



MOOOV CMS MANUAL

Website Url: <http://magicmooov.com> . When you open this URL then the “Login” screen is displayed and if you are an existing user you login with your credentials. If you are not a registered user then you need to make a registration first. For a registration you choose the “Register” link from the display screen.

1. Registration Screen:

After clicking on the “Register” link the registration screen will pop up and on this screen you fill in the textboxes and continuously click on the “Register” button. After a successful registration, the login screen will show on and then you can login. See the below picture for your reference.



2. Login Screen:

When you open the URL then the login screen will show. If you are an existing user or have done a successful registration then you can login with your registered username and password. See the below picture for your reference.





3. Players Screen:

In the screen we can add new players and modify existing players. After the new player details are saved, a token code will generate which can be used for activating the player. A list of saved players will be shown below with the relevant details such as the player name, the location and the token code. If the token code shown like “Used” it means that the player is activate in the registered location.

- ⇒ **Edit:** In the list Click on the edit link and the data will be saved and is displayed in the textboxes. To modify the data, click on save the button. After saving the data, the box is updated and the data will be displayed in the list.
- ⇒ **Delete:** Click on the delete link in the list and a pop up window will be open for the conformation, click yes to delete the player.
- ⇒ **Activate Player:** The player name & the token code will be used to activate the player.

The screenshot shows a web interface for managing players. At the top, there is a form with two input fields: 'Player Name' and 'Location', followed by a 'Save' button. Below the form is a table with the following columns: 'Player Name', 'Location', 'TokenCode', and an action column. The table contains one row with the following data: 'Player 1', 'North Location', and 'EXYP-BVZA-BFMF-AUVG-BEDF'. The action column for this row contains links 'Edit | Delete'. At the bottom of the table, there is a pagination bar showing 'Showing 1 to 1 of 1 entries' and buttons for 'Previous', '1', and 'Next'.

Player Name	Location	TokenCode	
Player 1	North Location	EXYP-BVZA-BFMF-AUVG-BEDF	Edit Delete

Showing 1 to 1 of 1 entries

Previous 1 Next

4. Playlist Screen:

In this screen we can add a new playlist and modify the existing playlists. Existing playlists will be displayed in the list.

- ⇒ **Add New Playlist:** To add a new playlist type the playlist name, the playlist description and click on the save button.
- ⇒ **Edit:** For editing the playlist click on the edit link which is showing in the list. When you click on the edit link a playlist detail will be displayed in the textboxes. You can modify the data and click on the save button. After saving the list will be updated.
- ⇒ **Delete:** Click on the link delete. A pop up window will open for conformation, click yes to delete the player.

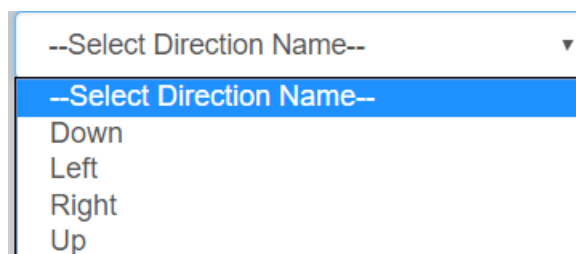


5. Player Settings Screen:

In this screen you can manage the playing settings of the player. For managing the playing settings, first you need to select the player name from the drop down list. If the settings are already saved then those will be shown automatically and if you need, you can modify that also. After the modifications you can click on the save button.

⇒ **Add New Settings:** First you need to select the player name from the drop down list and add the settings according to the comments as shown in the picture below and then click on the save button.

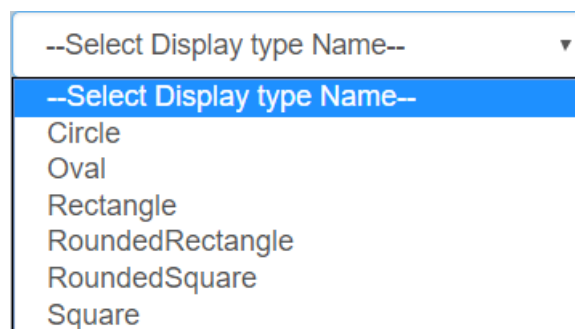
- **Direction:** You can choose between 4 directions (Left, Right, Up and Down) for moving the content. For example: If you want that content will come from the “Top” then you select direction “Down”. See the below picture for your reference.



- **Default Speed:** With this option the content is moving from one place to another. You can set the default speed between 2 and 6. If you set less or more than then the default speed the content algorithm will not work well.
- **Highlight Time:** With this option the content will be highlighted. The default range of highlight time is between 5 and 10. If you set the highlighted time more than the default then content will highlight for a much longer time.



- **Zoom Ratio:** With this option you can set the zoom of the content. When an image or video is highlighted then the zoom ratio is not working. For having the best display, we advise always to set the zoom ratio on “1.30”.
- **Move Scale and Move Hit Speed:** This option is to be used for hitting the content itself. You can hit the content from your mouse or with a touch screen. The best scale for the hit speed for “Move Scale” is 0.10 and for “Move Hit speed” is 0.60.
- **Display Type:** You can choose multiple shapes of content. For example: If you want to show content in a “Circle” shape then you select “Circle” from the drop down list. Same for the rest of the options. Depending the shape you select the content will show according that selection on the player. See the below picture for your reference.



- **Display Name:** With this option you can show the user the defined name on the player in the background as a watermark. For Example: If you type “My Player” then this text will show on the player in the background.

A screenshot of a web interface showing a text input field. The field is labeled "Display Name" and is currently empty.

- **Is Mute:** If you tick this option then all videos are played without volume or sound.

A screenshot of a web interface showing a checkbox. The checkbox is labeled "Is Mute" and is currently unchecked.



- **Game Active:** If you want that a game will show on the player then you should tick this option. If this option is not ticked then the game section will not appear on the player.

Is Game Active ☐

- **Note:** For the best results please set the settings range according we have explained in the description. If you set values out of the range then the content will not show proper on the player. See the below picture for your reference.

Player Name	--Select Player Name--	
Direction Name	--Select Direction Name--	Direction of Gallery Movement
Default Speed		Speed should be between 2 and 6
Highlight Time		Highlight Time should be between 5 and 10
Zoom Ratio		Zoom ratio should be between 1.30 and 1.50
Move Scale Hit Speed		Move Scale Hit Speed should be between 0.10 and 0.30
Move Hit Speed		Move Hit Speed should be between 0.60 and 0.80
Display Type	--Select Display type Name--	Image Display Type.
Display Name		Display name on player in background.
Is Mute	<input type="checkbox"/>	Mute sound for videos.
Is Game Active	<input type="checkbox"/>	Tick the box to activate the game option on player.
On Offline	<input type="checkbox"/>	
<input type="button" value="Save"/>		

6. Playlist Content Screen:

In this screen you can add Images, videos and modify the existing content. When you choose the playlist name the saved playlist with content will be displayed below.

- ⇒ **Add Content:** Select the playlist name in which you want to add content, then click on the files button and a popup window will be opened. Select the audio/video/game file on your computer and click on the upload button. You can upload “PNG” or “JPG” format images and “MP4” format for videos and “SWF” format for games.
- ⇒ **Content Title:** Here you can set the title for the content. Type in the title box that is shown below or on each content file and click on the update button. You can also change the title with the same procedure.



- ⇒ **Delete Content:** For delete a particular content, a delete button is added to each image or video separately. Click on the delete button and a pop window will be shown. For a confirmation click yes to delete.



7. Playlist Schedule Screen:

In this screen you can set the date and timing of the playlist for the players. The existing scheduling of the playlists will be displayed in the list.

- ⇒ **Add New Schedule:** To add a new schedule first you have to select the player name, the playlist name and then you enter the start date, the end date and the start and the end time of the playlist. Click on the save button to update.
- ⇒ **Modify Schedule:** If you want to change the existing schedule of a playlist, click on the modify link which is displayed in the list. The saved data will be shown in the text boxes. You can change as per your desire and click on the save button.
- ⇒ **Delete Schedule:** The delete link is provided in the list for deleting the particular schedule. Click on the delete link and a pop up window will be open for your conformation. Press yes to delete the schedule.



Display Name	Player Name	Playlist Name	Start Date	End Date	Start Time	End Time		
LCD Denmark	LCD Denmark	Lego Playlist	02/01/2018	05/01/2019	12:00 AM	11:59 PM	Edit	Create
LCD Denmark	LCD Media Benelux	Lego Playlist	02/01/2018	05/01/2019	12:00 AM	11:59 PM	Edit	Delete
LCD Denmark	LCD Media Benelux	Lego Playlist	02/01/2018	05/01/2019	12:00 AM	11:59 PM	Edit	Delete
FACQ	Windows Box	Facq	03/10/2018	05/01/2019	12:00 AM	12:00 PM	Edit	Delete

8. Client Message:

In this screen all messages are shown from which client has send from a player location. Messages are show according each individual player. First you select the player from the drop down list and then all messages are shown. The latest message is always the one that was shown first.

9. Profile Screen:

In this screen you can update your profile. When you click on the Profile menu, the exiting information is automatically displayed. Modify the information which you want to change and click on the update button.

10. Download Application Screen:

From this screen you can download the application file. Click on the download application tab from the menu list and the executable file will start downloading immediately to your computer.



11. Activate the Player:

You can download the player setup exe from the download link in the menu list and install the player. While installation setup requires “Adobe Air” and “Flash” assemblies please accept these options and continue the installation. After the installation a window appears and you need to put the Player Name and the Token code in the below screen, what you can copy-paste from the Players List.



12. Player Working:

After activating the player schedule playlist, the content is shown and the player will start working according the “Settings” which you have set in the CMS under the “Player Setting” menu.



- ⇒ **Send Message:** In the above picture which is marked with a “RED” colour. When you click on this icon then the send message pop-up will show and you can send your message to the admin.

A screenshot of a "Send Message" pop-up form. The form has a dark header with the text "Send Message" in white. Below the header, there are two input fields: "Email" and "Message". The "Email" field is a single-line text box, and the "Message" field is a multi-line text box. At the bottom right of the form, there is a dark button with the text "SUBMIT" in white.

- ⇒ **Games:** In the above picture what is marked with a “GREEN” colour, you click on the icon and then “Game Screen” will be shown. Where you see the list of games, you click on “Load” and the selected game will load and you can play the game.



13. Sub Accounts: If you want a different sub account on the CMS with your own images in the background at the login page then please contact Jan Rooijackers at "jan@lcdmediabenelux.com"