# Manage Tab Manual

**Suite Version 2.8**

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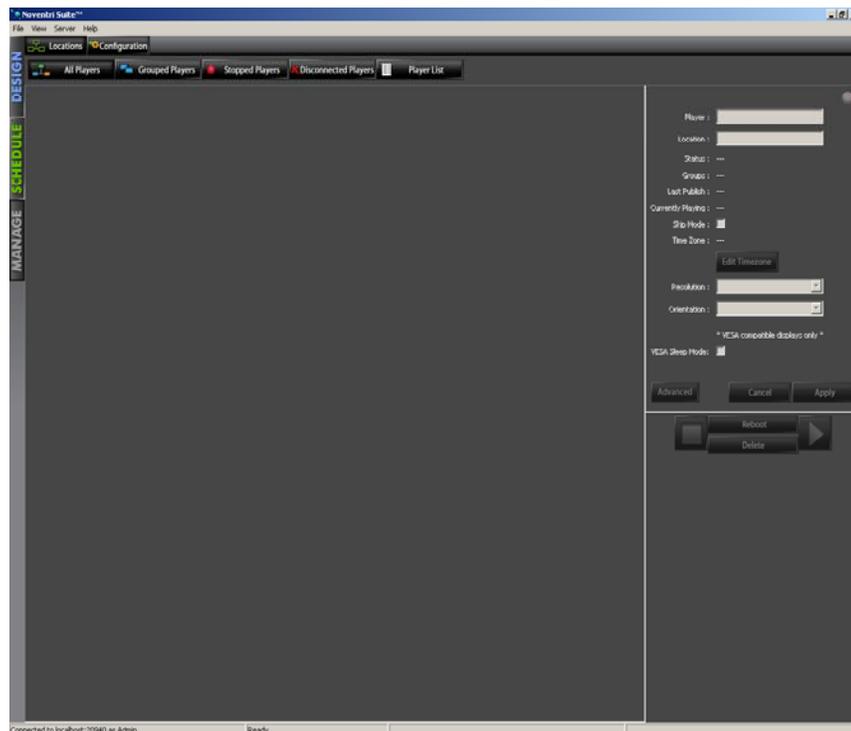## Table of Contents

# Noventri Suite
# Manage Tab Manual

## 1. Manage Tab

### 1.1 Overview

**1.1.1** The **Manage Tab** allows for communication between the **Noventri Server** software and the **Noventri Eco-Series** line of **Players** and is only used if the **Player** is networked. (**Manage Tab** is not used for **Sneakernet Players**)



**Note:** This feature is only for use with the **Eco-Series** line of **Players**.

**1.1.2** To use the **Manage Tab**, you will need to have the **Noventri Server** Software installed and running on the same computer as the **Noventri Suite** or on another computer.

## *1.2 Start Manage*

**1.2.1** Clicking on **Manage Tab** will bring up the **Locations** panel.
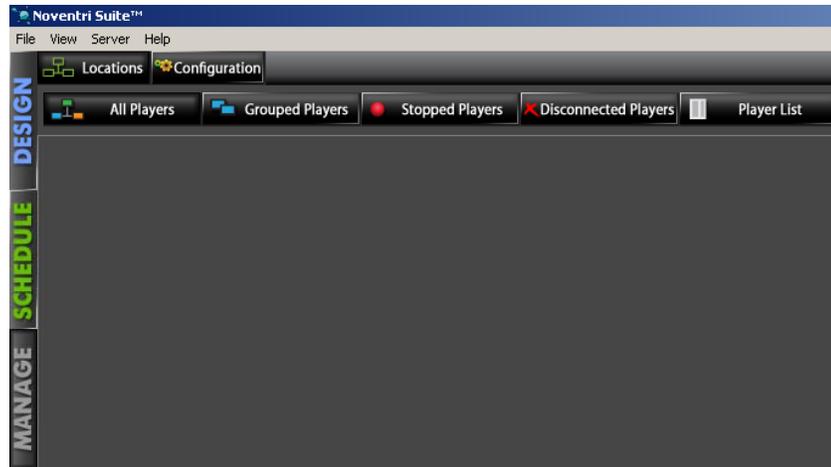


**1.2.2** If you are not already connected to the **Noventri Server**, the **Noventri Server Login** dialog will come up.
(see the **Login to Noventri Server** section of the **Design Tab Manual**)

**1.2.3** After logging in to the **Server**, **Noventri Suite** will synchronize with the **Server**.

**1.2.4** **Players** that are configured to point to the **Server** will show up under the **All Players** tab after they have established a connection.
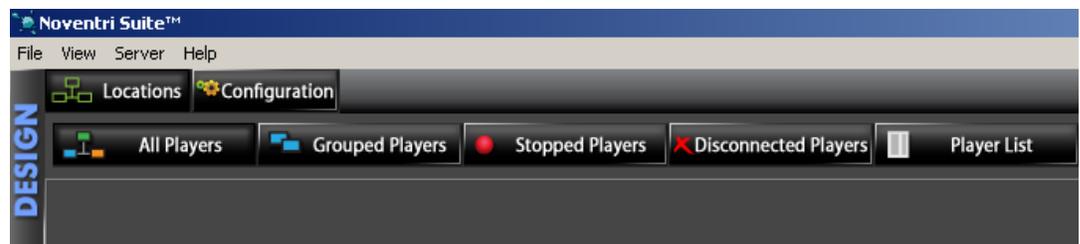
# 2. Locations Panel

## 2.1  Overview

**2.1.1**  The **Locations** panel displays the status of the **Players** that the **Server** has a record of. The **Noventri Eco-Series** line of **Players** can be set up and configured with the **Noventri Server** from this **Locations Panel**.

**2.1.2**  The **Locations** tab screen contains the following **Player** tabs - **All Players**, **Grouped Players**, **Stopped Players**, **Disconnected Players**, and **Player List**. Each of these **Player** tabs will bring up screen that is divided into three panels.
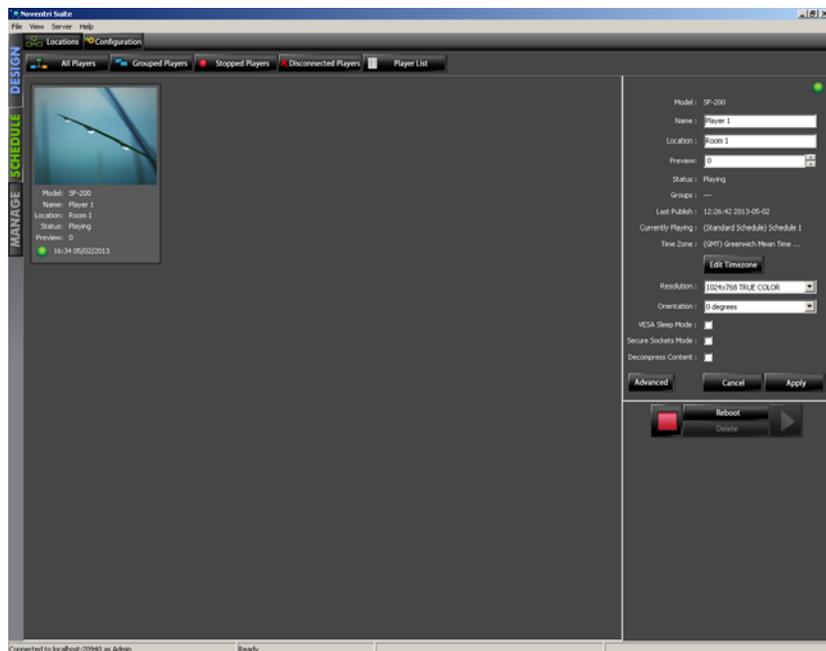


- The **Players Panel** is the large main panel, it displays a **Preview Panel** for each individual **Player** that the **Server** has a record of. (see the **Players Panel** section of this manual)

- The **Settings Panel** on the upper right side of the screen allows you to view and edit a **Players** configuration. (see the **Settings Panel** section of this manual)

- The **Control Panel** on the lower right side of the screen allows you to control the **Player**. (see the **Control Panel** section of this manual)

## 2.2  Players Panel

### 2.2.1  Overview

**2.2.1.1**    In most of the **Locations** panel tabs (**All Players**, **Grouped Players**, **Stopped Players**, and **Disconnected Players**) the **Players Panel** will show a **Preview Panel** for each **Player** that the **Server** has a record of.

**2.2.1.2**    The **Preview Panel** contains a **Preview Window.** The **Preview Window** will display the current image that the **Player** is displaying or the **Player** status.

**2.2.1.3**    Below the **Preview Window** the **Preview Panel** will also show the **Player Name, Location**, **Model**, **Status,** and **Preview** interval.
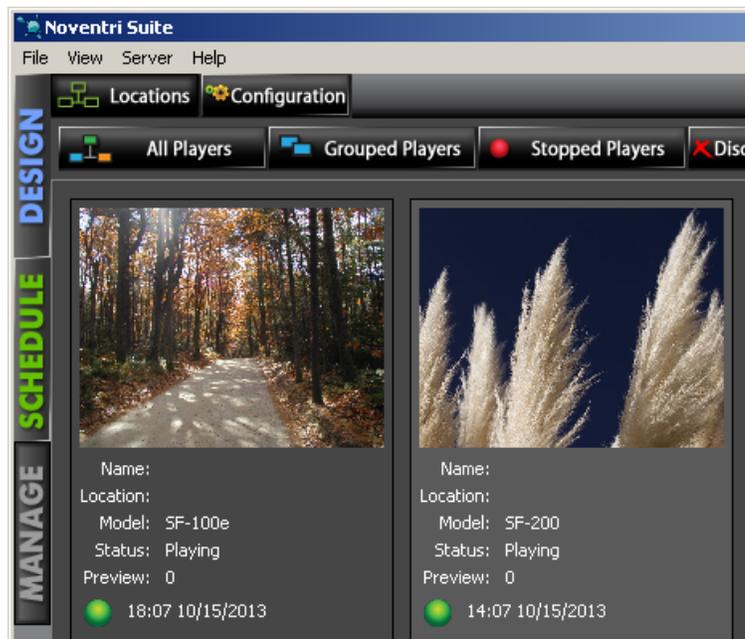
- **Name** – The **Player Name** can be assigned in the **Settings Panel**.
  (see the **Settings Panel** section of this manual)

- **Location** – The **Player Location** can be assigned in the **Settings Panel**.
  (see the **Settings Panel** section of this manual)

- **Model** – The **Player** model number.

- **Status** – The **Player Status** is shown. This will be displayed as any of the following...

  **Changing Resolution** – Resolution Firmware is being downloaded to the **Player**.

  **Connected – Player** is **Connected** to the **Server** and is waiting for a **Status** update from the **Server**.

  **Disconnected – Player** is **Disconnected** from the **Server**. This could be when a **Player** has been redirected to another **Server**, is in the process of rebooting, is having it's firmware updated, has lost it's power/network connection, or if the **Player's** USB Drive has been removed.

  **Nothing scheduled – Player** is connected but nothing is Scheduled to play at that time.

  **Playing –** The **Player** is actively playing a Schedule. The current Image will be shown in **Preview Window**.

  **Rebooting – Player** was **Rebooted** from the **Control Panel** and is in the process of rebooting.

  **Screen Is Blank – Player** is displaying a blank screen due to a duration in the **Schedule** without content.

  **Sleeping – Player** has **VESA Sleep Mode** selected so monitor is in Sleep Mode due to a duration in the **Schedule** without content.

**Starting Playback Updating Firmware – Player's** firmware has been successfully updated and is now re-connected.

**Stopped – Player** is **Stopped** after **Stop** was selected in the **Control Panel**.

**Stopping Playback - Player** is in process of coming to a  **Stop** after **Stop** was selected in the **Control Panel**.

**Updating – Player** is in process of having it's content updated due to a change made to the content.

**Updating Network Settings – Player's** network settings are being updated.

- **Preview -** The interval at which the **Preview** window will update.

   2.2.1.4    There are three different status lights representing the **Player** status.

   - Gray — **Player** is disconnected from the server.
   - Red — **Player** is connected, but is Stopped (not Playing).
   - Green — **Player** is connected and a schedule is playing.

   2.2.2.5    Next to the light status will be the **Players**' time and date. Refer to this time and date when scheduling anything to the **Player**.

## 2.2.2  All Players

   2.2.2.1    The **All Players** tab shows all the **Players** that the **Noventri Server** is aware of. This includes all **Players** that are (or were) to this server (including **Stopped** and **Disconnected Players**).

   2.2.2.2    To make any changes to a **Player**, click on the **Player Preview Panel**. The **Settings Panel** on the right will now be active.
   (See the **Settings Panel** section of this manual)

### 2.2.3  Grouped Players

**2.2.3.1**    The **Grouped Players** tab shows **Players** assigned to a specific group, hiding all the other **Players**.

**2.2.3.2**    Select the name of the group to display from the **Group Name** dropdown menu.  Only the **Players** that belong to that group will now be displayed.

**2.2.3.3**    To make any changes to a **Player**, click on the **Player's Preview Panel**. The **Settings Panel** on the right will now be active.
(See the **Settings panel** section of this manual)

### 2.2.4   Stopped Players

**2.2.4.1**    The **Stopped Players** tab shows all the **Players** that are stopped .

**2.2.4.2**    **Stopped Players** displayed here are **Players** that have had their **STOP** button selected in the **Settings Panel**, are **Sleeping**, or are in the **Screen is Blank** mode.

**2.2.4.3**    To make any changes to a **Player**, click on the **Player's Preview Panel**. The **Settings Panel** on the right will now be active.
(See the **Settings panel** section of this manual)

### 2.2.5   Disconnected Players

**2.2.5.1**    The **Disconnected Players** tab shows any **Players** that have been disconnected from the server. This could be when a **Player** has been redirected to another **Server**, is in the process of rebooting, is having it's firmware updated, has lost it's power/network connection, or if the **Player's** USB Drive has been removed.

2.2.4.2　　　　　To see the **Player's** settings, click on the **Player's Preview Panel**. The **Settings Panel** on the right will now show the **Player's** last known settings. Changes cannot be made to the **Player's** settings while it is **Disconnected**.

**Note:**　If the **Player** is still accessible on the Network you will be able to connect to it through it's Web App.
(See the **Web App** section of the **SF-200 Manual**)

## 2.2.6　Player List

2.2.6.1　　　　　The **Player List** tab shows a list view of all (including **Stopped** and **Disconnected**) **Players** that the **Noventri Server** has a record of.



2.2.6.2　　　　　For each **Player** the **List** view shows the following information...

**Model, Name, Location, Preview, Status, Groups, Last Publish, Currently Playing, Resolution, Orientation, Cache Duration, Reboot Time, MAC, DHCP, IP, Netmask, Gateway, DNS1, DNS2, Sever Address, Firmware Version, Software Version, and Serial Number.**

Descriptions of each of these items can be found in the **Settings Panel** section of this manual.

**2.2.6.3**      **Players** can be sorted by any column by clicking on the column title.

**2.2.6.4**      To make any changes to a **Player**, select the **Player** on the list. The **Settings Panel** for that **Player** will now be shown on the right.
(See the **Settings Panel** section of this manual)

**2.2.6.5**      Settings can also be applied to multiple **Players** in the **Player List** tab. Select the **Players** that you want to change and a **Multi-Player Settings Panel** will be shown.
(See the **Settings Panel** section of this manual)

## *2.3 Settings Panel*

### 2.3.1 Overview

**2.3.1.1**      The **Settings Panel** allows you to view each individual **Player's** configuration.

**2.3.1.2**      For **Players** that are not **Disconnected** the **Settings Panel** also allows you to change the **Player's** settings.

**2.3.1.3**      There are two **Settings Panel** configurations. One is the **Single-Player Settings Panel** for when one **Player** is selected, and the other is a **Multi-Player Settings Panel** for when more than one **Player** is selected under the **Player List** tab.

**2.3.1.4**      To save any changes you have made, click the **Apply** button. To discard any changes, click the **Cancel** button.

## 2.3.2  Single-Player Settings Panel



**2.3.2.1**   **Model -**   The **Player's Model** number for reference.

**2.3.2.2**   **Name (optional) -** The **Player** can be given a **Name** to allow for easier identification.

**2.3.2.3**   **Location (optional) -** The **Player** can also be assigned a **Location** to help with it's identification.

**2.3.2.4**       **Preview (sec) -**The **Preview Window** located in the **Preview Panel** can be set to update at an **Interval** of your choosing. This can be helpful to free up **Server** resources to enable smoother operation. This will be useful when large number of **Players** are in use, or if a Project is designed for rapid Page changes.

      **Note1:** To see real-time updates to the **Preview  Window** the **Status Interval** must be  set to 0.

      **Note2:** If this **Interval** happens to coincide or be greater than the timing of the Page rotations, it is possible that the **Preview Window** may never display certain pages.

**2.3.2.5**       **Status -**       The **Player's Status** is displayed to show what the **Player** is doing at that moment. For a list of the different **Status** states....
(see the **Players Panel** section of this manual)

**2.3.2.6**       **Groups -**       If the **Player** has been added to a **Player Group**, the **Group** name/s will be displayed here.
(see the **Configuration** section of this manual)

**2.3.2.7**       **Last Publish -** Shows the date and time of when the last **Schedule** that was successfully **Assigned** to this **Player**.
(see the **Schedule Tab Manual**)

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**2.3.2.8**       **Currently Playing -** Shows the current Schedule that is  **Assigned** to this **Player**.
(see the **Schedule Tab Manual**)

**2.3.2.9**     **Time Zone -**  Displays what the current time zone that the **Player** is set to.

**2.3.2.10**    **Edit Time Zone -**  Let's you select a new time zone for the **Player**.

| | |
|---|---|
| Timezone | (GMT-05:00) Eastern Time (US & Canada) ▼ |
| Use Daylight Saving Time ☐ | Cancel     OK |

Using the drop down menu, select the Time Zone for your **Player**.
**Daylight Savings Time** can also be enabled if desired.

**Note:**  Typically a **Player's** Time Zone should match the time zone where the **Player** is physically installed.

Once you have made you selections, select **Apply** to update the **Player** or **Cancel**.

**2.3.2.11**    **Resolution -** Selects the **Player** resolution. For best results select the native resolution of the monitor being used with that **Player**.

**Note:** When creating a new project, a project resolution must be selected. When that Project is scheduled to the **Player**, the **Noventri Server** software will adjust the project resolution to fit the **Player** resolution you select here.

**2.3.2.12**    **Orientation –** Selects how the **Player** rotates pages when they are displayed. This should match the orientation that was used when the project was created. For best results, the project orientation and the **Player** orientation should match.

**2.3.2.13** **VESA Sleep Mode -** Allows the monitor to automatically go into it's stand-by mode when there is nothing scheduled to play. (VESA compatible displays only.)

**Note:** When using the VESA Sleep Mode with SCODEC resolutions, the **Player** can take up to two minutes to resume playback.

**2.3.2.14** **Secure Sockets Mode -** This mode secures your data as it  transfers between the Server and the **Player**.

**Note:** This will slow down the rotation speed of your **Player**.

**2.3.2.15** **Decompress Content –** This mode, when selected (Decompressed) speeds up page rotation and makes the timing consistent. When not selected (Compressed) the download speed increases.

**Note:** For large projects selecting this option will not speed up the rotation speed however it will still make their timing consistent.

## 2.3.3 Single-Player Advanced

**2.3.3.1** The **Advanced** button lets you configure the network settings for each **Player** as well as list other important information about the **Player**.

**Warning 1:** **Loss of Network communication with the Player may occur from improper settings.**

**Note 1:** Since you are logged into the SF-200 via its IP Address, when changes are made that will cause a new Network connection, the **Player** will temporarily lose contact with the Network.

**Note 2:** The Network settings that can be configured here can also be configured through the **Web App**.
(see the **Web App** section of the **SF-200 Manual**)

**2.3.3.2** To Save any changes you have made, click the **Apply** button. To discard any changes, click the **Cancel** button.

**2.3.3.3**     **Use DHCP -** By default, DHCP is selected and the **Player** will be configured to use DHCP and obtain an IP Address automatically. (the Network must be set up for DHCP).

If this checkbox is unchecked, that **Player** will use the static IP Address with it's associated settings, and the **SF-200** will not be automatically assigned an IP address form the network.

**Note 1:**     If the **Player** does not receive a DHCP assigned IP Address from the Network, after approximately 2 minutes, it will default to an IP Address of 192.168.0.190. However if it receives a DHCP Address at a later time, it will automatically update.

**Note 2:**     When DHCP is enabled, you no longer have the ability to change the **IP Address**, **Netmask, Gateway, DNS 1,** or **DNS 2**. The **Player** will obtain these settings automatically.

**2.3.3.4**     **IP Address -** When in DHCP mode, displays the current DHCP assigned IP Address. When DHCP is not selected the IP Address can be Statically assigned here. When a Static IP Address is assigned be sure you have the correct **Netmask, Gateway, DNS 1,** and **DNS 2** filled in.

**2.3.3.5**     **Netmask -**     When in DHCP mode, displays the current DHCP assigned settings. Entered when a Static IP Address is assigned (**Use DHCP** is unchecked).

**2.3.3.6**     **Gateway -**     When in DHCP mode, displays the current DHCP assigned settings. Entered when a Static IP Address is assigned (**Use DHCP** is unchecked).

**2.3.3.7**     **DNS 1 -**      When in DHCP mode, displays the current DHCP assigned settings. Entered when a Static IP Address is assigned (**Use DHCP** is unchecked).

**2.3.3.8**     **DNS 2 -**      When in DHCP mode, displays the current DHCP assigned settings. Entered when a Static IP Address is assigned (**Use DHCP** is unchecked).

**2.3.3.9**     **Noventri Server –** This points the SF-200 to the **Noventri Server** that you want it to connect to.

- The SF-200 can point to a **Noventri Server** on your Local Network, or a **Noventri Server** at another location through the internet.

- To point to a Noventri Server on you Local Network, enter the IP Address (or the hostname) and Port of the computer where the Noventri Server software is installed. The IP Address and Port should be separated by a colon. The Default Port is 20940.

    **Example:** 192.168.0.200:20940

- To point to a Noventri Server at another one of your locations through the internet. Enter the Domain Name/IP Address and Port number separated by a colon, of the location where the Noventri Server software is installed. For assistance - contact your Network Administrator.

    **Example:** CompanyX.net:21140

- **Noventri** can Host your SF-200 **Players**! Contact Noventri to set you up a Connection to our Noventri Server that we can manage for you. Then you can point your SF-200 to our Noventri Server. **1-301-790-0103** **www.noventri.com**

**Example:** Noventri.net:20940

**Note:** The computer with **Noventri Server** software installed should have a Static IP Address (not DHCP assigned) for the **Player** to be able to access it consistently. If necessary, have your network administrator set up a STATIC IP Address for you.

**2.3.3.10** **Cache Duration -** How far into the future (in seconds) the **Server** will generate content. This will ensure content is available at the **Player** for the chosen duration even if the **Server** becomes unavailable during that time.

**Note:** For large complicated schedules, choosing a long **Duration** time can tax the **Updating** process, so it is recommended to keep the duration time short.

**2.3.3.11** **Reboot Time –** The SF-200 can be set to **Reboot** once a day if desired. The time for the Reboot is selected in military format and refers to the **Player's** time (what Time Zone the **Player** is set to).

**2.3.3.12** **MAC Address -** The MAC Address is shown for reference only and cannot be changed. A unique MAC address is assigned to every **Player** at the factory.

**2.3.3.13** **Firmware Ver -** Shows the current firmware version installed on the **Player**.

**2.3.3.14**    **Software Ver -** Shows the current software version installed on the **Player**.

**2.3.3.15**    **Serial # -** The Serial number is shown for reference only and cannot be changed. This helps identify specific information about that **Player**.

**2.3.3.16**    **Web Config –** By default the SF-200 has **Web Config** enabled. This allows the **Player** to be configured from a web browser on the network by connecting to the **Player** via it's IP Address.
(See the **Web App** section of the **SF-200** manual)

**Note 1:**    If you want to disable the Web Config option, verify that you have a good established connection between the **Player** and the Server or you may loose you ability to configure it's settings.

**Note 2:**    If you do loose the ability to access the **Player** through **Web Config** and it is not set up correctly to connect to the Server, you can reset it back to **Default** - **Web Config** enabled by using the optional **Remote Control.**
(See the **Remote Control** section of the **SF-200 Manual**)

**2.3.3.17**    **DB Bindings –** This is used to associate the **Player** with database information. (See the **Database** section of this manual)  coming soon!

### 2.3.4 Multi-Player Settings Panel

**2.3.4.1**      The **Multi-Player Settings Panel** lets you configure multiple **Players** at one time.

**2.3.4.2**      Select the **Players** that you want to update and the **Multi-Player Settings Panel** will be displayed.



**2.3.4.3**      Select the Check Boxes for the settings you want to change.

**2.3.4.4**      Enter the desired changes as you normally would for a single **Player**.
(see the **Single- Player Settings Panel** section of this manual)

### 2.3.5   Multi-Player Advanced

**2.3.5.1**      The **Multi-Player Advanced** panel lets you
configure Network settings for multiple **Players** at
one time.

**2.3.5.2**      Select the Check Boxes for the settings you want to
change.

**2.3.5.3**      Enter the desired changes as you normally would
for a single **Player**.
(see the **Single- Player Advanced** section of
this manual)

**Warning 1:   Any Changes to these Network Settings will
affect all the selected Players! Loss of Network
communication with the Players may occur
from improper settings.**



**Note 1:**      Since you are logged into the SF-200s via their
IP Addresses, when changes are made that
will cause a new Network connection, the
**Players** will temporarily lose contact with the
Network.

**Note 2:**      The Network settings that are configured
here can also be configured through the **Web App**.
(see the **Web App** section of the **SF-200 Manual**)

## *2.4   Control Panel*



**2.4.1**  The **STOP** button will halt the rotation of pages and the screen will turn black if there was a schedule playing.

**2.4.2**  The **PLAY** button will start the playback up again from the last page that was displayed before it was stopped.

**2.4.3**  The **Reboot** button will force the **Player** to reboot. After confirming that you want to reboot, the **Player** can take up to two minutes to come back up.

        **Warning:**    **Rebooting** a **Player** 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.
 (see the **Play Every Week** section of the **Noventri Suite Schedule Tab Manual**)

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

**2.4.4**  The **Delete** button will remove a Disconnected selected **Player** from the **Manage** tab. Use this to discard any **Players** that have been Disconnected that you no longer plan on using.

        **Note: Players** that are connected cannot be deleted as they are still accessible by the Server. If a disconnected **Player** is accidentally deleted, as long as it is still pointing to the Server, it will reappear the next time it connects.

# 3. Configuration Panel

## 3.1 Overview

**3.1.1** The **Configuration** panel lets you manage **Player Groups**, **Permissions**, and **Emergency Setup** for the **Noventri Server** that you are logged into.



## 3.2 Player Groups

**3.2.1** The **Player Groups** tab allows you to Add, Edit, or Delete groups. **Players** can be assigned to a single group or multiple groups. This lets you Assign a Project to multiple **Players** at one time.

## 3.2.2  Add Group

3.2.2.1          The **Add Group** button opens a **Add Player Group** window that allows you to create a new Group.



Note:  A Group may contain as many **Players** as you like. The same **Players** can also belong to other Groups as well.

- **Group Name**          Assign a name for the Group you are adding.

- **Description**          Choose a description for the group you are adding. (optional)

- **Selected Players**  Check the checkboxes next to each **Player** you would like to add to this Group.

- **Select All**          Will select every **Player** in the list.

- **Clear**          Will deselect every checked **Player** in the list.

3.2.2.2          Once you have selected the **Players** you want to be in the group, select **OK** to save, or **Cancel** to abort.

### 3.2.3  Edit Group

**3.2.3.1**     Use the **Edit Group** button to make changes to the Description, Add **Players**, or Remove **Players**. The group name <u>cannot</u> be changed once it is created.



**3.2.3.2**     The **Edit Group** button opens the **Edit Player Group** window that allows you to make changes to an existing Group.

### 3.2.4  Delete Group

**3.2.4.1**     **Player** Groups can be removed by using the **Delete Group** button. After confirming your choice to delete, the group will be removed.

## 3.3  Permissions

### 3.3.1  Overview

3.3.1.1      The **Permissions** panel gives you the ability to create new **Users** and **User Groups**. It also gives you access to view and change their permissions.

3.3.1.2      All **Users** (if Enabled) can connect to the server. The permission settings determine what **Server Resources** they are allowed to access.

3.3.1.3      There are four types of **Server Resources**...

         **Player**
         **Player Groups**
         **Schedules**
         **Projects**

3.3.1.4      There are three levels of **Permissions** a **User** can be bound to.

         **Global** - all **Users** default to this
         **Owner**
         **Group**

3.3.1.5      **User Groups** are a way of linking multiple **Server Resources** together and with one or more **Users** and implementing shared permissions to those **Users**.

3.3.1.6    The **Permissions** panel is divided into three
sections, the **User Panel**, the **User Groups** panel,
and the **Resource Permissions** panel.
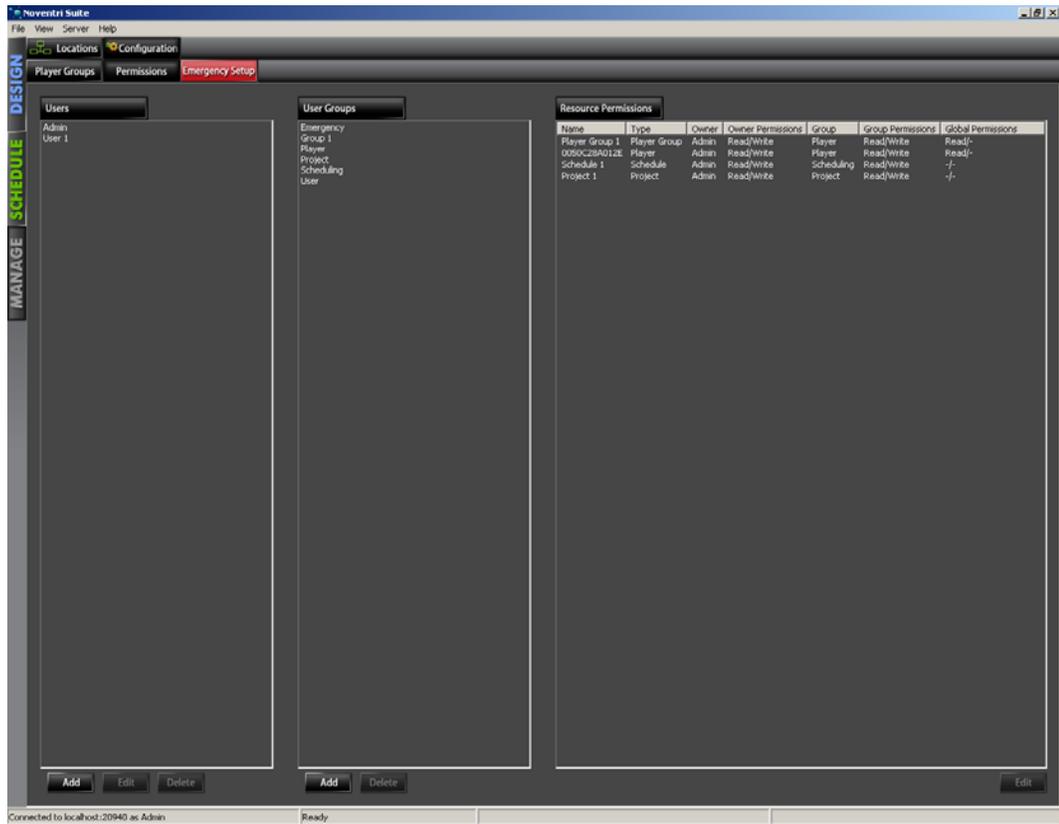
### 3.3.2  User Panel

3.3.2.1      The **User** panel shows a list of all the **Users** that exist for this **Server**, and allows the ability to **Add**, **Edit**, or **Delete Users**.
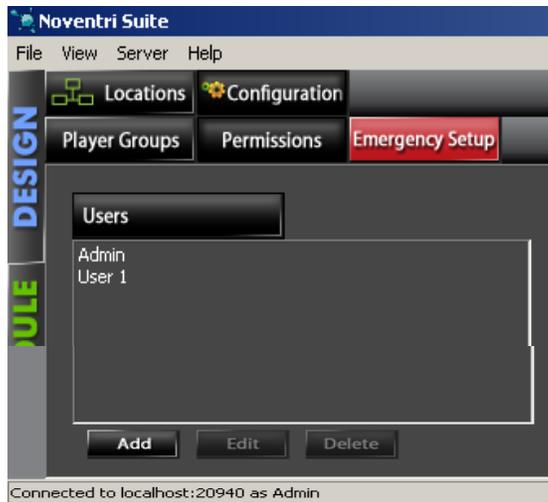


3.3.2.2      The default user **Admin** cannot be deleted and always has full permission capability. This includes being able to view, add, or delete all Users and setup all their permissions. It is recommended to change the **Admin** password.

3.3.2.3      **Add -** Allows additional **Users** to be added. (See the **User Properties** section of this manual)

3.3.2.4      **Edit –** Allows you to edit the properties for individual **Users**. (See the **User Properties** section of this manual)

3.3.2.5      **Delete –** Allows you to delete **Users** that previously were created. Select the **User** that you would like to delete, select the Delete button and then select Yes.

### 3.3.2.6 User Properties



- **Name**        Assign a **User** name.

- **Password**    Create a password for the **User** you are adding.

        **Note:** A User can change his own **Password**.

- **Verify Password**    Re-enter the password that you created. If you do so correctly it will say Valid.

- **Enable**          Checking this **Enable** box allows this **User** to connect to the server.

- **Administrator**    Checking this **Administrator** box gives the **User** all the same permissions as the **Admin User**. Full access to view, add, or delete all Users, and ability setup all their permissions.

    **Note:**  Some resources in other areas of the software may still be hidden from them.

- **Groups**    This list shows all the **User Groups** that exist for this Server (they can also be seen in the **User Groups** section (middle) of the **Permissions Panel)**.

    Selecting a **Group** in this list makes this **User** a member of that **Group** and the **User** then inherits the rights of that **Group**.

    A **User** does not have to be a member of a **Group**. A **User** can be a member of any number of **Groups**.

- **Default Group**    Schedules and Projects that a user creates are **Server Resources**. Every **Server Resource** belongs to a **User Group**.

    If a **Default Group** is selected, Schedules and Projects that this User creates will be part of that  Group until they are moved.

    If a **Default Group** is not selected, Schedules that this User creates will be part of the **Scheduling** group and Projects that this User creates will be part of the **Project** group, until they are moved.

To accept the **User Properties** as you have them set, select  Ok, or to abort select Cancel.

### 3.3.3  User Groups Panel



3.3.3.1    **User Groups** panel shows a list of all the **User Groups** that exist for this server, and allows the ability to Add, or Delete them.

3.3.3.2    In general **User Groups** link **Users** to **Server Resources**.

3.3.3.3    A **User** can be added as a member of any **User Group** and can be a member of any number of **User Groups**.
(See the **User Panel** section of this manual)

3.3.3.4    All **Server Resources** belong to one of the **User Groups.** Any number, or combination of **Server Resources** can be in the same **User Group**.

3.3.3.5    The **Users** that are members of a **User Group** share permissions.

3.3.3.6    So a **User Group** is a group of **Server Resources** and **User** members that are linked together to share the same permissions.

3.3.3.7    As mentioned earlier, there are four types of **Server Resources**...

       **Player**
       **Player Groups**
       **Schedules**
       **Projects**

3.3.3.8    There are five default **User Groups** that cannot be deleted...

          **Player**
          **Scheduling**
          **Project**
          **User**
          **Emergency**

3.3.3.9    In addition to the default **User Groups**, any number of **User Groups** can be created.

    **For example:** A **User Group** created with the name Thomas could be set up to contain multiple **Players**, schedules, and projects.

3.3.3.10   **Add -**  Allows user groups to be added. When selected the **User Group Properties** window will be displayed.



    •**Name**     Assign a user group name.

    To accept the **User Group Properties** as you have them, Select  Ok, or Select Cancel to abort.

3.3.3.11 **Delete –** Allows you to delete User Groups that previously were created so their permissions could be customized. Select the **User Group** that you would like to delete, select Delete and then select Yes.

**Note 1:** Users in a Group that is deleted would then go back to Permissions they already have as part of other Groups or Global Permissions.

**Note 2:** The default **User Groups** cannot be deleted.

## 3.3.4 Resource Permissions Panel
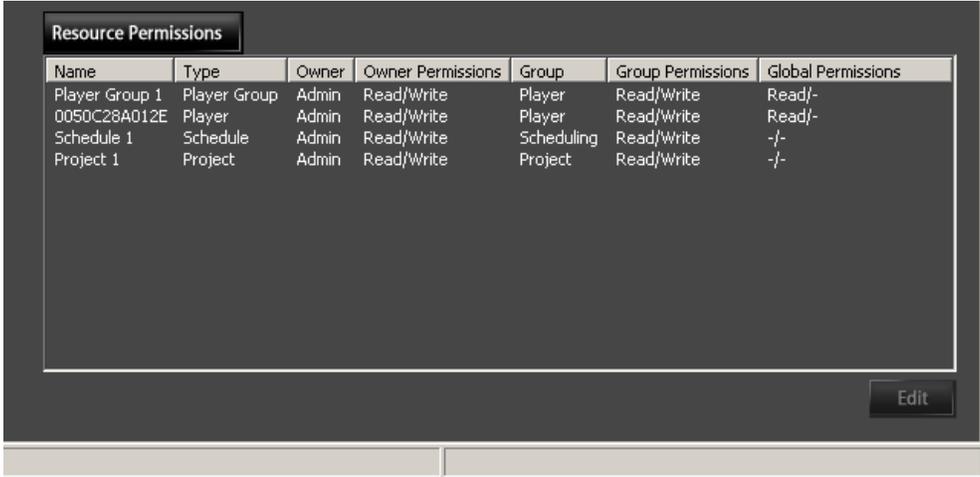
| Name | Type | Owner | Owner Permissions | Group | Group Permissions | Global Permissions |
|------|------|-------|-------------------|-------|-------------------|--------------------|
| Player Group 1 | Player Group | Admin | Read/Write | Player | Read/Write | Read/- |
| 0050C28A012E | Player | Admin | Read/Write | Player | Read/Write | Read/- |
| Schedule 1 | Schedule | Admin | Read/Write | Scheduling | Read/Write | -/- |
| Project 1 | Project | Admin | Read/Write | Project | Read/Write | -/- |

Edit

3.3.4.1 The **Resource Permissions Panel** shows all the **Server Resources** that this **Server** sees.

**Note 1:** **Resources** can only be a part of one **Group**.

**Note 2:** A **User** is not considered a **Resource**.

3.3.4.2    Each **Server Resource** has three permission
            levels...

>  **Owner Permission**
>    Permissions for the **User** who is assigned as the
>    **Server Resource** owner.
>    The default **Owner** is the **User** that moved the
>    **Server Resource** to the Server.
>
>    The **Owner Permission** overrides **Group
>    Permissions** and **Global Permissions.**

>  **Group Permission**
>    Permissions for the **User** that is a member of the
>    **User Group** that contains this **Server Resource**.
>
>    The **Group Permission** overrides **Global
>    Permissions**.

>  **Global Permission**
>    Permission for the **User** that is not the **Owner**
>    and is not a member of the **User Group** that
>    contains this **Server Resource**.
>
>    All **Users** (except for Admin) default to have
>    **Global Permissions** unless they are an **Owner** of
>    a **Server Resource** or if they are a
>    member of a **User Group** that contains this **Server
>    Resource**.

3.3.4.3    For each **Server Resource** listed in the **Resource
            Permissions** panel the following information is
            shown.

>  •**Name** – The **Server Resource Name** that is displayed
>    here is the name that was given to the Project,
>    Schedule, or **Player** Group when it was created.
>    The **Name** of a **Player** name will default to it's MAC
>    address unless a name is assigned to it.

- **Type –** The **Server Resource Type** as mentioned earlier, is one of the following...

  **Player**
  **Player Groups**
  **Schedules**
  **Projects**

Note: The **Type** cannot be changed.

- **Owner-** The default **Owner** is the **User** that moved the **Resource** to the Server. The **Owner** can be changed.
  (See the **Permission Properties** section of this manual)

- **Owner Permissions-** Shows the permissions that are allowed for the **Owner**. The **Owner Permissions** can be changed.
  (See the **Permission Properties** section of this manual)

- **Group** – The **Group** refers to the **User Group** that this **Server Resource** belongs to. The **Group** can be changed.
  (See the **Permission Properties** section of this manual)

- **Group Permissions –** Shows the permissions that are allowed for the **Group** that this **Server Resource** belongs to. The **Group Permissions** can be changed.
  (See the **Permission Properties** section of this manual)

• **Global Permissions** - Shows the permissions that are allowed for this **Server Resource** if the **User** is not the **Owner** and is not a member of the **User Group** that this **Resource** belongs to. The **Global Permissions** can be changed.
(See the **Permission Properties** section of this manual)

3.3.4.4    **Edit -** Allows you to edit the properties for an individual **Server Resource** or for multiple **Server Resources** at one time. Select the **Server Resources** you want to change and select **Edit**. Multiple **Server Resources** can be selected by holding the CTRL key.
(See the **Permissions Properties** section of this manual)

3.3.4.5    Permission Properties
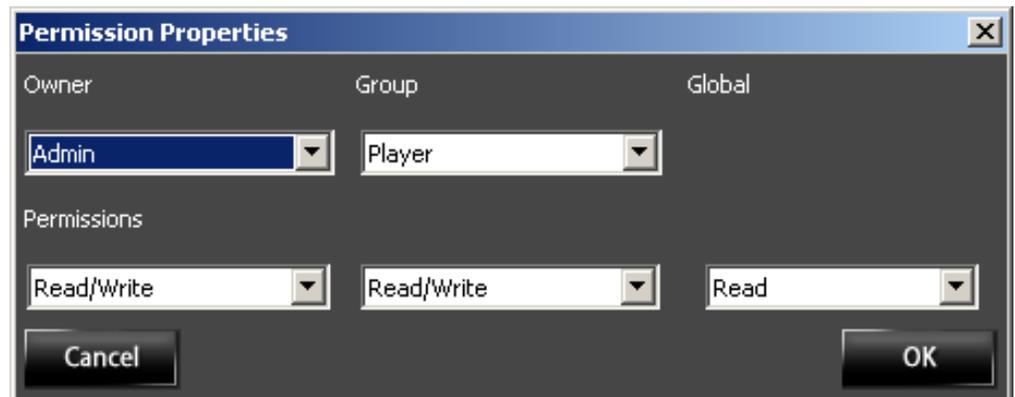


The **Permission Properties** window allows you to change who the **Owner** of this **Resource** is, and choose what **User Group** this **Resource** belongs to, along with being able to set permissions.

• **Owner** -    You can change what **User** is the **Owner** of this **Server Resource**

- **Group** -    You can choose what **User Group** this **Server Resource** belongs to.
                 A **Server Resource** can be moved to any **User Group,** however a **Server Resource** can only be in one **User Group** at a time.

         **Note:** By default **Server Resources** are in **User Groups** sorted by **Resource** type.

                 **For example: Server Resources** that are **Players**, by default, would all be grouped together in the "**Player**" **User Group**.

- **Permissions** -    You can choose to allow or disallow access/read/write privileges of the **Owner**, **Group**, and **Global** user for this **Server Resource**.

## 3.4  Emergency Setup

**3.4.1**  The **Emergency Setup** tab is a preview of a feature coming soon that will offer the ability to quickly trigger emergency events as they arise.

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