

QLite banner

User guide

Version 003A

May 2015

1. Prerequisites

It is assumed that in the display unit all segments and continue tables are empty. If required segments can be cleared using the MIn v2.27 program, by sending an empty program or send an empty insert program.

There is now a feature in the model to empty all segments if there are problems using the MLN program. This feature should be activated once and not left active.

In order to send content to the display unit the ID must be known. The default value is 0, this can be changed using the "PCB0415_DL_v26.exe" application. The ID for a display unit is shown when the display unit is booting up.

The communications cable between the player and the display units should be connected to the first serial port on the player.

A maximum of ten display units can be controlled from a given player.

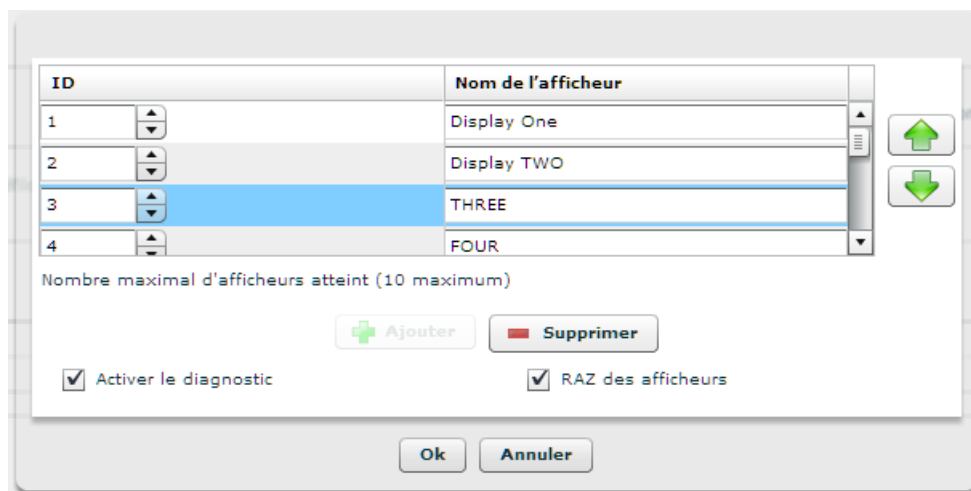
If media are played next to each other, the transition between the two media must be zero.

2. Display unit configuration

Before configuring the display units, the ID of each unit should be known.

To access the configuration module press the button on the top far right. 

In this module the number of display units can be defined using "Add" and "Delete" buttons.



| ID | Nom de l'afficheur |
|----|--------------------|
| 1 | Display One |
| 2 | Display TWO |
| 3 | THREE |
| 4 | FOUR |

Nombre maximal d'afficheurs atteint (10 maximum)

☒ Activer le diagnostic ☒ RAZ des afficheurs

Ok Annuler

For each display unit can configure the ID and the name.

The order of the display units can be changed using the up and down arrows on the right.

- To confirm the changes press Ok, to cancel the changes press "Annuler".

The options to clear the other segments on **all** the players "RAZ des afficheurs" can be selected. This will remove all content for **all** the display units. The option should only be activated when required as the process takes more time and will wear out the display unit's internal memory quicker.

When the option to clear the segments is used each display unit will display "WAITING..." until all display units have been cleared, then the normal content will be sent.

3. Display unit content

There is a tab for each display unit, this shows the name.

Each display unit can have up to three pages, the number of active pages is defined on the right “Nombre de pages”. To select a given page use the vertical tabs on the left.

For each page the content can be one or two lines, this is defined by changing the value between 1 and 2.

Each line can display the following.

Normal : the shows a line of static text, a maximum of 16 characters can be displayed.

Scrolling : this show a text that will scroll from right to left, a maximum of 120 characters can be displayed.

Date and Time : displays the date and time

Date : Displays the date in numeric format, with a central alignment.

Time : Displays the time, hours, minutes and seconds.

Nothing : will display a blank line.



NB It is not possible to have two lines scrolling at the same time.

When a date or time content is requested the date/time of the display unit is set using the date/time on the player.

The text is limited to the CP1252 character set, as defined in the MLN Protocol (see Appendix B)

For each active line if it is normal or scrolling text the following conditions are checked :

- Text must be present.

- Text does not exceed 120 characters.

- Text only contains characters in the CP1252 character set.

The time that a page is displayed that has a scrolling content, is the time taken for the scrolling to finish. It is possible to change the scroll speed value from 1 slowest to 9 fast.

If the page contains no scrolling elements the page will display for a number of seconds defined.

4. Display

On preview or if a screen is connected to the player, it will show the current active display units.

For each display unit, on the sequence number and the name is displayed, then on the right the content for each of the two lines.

The screenshot shows the QLite- Third Eye Expo.maff interface. On the left, there is a sidebar with the Q-LITE logo and metadata: Nom : QLite- Third Eye Expo.maff, Taille : 84 kio, Format : Landscape 16/9, Titre : QLite-Banner, Description : QLite-Banner, Version : 1.10.10, Protégé : non, and Base URI: [Référentiel du domaine]/. On the right, there is a preview window showing a grid of display units. The grid has 8 units, each with a sequence number, a name, and content for two lines. The content is displayed in a monospaced font on a dark background.

| Seq | Unit | Line 1 | Line 2 |
|-----|------------------|------------------|--------|
| 1 | A dog of two hea | 13/03/2015 10:08 | |
| 2 | Spoon | h | |
| 3 | Piledriver | 10:08:17 | |
| 4 | If you can't sta | | |
| 5 | Whatever you wan | Frm the makers o | |
| 6 | TICKETS | ALL HALLS | |
| 7 | OPEN 11-15 | 13/03/2015 10:08 | |
| 8 | FREE TO RELAX | Ask for help | |

5. Troubleshooting

If the display units are not showing the correct content, there is a diagnostic window. The can be activated by ticking the checkbox “Activer le diagnostic” is the display unit configuration module. Then have to save and publish to the player.

For each active display unit the content will be sent and then will check with the display unit if the content has been received and was correctly processed.

QLite-Banner diagnostics

- ✖ Display id 1 : Error while trying to send content
- Display id 0 : Sending content : [line1 : type date] [line2 : type nothing]
- Display id 2 : Sending content : [line1 : type text : data : TICKETS] [line2 : type text : data : OPEN]
- ▲ Display id 0 : Message not processed correctly : bad response for RequestDisplayTransmission (null)
- ▲ Display id 2 : Message not processed correctly : bad response for RequestDisplayTransmission (null)

After sending the content an information line is given.

If a message is displayed with a red cross this means an error occurred while sending the content.

A message with an exclamation means managed to communicate with the display unit, but either the message was not well received or it was not correctly processed.

If the message was well received and processed, a green check will be shown.

Each message gives the display unit ID in order to know which message is being send/returned from which display unit.

QLite-Banner diagnostics

- Display id 0 : Sending content : OK : [line1 : time] [line2 : date]
- Display id 1 : Sending content : OK : [line1 : date and time] [line2 : time]
- Display id 2 : Sending content : OK : [line1 : time] [line2 : date and time]
- ▲ Display id 0 : Transmission result : NOK
- Display id 1 : Transmission result : OK
- ▲ Display id 2 : Transmission result : NOK