



OWNER'S MANUAL

# SuperSign Editor

Please read this manual carefully before operating your set and retain it for future reference.

# TABLE OF CONTENTS

## 3 SUPERSIGN EDITOR

---

3	<b>System Requirements</b>
4	<b>Installing the Program</b>
6	<b>Editor Program Configuration</b>
9	- Registering Media Files
10	- Media Files Rotation
11	- QR Code Registration
11	<b>Content Creation</b>
11	- Creating Content
16	- Adding Service Content
19	- Adding Timeline
21	- Editing with Tools Panel
29	<b>Saving Content</b>
29	- Saving in My Computer (PC Editor)
29	- Saving in Server
30	<b>Exporting Content</b>
31	<b>Editing Playlist</b>
33	<b>Saving Playlist</b>
33	- Saving in My Computer (PC Editor)
33	- Saving in Server
33	<b>Exporting Playlist</b>
34	<b>PC Editor Menu Layout and Functions</b>
37	<b>SuperSign File Support</b>
38	<b>Unified Codecs</b>

# SuperSign Editor

SuperSign Editor is a software program for editing content that can be played in the player. SuperSign Editor consists of two different programs. PC Editor is a program to be installed separately on the user's PC, and Web Editor is a version to be run from SuperSign Server.



## NOTE

- Some functions are not available in Web Editor.
  - Preview is not supported.
  - You can only register a media file using SuperSign Server or PC Editor.
  - PowerPoint or PDF files must be registered through PC Editor before they can be played on monitor type or TV type players.
  - My Computer and Server tabs are available only in PC Editor.
  - From PC Editor, you can save content to your PC without connecting to the server; the content are saved in the library of My Computer. After logging in to the server, you can send content or media files saved in My Computer to the server.

## System Requirements

Please check the system requirements for proper operation.

Component	Requirements
CPU	2.5 GHz Core 2 Duo L2 Cache 2 MB or higher
RAM	2 GB or higher
Network	100 Mbps or higher
OS	Windows 7 (32 bit, 64 bit), Windows 8.1 (32 bit, 64 bit)
Graphics Card Memory	512 MB or higher

# Installing the Program

Learn about the PC Editor, a local PC-based program for content creation.

## Installing/Uninstalling PC Editor

### Installing PC Editor

- 1 On the main screen, click **[SuperSign Editor]**.
- 2 When the File Download pop-up appears, click the **[Run]** button.
- 3 When the Security Warning pop-up appears, click the **[Run]** button.
- 4 Select the language and click the **[OK]** button.
- 5 Read the SuperSign Editor installation instructions and click the **[I Agree]** button.
- 6 Select the installation path of the SuperSign Editor and click the **[Install]** button.
  - The program installation begins.
- 7 When the Adobe AIR Setup pop-up appears, click the **[I Agree]** button.
- 8 When the Adobe AIR installation is complete, click the **[Finish]** button.
- 9 When the Install Adobe Flash Player Active X pop-up appears, click the **[Install]** button.
- 10 When the Adobe Flash Player Active X installation is complete, click the **[Done]** button.
- 11 When the SuperSign Editor installation is complete, click the **[Finish]** button.



#### NOTE

- If you re-install the program without uninstalling it, you can choose to keep or initialize the data.
- If your operating system is Windows 7, you need to install/run the program as an administrator to allow you to access the system.
- The Adobe Air program must be installed version 3.1.

## Uninstalling PC Editor

### ■ Uninstalling with the uninstall program

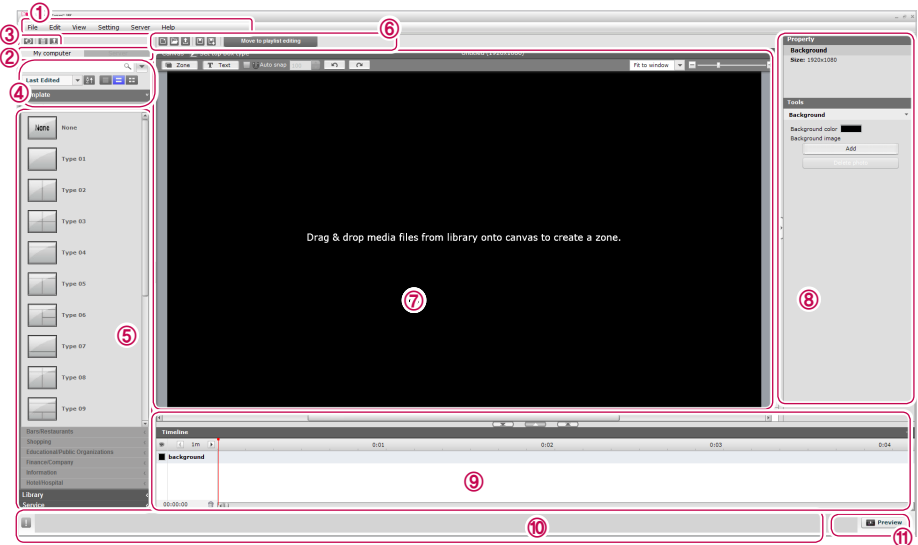
- 1 On Windows, click **Start > All Programs > SuperSign Editor > Uninstall SuperSign Editor**.
- 2 When the uninstall program starts, click the **[Uninstall]** button.
- 3 Click the **[Finish]** button when the uninstallation is complete.

### ■ Uninstalling with the Control Panel

- 1 Go to **Start > Setup > Control Panel > Programs > Uninstall a Program > SuperSign Editor**.
- 2 Click the **[Uninstall]** button.

# Editor Program Configuration

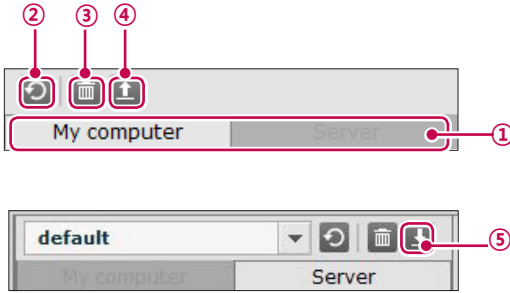
Overall structure and functions of the editor are as follows.



No.	Name	Function
①	Menu Bar	You can use the major features of SuperSign Editor.
②	Workgroup	This is the list of workgroups assigned to the account which was used to log in to the server. <ul style="list-style-type: none"> <li>- When a workgroup is selected, only the items belonging to the workgroup are shown in the library.</li> <li>- When saving media, content, playlists, etc. on the server, they are saved in the default folder of the currently selected workgroup.</li> </ul>
③	Refresh the library / Delete / Upload or Download	<ul style="list-style-type: none"> <li>• <b>Refresh the library:</b> Refreshes the items in the currently selected library (My Computer or Server).</li> <li>• <b>Delete:</b> Deletes the selected items (in their checkboxes) from the library.</li> <li>• <b>Upload or Download:</b> Uploads or downloads the selected items (in their checkboxes) in the library to the Server or My Computer.</li> </ul>
④	Search/Alignment/View	<ul style="list-style-type: none"> <li>• <b>Search:</b> Shows specific items in the library</li> <li>• <b>Alignment:</b> Alignment rules applied to the items shown in the library</li> <li>• <b>View:</b> Methods of displaying library items (General View, Thumbnail View, List View)</li> </ul>

No.	Name	Function
⑤	Library area	<ul style="list-style-type: none"> <li>• <b>Template:</b> Templates and layouts which are provided by default               <ul style="list-style-type: none"> <li>- You can select a custom template previously saved.</li> </ul> </li> <li>• <b>Playlist:</b> In Edit playlist mode, playlists are shown instead of templates.               <ul style="list-style-type: none"> <li>- You can display saved playlists or any desired items on the screen.</li> </ul> </li> <li>• <b>Library</b> <ul style="list-style-type: none"> <li>- <b>Content:</b> You can view the list of saved content or select an item you want and then display it on the screen.</li> <li>- <b>Media:</b> You can view the list of saved photos, videos, flash files, music, PDFs, Office files, and other files, or select a file and then add it to the canvas.</li> </ul> </li> <li>• <b>Service</b> <ul style="list-style-type: none"> <li>- <b>Element:</b> You can select web, RSS, widget, or streaming elements and then add them to the canvas.</li> <li>- For monitor type, external input and web items are shown. For TV type, TV and external input items are shown.</li> <li>- <b>Date/Time:</b> Provides word type or an image type frame, showing the date and time.</li> <li>- <b>QR Code:</b> You can register QR codes or view the list of saved QR code images.</li> <li>- <b>Clipart:</b> Provides shapes and frames included in the built-in templates as an image, or a flash.</li> <li>- <b>Data Service:</b> The list of data services registered with the server is shown. This is shown only in the service category of the Server tab.</li> </ul> </li> </ul>
⑥	Shortcut buttons	<p>Shortcut buttons for New, Save, Export, etc. are provided here.</p> <ul style="list-style-type: none"> <li>• <b>Move to playlist editing:</b> Switches to playlist edit mode while editing content.</li> <li>• <b>Move to content editing:</b> Switches to content edit mode while editing playlist.</li> </ul>
⑦	Workspace	This is where you can edit your content.
⑧	Property and Tools	This is where you can check and change the information on the selected area or media.
⑨	Timeline	This is where you can edit the time and order of the media files that are played in each zone.
⑩	Information Area	This is where you can see a brief description of the selected feature.
⑪	Preview	You can preview the content you are editing.

## Library Screen Layout and Functions



No.	Name	Function
①	My Computer / Server	Selects a location where media, content, or playlists are stored. <ul style="list-style-type: none"> <li>• <b>My Computer:</b> Displays the list of libraries saved on the user PC.</li> <li>• <b>Server:</b> Displays the list of libraries saved on the server.</li> </ul>
②	Refresh the library	Refreshes the currently selected list of libraries.
③	Delete	Deletes the selected library items.
④	Send to the server	When the save location is set to My Computer, you can upload media, content or playlists from the local computer to the server's library.
⑤	Download	When the save location is set to Server, you can download media, content or playlists from the server to My Computer.

**NOTE**

- The server-side Web Editor does not have the My Computer/Server switch tab.
- When downloading content or a playlist or sending them to the server, any included media or content is downloaded or sent to the server as well.
- To change the download destination, go to Setting > Download folder, and specify a desired location.



## Registering Media Files

### Adding a file to the media library

You can add photos, videos, flash files, music, PDFs, and Office files to the library using the PC Editor.

- 1 To add a media file, click the **[+]** button on the Media tab or select **[File] > [Add a file to media library]**.



- 2 The selected files are automatically added to the library.



#### NOTE

- Adding media files to the Library is only available in the PC Editor.
- You can also select and drag the desired media file from Windows Explorer directly to the media library. The media file will then be automatically classified and stored in the corresponding category.  
In Windows 7, you can drag-and-drop files from Windows Explorer only when the "**User Account Control (UAC)**" is disabled.
- Thumbnail images of flash files are displayed only when registered through PC Editor.
- To play a PowerPoint or PDF file on monitor type or TV type players, be sure to use the file after registering it using PC Editor.
- The total number of files that can be registered simultaneously is limited to 100.
- The maximum length of names of files that can be played on monitor type or TV type players is 42 characters.
- PDF files that comply with ISO 19005-1 or PDF/A-1a 2005 are supported only.

## Media Files Rotation

### Add a file to media library

In the PC Editor, you can rotate images and videos 90 degrees clockwise/counterclockwise. To rotate an image or video in the PC Editor, first register the desired image or video to Local Library by using Add Media File.

- 1 Go to **[File]** > **[Media files rotation]**.
- 2 Select the image or video you want to rotate.
- 3 Select the desired rotation angle (+/-90 degrees).
- 4 If you click the **[OK]** button, the selected media file is rotated and automatically registered to the library.



#### NOTE

- It may take longer to rotate certain files depending on the resolution, duration, and type.
- Files with English filenames can be rotated only.
- For video files, rotatable file types may differ depending on the resolution.
  - Full HD (1920x1080) or lower: wmv, avi, ts, mpg, mpeg, mp4, mov, mkv
  - Higher than Full HD but equal to or lower than UHD (3840x2160): wmv, avi, ts, mpg, mpeg

### Adding a folder to the media library

In PC Editor, you can add a selected folder to the library.

- 1 Select **[File]** > **[Add a folder to media library]**.
- 2 Click the **[Browse]** button and select the folder you want to add.
- 3 From the file list displayed in the file path, select the file you wish to run first when distributing the folder.
- 4 If you click the **[OK]** button, all the files in the folder will be changed to a single file and be added to the library.
- 5 To check the added folder, go to **Library > Media > Folder** tab.

## QR Code Registration

- 1 Select **Service** > **QR Code** tab.
- 2 Click the **[QR Code creation]** button to bring up the QR code creation screen.
- 3 Select the type you want, enter the required information, and then click the **[Creation]** button. QR code creation is available for the following types:
  - Website
  - Email
  - Contact
  - Text: Up to 100 characters can be entered.
  - Location information
  - Message
  - Business card (VCARD, MECARD)
- 4 Select a library (My Computer or Server) to save the QR code, enter a name, and then click the **[Save]** button.
  - To save in the server, you must be logged into the server.
- 5 The saved QR code image is shown in the QR code tab.



### NOTE

- The QR code creation function is available only on the charged version (SuperSign W).
- Your PC Editor will be authenticated as a charged version automatically when you log in to a server installed with SuperSign W.

## Content Creation

### Creating Content

You can easily provide desired advertising content.

- 1 Run the SuperSign Editor program.  
For SuperSign Server, click the **[Create New]** button on the content list screen.
- 2 Select the desired canvas settings.
  - If you do not want to display the Canvas setting window after the settings are complete, select the **[Do not display on the next startup]** checkbox.

Menu	Description
Type	<ul style="list-style-type: none"> <li>• <b>Content:</b> Ordinary content, Touch contents</li> </ul>
Selecting a player	Select a Player Type. <ul style="list-style-type: none"> <li>• <b>Set top box type:</b> Content type for media player (SuperSign Player)</li> <li>• <b>Monitor type:</b> Content type for Signage monitors</li> <li>• <b>TV type:</b> Content type for SuperSign TVs</li> </ul>
Using Template or Layout	Select a built-in template or layout.
Customizing the canvas	Select a desired canvas type and resolution. <ul style="list-style-type: none"> <li>• <b>Canvas type:</b> Select either <b>Landscape</b> or <b>Portrait</b>.</li> <li>• <b>Canvas size:</b> Select the default standard resolution.</li> <li>• <b>Custom canvas size:</b> Select the size you want</li> </ul> * When using monitor or TV, canvas type or custom canvas size cannot be selected .

**NOTE**

- When you select a monitor or TV player, some functions are not available when editing content.
- For more information, see 15 Page, "Restrictions When Using a Monitor Type or TV Type Player".

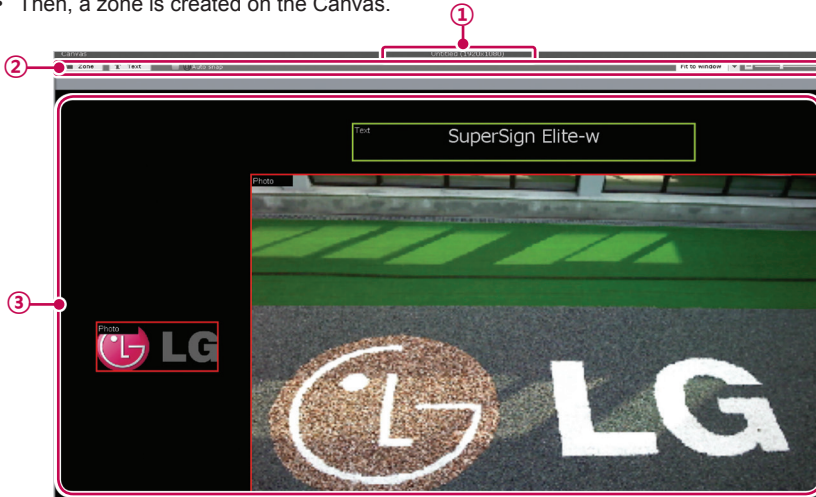
- 3 Click the **[OK]** button to complete the canvas setting.
  - The content edit window appears when the canvas setting is complete.
- 4 Select an item to edit from the Workspace.
  - You can view the item details in the **Property** panel.
- 5 Use the Tools panel to edit the selected item in a desired fashion.
  - The Tools panel changes according to the selected item. For details on the tool functions, see 21 Page, "Editing with Tools Panel".
- 6 To save the content, select the **[File]** > **[Save as]** in the menu bar or select the Save as shortcut button.
  - For Web Editor, click the **[Save as]** shortcut button at the top.

## Adding media to a zone

You can create a custom layout using the **[Zone]** and **[Text]** buttons at the top of the Canvas.

1 In the content edit mode, click the **[Zone]** button at the top of the Canvas.

- Then, a zone is created on the Canvas.



No.	Name	Function
①	File information area	Displays the canvas file name and resolution.
②	Action buttons	<ul style="list-style-type: none"> <li>• <b>[Zone]</b>: Creates a zone on the Canvas.</li> <li>• <b>[Text]</b>: Creates a text zone on the Canvas.</li> <li>• <b>[Auto snap]</b>: Aligns the edges of the selected zone with the edges of other zones.</li> <li>• <b>[Fit to window]</b>: Press the [▼] button to select <b>Fit to window</b> and adjust the canvas size to full screen or enlarge/reduce the canvas screen by moving the slide bar to the left or right.</li> </ul>
③	Canvas area	<p>Entering the Canvas after selecting a template/layout, automatically creates the zones.</p> <ul style="list-style-type: none"> <li>• <b>Zone</b>: Created when clicking the <b>[Zone]</b> button; it has no property initially. When the user inserts media, a zone property is created.</li> </ul>

2 Drag-and-drop a media file added to the library on the zone.

- The media file is added to the **Canvas** zone.

3 Select a service category and click the Add button to add its zone.

- For TV/external input zone, QR code, or clipart, drag and drop a file to its zone.

**NOTE**

- What is a zone? A SuperSign Editor zone is an area on the canvas in which the media or a layer is placed while the content is being edited. You can create a zone by combining different types of media items and creating an ad by including another zone or zones (a zone can accommodate only one type of media).  
The zone can include any media such as photos, videos, flash content, music, and Office files. Because each zone is a separate area, it has its own properties and can be easily deleted or inserted. Also, ad content is easily created by dragging and dropping onto the canvas.
- Only media with a single property can be added to a zone.
- When previewing an Office file, make sure to close any open instance of the Office program.
- Office files or web pages may not be displayed in the edit order (Z-order).
- When using an SWF file, you can do repeat play when the file is configured to do so.
- Some special characters (^, |, \, <, >, ?, /, ' , " , \* , ; , : , %) are not allowed in content file names.
- The maximum number of zones that can be created in the canvas varies depending on the type of zone:
  - Photo zone: up to 20
  - Music zone: up to 4 (up to 1 for monitor type or TV type)
  - Text zone: up to 20
  - Video zone: up to 4 (up to 1 for monitor type or TV type)
  - Flash zone: up to 20 (up to 1 for monitor type)
  - Web or widget zone: Up to 4 (only 1 web zone can be added for monitor type and cannot be played simultaneously with other zones)
  - Office zone: up to 4
  - PDF zone: up to 10
- The monitor type or TV type cannot have both a music zone and a video zone within the same content.
- Video thumbnails are randomly extracted from the first few seconds of playback.
- If a video cannot be added to the library, see 38 Page, "Unified Codecs" and make sure that a required codec is installed.
- Services (RSS, websites, RSS, etc.) and text cannot be copied.
- The monitor type or TV player supports only a limited image size and office area when played simultaneously.

## Placing media directly onto a zone

You can add a media file you selected directly onto the canvas.


- 1 Drag and drop a media file added to the library onto the canvas.
  - The media is placed onto the canvas with its area created automatically. You can change the size and location of the new area.

**NOTE**

- In the PC Editor, drag-and-dropping a media file, selected from the Windows Explorer onto the canvas, automatically creates its media zone.

## Restrictions When Using a Monitor Type or TV Type Player

When you use a monitor type or TV type player to edit content, the following restrictions apply:

Item	Restrictions
Templates	<ul style="list-style-type: none"> <li>For content including a file that is not supported by a monitor type or TV type player, the file is hidden and only the other zones are displayed.</li> </ul>
Canvas size	<ul style="list-style-type: none"> <li>The size of the canvas is determined by the connected monitor or TV model; no custom setting is available.</li> <li>The zone cannot be out of the canvas background.</li> </ul>
Library	<ul style="list-style-type: none"> <li>Only the content types supported by the player are displayed.</li> <li>Any unsupported files are disabled and cannot be added to the zone.               <ul style="list-style-type: none"> <li>- <b>Photo/Video:</b> A file which has a resolution higher than 3840 X 2160 cannot be added to the zone. Any unsupported file cannot be added to the zone. (Refer to 37 Page, "SuperSign File Support".)</li> <li>- <b>Flash:</b> Supported on some monitors in the case of monitor type. For detailed information about support availability, see the owner's manual provided with your monitor.</li> </ul> </li> </ul>
Service	<ul style="list-style-type: none"> <li>Element               <ul style="list-style-type: none"> <li>- <b>Monitor:</b> External input, web (supported on some monitors in the case of web zone.)</li> <li>- <b>TV:</b> TV/external input</li> </ul> </li> </ul> <div style="border: 1px solid black; border-radius: 10px; padding: 10px; margin-top: 10px;"> <p> <b>NOTE</b></p> <ul style="list-style-type: none"> <li>Restrictions when using external input or TV               <ul style="list-style-type: none"> <li>External input zones cannot be played simultaneously with video/music zones.                   <ul style="list-style-type: none"> <li>- When a video (or music) zone already exists, external input zones cannot be added.</li> <li>- When an external input zone already exists, video (or music) zones cannot be added.</li> </ul> </li> </ul> </li> </ul> </div>
Tools	<ul style="list-style-type: none"> <li>Any unsupported files are disabled or their usable range is reduced.               <ul style="list-style-type: none"> <li>- <b>Photo transition effects:</b> Limited to 9 including <b>No effect</b></li> <li>- <b>Background:</b> You cannot select a file with a background photo resolution higher than 3840 X 2160.</li> <li>- <b>Text/Date/Time/Data Service:</b> Only default fonts can be used. The font displayed in preview during editing and the font displayed in the player may be different. Bold, italic, underline effects are unavailable.</li> </ul> </li> </ul>

## Adding Service Content

You can add online content (websites, RSS, and widgets) and date/time to the Canvas.

### Adding websites

- 1 In the Library area, click **Service > Element**.
- 2 Enter a website address (URL) and click the **[Add]** button.
  - A web zone is created on to the Canvas.
- 3 Set the web zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".

### Adding RSS feeds

- 1 In the Library area, click **Service > Element**.
- 2 Enter an RSS address and click the **[Add]** button.
  - An RSS zone is created on the Canvas.
- 3 Set the RSS zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".



#### NOTE

- Really Simple Syndication (RSS) is a web feed format that allows subscription to new postings on a website. The website provides updates and new posts according to RSS, and users can receive such content through an RSS reader.
- Multiple items cannot be added to a service zone and text zone. Only a single item can be added to a single zone.
- For monitor type, only a single web zone can be added to a single piece of content and the web zone cannot be played simultaneously with other zones. For monitors that support web zones, see the owner's manual of your product.



## Adding widgets

- 1 In the Library area, click **Service > Element**.
- 2 Enter a widget code and click the **[Add]** button.
  - A widget zone is created on the Canvas.
- 3 Place the widget zone anywhere you want on the Canvas.
- 4 Set the widget zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".

## Adding streaming media

- 1 In the Library area, click **Service > Element**.
- 2 Select an item, video, or audio.
- 3 Enter a streaming address (URL) and click the **[Add]** button.
  - A streaming zone is created on the Canvas.
- 4 Place the streaming zone anywhere you want on the Canvas.
- 5 Set the streaming zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".



### **NOTE**

- When you provide streaming services, please use Windows Media Encoder.

## Adding external input

- 1 While editing monitor type or TV type content, adding external input is shown.
- 2 Click the **[External Input]** button to add an external input zone.
  - External input zones cannot be played simultaneously with video or music zones.

## How to Add a TV Zone

- 1 In the case of TV content, you can add a TV zone.
- 2 In the Library area, click **Service > Element**.
- 3 Drag and drop the **TV/External Input** button onto the canvas to create a TV zone.

## Adding dates

- 1 In the Library area, click **Service > Date/Time**.
- 2 Click the **[Add Date]** button in **Date/Time** or drag and drop a preferred date image into the canvas.
  - A date zone is created on the Canvas.
- 3 Place the date zone anywhere you want on the Canvas.
- 4 Set the date zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".

## Adding time or date

- 1 In the Library area, click **Service > Date/Time**.
- 2 Click the **[Add Date]** or **[Add Time]** buttons in **Date/Time**, or drag a preferred time image onto the canvas.
  - A time zone is created on the canvas.
- 3 Place the time zone anywhere you want on the canvas.
- 4 Set the time zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".

## Adding QR code

- 1 In the Library area, click **Service > QR Code**.
- 2 Place the QR code image anywhere you want on the canvas.
  - For QR code creation, see 11 Page, "QR Code Registration".

## Adding Clip Art

- 1 In the Library area, click **Service > Clipart**.
- 2 Select a preferred clip art category and drag and drop a clip art into the canvas.
  - The corresponding zone is created in the canvas.
- 3 Place the clip art zone anywhere you want on the Canvas.
- 4 Set the clip art zone in the Tools panel.
  - For more information on the Tools panel, see 21 Page, "Editing with Tools Panel".

## Adding data service

- 1 In the Server tab, click **Service > Data Service**.
- 2 The list of data services registered with the server appears. Select the data service you want to use and then drag and drop it onto the canvas.
- 3 Set the data service property in the Tools panel.

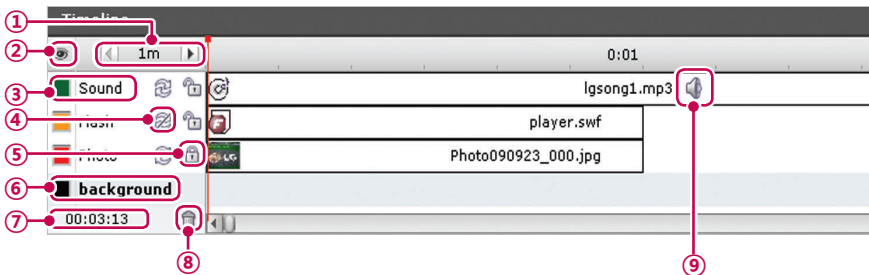
### ! NOTE










- The data service function is only supported on the charged version (SuperSign W).
- For details on data service registration and setting, see the SuperSign W manual.

## Adding Timeline

The timeline allows you to set the duration for each content clip so that your media can be played at the desired time. On the timeline, you can set the start time, duration, and the end time of the content in the zone.

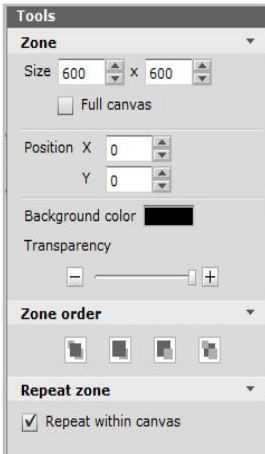
You can set the content to play for up to 12 hours. Up to 24 hours can be set when editing a playlist.



No.	Name	Function
①	Default time unit	Sets the default time unit (1, 10, or 30 min.) of a timeline. Time units in playlist edit mode are 2 minutes, 20 minutes, and 1 hour.
②	Show/hide layers	Shows or hides the border color and the name of a zone placed on the Canvas. <ul style="list-style-type: none"> <li>•  - Show</li> <li>•  - Hide</li> </ul>
③	Zone name and color	To change the zone name and color: <ul style="list-style-type: none"> <li>• Zone Name: Double-click the zone name and enter a new name.</li> <li>• Border Color: Click the square box next to the zone to select a new color.</li> </ul>
④	Repeat playback	Repeat playback <ul style="list-style-type: none"> <li>•  - Enables repeat playback. A zone with the repeat playback enabled, will be repeatedly played back until the playback of the entire content is complete.</li> <li>•  - Disables loop playback.</li> </ul>
⑤	Content lock	Content lock <ul style="list-style-type: none"> <li>•  - Enables lock. Locked zones cannot be selected or edited.</li> <li>•  - Disables lock.</li> </ul>
⑥	Canvas background	Canvas background <ul style="list-style-type: none"> <li>• Change the canvas background color: Click the square shape before the canvas name to select a new background color.</li> <li>• Change the canvas background display: From the library, drag and drop a photo which will be used as background screen into the background timeline zone.</li> <li>• You can set only one photo on the canvas background display. Alternatively, you can click Add background photo in Tools to set a photo.</li> </ul>
⑦	Total playback time of the content	Displays the content's total playback time. It is based on the time of the zone whose end time of playback will be the latest.
⑧	Zone deletion	Deletes the selected zone or media. <ul style="list-style-type: none"> <li>• Select a zone to delete and click  or hit the <b>[Delete]</b> key.</li> </ul>
⑨	Content sound	Turns on or off the selected content's sound. <ul style="list-style-type: none"> <li>•  - Turns the sound on.</li> <li>•  - Turns the sound off.</li> </ul>

## Editing with Tools Panel

### Zone

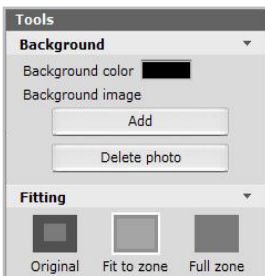


Menu	Function
Zone	<ul style="list-style-type: none"> <li>• <b>Size:</b> Adjusts the zone size.</li> <li>• <b>Position:</b> Adjusts the zone's position on the Canvas.</li> <li>• <b>Background color:</b> Changes the zone's background color.</li> <li>• <b>Transparency:</b> Adjusts the zone's transparency.</li> </ul>
Zone order	Determines the display order of multiple overlaid zones.
Repeat zone	Enables or disables the zone's loop play-back.

#### ! NOTE

- When a zone on the canvas is selected or when a zone name in the timeline is selected, the zone properties can be changed.
- In the case of Web, Streaming, Music, TV or External Input zone, you cannot configure Background color and Opacity settings.
- Transparency cannot be adjusted for the video zone.

### Background



Menu	Function
Background	<ul style="list-style-type: none"> <li>• <b>Background color:</b> Changes the background color.</li> <li>• <b>Background image:</b> Adds or deletes the photo to use as the background.</li> </ul>
Fitting	<ul style="list-style-type: none"> <li>• <b>Original:</b> Displays the original size; if the photo is larger than the zone, it fits it to size of the zone.</li> <li>• <b>Fit to zone:</b> Fits to the zone while preserving the original aspect ratio.</li> <li>• <b>Full zone:</b> Fits to the zone as a full screen.</li> </ul>

#### ! NOTE

- When the background of the canvas is selected or when a background name in the timeline is selected, the background properties can be changed.

## Text



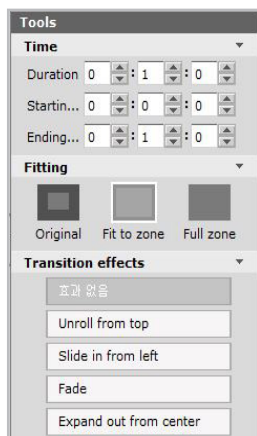
Menu	Function
Time	Sets the playback duration of a document.
Text	Sets the text formatting ( <b>Font, Size, Color, Style, Alignment, Line space, and Spacing</b> ).
Text Scroll	<ul style="list-style-type: none"> <li>• <b>Text scroll:</b> Sets the scroll direction of the text.</li> <li>• <b>Speed:</b> Sets the scroll speed of the text.</li> </ul>



### NOTE

- For monitor/TV type, the font, style, and character spacing settings cannot be changed.
- To change the properties of media or services other than a zone or background, double-click its zone or select a media or service item in the timeline.

## Photo



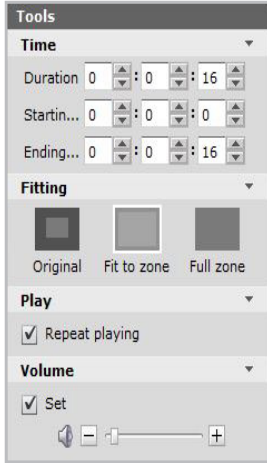
Menu	Function
Time	Sets the playback duration of a photo.
Fitting	<ul style="list-style-type: none"> <li>• <b>Original:</b> Displays the original size; fits to the zone if the photo is larger than the zone.</li> <li>• <b>Fit to zone:</b> Fits to the zone while preserving the original aspect ratio.</li> <li>• <b>Full zone:</b> Fits to the zone as full screen.</li> </ul>
Transition effects	Sets the transition effects of a photo.



### NOTE

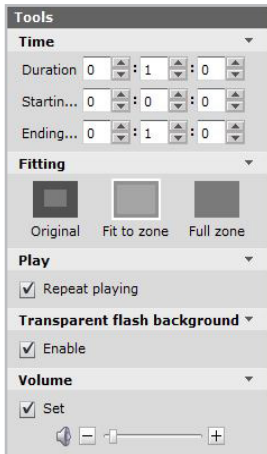
- With a transition effect, the minimum editing unit is 10 seconds.
- If no transition effect is applied, the minimum editing unit for the playback time is 3 seconds.
- The maximum number of transition effects supported is 127 for the set-top box type and 8 for monitor/TV type, excluding No Effect.

## Videos



Menu	Function
Time	Sets the video playback time.
Fitting	<ul style="list-style-type: none"> <li>• <b>Original:</b> Displays the original size; fits to the zone if the photo is larger than the zone.</li> <li>• <b>Fit to zone:</b> Fits to the zone while preserving the original aspect ratio.</li> <li>• <b>Full zone:</b> Fits to the zone as a full screen.</li> </ul>
Play	Enables the video's loop playback.
Volume	Sets the video volume. - The volume level is adjusted only when the volume setting is selected.

## Flash

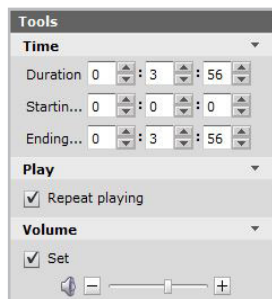


Menu	Function
Time	Set the flash playback time.
Fitting	<ul style="list-style-type: none"> <li>• <b>Original:</b> Displays the original size; fits to the zone if the photo is larger than the zone.</li> <li>• <b>Fit to zone:</b> Fits to the zone while preserving the original aspect ratio.</li> <li>• <b>Full zone:</b> Fits to the zone as a full screen.</li> </ul>
Play	Enables the flash's loop playback.
Transparent flash background	Sets whether to use the transparency effect in the background of the Flash file.
Volume	Sets the Flash volume. - The volume level is adjusted only when the volume setting is selected.

**NOTE**

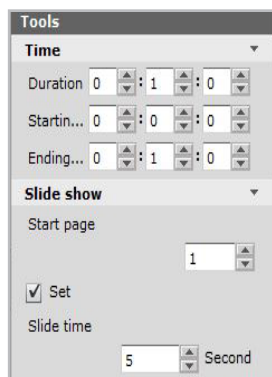
- Flash background transparency effects and volume are not supported in the case of the monitor type.

## Music



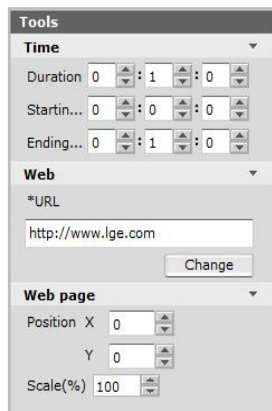
Menu	Function
Time	Sets the playback duration of the music file.
Play	Sets whether to repeat playing the selected audio file.
Volume	Adjusts the volume of the audio. - The volume level is adjusted only when the volume setting is selected.

## PDF/Office



Menu	Function
Time	Sets the playback duration of a document.
Slide show	<ul style="list-style-type: none"> <li>• <b>Start page:</b> Sets the first page of the slide show.</li> <li>• <b>Set:</b> Sets whether to use the slide show.</li> <li>• <b>Slide time:</b> Sets the duration of each slide.</li> </ul>

## Websites



Menu	Function
Time	Sets the selected website's playback time.
Web	Changes the URL.
Web page	<ul style="list-style-type: none"> <li>• <b>Position:</b> Sets the position of where the website is displayed on the screen</li> <li>• <b>Scale:</b> Enlarges or reduces the size of the website.</li> </ul>

### ! NOTE

- Web page position and scale settings are not available in the case of the monitor type.



## RSS

**Tools**

**Time**

Duration 0 : 1 : 0

Starting at 0 : 0 : 0

Ending at 0 : 1 : 0

**Text**

Font Tahoma

Size 28

Color

Style A A A

**Text scroll**

Text scroll

Speed

**RSS Feed**

\*RSS Feed

http://www.lge.co.kr/RssNews.laf

Change

Title space 32pt

Update cycle

Hour:Minute:Sec... 0 : 0 : 50

Menu	Function
Time	Sets the RSS feed's display time.
Text	Sets the text formatting ( <b>Font</b> , <b>Size</b> , <b>Color</b> , and <b>Style</b> ).
Text scroll	<ul style="list-style-type: none"> <li>• <b>Text scroll</b>: Sets the scroll direction of the text.</li> <li>• <b>Speed</b>: Sets the scroll speed of the text.</li> </ul>
RSS Feed	<ul style="list-style-type: none"> <li>• <b>RSS Feed</b>: Changes the address of the RSS feed to be connected.</li> <li>• <b>Title space</b>: Sets the space of the RSS feed title.</li> <li>• <b>Update cycle</b>: Sets the refresh interval of the connected RSS feed.</li> </ul>

## Widget

**Tools**

**Time**

Duration 0 : 1 : 0

Startin... 0 : 0 : 0

Ending... 0 : 1 : 0

**Widget**

\*Code

<script src="http://widgetprovider

Change

| Menu   | Function  |
|--------|---|
| Time   | Sets the display time of the widget.                |
| Widget | Displays the address of the widget to be connected. |

## Streaming

**Tools**

**Time**

Duration 0 : 1 : 0

Starting at 0 : 0 : 0

Ending at 0 : 1 : 0

**Volume**

Set

**URL**

\*URL

mms://10.177.170.35:6080

Change

| Menu   | Function  |
|--------|---|
| Time   | Sets the duration of the streaming media.   |
| Volume | Sets the volume of the streaming media.<br>- The volume level is adjusted only when the volume setting is selected. |
| URL    | Changes the address of the streaming service to play.   |

## Date

**Tools**

**Time**

Duration 0 : 1 : 0

Startin... 0 : 0 : 0

Ending... 0 : 1 : 0

**Text**

Font **Tahoma**

Size **28**

Color

Style **A A A**

**Date display**

YYYY.MM.DD

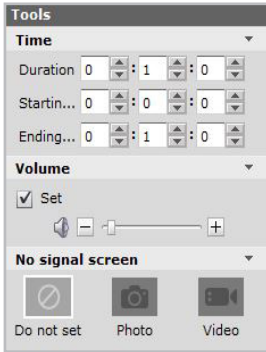
YYYY/MM/DD

YYYY.MM.DD.Week

YYYY/MM/DD/Week

| Menu         | Function  |
|--------------|---|
| Time         | Sets the display time of the date.  |
| Text         | Sets the text formatting ( <b>Font</b> , <b>Size</b> , <b>Color</b> , and <b>Style</b> ). |
| Date display | Sets the display format of the date.  |

## TV/external input



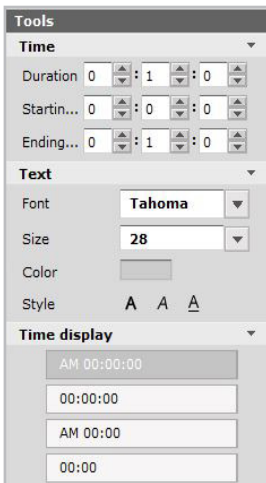
| Menu             | Function   |
|------------------|--|
| Time             | Sets TV/external input display time.   |
| Volume           | Sets the volume for TV/external input playback.<br>- The volume level is adjusted only when the volume setting is selected.  |
| No signal screen | Sets the image or video to play in the TV/ external input zone when there is no signal. <ul style="list-style-type: none"> <li>• <b>Do not set:</b> Shows the default no signal screen.</li> <li>• <b>Photo:</b> Shows the selected photo when there is no signal.</li> <li>• <b>Video:</b> Shows the selected video when there is no signal.</li> </ul> |



### NOTE

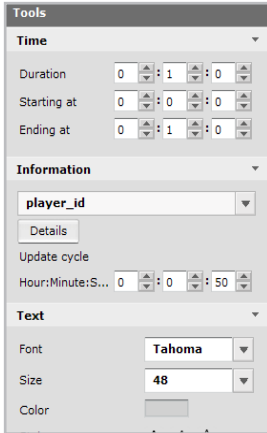
- If the no signal screen is set to video and the selected video is playing when there is no signal, the normal signal screen will be shown only after the video finishes playing, even if the signal is received during the video playback.
- For monitor type, external input zones can be added. For TV type, TV/external input zones can be added.

## Time



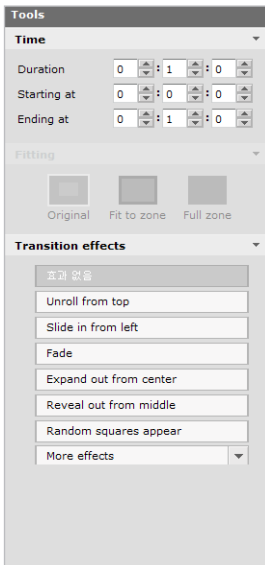
| Menu         | Function  |
|--------------|---|
| Time         | Sets the display time of the text.                                |
| Text         | Sets the text formatting ( <b>Font, Size, Color, and Style</b> ). |
| Time display | Sets the display format of the time.                              |

## Data Services



| Menu        | Function  |
|-------------|---|
| Time        | Sets the display time for the TV and external input.  |
| Information | Column name to play within the data service.<br><b>Update cycle:</b> Sets the update cycle for when a data service item is playing. |
| Text        | Sets the text formatting ( <b>Font, Size, Color, and Style</b> ).   |

## QR Code Creation



| Menu               | Function                                     |
|--------------------|--|
| Time               | Sets the display time for the QR code.       |
| Transition Effects | Sets the transition effects for the QR code. |

# Saving Content

## Saving in My Computer (PC Editor)

- 1 To save the content you have created in My Computer, click **File > Save** or **Save as**.  
Alternatively, you can click the **[Save]** or **[Save as]** shortcut buttons at the top of the canvas.
- 2 In the Save Content window, select the **[My Computer]** button.
- 3 Enter a name and click the **[Save]** button.
  - The saved content can be found in the content list in My Computer.

## Saving in Server

- 1 In PC Editor, click **Server > Save** or **Save as**.  
Alternatively, you can click the **[Save]** or **[Save as]** shortcut buttons at the top of the canvas.
- 2 In the Save Content window, select the **[Server]** button.
- 3 Enter a name and click the **[Save]** button.
  - The saved content can be found in the content list in Server.



### NOTE

- When using Web Editor, content can only be saved on the server.
- To save your content, click the **[Save]** or **[Save as]** shortcut buttons at the top of the canvas.

## Exporting Content

You can export your content and have it loaded on another PC Editor or Server for re-editing. Or, you can import the content from the player and play it.

- 1 On the content edit screen, click **File > Export**.  
Alternatively, click the **[Export]** shortcut button at the top of the canvas.
- 2 In the Export window, select a destination folder and enter a file name, and then click the **[Export]** button.

### AutoPlaying content files

If you select the AutoPlay option at export, the content will be played automatically when loaded by the player.

- 1 On the content edit screen, click **File > Export**.  
Alternatively, click the **Export** shortcut button at the top of the canvas.
- 2 Select the root folder of the USB storage device as the Save Content destination. (For example, F:\, G:\)
- 3 Check AutoPlay.
- 4 Click the **[Export]** button.
  - An AutoPlay folder is created in the root directory, and the content is saved.
- 5 Connect the USB storage device containing the content to the USB port of the player.
  - The content begins auto-playing.

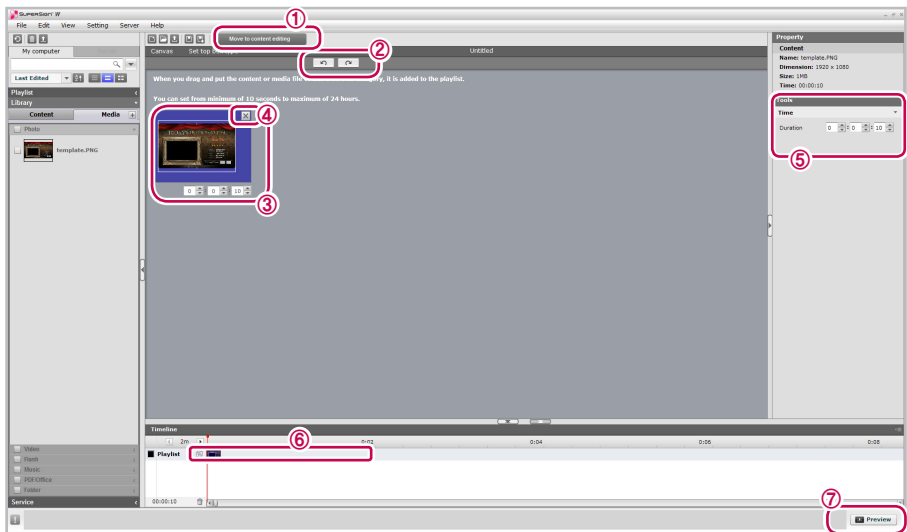
# Editing Playlist

You can add content files to a playlist and set the playback time.

Drag and drop a content or media file or add a service category to add to the playlist.

Each item can be configured for a maximum duration of 24 hours or a minimum of 10 seconds.

- 1 In the canvas setting window which appears first when the Editor program starts, select the Edit playlist menu.
- 2 After switching to the playlist edit screen, select a content type or player in the canvas size displayed.
- 3 Drag and drop a content or media from the library to the canvas screen to add the item to the playlist.
- 4 Add **Service > Element** to add it to the playlist.



| No. | Name                    | Function                                  |
|-----|-------------------------|---|
| ①   | Move to content editing | Switches to content editing mode.         |
| ②   | Undo/Redo               | Cancels or repeats the last editing task. |

| No. | Name          | Function  |
|-----|---------------|---|
| ③   | Playlist item | Shows the added items in the playlist.<br>Double-clicking an item activates the content editing mode. |
| ④   | Delete        | Clicking the Delete button deletes the selected item from the playlist.                               |
| ⑤   | Tools         | Sets the playback duration of the currently selected item.  |
| ⑥   | Timeline      | Sets the playback duration of the currently selected item.  |
| ⑦   | Preview       | Previews the currently selected item.   |

**NOTE**

- The maximum number of items that can be added to a playlist is 50 for the charged version (SuperSign W) and 10 for the free version (SuperSign Lite).



# Saving Playlist

## Saving in My Computer (PC Editor)

- 1 To save the playlist you have edited in My Computer, click **File > Save** or **Save as**.  
Alternatively, you can click the **[Save]** or **[Save as]** shortcut buttons at the top of the canvas.
- 2 In the Save playlist window, select the My Computer button.
- 3 Enter a name and click the **[Save]** button.
  - The saved content can be found in the playlist in My Computer.

## Saving in Server

- 1 In PC Editor, click **Server > Save** or **Save as**.  
Alternatively, you can click the **[Save]** or **[Save as]** shortcut buttons at the top of the canvas.
- 2 In the Save playlist window, select the **[Server]** button.
- 3 Enter a name and click the **[Save]** button.
  - The saved content can be found in the playlist in Server.



### NOTE

- To save on the server, you must be logged into the server.

# Exporting Playlist

You can export your playlist and have it imported on another PC Editor or Server for re-editing. Or, you can import the playlist from the player and play it. The playlist export function is performed in the same order as the content export function.

# PC Editor Menu Layout and Functions

## File

| Menu                                 | Function  |
|--------------------------------------|---|
| New                                  | Creates a new content or playlist.                              |
| Open                                 | Opens a content or playlist.                                    |
| Save                                 | Saves the content or playlist.                                  |
| Save as                              | Saves the content or playlist as another file.                  |
| Add a file to the media library      | Adds a media file to the library.                               |
| Adding a folder to the media library | Adds an entire folder to the library as a single file.          |
| Media files rotation                 | Rotates a photo or video 90 degrees clockwise/counterclockwise. |
| Export                               | Exports a content or playlist.                                  |
| Import content                       | Imports a content or playlist.                                  |
| Exit                                 | Exit Program  |

## Edit

| Menu        | Function                       |
|-------------|--------------------------------|
| Canvas size | Sets the canvas size.          |
| Undo        | Cancels the last change made.  |
| Redo        | Reverses the Undo action.      |
| Cut         | Cuts the selected area.        |
| Copy        | Copies the selected area.      |
| Paste       | Pastes the area cut or copied. |
| Delete      | Deletes the selected area.     |
| Select all  | Selects all.                   |

## View

| Menu                | Function  |
|---------------------|---|
| Zoom in/out         | <ul style="list-style-type: none"> <li>• Zooms the canvas in/out. (150%/120%/100%/80%/60%/50%/30%)</li> <li>• <b>Fit to window:</b> Automatically adjust the canvas to show all whenever the size of canvas work zone is changed.</li> </ul>      |
| Preview             | Previews in edit mode.  |
| Content Edit Window | <ul style="list-style-type: none"> <li>• <b>Timeline:</b> Shows or hides the timeline.</li> <li>• <b>Template/Library:</b> Shows or hides the template/library.</li> <li>• <b>Property/Tools:</b> Shows or hides the properties/tools.</li> </ul> |

## Settings

| Menu                  | Function   |
|-----------------------|--|
| Canvas Setting Window | Shows or hides the Canvas setting window   |
| Server IP             | Sets the IP address of the server where the media or content is saved when the media or content is uploaded from the local PC to the server. |
| Download folder       | Sets the folder where the media or content is saved when the media or content is downloaded from the server to the local PC.                 |
| Office page setting   | Sets the orientation of the image to be converted when an Office or PDF file (PowerPoint or PDF) is added.                                   |
| Language              | Sets the language to be used in the program.   |
| Initialize            | Initializes the settings.  |



### NOTE

- You can display an Office or PDF file (PowerPoint or PDF) on a monitor player or on a TV player only when the file has been registered in the PC editor.
- If the orientation of the Office or the PDF file displayed on a monitor or a TV is incorrect, try changing the Office Page settings and register the file again.

## Server

| Menu                  | Function                        |
|-----------------------|---------------------------------|
| Log-out (Login)       | Enables server logout or login. |
| Open SuperSign Server | Opens the SuperSign Server.     |
| User Information      | Shows the user role.            |

## Help

| Menu              | Function  |
|-------------------|---|
| Technical Support | Displays the information for LG Electronics Technical Support |
| About SuperSign   | Provides the SuperSign program details.                       |

### Connecting to the server

In the PC Editor, you can connect to the SuperSign Server.

- 1 Click **Server > Server Login**.
- 2 When the Server IP setting window appears, enter the server IP address and click the **[OK]** button.
  - The Server IP setting window appears only if the server's IP address has not been set. The window will not appear if you have already set the server IP address. Skip to Step 3.
- 3 When the Login window appears, enter the User ID and Password, and click the **[OK]** button.

### NOTE

- Some features can be used after your Editor is automatically authenticated by logging into a server with a charged version of the software (SuperSign W).  
Charged features: QR code, data service, workgroup, etc.

# SuperSign File Support

The following media file formats are supported:

| Player Type          | Media Type    | Supported File   |
|----------------------|---------------|--|
| Monitor or TV Player | image         | .jpeg, .jpg, .bmp, .png  |
|                      | Video         | .avi, .wmv, .mp4, .mov, .mkv, .ts, .tp, .mpg, .mpeg, .flv                          |
|                      | sound         | .mp3   |
|                      | flash         | Supported not by all monitors  |
|                      | document file | .ppt, .pdf, pptx, .pps (for only the files that have been added through PC Editor) |
| Set Top Box          | image         | .jpg, .bmp, .png   |
|                      | Video         | .avi, .wmv, .mp4, .mov, .mkv, .ts, .tp, .mpg, .mpeg, .flv                          |
|                      | sound         | .mp3, .wma, .wav   |
|                      | flash         | .swf   |
|                      | document file | .ppt, .pdf, pptx, .pps (for only the files that have been added through PC Editor) |

## ! NOTE

- To register videos through PC Editor, the unified video codecs must be installed.
- A maximum image size of 8,192 pixels (width or height) can be supported. A total of 16,777,216 pixels is supported.
- The monitor type or TV type player only supports a limited size of documents or images that are played simultaneously.
- Supported files for the monitor type or TV type player may differ depending on the model. Refer to the owner's manual of the product for details on the files supported.
- When adding Office files through PC Editor, the MS Office software must be installed.

## Unified Codecs

Install codecs required to register and play videos. If you install different codecs on the SuperSign Server and the SuperSign Player, videos may fail to play. Make sure you install codecs of the same type and version on the SuperSign Server and the SuperSign Player.

Video files may require different codecs for playing.

Websites to download unified codecs are listed below:

- <http://www.codecguide.com>
- <http://shark007.net>
- <http://www.free-codecs.com>



### NOTE

- The websites above are not related to LG Electronics, and are subject to change.
- Visit their websites for details about the codec license.
- Make sure that a codec required to play the content you require is included in the download package before you install it.
- Install the same codec package on the SuperSign Server and the SuperSign Player.
- Avoid duplicate installations of a codec package.
- If you want to install a different code package, uninstall the previous codec first.



To obtain the source code under GPL, LGPL, MPL and other open source licenses, that is contained in this product, please visit <http://opensource.lge.com>.

In addition to the source code, all referred license terms, warranty disclaimers and copyright notices are available for download.

LG Electronics will also provide open source code to you on CD-ROM for a charge covering the cost of performing such distribution (such as the cost of media, shipping and handling) upon email request to [opensource@lge.com](mailto:opensource@lge.com). This offer is valid for three (3) years from the date on which you purchased the product.

MODEL \_\_\_\_\_

SERIAL \_\_\_\_\_