LG
Life's Good

USER MANUAL

LG SuperSign CMS

http://partner.lge.com

English

CONTENTS

LG SUPERSIGN CMS 4

- SuperSign Server 4
- SuperSign Editor 4
- Display 4

SUPERSIGN SERVER 5

- System Requirements 5
- Server 5
- Client 6
- Installing and Uninstalling LG SuperSign CMS 7

  Installation

  Uninstall
- Launching LG SuperSign CMS 11
- Starting SuperSign Server 12
- [Login] 12
- [Logout] 13
- Register the Product Licence 13

  Receive Automatic Licence

  Receive the Licence Manually
- [Create an account] 15
- [View Mobile version] 16
- [HOME] 17

  Screen Layout and Functions

  [Dashboard]

  [Software Update]
- Common Functions 20

  [Workgroup]

  [Folder]

  [Filter]

  [Approval status] Management

  [Save List]

  [Log Report]

  [Export]
- [Content] 29

  List Screen Layout and Functions

  [Import]

  [Copy] and [Move]
- [Playlist] 32

  List Screen Layout and Functions

  [Import]

  [Create New]

  [Copy] and [Move]
- [Schedule] 35

  Structure and function of the list screen

  [Import]

  [Create New]

  [Copy] and [Move]
- [Distribution] 38

  List Screen Layout and Functions

  [Create New]
- [Player] 43

  List Screen Layout and Functions

  [Player search]

  [Control]

  [Move]

  [Clone Settings]

  [Calendar View]
- [Videowall] 51

List Screen Layout and Functions
[Create New]
Videowall Player Group
- [Settings] 60
[Profile]
[User]
[Role]
[Systems]
[SMTP]
[Trouble Notice]
[Data service]
SuperSign Master
[OpenAPI]
[Font]
[Active Directory]
[Privacy Policy]
[License]
[Information]

SUPERSIGN EDITOR 79

- Starting SuperSign Editor 79
- [Home] 79
Screen Layout and Functions
- Creating Project 81
- Exporting Project 86
- Importing Project 86
- Story Board 87
Screen Layout and Functions
Add Template
Project Settings
Timeline
Add Template Transition effects
Preview
- [Template Editor] 90
Screen Layout and Functions
Add Item
Change Item Properties
Delete Item
- SuperSign Monitoring 97
- Start SuperSign Monitoring 97
[HOME]
Add Locations
Add Sections
Dispatch Players

APPENDIX 103

- LG SuperSign CMS Network Connection 103
- LAN Network Connection 103
1:1 Connection
1:N Connection
- Internet Connection 104
Hierarchical Connection
Internet Connection
- Wireless Network Connection 105
Wired/Wireless Router
Wired/Wireless Network
- Available Ports 106

LG SuperSign CMS

LG SuperSign CMS is network-based software for digital advertising communications developed by LG Electronics. It is an integrated management program that supports the creation and management of digital media, content deployment, video play and remote control, etc.

Consisting of the Server and the Editor, LG SuperSign CMS can be used together with displays that are LG Signage products.

SuperSign Server

LG SuperSign CMS provides the all-in-one SuperSign Server that allows you to manage displays and create and distribute media.

SuperSign Editor

The SuperSign Editor is software for creating and editing content that can be played on displays. It runs on the LG SuperSign CMS Server.

Display

Connect Signage display products to LG SuperSign CMS and play your own advertising contents on them. Control basic functions (e.g. screen brightness, resolution and volume) of displays that support the LG RS232C protocol, using LG SuperSign CMS.

SuperSign Server

SuperSign Server is a network-based integrated management program that supports the creation and management of digital media, content distribution, video play and remote control, etc.

System Requirements

Please check the system requirements for proper operation.

Server

<table>
<tr><th>Item</th><th colspan="3">Specifications</th></tr>
<tr><td rowspan="3">CPU</td><td>Under 100 players</td><td>Intel Core i3-6100 or higher</td><td rowspan="3">AWS t2.2xlarge or higher</td></tr>
<tr><td>Between 100 and 500 players</td><td>Intel Core i7-7700K or higher</td></tr>
<tr><td>500 players or more</td><td>Intel Core i7-9700 or Intel Xeon E5-2630 v4 10 Core or higher</td></tr>
<tr><td rowspan="3">Memory</td><td colspan="2">Under 100 players</td><td>4GB or more</td></tr>
<tr><td colspan="2">Between 100 and 500 players</td><td>8GB or more</td></tr>
<tr><td colspan="2">500 players or more</td><td>16GB or more</td></tr>
<tr><td>HDD</td><td colspan="3">40 GB or more of free space, SSD Drive</td></tr>
<tr><td>Network</td><td colspan="3">100 Mbps or higher</td></tr>
<tr><td>Operating System</td><td colspan="3">Windows 7
Windows 8.1
Windows 10
Windows Server 2012 R2
Windows Server 2016
Windows Server 2019</td></tr>
<tr><td>Browser</td><td colspan="3">Internet Explorer 10 or later
Chrome 50 or later</td></tr>
</table>

NOTE

- Cloud services are not supported.

Client

Item	Specifications
PC Browser	Internet Explorer 10 or later Chrome 50 or later
Mobile Browser	Safari v10.3.1 or later Chrome v57.0.2987 or later

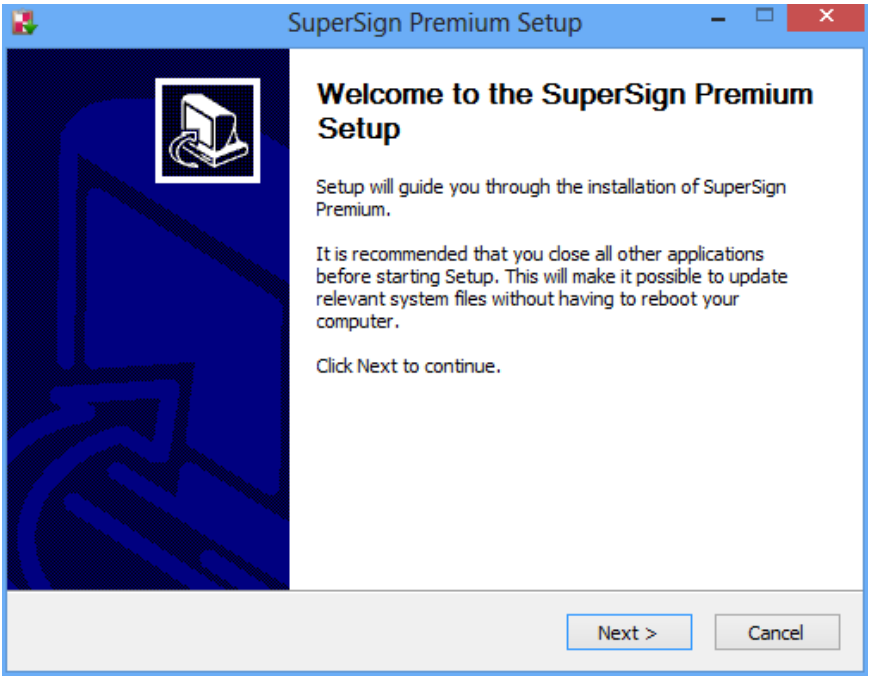
Installing and Uninstalling LG SuperSign CMS

Installation

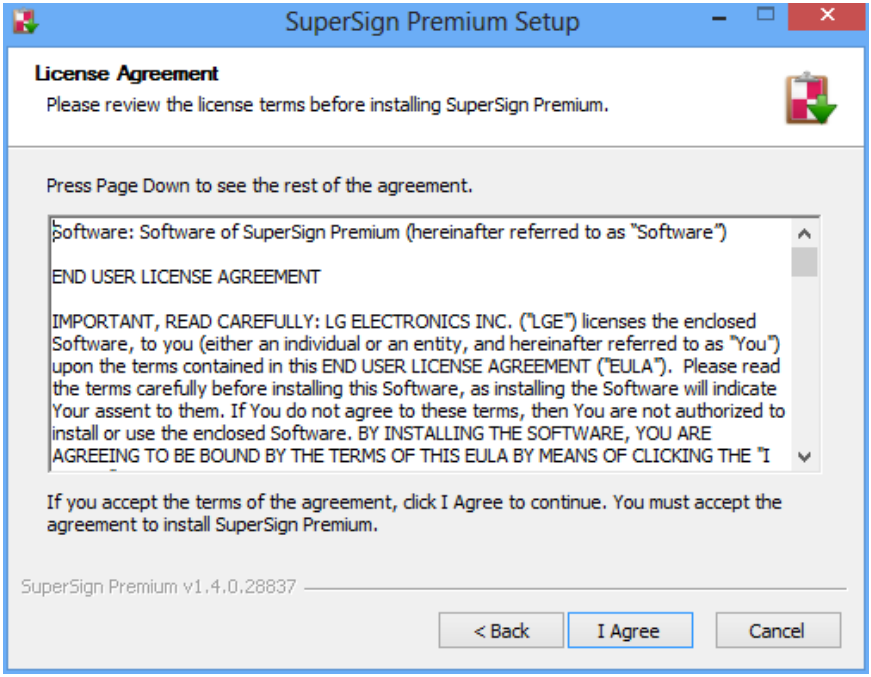
Double-click the LGSuperSignCMS_setup.exe file.

1 Select a language to use during the installation process.

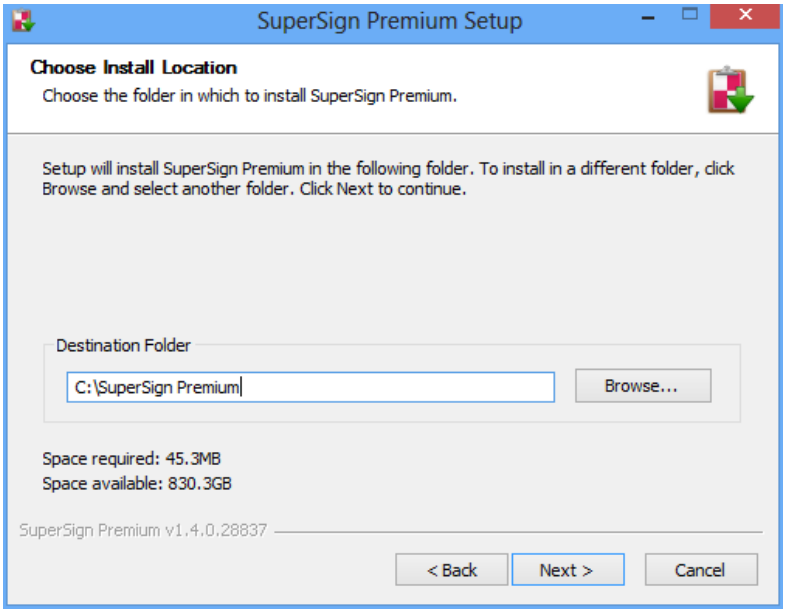
2 Read the instructions and then click **Next** to continue.



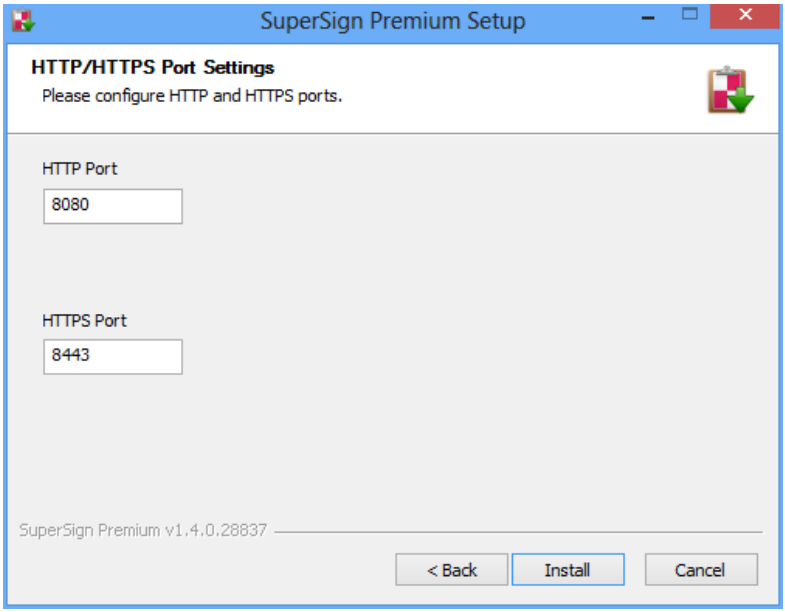
3 When the License Agreement screen appears, please read the terms carefully, click **I Agree**.



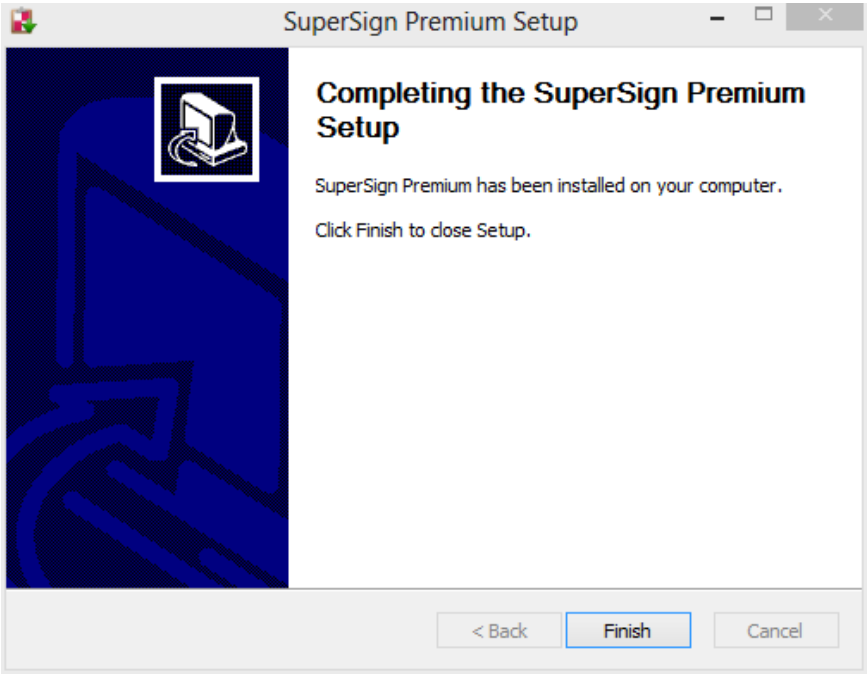
4 Select a directory where the program will be installed and click **Next**.



5 Set the HTTP/HTTPS port to use with LG SuperSign CMS and click the **Install** button. The program will install automatically.



6 When the installation is complete, click **Finish**. The service will start automatically.



NOTE

- Once installed, the LG SuperSign CMS service becomes registered and starts automatically.

Uninstall

To uninstall LG SuperSign CMS from your computer, click **Start > All Programs > LG SuperSign CMS > Uninstall LG SuperSign CMS**.

CAUTION

- Use the uninstaller provided with LG SuperSign CMS to remove LG SuperSign CMS from your computer.
- You may not be able to remove LG SuperSign CMS completely while the web browser is running. Close all the browsers before uninstalling LG SuperSign CMS.

Launching LG SuperSign CMS

To launch LG SuperSign CMS, click **Start > All Programs > LG SuperSign CMS > LG SuperSign CMS** or click the LG SuperSign CMS icon on your computer desktop.

NOTE

- A license must be issued if you are using LG SuperSign CMS for the first time or its installation environment has changed. Please contact the retailer from which you made your purchase for instructions on how to obtain a license.
- The number of players that can be connected is determined by the license issued.
- To quit LG SuperSign CMS, click in the upper right corner of the browser window.

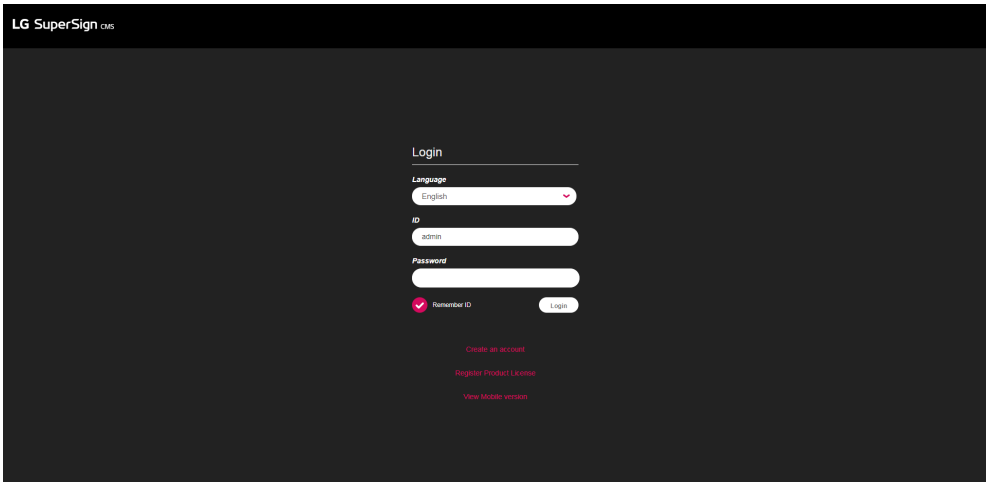
Starting SuperSign Server

This section describes [Login], [Logout] and [Create an account] for the SuperSign Server.

[Login]

1 Double-click the LG SuperSign CMS icon to launch the program.
- The program login screen will appear.

2 Enter your User [ID] and [Password]. Then click the [Login] button.
- The default User ID and Password are admin and 000000.



NOTE

- The language selected on the login screen is used as the system language.
- The password for admin should be changed upon initial access.
  - The password should be a combination of 8–20 alphabetical letters, numbers, and special characters.
- If you enter a wrong password 5 times, access is denied for 3 minutes.
- Go to SuperSignUtil for password initialization for Admin.
  - Click **Start > All Programs > LG SuperSign CMS > SuperSignUtil**.
  - The initialized password for Admin is 000000.
  - When the password renewal period exceeds 90 days, the password change required guidance screen is provided.

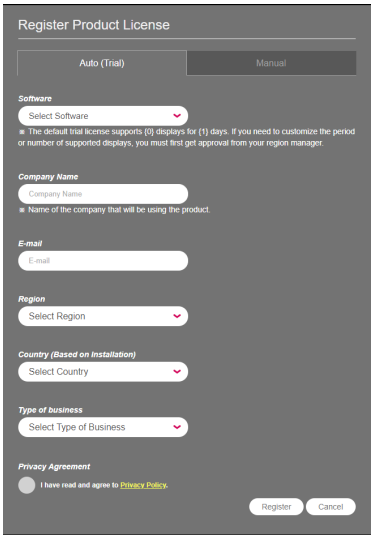
[Logout]

1 Click on the upper right corner of the program screen.
- The Login screen is displayed.

Register the Product Licence

Users can receive and register the licences by clicking the Register Product License button on the login screen.

Receive Automatic Licence

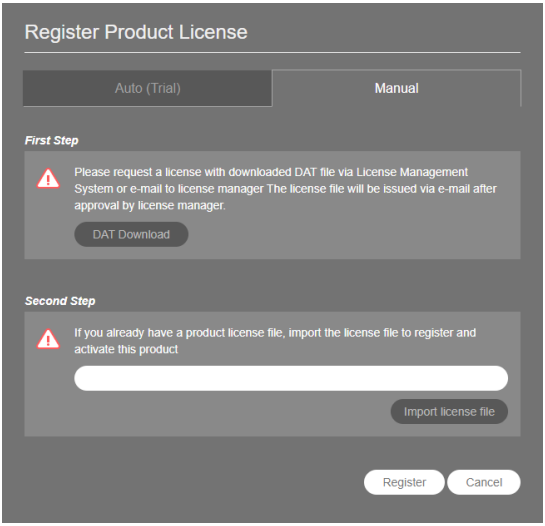


1 On the login screen, click the [Register Product License] button.
2 Go to the Automatic (Trial Version) tab.
3 Enter the information to receive the licence.
4 Click the Register button to request a licence.

NOTE

- The automatic (Trial Version) licence issuance function will be activated only in the network that can access the ID License Activation System.
- The automatic (Trial Version) licence will be issued in the period and the number of monitors set for the ID License Activation System, and it can be used only for the first time.
- ID License Activation System : *https://idlicense.lge.com*

Receive the Licence Manually

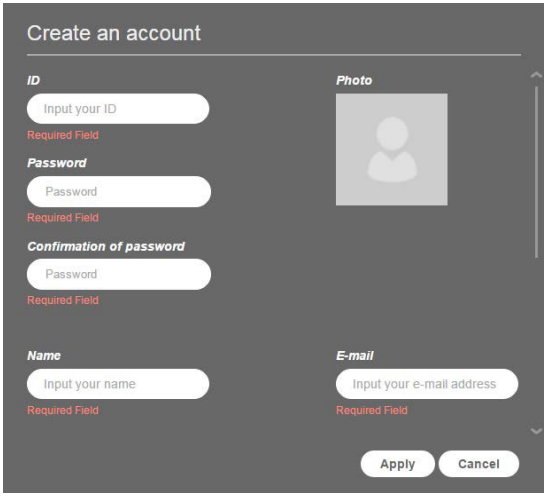


1 On the login screen, click the [Register Product License] button.
2 Go to the Manual tab.
3 Request a licence through Step 1, Download DAT.
4 If you already have a licence, click the Step 2, [Import license file] button to activate the product.

[Create an account]

Create an account by clicking the [Create an account] button.

1 On the Login screen, click the [Create an account] button.
2 Enter the information required for account creation and click the [Apply] button.
3 On the confirmation popup, click the [OK] button to finish account creation.

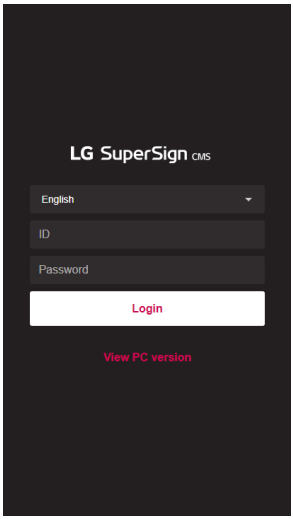


NOTE

- The [Account] created can be used only after it is approved by the server administrator.
- For details on account approval, see the section on the **[Settings] > [User]** menu.

[View Mobile version]

You can use the View in Mobile Version button on the Login or Dashboard screen to use the functions of the SuperSign Server in a mobile version screen. Enter "*http://IP Address:Port No./ssm*" in your mobile browser to use the mobile version of SuperSign Server.



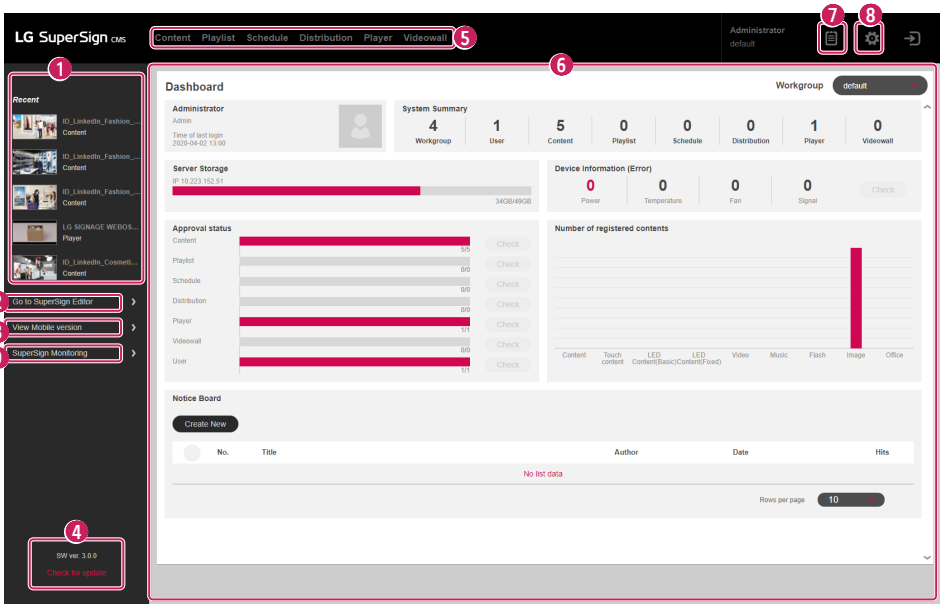
NOTE

- Mobile only screen function is only available for IPv4 connection.

[HOME]

On this main screen of LG SuperSign CMS, you can monitor the general system through the dashboard.

Screen Layout and Functions



No.	Function	Description
❶	[Recent]	Displays your list of recent tasks and moves to the lists for each item.
❷	[Go to SuperSign Editor]	Moves to the SuperSign Editor, where you can create content.
❸	[View Mobile version]	Provides the functions of the SuperSign Server in a mobile version screen.
❹	SW Version and [Check for Update]	Displays the current SW version and checks for updates.
❺	Menu Tab	Provides the main functions of LG SuperSign CMS.
❻	[Dashboard]	Displays the [Delivery Status], login [User Information], [System Summary], and [Notice Board].
❼	[Log Report]	Displays the log information for the entire system.
❽	[Settings]	Provides settings you can use to change your user profile value or the system settings.
❾	[SuperSign Monitoring]	It controls and manages players based on their locations.

NOTE

- The information displayed on the Home screen may vary depending on the permission level of the user currently logged in.

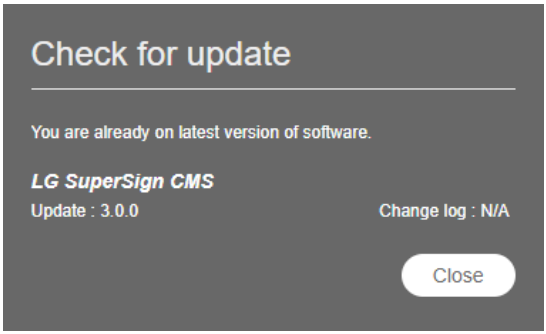
[Dashboard]

Use the Dash Board to view information registered on the system and to display error statuses and notices.

Item	Function
[User Information]	Shows the [Name], [Role], [Time of last login] and profile photo of the logged-in user.
[System Summary]	Shows a summary of information registered with the system.
[Server Storage]	Shows used capacity and available capacity compared to the total capacity of the Server.
[Device Information] (error)	Shows the error information on the registered displays. - Click the [Check] button to view the error log.
[Approval status]	Shows the number of approved items compared to the total number of items. - Click the [Check] button to change the approval status of each list.
[Number of registered contents]	Shows the amount of registered content by type in a chart.
[Notice Board]	Allows you to add notices to the system or view them.

[Software Update]

Click the [Check for update] button on the Home screen to view the latest software update information and change log.



1 If a latest version of the software is available, click the version information to download the latest software installation file.
2 Click the installation file to upgrade your LG SuperSign CMS.
3 Click [Change log]: [View] to view changes in the latest software.

NOTE

- [Check for update] can only be used by users that have system-level permissions.

Common Functions

[Workgroup]

Users can separately manage [Content], [Playlist], [Schedule], [Distribution], [Player], and [Videowall] by dividing the workgroup. Create and manage data for each workgroup separately.

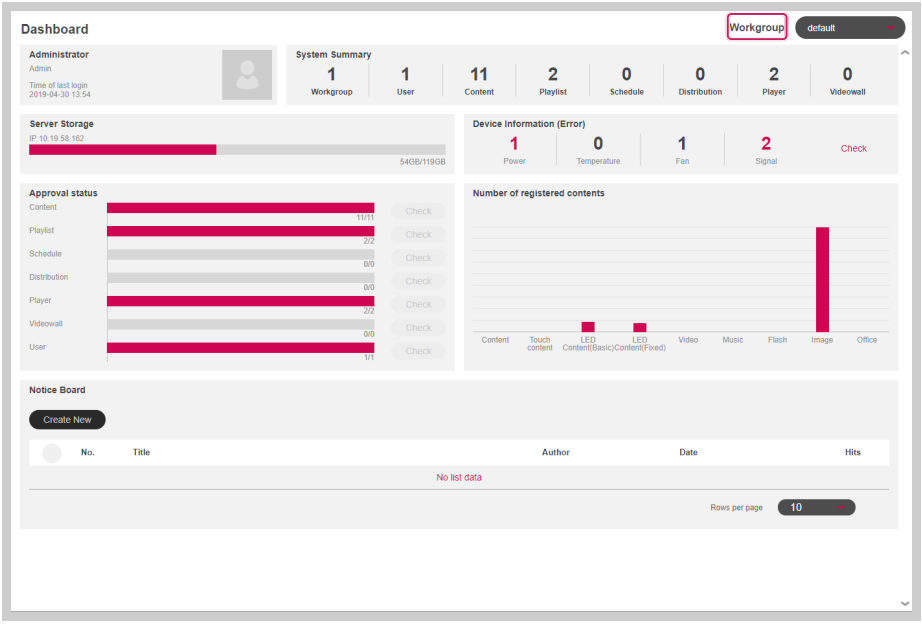
Changing a workgroup

You can view and change the workgroup to which you belong.

You can divide your workgroups by usage to manage [Content], [Playlist], [Schedule], and [Player] and create items for videowall and distribution.

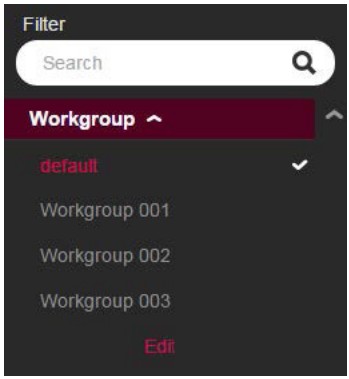
Changing in Dash Board

Change the workgroup shown on the Dash Board and view workgroup-specific information on the Dash Board.



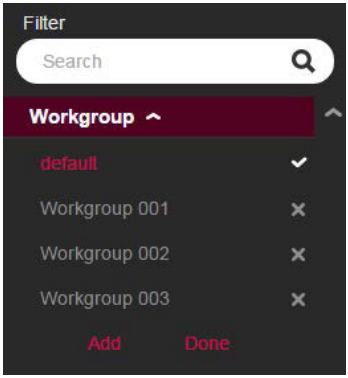
Changing from Filter

On the left filter of each tab, check the group list and select the items you want to change.



Editing Workgroups

Users with administrator privileges can [Add], [Edit] or [Delete] workgroups using the workgroup filter on each tab.
Click the [Edit] button in Workgroups to open a window where you can edit workgroups.



Create Workgroup

1 On the workgroup list under [Filter], click the [Edit] button.
2 Click the [Add] button at the bottom of the workgroup list to open the Create Workgroup popup.
3 Enter the name of a workgroup to create. Then click the [OK] button.
4 The newly added workgroup appears on the list.

Delete Workgroup

1 On the workgroup list under [Filter], click the [Edit] button. The X buttons appear on the workgroup list.
2 Click the **X** button next to a workgroup to delete it.

Edit Workgroup

1 On the workgroup list under [Filter], click the [Edit] button.
2 Click a workgroup in edit mode to open an input field where you can rename the workgroup.
3 Enter a new name for the workgroup. Then press the **Enter** key on the keyboard.
4 The newly edited workgroup appears on the list.

NOTE

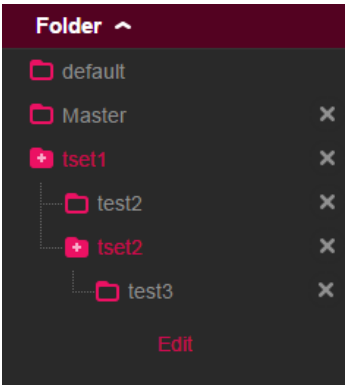
- You can add up to 50 workgroups.
- Workgroups can be assigned to each user on the [Create an account] or [User] details page.
- All data are saved and loaded based on the currently selected workgroup.
- The default workgroup cannot be deleted.

[Folder]

Sort, manage and view data using folders.

Changing Folder

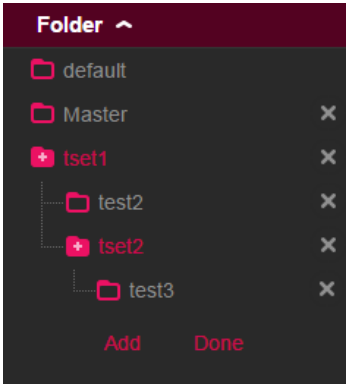
View a list of folders available and select any one of them to be changed in each tab.



Editing Folder

[Add], [Edit] or [Delete] folders using the folder list in each tab.

Click the [Edit] button on the folder list to open a window where you can edit folders.



Create Folder

1 On the folder list under [Filter], click the [Edit] button.
2 Click the [Add] button at the bottom of the folder list to open the Create Folder popup.
3 Enter the name of a folder to create. Then click the [OK] button.
4 The newly added folder appears on the list.

Delete Folder

1 On the folder list under [Filter], click the [Edit] button. The **X** buttons appear on the folder list.
2 Click the **X** button next to a folder to delete the folder.

Edit Folder

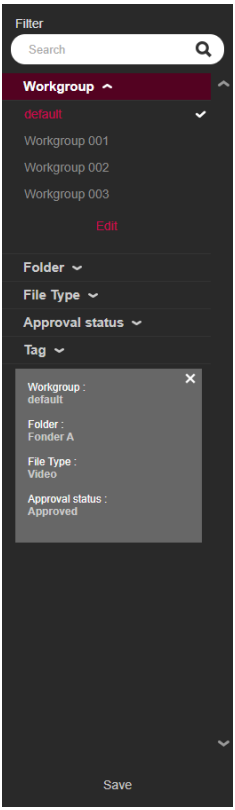
1 On the folder list under [Filter], click the [Edit] button.
2 Double-click a folder in editing mode to open an input field where you can rename the folder.
3 Enter a new name for the folder. Then press the **Enter** key on the keyboard.
4 The newly edited folder appears on the list.

NOTE

- Up to three levels of sub-folders can be created.
- The default folder cannot be deleted.

[Filter]

When browsing the list by function, you can search for the data that matches the [Workgroup], [Folder], [File Type], [Approval status], and [Tag] you selected using the filter.



Configuring Filter Settings

Configure filter keywords and settings to retrieve the information that matches the criteria.

Saving Filters

Select a filter and click the [Save] button at the bottom to save the filter settings and use the filter immediately.

NOTE

- Up to five filters can be saved.
- Available filters vary by tab.
- Tags are not saved when you use “Save Filters.”

[Approval status] Management

Items registered on the SuperSign Server can be used based on their approval status.

Approving Items

1 Select an item to approve on the list of a tab.
2 Click the [Approve] button at the top of the list.
3 Select the [OK] button on the Check approval popup.
4 When approval is complete, the list is updated.

Rejecting Items

1 Select an item to reject on the list of a tab.
2 Click the [Reject] button at the top of the list.
3 Select the [Reject] button on the Check rejection popup.
4 When rejection is complete, the list is updated.

NOTE

- You can use filter settings to retrieve items based on their approval status.
- When [Auto approval] is set to [On] in **[Settings] > [Profile]**, newly added items are automatically approved.
- If you set [Auto approval] to [Off] in **[Setting] > [Profile]**, newly added items will be unapproved.

[Save List]

Save the retrieved list of a tab as a file and manage the list.

Saving List

1 Click Menu Tab of a menu to save a list.
2 Click the [Save List] button at the top of the list.
3 The retrieved list is saved as an Excel file.

[Log Report]

View the log data recorded in the database by selecting a list in each menu.

NOTE

- The items in the log report may vary by model.

Retrieving Logs

1 Click Menu Tab of a menu to retrieve a log.
2 Select an item on the list to view the log.
3 Click the [Log Report] button at the top of the list.
4 The log of the selected item is displayed on the Log Report screen.
  - Export the retrieved log data as a file by clicking [Export Log File].

NOTE

- You can retrieve a log for a specific duration by changing the dates.

[Export]

From the [Content]/[Playlist]/[Schedule] tab, you can export files to a USB storage device and play them on a SuperSign player.

Exporting SuperSign contents File

1 Press Menu Tab of the menu you wish to export from the list, then select the items to export.
2 Press the [Export] button at the bottom of the details page.
3 Download the file (.zip) and unzip it.
4 Move the unzipped folder to a USB storage device and connect the device to the USB port of the player.

Exporting Normal File

1 Press Menu Tab of the menu you wish to export from the list, then select the items to export.
2 Press the [Export] button at the bottom of the details page.
3 Move the file to a USB storage device and connect the device to the USB port of the player.

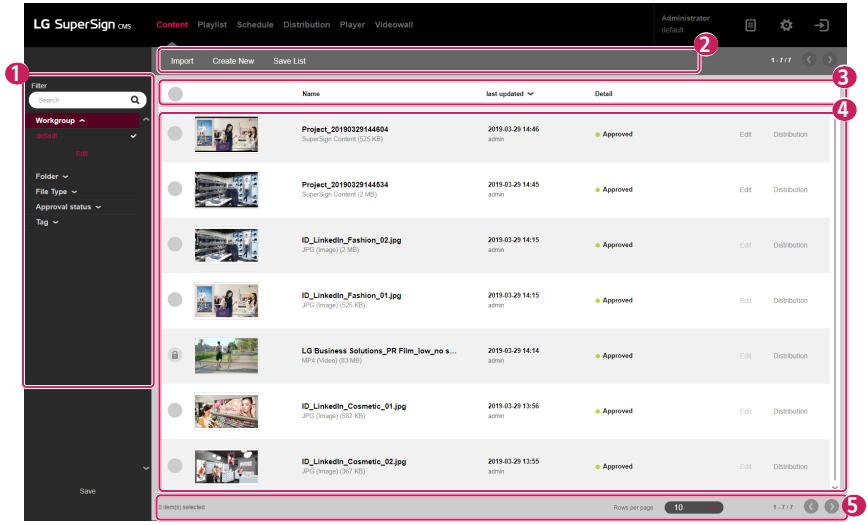
NOTE

- Use a compression program that supports UTF-8 encoding. (For example, ALZip, WinRAR)
- SuperSign content files can be played automatically on the player if the name of the folder moved to the USB storage device is changed to Normal or AutoPlay.
- Regular files can be played automatically on the player if a Normal or AutoPlay folder was created in the USB storage device and files are moved to the folder.
- When Normal and AutoPlay folders both exist, the Normal folder usually has priority.

[Content]

Create the desired content using various templates and layouts.
For details on creating and editing content, see the description of the SuperSign Editor.

List Screen Layout and Functions



No.	Category	Description
1	[Filter]	The content list is retrieved based on the [Filter] settings. • [Search]: Retrieves a list of items that include the keyword. • [Workgroup]: Retrieves a list of items that belong to the selected workgroup. • [Folder]: Retrieves a list of items that belong to the selected folder. • [File type]: Sort list according to selected file type • [Approval Status]: Retrieves a list of items that belong to the selected approval status. • [Tag]: Searches the list corresponding to the selected tag

No.	Category	Description
❷	Top Button Area	Content management functions are provided as buttons. Available buttons vary by the item selected. • [Import]: Adds files from your PC as content • [Create New]: Creates new content using the SuperSign Editor • [Save List]: Saves the retrieved content list as an Excel file • [Add Playlist]: Creates a new playlist with the selected content • [Copy]: Copies the selected content to another workgroup or to another folder in the current workgroup • [Delete]: Deletes the selected content • [Approve]: Approves the selected content • [Reject]: Rejects the selected content • [Log Report]: Shows the log for the selected content • [Add tags]: Adds the tag to the selected content • [Delete Tags]: Deletes the tag from the selected content
❸	Sort List	The content list can be sorted by [Name], [Last updated], or [Detail.]
❹	List Items	The list of items, which are retrieved based on the filters and sort options, are displayed here. • [Edit]: Edits the content using the SuperSign Editor • [Distribution]: Creates a distribution with the content • : Content received from the Master Server
❺	Bottom Area	Shows the number of selected items and allows page navigation.

NOTE

- The [Edit] button is activated only for content files that are created with the SuperSign Editor.
- Limited functions are available for content files that are not approved.
- Content received from the Master Server cannot be edited. Create and edit new Content after moving to another group or folder.

[Import]

1 Click [Content] on the top menu of the program.
2 Select the folder to import Content from the left filter and click the [Import] button.
3 Select a file to upload. Then click the [Open] button.
4 When the upload is complete, the list is updated.

NOTE

- Multiple files can be uploaded at a time and up to ten files can be imported at a time.

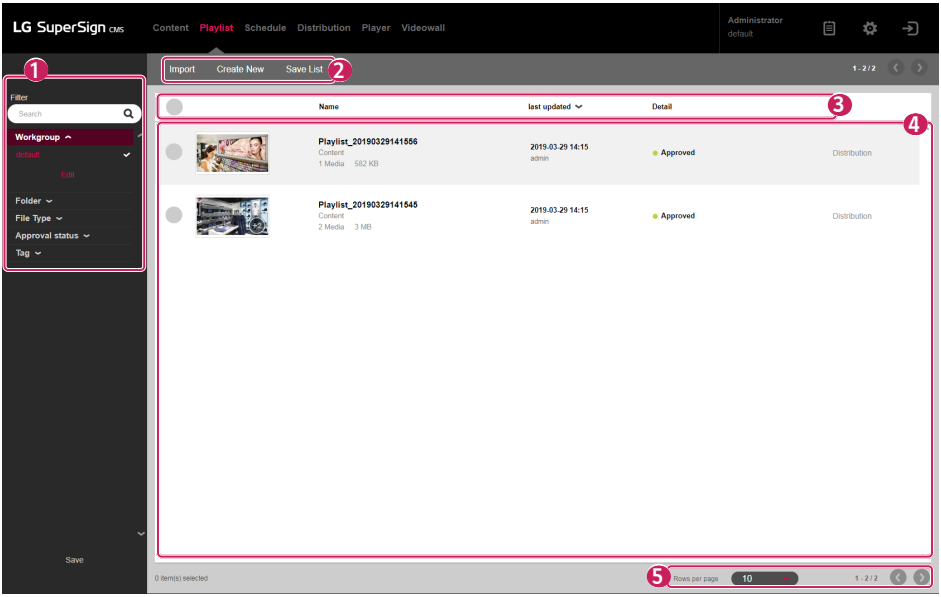
[Copy] and [Move]

1 Click [Content] on the top menu of the program.
2 Select an item on the list to copy.
3 Click the [Copy] button to copy the selected content.
4 Select a [Workgroup] and a [Folder] on the Copy popup.
   - Select [Delete the original] at the bottom to move the content.
   - When moving content, only a folder in the same workgroup can be selected.
5 When copy or move is complete, the list is updated.

[Playlist]

Create play list using various content registered on the SuperSign Server.

List Screen Layout and Functions



No.	Category	Description
1	[Filter]	The list of playlists is retrieved based on the [Filter] settings. • [Search]: Retrieves a list of items that include the keyword. • [Workgroup]: Retrieves a list of items that belong to the selected workgroup. • [Folder]: Retrieves a list of items that belong to the selected folder. • [File type]: Sort list according to selected file type • [Approval Status]: Retrieves a list of items that belong to the selected approval status. • [Tag]: Searches the list corresponding to the selected tag

No.	Category	Description
❷	Top Button Area	Playlist management functions are provided as buttons. Available buttons vary by the item selected. • [Import]: Adds files from your PC as playlists • [Create New]: Creates a playlist using various content registered on the server • [Save List]: Saves the retrieved list of playlists as an Excel file • [Copy]: Copies the selected playlist to another workgroup or to another folder in the current workgroup • [Delete]: Deletes the selected playlist • [Approve]: Approves the selected playlist • [Reject]: Rejects the selected playlist • [Log Report]: Shows the log for the selected playlist • [Add tags]: Adds the tag to the selected playlist • [Delete Tags]: Deletes the tag from the selected playlist
❸	Sort List	The list of playlists can be sorted by [Name], [Last updated] or [Detail].
❹	List Items	The list of items, which are retrieved based on the [Filter] and sort options, are displayed here. • [Distribution]: Creates a distribution with the playlist • : Playlists received from the Master Server
❺	Bottom Area	Shows the number of selected items and allows page navigation.

NOTE

- Limited functions are available for playlists that are not approved.
- Playlists received from the Master Server cannot be edited. Create a new playlist with Save As and edit it.

[Import]

1 Click [Playlist] on the top menu of the program.
2 Choose the folder to import the playlist from the left filter and click the [Import] button.
3 Select a file to upload. Then click the [Open] button.
4 When the upload is complete, the list is updated.

NOTE

- Only one playlist file can be imported at a time.

[Create New]

1 Click [Playlist] from the menu at the top of the program.
2 Click the [Create New] button.
3 Enter the information on the playlist to be created.
  - [Order Type]: [Sequence], [Shuffle]
  - [Custom Date Range]: [Enable], [Disable], select the playback date/time for each media.
  - [Default Image Playtime]: Default playtime when an image is added
4 Click the [Add Media] button and select the desired item(s).
  - [Clear All]: Reset the included media item.
  - [Add Sub Playlist]: Press the button to add the playlist item.
5 [Apply Event]: An event can be set for each media in the playlist. If you input the name of the event and add the media, the corresponding media will be played when the event of the name you have entered occurs during the playlist is played.
  - [Event Name]: Enter event name to apply to media.
  - [Add Media]: Add media to play when the event occurs.
  - [Clear All]: Delete all media with event applied.
  - [Add Event]: Set an additional event.
6 Click the [Save] button to save the playlist and update the list.

NOTE

- Playlist events will apply to the supported models only.

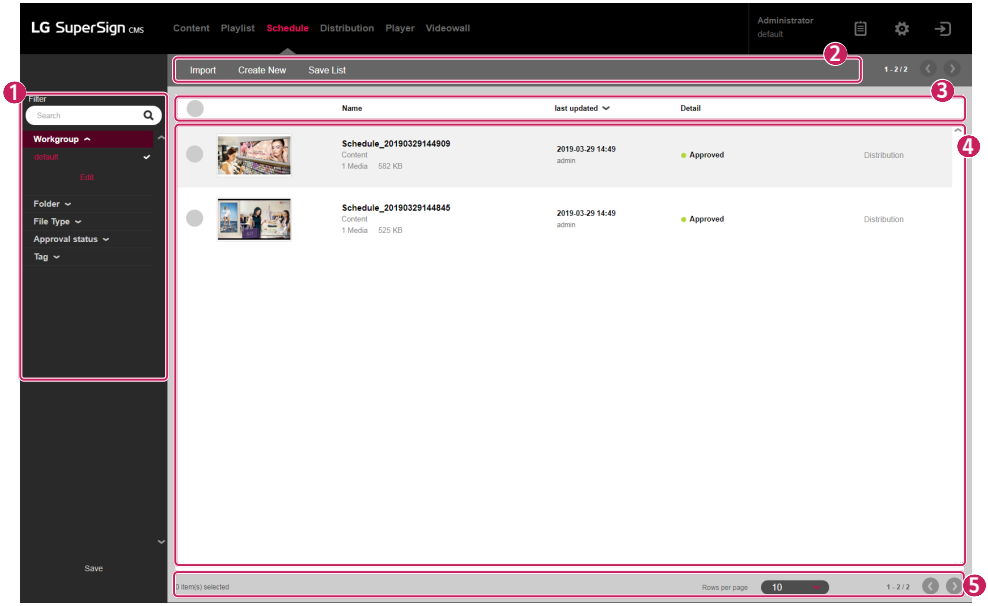
[Copy] and [Move]

1 Click [Playlist] on the top menu of the program.
2 Select an item on the list of playlists to copy.
3 Click the [Copy] button to copy the selected playlist.
4 Select a [Workgroup] and a [Folder] on the Copy popup.
  - Select [Delete the original] at the bottom to move the playlist.
  - When moving a playlist, only a folder in the same workgroup can be selected.
5 When copy or move is complete, the list is updated.

[Schedule]

You can create or modify schedules to distribute the content, playlist registered to the SuperSign CMS server.

Structure and function of the list screen



No.	Classification	Description
1	[Filter]	Query the list of schedules based on the information set in [Filter]. • [Search]: View the list containing the entered keyword. • [Workgroup]: View the list contained in the selected workgroup. • [Folder]: View the list contained in the selected folder. • [File type]: View the list contained in the selected file type. • [Approval status]: View the list corresponding to the selected approval status. • [Tag]: Searches the list corresponding to the selected tag

No.	Classification	Description
❷	Top Button Area	It provides functions to manage schedules as buttons and displays available buttons according to item selection. • [Import]: Register the schedule file stored in your PC as a schedule list. • [Create New]: Create a schedule. • [Save List]: Save the list of the inquired schedule to Excel. • [Copy]: Copy the selected schedule to another workgroup or move it to another folder in the same workgroup. • [Delete]: Delete the selected schedule. • [Approve]: Approve the selected schedule. • [Reject]: Reject the selected schedule. • [Log Report]: Check the log of the selected schedule. • [Add tags]: Adds the tag to the selected schedule. • [Delete Tags]: Deletes the tag from the selected schedule.
❸	Sort List	You can view and sort the schedule list based on [Name], [last updated], and [Detail].
❹	List Item	It displays the inquired list by [Filter] and the sorting criteria. • [Distribution]: Create a distribution with the corresponding schedule. • : a schedule received from the Master server
❺	Bottom Area	You can display the number of items the user has selected and adjust the pages in the list.

NOTE

- Unauthorized schedule functions are restricted for use.
- The schedules received from the Master server cannot be edited. Create a new schedule with the schedule by using Save As and edit the created schedule.

[Import]

1 Click [Schedule] from the program menu toolbar.
2 Select the folder you want to import the schedule on the left filter and click the [Import] button.
3 Select the file to upload and click the [Open] button.
4 When the upload is complete, the list is updated.

NOTE

- For schedules, multiple files cannot be imported at once.

[Create New]

1 Click [Schedule] from the program menu toolbar.
2 Click the [Create New] button.
   - Viewing mode: [Month], [Week], [Day], [List]
3 Please select the date or time to create a schedule.
4 Please select the media to register in the media list.
   - [Starting at]: Select the start date/time of the schedule.
   - [Ending at]: Select the end date/time of the schedule.
   - [Time]: [All day] [Repeat]
5 Please set the player control item when playing the schedule.
   - [Backlight]
   - [Contrast]
   - [Brightness]
   - [Volume]
6 Click the [Save] button to save the schedule and update the list.

NOTE

- Any playlist containing [Custom Date Range] cannot be registered as [Schedule].

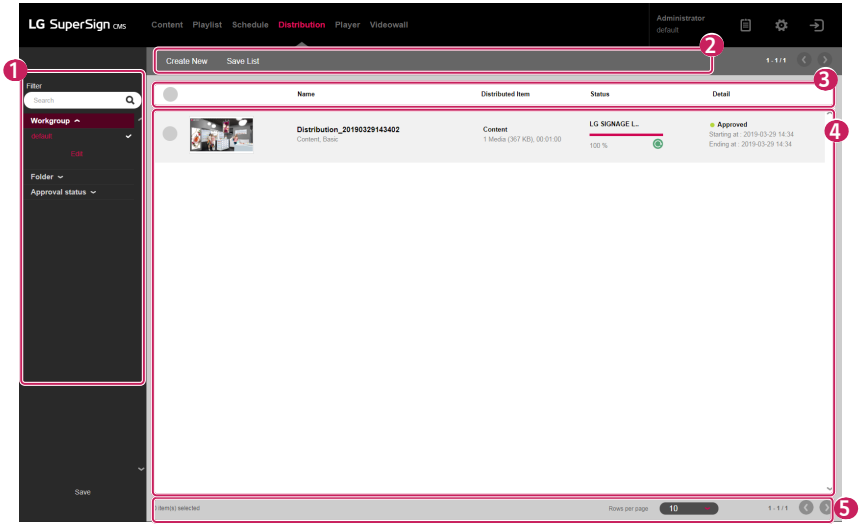
[Copy] and [Move]

1 Click [Schedule] from the program menu toolbar.
2 Select the item you want to copy from the schedule list.
3 To copy the selected schedule, click the [Copy] button.
4 Select [Workgroup] and [Folder] from the copy pop-up.
   - If you want to move the schedule, please select [Delete the original] at the bottom.
   - If you move the schedule, you can only select folders included in the same workgroup.
5 When the copy or move is complete, the list is updated.

[Distribution]

Distribute various content and playlists registered on the SuperSign Server to displays for playback.

List Screen Layout and Functions



No.	Category	Description
1	[Filter]	The distribution list is retrieved based on the [Filter] settings. • [Search]: Retrieves a list of items that include the keyword. • [Workgroup]: Retrieves a list of items that belong to the selected workgroup. • [Folder]: Retrieves a list of items that belong to the selected folder. • [Approval Status]: Retrieves a list of items that belong to the selected approval status.
2	Top Button Area	Distribution management functions are provided as buttons. Available buttons vary by the item selected. • [Create New]: Creates a distribution file with content or a playlist • [Save List]: Saves the retrieved distribution list as an Excel file • [Delete]: Deletes the selected distributed item • [Approve]: Approves the selected distributed item • [Reject]: Rejects the selected distributed item • [Log Report]: Shows the log for the selected distributed item
3	Sort List	The distribution list can be sorted by [Name], [Distributed Item] or [Detail].

No.	Category	Description
4	List Items	The list of items, which are retrieved based on the [Filter] and sort options, are displayed here. • : Cancel the distribution in progress • : Re-distribute the distributed item • : Distribution received from the Master Server
5	Bottom Area	Shows the number of selected items and allows page navigation.

NOTE

- Limited functions are available for distributed items that are not approved.
- Newly created distributed items are sent to the [Player] after they are approved.

[Create New]

Five types of distribution files can be created according to category: [Content], [Content (Multi CH)], [Content & Player Control], [Urgent Message] and [Content (LED)]

Creating Content Distribution

1 Click [Distribution] on the top menu of the program.
2 Click the [Create New] button.
3 Enter information for the new distribution file to create.
4 Select [Content] for the distributed item.
5 Click the [Add Player] button to add a player to distribute to.
  • [Clear All]: Clears the current player item
6 Click the [Add Media] button to select an item to add.
  • [Clear]: Clears the current content item
7 Clicking the [Create New] button creates the distribution file and updates the list.

Creating Content (Multi CH) Distribution

1 Click [Distribution] on the top menu of the program.
2 Click the [Create New] button.
3 Enter information for the new distribution file to create.
4 Select [Content (Multi CH)] for the distributed item.
5 Select a channel to distribute in Content (Multi CH) item.
6 Click the [Add Player] button to add a player to distribute to.
  • [Clear All]: Clears the current player item
7 Click the [Add Media] button to select an item to add.
  • [Clear]: Clears the current content item
8 Clicking the [Create New] button creates the distribution file and updates the list.

NOTE

- For content (Multi CH) distribution, distributed items can only be played on the channels they are sent.
- Press and hold the correct number on the remote control for at least three seconds, so that the channel setting of the player matches the Content (Multi CH) setting of the created distribution.
- [Touch content] is supported only on some models.

Creating Content & Player Control Distribution

1 Click [Distribution] on the top menu of the program.
2 Click the [Create New] button.
3 Enter information for the new distribution file to create.
4 Select [Content & Player Control] for the distributed item.
5 Click the [Add Player] button to add a player to distribute to.
  • [Clear All]: Clears the current player item
6 Click the [Add Media] button to select an item to add.
  • [Clear]: Clears the current content item
7 Click the [Add Control] button to select a control item to add.
  • [Clear All]: Clears the current control item list
  • [Control Item]: [Backlight], [Contrast], [Brightness], [Volume]
8 Clicking the [Create New] button creates the distribution file and updates the list.

Creating Urgent Message Distribution

1 Click [Distribution] on the top menu of the program.
2 Click the [Create New] button.
3 Enter information for the new distribution file to create.
4 Select [Urgent Message] for distributed item.
5 Click the [Add Player] button to add a player to distribute to.
  • [Clear All]: Clears the current player item
6 Click Message Area to enter a message to send.
7 Click the [Edit] button to set a message style.
8 Clicking the [Create New] button creates the distribution file and updates the list.

NOTE

- The types of distributed items that can be played may vary depending on the player type.
- [Touch content] is supported only on some models.
- Emergency messages in the distribution lists do not provide separate thumbnails.

Creating a Content (LED) Distribution

1 Click [Distribution] from the program menu toolbar.
2 Click the [Create New] button.
3 Enter the information of the distribution file to be created.
4 Select [Content (LED)] as the distribution type.
5 Click the [Add Media] button and select the desired item(s).
- When adding LED content, the content and assigned player are added together.
- [Clear]: Reset the included content.

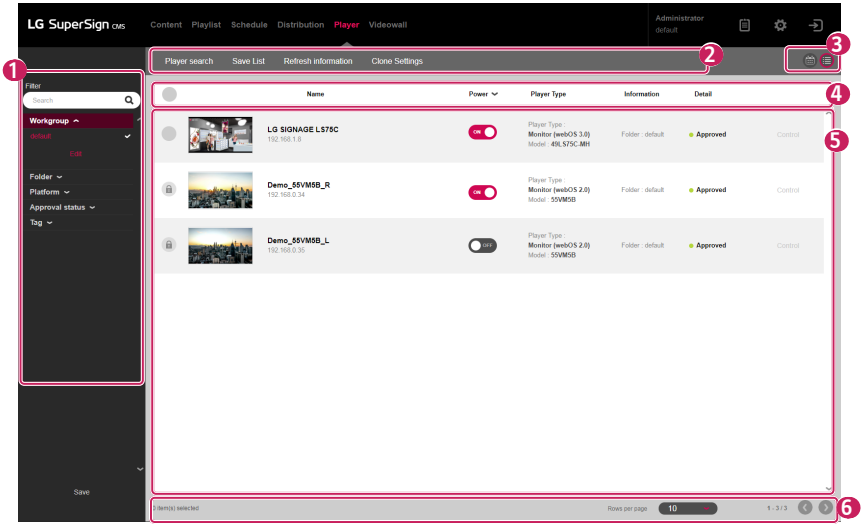
6 To change the player, click the [Add Player] button.
- [Clear All]: Reset the assigned player.

7 Click the [Create New] button to create the distribution file and update the list.

[Player]

Add players, check their status, change settings and create distributions to play [Content], [Playlist] and [Schedule].

List Screen Layout and Functions



No.	Category	Description
1	[Filter]	View the player list based on the information set in [Filter]. • [Search]: View the list containing the entered keyword. • [Workgroup]: View the list contained in the selected workgroup. • [Folder]: View the list contained in the selected folder. • [Platform]: View the list corresponding to the selected platform type. • [Approval status]: View the list corresponding to the selected approval status. • [Tag]: Searches the list corresponding to the selected tag

No.	Category	Description
❷	Top Button Area	Player management functions are provided as buttons. Available buttons vary by the item selected. • [Player Search]: Searches for players by IP address • [Save List]: Saves the retrieved player list as an Excel file • [Refresh Information]: Refreshes the player list • [Clone Settings]: Copies the player settings file to another player • [Move]: Moves the selected player to another folder or workgroup • [Delete]: Deletes the selected player • [Approve]: Approves the selected player • [Reject]: Rejects the selected player • [Distribution]: Creates a distribution with the selected player • [Log Report]: Shows the log for the selected player • [Software Update]: Provides software updates for the selected player • [Turn On Player]: Turns on the power of the selected player • [Turn Off Player]: Turns off the power of the selected player • [Reboot]: Reboots the selected player • [Multi Control]: Multi-control the selected players at the same time. • [Add tags]: Adds the tag to the selected player • [Delete Tags]: Deletes the tag from the selected player
❸	View Mode	The retrieved information is shown in the selected view mode. • : [Calendar View] • : [List View]
❹	Sort List	The player list can be sorted by [Name], [Power], [Player Type], [Information] or [Detail].
❺	List Items	The list of items, which are retrieved based on the filters and sort options, are displayed here. • : Indicates that the player is on. Click to turn the player off. • : Indicates that the player is off. Click to turn the player on. • [Control]: Opens the player control screen.
❻	Bottom Area	Shows the number of selected items and allows page navigation.

NOTE

- Software updates for multiple models are supported only if the model name is the same.
- Multiple control items can only support some control items and may not be supported depending on the model specification.
- Multiple control can control up to 100 players.
- Time control is only supported in the same platform.

[Player search]

Search for a preferred player.

1 Click [Player] on the Menu tab located at the top of the program.
2 Click the [Player Search] button in the top left corner of the Player screen.
3 When the [Player Search] window appears, enter a range of IP addresses to search.
4 Click the [Search] button to start searching.
   • Players found are added to the default group in [Non-Approved] status.

NOTE

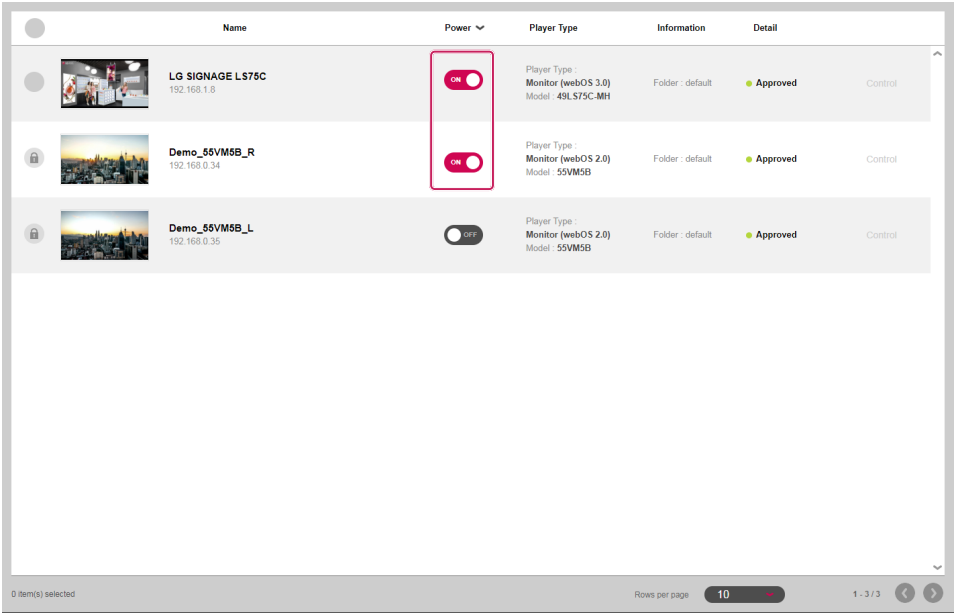
- Player Search can only be used by users that have permissions for the default workgroup.
- The device search function supports only IPv4 type.

[Control]

Control power and detailed functions of players.

Turning Power On/Off

View and control the power status of players on the list of players.



1 Click [Player] on the top menu of the program.
2 Click the [Power] buttons on the player list to change status.
- ON : Indicates that the player is on. Click to turn the player off.
- OFF : Indicates that the power is off or disconnected. Click to send the power-on command.

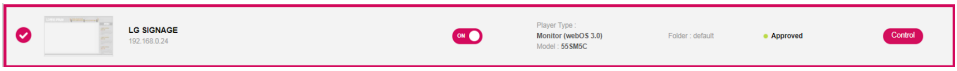
NOTE

- Power On action works correctly when the Wake On LAN (WOL) setting is enabled on the player. In IPv6 environments, however, this action is supported for select models only.

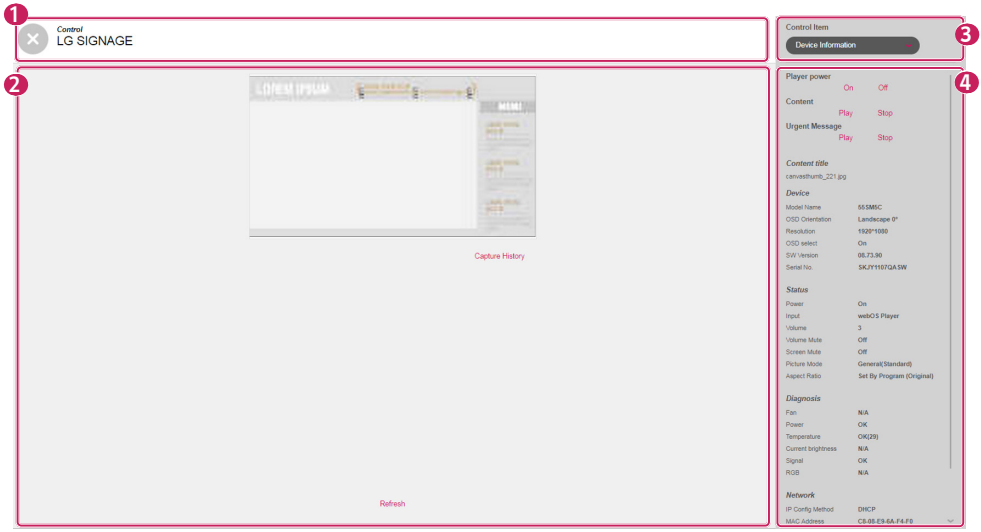
Detailed Controls

View and control detailed settings of players.

1 Click [Player] on the top menu of the program.
2 On the player list, click the [Control] button of a player to control.
- This button is deactivated for players that are turned off.



3 You can view and change the current status of the player in the Control window.



No.	Category	Description
1	[Player Name]	Shows the player name.
2	[Thumbnail]	Shows information about the image currently playing on the player. • [Image]: Shows the current player image • [Capture History]: Shows player screenshot records • [Refresh]: Refreshes the image and player status information

No.	Category	Description
3	Control Filter	Controllable items are categorized by functions and provided according to filter settings. • [Device Information]: Shows basic device information about the player • [Picture]: Controls player picture settings • [Audio]: Controls player audio settings • [Time]: Controls player time settings • [General Control]: Controls player general settings • [Server Setup]: Configures the server IP address connected to the player • [External Device]: Controls third-party players. • [Virtual Controller]: Controls the player with a virtual remote controller
4	Details Items	View and control player settings based on the control filters.

NOTE

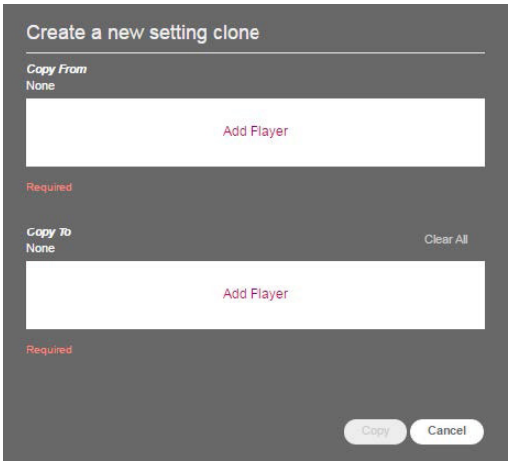
- Available detailed control functions vary by support availability of each player model.
- The [Synchronize content] [Play]/[Stop] function is supported for webOS 2.0 or higher.
- Information inquiry and [Diagnosis] may differ from model to model.
- Depending on the player type, an [Urgent Message] or thumbnails including the volume OSD may be shown without being rotated.

[Move]

1 Click [Player] on the top menu of the program.
2 Select an item on the player list to move.
3 Click the [Move] button to move the selected player.
4 Select a [Workgroup] and a [Folder] on the Move popup.
5 When the move is complete, the list is updated.

[Clone Settings]

1 Click [Player] on the top menu of the program.
2 Click the [Clone Settings] button at the top of the player list.
3 Select a player from which to extract the settings file.
4 Select a player to which the settings file will be copied.
5 You can reset the list of the added players by clicking [Clear All].
6 Click the [Copy] button to start cloning the settings.



NOTE

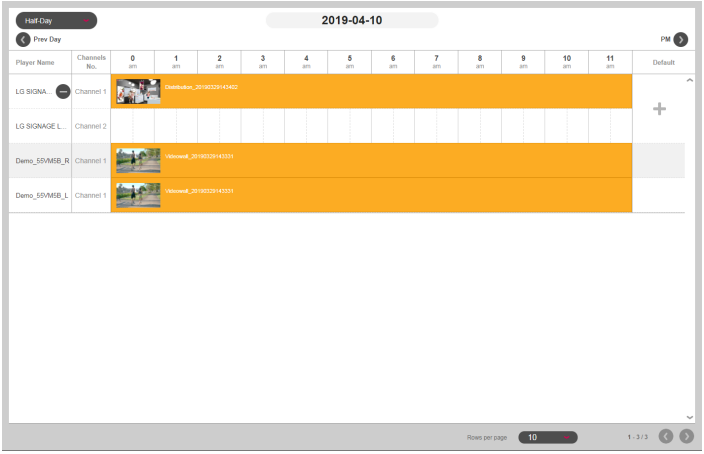
- The [Clone Settings] function can only be used between players of the same model.
- When adding players, only the players that support the [Clone Settings] function are shown on the list.

[Calendar View]

View distributed items by each player in calendar view.

Click the [Calendar View] button on the top button bar of the Player tab to view items distributed to each player in calendar view.

1 Click [Player] on the top menu of the program.
2 Click the [Calendar View] button on the top button bar.
   • Select a player on the list and click [Calendar View] to view information on the selected item.
3 Set a duration to view on the calendar and navigate to specific dates to view distributed items for the dates.
4 You can view the distribution status of each player in calendar view.



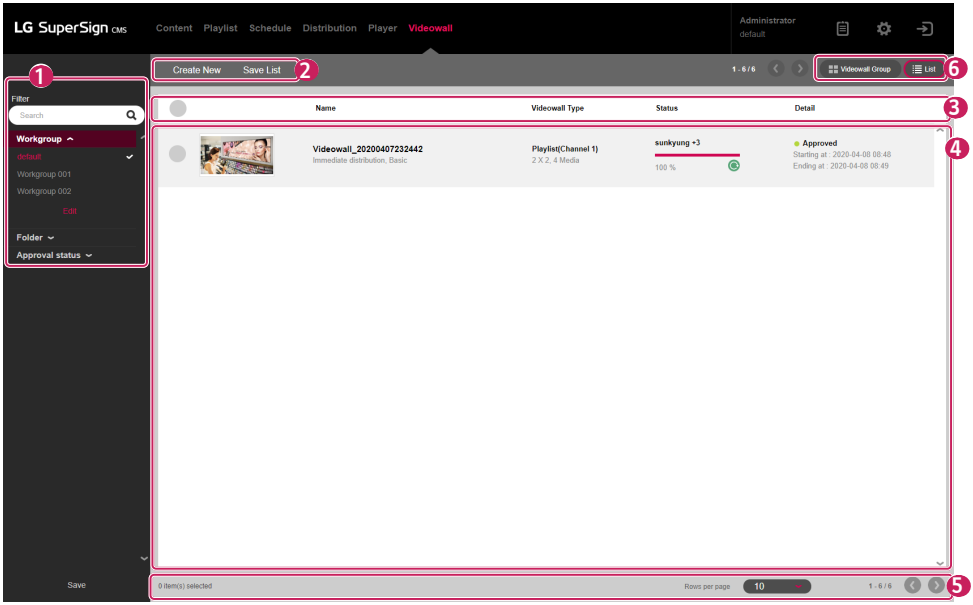
NOTE

- Click the + button in the Basic item of each player to open the player details screen, where you can set a [Default Schedule].
- Press the + button on the player name to check the channel-specific schedule supported by the player.

[Videowall]

Use distribution functions that are optimized for players configured as a videowall.

List Screen Layout and Functions



No.	Category	Description
1	[Filter]	The videowall list is retrieved based on the [Filter] settings. • [Search]: Retrieves a list of items that include the keyword. • [Workgroup]: Retrieves a list of items that belong to the selected workgroup. • [Folder]: Retrieves a list of items that belong to the selected folder. • [Approval Status]: Retrieves a list of items that belong to the selected approval status.

No.	Category	Description
2	Top Button Area	Videowall item management functions are provided as buttons. Available buttons vary by the item selected. • [Create New]: Creates a videowall file with content • [Save List]: Saves the retrieved videowall list as an Excel file • [Delete]: Deletes the selected videowall item • [Approve]: Approves the selected videowall item • [Reject]: Rejects the selected videowall item • [Log Report]: Shows the log for the selected videowall item
3	Sort List	The videowall list can be sorted by [Name], [Videowall Type] or [Detail].
4	List Items	The list of items, which are retrieved based on the [Filter] and sort options, are displayed here. • : Cancel the current videowall file transfer to players • : Resend the videowall file
5	Bottom Area	Shows the number of selected items and allows page navigation.
6	View Mode	The retrieved information is shown in the selected view mode. • Video Wall Group: View the video wall player group list • List: View the video wall list

[Create New]

Six types of distribution files can be created: [Basic] [Videowall Type], and [Basic], [Advanced (Media Editor)] and [Advanced (SuperSign Editor)] [Playlist] and [Content].

Creating a Basic Videowall Distribution

Select [Basic] as the [Videowall Type] if the shape of the videowall consisting of monitors is a uniform grid in a single direction (perpendicular or parallel to the floor).

Basic Videowall - Basic Distribution

1. Click [Videowall] from the menu at the top of the program.
2. Click the [Create New] button.
3. Select [Basic] for the [Videowall Type] and [Content Type].
4. Enter the information of the videowall distribution file to be created.
   - [Rows] x [Columns]: Videowall row and column settings
   - [Orientation]: [Landscape], [Portrait]
   - [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]
5. Click the + button to add content from the media list to a tile.
   - When you click the [Add All] button from the media list, content will be added to the tile in the order listed.
   - [Simple media sync]: You can place each piece of content in a player added to the tile. Place a single content item at a user-specified location. Click the [Property] button on the pop-up at the bottom to [Media Rotation], [Zoom in/out], or change X and Y axis values of the content.
   - [Delete All]: Delete all content added to a tile.
6. Click the [Next] button to go to the Add Player screen.
7. Click the + button to add a player from the list to a tile.
8. Click the [Create New] button to create a videowall distribution file.

NOTE

- When creating a videowall, be sure to add content with the same playback time. You cannot create a videowall using content with different playback times.
- When distributing vertical content to a player, set the player's OSD rotation setting to 90 or 270 degrees.

Basic Videowall - Playlist Distribution

1 Click [Videowall] from the menu at the top of the program.
2 Click the [Create New] button.
3 Select [Playlist] for the [Videowall Type] and [Basic] for the [Content Type].
4 Enter the information of the videowall distribution file to be created.
- [Rows] x [Columns]: Videowall row and column settings
- [Orientation]: [Landscape], [Portrait]
- [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]
- [Distribution Type]: [Normal], [Schedule]

5 To add a playlist item, click the [Add Scene] button at the bottom.
6 Click the + button to add content from the media list to a tile.
- When you click the [Add All] button from the media list, content will be added to the tile in the order listed.
- [Apply Event]: An event can be set for each scene in the playlist. If you select Apply Event and enter an event name, the respective scene will play according to the triggered event during videowall playback.
- [Simple media sync]: You can place each piece of content in a player added to the tile. Place a single content item at a user-specified location. Click the [Property] button on the pop-up at the bottom to [Media Rotation], [Zoom in/out], or change X and Y axis values of the content.
- [Delete All]: Delete all content added to a tile.

7 Click the [Next] button to go to the Add Player screen.
8 Click the + button to add a player from the list to a tile.
9 Click the [Create New] button to create a videowall distribution file.

NOTE

- When distributing vertical content to a player, set the player's OSD rotation setting to 90 or 270 degrees.
- At least one basic scene is required to set an event in a videowall playlist.
- If the playback time of the event scene is set to 00:00:00, the scene will be played back indefinitely.

Creating an Advanced (Media Editor) Videowall Distribution

When distributing media files edited and uploaded with the Media Editor to a videowall, select [Advanced (Media Editor)] for [Videowall Type].

Advanced (Media Editor) Videowall - Basic Distribution

1. Click [Videowall] in the menu at the top of the program.
2. Click the [Create New] button.
3. Select [Basic] for the [Videowall Type] and [Advanced (Media Editor)] for the [Content Type].
4. Enter the information of the new Videowall distribution file to create.
   - [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]
5. Click the [Select Media Editor File] button to add an item from the list of media editor files to a tile.
   - [Import]: You can upload a media editor file stored on your computer by clicking the [Import] button on the media editor file list.
6. Click the [Next] button to go to the Add Player screen.
7. Click the + button to add a player from the list to a tile.
8. Click the [Create New] button to create the videowall distribution file.

Advanced (Media Editor) Videowall - Playlist Distribution

1. Click [Videowall] from the menu at the top of the program.
2. Click the [Create New] button.
3. Select [Playlist] for the [Videowall Type] and [Advanced (Media Editor)] for the [Content Type].
4. Enter the information of the videowall distribution file to be created.
   - [Distribution Type]: [Normal], [Schedule]
   - [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]
5. Click the [Select Media Editor File] button to add an item from the list of media editor files to a tile.
   - [Import]: You can upload a media editor file stored on your computer by clicking the [Import] button on the media editor file list.
   - You can select a media editor file or media file from the filter at the top of the list.
   - [Media Editor File]: A media file edited in and uploaded from Media Editor.
   - [Apply Event]: An event can be set for each scene in the playlist. If you select Apply Event and enter an event name, the respective scene will play according to the triggered event during videowall playback.
6. To add a playlist item, click the [Add Scene] button at the bottom.
7. Add content from the media editor file list to a tile.
8. Click the [Next] button to go to the Add Player screen.
9. Click the + button to add a player from the list to a tile.
10. Click the [Create New] button to create the videowall distribution file.

NOTE

- The following restrictions apply to synchronized-playback content:
  - Only video content may be used for synchronized playback.
  - For videos, the file extensions must be set the same for all cells.
  - At least one basic scene is required to set an event in a videowall playlist.
  - If the playback time of the event scene is set to 00:00:00, the scene will be played back indefinitely.

Creating an Advanced (SuperSign Editor) Videowall Distribution

When distributing media files edited and saved in SuperSign Editor to a videowall, select [Advanced (SuperSign Editor)] as the [Videowall Type].

Advanced (SuperSign Editor) Videowall - Basic Distribution

1 Click [Videowall] from the menu at the top of the program.
2 Click the [Create New] button.
3 Select [Basic] for the [Videowall Type] and [Advanced (SuperSign Editor)] for the [Content Type].
4 Enter the information of the videowall distribution file to be created.
- [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]

5 Click the [Select SuperSign Editor File] button and add an item from the LED Content (Multi) file list.
6 To change the player, delete the assigned player and click the + button to assign a new player.
7 Click the [Create New] button to create a videowall distribution file.

Advanced (SuperSign Editor) Videowall - Playlist Distribution

1 Click [Videowall] from the menu at the top of the program.
2 Click the [Create New] button.
3 Select [Playlist] for the [Videowall Type] and [Advanced (SuperSign Editor)] for the [Content Type].
4 Enter the information of the videowall distribution file to be created.
- [Distribution Type]: [Normal], [Schedule]
- [Distribution Reservation Setting]: [Immediate Distribution], and [Reservation]

5 Click the [Select SuperSign Editor File] button and add an item from the LED Content (Multi) file list.
- [Apply Event]: An event can be set for each scene in the playlist. If you select Apply Event and enter an event name, the respective scene will play according to the triggered event during videowall playback.

6 To add a playlist item, click the [Add Scene] button at the bottom.
7 Click the [Select SuperSign Editor File] button and add an item from the LED Content (Multi) file list.
- You may only add LED Content (Multi) that has the same player information added to Scene1.

8 To change the player, delete the assigned player and click the + button to assign a new player.
9 Click the [Create New] button to create a videowall distribution file.

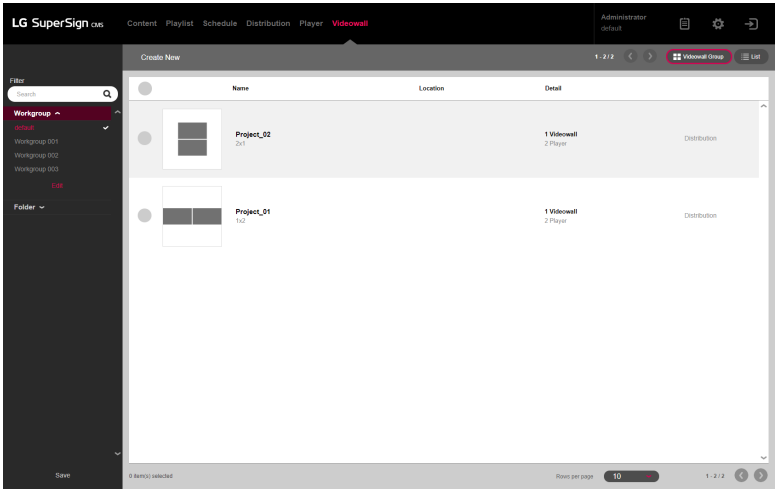
NOTE

- If the playback time of an event scene is set to 00:00:00, the scene will be played back indefinitely.
- Synchronization is not supported if the SuperSign editor file contains a single item of LED content.

Videowall Player Group

Clicking the [GROUP LIST] button in the button element at the top of the [Videowall] tab displays the Videowall Player Group component.

You can select a Videowall Player Group and just place content to create a Distribute Videowall component.



1 Click [Videowall] in the menu at the top of the program.
2 Click [GROUP LIST] in the button element at the top.
3 Click the [Distribution] button of the Videowall Player Group you wish to distribute from the list to create a Distribute Videowall.

NOTE

- Please refer to the **[Videowall] > [Create New]** function for details on Distribute Videowall creation.

Adding a Videowall Player Group

1 Click [Videowall] in the menu at the top of the program.
2 Click [GROUP LIST] in the button element at the top.
3 Click the [Create New] button.
4 Enter the information of the Videowall Player Group to be created.
   • [Rows] x [Columns]: Sets the row and column of the Videowall Player Group.
   • [Orientation]: [Landscape], [Portrait]
5 Click the + button to add players in the player list to tiles.
   • [Delete all]: Deletes all Players added to tiles.
6 [Add Videowall]: Click Add Videowall to place additional player tiles.
7 Click the [Save] button to create the Videowall Player Group.

NOTE

• Only Players from the same server can be placed in a layout.

Deleting a Videowall Player Group

1 Click [Videowall] in the menu at the top of the program.
2 Click [GROUP LIST] in the button element at the top.
3 Select the item you wish to delete from the Videowall Player Group List.
4 To delete the selected group, click the [Delete] button at the top.
5 Once deletion is complete, the list is updated.

Editing a Videowall Player Group

1 Click [Videowall] in the menu at the top of the program.
2 Click [GROUP LIST] in the button element at the top.
3 Select the Videowall Player Group you wish to edit from the list.
4 Place the group's information and Player in editing mode and click the [Save] button.
5 Once editing is complete, the page is updated.

[Settings]

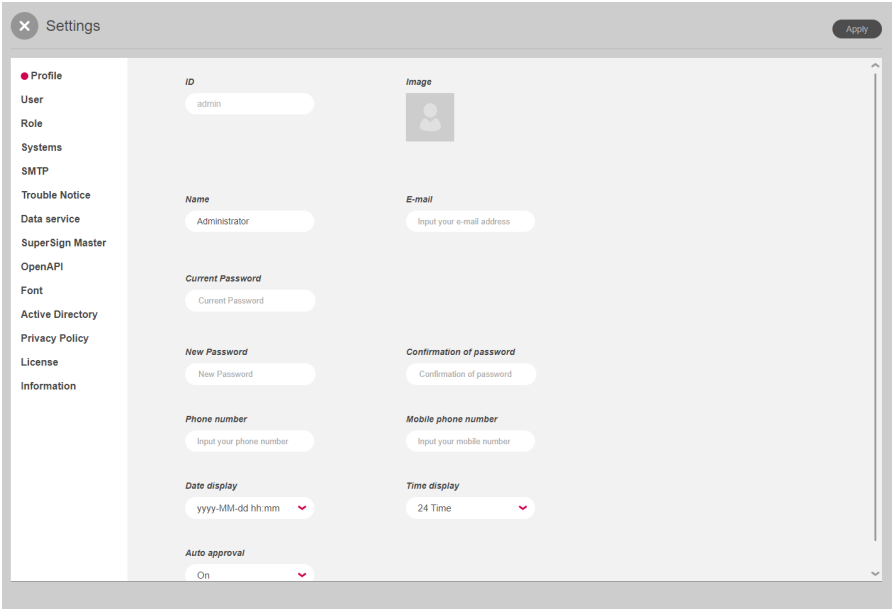
Access the settings by clicking the button in the top right corner of the program screen.

NOTE

- All setting tabs are visible only to administrators.
- Only the Profile and Information tabs are available to ordinary users.

[Profile]

View user information or modify user account details, except the User [ID] and [Role].



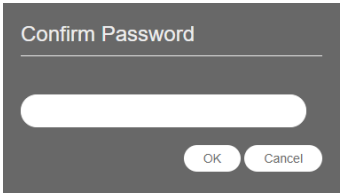
1 At the [Settings] screen, select the [Profile] tab.
2 Check the current account information and make changes as necessary.
3 Click the [Apply] button to open the Confirm Save popup.
4 Click the [OK] button to save the changes.

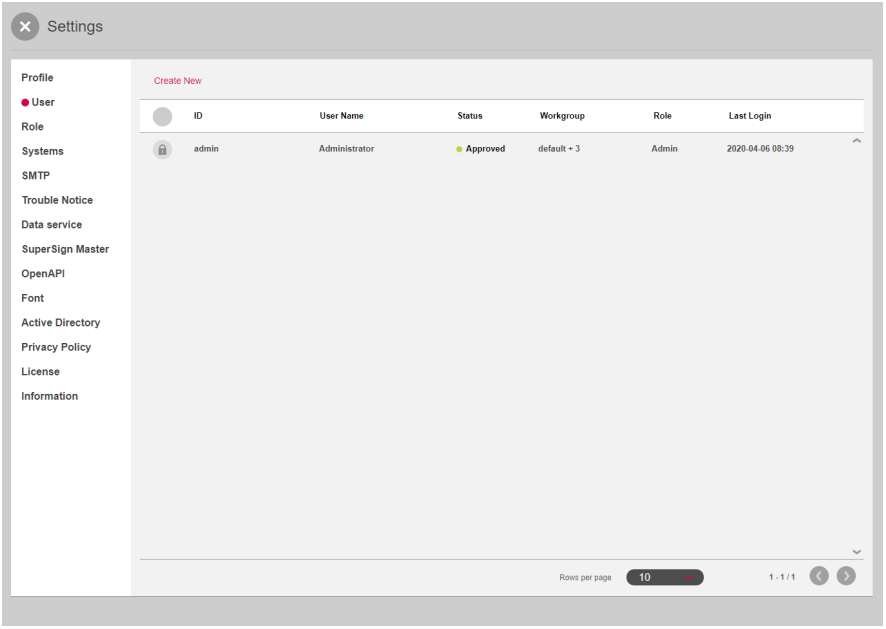
NOTE

- To change the user profile, you must enter the [Current Password].

[User]

With administrator privileges, you can create new user [Account] and manage them.
You will need to enter your current password when managing user account.

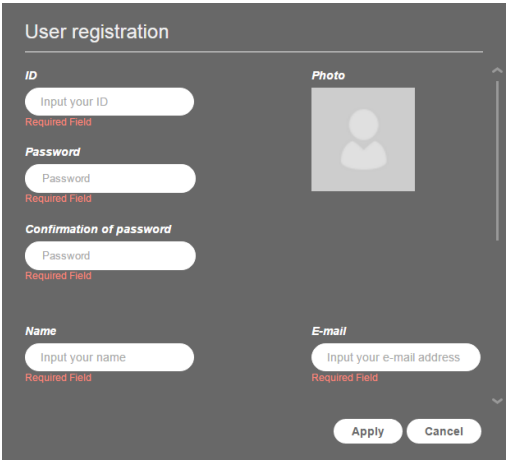




Create New

1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [User] tab.
3 Click the [Create New] button on the user list.
4 Enter the information required for user registration and click the [Apply] button.
- [Role]: Assigns a role that includes permissions to be granted to the user
- [Workgroup]: Assigns a workgroup that contains the data to be used by the user

5 On the confirmation popup, click the [OK] button to finish new user registration.

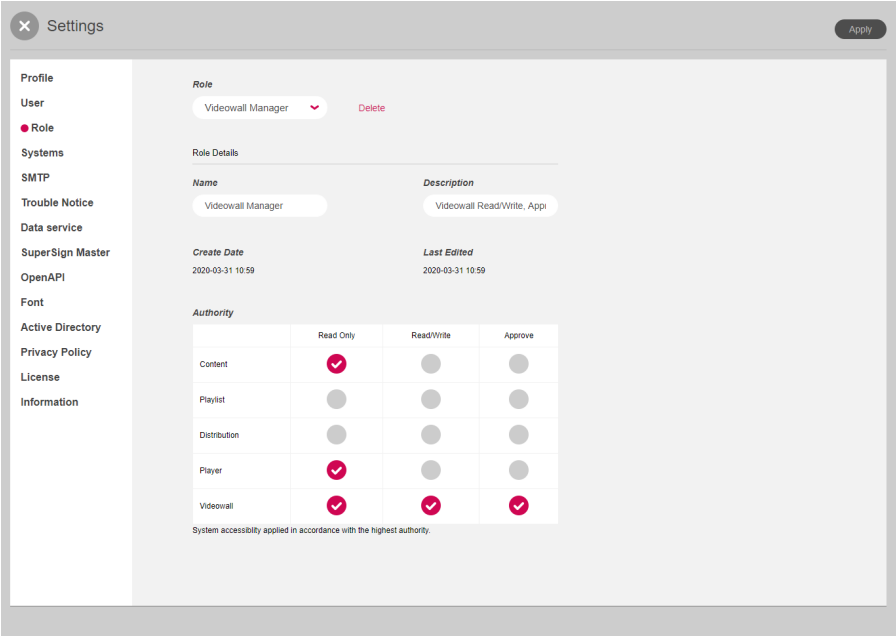


NOTE

- The account created can be used only after it is approved by the server administrator.
- For details on user account approval management, see the section on **Common Functions > Approval Status Management** function.

[Role]

Create, modify or delete roles that are granted to users.



Creating Roles

1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [Role] tab.
3 Choose [Create New] from the drop down menu of Role.
4 On the Create Role popup, enter the name of a role to create and click the [OK] button.
5 The newly added role appears in the Role item.

Editing Roles

1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [Role] tab.
3 Select a role to edit in the Role item.
4 Edit [Role Details] and [Authority]. Then click the [Apply] button.
- When [Distribution] and [Videowall] read/write permissions are granted, [Content], [Playlist] and [Player] read permissions are granted as well.
- When [Playlist] read/write permissions are granted, [Content] read permission is granted as well.

5 When editing is complete, the page is updated.

Deleting Roles

1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [Role] tab.
3 Select a role to delete in the Role item.
4 Click the [Delete] button next to the role name.
5 When delete is complete, the page is updated with the information about the first role on the role list.

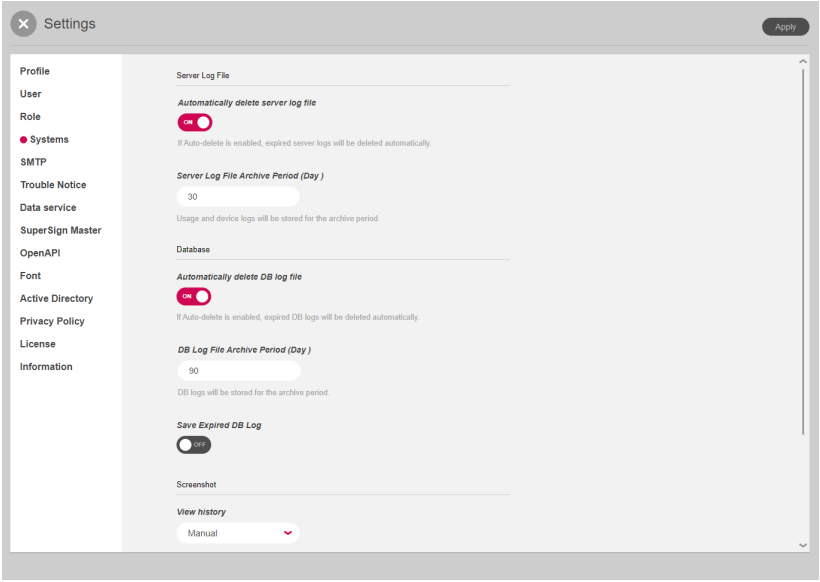
NOTE

- LG SuperSign CMS provides the following six roles by default.
- The roles in the schedule are the same as the playlist role setting.

Role Name	Description
Admin	Full system use authority
Content Manager	Read/write/approve content
Playlist Manager	Read/write/approve playlists, read content
Distribution Manager	Read/write/approve distribution, read content, read playlists, read players
Player Manager	Read/write/approve players
Videowall Manager	Read/write/approve videowalls, read content, read players

[Systems]

Enable or disable the approved systems and configure settings for system management.

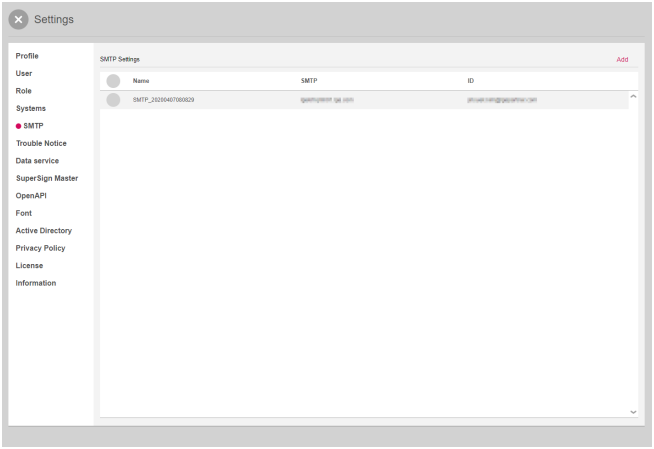


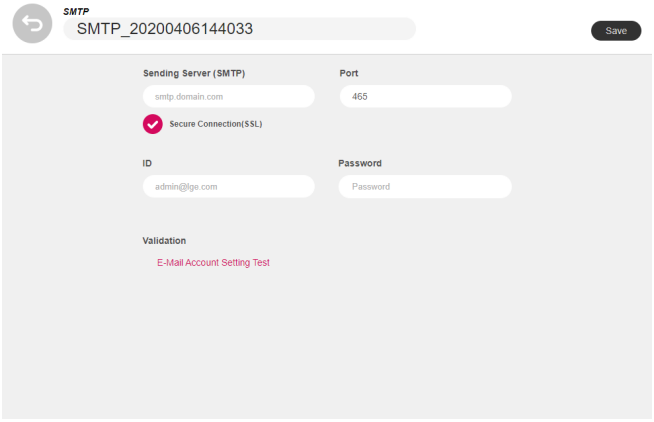
Item		Description
[Server Log File]	[Automatically delete server log file]	Sets whether to automatically delete log files that have expired archive periods
	[Server Log File Archive Period] (Days)	Sets the log file archive period (1 Day–365 Days)
[Database]	[Automatically delete DB log file]	Sets whether to automatically delete DB logs that have expired archive periods
	[DB Log File Archive Period]	Sets the DB log archive period (1 Day–365 Days)
	[Save Expired DB Log]	Sets whether to save DB logs that have expired archive periods
[Screenshot]	[View history]	Sets player screen view history management (Automatic, Manual)
	[Set screenshot interval.]	Sets the screenshot interval for when the view history is being managed automatically (10 minutes, 30 minutes, 60 minutes)
	[Storage]	Sets the storage archive period (7 days, 15 days, 30 days, 90 days)

1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [Systems] tab.
3 Configure system environment settings as needed.
4 To apply the settings, click the [Apply] button.

[SMTP]

Sets up the server to send emails from the system.

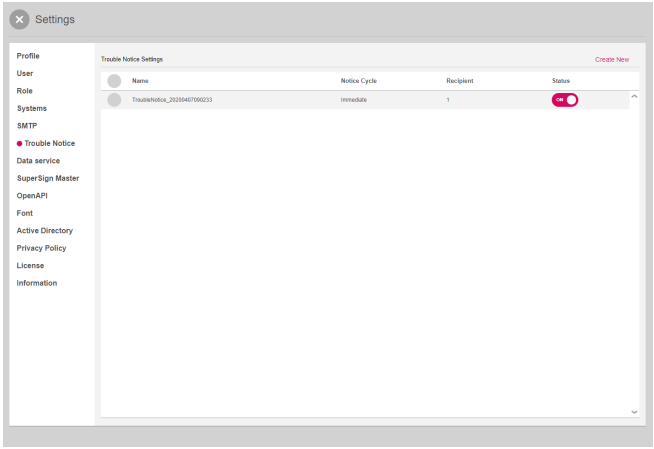


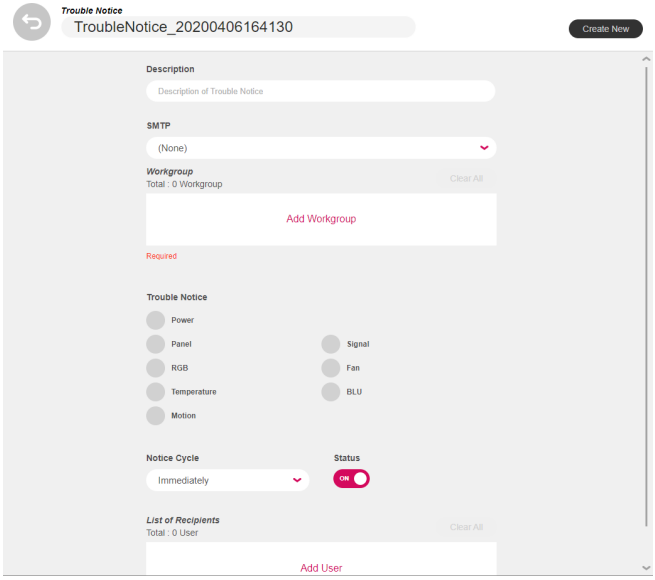


1 Press the [Settings] button at the top right of the screen.
2 Select the [SMTP] tab.
3 Click the Add button at the top right.
4 Enter the sending server (SMTP), port, ID, and password, and click Test Account Settings.
5 If authentication is successfully completed in the account setup test, click the [Save] button at the top right.

[Trouble Notice]

You can set up a failure notification to receive mail.



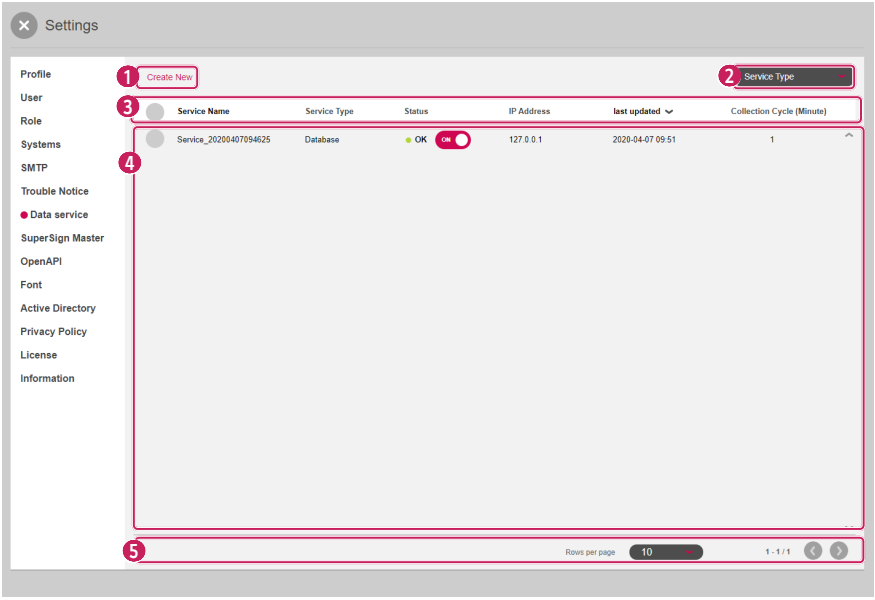


Classification	Description
[Description]	Description of the applicable failure notification
[SMTP]	Mail sending server
[Workgroup]	The workgroup that will receive failure notifications
[Trouble Notice]	Detailed items that you wish to receive failure notifications
[Skip Power Off Notice]	Select the items you don't wish to receive failure notifications when power is off
[Notice Cycle]	[Immediately], 30 minutes, 60 minutes, 90 minutes, 120 minutes
[Status]	ON, OFF
[List of Recipients]	List of failure notification email recipients

1 Press the [Settings] button at the top right of the screen.
2 Select the [Trouble Notice] tab.
3 Click the Add button at the top right.
4 Enter failure notification items and press the [Register] button.

[Data service]

Data services collect data at a frequency set by the user and display the dynamic data through content. You can generate database, Excel, XML-type external data services and create content using the SuperSign Editor.



No.	Item	Description
1	Top Button Element	Data service management functions are provided as buttons. Available buttons vary by the selected item. • [Create New]: Creates data services • [Log Report]: Checks the logs of the selected data service items • [Delete]: Deletes the selected data service items
2	[Filter]	Information that meets the criteria of the selected filters is retrieved and displayed in a list.
3	Sort List	The data service list can be sorted by [Service Name] or [last updated].
4	List Items	The list of items, which are retrieved based on the [Filter] and sort options, are displayed here. • ON : Turn on data services • OFF : Turn off data services
5	Bottom Element	Shows the number of items selected by the user and allows adjustment of list pages.

Create New

1 Press the [Settings] button in the upper right corner of the screen.
2 Select the [Data service] tab.
3 Press the [Create New] button.
4 Enter the information of the data service to be created.
Different sets of additional information must be entered depending on the selected [Service Type].
- [Service Type]: [Database], [XML], [Excel]
- [Collection Frequency] (Minutes): Can be set to a number from 1 to 9999

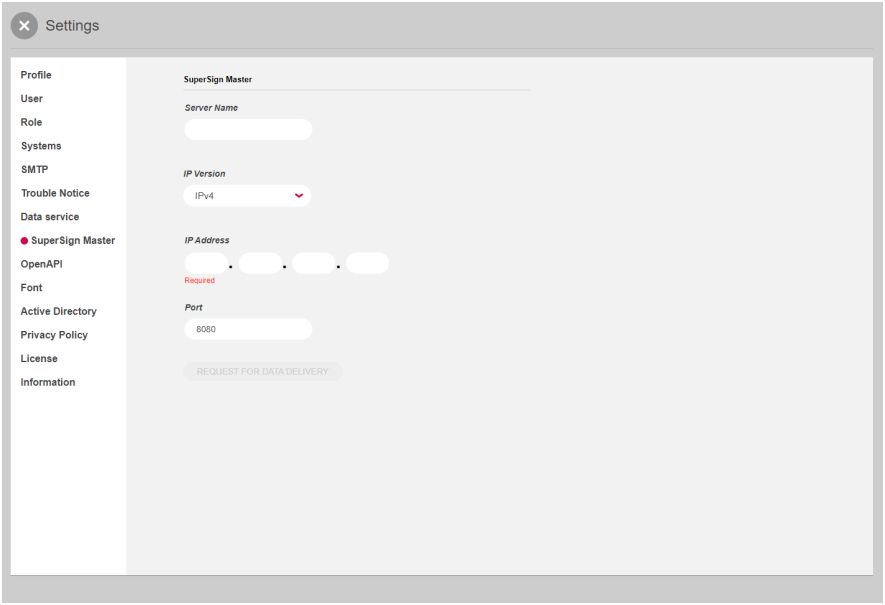
5 Add the [Workgroup] that will use the data service.
6 Press the [Test] button to check whether the data service to be created operates properly.
7 Select the key column to use as the default key.
8 Press [Create New] to create the Data Service.

NOTE

- Microsoft SQL Server, MySQL, Oracle, and PostgreSQL databases are supported.
- Only the [Service Name], [Description], [Collection Cycle], and [Workgroup] information can be modified once a service has been created.
- Specify a column as a key column that has a unique property with value that cannot be changed.

SuperSign Master

You can use SuperSign Master to deliver content and playlists added in SuperSign Master to LG SuperSign CMS.



Adding a Server

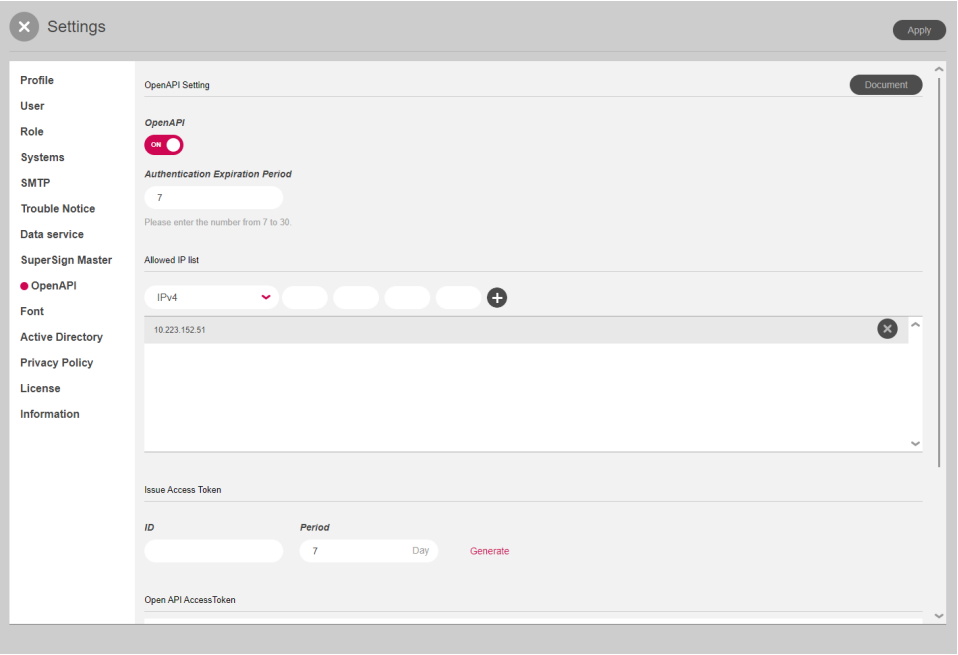
1 Enter the information on the server you would like to add.
2 Select the [REQUEST FOR DATA DELIVERY] button.

NOTE

- Maximum inter-server synchronization time is 5 minutes after server approval.

[OpenAPI]

You can manage whether to use Open API, [Authentication Expiration Period], [Allowed IP List] and issued AccessToken.



Classification	Description
[Document]	Shows the Open API document. This page provides a menu that allows you to easily test the API by each item.
[OpenAPI]	Sets whether to use Open API
[Authentication Expiration Period]	Sets the expiration period of AccessToken (7-30 days)
[Allowed IP List]	Manages the IP that may use and access Open API.
[Issue Access Token]	Create an Access Token based on the entered ID and period.
[OpenAPI AccessToken]	[ID]: Opens API issuing account [Start]: AccessToken issuance date [End]: AccessToken expiration date [AccessToken]: AccessToken value [Status]: Manages whether to use AccessToken. [RefreshToken]: The value for re-issuing the AccessToken.

1 Press the [Settings] button at the top-right corner of the screen.
2 Select the [OpenAPI] tab.
3 Set up [OpenAPI].
4 To apply the settings, click the [Apply] button.

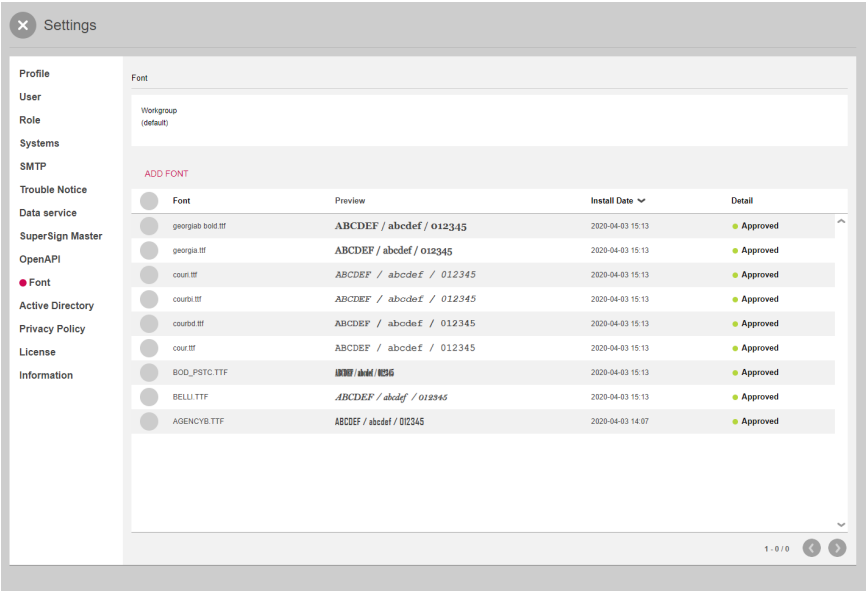
NOTE

- The [OpenAPI] tab is visible only if you have a valid license.
- If nothing is entered in the allowed IP list, any IP will be allowed.
- An AccessToken can only be issued to any account that has one workgroup or less.

[Font]

You can upload the font you want.

You can apply fonts that users have registered to the content distributed via SuperSign CMS.



Classification	Description
[Workgroup]	It shows the name of the currently selected workgroup.
[ADD FONT]	Add a font file stored on the user's PC.
Font list	It shows a list of fonts added to the current workgroup. • [Font]: Name of the font file • [Preview]: Preview the font • [Install Date]: The date when the font has been added • [Detail]: Shows whether the font has been approved.

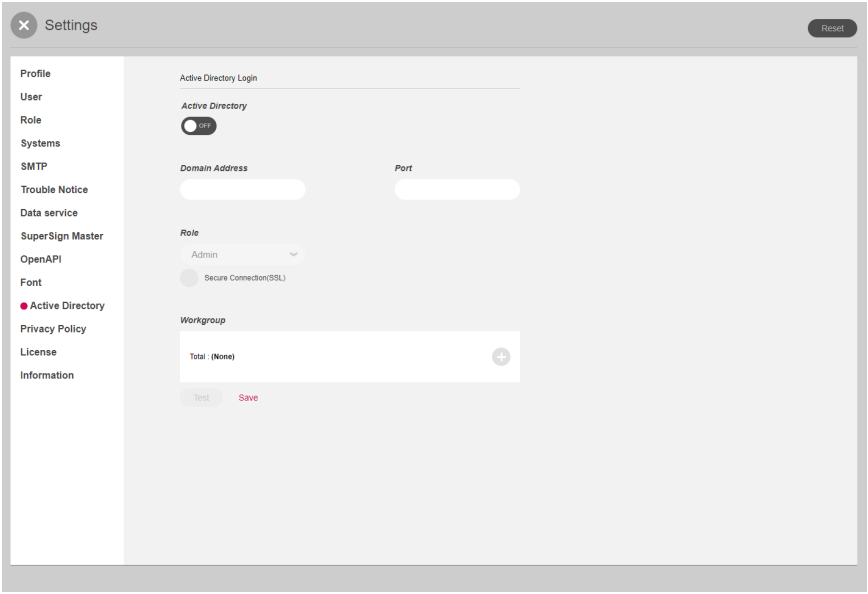
1 Press the [Setting] button on the top right of the screen.
2 Select the [Font] tab.
3 Add fonts via [ADD FONT].

NOTE

- Depending on the font, it may not be applied to the preview and player.
- When the SuperSign content including a font is distributed, the font is available only for the models that support the font. For the models that do not support the font, the default font supported by the model will be applied.

[Active Directory]

You can use SuperSign CMS by linking Active Directory Domain Services (AD DS) to a Window Active Directory account without adding users.



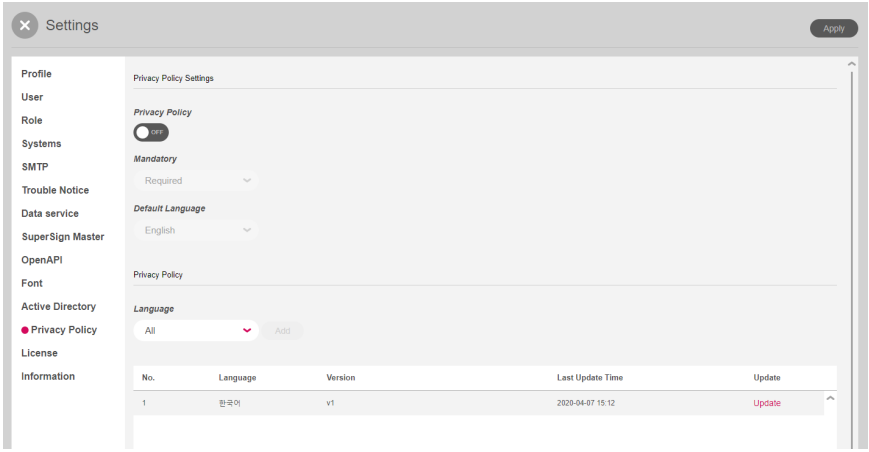
Classification	Description
[Active Directory]	Set whether to use Active Directory.
[Domain Address]	Enter the domain address.
[Port]	Enter the port.
[Role]	Specify roles, including the authority to be granted to users.
[Workgroup]	Specify the workgroup where the information the user wants to use is stored.

NOTE

- The AD account that you have added can be used after the server administrator approves it.
- For the information on the user account authorization management, check the contents in Common Function > Approval Status Management Function.

[Privacy Policy]

By using settings of the privacy policy, you can receive consent for the privacy policy upon sign-up and can notify the dashboard of the privacy policy.



Classification	Description
[Privacy Policy]	Whether to use the privacy policy
[Mandatory]	Set whether to obtain consent upon sign-up
[Default Language]	Default language to display the privacy policy
[Language]	Language to display the privacy policy
Privacy Policy List	Display the list of currently registered privacy policies.
[No.]	The number assigned to the privacy policy
[Language]	Language to display the privacy policy
[Version]	The version of the privacy policy
[Last Update Time]	Time of last update
[Update]	Button for editing the privacy policy

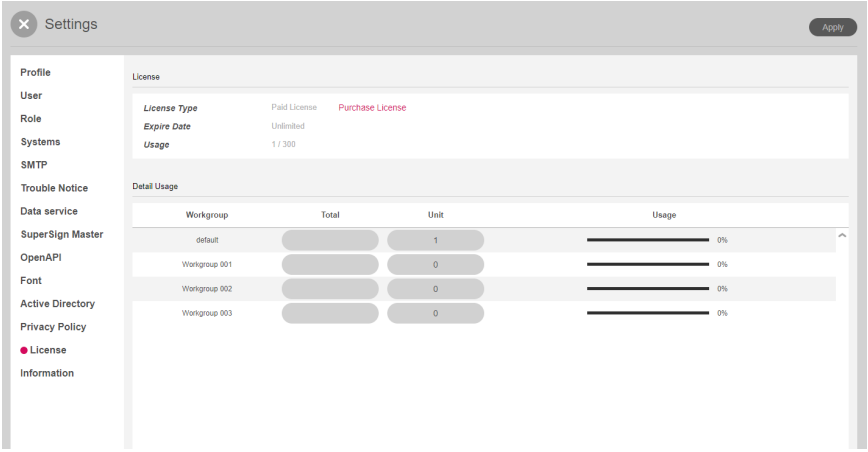
1 Press the [Settings] button at the top right of the screen.
2 Select the [Privacy Policy] tab.
3 Please enter your privacy policy settings.
4 Select a language to add, and click the Add button to add the privacy policy in that language.

NOTE

- Versions are managed by each language, and the version will be automatically upgraded upon the update.

[License]

You can check the information on the currently applied license and assign licenses by workgroup.



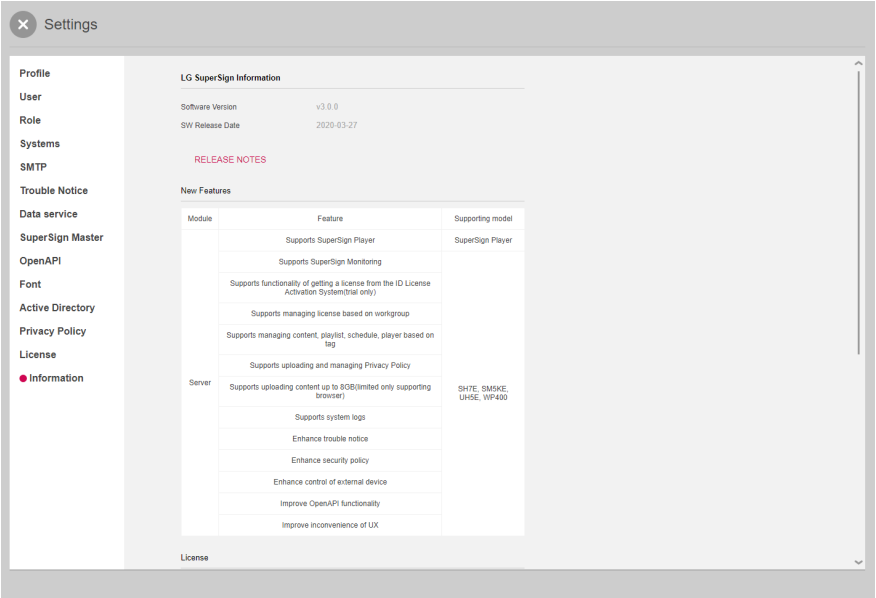
Classification	Description
[License Type]	License Type
[Expire Date]	The date when the license will expire
[Usage]	Currently used licenses/entire licenses
[Purchase License]	Link to the page where you can purchase a license
[Detail Usage]	License usage by workgroup • [Workgroup]: Workgroup • [Total]: Number of licenses to be assigned • [Number of Monitors]: Number of licenses currently being used • [Usage]: Percentage of usage compared to the number of licenses assigned

NOTE

- If you have not assigned any license to a workgroup, you can use it without limitation within the entire license.

[Information]

View software version, new features, release notes and basic server information.



1 Click the [Settings] button in the upper right corner of the screen.
2 Select the [Information] tab.
   • Software version information, new features, release notes, license information, basic server information are available here.
3 Click the **RELEASE NOTES** button to view software revision history.

SuperSign Editor

Create and edit content projects to play on displays using the SuperSign Editor.

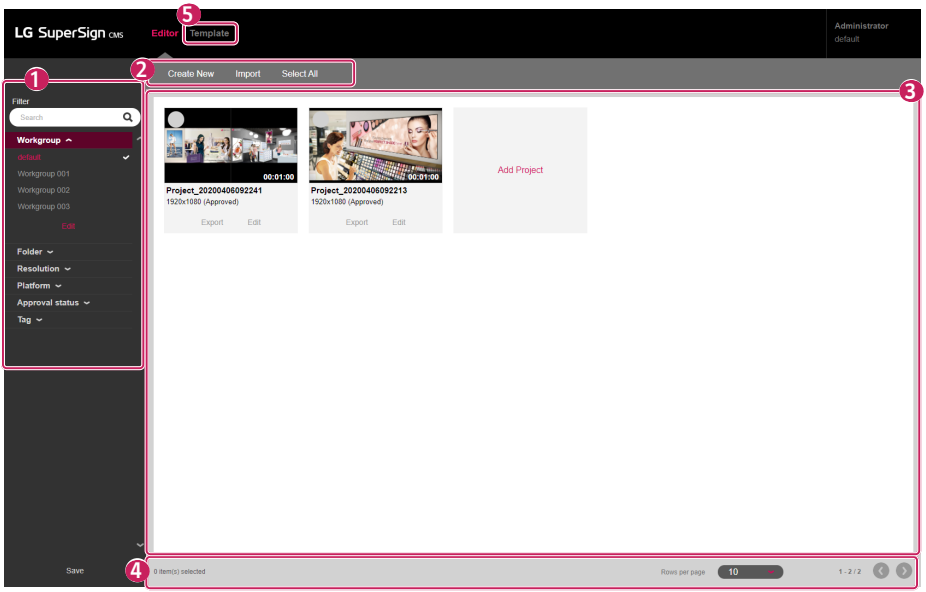
Starting SuperSign Editor

Click Go to SuperSign Editor on the SuperSign Server Home screen to open a new SuperSign Editor screen.

[Home]

This is the SuperSign Editor main screen where you can create or edit projects.

Screen Layout and Functions



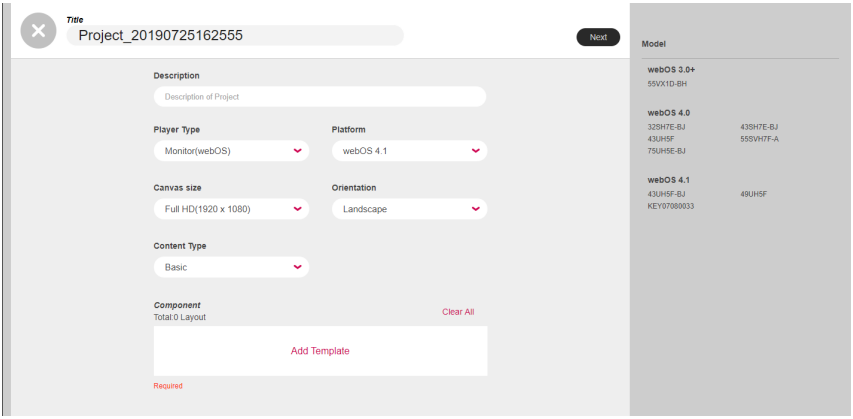
No.	Category	Description
1	[Filter]	The project list is retrieved based on the [Filter] settings. • [Search]: Retrieves a list of items that include the keyword. • [Workgroup]: Retrieves a list of items that belong to the selected workgroup. • [Folder]: Retrieves a list of items that belong to the selected folder. • [Resolution]: Retrieves a list of items that belong to the selected resolution. • [Platform]: Retrieves the list corresponding to the selected platform • [Approval Status]: Retrieves a list of items that belong to the selected approval status. • [Tag]: Searches the list corresponding to the selected tag
2	Top Button Area	Content project creation and management functions are provided as buttons. Available buttons vary by the item selected. • [Create New]: Creates a new content project • [Import]: Adds files from your PC as content • [Select All]: Selects the entire content list • [Delete]: Deletes the selected content project • [Deselect All]: Deselects all content projects
3	Main Screen	A list of content projects created with the Editor is shown here.
4	Bottom Area	Shows the number of selected items and allows page navigation.
5	[Template]	You can create the user template.

NOTE

- For details on filters, see the Common Functions section of the SuperSign Server.
- The [Template] tab is visible only if you have a valid Open API license.

Creating Project

The SuperSign Editor allows you to create content that can be played on the players. Depending on the [Content Type], you can create normal projects or touch projects that respond to touch actions.



Item	Description
[Player Type]	Sets the platform type of the project to be created. You can check the platform of the created player in the [Player] tab. • **Monitor (webOS), monitor (non webOS), SuperSign TV (webOS), SuperSign TV (non webOS), LED system controller (Basic), LED system controller (Fixed), SuperSign Player**
[Platform]	Sets the platform of the player that will distribute the content.
[Canvas size]	Sets the canvas size of the project to be created. You can check the resolution of the created player in the player Detail screen. Available canvas sizes are displayed depending on the platform type and platform. • **Full HD (1920 x 1080), Ultra HD (3840 x 2160), 86 Ultra Stretch, 88 Ultra Stretch, 10SE3E(1280 x 800)**
[Orientation]	Sets the playback orientation of the project on the player. • [Landscape], [Portrait]
[Content Type]	Creates normal projects and touch projects. • [Basic], [Touch], [Advanced (Multi)]

NOTE

- Touch projects are supported in webOS 3.0 or higher versions.
- The available [Canvas size], [Orientation], and [Content Type] vary by selected platform. You can check the platform information of the distributing player in the [Player] tab.
- Touch content is supported only on some models.
- Advanced (Multi) content is provided only if the player type is a LED system controller.
- It provides a list of registered players by player type on the left-hand side.

Creating Normal Project

1 Click the [Create New] button at the SuperSign Editor Home screen or click the [Create New] button on the Server content list page to create a new project.
2 Enter information for the new project to create.
3 Select [Normal] for [Content Type].
4 Click the [Add Template] button to add an item from the template list.
  - [Layout]: Select the layout filter on the right screen to add the desired template.
  - [Clear All]: Clears the current template item
  - Click the Layout button on the template list to see a list of filters that can be changed.
5 Click the [Next] button to open the story board screen.
6 Double-click a template to edit on the timeline below or click the [Template Editor] button at the bottom.
  - This opens the Template Editor where you can edit each template.
7 Add items to show in each element of the template from the list of items on the right-hand side.
  - A [Media], [Service] or [Text] item can be added to each element.
  - Click [Add Element] at the top. A new element will be added to the template edit screen.
8 Click the [Previous] button to open the story board.
9 When you have finished editing all templates on the timeline, click the [Save] button at the bottom to save.
10 Press the button and select whether you want to save in the Save confirmation pop-up.
  - [Yes]: Saves the project and ends the storyboard
  - [No]: Does not save the project before ending the storyboard
  - X: Cancels ending the storyboard
11 The storyboard is ended according to the save option selected, and the created project can be checked in the Editor Home screen.
  - Content projects added using the SuperSign Editor also appears on the content list of the SuperSign Server.

Create the template

1 In the SuperSign editor home, click the [Template] tab to go to the template home.
2 You can create a template by clicking the [Create New] button.
- The registration procedure and screen are the same as when creating a regular project.

Creating a Touch Project

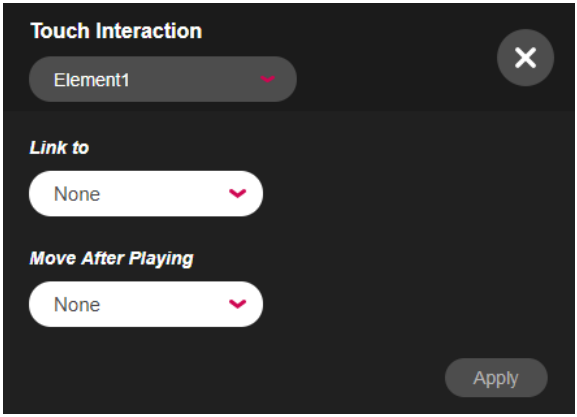
1 Click the [Create New] button on the SuperSign Editor Home screen or click the [Create New] button on the Server content list page to create a new touch project.
2 Enter information to create the new touch project.
- Touch projects can only be created in the Monitor (webOS 3.0) or higher [Player Type].

3 Select [Touch] for Content Type.
4 Click the [Add Template] button to add an item from the template list.
- [Clear All]: Clears the current template item
- Click the Layout button on the template list to see a list of filters that can be changed.

5 Click the [Next] button to open the story board screen.
6 Double-click a template to edit on the timeline below or click the [Template Editor] button at the bottom.
- This opens the Template Editor where you can edit each template.

7 Add items to show in each element of the template from the list of items on the right-hand side.
- A [Media], [Service] or [Text] item can be added to each element.
- Click [Add Element] at the top. A new element will be added to the template edit screen.

8 Select an element to receive touch input. Then click the [Touch] button on the timeline.



9 Select Touch Interaction and press the [Apply] button.
- [Touch Interaction]: Selects an element to enable touch
- [Link to]: Selects a template to open when the touch-enabled element is touched
- [Move After Playing]: Selects a template to open after playing the linked screen

10 Click the [Previous] button to open the story board.

11 When you have finished editing all templates on the timeline, click the [Save] button at the bottom to save.

12 Press the button and select whether you want to save in the Save confirmation pop-up.
- [Yes]: Saves the project and ends the storyboard
- [No]: Does not save the project before ending the storyboard
- X: Cancels ending the storyboard

13 The storyboard is ended according to the save option selected, and the created project can be checked in the Editor Home screen.
- Content projects added using the SuperSign Editor also appears on the content list of the SuperSign Server.

Creating an Advanced (Multi) Project

1 You can create a new [Advanced(Multi)] project by clicking the [Create New] button on the SuperSign Editor home or server content list screen.
2 Enter the information of the advanced (multi) project to be created.
3 Select [Advanced (Multi)] as the [Content Type].
- [Advanced (Multi)]: Create LED content (Multi) with two or more assigned LED players.

4 Click the [Add Player] button and add items to the player list.
- Click a folder or tag from the player list to display a list of filters that can be changed.
- [Add All]: Add all items from the player list.
- [Clear All]: Reset the included player.

5 Click the [Next] button to go to the Template Editor screen.
6 Add items to be displayed on each player and background from the list of items on the right.
- [Media], [Service] and [Text] can be added to each player area.
- [Image] and [Video] can be added to each background area.
- Click +Background at the top. A new background will be added to the edit screen.
- Click the icon at the bottom. The added background is summarized in a single line on the timeline.
- Click the icon at the bottom. A summary of the backgrounds as well as each background will be displayed.

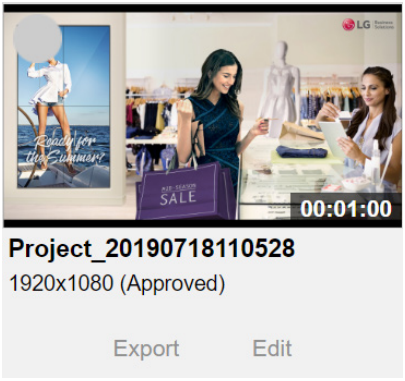
7 After editing all templates in the timeline, click the [Save] button at the top to save.
8 Click the [Home] button and choose whether to save when prompted in the confirmation pop-up.
- [Yes]: Save a project and close Template Editor.
- [No]: Close Template Editor without saving a project.
- X: Cancel closing the edit screen of Template Editor

9 After the Template Editor closes, you will be able to see the created project on the SuperSign Editor home screen.
- A content project added from the SuperSign Editor can also be viewed on the content list of a SuperSign server.

Exporting Project

Save the projects created with the SuperSign Editor as files for management.

1 View the project item on the Editor Home screen.
2 Click the [Export] button for a project item to export.



3 The project is downloaded as a compressed file.

Importing Project

Add exported files to the SuperSign Editor and use them.

1 Click the [Import] button on the top menu of the Editor.
2 Select a project to upload. Then click the [Open] button.
3 When the upload is complete, the Editor Home list is updated.

NOTE

- The export function is not supported for LED content.
- Only one project can be imported at a time.

Story Board

View the playback order of all templates on the story board. Access the Template Editor from here and edit templates.

Screen Layout and Functions

No.	Category	Description
1	Top Menu Area	This shows the project name and allows page navigation. • [Home]: Opens Home • Project Name: Shows and edits the project name • [Close]: Closes the story board
2	Top Button Area	This adds or edits templates on the story board. • +[Template]: Adds a new template after the last scene of the project • [Platform]: Changes the information of the platform to be applied to the content • [Canvas size]: Changes template size • [Orientation]: Changes template orientation
3	Template Area	The selected template is shown here.
4	Timeline	Templates included in the story board are shown here. New templates can also be added. • Display Time Filter: Sets the reference time to display the timeline of the story board • +: Adds a new template to the last scene of the project • [Add Effect]: Adds a template transition effect
5	Bottom Menu Area	This area provides functions that can be used after working on the story board. • [Preview]: Previews the current content project • [Save]: Saves the content project • [Save As]: Saves the content project as another file • [Template Editor]: Opens the Template Editor to edit the selected template

NOTE

- You may not modify the content that you deliver from LG SuperSign Master.

Add Template

Click [Add Template] at the top or click the + button on the timeline. You can add a new template to the timeline.

Project Settings

Use the top button area to change the [Player Type], template [Size] or template [Orientation].

- Changing the settings resets the story board edit screen.

Timeline

Changing the display time filter of the timeline changes the template view on the timeline according to the unit of time.

Drag a template and drop it in a new position to change the template playback order.

Add Template Transition effects

Add transition effects between the existing templates.

1 Click the + [Add Effect] button of each template in the timeline.
2 The list of available transition effects appears.
3 Click the + button of an item to add the [Transition effects].
   - The selected [Transition effects] precedes the selected template during playback.
   - The template conversion effect function is supported in webOS 3.0 or higher versions.

NOTE

- The performance of the template transition effect may vary depending on content composition.

Preview

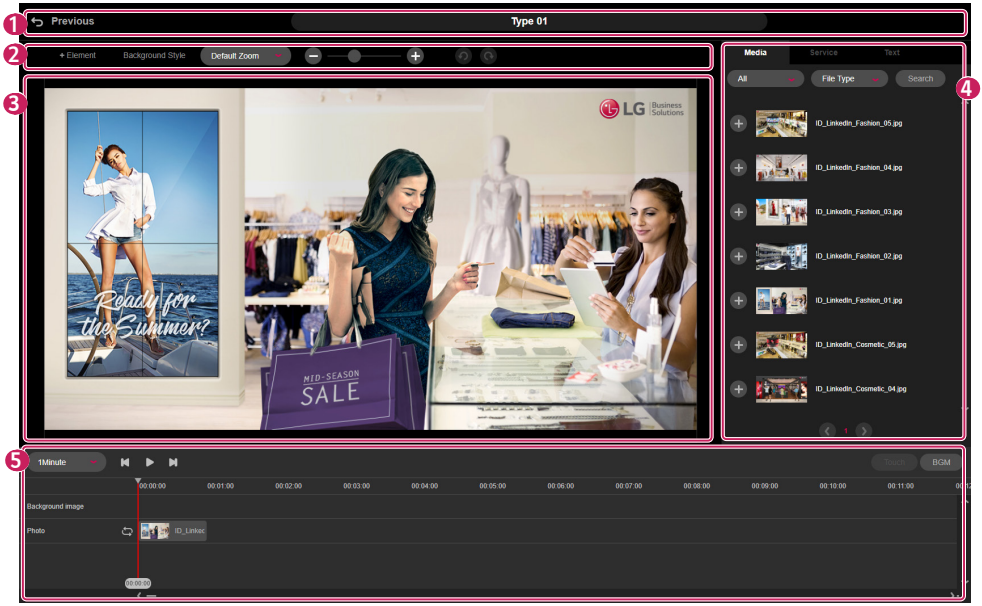
Preview templates in the content project.

- The entire preview is shown in images.

[Template Editor]

Perform detailed editing of templates on the story board. Add [Media], [Service] or [Text] content to each element of your template.

Screen Layout and Functions



No.	Category	Description
1	Top Menu Area	This shows the template name and allows page navigation. • [Previous]: Opens the story board • Template Name: Shows and edits the template name
2	Top Button Area	A new element can be added to the selected template. A background style can also be applied. • : Undo editing • : Reverse edit execution
3	Template Edit Screen	You can display the template you are currently editing and edit it by clicking the + area and adding [Media], [Service], and [Text].
4	List of Items	This shows a list of [Media], [Service] and [Text] items on the server. Selected items can be added to template elements.

No.	Category	Description
5	Timeline Area	Items added to the template are shown on a timeline. [Order Type] and [Play time] of each item can be changed or deleted. • Display Time Filter: Sets the reference time to display timeline of the template • : Rewinds template • : Plays template • : Pauses template • : Fast forwards template • [Touch]: Adds touch interaction • [BGM]: Adds template background music

Add Item

Add a [Media], [Service] or [Text] item from the list on the right-hand side to any element on the template.

NOTE

- Click +[Element] at the top to add a new area to a template.
- Select an item on the list to add it to the timeline immediately.

Adding Media

1 Select an element to add media in the template edit screen.
2 On the list of items provided on the right-hand side, select the [Media] tab.
3 Click the + button of a media item to add or drag and drop to add the item to the selected element.
   - The list is retrieved based on the folder and file type filters.
   - Enter the keyword by pressing [Search] to search for the desired Media.

NOTE

- Default playtime of 60 seconds is applied to media items without playtime.

Adding Service

1 Select an element to which to add a service on the template edit screen.
2 Select the [Service] tab from the list of items on the right-hand side.
3 Select the desired service type from [Item], [Data service], [Date]/[Time], the QR code, and the clip art.

Filter Item Name	Service Name	Description
[Item]	[External Input]	Add an external input to display a specific input (HDMI, RGB, etc.) of the player in the selected element.
	[Web Page]	Add a web page to display the web page of a specific URL in the selected element.
	[RSS Feed]	Add an RSS feed and its address to display updates and new posts of the site according to the RSS rules in the selected element.
	[Widget]	Add a widget code to display weather information, calendar, news, etc. in the selected element.
	[Streaming]	Add a streaming (video) service and its URL to display the streaming video of the URL in the selected element.
	[Shared Folder]	Add a shared folder to display the media items of the shared folder in the selected element.
	[Web Video]	You can add web pages including videos through the web video service.
[Data Service]	[Data Service]	If you add a data service in the **SuperSign Server > Settings > Data Service** menu, information collected about the external system is displayed regularly on the player screen.
[Date]/[Time]	[Add Date]	Add the date item and select the display type, color and size to display date information in the selected element.
	[Add Time]	Add the time item and select the display type, color and size to display time information in the selected element.
[QR Code]	[QR Code]	You can create various QR codes in the editor and add them to an element. - Websites, email addresses, contact information, text, locations, messages, business cards etc.
[Clipart]	[Clipart]	You can add clip art to an element from a selection of 100 clip art images that are available by default.
[Template]	[Photo], [Video], [Web page], [Text]	Each area can be designated with a unique ID to set up dynamic media through OpenAPI.

4 Click the + button of a service item to add or drag and drop to add the item to the selected element.

NOTE

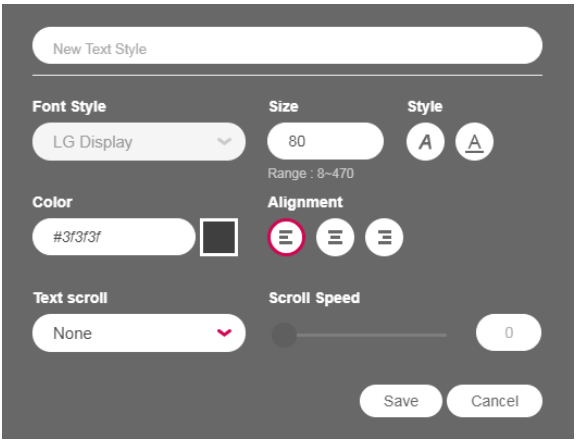
- Note the following constraints when adding items to each template.
  - Only one [External input], [Web page], [Streaming] or [Shared Folder] service can be added to a template.
  - Up to three [RSS Feed] or [Widget] can be added to a template.
  - For the webOS 3.0 version or lower, one of the following services can be added: [Video], [Background Music], [Flash], [External input], [Streaming], [Shared Folder] (video).
  - In the version of webOS 3.0+ or higher, you can add two services among [Video], [External Input], [Streaming], and [Shared Folder] (video).
  - If your monitor runs webOS 4.0 or later, you can use both [Image] and [Video] for [Shared Folder]. When using image files, however, it is recommended to set minimum playback time to 10 seconds in playlist.txt.
  - With the monitor that runs WebOS 4.0 or later, up to 4 videos can be added to one scene. However, some monitors may not support this feature.
  - Up to 20 [Data Service] can be added per scene.
  - Up to 20 elements that contain [Date], [Time], and [Text] can be added.
- [Streaming] and [Shared Folder] services are supported only in webOS 3.0 or higher versions.
- The [Web Video] service is only supported on the monitors with webOS 3.0+ or higher.
- The [Template] service has a valid Open API licence, and this will be displayed only when you enter Add Template.

Adding Text

1 Select an element to which to add text on the template edit screen.
2 Select the [Text] tab from the list of items on the right-hand side.
3 Click the + button of a text item to add or drag and drop to add the item to the selected element.
4 Double-click the text element to enter text.

Add Style

1 Select the [Text] tab from the list of items on the right-hand side.
2 Click the [Add Style] button to open the New Text Style popup.



3 Enter a text style name and configure the settings.
4 Click the [Save] button to add the new text style to the style list.

Edit Style

1 Select the [Text] tab from the list of items on the right-hand side.
2 Click the [Edit] button of each item to open the Edit Text Style popup.
3 Check the current settings and change them as needed.
4 Click the [Save] button to change the text style.

Delete Style

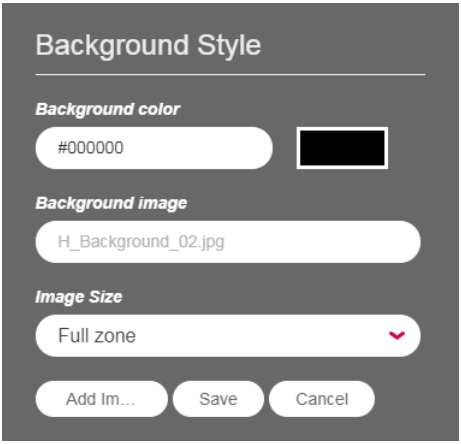
1 Select the [Text] tab from the list of items on the right-hand side.
2 Click the [Edit] button of each item to open the Edit Text Style popup.
3 Click the [Delete] button at the bottom to delete the selected text style.

NOTE

- The font displayed during editing may be different from the font displayed in a player.
- The range of the font size may vary by platform.

Adding Background Style

1 Click the [Background Style] button at the top of the Template Edit screen.
2 Select a background color or click the [Add Image] button to select an image to add to the background.
3 Select the [Image Size] option and click [Save] to apply the background style to the Template Edit screen.
- Once a background style is added, it can be edited again by clicking the [Background Style] button.



Adding Background Music

1 Click the [BGM] button on the Template Editor screen.
2 The list of music tracks available on the server appears.
3 Select a music track to add and click the + button.
- If you add multiple BGM items, the tracks are added one after another.

4 The added BGM appears on the timeline.
- BGM tracks do not appear on the template screen.

Change Item Properties

Double-click an item added in the template to change the [Media], [Service] or [Text] properties.

1 To modify the properties of an area, double-click the area from the Template Editor or select the area and click the [Property] button on the area pop-up.
2 Change the settings in the [Property] window shown on the right-hand side.
3 Click the [Apply] button to change the properties.

NOTE

- Save changed properties by clicking the [Save] or [Save As] button on the story board.

Delete Item

Delete items added to the template.

1 On the Template Edit screen, select the element that contains an item to delete.
2 To delete the selected item, click the [Delete] button on the area pop-up or press the **Delete** key on your keyboard.
   - Select an item on the timeline and hit the **Delete** key to delete the item immediately.

SuperSign Monitoring

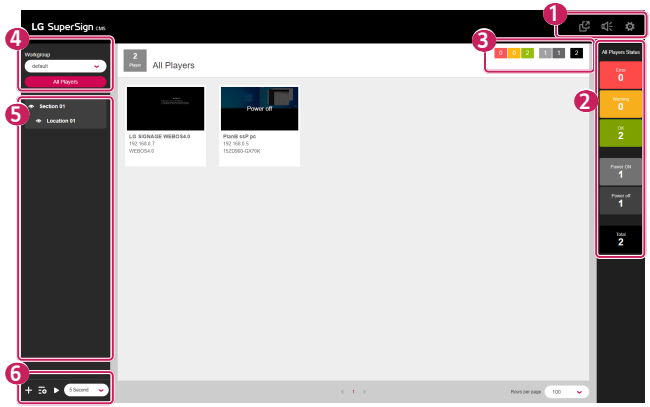
SuperSign Monitoring allows you to monitor players on the basis of a map.

Start SuperSign Monitoring

If you click the SuperSign Monitoring button on the SuperSign server's home screen, a new SuperSign Monitoring screen will pop up.

[HOME]

The main screen of SuperSign Monitoring; the screen consists of functions as follows:

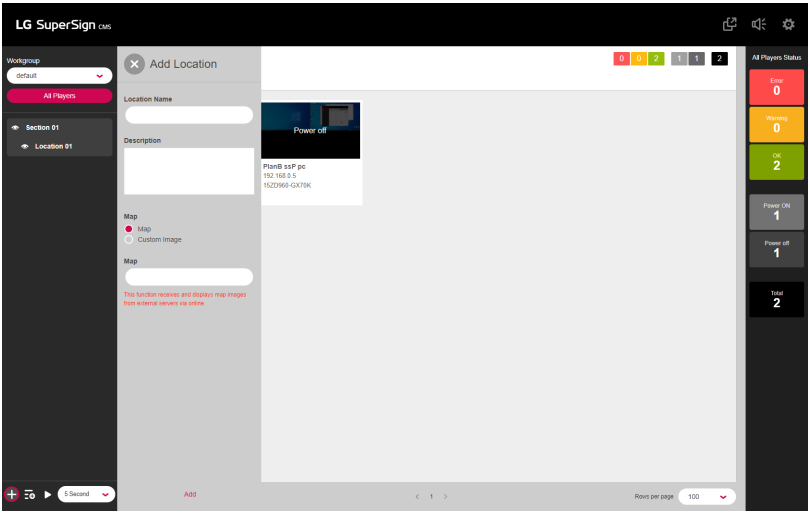


No.	Classification	Description
1	Top Button Area	• : Opens a new SuperSign monitoring screen. • : Sets warning sound for error, warning, and power off. • : Selects the site that will provide maps.
2	[All Players Status] Area	Display the error, warning, normal status, power-on and power-off status, and total player count for all players.
3	Dispatched Player Status Area	Display the error, warning, normal status, power-on and power-off status, and total player count for the players dispatched on the map.
4	Filter Area	• [Workgroup]: You can select a workgroup. • [All Players]: You can display and manage all players.
5	Position Display Area	You can display and manage locations and sections.
6	Bottom Button Area	• Add Location: Adds a map or image-based location. • Add Section: Adds a section that can contain a location. • Start/Stop Auto Move: You can move around/stop in each location. • Auto Move Cycle: You can select the auto move cycle. 5 seconds, 10 seconds, 20 seconds, 30 seconds

Add Locations

You can add and manage locations based on the map and user images.

Add Map-Based Locations



1 Click the [Add Location] button at the bottom of the screen.
2 Enter the location name and description.
3 Select the map and search for a location.
4 Select the searched location and click the Add button.

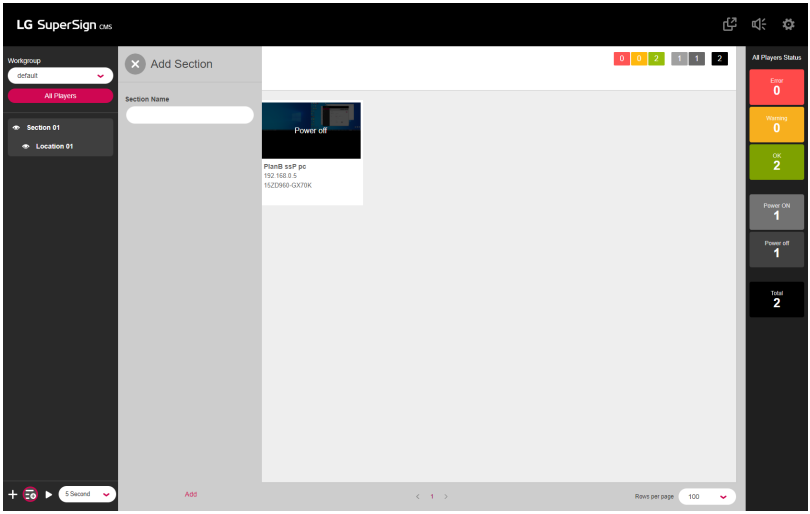
NOTE

- Since the map image will be received and displayed via the Internet, it may appear invisibly or slowly depending on the Internet connection status.

Add User Image Based Locations

1 Click the [Add Location] button at the bottom of the screen.
2 Enter the location name and description.
3 Select the user image, and click the Upload button to upload the image to be displayed.
4 Click the Add button.

Add Sections



1 Click the [Add Section] button at the bottom of the screen.
2 Enter the section name.
3 Click the [Add] button.

Manage Locations and Sections

You can [Modify], [Delete], and [Move] the locations and sections.

Edit Locations

1 Click the ⋯ button to the right of the location.
2 Click the [Edit Location] button.
3 Enter the information to be edited, and click the [Save] button.

Delete Locations

1 Click the ⋯ button to the right of the location.
2 Click the [Delete Location] button.
3 Click the [Delete] button to delete.

Move to Another Location

1 Click the ⋯ button to the right of the location.
2 Click the [Move to section] button.
3 Select the section you want to move to.

Edit Sections

1 Click the ⋯ button to the right of the section.
2 Click the [Edit Section] button.
3 Edit the section information, and click the [Modify] button.

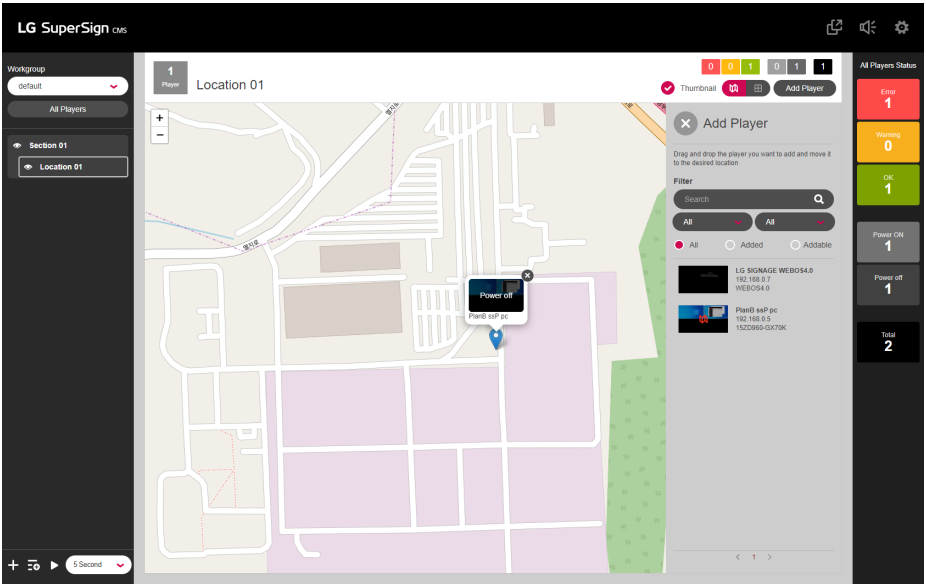
Delete Sections

1 Click the ⋯ button to the right of the section.
2 Click the [Delete Section] button.
3 Click the [Delete] button to delete.

NOTE

- When you delete a section, the locations it contains will also be deleted.

Dispatch Players



1 You can place players on maps and images to manage them based on location.
2 Select the desired location and click the [Add Player] button at the top.
3 Search for the player by search conditions and filters, then place the player where you want it.

Display Thumbnails

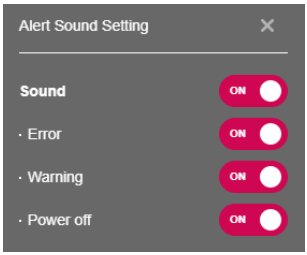
You can set whether to display thumbnails through the thumbnail checkbox at the top.

View Type Settings

1 : Displays players based on the location.
2 : Displays players based on the list.

Alarm Settings

Players can set an alarm to notify of an error, warning, or power-off status.



1 Click the top button.
2 Set the item you want to add the alarm to.

Select Maps

1 Click the top button.
2 Select the site that will provide maps.

APPENDIX

LG SuperSign CMS Network Connection

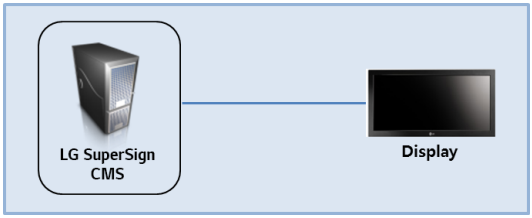
Refer to the information below when establishing network connections for the SuperSign Server and the Display.

LAN Network Connection

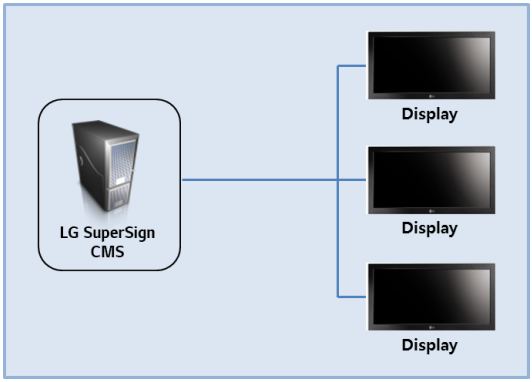
Choose the LAN connection when the SuperSign Server and the Display are on the same network.

- The same network means the same gateway and subnet address for IP communications.
- The SuperSign Server can find the Displays in the same network using the search feature.
- For 1:1 connection, use a crossover cable that allows communications without network equipment.
- Features such as the Web, Widget, and RSS are not available in closed networks without an external connection to the Internet.
- If the network does not have a DHCP server, you should manually set the IP addresses of the Display and the SuperSign Server.

1:1 Connection



1:N Connection

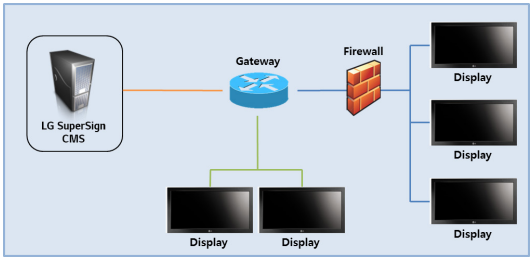


Internet Connection

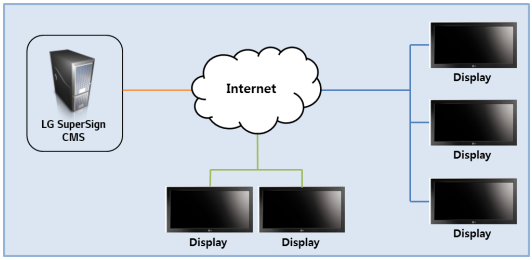
Choose the Internet connection when the SuperSign Manager and the Display are in two different networks.

- The SuperSign Server cannot find the Display in another network using the search feature.
- The Display can be connected to the SuperSign Server using the manual scan (manual Player search) mode.
- If the SuperSign Server is in a private network, the Display may not be properly connected.
- If the network is protected by a firewall, some transmission features may not work properly.
- Features such as the Web, Widget, and RSS are not available in closed networks without an external connection to the Internet.
- If the network does not have a DHCP server, you should manually set the IP addresses of the Display and the SuperSign Server.

Hierarchical Connection



Internet Connection

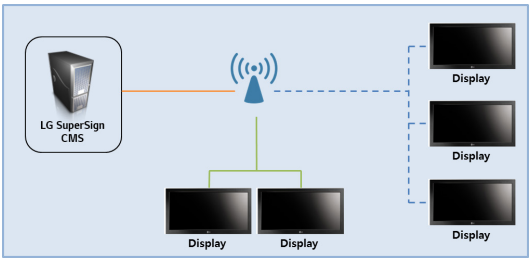


Wireless Network Connection

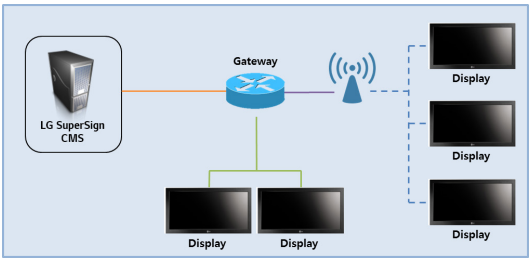
Choose a wireless network connection when using a wireless router to connect the SuperSign Server and the Display.

- The SuperSign Server and the Display support wired and wireless network connections.
- The Display may not work properly if you use wired and wireless network devices simultaneously.
- Unplug the LAN cable when you connect the Display to the SuperSign Server using a wireless network. Do not plug in a wireless network device when you connect the Display to the SuperSign Server using a wired network.
- Make sure that the SuperSign Server and the Display are on the same network when you use a wired/wireless router. The player cannot be recognized by a search when it is on a different network. If the SuperSign Server is behind a router or a firewall, a connection may not be established.

Wired/Wireless Router



Wired/Wireless Network



Available Ports

The SuperSign Server can be connected to SuperSign Player via the ports listed below:

- 8080: Server open
- 5432: PostgreSQL DB
- 6950: Player search
- 9000: Server update
- 9: WOL (WakeOnLan)
- 8443: HTTPS
- 8883: MQTT

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