


# Using ezeVue



The image shows a software interface for ezeVue. It includes a dark blue square, a screenshot of a digital display showing a list of items, and a photo of the Hollywood sign.

**ezeVue**

---

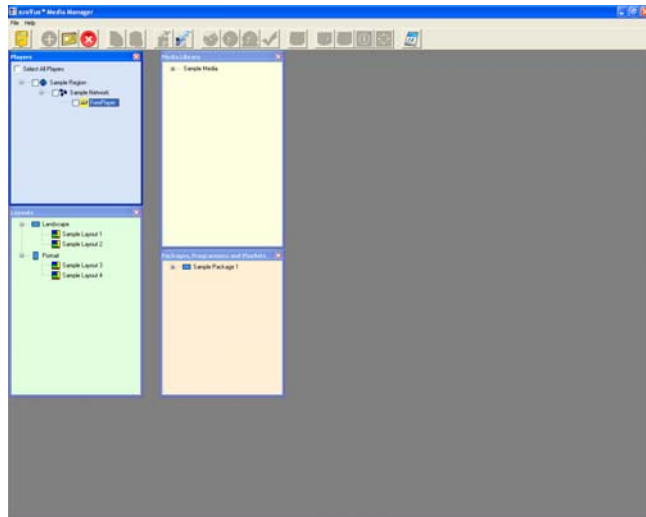
**Digital Display  
Software**

Manage and deliver compelling  
dynamic content to single or  
multiple media players



# Using ezeVue

## Opening ezeVue



ezeVue is actually two software applications.

ezeVue Media Player controls the way media is displayed; it is installed on computers (Players) at remote locations which are connected to display screens or projectors. These players may also need to be set up on a LAN or Web network.

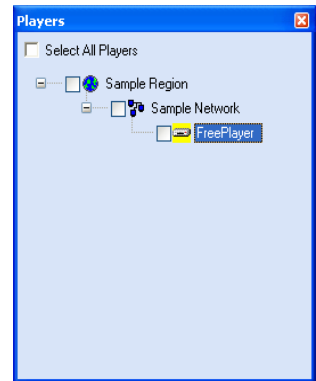
ezeVue Media Manager (shown) organises and distributes media; it is installed on the computer used to organise and send out media.

After logging in, the modules needed to operate Media Manager are loaded:

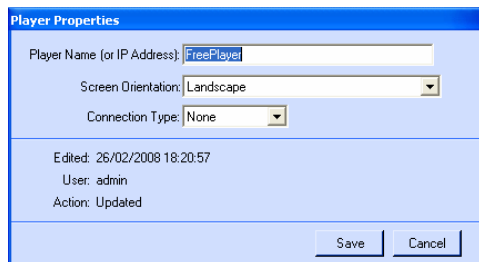
- e Region-Network-Player-
- e Template-Layout
- e Packages-Programmes-Playlists
- e Templates
- e Media Library
- e Transmission

## Region - Network - Player

Players are known to Media Manager by their Name, so Region and Network are useful for categorising players. A Network of player displays can be named by location (e.g. London shop) or by type (e.g. Perfume counter) or any other way which suits a business. Players have some naming restrictions. Most setups have just one screen/projection unit (device) attached, but it is possible to drive video walls of any size from one ezeVue™ Media Player software installation (specialised hardware may be required)



## Player Definition and Orientation

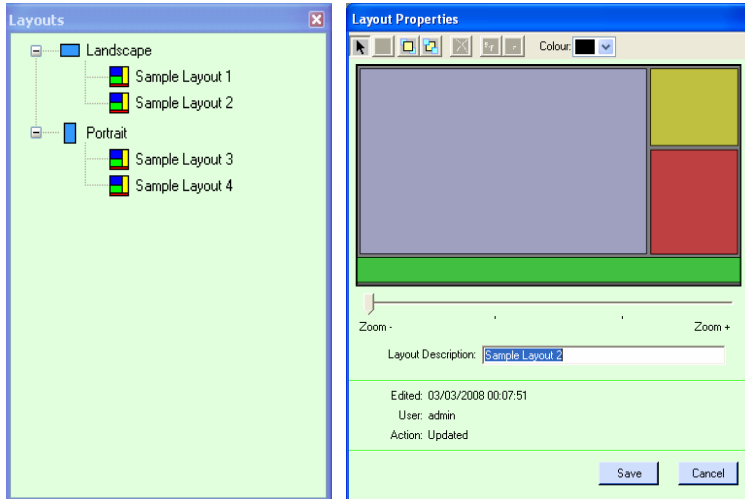


Players can be set to either Landscape or Portrait. The resolution of the player screen will be chosen automatically by the player software at runtime. You can also choose to specify at this point the type of connection your player has.

1. None—Use this when a player is to run on the same machine as your Media Manger.
2. LAN—Use this connection type when a player is to be on a separate machine from your Media Manager and sent content over a LAN
3. Web—Only use this option when you have purchased a WEB based solution.

## Template - Layout

While Templates are descriptions of physical hardware, Layouts are ways of sectioning a Template so media is channelled to different parts of it. Once a Template exists, it is easy to set up as many other Layouts under it as are required. The simplest Layout is a single



window filling a single screen Template. Layouts are very flexible – windows can be drawn anywhere, of any size. Only hardware performance limits the number of windows used for a Layout. Overlay windows on top of each other, draw them smaller than the full screen size or place them in narrow bands depending upon the way the digital media is to be ultimately displayed. Set up a company house style for consistent use or create a Layout on the fly.

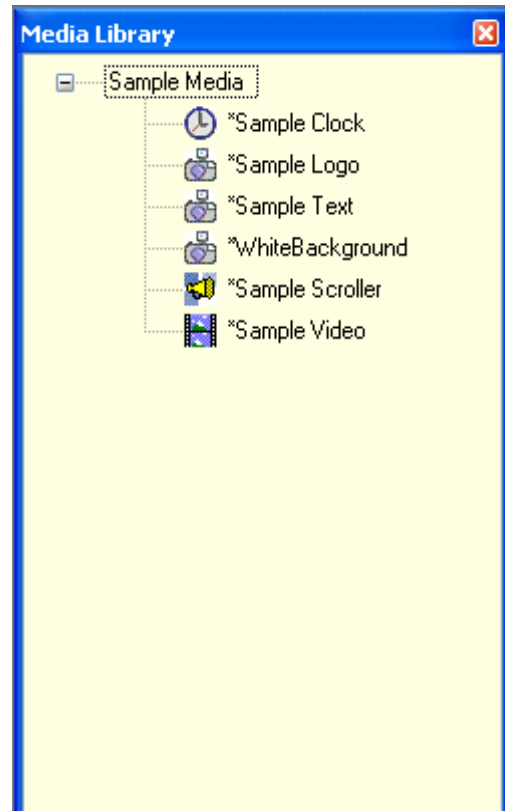
## Media Library

ezeVue does not provide facilities to create content for digital displays as there are many routes to production; images may be sourced from the internet (copyright permitting), commissioned or created in-house. Flash is a popular way to animate images, but some programming experience is required.

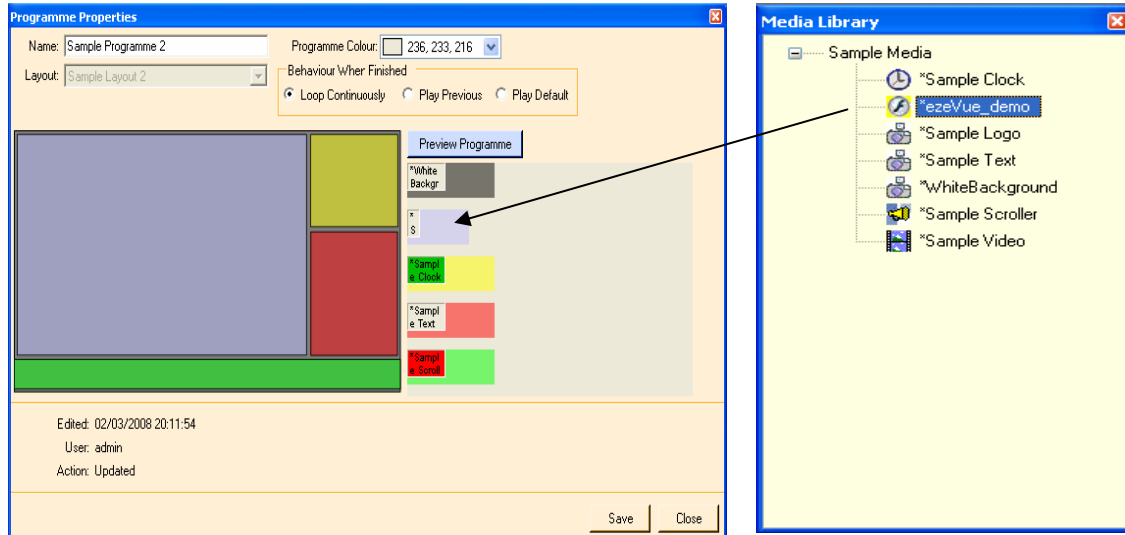
ezeVue handles these file formats:

- Static image files
- Video files
- Sound files
- Flash
- Live Web feeds
- Website display
- Webcam display
- DVD sources
- Instant messaging (created by Media Manager)
- Microsoft Office & PowerPoint (requires extra set-up)

The Media Library loads files and URL's into Media Manager. Once an item exists within the Media Library it is possible to adjust the way it is displayed (e.g. set the length of time it normally plays for). You can Preview a media item can be preview by right clicking the item and selecting the preview option.



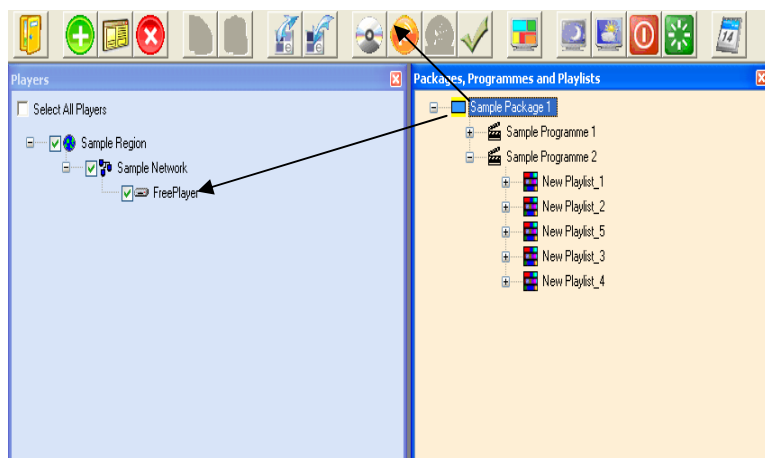
## Packages - Programmes - Playlists



A Package is a set of Programmes collected together for transmission to one or more Players. Packages are linked to Templates of the same orientation, preventing transmission to an incorrect hardware configuration. When creating Programmes within a Package a choice of Layouts (which were set up previously and linked to the Template) is offered. In the example Programme uses a Layout dividing the screen into four Windows with a fifth window forming a background colour. Media Items are dragged to Playlists from the Media Library and play in sequence.

- Play Time
- Transition Effects
- Stretch to Fit
- Sound On / Off

## Transmission - Packages to Players

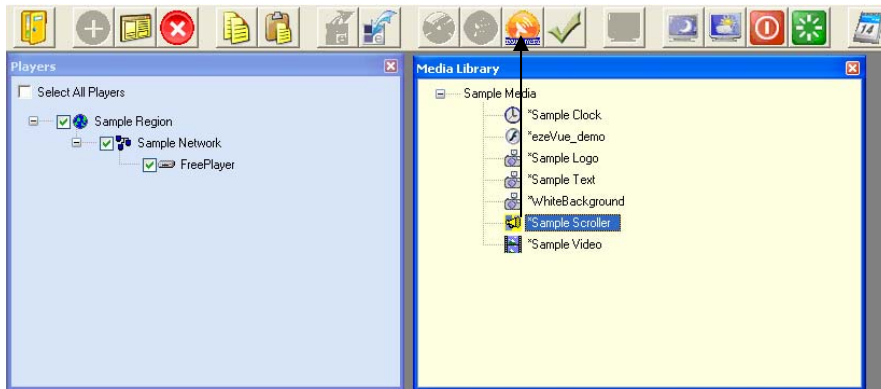


Click on a Package and check the boxes for the Players it will be sent to. Click the Transmit icon. Only Players with the same Template as the Package are available for selection to prevent display mismatches. ezeVue sends the Package to the Players and it is displayed as soon as it has arrived.





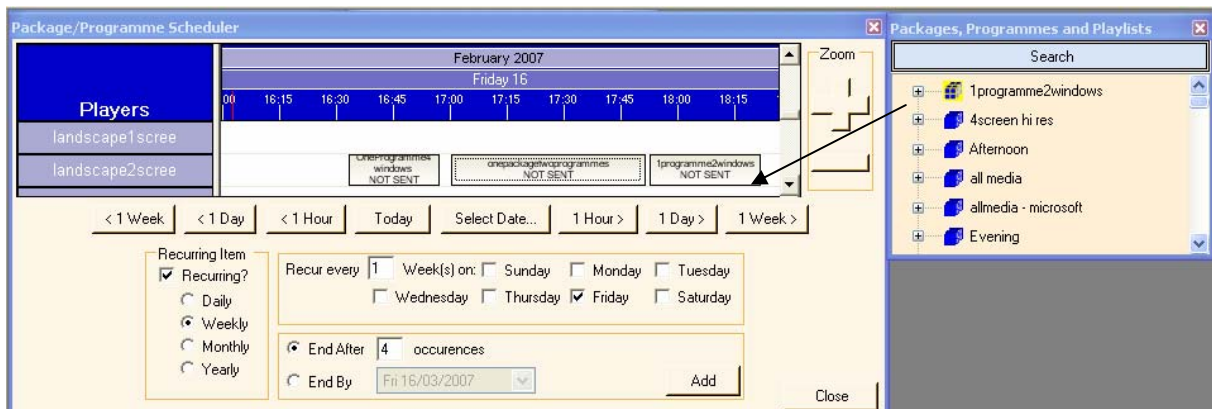
## Transmission - Messages



Choose an Instant Message in the Media Library, tick the targeted Players and click the Send Instant Message Icon for messages to scroll across remote display screens.



## Scheduling



ezeVue has a Scheduling module where Packages are transmitted to Players and are displayed at a future date and time. Recurring display profiles for Packages are available.



## Further Information on Using ezeVue

Please refer to the User Guides and FAQ's on [www.ezevue.com](http://www.ezevue.com) for detailed information about using ezeVue products