

# Enable the news center

URL: <https://docs.grassfish.com/docs/enable-news-center>

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IXM One's news center is a central hub for creating, editing, and sending messages within IXM One and emails.

## Enable the news center

Before you can use the news center, you must enable it in the master.config file. Perform the following steps:

1. Open the master.config file.
2. Set **MessageCenterEnabled** to **true**.
3. Optionally, configure the **SmtplibWhiteList** to specify which email addresses should receive messages from the news center. If you specify email addresses, emails from the message center are only sent to these people. Use a semicolon to separate multiple email addresses.
4. Optionally, configure **MessageCenterIntervalMinutes** to specify how often the system checks for new messages. The default value is five minutes.
5. Under **MessageCenterSenderEmailAddress** specify a sender address for messages from the news center.
6. Optionally, configure **MessageCenterCustomKeyForAdditionalEmail** to specify an additional email address for messages from the news center.
7. Under **MessageCenterOfflineToleranceIntervalInHours** specify how many hours after a player goes offline an offline message is created. The default value is 48 hours.
8. Under **MessageCenterOfflineRenotifyIntervalInHours** specify the interval at which new offline messages are sent until the offline player is online again. The default value is 24 hours.
9. Under **MessageCenterOfflinePlayerReportCronschedule** specify when and how often the offline player report is sent in minutes, hours, day of the month, month, day of the week. For more information on the format, visit [the crontab guru website](#).
10. Save your changes and close the file.

```
<appSettings type="DataGateway">
  <add key="MessageCenterEnabled" value="true" />
  <add key="SmtplibWhiteList" value="user1@mail.com;user2@mail.com"/>
  <add key="MessageCenterIntervalMinutes" value="5" />
  <add key="MessageCenterSenderEmailAddress" value="from@mail.com" />
  <add key="MessageCenterCustomKeyForAdditionalEmail" value="EMail" /> <!-- optional -->

  <!-- Player offline-->
  <add key="MessageCenterOfflineToleranceIntervalInHours" value="48" />
  <add key="MessageCenterOfflineRenotifyIntervalInHours" value="24" />

  <!-- Player offline Report-->
  <add key="MessageCenterOfflinePlayerReportCronschedule" value="00 11 * * 2" />
</appSettings>
```

## Configure SMTP settings

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Simple Mail Transfer Protocol (SMTP) settings are crucial for all email-related features of IXM One. To configure your SMTP settings, perform the following steps:

1. Open the master.config file.
2. Scroll to **configurations**.
3. Set the following configurations:
  - **SmtpServer**: specify your SMTP server.
  - **SmtpPort**: specify the port.
  - **SmtpUser**: specify your SMTP server username for authentication.
  - **SmtpPassword**: specify your SMTP server password for authentication.
  - **SmtpDomain**: specify your SMTP domain.
  - **SmtpEnableSsl**: set to **true** to enable Secure Sockets Layer (SSL) protocol for emails. Otherwise, set it to **false**.
  - **SmtpEnableAutoEncryption**: set to **true** to enable auto encryption for emails. Otherwise, set it to **false**.
4. Save your changes and close the file.

```
<configuration>
  <appSettings type="global">
    <add key="SmtpServer" value="mail.grassfish.com" />
    <add key="SmtpPort" value="587" />
    <add key="SmtpUser" value="admin" />
    <add key="SmtpPassword" value="password" />
    <add key="SmtpDomain" value="grassfish" />
    <add key="SmtpEnableSsl" value="true" />
    <add key="SmtpEnableAutoEncryption" value="true" />
  </appSettings>
```

## Configure user settings

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You can configure message settings based on the user type to determine who should receive which messages. To do so, perform the following steps:

1. Open the config.json file.
2. Set **enableNotificationSubscriptionsForUserType** to the user types that should be able to [subscribe to notifications](#). Set one or all of the following values: **Admin**, **StandardUser**, **LocationUser**.
3. Set **enableLocationReceiveMessage** to **true** to enable sending messages to the recipients entered at the location. Otherwise, set it to **false**.
4. Set **enablePlaylistReceiveMessage** to enable sending messages about released playlists. Otherwise, set it to **false**.
5. Set **enableApprovalNotificationForUserType** to enable sending messages about playlist approvals to specific user types. Use the following values: **Admin**, **StandardUser**, **LocationUser**.

6. Set **enableNewsCenterSettingsForUserType** to the user types that should be able to access news center settings. Use the following values: **Admin**, **StandardUser**, **LocationUser**.
7. Set **enableSpotgroupNotificationForUserType** to the user types that should receive spot group notifications. Use the following values: **Admin**, **StandardUser**, **LocationUser**.
8. Set **PlayerOfflineReport > message** to **true** to disable the message type MonthlyPlayerReport within IXM One. That means, this message can only be sent as an email.
9. Set **routeToNewsCenterAfterCreateMessage** to **true** to automatically load the news center after a message has been generated.
10. Under **notificationRefreshSeconds** specify the refresh interval in which new received messages are checked. The default value is 60 seconds.
11. Save your changes and close the file.

```
{
  "cms": {
    "enableNotificationSubscriptionsForUserType": [
      "Admin",
      "StandardUser",
      "LocationUser"
    ],
    "enableLocationReceiveMessage": true,
    "enablePlaylistReceiveMessage": true,
    "notification": {
      "enableApprovalNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableEmailMessageForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableNewsCenterSettingsForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableSpotgroupNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "hideSetting": {
        "PlayerOfflineReport": {
          "message": true
        }
      },
      "routeToNewsCenterAfterCreateMessage": true
    },
    "notificationRefreshSeconds": 60
  }
}
```

## Configure notification settings

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You can configure who user groups can send notifications to. To do so, perform the following steps:

1. In IXM One, go to **Administration > User groups**.
2. Under **User group management**, double click on the user group that you want to edit.
3. Under **Can send notifications to**, select one of the following options:
  - **Nobody**
  - **Only assigned user groups**: drag and drop user groups from the **Unassigned** pane to the **Assigned** pane.
  - **Everybody**
4. Click on **Save** to save your changes.

## Configure subscriptions

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You can configure which messages you want to receive and in which way. To do so, perform the following steps:

1. In IXM One, go to **Dashboard > News center**.
2. Under **Subscriptions**, select or deselect the following options for each available message type:
  - **Message**: select to receive messages within IXM One.
  - **E-mail**: select to receive emails to the email address of your IXM One user account.