UVIC DIGICASTER HOW TO:
TRAINING SESSION OVERVIEW

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OVERVIEW

Any system is only as effective as how it’s used, and while we’ve moved forward with a platform that’s relatively easy to use we are committed to ensuring that each unit can make the most of the software by providing individual training, support materials, and a point of contact for any quick questions.

WHAT WILL BE COVERED?

- Structure of network/where your sign fits within it
- User interface overview
- Content creation
- Content design specification (file types, resolution, etc.)
- Templates (where to access; how to use)
- Best practices
- Content management
- Adding/Modifying/Removing content
- Using playlists and channels

COOLSIGN OVERVIEW

Content

- Content: Lets you view the entire body of content available to you on the CoolSign network. Here you can import, modify and delete content
- Audio: Similar to the content tab, manages audio only. Our network will not allow for audio so you can disregard this tab

Dynamic Data

- **DataTable**: With a datatable you can provide dynamic data to content and scheduling expressions. Here you can manually create new data tables or input data into existing tables (i.e., RSS feeds, Twitter feeds, etc.)
- **DataWatcher**: Can read data from various types of data sources, parse the data, and then import it into a CoolSign data table

Schedules

- **Channels**: The master schedules that you tune your players to. You can use this tab to create new channels and schedule content or playlists into channels. Once a channel is created, you
can then use the Player Manager to tune players to your channel so they start playing the scheduled content

- **Playlists**: Specialized sub-schedules that can be placed inside channels (i.e., Central Content).

**Nodes**

- **Players**: the modes in your network that plays back content on a display device. This tab provides functionality to manage your players, including the ability to remotely configure players, divide a player into multiple regions, tune a player to a channel, and review play history for a player.

**NEED HELP?**

If you have any issues with the accessibility in this document or would like any clarification or additional information, please contact:

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