



**User manual**

**SignMeeting Jooxter**

May 2017

Version 002A\_en

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## 1 Introduction

The goal of this document is to explain how to use and configure SignMeeting Jooxter.

SignMeeting Jooxter:

- Is the SignMeeting app dedicated to interface with Jooxter system
- can be used as well with 3 kind of screen layouts:
  - **“Room screen”**

Installed on device SMT210 (supporting touch screen) which is placed close to the meeting room door, the App permits to:

- Support the instant booking by easy button pressing
- Support booking of current room connected in real time to calendar system

- **“Summary screen by event”**

Installed on any INNES device connected to information screen, the App permits to:

- Display a subset of meetings taking place on several room on a dedicated day (or part of day).

In this mode, sign pictogram can be displayed as well for each meeting room to improve the signalization (for example helping attendees to find the different rooms places).

- Left/right arrow
- Up/down stairs
- Lift
- Cloakroom...

- **“Summary screen by event”**

Similar to summary screen by event, but displays a grid showing all the defined resources.

### 1.1 Requirements

The following versions must be used:

- Screen composer G3 V3.11.12 (or above)
- Gekkota V3.12.33 (or above)
- CSS script V1.10.20 (or above)

*Note: in case installation of SignMeeting on Gekkota RT, take care to inactivate LAN interface of virtual machine (if any). The configuration of SignMeeting could require some system data only held by system administrator system*

### 1.1 RFU

The items stamped “RFU” are meaning that the function is not yet working and is reserved for future use.

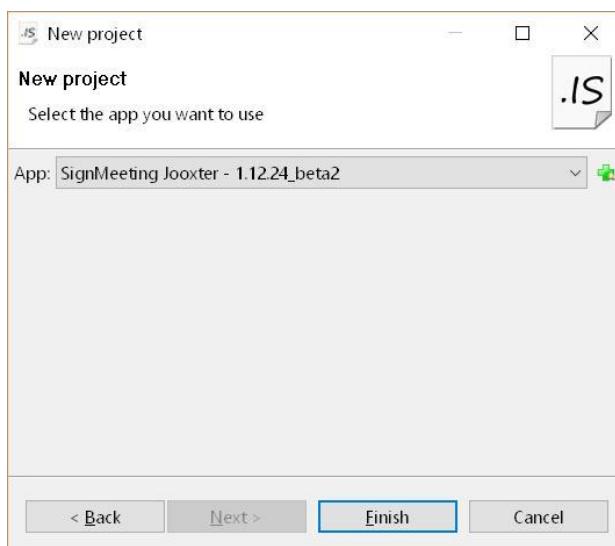
## 2 Installation/Upgrade

### 2.1 Installation with Screen Composer

Open Screen Composer and create a new project (players type = "SM").



In the scrolling list, choose "SignMeeting Jooxter – 1.XX.XX" (last installed version). In case this App is not installed yet, install the file .appi first by loading it with button '+':



### 2.2 Configuration

At the first installation, click on the link to configure your SignMeeting APP:



### 2.3 Upgrade

In order to install a new version of .appi, select 'Import templates or apps':



In order to generate the App in the new version:

- Modify your old app and then click on 'Finish'

### 3 “System” tab

In order to configure SignMeeting, open the project SignMeeting, click on [Configure “SignMeeting Jooxter”](#) then click on “system” tab:



#### 3.1 “Datasource” tab

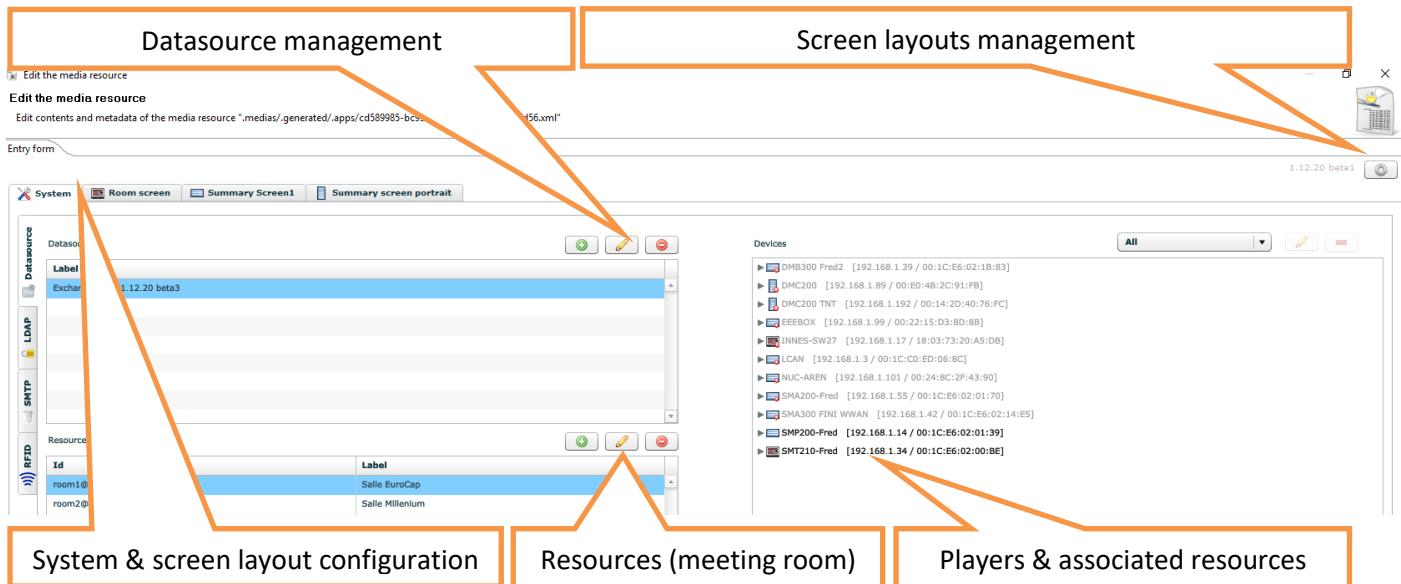
The **Datasource** tab is permitting to:

- Configure the interface with one (or several) Jooxter calendar server(s) by defining
  - Server URL & password
  - Resource name according to Jooxter system
- Configure the players by defining
  - meeting room affectation
  - screen layout mode
    - Room screen
    - Summary screen – landscape
    - Summary screen – portrait

The configuration of datasource can be done easily in 3 steps:

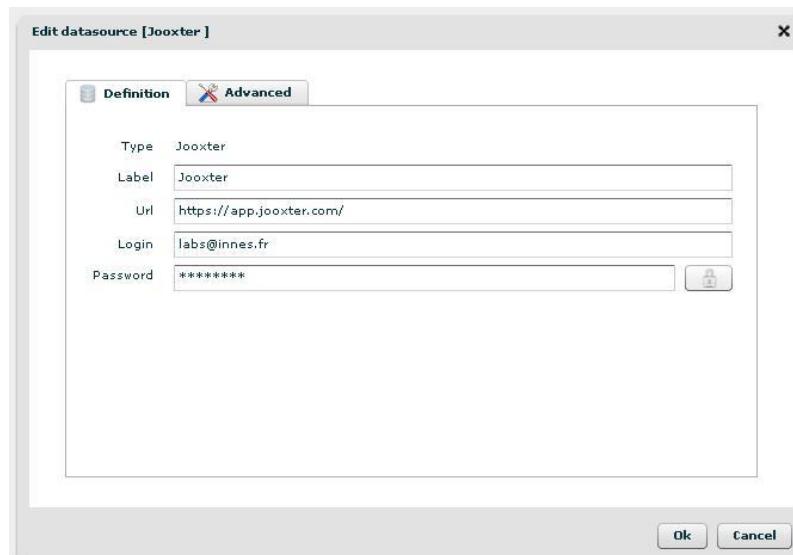
1. Add and configure the datasource
  - Ex: server Jooxter\_1
  - Ex: server Jooxter\_2
2. For each datasource, add and configure the resource names (rooms)
  - Ex: Meeting room 1
  - Ex: Meeting room 2
3. Add one or several resource to some players (players can share same resource if required)
  - Ex: PlayerA
    - Meeting room 1
  - Ex: PlayerB
    - Ex: Meeting room 1
    - Ex: Meeting room 2

*Note: one datasource has its own resource (a same resource cannot be shared between several datasource).*



### 3.1.1 Datasource: definition

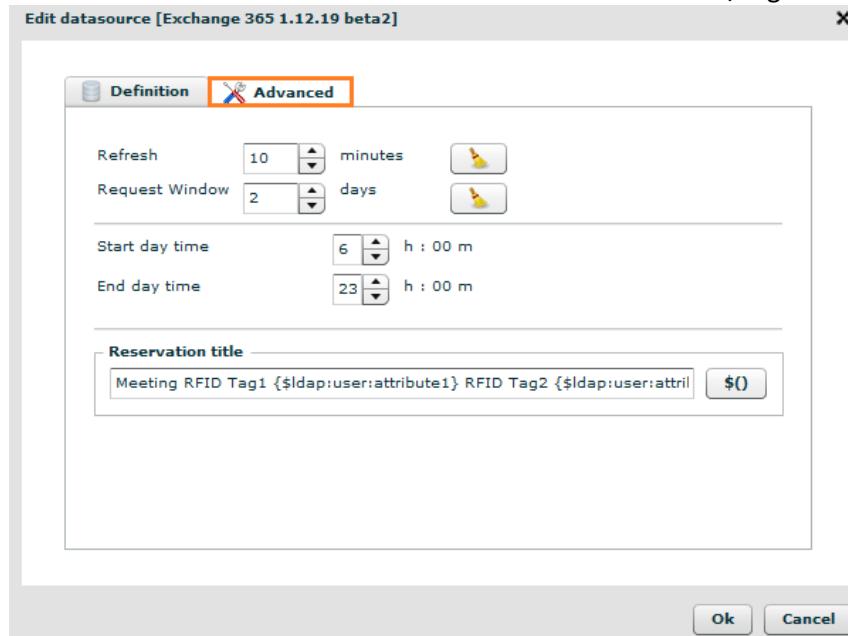
Datasource permits to configure the interface to connect to Jooxter system.



- The **Label** field is free text.
- The **URL** must contain the correct path to the Jooxter server.
- The **Login** and **Password** to connect to Web service

### 3.1.2 Datasource: advanced options

The advanced options permit to configure:



#### “Refresh”:

- Defining the periodicity alarm information updates
  - Ex: every 1 minute

#### “Request Window”:

- Defining the number of days retrieved from the datasource
  - Ex: 3 days of meetings

#### “Start/End day time”:

- Defining the working time (start time, stop time) in the booking/consultation windows.

#### « Reservation title » :

- Defining the title pattern used when adding a new meeting with SignMeeting with predefined variables and free text as well.
  - The default pattern (V1.12.19 or above) is:

```
Meeting from {$calendar-event:time:start} to {$calendar-event:time:end} -  
{$calendar-event:location}
```

Corresponding to this display rendering

```
Meeting from 11 :00 à 12 :00 - Salle380
```

Then it is possible to modify the free text or to add or delete variables.

To delete a variable, set the focus just before the variable

```
Meeting from {$calendar-event:time:start} to {$calendar-event:time:end} - |{$calendar-  
event:location}
```

And delete (key « DEL ») the value inside {...}

```
Meeting from {$calendar-event:time:start} to {$calendar-event:time:end} -
```

To add a variable, set the focus where you want\* in the free text, in the edition area, then push on the button . The available variables are:

Type	Name	Value
LDAP	ldap:rfid-tag:attribute1 ldap:rfid-tag:attribute2	A large range of attribute value of LDAP can be displayed (rfid-tag dn).  Ex (LDAP) : in case Attribute 1 = Displayname, the name and firstname of badge owner will be displayed inside the title  Ex : (serveur Briva LDAP V3.10.12) : in case Attribute 1 = registration, the matricule of badge owner will be displayed
Pin Code (RFU)	ldap:pin-code:attribute1 ldap:pin-code:attribute2	NC (RFU)
User	ldap:user:attribute1 ldap:user:attribute2	Idem LDAP but in the user dn
Début/fin/lieu de réunion	calendar-event:time:start calendar-event:time:end calendar-event:time:interval	Meeting start time  Meeting end time  Meeting start-end time
Lieu de réunion	calendar-event:location	Room name
Random number	math:random:2digit-number	Random number from 1 to 99

Reminder when using variables in the title: in case the meeting is modified, SignMeeting does not upgrade variable of meeting title according to (especially calendar-event values).

Don't set the focus inside a variable else the button becomes not active

*Note: the types LDAP, Pin Code and User are making reference to LDAP panel*

Edit the media resource  
Edit contents and metadata of the media resource ".medias/generated/.apps/cd589985-bc93-409a-8fbe-ed09ac557d56.xml"

Entry form

1.12.20 beta1

**System Room screen Summary Screen1 Summary screen portrait**

**Datasource LDAP SMTP RFID**

Activate LDAP URL ldap://192.168.1.51

Authentication Login cn=Administrator,cn=Users,dc=exchange2007,dc=innes,dc=pro Password \*\*\*\*\*

Enabled	Search	Root	Filter	Attribute(s)	
<input checked="" type="checkbox"/>	RFID tag	cn=Functions,dc=exch	(objectClass=user)	cn, mail, sAMAccountName, uid, badgeID, cn, codePage	
<input type="checkbox"/>	PIN Code (RFU)		(objectClass=user)	cn, mail, sAMAccountName, uid, crossReference	
<input checked="" type="checkbox"/>	User	cn=Users,dc=exchange2007,dc=innes,dc=pro	(objectClass=user)	cn, mail, sAMAccountName, uid, cn, codePage	

### 3.1.3 Datasource: resources

To edit datasource resources for a given datasource,

- Select the datasource (to activate the focus) then
- Click on **Add**, **Delete** or **Modify** the resource

**System Room screen Summary Screen1 Summary screen portrait**

**Datasource LDAP SMTP RFID**

**Datasource**

**Label**  
Exchange 2007 1.12.20 beta3

**Resources**

<b>Id</b>	<b>Label</b>
room1@exchange2007.innes.pro	Salle EuroCap
room2@exchange2007.innes.pro	Salle Millenium

The resource ID **must match exactly** to the resource ID defined in the Jooxter calendar system. **For more information about how to retrieve the Jooxter resource ID, please consult the section "Jooxter server"**

The room name displayed on the device can be defined manually with an optional label

**Edition de la ressource [3212] liée à la source de données [Jooxter the best meeting management system]**

Ressource	3212
Libellé	<input checked="" type="checkbox"/> Ressource 1

**Ok Annuler**

- The **label** if it is defined else
- The **resource id** if the label is not defined

*Note: if the checkbox label is activated, label becomes mandatory.*

### 3.1.4 Datasource: device configuration

#### 3.1.4.1 Devices: toolbar

The device toolbar supports:

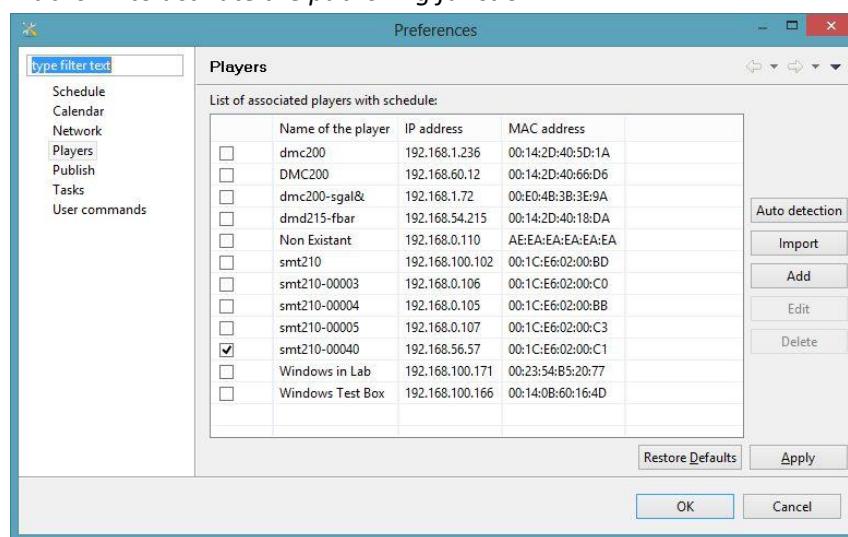
- Filter the devices by screen layout
- Edit/modify a device or resource parameters
- Delete a resource linked to a device



#### 3.1.4.2 Register the devices in Screen Composer

The devices need to be registered in SignMeeting project at Screen Composer level to be able to work with. Go to:

- Menu “Settings”,  
○ *Preferences*,
  - “Players”: to import and register the players and
  - “Publish”: to activate the publishing function



**Important:** take care to mention a valid MAC address and a valid IP address if not SignMeeting could not work correctly.

### 3.1.4.3 Resource affectation to a device

Once the players are registered, drag and drop some resource towards device screen to affect them to a specific device

- Drag:



- Drop



*Note: There is only one datasource for a given resource*

A device with red stamp means that the device has been added in SignMeeting but is not registered anymore in Screen Composer.

### 3.1.4.4 Resources configuration

The resource property can be modified.

Two options can be activated:

- Show events for this room on the main page
  - In case this option is not activated, the meetings for this room are disappearing from the list displayed by SignMeeting on main screen
- Show this room in the reservation screen
  - In case this option is not activated, the meetings for this room are disappearing from the list of book-able rooms



### 3.1.4.4.1 Colour code for resource status

The resource status colour is changing according to the combination of the choices below

	<ul style="list-style-type: none"> <li>• <b>Green</b> : when the both options are activated</li> <li>• <b>Blue</b> : when only the first options is checked (main page)</li> <li>• <b>Orange</b>: when only the second option is activated (reservation page)</li> <li>• <b>White</b> : when none the both option is activated</li> </ul>
--	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### 3.1.4.4.2 Pictograms

When the resource is linked to a device in summary screen mode, it is possible to improve room signalization by adding pictograms to guide the attendees to find the room (arrow, stairs, lift) or to add function description for a room (ex: cloakroom pictogram).

Click on a resource affected to a player and press button “edit”



Note it is possible to use:

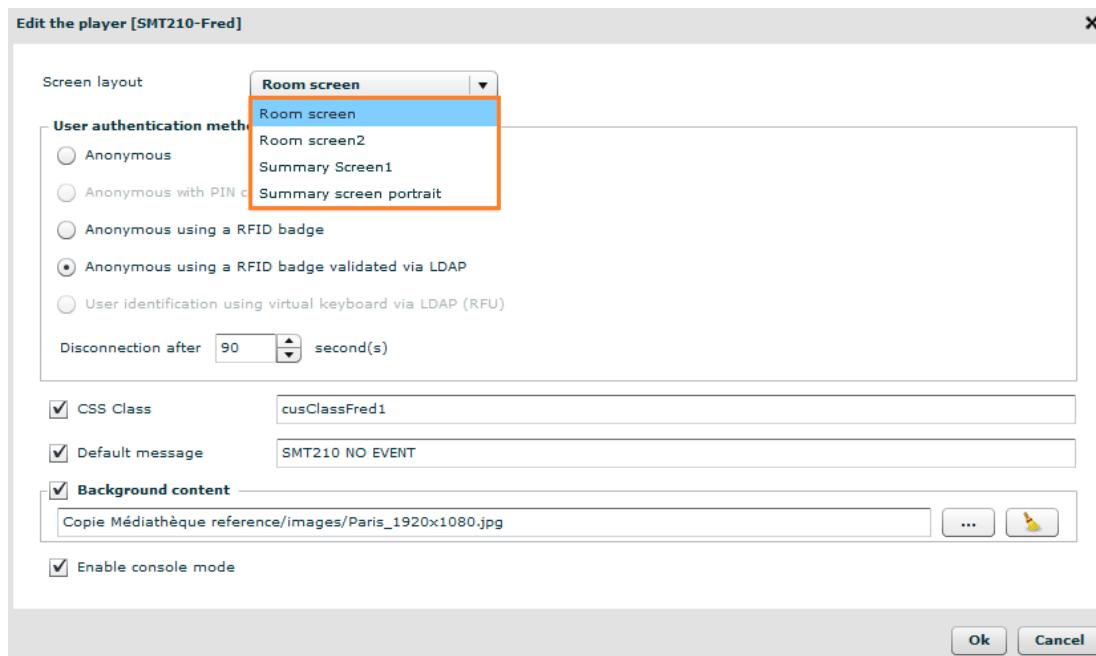
- Predefined pictograms (library of 72 pictograms) or
- Personalized pictograms (generally .png files with transparency)

### 3.1.4.5 Datasource: device configuration with SignMeeting

#### 3.1.4.5.1 Affect a new screen layout to a player

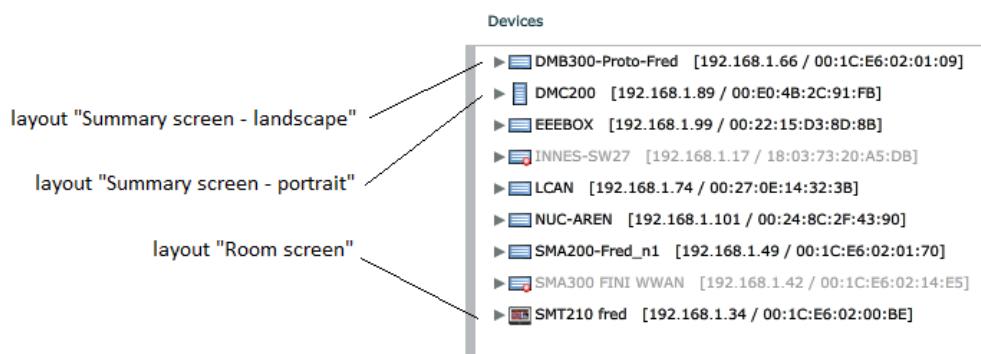
Select a player in the list and click on “edit” button.

In the “screen layout” drop list, select one of the available layouts



The icons are showing the chosen screen layout

- Room screen
- Summary screen – landscape
- Summary screen – portrait

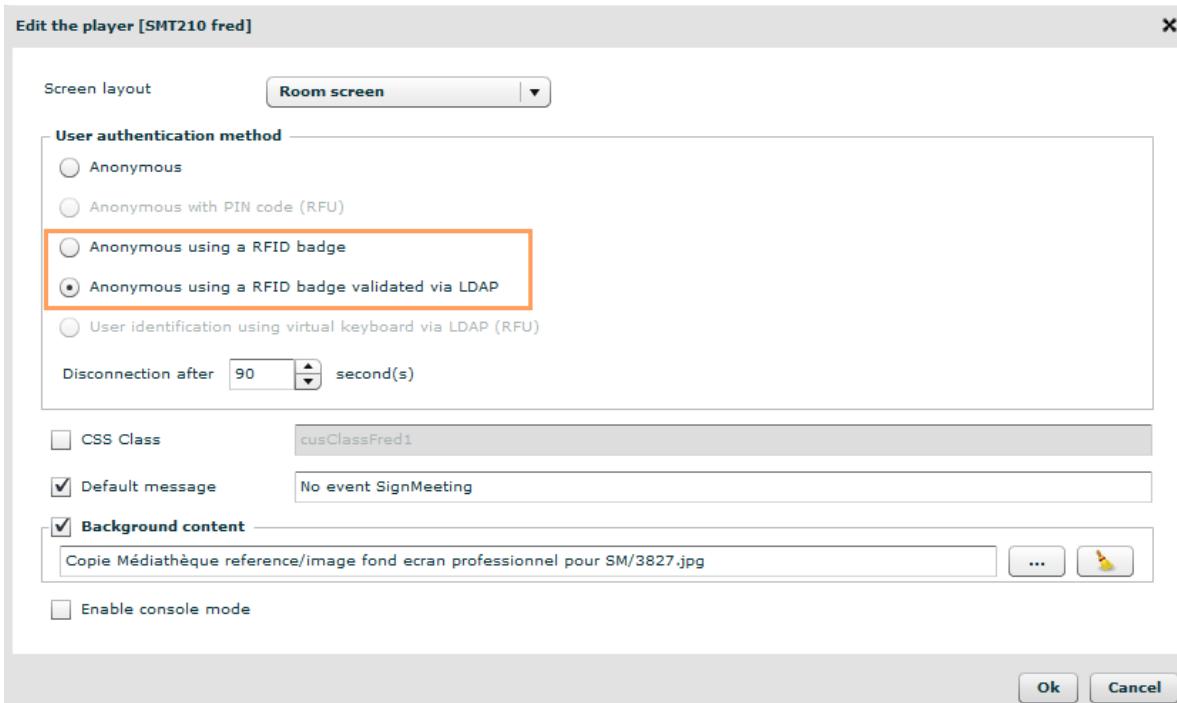


When a new SignMeeting project is created, only one screen layout instance “Room screen” is available. Then it is possible to create

- several other instances of room screen layouts
- several instances of summary screen layouts

*The maximal number of screen layout is ten.*

### 3.1.4.5.2 Devices edition and authentication mode (LDAP, RFID)



Edit a device permits to

- Configure the authentication mode
  - **Anonymous** (default): non authentication
  - **Anonymous using a badge RFID**: a single RFID badge (NFC) whose modulation is supported by SMT210 is sufficient to be authenticated and use SignMeeting as well
  - **Anonymous using a badge RFID validated via LDAP**: the RFID badge (NFC) has to be register as resource (or user) inside LDAP and can be found by SignMeeting via the configuration of
    - DN (distinguish name)
    - Groups, attributes, entity types filtering
    - Attribute name storing the RFID badge

Note: please refer to LDAP chapter for more information

*Note1: in mode Anonymous using a badge RFID, SignMeeting is started in read/only mode (door management button is inactivated). The write access is granted after the user is identified successfully*

*Note2: When RFID mode is activated,*

- *Presenting a badge a first time is permitting to authenticate and use SignMeeting*
- *Presenting a badge afterwards is permitting to disconnect from SignMeeting*

### 3.1.4.5.3 Automatic user disconnection timeout

- **Disconnection after**: permits to program user inactivity timeout. When this timeout expires, the user is automatically disconnected from SignMeeting (60 seconds by default)

### 3.1.4.5.4 Default message

- **Default message**: permits to display a specific message when no meeting can be displayed

### 3.1.4.5.5 CSS class

- **CSS Class**: class value of CSS configuration file

- When a meeting is displayed (next meeting / current meeting), it permits to format the display of SignMeeting
    - background colour (or picture),
    - fonts colour
    - button colour (calendar pictogram, email pictogram, report as empty, confirm my presence)
      - when button is active
      - when button is inactive
    - support different CSS configuration for each player if required
  - Version of CSS configuration file
    - theme\_css\_generic-V1.10.20.css
    - layout type « room screen » only
      - For example:
        - Player A (layout Room screen)
          - CSS class = <cusClass1>
        - Player B (layout Room screen)
          - CSS class = <cusClass2>
- Provided CSS example

  - .cusClass1
  - .cusClass2

### 3.1.4.5.6 Background content

- Background image:
  - In mode “Room screen”,
    - The background image is displayed
      - when there is no meeting
      - when “return to the background if no meeting” is not activated (indeed in this case, Playzilla background is displayed instead)
    - Note: if the Playzilla background is black screen, SignMeeting will display a black screen according to.*
  - In mode summary screen
    - The background content is always displayed

### 3.1.4.5.7 Diagnostic screen

- The **Diagnostic screen** permits to activate diagnostic mode and so display some status information on the SignMeeting interface properly working (Jooxter server access, LDAP server access, RFID badge detection).

### 3.2 “LDAP” tab

The configuration of a LDAP server is required when the chosen authentication mode is:

- **Anonymous using a badge RFID validated via LDAP**

Please refer to chapter “**device edition and authentication mode (LDAP, RFID)**”

In this case SignMeeting can connect to LDAP server (standard user & phone directory) especially to authenticate user with their RFID badge (stored in the LDAP)

The badge detection is realized on a room screen player (SMT210) supporting a NFC sensor.

Fill the form below to configure properly the LDAP interface:

The screenshot shows the software's configuration interface with a top navigation bar and a sidebar on the left containing tabs for System, Room screen, Summary Screen1, Summary screen portrait, Datasource, SMTP, and RFID. The 'Datasource' tab is active. In the main area, there is a section for activating LDAP with a checked checkbox and a URL input field containing 'ldap://192.168.1.51'. Below this is an 'Authentication' section with a checked checkbox, a 'Login' input field containing 'cn=Administrator,cn=Users,dc=exchange2007,dc=innes,dc=pro', and a 'Password' input field containing '\*\*\*\*\*'. To the right of these fields is a lock icon. Below these sections is a table titled 'Filtering' with columns: Enabled, Search, Root, Filter, and Attribute(s). It contains three rows: 'RFID tag' (Enabled, Search: cn=Functions,dc=exchange2007,dc=lnr, Filter: (objectClass=user), Attribute(s): cn, mail, sAMAccountName, uid, badgeID, cn, codePage), 'PIN Code (RFU)' (Disabled, Search: cn=PIN,dc=exchange2007,dc=lnr, Filter: (objectClass=user), Attribute(s): cn, mail, sAMAccountName, uid, crossReference), and 'User' (Enabled, Search: cn=Users,dc=exchange2007,dc=innes,dc=pro, Filter: (objectClass=user), Attribute(s): cn, mail, sAMAccountName, uid, cn, codePage). Each row has an 'Edit' button to its right.

Enabled	Search	Root	Filter	Attribute(s)
<input checked="" type="checkbox"/>	RFID tag	cn=Functions,dc=exchange2007,dc=lnr	(objectClass=user)	cn, mail, sAMAccountName, uid, badgeID, cn, codePage
<input type="checkbox"/>	PIN Code (RFU)	cn=PIN,dc=exchange2007,dc=lnr	(objectClass=user)	cn, mail, sAMAccountName, uid, crossReference
<input checked="" type="checkbox"/>	User	cn=Users,dc=exchange2007,dc=innes,dc=pro	(objectClass=user)	cn, mail, sAMAccountName, uid, cn, codePage

#### 3.2.1 LDAP URL

Type LDAP server URL

For example:

*ldap://192.168.1.51*

#### 3.2.2 Authentication

- Login
  - enter Administrator DN (Distinguish Name)
  - For example for LDAP on Jooxter 2007:
    - cn=Administrator,cn=Users,dc=Jooxter2007,dc=innes,dc=pro
- Password

#### 3.2.3 Filtering

The LDAP filter configuration table permits to make some badge validity filtering query and many others parameters filtering query depending on your need. It is composed of three ways of search

- “**RFID tag**”: badge research
- “**PIN Code (RFU)**”: not supported
- “**User**”: research more information on the user

Each line has several columns:

- **Enabled** (Activated or not)
- **Search**: name of query
- **Root** (LDAP root)

### 3.2.3.1 Enable & Search

You can activate the badge research with LDAP “dn” filtering:

- Research based on “**RFID Tag**” or
- Research based on “**RFID Tag**” + research based on “**User**”
- Pin code (RFU)

#### 3.2.3.1.1 RFID Tag

Permits to indicate the “dn” from which the RFID badge have to be researched, identify their validity, and their owner (user).

#### 3.2.3.1.2 User

Permits to indicate the “dn” from which some additional information need to be researched on user identified in the request “RFID tag”.

#### 3.2.3.2 Root / Filter / Attribute(s)

The columns “Root”, “Filter”, and “Attribute(s)” are showing the chosen filtering configuration.

#### 3.2.3.3 “Edit” button

In order to modify the filtering criteria, click on the button “**Edit**”

Enabled	Search	Root	Filter	Attribute(s)	
<input checked="" type="checkbox"/>	RFID tag	cn=Users,dc=exchange2007,dc=innes,dc=pro	(objectClass=user)	cn, mail, sAMAccountName, uid, badgeID, cn, codePage	
<input type="checkbox"/>	PIN Code (RFU)		(objectClass=user)	cn, mail, sAMAccountName, uid, crossReference	
<input checked="" type="checkbox"/>	User	cn=Functions,dc=exchange2007,dc=lnr	(objectClass=user)	cn, mail, sAMAccountName, uid, cn, codePage	

**Edit LDAP search parameters**

Root	cn=Users,dc=exchange2007,dc=innes,dc=pro	
Filter	(objectClass=user)	
Cross reference attribute	badgeID	
Extra attribute(s) to retrieve		
<input checked="" type="checkbox"/> Attribute 1	cn	
<input checked="" type="checkbox"/> Attribute 2	codePage	
Attribute(s) for validation		
<input checked="" type="checkbox"/> Validity attribute	comment	1/0
<input type="checkbox"/> Validity start date attribute		d/m/yy
<input checked="" type="checkbox"/> Validity end date attribute	expirationTime	Active Directory generalized

**Ok** **Cancel**

### 3.2.3.3.1 Root

Permits to define the “dn” of the directory (or parent directory) from where the badge need to be researched (in order to avoid to parse entirely the LDAP server and spend much time in the LDAP request)

**Note:** the research is considered valid as soon as a first resource containing this badge is found

### 3.2.3.3.2 Filter

“**Filter**”: permits to target a LDAP users & resources subset thanks to the filtering configuration permitting to find out the RFID badge with best efficiency

Supported filters:

- By Entity type
  - Ex: (objectClass=user)
- By group membership
  - ex : (memberOf=CN=DoorAdmins,cn=Users,dc=Jooxter2007,dc=innes,dc=pro)
- By attributes & optional validity conditions
  - Binary operator: AND (&), OR (|)
    - For example : (&(badgeID=\*)(|(ou=directory1)(ou=SecondFuncs)))
    - With « ou » = organisation unit

Active Directory does not support « Extensible matching filtering » ; Consequently , the filter like « find out DN whose name is containing a specific string are not working

(<https://msdn.microsoft.com/en-us/library/cc223241.aspx>)

- Filtering by DN content
  - For example:  
(DN = \*irectory \*)

*Note: whenever the users are spread into different directory of the LDAP, it is advised to implement groups and use “memberOf” filters.*

“Attributes”::

- The default attribute name for the RFID badge is **crossReference** (as example)  
**Warning:** the attribute name does not exist in the LDAP standard attributes, it has to be modified according to your LDAP configuration regarding RFID management.

### 3.2.3.3.3 Cross reference attribute

Permits to define the attribute name in which the RFID badge is located.

The default value for the RFID badge is “cross reference” (not existing in any LDAP system !)

This value need to worth the attribute name containing RFID tag

Ex: “badgeID”

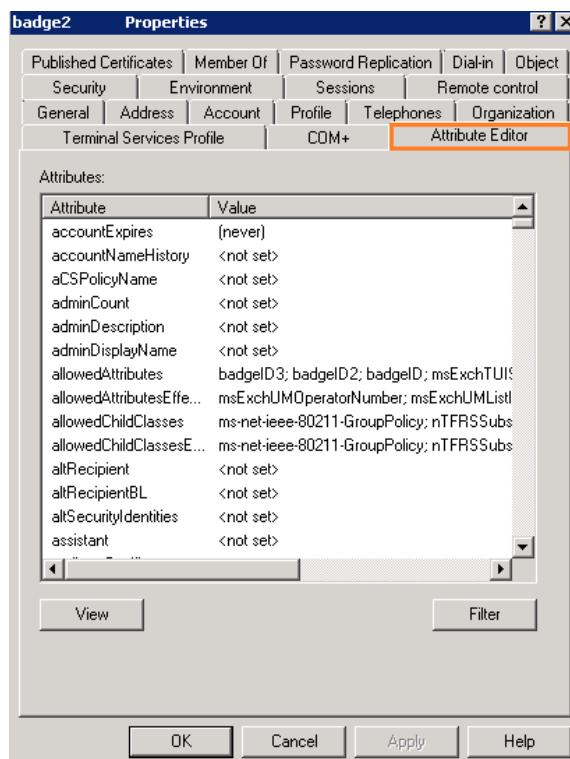
*Note: badgeID is a real attribute of the LDAP*

### 3.2.3.3.4 Extra attributes to retrieve

It is possible to tell to SignMeeting to research some variables which are containing some values. By default, these fields Attribute 1 and attribute 2 are empty.

“Attribute1” and “Attribute2” can be used in the automatic label generator when a new meeting is created by SignMeeting. They can worth any attribute name of the LDAP.

This is an example below of interface « Attribute Editor » of an ActiveDirectory user & computers Windows 2008 / Jooxter 2007 :



Note : Do prefer use string type or integer type attributes. The others types may not be displayed properly (hexadécimal, date, UID)

Ex: Attribute 1 = codePage

Note: codePage is a real attribute of the LDAP

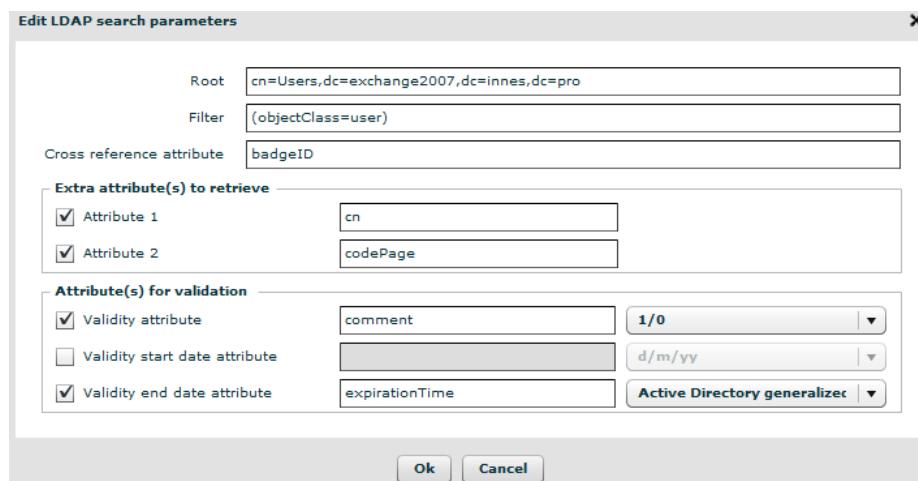
Note: When using Innes Briva LDAP (3.10.21 or above), the Attribute 1 (or 2) has to worth one of the dst<> variable value of configuration mapping (in yellow):

- Attribute 1 = **registration**
  - In this case, can display in the new meeting title, the user matricule of the people who has badged and which has created the meeting
- Attribute 1 = **DisplayName**
  - In this case, can display in the new meeting title, the user name + first name of the people who has badged and which has created the meeting

```
{
  "sheetName" : "Personnes",
  "rowHeader" : 4,
  "rowDataStart" : 5,
  "dataMapping" :
  [
    {"srcName" : "Matricule",
     "dstName" : "registration",
     "mandatory" : true,
     "format": "string"
    },
    {"srcName" : "Nom",
     "dstName" : "Lastname",
     "mandatory" : true,
     "format": "string"
    },
    {"srcName" : "Prénom",
     "dstName" : "Firstname",
     "mandatory" : true,
     "format": "string"
    },
    {"srcName" : "Badges",
     "dstName" : "badgeID",
     "mandatory" : true,
     "format": "extractNumber"
    }
  ],
  "dataTransformation" :
  [
    {
      "srcAttributes" : ["Firstname", "Lastname"],
      "dstAttribute" : "cn",
      "separator" : " "
    },
    {
      "srcAttributes" : ["Firstname", "Lastname"],
      "dstAttribute" : "Displayname",
      "separator" : " "
    }
  ]
}
```

### 3.2.3.3.5 Attribute(s) for validation

Some validity attribute can be tested in addition to the RFID badge presence.



- Validity attributes supported formats
  - yes/no
  - 1/0

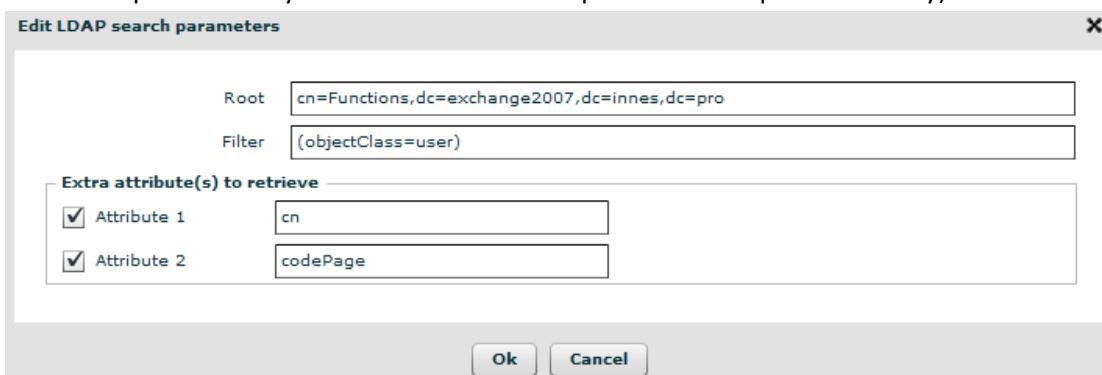
- true/false
- On/off
- Date validity attributes supported formats
  - d/m/yy
    - ex : 2/12/15
  - d/m/yyyy
    - ex : 2/12/2015
  - account expires timestamp
    - number of nanoseconds since 1st Jan 1601
  - Active directory generalized time
    - ex : 20151009225600.0Z

*Note: once RFID badge is found in the LDAP and validity condition are filled, the badge is considered valid. So connexion to SignMeeting is established and user can be working with.*

### 3.2.3.3.6 User association to a badge

- **Users:** permits to indicate from which DN base the user associated to this RFID badge can be found out.
  - “Root”: type DN base (or DN parent base) from where the user can be found out
 

**Note: if any a user is not associated to the RFID badge, SignMeeting will not prevent authentication to SignMeeting**
  - “Filter”: permits to target only a LDAP user subset thanks to the configuration of this filter (in order to not parse entirely the LDAP server and improve LDAP request efficiency)



“Attribute1” and “Attribute2” can be used in the automatic label generator when a new meeting is created by SignMeeting. They can worth any attribute name of the LDAP.

*Note : Do prefer use string type or integer type attributes. The others types may not be displayed properly (hexadécimal, date, UID)*

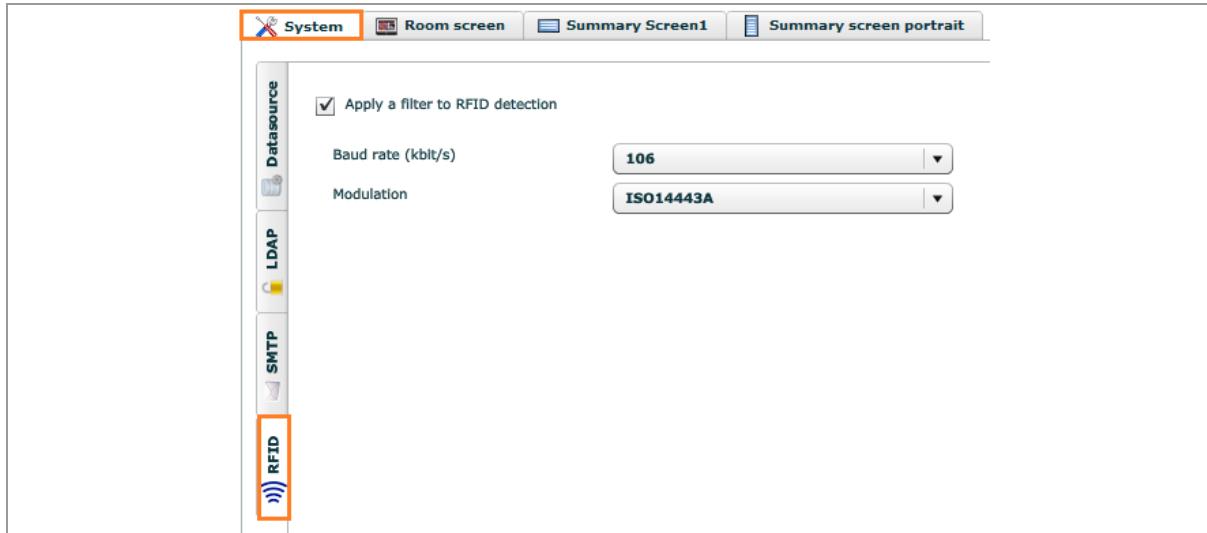
#### Note Active directory for attributes :

By default, the standard attributes already used in the LDAP are

- CN
- Mail
- sAMAccountName
- uid
- badgeID
- valid

In case a user (CN) has an email (while LDAP authentication), this user will be considered as organizer of all the meeting creation through SignMeeting

### 3.3 « RFID » tab



This screen permits to select only some preferred modulations in order to optimize RFID detection efficiency

#### Available modulations

- ISO 14443 Type A
- ISO 14443 Type B
- JEWEL
- ISO 14443 BI
- ISO 14443 B2SR
- ISO 14443 B2CT
- FeliCa
- DEP

#### Available baud rates

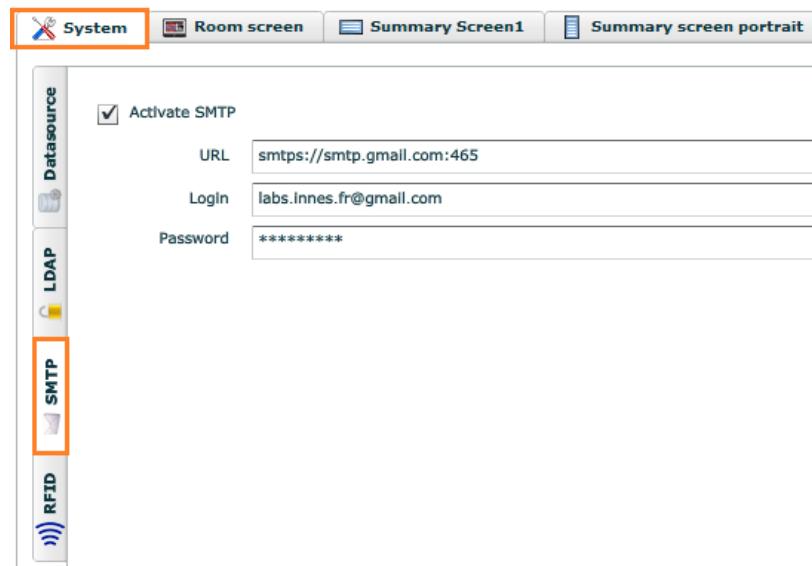
- 106
- 212
- 424
- 847

Please refer to SMT210 installation guide to check the modulations supported by your device.

### 3.4 « SMTP » tab

The tab SMTP permits to configure source email account.

- Activate SMTP
  - URL
  - Login
  - Password



To know the authentication list supported by Gekkota, please refer to Gekkota application note Email and supported authentication

About Gmail account, PLAIN and LOGIN authentications are not activated by default. To activate them, go in Gmail account and activate: "**Allowing less secure apps to access your account**"

## 4 Screen layout configuration

Only the tab “Room screen” is present by default when creating a new project SignMeeting.

Room screen is corresponding to the first instance of the kind of layout.

Some others screen layouts can be added according to the user needs

- **Room screen**
  - Room screen 2
  - Room screen 3, ...
- **Summary screen – landscape**
  - Summary screen – landscape 1
  - Summary screen – landscape 2, ...
- **Summary screen – portrait**
  - Summary screen – portrait 1
  - Summary screen – portrait 2, ...

### 4.1 Room screen configuration

The room screen is adapted for a screen layout for a player SMT210 located close the meeting room door.

Once this room screen layout is configured, it is possible to affect the layout for example to one to your device (SMT210 supporting touch screen permitting to have interactivity with SignMeeting)

The screen room layout can display

- Current meeting (if any)
- Next meeting (if any)

Click on “room screen” tab to discover the different settings

#### 4.1.1 “Main Page” tab

The tab “Main page” permits to select the components to display

- For the current meeting
- Title
  - Time range
  - Event type
  - Description
  - Organizer
  - Attendees (with scrolling in the width does not permit to display all)
  - Location
  - Attachment

*Note: SignMeeting supports the attachments display. In case several image are attached to a meeting, only the first one is displayed. Supported picture formats: PNG & JPG*

- For the next meeting
  - Description
  - Organizer
  - Attendees (with scrolling in the width does not permit to display all)
  - Event type
  - Remaining time before next meeting (RFU)

- Configure display behaviour
  - In case several rooms are managed, SignMeeting display alternatively for each room
    - Current Meeting
    - Next Meeting

- Activate dynamic command buttons

**Main page**

**Display information for the current meeting**

- Display title       Display description      Label DESCRIPTOR\_FR       Display location
- Display time range       Display organizer      Label ORGANIZER\_FR       Display attached images
- Display event type       Display attendees      Label ATTENDANT\_FR

**Display Information for the next meeting**

- Display countdown       Display description       Display event type
- Display organizer       Display attendees

**Display several rooms on the same screen**

Display all alternatively with an interval of  second(s)

**Actions shortcuts**

- Door opening/closing
- Book now
- Confirm my presence and  show this action  minutes before the start of the meeting and  
 shorten the meeting, if no confirmation after  minutes
- Report as empty (shorten the meeting) and  show this action  minutes before the end of the meeting
- Display the time line on bottom of the page (RFU)       Return to the background if there are no meetings

- **Book now**
- **Confirm my presence**
  - This button can be displayed nx15 minutes before meeting start
  - Meeting can be shortened automatically in calendar in case the meeting has not been confirmed by the meeting organizer
- **Report as empty (shorten the meeting)**
  - This button can be displayed n minutes before meeting end

- Option to activate “Return to back ground if there is no meeting”

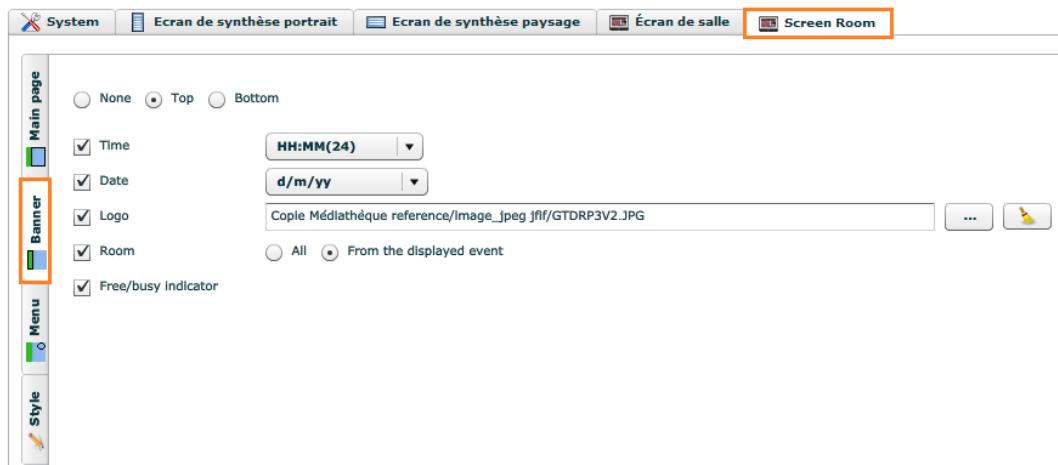
*Note: when option “Return to back ground if there is no meeting” is activated, when there is no meeting, SignMeeting id displaying Playzilla background.*

#### 4.1.2 “Banner” tab

The “banner” tab permits to define:

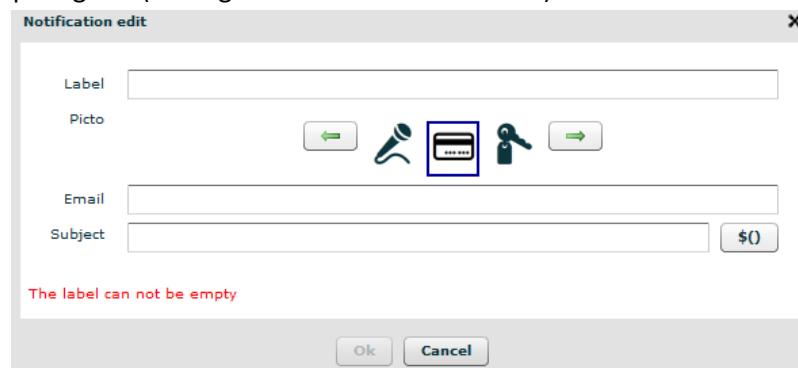
- Banner position
  - Banner content
    - Date with different format
      - d/m/yy (ex : 2/12/15)
      - d/m/yyyy (ex : 2/12/2015)
      - dd mmm yyyy (ex : 2 Dec 2015)
      - dd mmmm yyyy (ex : 2 December 2015)
    - Time with different format
      - HH:MM (12)
      - HH:MM (24)
    - Logo
    - Display one room location or all rooms after rooms
    - Status free (green colour) / busy(red colour)

*Note: Player side leds are also changing according to this status*



#### 4.1.3 "Menu" tab

- The “**Reservation and consultation page**” permits to activate specific buttons
  - “View” button
  - “Add” button
  - “Edit” button
  - “Delete” button
- The “**Notification page**” permits to enter new items for email sending with
  - a predefined recipient address
  - a predefined object
  - a predefined pictogram (among more than 100 elements)



- A new button is created in the interface each time a new item is created. Click on the button the associated button permits then to send a predefined email to the recipient address
- Note: the “Email” pictogram in main page appears when at least one item has been added in the notification page list
- The option “return to the main page after being idle” permits to return to main page after being stayed on other screen for a couple of time without user activity (default is 60 seconds).

#### 4.1.4 "Style" tab

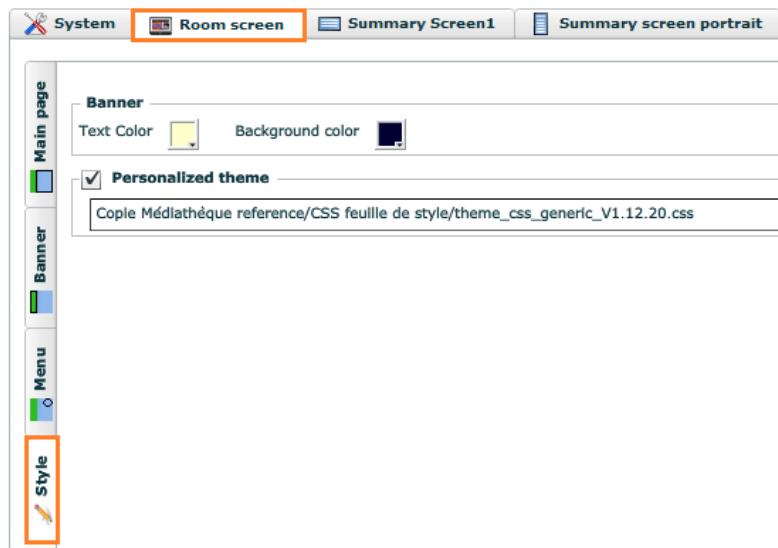
The "style" tab permits to customize the display in term of colour (background and fonts).

It is also possible to use a personalized theme (style sheet) permitting to configure

- colour,
- background and
- fonts

The CSS API is compliant with Mozilla & W3C:

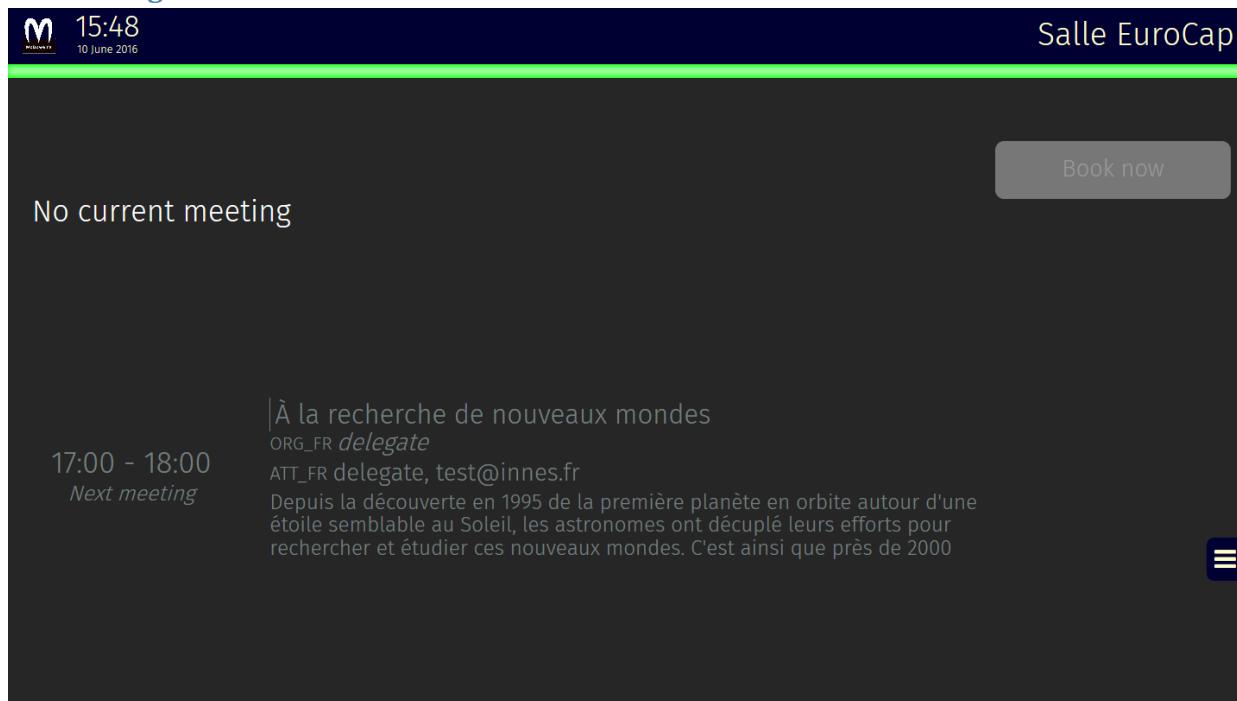
- <https://developer.mozilla.org/en-US/docs/Web/CSS/background>



A example is given in the delivery:

- [Css/Room screen/theme\\_css\\_generic\\_V1.12.20.css](#)

#### 4.1.5 Rendering on SMT210



## 4.2 Screen layout composition

It is possible to apply a screen layout for each of your device.

By default, only one screen layout “room screen” is available. But this layout is not suitable for summary screen. Consequently a specific layout instance of summary screen need to be created.

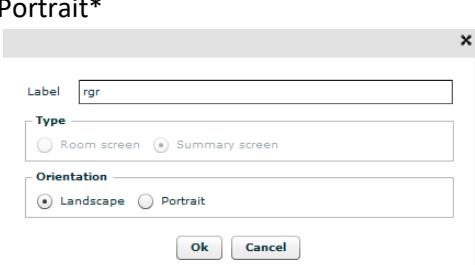
Note: it is possible to create several instance of each (until 10 maximum)

Once the new screen layout is available, it is possible to affect it to a player.

### 4.2.1 Create a new screen layout instance

In order to access to screen layout management, click on button  at the right top corner and click on “add” to add your new layout type.

- Type a label for your new screen layout (will appear in the tab name)
- Type of screen layout
  - Room screen**
  - Summary screen by event**
  - Summary screen by resource**
    - For summary screen by event or summary screen by resource, specify
      - Landscape or
      - Portrait\*

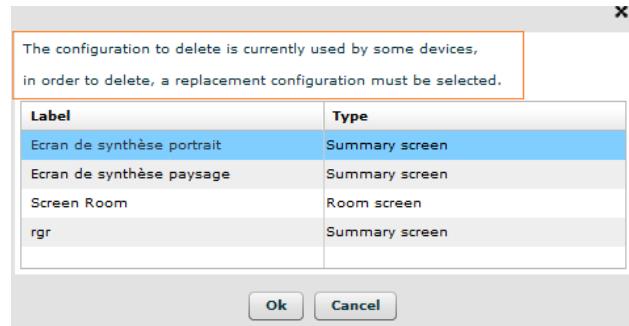


- For portrait, don't forget to apply rotation 90° (or 270°) in the player WebUI (output menu)

Then a new additional tab appear in the list of available screen layouts.

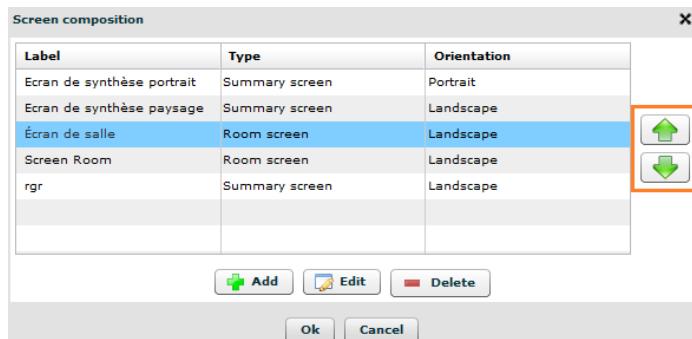
#### 4.2.2 Edition and deletion

The screen layout title can be modified and the screen layout can be removed (which is requiring a user confirmation). Indeed, if the screen layout to delete is used by a player, a fail over need to be done on another screen layout.



#### 4.2.3 Move screen layout tab

Screen layout tab can be switched. Use the up/down arrow according to.



## 4.3 « Summary screen by event » layout

### 4.3.1 “landscape”

The screen layout type Summary screen by event permits to display the list of meetings of several room for part of the day or an entire day on an information TV set (or monitor).



#### 4.3.1.1 “Main page” tab

The “main page” tab permits to modify the meeting list display configuration.

- Selection of elements to display for each meeting
  - Location
  - Title
  - Description
  - Time Slot
  - Attendees
  - Pictograms
  - Attachments
- Display of meeting in the past or in the future
- Define page duration display for each page when the list of meeting requires 2 pages (or more)
- Sort the meeting by

- Title, description, organizer
  - Alphabetic, ant-alphabetic
- Time
  - Increasing or decreasing
  - End time or start time
- Define the alarm
  - Display all the meeting since the morning or any other time
  - Display the meeting only few minutes before they start
  - Display all the meeting until the evening or any other time
  - Hide the meeting only few minutes after they finished

#### 4.3.1.2 “Banner” tab

This screen permits to configure the banner:

- Banner at the top or at the bottom
- Additional logo
- Title
- Date with different formats
  - d/m/yy (ex : 2/12/15)
  - d/m/yyyy (ex : 2/12/2015)
  - dd mmm yyyy (ex : 2 Dec 2015)
  - dd mmmm yyyy (ex : 2 December 2015)
- Time with different formats
  - HH:MM (12)
  - HH:MM (24)



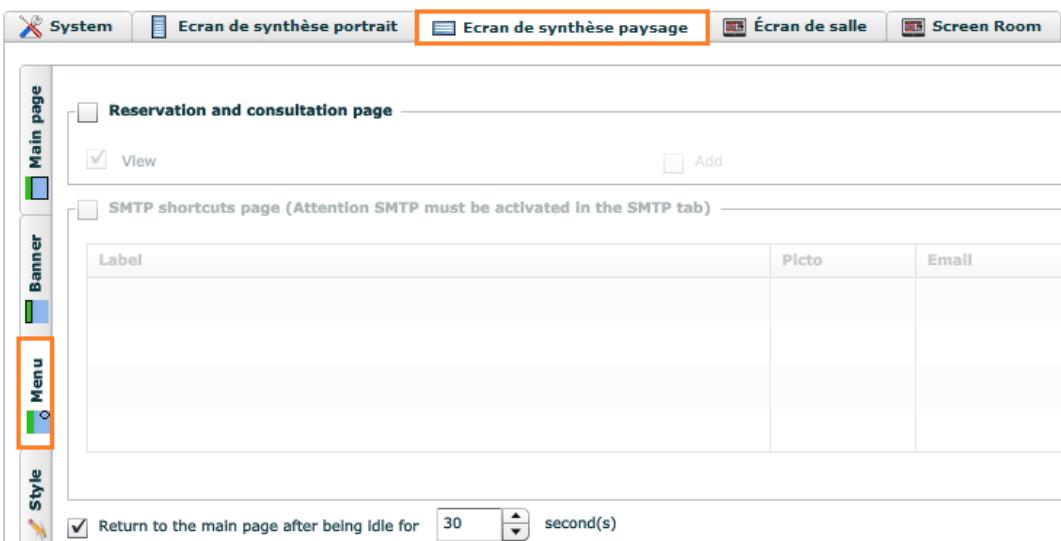
#### 4.3.1.3 “Menu” tab



- The “**Reservation and consultation page**” (activation of an optional button  permitting to access to a specific reservation page) offering the support of the buttons:
  - View event
  - Add event
  - Edit event
  - Delete event

This function is interesting when the App is used on a SMT210 (touch screen) or with a player Innes equipped with a mouse. Contact [support@innes.fr](mailto:support@innes.fr) for more information

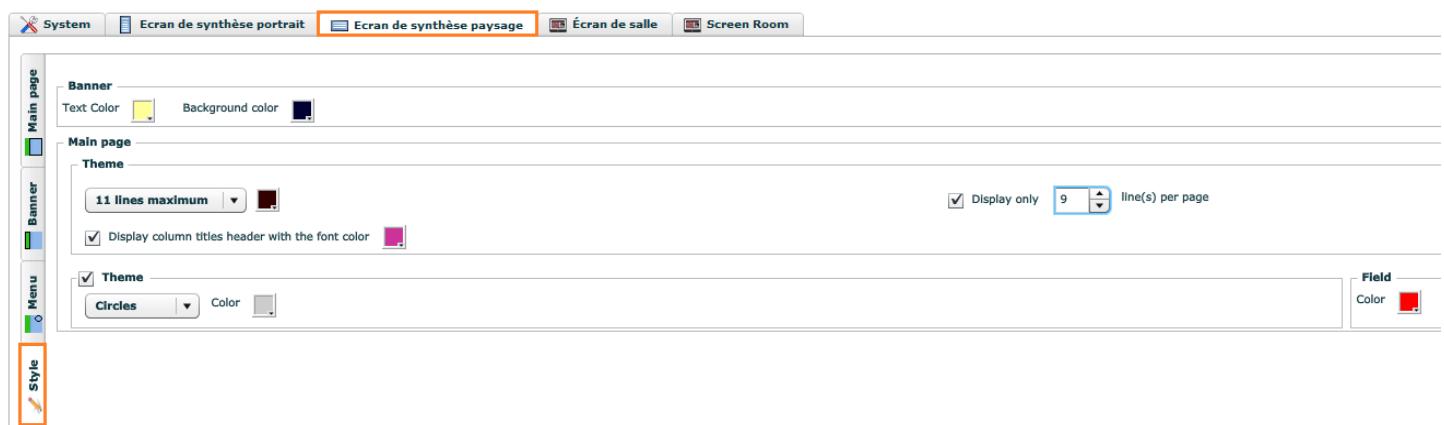
- The option “**return to the main page after being idle**” permits to return to main page after being stayed on other screen for a couple of time without user activity (default is 60 seconds).
- The “**SMTP shortcuts page**” permits to create button to send a predefine email (Server/SMTP interface need to be fully filled first).



#### 4.3.1.4 “Style” tab

The style tab permits to modify the below parameters:

- Banner**
  - Background colour
  - Text colour
- Main page**
  - Background colour
  - Text colour
  - Configuration of number of meeting to display per page
  - Display column header
  - Background theme (plain colour, circles) (present only when non background content has been defined for the dev)



## 4.3.1.5 « landscape » rendering

Loc	Title	Hrs	Org	S1	S2
Salle EuroCap	À la recherche de nouveaux mondes	10:00 - 11:00	delegate		
Salle Millenium	Marketing de l'alcool et du tabac : quelles consé	14:00 - 16:30	delegate		

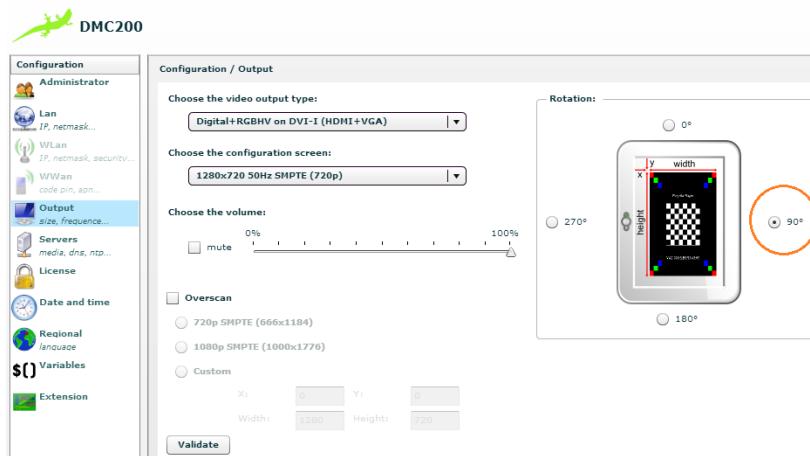
### 4.3.2 « portrait »

Similar to Summary screen by event landscape layout configuration but for portrait view.

The main difference is the maximal number of lines to display per page (15 lines instead of 11 lines)

In order to publish SignMeeting in mode portrait,

- Define a Playzilla grid (scene) in portrait mode
- WebUI:
  - change the output rotation to 90° (or 270°)
  - Select the resolution according to (check over scan configuration if any)



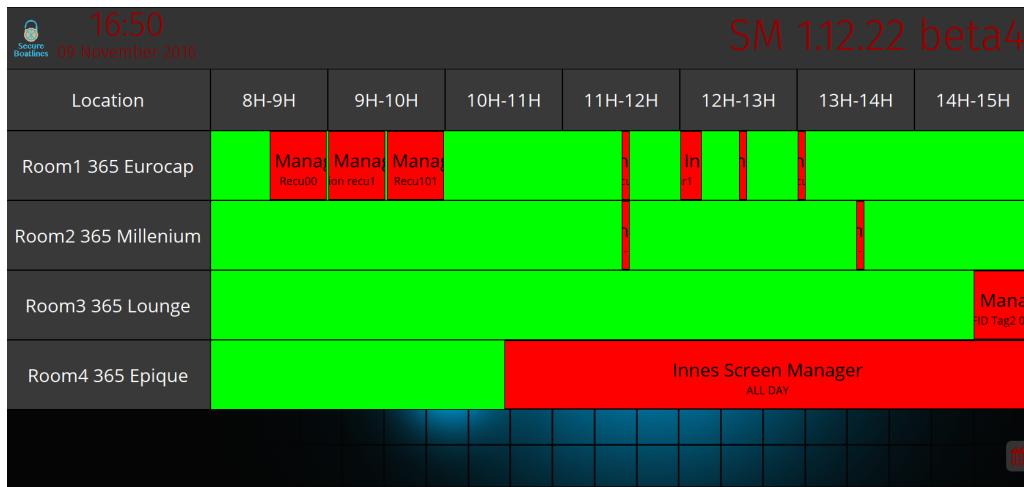
## 4.4 «Summary screen by resource» layout

### 4.4.1 “landscape”

The screen layout type “Summary screen by resource” permits to display the list of meetings of several room for part of the day or an entire day on an information TV set (or monitor) with several time slot of the meeting room on the same line and same page.

Attention, with this layout, the “meeting title font size” and “meeting organizer font size” are computed according the number of meeting rooms per page. Indeed, when the number of line is decreasing, the font size is increasing.

The “meeting title” and “meeting organizer” are scrolled automatically when there is some overlap on the column width.



#### 4.4.1.1 “Main page” tab

The “main page” tab permits to modify the meeting list display configuration.

- Time per page in second
- Number of rooms per page (minimum: 4, maximum: 20)

- Number of hours per page (maximum: 12)
- Room name column title
- Title font size
- Meeting font size
- Options
  - Display the meetings for the whole day (including meetings that have ended)
  - Do not display pages whose room have no meeting at any time on the current day
  - Always stay on the pages of the current slot
    - avoids the display of other pages of the day.
    - Example: if there are some meetings every hour from 8am to 6pm, spread on 2 pages, from 8am to 1pm and from 2pm to 6pm.  
If current time is 10am, we display only the first page.  
If current time is 4pm, we display only the second page.
  - ➔ Do not use this option with the 1<sup>st</sup> one (Display the meetings for the whole day)

#### 4.4.1.2 "Banner" tab

This screen permits to configure the banner:

- Banner at the top or at the bottom
- Additional logo
- Title
- Date with different formats
  - d/m/yy (ex : 2/12/17)
  - d/m/yyyy (ex : 2/12/2017)
  - dd mmm yyyy (ex : 2 Dec 2017)
  - dd mmmm yyyy (ex : 2 December 2017)
  - ddd d mm yyyy (ex : Mon 2 02 2017)
  - dddd d mmmm yyyy (ex : Monday 2 December 2017)
- Time with different formats
  - HH:MM (12)
  - HH:MM (24)



- The “**Reservation and consultation page**” (activation of an optional button permitting to access to a specific reservation page) offering the support of the buttons:
  - View event
  - Add event
  - Edit event
  - Delete event

This function is interesting when the App is used on a SMT210 (touch screen) or with a player Innes equipped with a mouse. Contact [support@innes.fr](mailto:support@innes.fr) for more information

- The option “**return to the main page after being idle**” permits to return to main page after being stayed on other screen for a couple of time without user activity (default is 60 seconds).

#### **4.4.1.4 "Style" tab**

The style tab permits to modify the below parameters:

- Banner**
  - Background colour
  - Text colour
- Main page**
  - Background colour
  - Text colour
  - Configuration of number of meeting to display per page
  - Display column header
  - Background theme (plain colour, circles) (present only when non background content has been defined for the dev)

System Room screen Room screen2 Summary Screen1 Summary screen portrait **Summary screen by resource - landscape**

**Main page**

**Banner**

Text Color  Background color

**Personalized theme**

Copie Médiathèque reference/CSS feuille de style/theme\_roomgrid\_sm\_1.12.22\_beta3.css

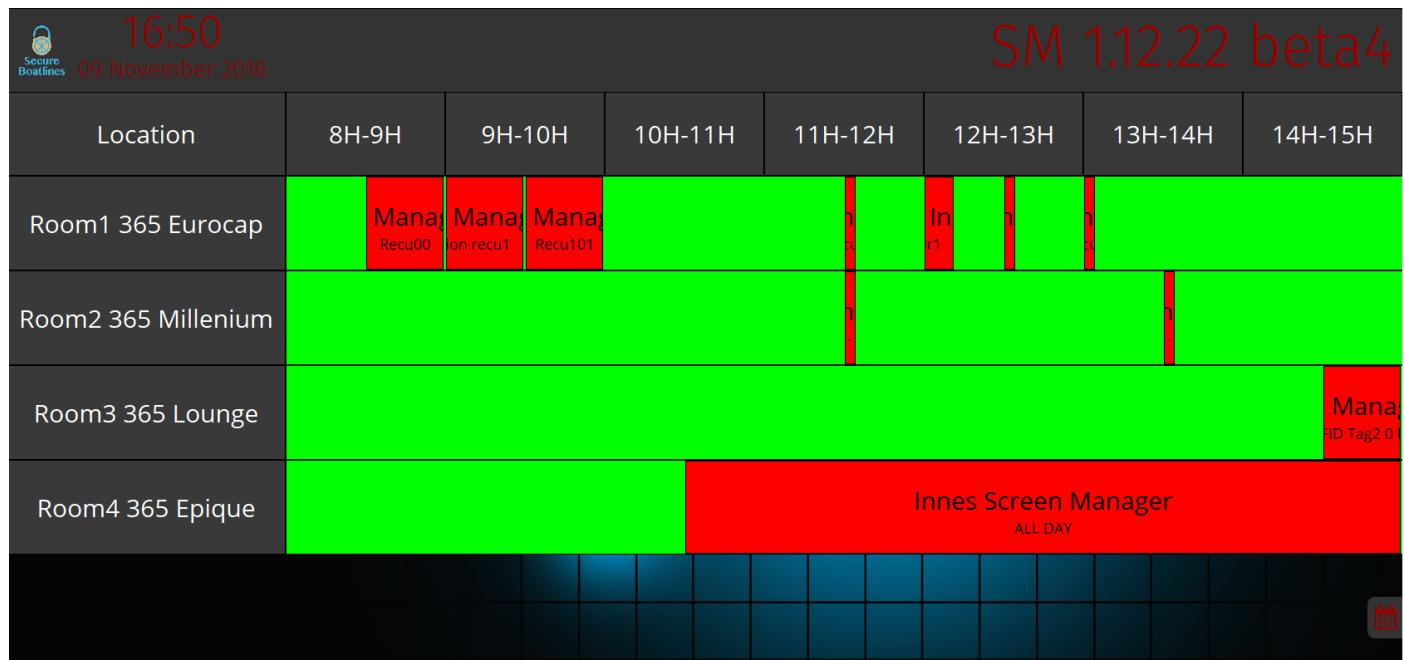
**Banner**

**Menu**

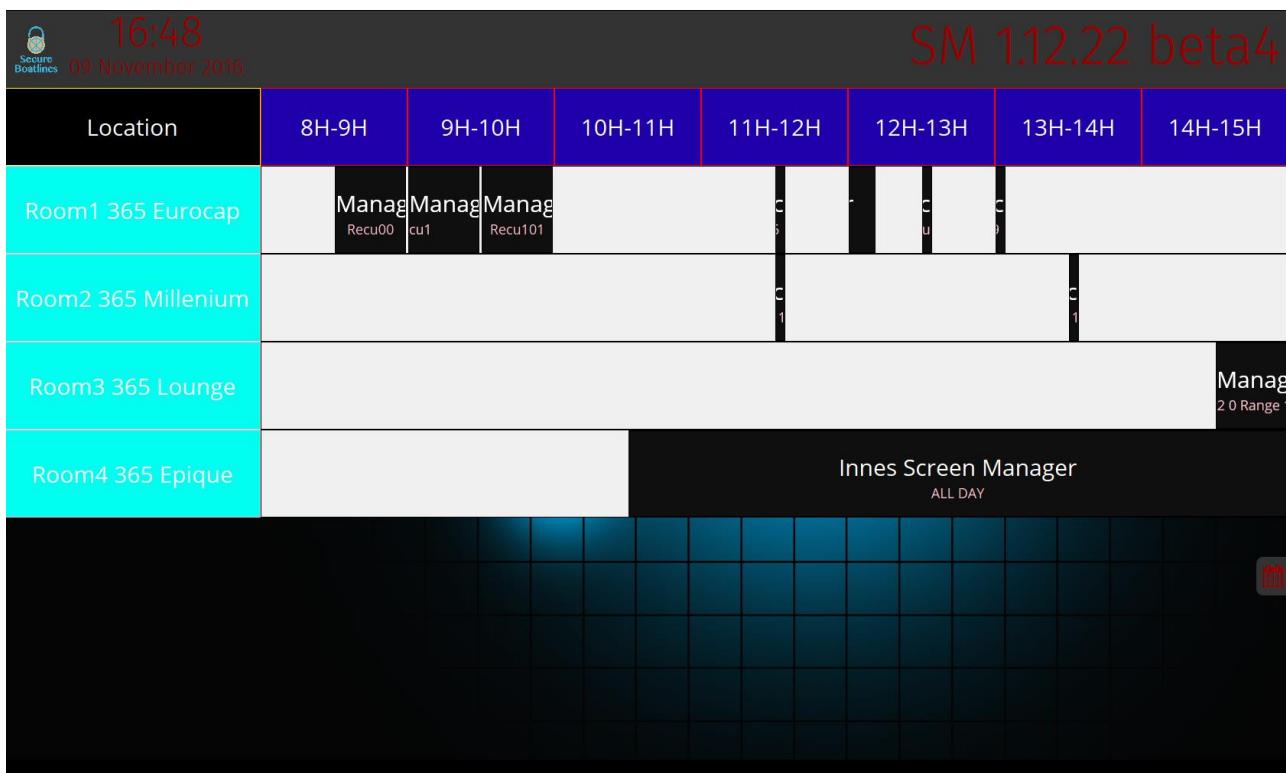
**Style**

#### 4.4.1.5 « landscape » rendering

##### 4.4.1.5.1 Without CSS



#### 4.4.1.5.2 With a customized CSS file



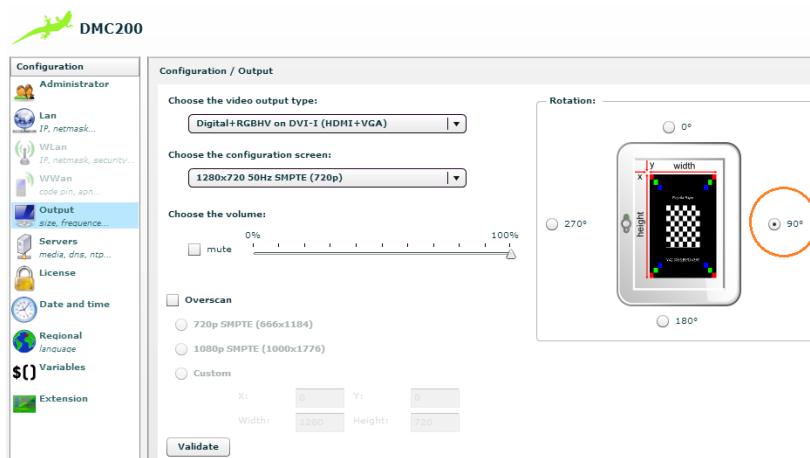
## 4.4.2 « portrait »

Similar to Summary screen by resource landscape layout configuration but for portrait view.

Attention: in portrait mode, arrange your layout in order to display properly the required information (ex: 2 time slot per page, 13 meetings rooms per page)

In order to publish SignMeeting in mode portrait,

- Define a Playzilla grid (scene) in portrait mode
- WebUI:
  - change the output rotation to 90° (or 270°)
  - Select the resolution according to (check overscan configuration if any)



## 5 Screen Composer : publication

### 5.1 Publication activation

Open Screen Composer and check that “publish to players” is selected (menu preference/publish).

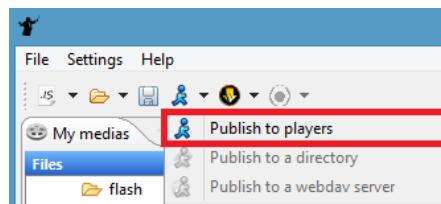


### 5.2 Player (select one or several player)

In the ‘Players’ section, select the players you want to publish on.

### 5.3 Publish

Click on the button “publish to player”:



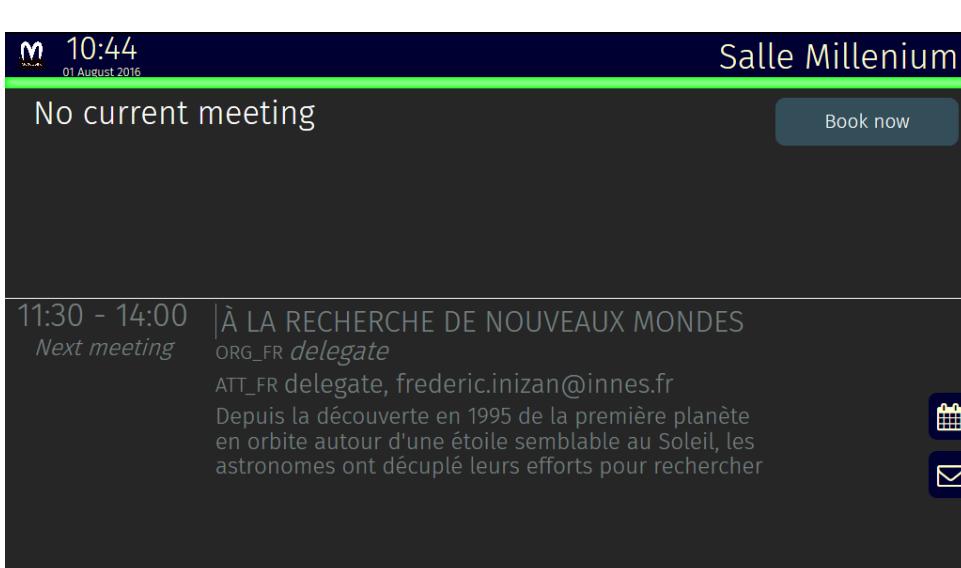
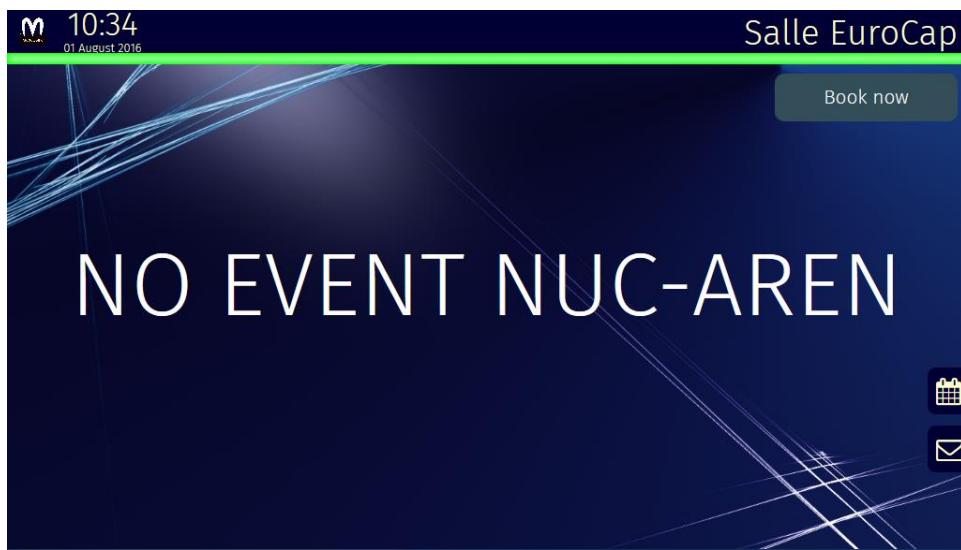
## 6 Using SignMeeting on SMT210 (Room Screen)

SignMeeting-Room screen application can display till two meetings in the main window of a specific room and of a specific day:

- The current meeting (if any)
  - Else “no current meeting” is displayed
- The next meeting (if any)
  - Else “no next meeting” is displayed

### 6.1 Main page

This is a SignMeeting rendering examples,



#### 6.1.1 Current meeting / next meeting

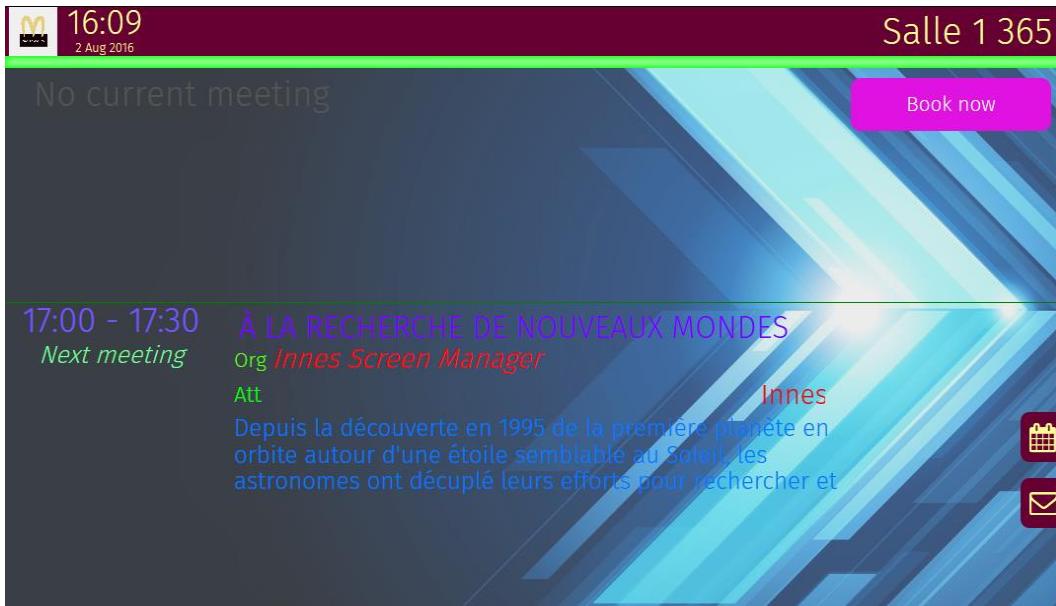
- Display **Current meeting** (if any)

- Else “no current meeting” is displayed
- Display **Next meeting** (if any)
  - Else “no next meeting” is displayed

### 6.1.2 Customization

The title banner background color and title banner font can be changed in the form. The button color take the color of banner (when the button is active). When inactive, the button is greyed.

It is possible to completely configure the interface with a **CSS file (V1.10.20)** (ex: different color for all text field, background color, button color, horizontal splitter line between next and current meeting ...)



### 6.1.3 Buttons

Several buttons are then supported:



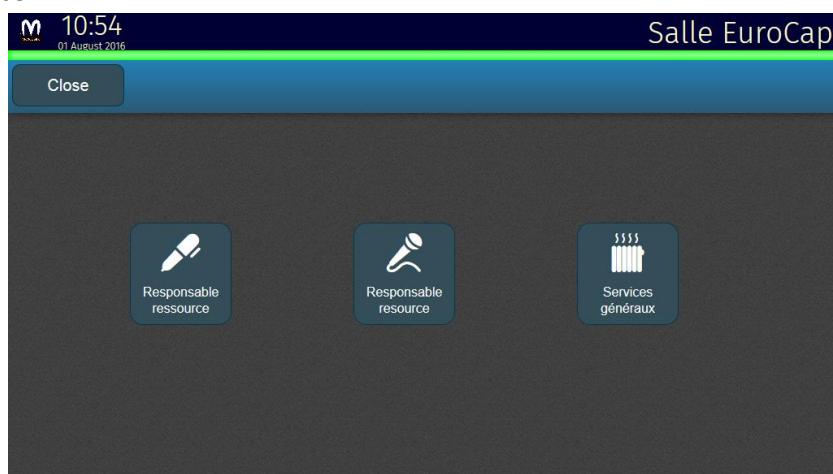
• Button “**Menu**”

- permitting to view the planning of meetings in the day (time range defined in SignMeeting) and modify the planning (add\*, modify\*, delete\*)



• Button “**Email**”

- permitting to send an email (to a predefined recipient, subject and body predefined in SignMeeting form)
- A button is created each time a new item [recipient, subject, body] is created in the list of the notification page. Once created, pressing on it permits for each button to send a predefined email
- the button “Email” is not present when there is no item in notification page
- in case RFID authentication configuration, badging is required to access to email sending interface

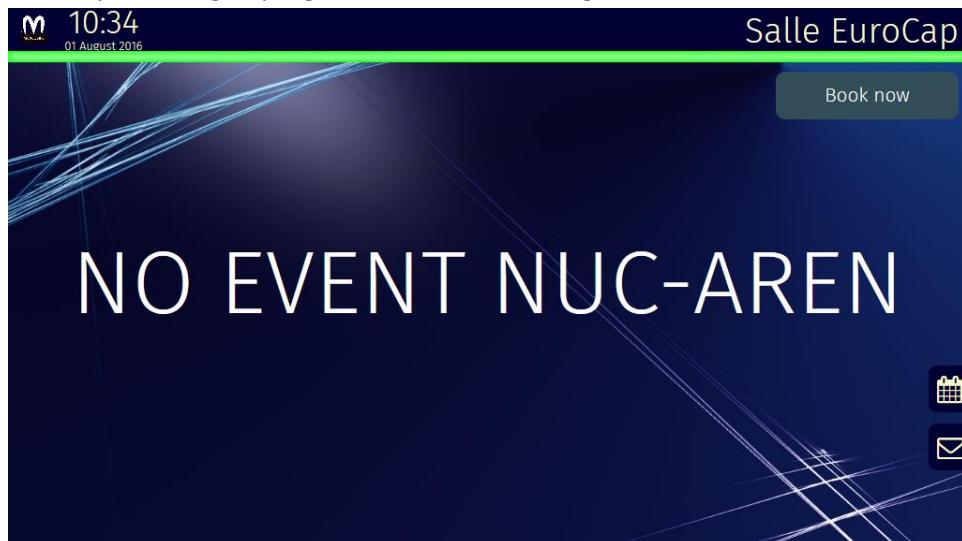


In this example, 3 items have been created

- 2 “Responsable ressource”
- 1 “Service généraux”

*It is required to use a pictogram for each button (more than 100 pictograms available in this version)  
The green bar (optional) is indicating that there is currently no meeting in the displayed room*

- Button “**Book Now**” : permitting to program an instant meeting



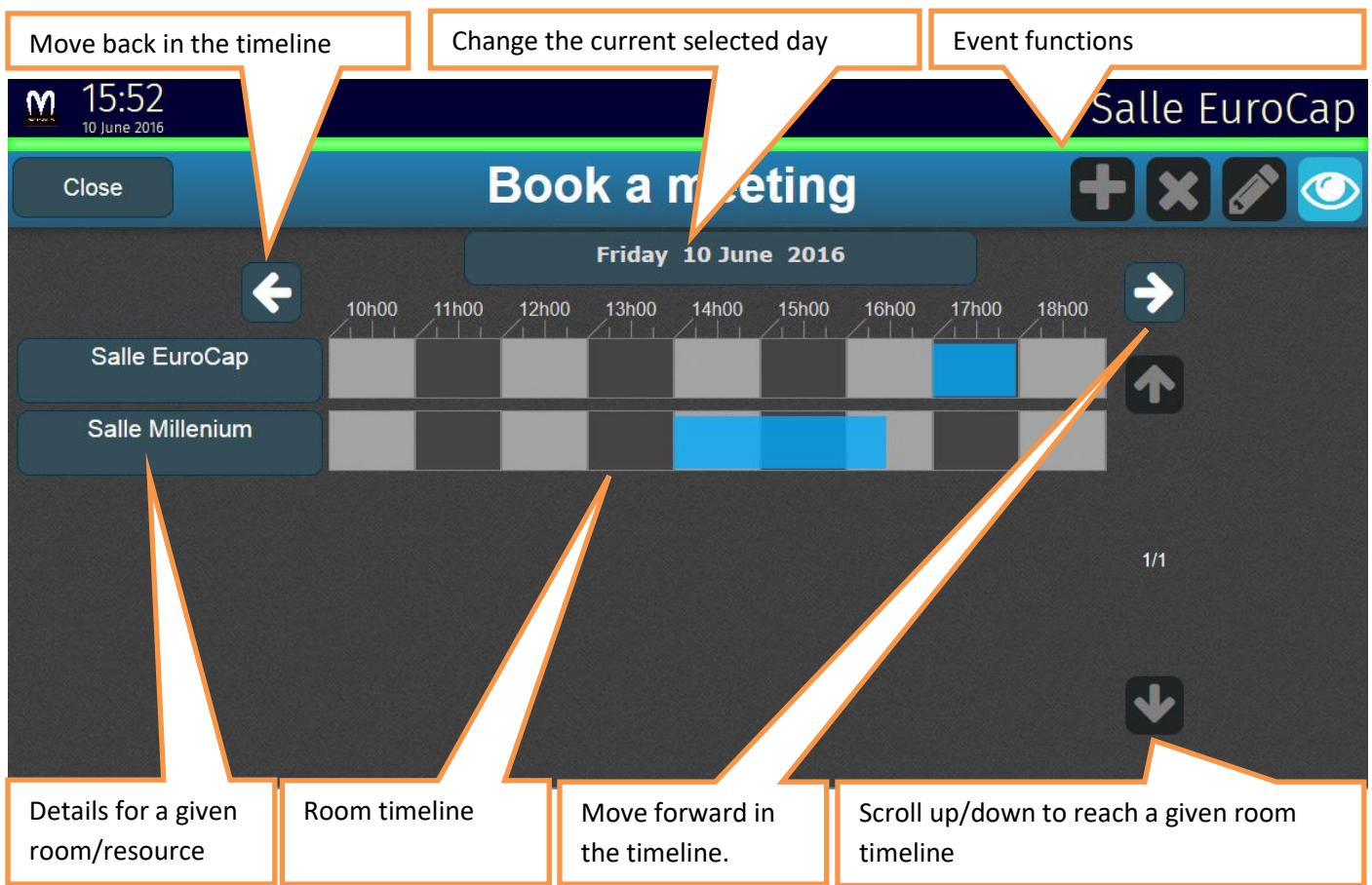
\*NO EVENT NUC-AREN: configurable and optional message

- Button “**Report as empty**”: permitting to shorten a meeting when it is finished. This button is displayed when a meeting has started, X minutes before the end of the meeting (X = configurable duration)
- Button “**Confirm my presence**”\*: permitting to confirm that the organizer is in the room attending the meeting and that the meeting will really stand. This button is displayed when a meeting has started, or X minutes (configurable duration) before the begin of the meeting
- Button “**Close the door**”\*

\*Not supported by SignMeeting Exchange

## 6.2 Button "Menu"

"Book a meeting" button permits to show all the current meetings for the selected day.



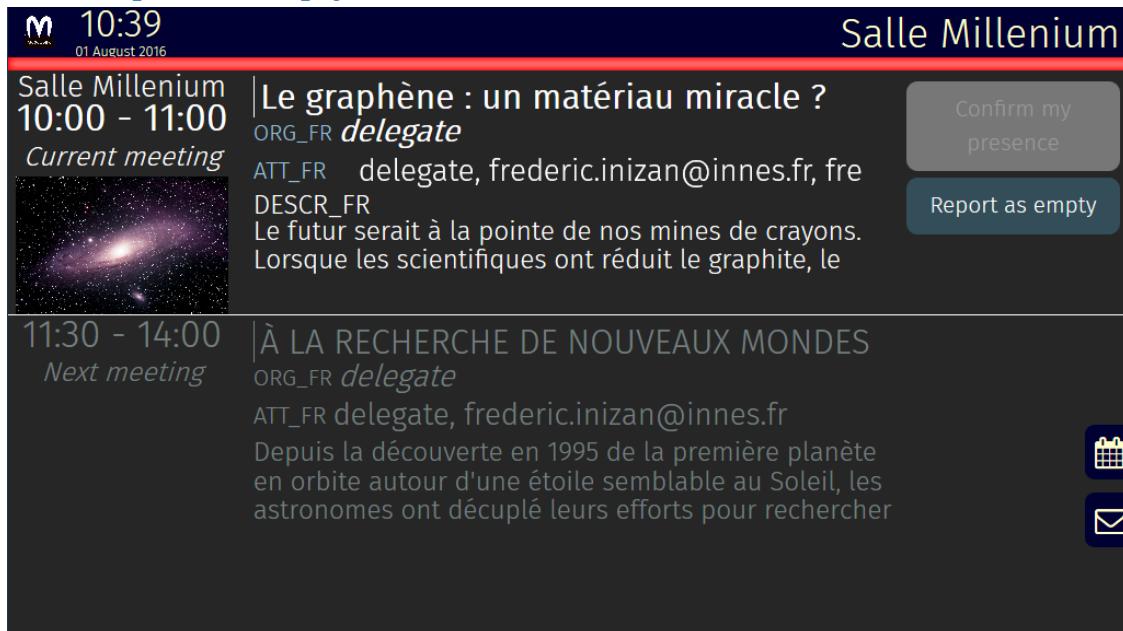
In this example, there is

- 1 meeting in Salle Eurocap from 17 to 18 (Friday 10 June 2016)
- 1 meeting in Salle Millenium from 14 to 16.30 (Friday 10 June 2016)

## 6.3 Button « Confirm my presence »

The button confirm my presence will do a Check in of the meeting in Jooxter. This indicates that the meeting is in progress.

## 6.4 Button « Report as empty »



This button appears when a meeting has just begun (by default \*).

\*It is possible to configure the delay to display this button.

If the meeting has been confirmed the “Report as empty” will send a Check out action to Jooxter. If not the meeting will be shortened to finish at the current time.

When the room is booked but there is no one in the room, it is possible to shorten the current meeting by using “Report as empty” button and make free the current slot to be booked immediately another meeting (if slot is permitting it).

## 6.5 Event functions

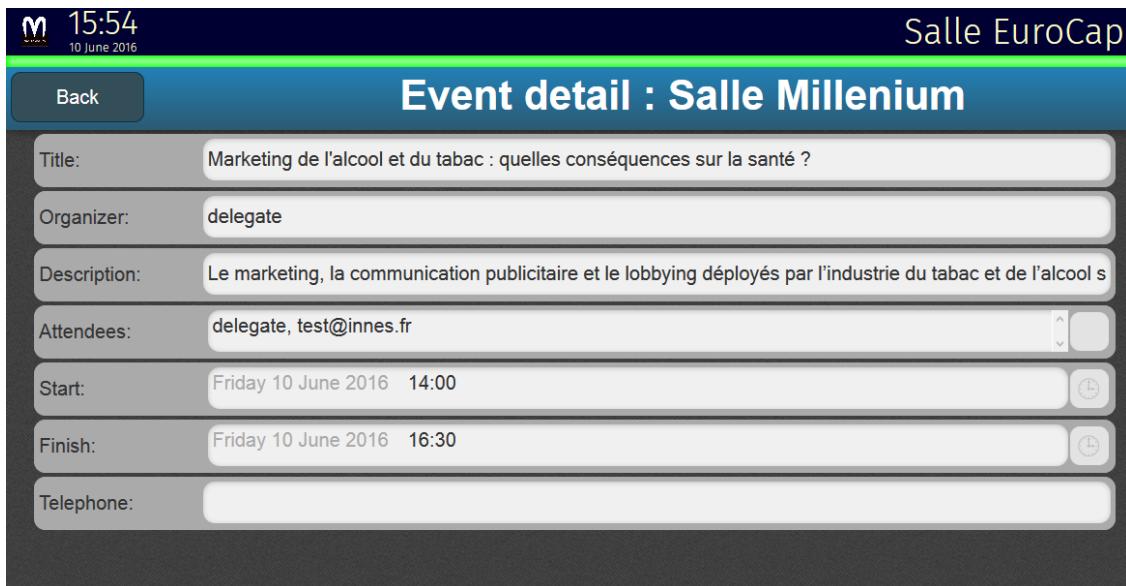
- “**Add**”: permits to add a new event in the nearest available free space.  
*Note: it is not possible to create meeting across several days in this version*
- “**Modify**”: permits to modify an event.
- “**Delete**”: permit to delete an event.
- “**View**”: permits to get more detail on the meeting.

### 6.5.1 Button “Meeting detail view”

Some specific meeting attributes can be displayed in event detail (only):

- Title
- Organizer
- Description

- Attendees list
- Meeting start & end time
  - + Number of attendees (if different of 0) at the right border of attendees line.
- Telephone



### 6.5.2 Button “Add”, “Modify”

In “**Add**” and “**Modify**” functions, it is possible to press on the “clock” button to change

- the “**Start**” time and
- the “**finish**” time

	08:00	08:15	08:30	08:45
	09:00	09:15	09:30	09:45
	10:00	10:15	10:30	10:45
	11:00	11:15	11:30	11:45
	12:00	12:15	12:30	12:45
	13:00	13:15	13:30	13:45

- Click on the required time to change or
- Click outside to cancel

## 7 Appendix

### 7.1 Theme CSS

#### 7.1.1 For "Summary screen by resource" layout

##### 7.1.1.1 theme\_roomgrid\_sm\_1.12.22.css

it is possible to change, for the different cells of the grid:

- background colour
- border colour
- font color

```
.room_title
{
    color:#FFFFFF;
    background-color:#393939;
    border-color : #000000;
}

.room_name
{
    color:#FFFFFF;
    background-color:#393939;
    border-color : #000000;
}

.title_time_interval
{
    color:#FFFFFF;
    background-color:#393939;
    border-color : #000000;
}

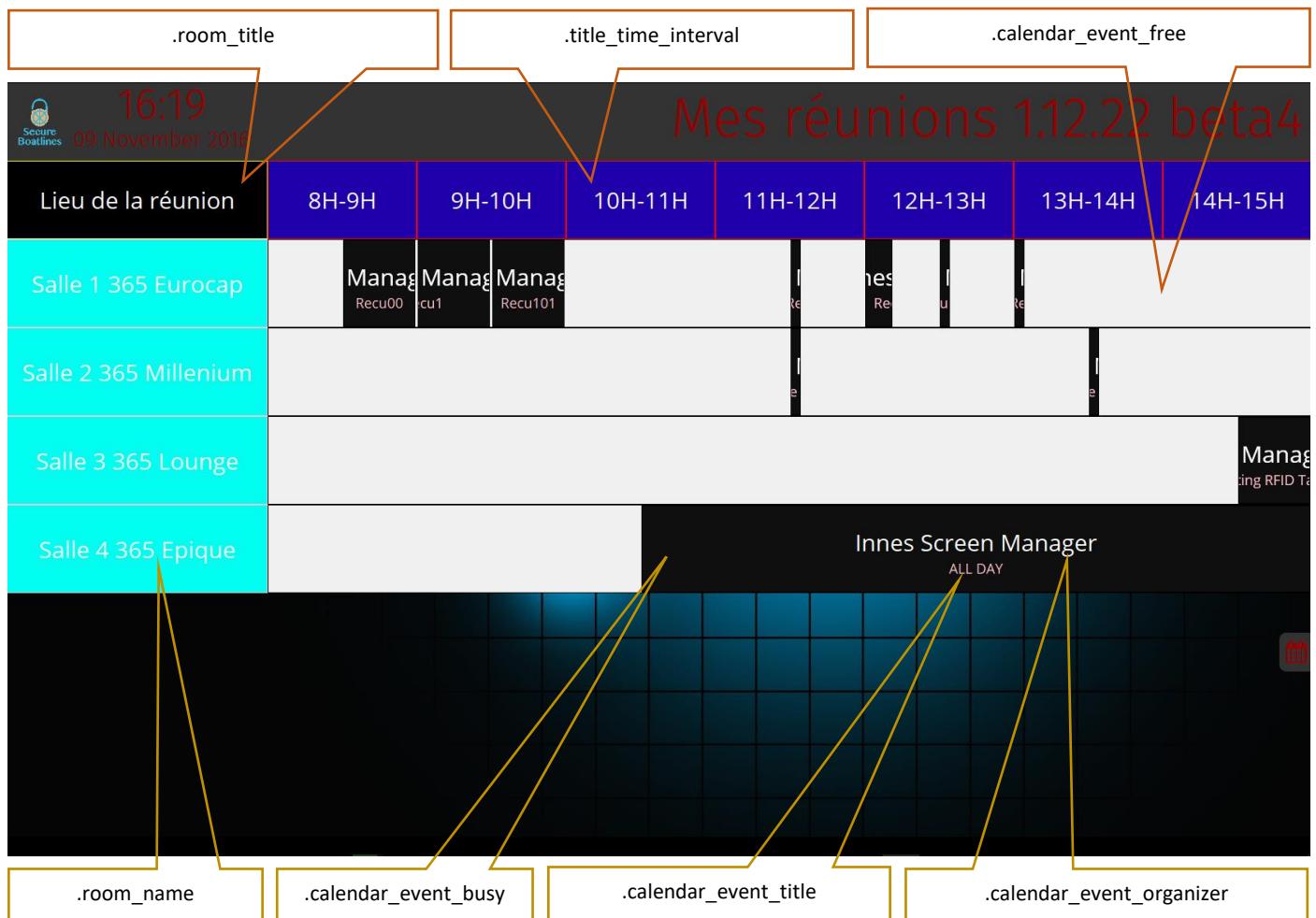
.calendar_event_free
{
    background-color:#00FF00;
    border-color : #000000;
}

.calendar_event_busy
{
    background-color:#FF0000;
    border-color : #000000;
}

.calendar_event_title
{
    color:#000000;
}

.calendar_event_organizer
{
    color:#000000;
```

### 7.1.1.2 CSS style configuration for Summary screen by resource



### 7.1.2 For "room screen" layout

#### 7.1.2.1 theme\_css\_generic-V1.10.20.css

```
/* Custom colors for buttons */
.mainpage_current_buttons
{
  color:#FFFFFF;
  background-color:#9ABF5D;
}

.mainpage_current_buttons_inactive
{
  color:#999999;
  background-color:#677F3E;
}

.mainpage_next_buttons
{
  color:#758080;
  background-color:#BF801F;
}

.mainpage_next_buttons_inactive
{
  color:#999999;
  background-color:#7F5514;
}

/* Line between current and next meetings */
#divEventTwo
{
  border-top: 1px solid green;
}
```

```
}

.container
{
/* Define background as a color */
background-color:rgba(255,128,0,0.8);

/* url contains relative path from CSS to image
NB for a background image, the image has to be added manually in the publication
(see ScreenComposer MEDIA tab)

Example 1
CSS is in a sub-directory CSS          ./css/theme_sm.css
Image is in a sub-directory images      ./images/diagonal3.png

Path go up one level (...) and then define images directory (images/) and image file name
(diagonal3.png)

background-image: url("../images/diagonal3.png");

Example 2
CSS and Image are in the same directory
No path is required just image name

background-image: url("RT-events-1.jpg");
*/
}

/*
Rather than setting the background on the container class (above) can use customer select classes
Add customer classes (cusClass1, cusClass2) as follows with the required background
In SignMeeting configuration for each required player define the name of the CSS class. In this example
cusClass1 or cusClass2 (without the . in front)
Any players without a custom CSS class will use the default container class above.

*/
.cusClass1
{
/*background-color:rgba(0,255,128,0.8);*/

background-image: url("../image transparent/transparent01.png");
background-size: cover;
}

.cusClass2
{
/*background-color:rgba(128,128,255,0.8);*/

background-image: url("../image transparent/transparent02.png");
background-size: contain;
}

#mainpage_current_summary
{
color:#0077FF;
border-left: 1px solid white;
}
#mainpage_current_location
{
color:#FF0000;
}
#mainpage_current_organizer
{
color:#00FF00;
}
#mainpage_current_organizer-label
{
color:#FF0000;
}
#mainpage_current_attendees-label
{
color:#FF5000;
}
#mainpage_current_attendees
{
color:#00FF00;
}
#mainpage_current_description
{
```

```
color:#0077FF;
}
#mainpage_current_description-label
{
    color:#FF5858;
}
#mainpage_current_date
{
    color:#4477FF;
}
#mainpage_current_meeting-state
{
    color:#555555;
}

/* NEXT MEETING */
#mainpage_next_summary
{
    color:#7700FF;
}

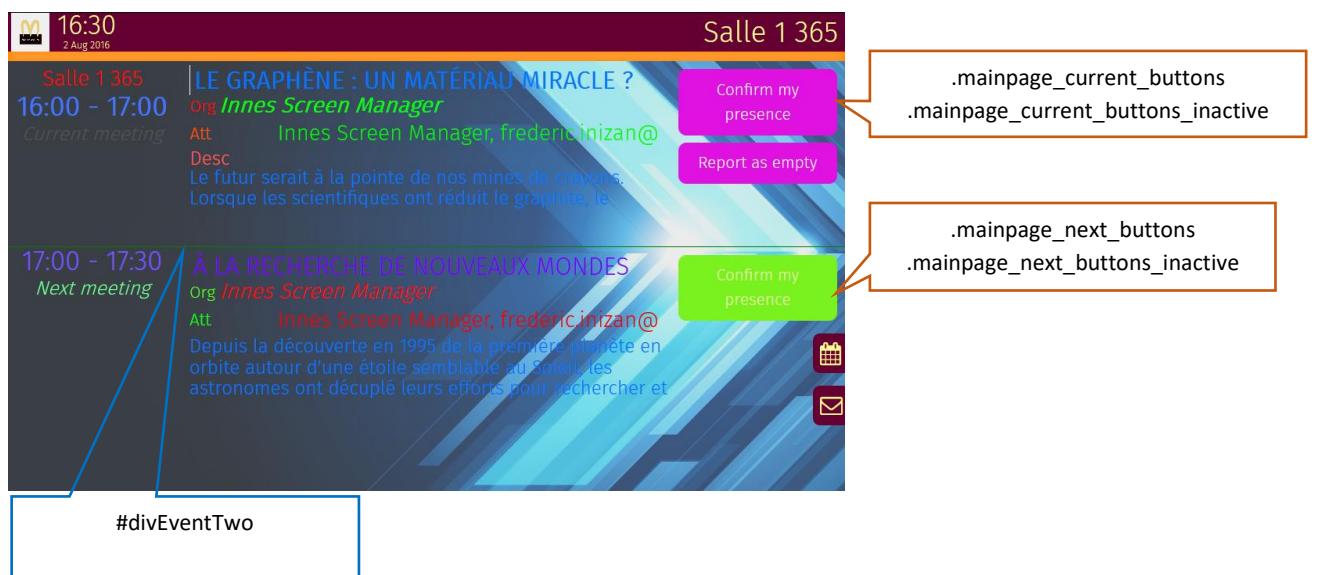
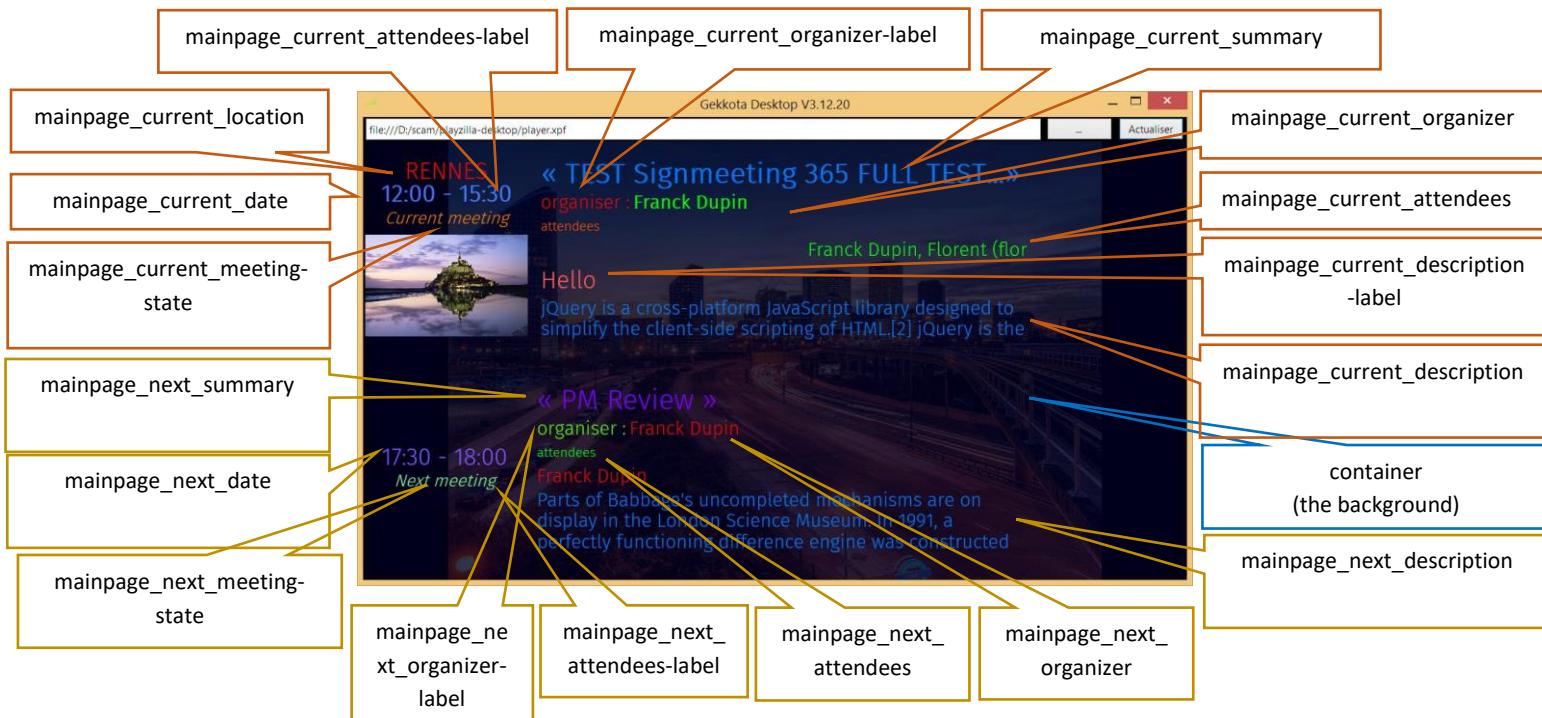
#mainpage_next_organizer-label
{
    color:#55FF00;
}

#mainpage_next_organizer
{
    color:#FF0000;
}
#mainpage_next_attendees-label
{
    color:#00FF00;
}
#mainpage_next_attendees
{
    color:#FF0000;
}

#mainpage_next_description
{
    color:#0077FF;
}

#mainpage_next_date
{
    color:#7755FF;
}
#mainpage_next_meeting-state
{
    color:#77FF99;
}
```

### 7.1.2.2 CSS style configuration for Room Screen



### 7.1.2.3 CSS Configuration

- Change the colour:

```
#mainpage_current_summary
{
    color:#0077FF;
}
```

- Change the background-colour:

```
#container
{
background-color:rgba(255,128,0,0.7);
}
```

- Change the background image:

```
#container
{
background-image: url("./background.png");
}
```

Note: the background image need to be added in media of manifest in Screen Composer.

On SMT210, the best graphic rendering is done with picture resolution 1024x600 pixels.

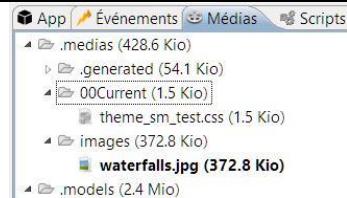
Exemple 1 :

```
#container
{
background-image: url("Warning1.png");
}
```



Exemple 2 :

```
#container
{
background-image:
url("../images/waterfalls.jpg");
}
```



## 7.2 SignMeeting mapping

### 7.2.1 Mapping SignMeeting & Jooxter system

SignMeeting	ICS	serveur Jooxter
<b>Id</b>	UID	bookingId
<b>Titre</b>	SUMMARY	title
<b>Location (ressource label)</b>	LOCATION	resourceName
<b>Description</b>	DESCRIPTION	description
<b>Resource Id</b>	RESOURCE, Id	resourceName
<b>Time range</b>	DTSTART	timestampFrom
<b>Time range</b>	DTEND	timestampTo
<b>Organisateur</b>	ORGANIZER, CN	ownerName
<b>Participants</b>	ATTENDEE	Guests : (email Firstname Lastname)

### 7.2.2 Mapping SignMeeting & CSS (style sheet)

SignMeeting	ICS	CSS Réunion courant	CSS Réunion prochain
<b>Titre</b>	SUMMARY	mainpage_current_summary	mainpage_next_summary
<b>Description</b>	DESCRIPTION	mainpage_current_description	mainpage_next_description
<b>Libellé description</b>	N/A	mainpage_current_description-label	N/A
<b>Emplacement</b>	LOCATION	mainpage_current_location	N/A
<b>Horaire</b>	DTSTART / DTEND	mainpage_current_date	mainpage_next_date
<b>Organisateur</b>	ORGANIZER, CN	mainpage_current_organizer	mainpage_next_organizer
<b>Libellé organisateur</b>	N/A	mainpage_current_organizer-label	mainpage_next_organizer-label
<b>Type d'événement</b>	N/A	mainpage_current_meeting-state	mainpage_next_meeting-state
<b>Participants</b>	ATTENDEE, CN	mainpage_current_attendees	mainpage_next_attendees

Libellé participants	N/A	mainpage_current_attendees-label	mainpage_next_attendees-label
----------------------	-----	----------------------------------	-------------------------------

### 7.2.3 Mapping : SignMeeting & summary composition columns title

SignMeeting libellé	ICS	SignMeeting champs
<b>Titre</b>	SUMMARY	summary
<b>Description</b>	DESCRIPTION	description
<b>Emplacement</b>	LOCATION	location
<b>Horaire</b>	DTSTART / DTEND	time_range
<b>Organisateur</b>	ORGANIZER, CN	organizer
<b>Participants</b>	ATTENDEE, CN	attendees

## 7.3 Add customized attribute in LDAP

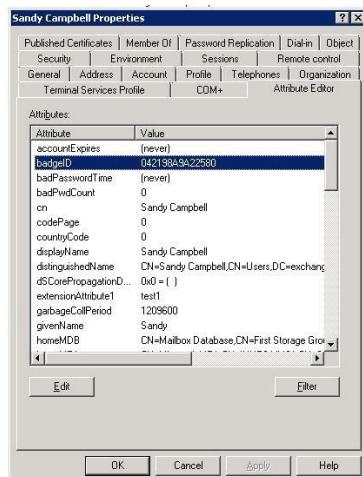
- Either existing attribute of LDAP,
- Or customized attribute (which has to be added to the required class in a directory).

The type or syntax are simple string (for example in Active Directory, defined as Unicode string):



Follow these steps to add a new attribute.

1. Add a new attribute to the LDAP scheme
    - a new OID has to be added to the attribute
    - that OID should follow the numbering strategy of existing OID
  2. Add attribute to the class.
  3. Restart LDAP directory service.
  4. Add RFID badge UID for the new attribute for each element in the class requiring a identification
- For example: for a new attribute « badgeID »:



## 7.4 Player WebUI & certificate list

The screenshot shows the SMT210 Player WebUI interface. On the left, there's a sidebar with 'Configuration' and 'Maintenance' sections. Under 'Maintenance', there are icons for 'Test Card', 'Preferences', and 'Tools'. The 'Tools' icon is highlighted with a blue background. The main content area has a header 'Tools'. It contains two sections: 'Management of the partition' and 'Certificate list'. The 'Management of the partition' section has a message 'No error was detected on the partition.' and two buttons: 'Format' and 'Fix'. The 'Certificate list' section shows a single item 'exchange2010.innes.pro - Innes' with 'Add' and 'Remove' buttons.

If the type of authentication is changed then the player should be re-started for changes to take effect.

## 7.5 Jooxter server

In the Jooxter server can consult the available resources by looking at the “find resource” option.

Name	Resource Type	Capacity	Calendar	Book
Ressource 1	Salle de réunion	5	<a href="#">See schedule</a>	<a href="#">Book now</a>
Ressource 2	Salle de réunion	6	<a href="#">See schedule</a>	<a href="#">Book now</a>

If click on a given resource can see the details, including the resource name, used to identify the resource in Sigmeeting.

When the resource is displayed the resource ID is present in the navigator bar

The screenshot shows a browser window with the following details:

- Title bar: Jooxter - Resource
- Address bar: https://app.jooxter.com/displayresource.thing?r=3212 (with a red oval around the 'r=3212' part)
- Toolbar: Back, Forward, Stop, Refresh, Home, etc.
- Page content:
  - Header: JOOXTER
  - Breadcrumbs: Home > Resources > Resource
  - Left sidebar icons: User, Email, Calendar.
  - Section: Resource info
  - Form field: Name : Ressource 1

Eg <https://app.jooxter.com/displayresource.thing?r=3212>

Where 3212 is the Jooxter resource id.

It is also possible to consult existing meetings and reservations via the calendar or scheduler views.

The screenshot shows a calendar interface for March 20, 2017. The day is divided into two main time blocks: 11:15 to 14:15 and 14:00 to 15:00. A tooltip is displayed over the 12:00-14:15 slot for 'Ressource 2'. The tooltip contains the following information:

- Meeting 12:00 to 14:15 - Ressource 2 (Confirmed)
- Ressource 2
- Innes
- Labs Innes
- 21/03/2017 12:00 21/03/2017 14:15