**Manage Channels**

1. Channels:

There will be multiple channels that can be used as a media.

Channel name

Channel ID

Channel layout name – dropdown

Channel Area (channel area to publish)

Live /Offline

Number of sections in layout (foreground. Top right, bottom right)

1. Channel Content

Choose sections (from layout master) – dropdown

Content Type – Video/ Image/ GIF/ Text cum HTML/ Widgets

Widget’s type (Pre-defined widget with predefined section)

Content timeslot – (select start time and end time), Repeat

Behaviour – fadein /fadeout/ up/down/ crawsal

Publish /Unpublish

Display order (sequence)

1. Layout Master – for creating the spot and their positions

Each channel will have different spot and each spot

**Layouts Page**

Layout name

Available spot

Supported content type – multimedia, plan text, wid

Supported effects – list page

<https://codepen.io/tomlutzenberger/pen/mPNoxj>

<https://speckyboy.com/css-js-snippets-weather-widgets/>

Content type – GIS widgets

1. Project area location -3 Dropdown
2. GIS property – Multi selection All select then preview map
   1. Application
      1. Safety
      2. Pace 1.0
      3. Actions
      4. Quality
      5. Advance Project execution(APE)
   2. Application module
      1. Action Tracker
      2. Incidents
      3. Assessment
   3. GIS Properties
      1. Incident reported
      2. Observation reported
      3. Assessment completed
3. Analytic widgets
   1. Application name
   2. Module name
   3. KPI

Channel done but not coming data – Working progress

Available spot in screen:

Change design – read only

All spelling check