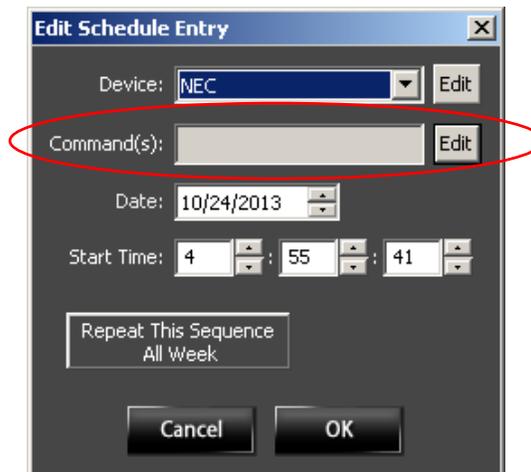
To add a new **Device (SCL File)** or to use the **Device** selected in the drop down menu, select **Edit**. The **Serial Device Editor** window will be displayed.
(see the [Device Editor](#) section of this manual)



9.6.3 Command String Entry

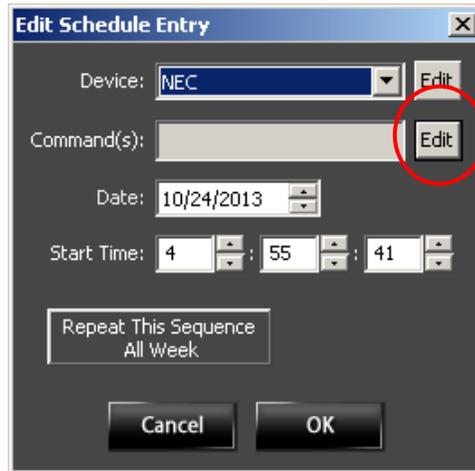
9.6.3.1

Once a **Device** has been selected, **Command Strings** can be chosen for the specific **Device** that is connected to the **SF-200**. Once chosen, these **Command Strings** will be partially visible in the **Command(s)** box.



9.6.3.2

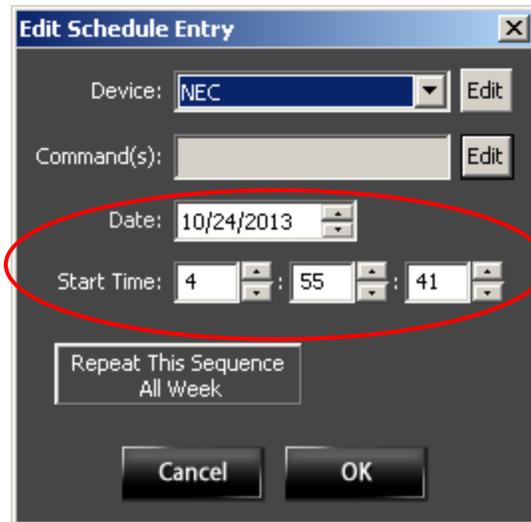
To create or edit this **List** of specific **Command Strings** for the selected **Device**, select the **Edit** button to the right of the **Command(s)** box. The **Command Selection** window will open. (see the [Command String Selection](#) section of this manual)



9.6.4 Date/Start Time

9.6.4.1

The **Date/Start Time** shown in the **Edit Schedule Entry** window. It is the **Date** and **Time** that this **Command Entry** will be executed.



9.6.4.2 The **Date/Start Time** can be changed here. This will automatically move the **Command Marker** to the new location in the **Schedule Entry Work Area**.

9.6.5 Repeat This Sequence (Command) All Week

9.6.5.1 Selecting the **Repeat This Sequence All Week** button will put a copy of this **Command Marker** on the **Schedule Entry Work Area** every day of the week.

Note 1: The week that will be populated with this **Command Marker** will be the current visible week that is showing on the **Schedule Entry Work Area**.

Note 2: Any changes made to one of the **Command Markers** after it has been repeated all week (this includes **Device, Commands, Date, or Start Time**) will only affect the one **Command Marker** that is selected.

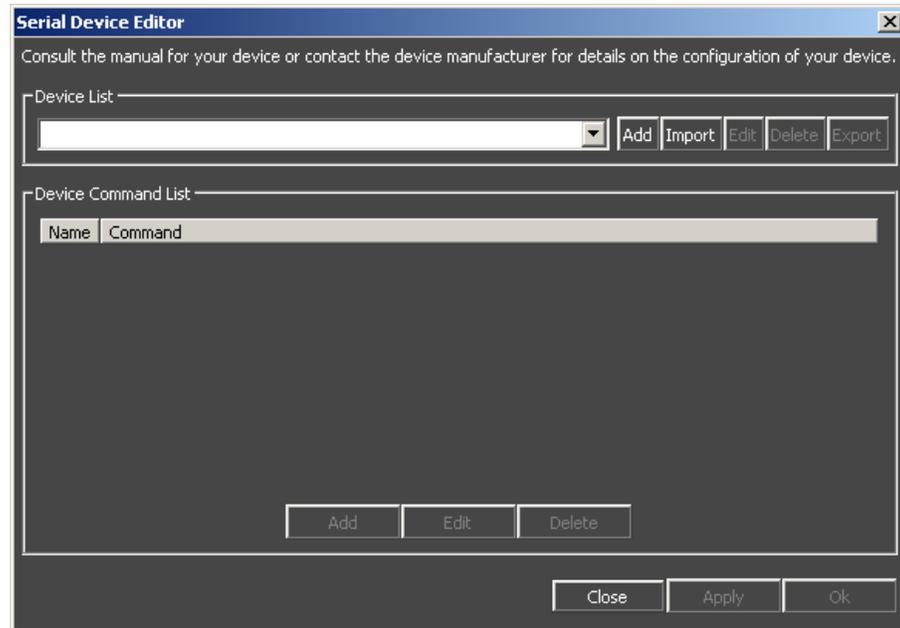
9.6.6 Cancel/Ok

9.6.6.1 Once the **Command Entry** information is complete, select **Ok**, or to close the window without making any changes to the **Command Entry**, select **Cancel**.

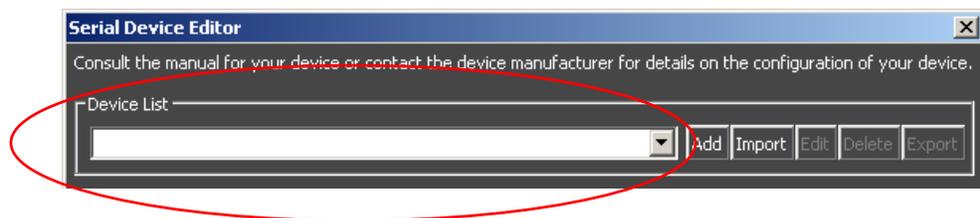
9.6.7 When the **Schedule** is **Assigned** to a **Player, Command Entries** that have been added will be executed at their specified times.

9.7 **Device Editor** (Serial Device Editor window)

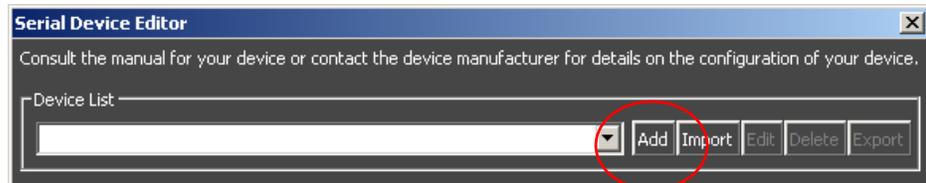
9.7.1 The **Serial Device Editor** window is where **SCL Files** are added, viewed, and controlled.



9.7.2 **Device List** – the **Device List** drop down menu is the same list shown on the **Edit Schedule Entry** window, and is a list of previously listed **Devices**.

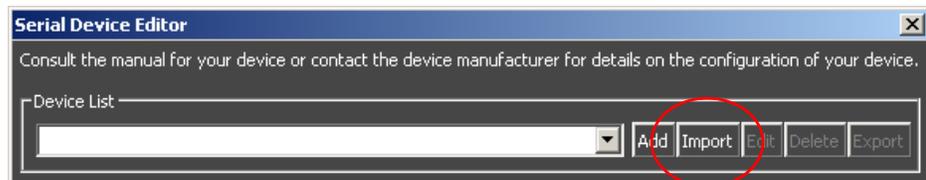


- 9.7.3 Add** – Allows a new **Device (SCL File)** to be added and opens a window that allows it's communication parameters to be configured manually.
(see the [Device Properties](#) section of this manual)

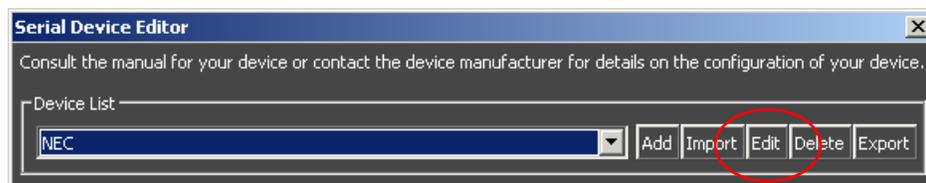


- 9.7.4 Import** – Allows a new **Device (SCL File)** to be added from an existing source (such as one that has been downloaded from the **Device** manufacturer). To **Import**, browse to the **Device List** to be added and select **Open**.

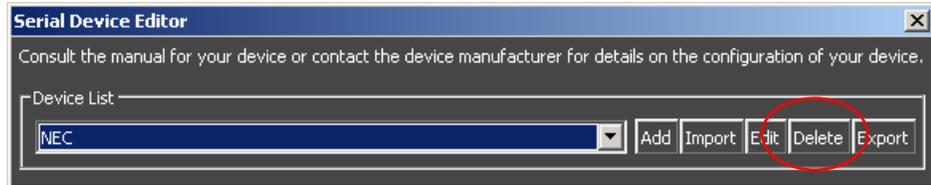
Example: NEC.scl



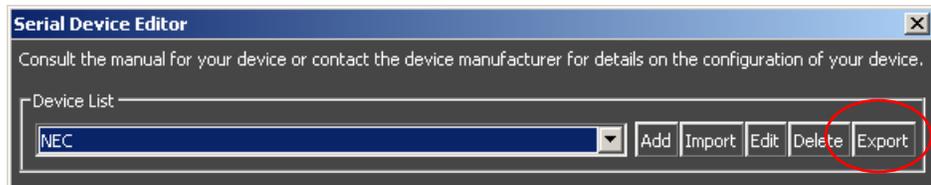
- 9.7.5 Edit** – For **Devices** that are already entered, selecting **Edit** will open the **Serial Device Properties** window to allow configuration of it's communication parameters.
(see the [Device Properties](#) section of this manual)



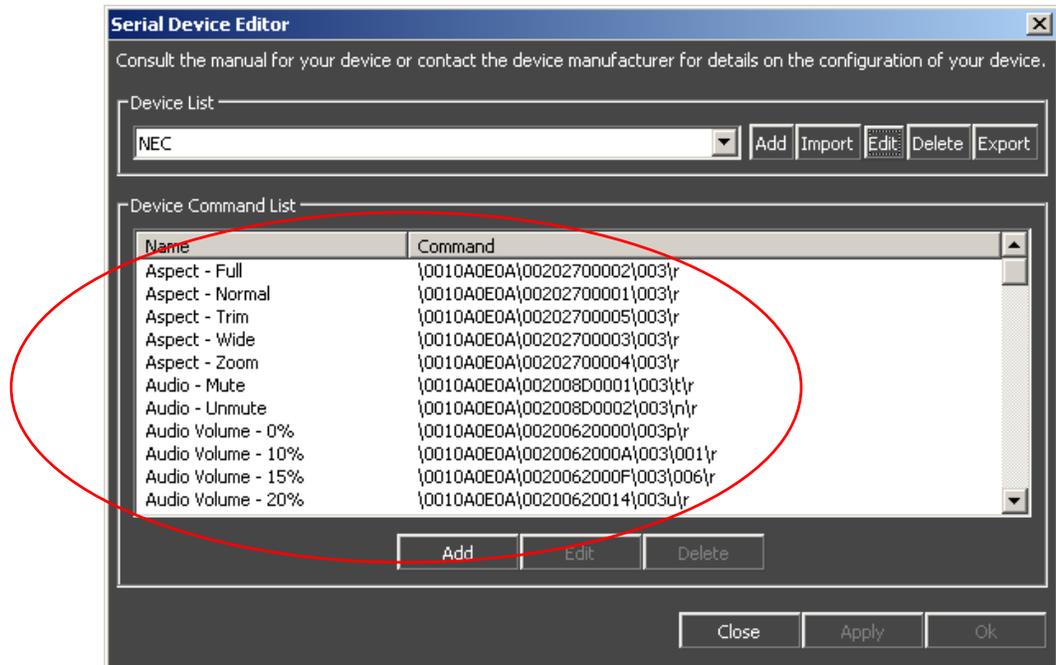
9.7.6 Delete – Devices (SCL Files) that are already on the **Device List** can be removed by selecting the **Device** and then selecting the **Delete** button.



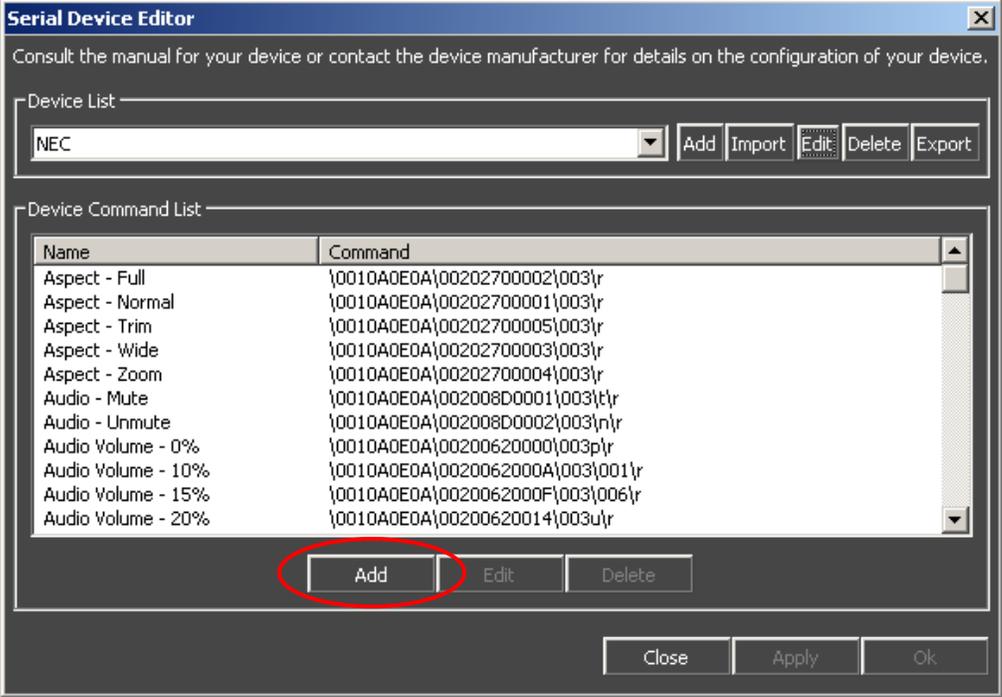
9.7.7 Export – Once a **Device (SCL File)** has been created and/or configured as desired, it can be **Exported** for use elsewhere.



9.7.8 The **Device Command List** section shows all the **Command Strings** that are listed in the selected **Device's SCL File**.

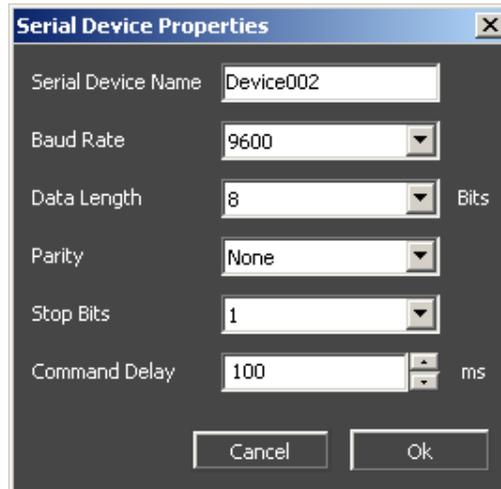


- 9.7.9 **Name** – The **Name** column shows the individual **Command Strings**. The **Name** typically describes what the **Command String** does.
- 9.7.10 **Command** – The **Command** column shows the actual **Command Characters** that are used when a **Command String** is sent to a **Device**.
- 9.7.11 **Add** – Used to **Add Command Strings** if the **SCL File** is being entering/modified by hand.
(see the [Command String Editor](#) section of this manual)



9.8 **Device Properties** (Serial Device Properties window)

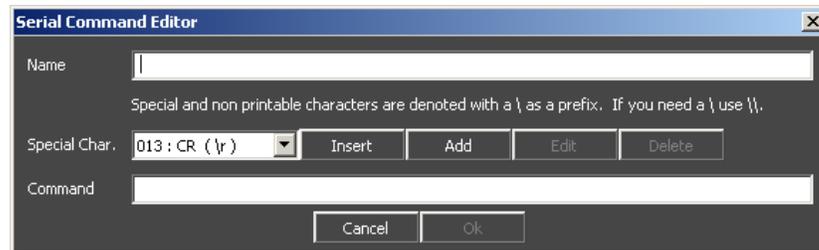
Note: These settings can be obtained from the **Device** manual or the **Device** manufacturer.



- 9.8.1 **Serial Device Name** – Defaults to the next **Device** number, or can be filled in with any desired **Name**.
- 9.8.2 **Serial Device Communication Parameters** – These settings include Baud Rate, Data Length (Bits), Parity, Stop Bits, and can be obtained from the **Device** manual or the **Device** manufacturer.
- 9.8.3 **Command Delay** – this is a forced **Delay** between sequential **Command Strings**. Most **Devices** have a limit to how fast they can accept **Command Strings**.
- 9.8.4 **Cancel/Ok** - Once the **Serial Device Properties** information is complete, select **Ok**, or to close the window without making any changes select **Cancel**.

9.9 **Command String Editor** (Serial Command Editor window)

9.9.1 The **Serial Command Editor** window is where individual **Command Strings** are managed.

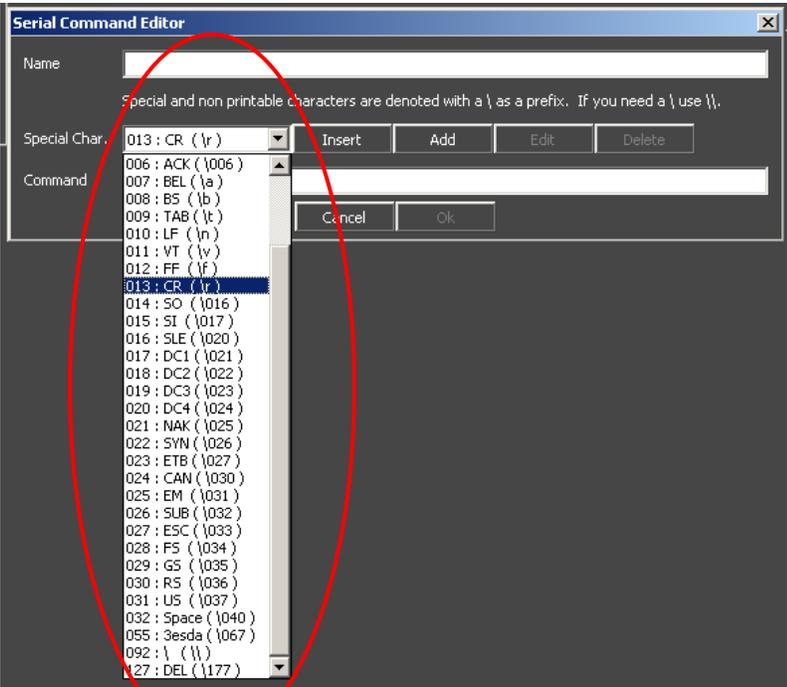


9.9.2 **Name** - The **Serial Command Name** is added or edited here. Typically the **Name** describes what the **Command String** does.



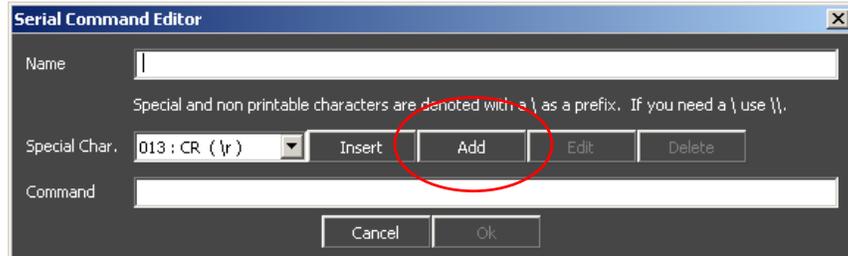
9.9.3 Special Char. – Special Characters are building blocks that are used in the creation of **Command Strings**. The list of all the available **Special Characters** can be seen by using the **Special Char.** drop down menu.

Note: The **Special Characters** are convenient and helpful when creating/editing **Command Strings** or interpreting existing **Command Strings**.



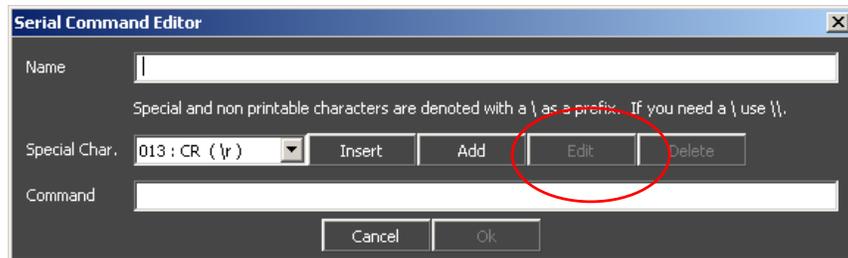
9.9.3.1 Insert – Allows **Special Characters** be quickly and accurately entered into **Serial Commands** as they are assembled in the **Command** box.

9.9.3.2 Add – Allows a **Special Character** be created and added to the drop down list of **Special Characters**. (see the [Special Character Properties](#) section of this manual)



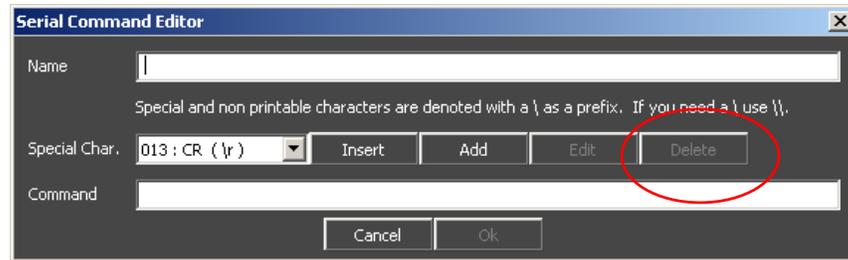
9.9.3.3 Edit – A **Special Character** that has been created can be open and **Edited**. (see the [Special Character Properties](#) section of this manual)

Note: The default **Special Characters** cannot be **Edited**.

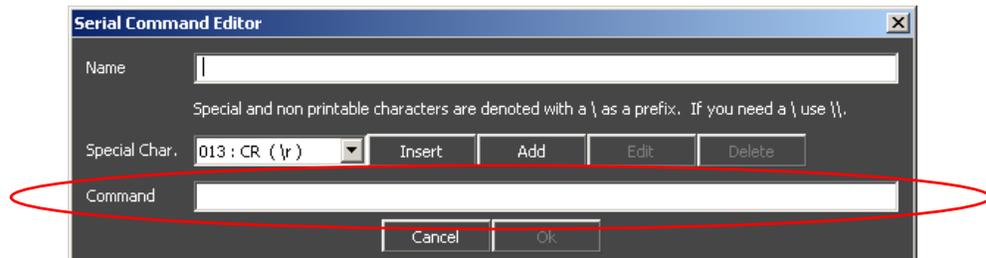


9.9.3.4 Delete – Special Characters that have been created and are now listed on the **Special Character** drop down menu can be removed by selecting **Delete**.

Note: The default **Special Characters** cannot be **Deleted**.



9.9.3.5 Command – The **Command** box shows the **Command Characters** that are being **Added** or **Edited** to form the **Command String**. Changes can be made by typing in **Characters** by hand or by using the **Special Character Insert** button.

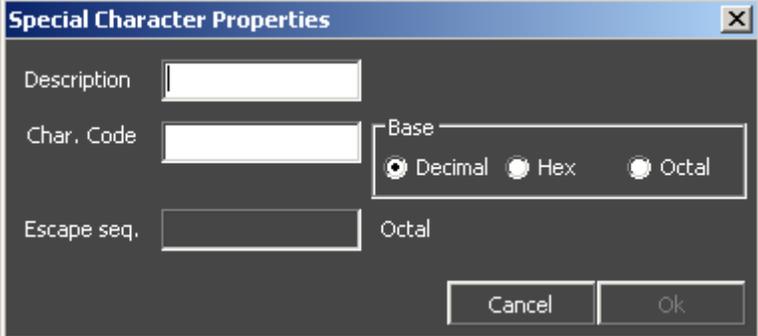


9.9.3.6 Cancel/Ok – Once the **Command String - Add/Edit** is complete, select **Ok**, or to return to the **Serial Device Editor** window without saving, select **Cancel**.

9.10 Special Character Properties

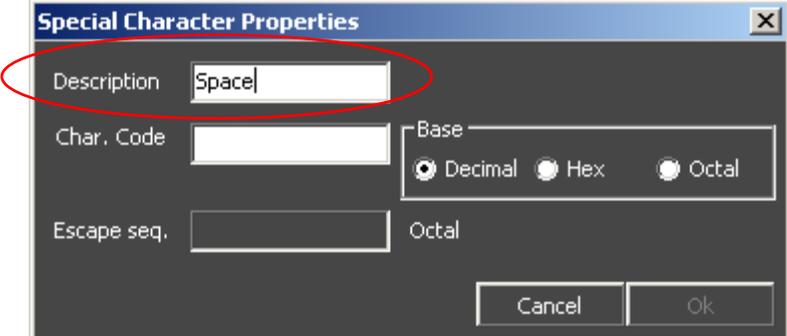
9.10.1 Special Characters are keyboard key strokes or combination of key strokes represented by a code and used as building blocks in the creation of **Command Strings**.

9.10.2 The **Special Character Properties** window allows a **Special Character** to be created and added to the drop down list of **Special Characters**.



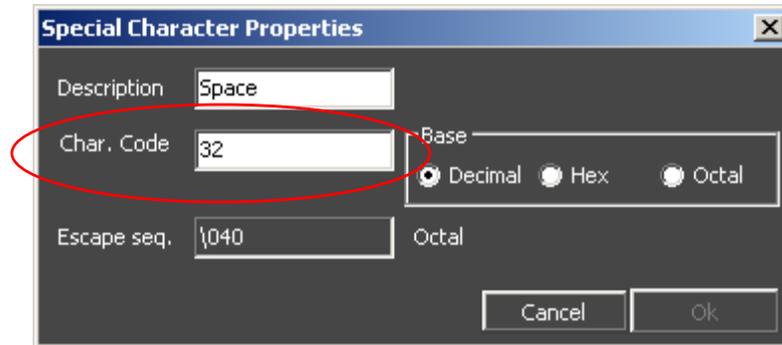
The screenshot shows the "Special Character Properties" dialog box. It has a title bar with a close button (X). The dialog contains three text input fields: "Description", "Char. Code", and "Escape seq.". To the right of the "Char. Code" field is a "Base" section with three radio buttons: "Decimal" (selected), "Hex", and "Octal". Below the "Base" section is the label "Octal". At the bottom right are "Cancel" and "Ok" buttons.

9.10.3 Description – This is a name for the **Special Character** and should describe what it is or it's function.

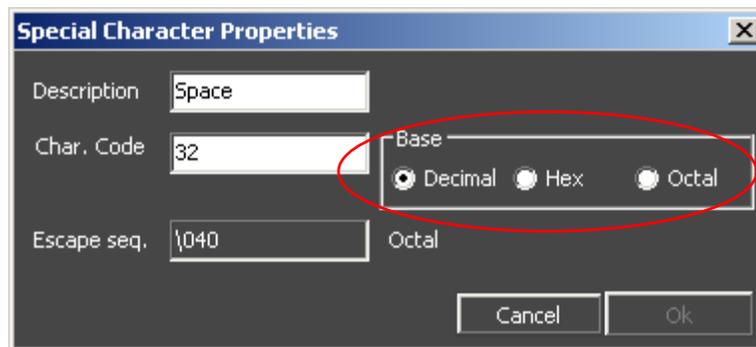


This screenshot is identical to the previous one, but the "Description" text box now contains the word "Space". A red oval is drawn around the "Description" field and its label.

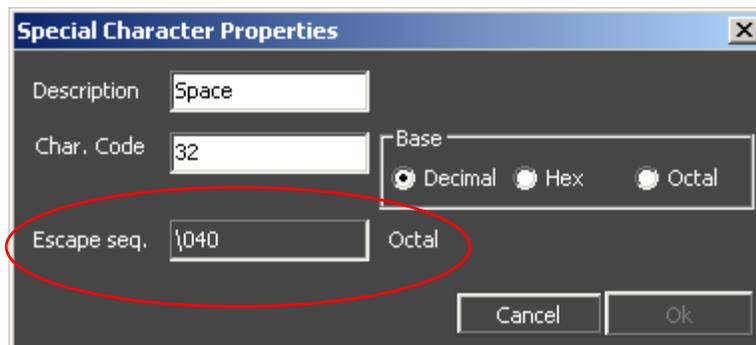
9.10.4 Char. Code – This box would be filled in with the **ASCII Code** for the **Special Character** being added.



9.10.4 Base – These radio buttons allow the format of the **Char. Code** to be selected. Either **Decimal**, **Hex**, or **Octal**.



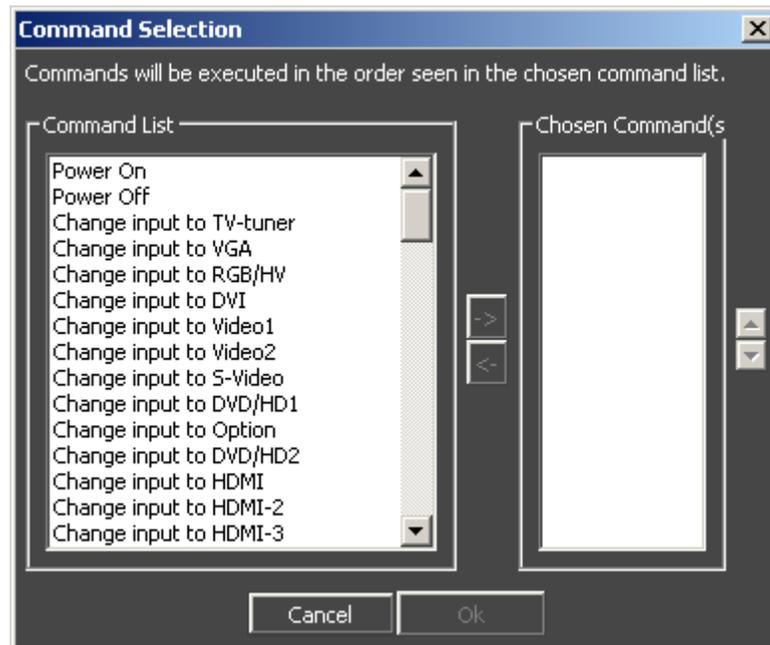
9.10.5 Escape seq. – Shows the **Octal** equivalent of the **Char. Code**. It is this **Octal** equivalent that will be **Inserted** into a **Command String** when this **Special Character** is selected..



9.10.6 Cancel/Ok – Once the **Special Character Add/Edit** is complete, select **Ok**, or to close the window without saving, select **Cancel**.

9.11 Command String Selection (*Command Selection window*)

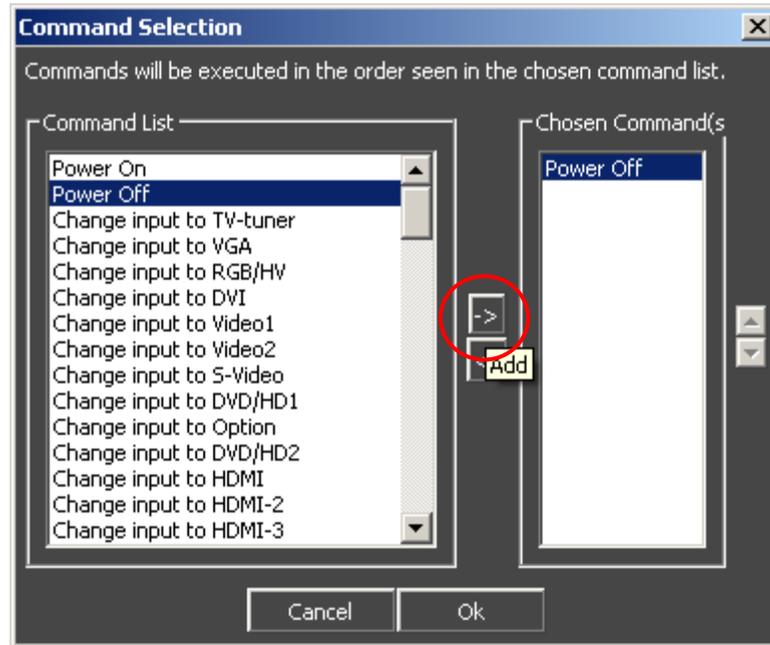
9.11.1 This **Command Selection** window is where the specific **Command Strings** for the **Command Marker** are chosen.



9.11.2 The left side of the window, the **Command List** area shows all the **Command Strings** presently available for the **Device** that was selected.

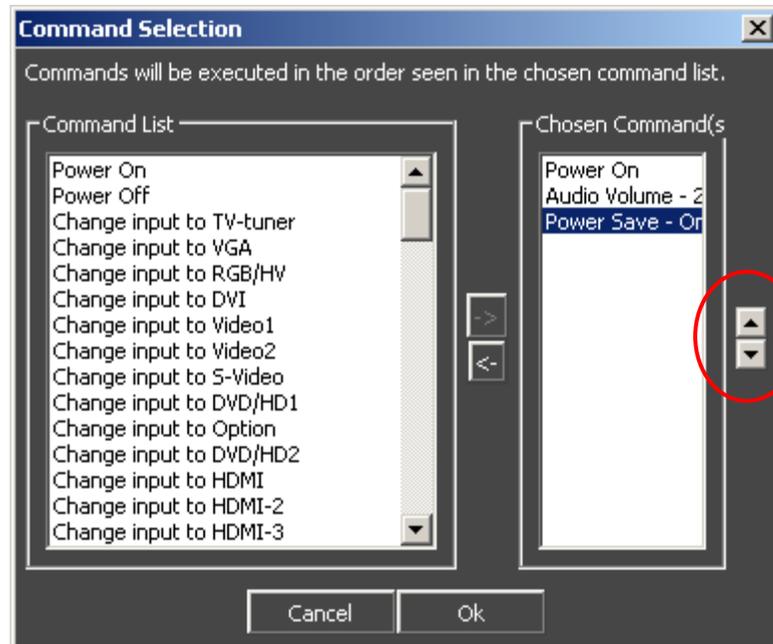
9.11.3 The right side of the window, the **Chosen Command(s)** area shows **Command Strings** that have been selected to be executed by this **Command Marker**.

9.11.4 To choose the **Command Strings** to be implemented by this **Command Marker**, select them in the **Command List**, then using the right arrow (**Add**) button, copy it over to the **Chosen Command(s)** area.



9.11.5 To remove **Command Strings** from the **Chosen Command(s)** area, select the **Command String** and use the left arrow (**Remove**) button to delete it.

9.11.6 The order that the **Command Strings** are listed in the **Chosen Commands** area will be the order that they are transmitted to the **Device**. To change the order, select the **Command String** to be moved and using the up/down arrows move the **Command String** to the desired placement.



9.11.7 Cancel/Ok – Once the **Chosen Command(s)** are correct, select **Ok**, or to close the window without saving, select **Cancel**.

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