



Medialon Manual

Rev 1

Medialon Manager is a Windows based control software. Its purpose is to control audio and visual elements in the Be Washington exhibit. The Medialon computer is located at the bottom of the equipment rack for the Be Washington exhibit. It can be accessed via a KVM installed in the rack. (See as built drawings for precise locations.)

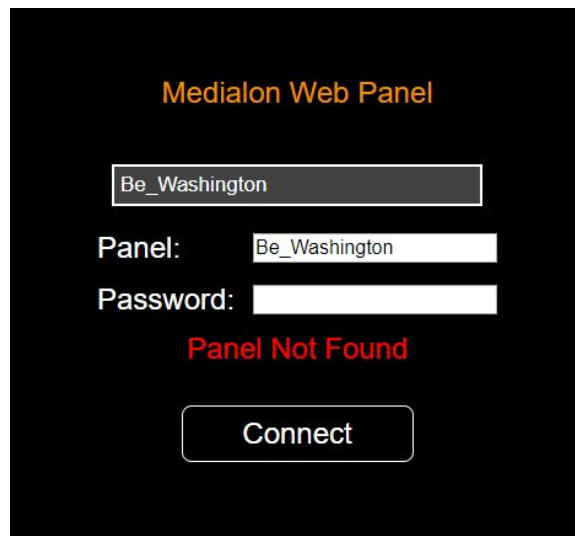
Running Medialon

Medialon will startup automatically with windows. In the event it needs to be started manually, double click the shortcut on the windows desktop labeled “Run Medialon”. The medialon USB dongle must be installed for Medialon to run. Please note Medialon should be running at all times. When Medialon is running the window depicted below will be shown.



Accessing the Web Panel

Medialon provides a control panel that is accessible from any computer connected to the network. To access the web panel, open a web browser, Google Chrome is preferred, and enter the IP address **172.16.95.24** into the URL bar and press enter. The screen depicted below will be displayed.

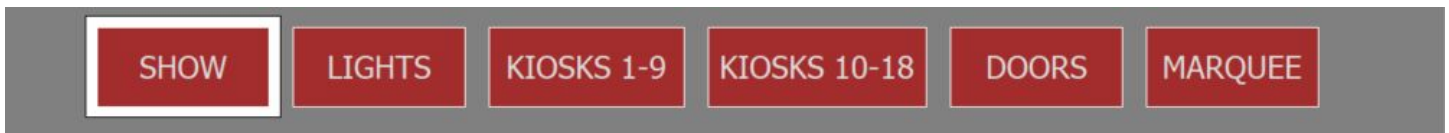


Click the box titled “**Be_Washington**”. This will populate the panel field. Enter the password “**mtv**” (without quotes) and click connect. The initial warning in red lettering can be ignored. Any warning after clicking connect should be heeded. It is important to note only 2 web browsers can be logged in at a time. A message reading “Too many connections” will be displayed if this is limit is exceeded. Also note the web panel is not user independent. Meaning if two people are logged in, person A will see the panel change as person B clicks buttons and vice versa.

Once logged in you have full access to the controls for Be Washington. The display after logging in will vary based on what was displayed when last logged out.

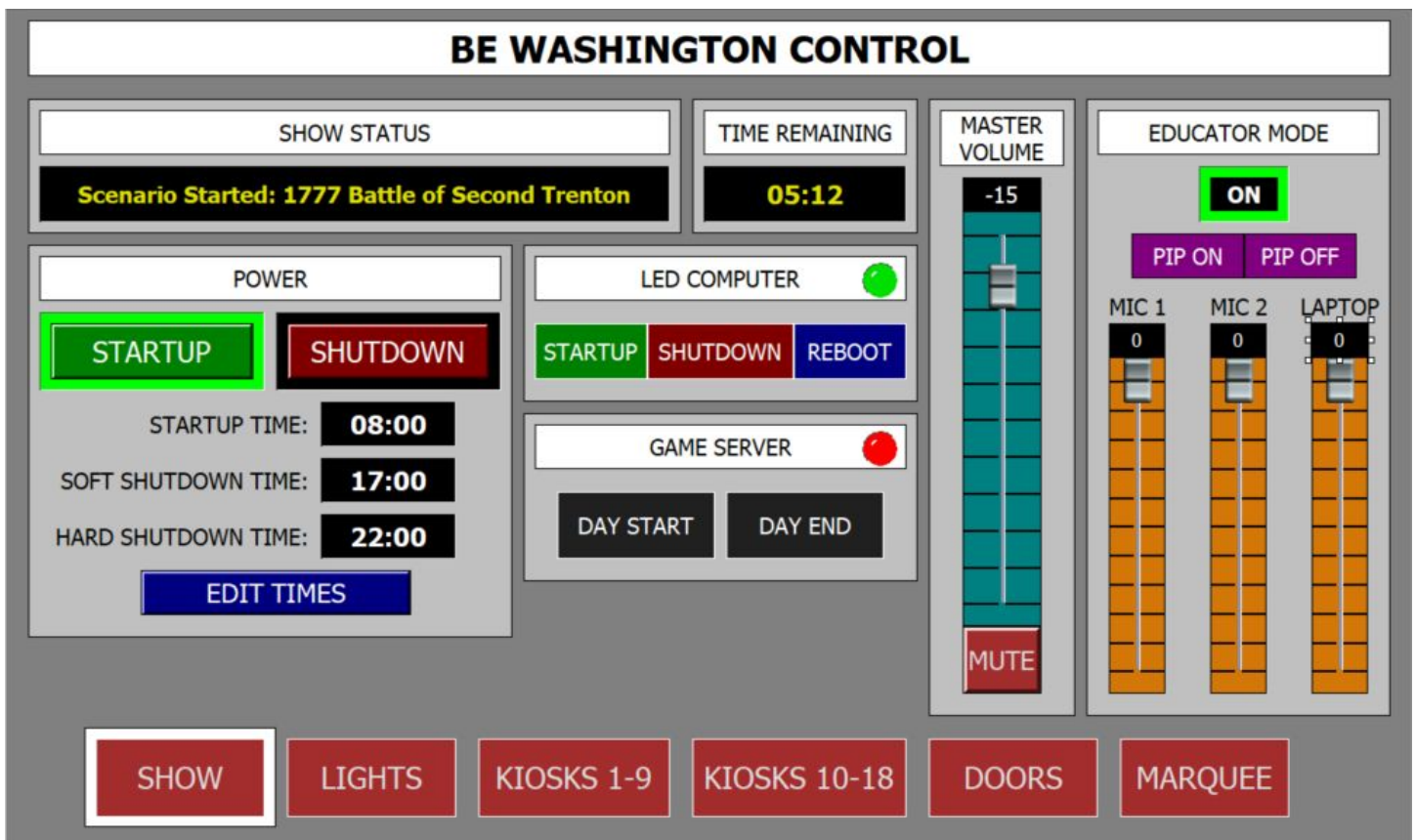
Tab Strip

The Tab Strip allows navigation of the different control tabs for the Be Washington experience. It is located near the bottom of the panel. Click on one of the buttons to change to a different tab. A white box around the button indicates which tab is currently selected.



Show Tab

The Show tab exposes controls for the operation of the Be Washington experience.



- **Show Status:** Displays the name of the scenario that is currently running as well as other system messages.
- **Time Remaining:** Displays the amount of minutes and seconds left for the currently playing scenario.
- **Power**
 - **Startup:** Powers up all equipment. The LED surrounding the button indicates the startup status. Green indicates the system is started up. Flashing green indicates the system is in the process of starting up. (Triggered by the startup time.)
 - **Shutdown:** Shuts down all equipment. The LED surrounding the button indicates the shutdown status. Red means the system is shutdown. Flashing red means the system is in the process of shutting down. (Triggered by the hard shutdown time.)
 - **Startup Time:** Displays the time, in 24hr format, the system will automatically startup.

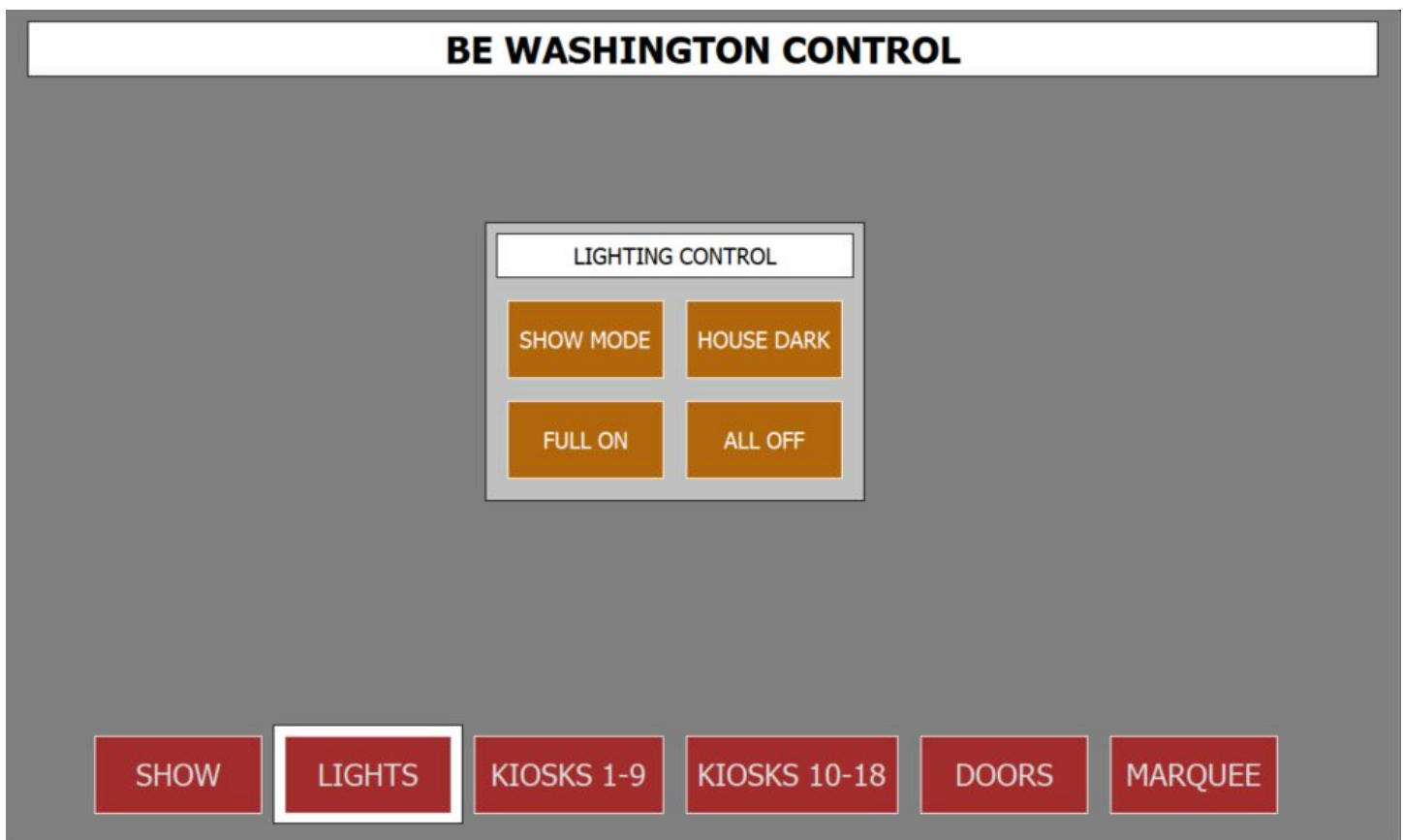
- **Soft Shutdown Time:** Displays the time, in 24hr format, the system will perform a soft shutdown. This time should be when the museum closes to the public. The soft shutdown only stops the scenarios from looping.
- **Hard Shutdown Time:** Displays the time, in 24hr format, the system will perform a hard shutdown. This time should be when activities in the space are done for the day or a few minutes after the soft shutdown time. This is when all equipment is powered down.
- **Edit Times:** Opens a new window to allow for editing times listed above.

- **Times:** Should be entered in 24hr format as “hh:mm:ss/00”. For example 5pm should be entered as 17:00:00/00.
 - **Save:** Closes window and saves the entered times.
 - **Cancel:** Closes the window without saving the entered times.
- **LED Computer:** These are the controls for the computer driving the LED wall.
 - **Indicator LED:** Displays the status of communications with the LED computer.
 - **Green:** Windows has booted and the Medialon app is running.
 - **Red:** Medialon is not communicating with the computer.
 - **Startup:** Wakes up the computer via a wake-on-LAN packet. The game software is launched automatically.
 - **Shutdown:** Shuts the computer down.
 - **Reboot:** Reboots the computer.
- **Game Server:** Controls for the game computer. This computer is virtualized on the museums equipment.
 - **Indicator LED:** Displays the status of communications with the game computer.
 - **Green:** The game computer has a connection to Medialon
 - **Red:** The game computer does not have a connection to Medialon.
 - **Day Start:** Sends a “day start” command to the game server. This starts the scenario loop. It is automatically sent during the startup process.
 - **Day End:** Sends a “day end” command to the game server. This stops the loop and returns to the blue Be Washington screen. This is sent during a soft shutdown.(Triggered by the soft shutdown time.)
- **Master Volume:** Adjust the overall volume of the room. The proper level is set during the startup process. (This includes the additional Educator Mode controls.)
 - **Mute:** Click once to mute all audio in the room. Click again to unmute.
- **Educator Mode:** This mode is turned on and off from the Windows surface tablet mounted on the podium.

- **Indicator:** The LED will turn green when educator mode is activated and the text “ON” will be displayed. The LED will be off and the text “OFF” will be displayed when educator mode is deactivated.
- **PIP On/Off:** The educator can plug his or her laptop into the HDMI connection in the podium to display on the LED wall. These buttons turn picture-in-picture (the educators display) on and off. The educator also has control of this from the tablet at the podium.
- **Mic 1-2 & Laptop:** Controls the volume of the labeled device. These audio inputs are automatically muted and unmuted when educator mode is activated and deactivated. Laptop audio is sent through the HDMI connection at the podium.

Lights Tab

The lights tab exposes controls for the lighting in the lobby and exhibit space.



- **Lighting Control:**
 - **Show Mode:** Sets lighting to show levels.
 - **Full On:** Set lights to 100% intensity.
 - **House Dark:** Turns off the lights in the exhibit space but leaves the lobby lights on.
 - **All Off:** Turns all lights off.

Kiosk Tabs

These tabs allow control over all of the kiosks in the exhibit.

BE WASHINGTON CONTROL

#	COMMS	COMPUTER			OUTLET		MONITOR		AUDIO		FAN	
ALL		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
1		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
3		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
4		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
5		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
6		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
7		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
8		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
9		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF

SHOW

LIGHTS

KIOSKS 1-9

KIOSKS 10-18

DOORS

MARQUEE

BE WASHINGTON CONTROL

#	COMMS	COMPUTER			OUTLET		MONITOR		AUDIO		FAN	
10		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
11		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
12		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
13		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
14		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
15		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
16		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
17		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
18		STARTUP	SHUTDOWN	REBOOT	ON	OFF	ON	OFF	ON	OFF	ON	OFF

SHOW

LIGHTS

KIOSKS 1-9

KIOSKS 10-18

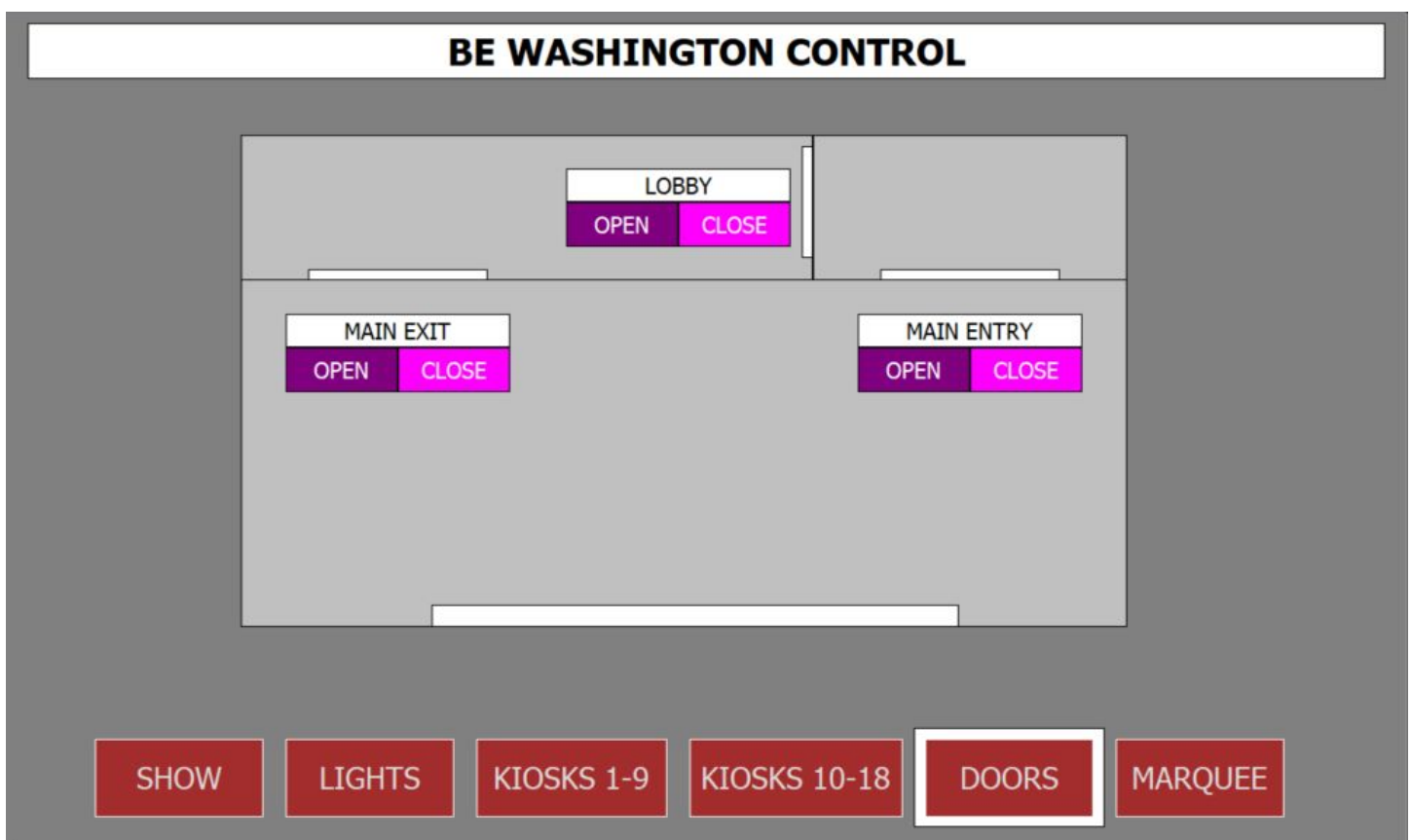
DOORS

MARQUEE

- **#:** Indicates which kiosk the buttons on that row controls. All indicates all 18 kiosks will be controlled.
- **Comms:** Displays the status of communications with the kiosk computer.
 - **Green:** Windows has booted and the Medialon app is running.
 - **Red:** Medialon is not communicating with the computer.
- **Computer:** Buttons to interact with the kiosk computer.
 - **Startup:** Wakes up the computer by cycling the power outlet. The computer's BIOS should be set to resume after power loss. The game software is launched automatically.
 - **Shutdown:** Shuts the computer down.
 - **Reboot:** Reboots the computer.
- **Outlet:** Controls the power outlet the kiosk computer is plugged into.
- **Monitor:** Controls the power outlet the monitor is plugged into. This does not control the monitor itself.
- **Audio:** Controls the power outlet the audio speaker is plugged into.
- **Fan:** Controls the power outlet the kiosk fan is plugged into.

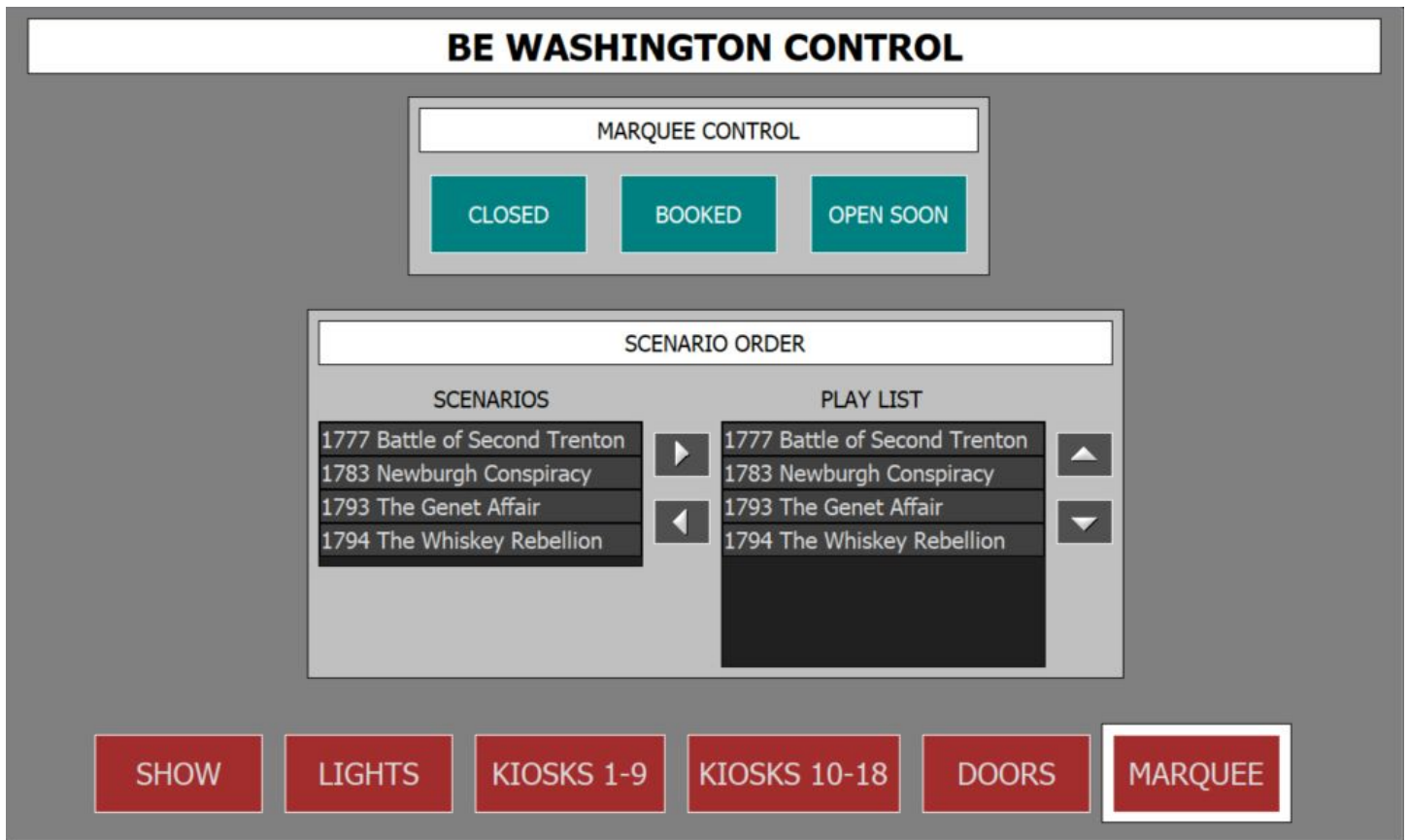
Doors Tab

The doors tab allows for control of the doors in the exhibit space. The buttons are arranged on a top down view of the exhibit space and placed next to the doors they control.



Marquee Tab

The marquee tab exposes controls the the digital marquee outside the lobby entry door.



- **Marquee Control:** Sets what is displayed on the marquee.
 - **Closed:** Displays a message stating “This theater is temporarily closed.”
 - **Booked:** Displays a message stating “This theater is currently in use.” with a 60 minute countdown timer.
 - **Open Soon:** Displays a message stating “Soon it will be your turn to lead.” and loops through images from each scenario.
- **Scenario Order:** During the normal scenario loop cycle, a list of upcoming scenarios is displayed on the marquee. This is where the order of the scenarios is set. Note this does not control what order the scenarios are played. The playlist should reflect what is programmed in the Cortina app.
- **Scenarios:** List of existing scenarios. Use the right arrow button to add the selected scenario to the list.
- **Playlist:** The order scenarios will be played. Use the left arrow button to remove the selected item from the list. Use the up and down arrow buttons to move the selected scenario up or down in the list.