Aavelin

Digital Signage and Video Messaging System

by

MagicBox

User Manual v1.57

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Introduction

The Aavelin Digital Signage and Video Messaging system allows you to create slides and other content on your PC with graphics and text which can then be played back on numerous types of video monitors using the Aavelin unit.

A variety of applications can be served by an Aavelin, including advertising, announcements, schedules, point of sale displays, and more. Use the Aavelin wherever you have one or more monitors that need to display messages in the form of still images and crawling text.

Hardware

The Aavelin unit is a dedicated player in a rugged rack-mount case. It features high quality output, quiet operation, and an easy-to-use interface with a keypad remote control.

The back panel has a variety of connections for attaching various monitors and accessories to the unit. These connectors are described later in this manual.

Software

Each Aavelin unit comes with a copy of MagicBox's "Aavelin Composer" software. This software can be installed onto a Windows (98, NT4, ME, 2000, or XP) computer allowing you to generate pages with backgrounds, text, and images and other content to be displayed on an Aavelin system.

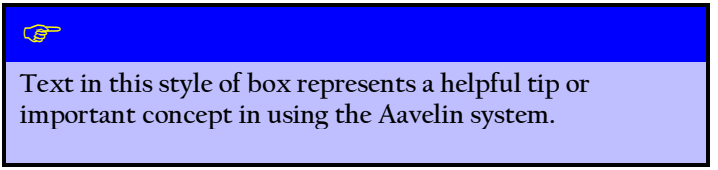
The backgrounds can come from many sources, including other Windows applications, your own scanned photos or digital camera images, the MagicBox background library, and more. You can copy and paste text directly into Aavelin Composer from other programs such as Microsoft Word, Corel Word Perfect, Netscape, etc.

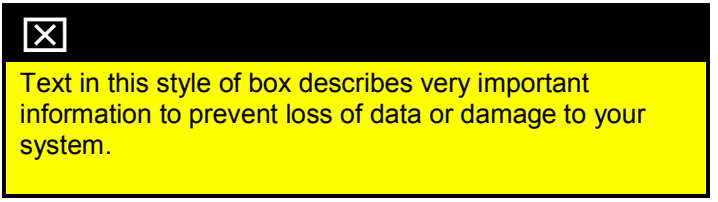
About This Manual

This manual is organized as a reference. Every menu and feature of the Aavelin is described in the order it appears on the program menus. A tutorial section is also provided to familiarize new users with the basic functions of the hardware and getting started with Aavelin Composer.

You should skim through this manual once before setting up your unit or installing your software in order to get an overview of how the Aavelin works. Then, read through each chapter, especially the tutorial, following the examples given. If you need quick reference to particular features, you will find each feature listed in the table of contents.

Throughout the manual, tips and important items will be highlighted in the following manner:





Customer Support

Should you have any questions about installing or using your MagicBox Aavelin system, please call our support line at 541-752-5542, send a fax to 541-752-5614, or write to:

MagicBox, Inc.
1600 SW Western, Suite 130
Corvallis, OR 97333

You can also send email to:

support@magicboxinc.com

Your email inquiries will be answered within one business day, usually the same day. Email is also the best way to communicate with us after hours or on weekends. You may also visit our web site:

www.magicboxinc.com

Bugs

It is said that Murphy was an optimist only because he never had to use a computer. Even the best-tested systems have unexpected problems. We are dedicated to offering high-quality, reliable products.

If you should encounter any unusual difficulties, please try to note the circumstances under which the problem occurred. Try to duplicate the results, if possible. These steps will help us to better isolate and solve the problem. Please contact us right away when you find a bug – if we don't hear about it, we can't fix it.

Copyright and Use

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Dimension Technologies, Inc. 100 Sample Backgrounds
4612 NE 20th Avenue
Ocala, FL 34479

The BeOS logo is a trademark of Be, Incorporated.

Credits

Aavelin Composer Software:
Lead Programmer:
Karl Ott
Director / Producer:
Bob Richardson

Aavelin Hardware:
Production Manager, Case Design, Video-Out Hardware:
Karl Frederick

Aavelin Playback Software:
Lead Programmer:
Karl Ott
Contributing Programmers:
Dianne H., George W., JBQ, John F.,
Leo S., Manuel, and the team at Be, Inc.
Director / Producer:
Bob Richardson

Executive Producer:
Tom Searcy

Special Thanks:
Garrett Andres
Scott Bowman
Ann Davies
Chris Folkestad
Ramona Perry-Campbell

Warranty

The Aavelin player unit hardware is warranted against defects in parts and labor for a period of one year from the date of purchase. This warranty does not apply to damage caused by misuse or external forces such as power fluctuations, extreme temperatures, exposure to excessive moisture, or other acts of nature.

CD-ROMs, Zip disks, or floppy disks are warranted to be free from media defects for a period of ninety (90) days from the date of purchase.

This warranty does not cover shipping and handling charges for replacement components or merchandise.

Software License

SOFTWARE PROGRAM LICENSE AGREEMENT
PLEASE READ CAREFULLY

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LIMITED WARRANTY

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MISCELLANEOUS

This agreement represents the entire understanding regarding the programs and related documentation and supersedes any prior purchase order, communications, or representations. This agreement may only be modified by an officer of MagicBox, Inc. If any provision of the agreement shall be deemed unlawful, void, or for any reason unenforceable, it shall be deemed severable from, and shall in no way affect the validity and enforceability of the remaining provisions of the agreement.

This license agreement shall be governed by the laws of the state of Oregon.

Standards and Regulatory Compliance Statements

This device has been subjected to laboratory tests by a certified testing facility, and has been found to conform to the following standards and specifications:

UNITED STATES: FCC Part 15 Subpart B Section 15.109 and 15.107 Class A; ANSI C63.4 (1992) method.

CANADA: ICES-003 Class B using : FCC Part 15 Subpart B Section 15.109 and 15.107 Class A; ANSI C63.4 (1992) method.

Federal Communications Commission
(FCC Statement)

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a commercial installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed in accordance with the instructions in this manual, harmful interference to radio communication may occur. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio and television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

Re-orient or relocate the receiving antenna.

Increase the space between the equipment and the receiver.

Connect the equipment into an outlet on a circuit different from the one to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 by ordering Stock No. 004-00000345-4.

WARNING:

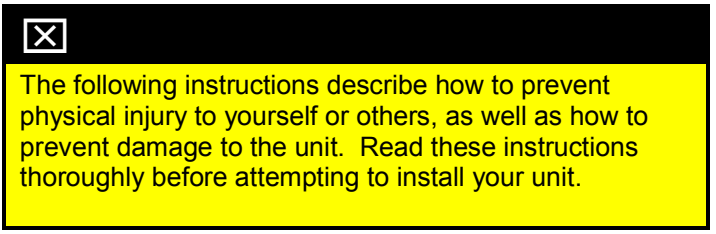
A grounded-type power cord is required in order to meet the FCC emission limits and also to prevent interference to the nearby radio and television reception. It is essential that only the supplied power cord be used. Use only shielded cables to connect I/O devices to this equipment.

Canadian Doc Notice
For Class B Computing Devices

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the Radio Interference Regulation of the Canadian Department of Communications.

Le présent appareil numérique n'èmet pas de bruits radioélectroniques dépassant les limites applicable aux apparils numéeriques de las class B prescrites dan le Règlement sur le brouillage radioélectrique édicté par le ministrère des Communications du Canada.

Important Safety Instructions



1. Please read these instructions thoroughly.

2. Please keep this guide for future use.

3. Please disconnect the device from the main supply before cleaning. Do not use any liquid or aerosol spray cleaners.

4. To avoid damage of the device, you should only use accessory parts permitted by the manufacturer.

5. The device must be protected against moisture.

6. To set up the device, it must be put in a stable horizontal position. Tipping it over or dropping it may cause injuries. Only use safe setup locations, and follow the setup instructions of the manufacturer.

7. The ventilation openings are used for air circulation which protect the device against overheating. Do not block the ventilation openings.

8. To connect the device, follow the connected load values of the main supply.

9. Due to electrical safety, the wall socket must be equipped with a nonfused grounded conductor contact.

10. The power cable must be positioned in a way that nobody may trip over it. There should be nothing resting on the cable.

11. All instructions and warning remarks on the device must be followed.

12. If the device will not be used for a long time period, you should disconnect it.

13. Any objects or liquids should never enter the device via its openings. This could cause a fire or an electrical shock.

14. Do not open the device unless instructed to do so by authorized customer service personnel.

15. If the following conditions occur, the device must be disconnected from the main power, and it must be checked by a qualified service center:

A. Power cable or power plug are damaged.
B. Liquid has entered the device.
C. The device was exposed to moisture.
D. When the device does not operate according to the manual, or you do not achieve any improvement with the aid of the manual.
E. The device has been dropped and/or the casing is damaged.
F. The device gives off excessive heat or a burning smell.
G. When the device shows obvious signs of a defect.

16. For repair, only original spare parts or parts in accordance with the original specifications may be used. Use of unsuitable parts can cause more damage and may void your warranty.

17. Please turn to the manufacturer for all questions concerning service and repair.

18. The power outlet must be installed near the equipment and must be easily accessible.

Hardware Setup

Box Contents

Before you begin setup of your Aavelin unit, make sure that the following components are included in the original packaging:

___ Aavelin Main System Unit

___ Control Keypad

___ Power Cord

___ BNC to RCA Adapter Plug

___ BNC Video Cable

___ S-Video Cable

___ "Aavelin Composer" CD-ROM

___ This User Manual

___ Warranty/Registration Card

Be sure to fill out and send in your registration card right away. We must have your registration card on file to be able to provide support (except for initial setup support) and product updates.

You may also register by visiting our web site at www.magicboxinc.com

Find a Suitable Location

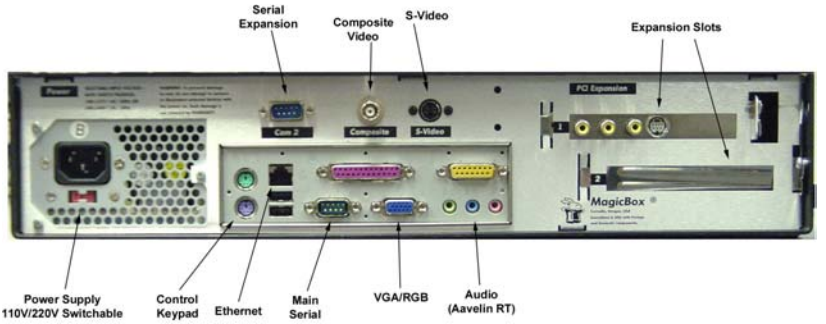
The Aavelin unit should be placed on a stable, flat, level surface.

Ensure that the unit is not in a place where it may be easily knocked over, have its cords tripped over, or have liquids spilled into it.

The Aavelin unit warranty does not cover damage caused by accidents or misuse.

Connections

All of the Aavelin's connections are found on the rear panel, shown below:



Aavelin Rear Panel

Ensure that the Aavelin unit's power cord is unplugged before adding or changing any other connections. Connecting cables while the power is applied may cause damage to your Aavelin unit. Such damage is not covered by warranty.

About Television Standards (NTSC/PAL)

Different parts of the world use different television standards.

The standard used in most of North America is called "NTSC".
The standard used in many European countries is called "PAL".

When using Composite or S-video, the Aavelin can operate in either the NTSC or PAL modes. This mode is chosen using the setup menus built into the Aavelin unit.

The mode is generally set at the factory based on the country to which the unit is shipped. If you need to change this setting, hook the Aavelin unit up to a VGA monitor so that you can see the menus; then change the setting between NTSC or PAL.

The Aavelin setup menu system is described later in this chapter.

Connect a Monitor

The Aavelin unit supports several different types of display devices as shown below:

The "VGA/RGB" port supports any PC-style RGB monitor or compatible plasma monitor.

The "S-Video" port supports professional video monitors with multipin inputs labeled "S-Video", "S-VHS", or "Y/C".

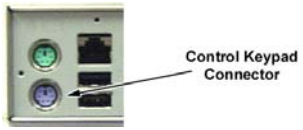
The "Composite Video" port outputs standard composite video which may be connected to a video monitor or a television with "A/V" or "Aux" inputs.

Only one output connector may be used at a time. The desired output is set in the Aavelin's setup menus.

When the setup menus are being displayed, they are sent to all output connectors, but for best image quality during normal use, only the appropriate output connector displays a signal.

Connect the Control Keypad

The Aavelin is controlled via a small keypad. Connect this keypad to the keypad connector on the rear of the unit.



The keypad connector is purple, and is the bottom of the two similar connectors. Do not connect the control keypad to the other connector (the green mouse connector).

Connect the Ethernet Cable (Optional)

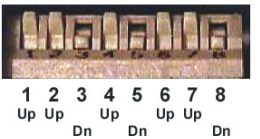
Aavelin units include an Ethernet networking adapter.

If you intend to use the Aavelin unit on a LAN, connect network cable here. (Contact your network administrator to help you identify your network's cable connection if necessary.)

Connect a Modem (Optional)

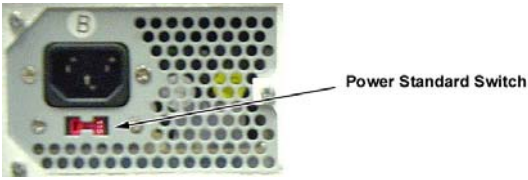
Aavelin systems have two serial ports. If you wish to use a modem with your unit, (US Robotics Sportster 33.6 or 56K modems are supported), connect it to the COM1 serial port. Use the photo below to identify the correct serial port:

The modem should be connected with the Aavelin unit turned off. Before turning on the Aavelin unit, the modem should have its DIP switches set according to the following photo, and then the modem be turned on so that it may be detected by the Aavelin unit.



Connect the Power

Once you are sure everything is connected properly, connect the power cable to the rear of the Aavelin unit and then plug it into a power outlet.



The Aavelin system includes a power cord appropriate for the country to which it was originally shipped. If you require a different power cord, contact MagicBox, Inc.

☒

Ensure that the power standard switch (115V / 230V) is set to the correct voltage for your country. Damage could result if the switch is not set properly.

Test the Unit

Once you've connected a monitor to your Aavelin unit and have applied power, after a brief boot period, you should see your unit play some sample screens (if it is new) or the default project (if it has been published to previously).

☞

The sample screens will be displayed on the designated connector.

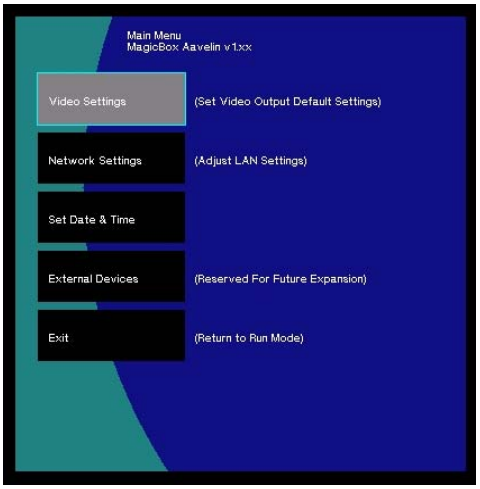
If your unit is new, the default output is the VGA connector.

If you have successfully reached this stage, your unit is ready to go into service. Follow the steps under "Configure the Aavelin Unit", on the next page.

Configure the Aavelin Unit

This section takes you through the necessary steps to configure your unit. Refer to the next chapter, "Aavelin Unit Reference" for more details on the system menus and the control keypad.

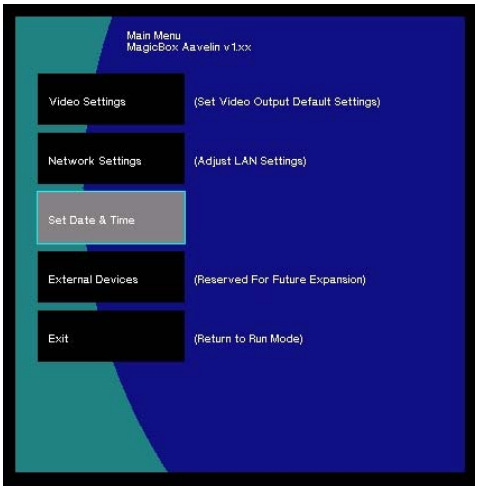
Press the "Menu" (Menu) key on the control keypad, and the Aavelin unit will enter the Main Menu Screen:



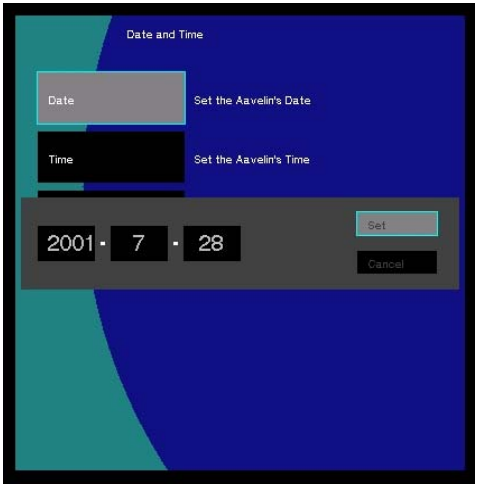
The Aavelin's menus are sent to all video output connectors simultaneously: VGA, Composite, and S-Video, at a resolution of 640x480. This allows you to view the menus regardless of what kind of monitor is connected.

When you exit from the menus, the Aavelin will resume playback.

Set the Date



Using the up and down arrow keys ( ), highlight "Set Date & Time" and press the Select ( ) key. A submenu will appear with the options "Time" and "Date". Highlight "Date" and press the Select key.



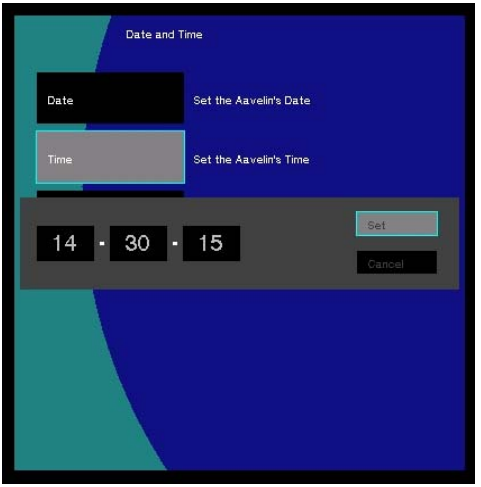
A display showing the current Year, Month, and Day will appear. Use the left and right arrow ( )buttons to select which number you wish to modify, and use the up and down arrow ( ) buttons to change the value of that digit.

Once you have adjusted the numbers to reflect the current date, use the arrow buttons to highlight "Set" and press Select ( ). You will be returned to the Date and Time menu.

It is important to set the date and time because the Aavelin unit uses this information to determine when to play certain pages that you have created. When you create pages on your PC, you can set starting and ending dates and times.

Set the Time

Using the up and down arrow keys ( ), highlight "Time" and press the Select ( ) key. A display showing the current Hour, Minute, and Seconds will appear.



Use the left and right arrow keys ( ) to select which number you wish to modify, and use the up and down arrow keys ( ) to change the value of that number.

This menu uses 24-hour notation, meaning that hours range from 00 to 23 instead of the usual 1-12 AM/PM.

For example, Midnight is 00:00, 8am is 08:00, Noon is 12:00, 1pm is 13:00 and 11pm is 23:00.

Once you have adjusted the values to reflect the current time, use the left or right arrow keys (⬅ ➡) to highlight "Set" and press the Select key (⚄). You will be returned to the Date and Time Menu.

After setting the date and time, highlight "Main Menu" and press Select (⚄). You will be returned to the Main Menu screen.

Exit the Menu Screen

From the main menu, just press the "Menu" key (Menu) and the menu screen will go away. The Aavelin will now resume playback on its designated output connector.

For more details on the Setup Screen, including the "Network" menu and the "Video Settings" menu, refer to the next section of this manual, "Aavelin Unit Reference."

The network information is under the heading "Network Setup."

Aavelin Unit Reference

Player Unit Capabilities

Playback Capacity

All Aavelin playback units accept pages and other content created using the Aavelin Composer software. The Aavelin unit displays the pages published to it in the order specified as part of your Aavelin Composer project.

Projects can published to the unit in a number of ways, including via modem or Ethernet. Once published, the Aavelin retains the projects on its built-in hard drive. The hard drive has a capacity for a nearly unlimited number of images (10,000+). Capacity may vary depending on other types of content sent.

Modem Transfer

Aavelin units can receive projects via a modem. The Aavelin unit automatically detects a modem when it boots.

MagicBox, Inc. recommends US-Robotics Sportster 33.6K (or faster) modems for use with the Aavelin unit.

Your sending PC must also be equipped with a compatible modem.

Ethernet Networking

Aavelin units include an Ethernet network adapter and built-in network software. This allows the units to receive images over a corporate LAN or even the Internet when properly configured.

Ethernet networking can be a complex subject. If you are not familiar with terms such as "TCP/IP", "IP Address", "Subnet Mask", etc., then it is recommended that you have your Network Administrator assist you with the initial setup of the Aavelin unit.

Important Considerations

Please keep the following issues in mind when setting up and operating the Aavelin playback unit.

> ☞
>
> **Protect the unit from power loss.**

Although the Aavelin unit has a hard drive for retention of projects and other content, like all electronic devices it is sensitive to the effects of power interruptions and power spikes. If you are in an area where power spikes, surges, brownouts, and interruptions are frequent, it is recommended that you add an Uninterruptable Power Supply to protect your unit and data.

Many inexpensive UPS models are available on the market, or you can contact MagicBox, Inc. directly to order a suitable model.

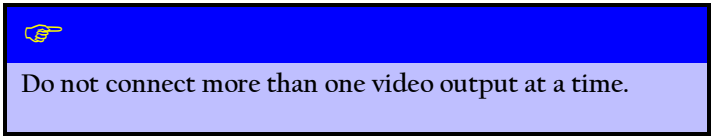
> ☞
>
> **Ensure that the date and time are set correctly.**

The Aavelin unit takes into account the current time and date when playing back pages. When you create pages in Aavelin Composer, you can schedule them to only show up at certain times. Because of this, it is important that the Aavelin unit be set to the correct date and time. See the previous chapter on setting up the hardware for information on programming the date and time.

> ☒
>
> The Aavelin unit may turn on automatically.
>
> Do not attempt to replace or service internal components with the power cord plugged in.

The Aavelin unit has a "soft" power switch. When you plug the unit in, it will return to its last power setting, which may have been "on" or "off".

Normally, the unit should be left on all the time, but if you need to turn off the power (for example to connect expansion devices or to ship the unit), press and hold the power button on the front of the case for at least 4 seconds. The unit will shut down, and then you may unplug the power cable.



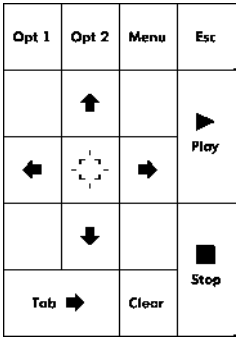
The Aavelin unit supports VGA, Composite, and S-Video output formats. However, for best quality it only can produce one of these signals at a time. The desired output is chosen via the setup menus.

When menus are being displayed, all outputs are enabled so that you may see the menus no matter what monitor is connected. When you exit from the menus, only the designated output will be enabled.

During display of menus, you may notice a slight degradation in video quality. This is normal because the menus are being displayed on all outputs simultaneously. The video signal will return to normal when you exit from the menu screen.

Using the Control Keypad

The Aavelin unit's functions are accessed using the included wired control keypad.



If you intend to use the Aavelin unit purely as an automatic playback device, you will not need the control keypad after you have set things up the way you like. Store the keypad in a safe place where it will not be lost, and where you will be able to find it easily again should you need to change a setting later.

Control Keypad Buttons

Menu

This key will enter and exit the Aavelin unit's menu system. The menu display will be sent to all the video outputs and the VGA connector at a resolution of 640x480.

Pressing "Menu" again will cause the menu screen to go away, and the Aavelin unit will resume playback on its specified output connector.

Arrows and Select

When accessing menus, the arrow keys navigate the menus and change the values of selections.

The Select key (⊡) functions like an Enter key. Use it to choose a highlighted menu item.

Tab

Within menus where you have multiple settings, such as changing the hours and minutes in the "Set Time" menu, TAB jumps from one value to the next. This is sometimes faster than using the arrow keys.

Clear

Pressing the Clear key while a value is highlighted will reset that value, usually to zero or to its normal factory default.

Esc

Pressing the ESC key will back up to the previous menu level. If you are in a requester that has a "Cancel" button, pressing ESC is the same as hitting "Cancel".

Play, Stop, Opt1, Opt2

These keys are reserved for future expansion.

Starting the Unit

When you first turn the unit on (by connecting the power and momentarily pressing the power switch on the front of the unit)...

Aavelin Front Panel / Power Switch

...you will see the following splash screens as the unit boots. The entire boot process should take approximately 60 seconds.

First Boot Screen

Second Boot Screen

Third Boot Screen

After the boot process is complete, the Aavelin will begin playing pages. If this is the first time your Aavelin unit has been started, it will play a demonstration project. Otherwise, it will play the default project last published from your PC.

The Setup Menus

The setup menus allow you to change some of the settings used by the Aavelin unit. The changes you make are remembered by the unit even after a power failure. To access the menus, press the Menu key (Menu) on the control keypad.

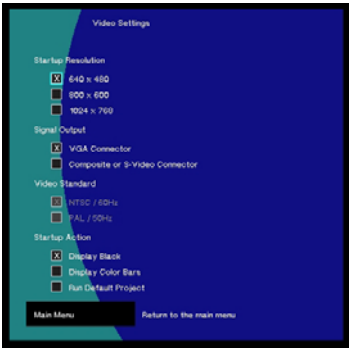
The main menu screen, shown below, should appear. The menus are displayed on all outputs simultaneously. After you exit from the menus, playback resumes on the designated output connector.

Use the up and down arrows (⬆ ⬇) on the control keypad to highlight a menu item. Once the desired item is highlighted, press the Select (⬚) key.

Each of the setup menus is described on the following pages.

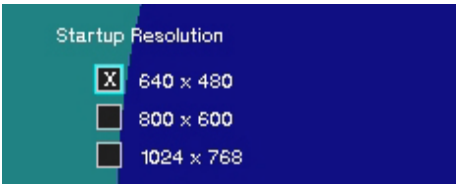
Video Settings

The Video Settings menu controls how the Aavelin outputs video during the playback of projects.



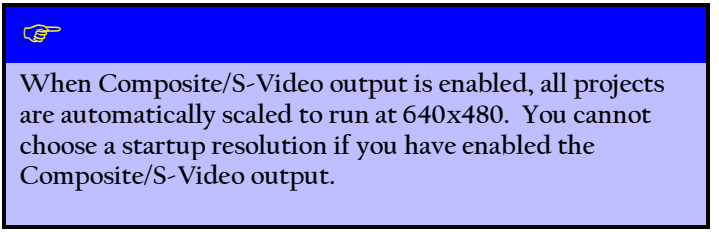
Startup Resolution

The Aavelin is capable of running in several different display resolutions.



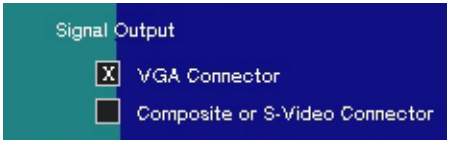
The resolution used is actually determined by the project as it was created in Aavelin Composer. However, you can set the resolution that the Aavelin uses at startup, which can help minimize the flickering that sometimes occurs as a multi-sync monitor detects changes in resolution.

To change the startup resolution, use the up and down arrow keys to highlight your choice and then press the Select key.



Signal Output

The Aavelin can output its signal on the VGA connector, or as Composite Video or S-Video.



To change the signal output, use the up and down arrow keys to highlight your choice and then press the Select key.

When using the "Composite or S-Video Connector" setting, the Aavelin unit only runs in 640x480, regardless of the resolution of the project created in Aavelin Composer.

Video Standard

The Aavelin supports both the NTSC and PAL television standards when using the Composite or S-Video output connectors. (See "About Television Standards" in the previous chapter for more information.)

This setting is disabled if you do not have "Composite or S-Video" selected as your Signal Output.

Default Image

Sometimes the Aavelin unit may have "nothing" to display; for example, when no pages at all are scheduled to be running.

Normally, the unit will display black at such times; however, you can change this setting so that the unit displays a "Color Bars" test pattern. This is useful for confirming that your Aavelin is outputting a video signal, even when no pages are being displayed.

Set Date & Time

From the Main menu, highlight "Set Date & Time" and press Select.

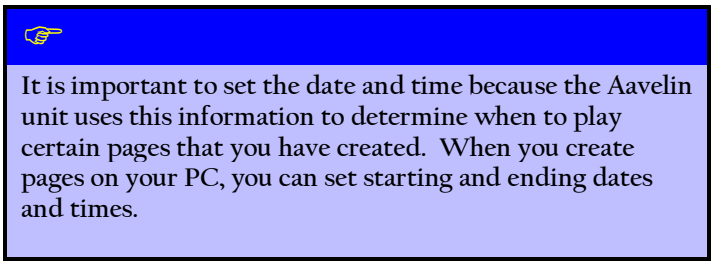
The "Date and Time" menu, below, will appear:

Setting the Date

Highlight "Date" and press the Select key.

A display showing the current Year, Month, and Day will appear. Use the left and right arrow (⬅ ➡)buttons to select which number you wish to modify, and use the up and down arrow (⬆ ⬇) buttons to change the value of that digit.

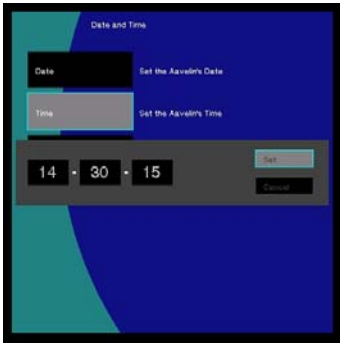
Once you have adjusted the numbers to reflect the current date, use the arrow buttons to highlight "Set" and press Select (⁘). You will be returned to the Date and Time menu.



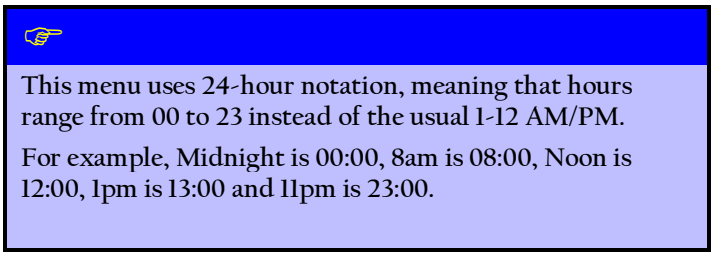
It is important to set the date and time because the Aavelin unit uses this information to determine when to play certain pages that you have created. When you create pages on your PC, you can set starting and ending dates and times.

Setting the Time

From the "Date and Time" menu, highlight "Time" and press Select. A display showing the current Hour, Minute, and Seconds will appear.



Use the left and right arrow keys (⬅ ➡) to select which number you wish to modify, and use the up and down arrow keys (⬆ ⬇) to change the value of that number.



This menu uses 24-hour notation, meaning that hours range from 00 to 23 instead of the usual 1-12 AM/PM.

For example, Midnight is 00:00, 8am is 08:00, Noon is 12:00, 1pm is 13:00 and 11pm is 23:00.

Once you have adjusted the values to reflect the current time, use the left or right arrow keys (⬅ ➡) to highlight "Set" and press the Select key (⬚). You will be returned to the Date and Time Menu.

Network Settings

All Aavelin units feature built-in support for Ethernet networking.

> ☞
>
> **Ethernet networking can be a complex subject. If you are not familiar with the meaning and implementation of terms like "TCP/IP", "IP Address", "Subnet Mask", etc., then it is recommended that you have your network administrator assist you with these menus.**

All network settings are adjusted by selecting the "Network Settings" menu from the Main Menu screen:

TCP/IP Address

From the Network Settings menu, select "TCP/IP Address."

The following display showing the current IP address should appear:

Use the left and right arrow keys (⬅ ➡) to select which number you wish to modify, and use the up and down arrow keys (⬆ ⬇) to change the value of that number. When you are finished, highlight "Set" and press Select. You will be returned to the Network Settings menu.

Subnet Mask

In many networks, setting just the TCP/IP address should be sufficient. However, in more complex networks, a "Subnet Mask" is required.

From the Network Settings menu, select "Subnet" and press Select.

Set the Subnet value to the one used on your network. (This value is provided by your network administrator.)

It is important that the Subnet match the Subnet of your network, or communication with the Aavelin unit may not work.

When you are finished, highlight "Set" and press Select. You will be returned to the Network Settings menu.

Domain

In many networks, setting just the TCP/IP address should be sufficient. However, in more complex networks, a "Domain" value is required.

From the Network Settings menu, select "Domain" and press Select.

If you are installing the Aavelin Express unit behind a router, the Domain Server address must be entered in this menu, or the Aavelin may not be able to find other machines on the network.

When you are finished, highlight "Set" and press Select. You will be returned to the Network Settings menu.

Gateway

In many networks, setting just the TCP/IP address should be sufficient. However, in more complex networks, a "Gateway" value is required.

From the Network Settings menu, select "Gateway" and press Select.

If you are installing the Aavelin Express unit behind a router, the router address must be entered in the Gateway setting before the Aavelin will talk across the router.

When you are finished, highlight "Set" and press Select. You will be returned to the Network Settings menu.

Verifying the Network Setup

Once the Aavelin networking hardware has been connected and its settings have been configured, your Network Administrator should verify that the network is operating properly.

To verify that data can reach the Aavelin unit, use a PC on the same network. Open an MS-DOS prompt on the PC, then type in a "ping" command:

```
ping x.x.x.x
```

Substitute your IP address for the "x.x.x.x" shown above. For example, if the IP address of your Aavelin unit is "10.1.1.4", then you should type:

```
ping 10.1.1.4
```

If your network connection is successful, you should see results similar to the following:

```
C:\Windows>ping 10.1.1.4
Pinging 10.1.1.4 with 32 bytes of data:

Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255

Ping Statistics for 10.1.1.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss).
```

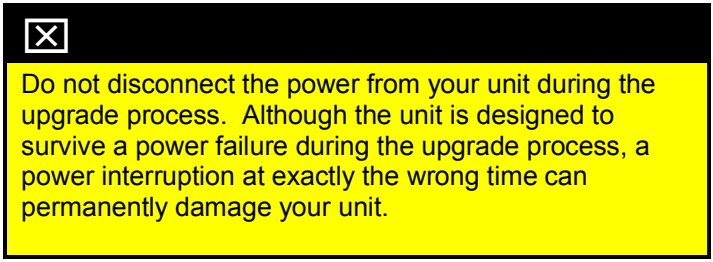
If a connection cannot be established between the Aavelin and your networked PC, you should repeat the hardware and software setup steps, verifying your settings. Pay particular attention to the Aavelin's IP address and Subnet value.

If the above test still fails, have your Network Administrator contact MagicBox, Inc.

Updating the Unit's Software

Occasionally, MagicBox may issue upgrades to the Aavelin software. Such upgrades, if applicable, will be available on CD-ROM or Zip disk.

Follow the instructions on the sheet provided with your update materials.



Aavelin Composer Installation

Requirements

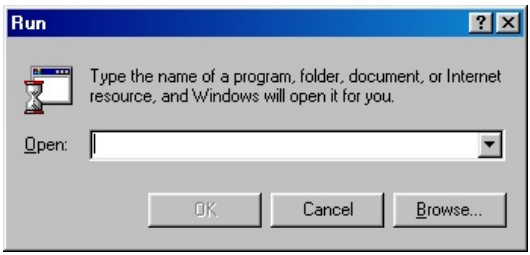
To install the Aavelin Composer software, your computer must meet the following requirements:

- 150MHz Pentium-Class CPU or better
- 32MB RAM
- 50MB Hard Drive Space (15MB for "Compact" Install)
- CD-ROM Drive
- Super VGA card with True Color (24-bit or 32-bit) modes (800x600 or higher desktop resolution required)
- Color Monitor
- Windows 98, NT4, ME, 2000, or XP

Starting Setup...

Insert the "Aavelin Composer" CD into your CD-ROM drive. On most Windows machines, the CD should automatically launch the installer. If Auto-Run is disabled on your machine, perform the following:

Click on the "Start" button on the Windows Taskbar. Click on "Run..." The following window will appear:



Type in the letter of your CD-ROM drive (such as D:\ or E:\ ), and "SETUP.EXE". For example, if your CD-ROM drive is Drive E, you would type:

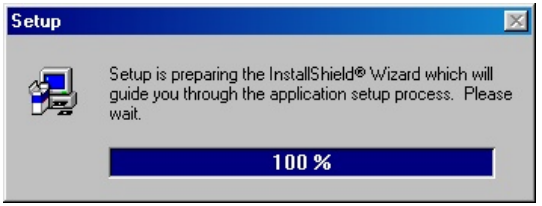
```
E:\SETUP.EXE
```

If you do not know the drive letter of your CD-ROM, you can click on "Browse..." and find the SETUP.EXE program using the menus that appear.

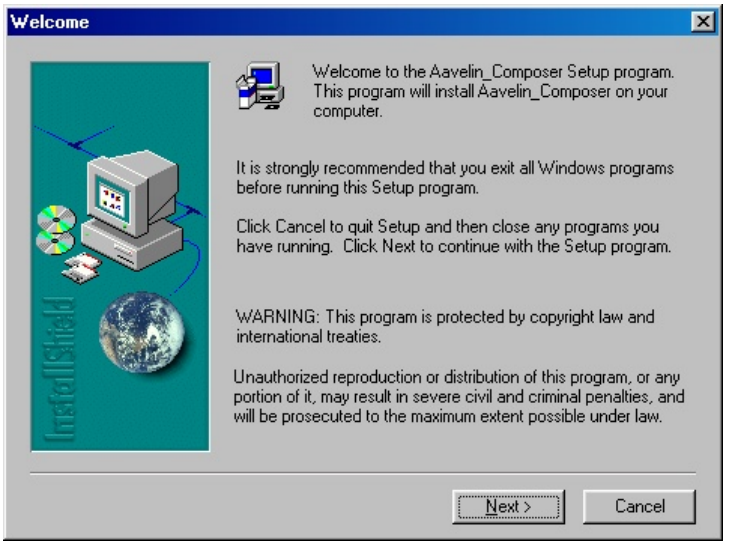
Once you have entered/found the setup program, click "OK" and it will be launched.

Using Setup

When the setup program first runs, it will take a few seconds to prepare its files for installation. During this time, you will see the following progress window:



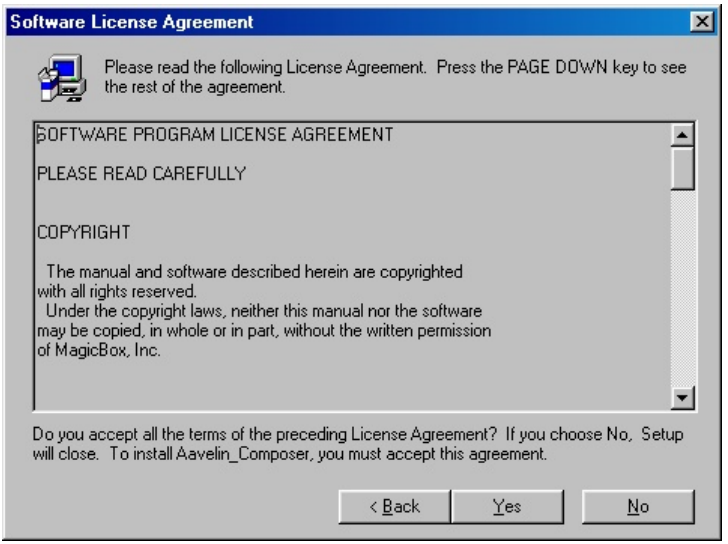
After this is complete, the InstallShield® Wizard will be started. The first InstallShield® Wizard page is shown below:



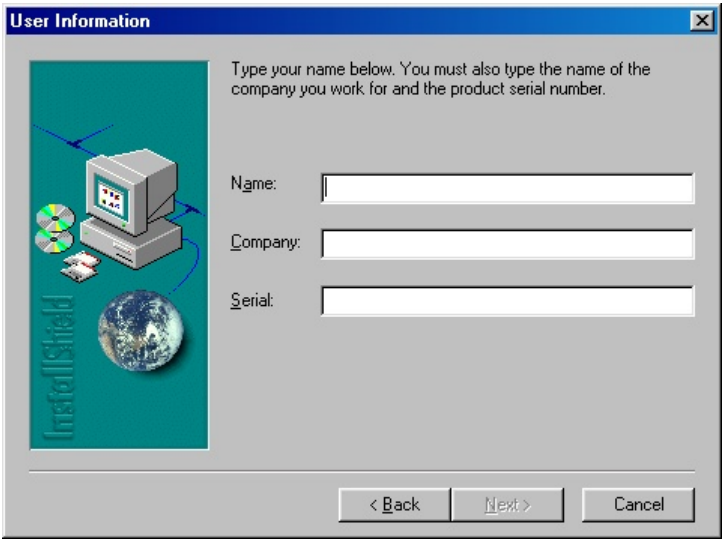
This page shows copyright information and also informs you that you should shut down any Windows programs before continuing.

When you are ready to continue, click "Next ›".

The Wizard will now display the software license agreement for Aavelin Composer. This software license agreement is also printed in the Introduction section of this manual.



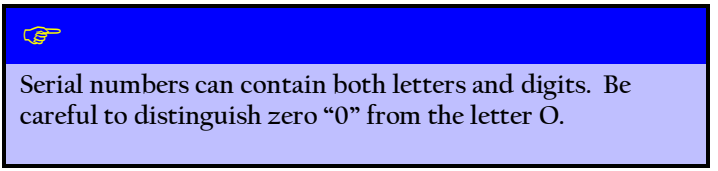
After you have read the license agreement, click "Yes" if you want to continue. Clicking on "Yes" constitutes your acceptance of the terms of the license agreement. After you click "Yes", the following will appear:



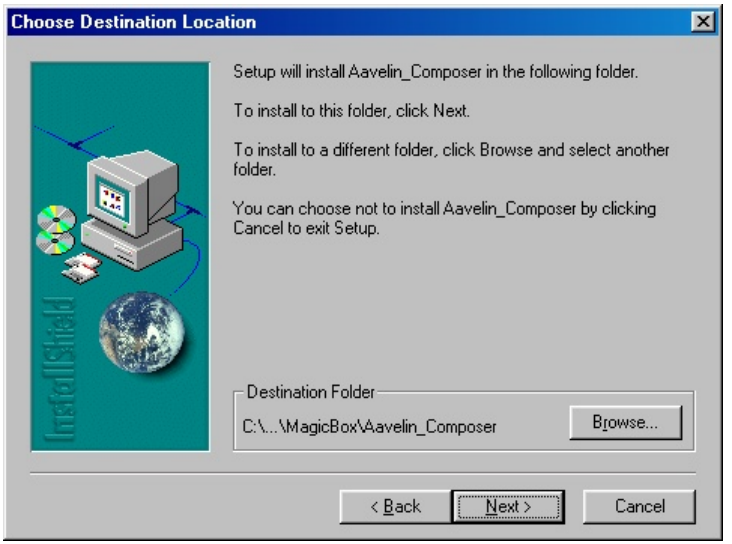
Enter your name and your company. If this installation is for personal use and you do not have a company name, enter "Personal."

Before you can continue with the installation, you must enter your Aavelin Composer serial number.

This number is printed on your CD-ROM and your registration card. This number is NOT the serial number of your Aavelin player unit itself. It should start with an "A" and will be in the format "AXX-XXXX-XXXX", where "X" can be either a digit or a letter.



Once you have entered a valid serial number, you will be taken to the following screen:



Here you may choose an installation directory on your hard drive for the Aavelin Composer software. Normally you do not need to change this value and can click "Next >" to continue.

You will now be given three choices of how to install the software:

Typical

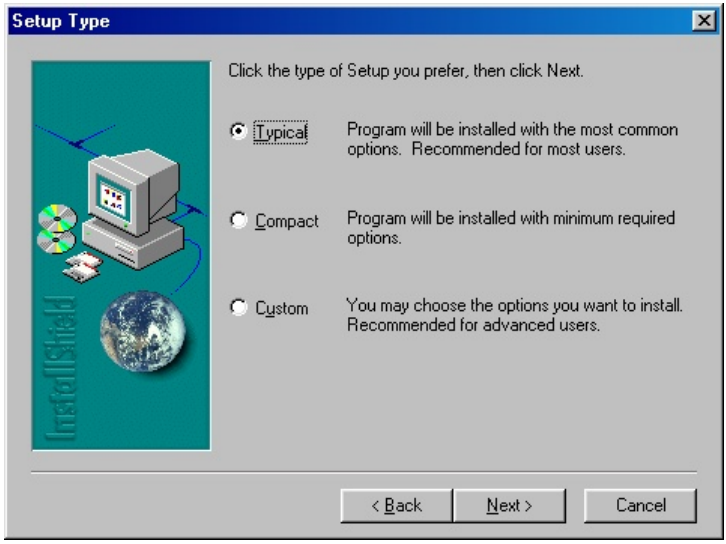
This option will install the Aavelin Composer program, high resolution versions of the included backgrounds, and the sample/tutorial projects.

Compact

This option will install the Aavelin Composer program and low resolution versions of the included backgrounds.

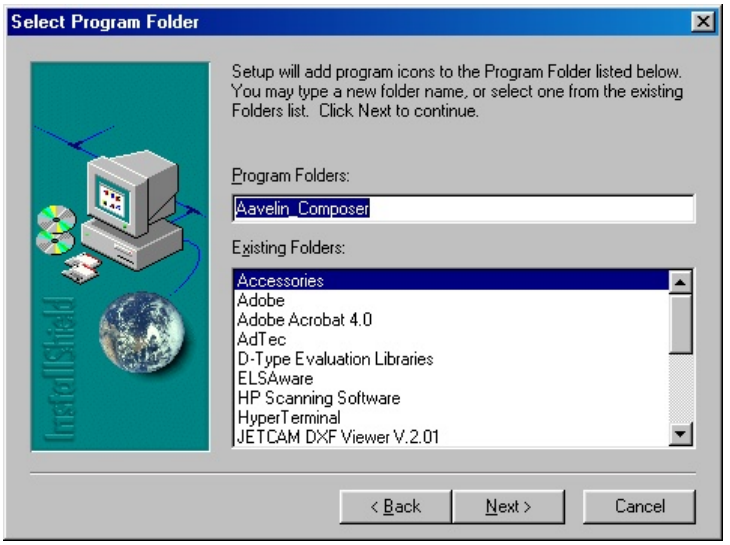
Custom

This option will let you select individual components to install.



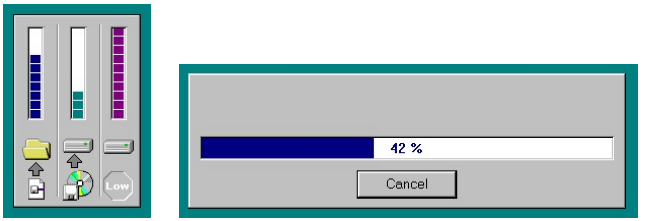
After you have selected "Typical", "Compact", or "Custom", click on "Next >" to continue with the installation. If you have selected "Custom", you will be given a menu of components to install.

Next, the Wizard will ask for the name to use for the Program Group containing Aavelin Composer:



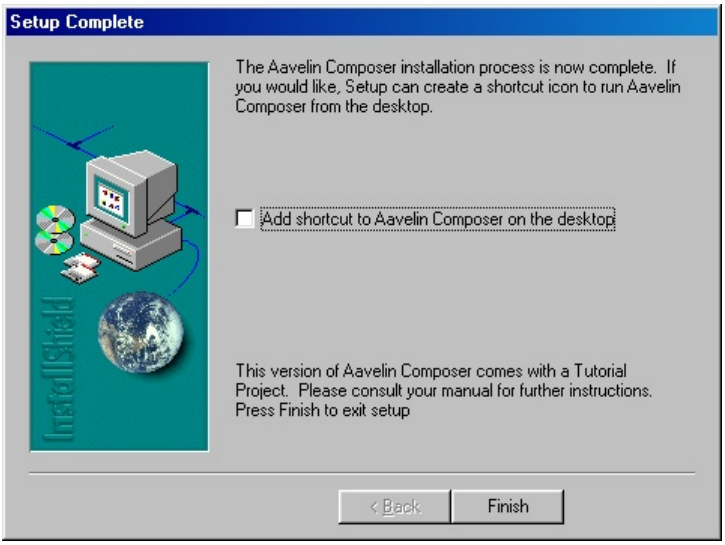
This is normally called "Aavelin Composer", and will be placed inside the "MagicBox" Program Group – you only need to change the selection if you want to use your own custom Program Group. Click on "Next" to continue.

The InstallShield® Wizard will now begin copying files from the CD to your computer. During this process, you will see progress information displayed similar to the images below:



Depending on the speed of your computer and the installation options you have selected, this process will take 15 seconds to a couple of minutes to complete.

After all of the files have copied, you will see this final InstallShield® Wizard screen:



Normally, the installation process just creates a Program Group entry under the windows "Start" button. However, you can choose to have a shortcut icon placed directly onto your desktop by clicking on the checkbox in this menu. When you are done, click "Finish" and the installation process will be complete.

See the next sections ("Aavelin Composer Setup" and "Aavelin Composer Tutorial") for information on how to launch, configure, and begin using the Aavelin Composer software.

Aavelin Composer Configuration

This section will describe how to launch the Aavelin Composer software and configure the program's settings.

Launching Aavelin Composer

To launch the Aavelin Composer software, use these steps:

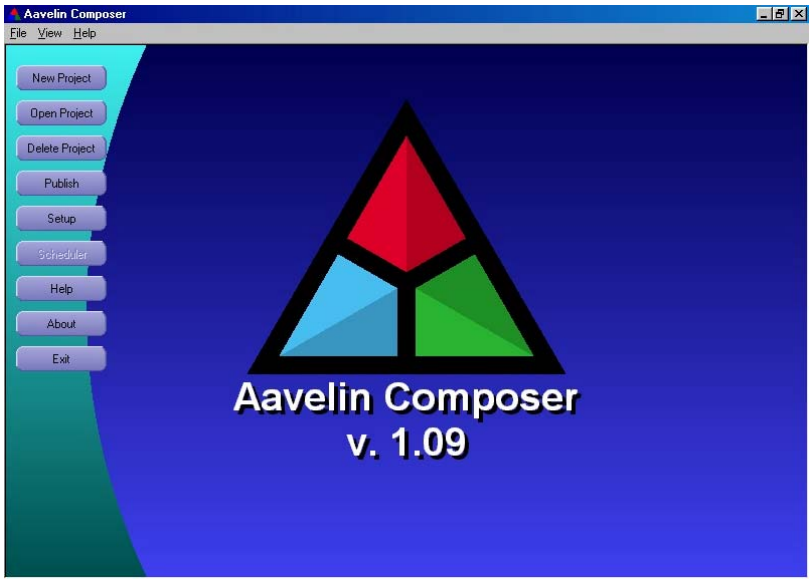
Click on the Windows "Start" button on the taskbar.

Click on "Programs"

Click on "MagicBox", and finally...

Click on "Aavelin Composer"

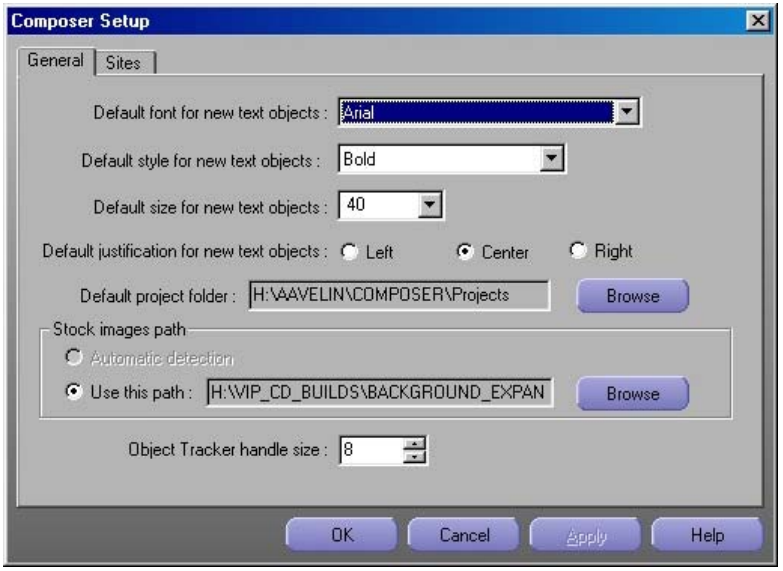
The program will launch, and you should see a main menu screen similar to the one below. (The exact size and appearance of menus and text will vary depending on your Windows desktop resolution.)



The main menu has the following choices: "New Project", "Open Project", "Delete Project", "Publish", "Setup", "About", and "Exit".

The Setup Menu

Click on "Setup" from the main menu to enter the setup menu. You will see a window similar to the one below:



The General Tab

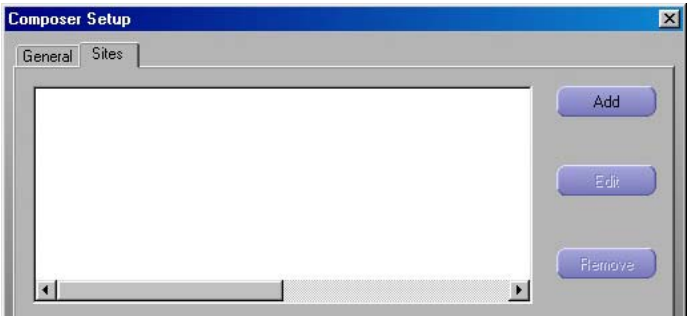
The General tab, shown above, allows you to set the default font style, size, and justification. This saves time if you have a favorite font, as you won't have to change it every time you create a new page or paragraph. The factory setting is "Arial", "40", and "Center".

You can also specify the exact location of project storage and stock images; for example, if you are configuring Aavelin Composer to run from a network server. Normally, these fields are set automatically by the installation program and don't need to be changed.

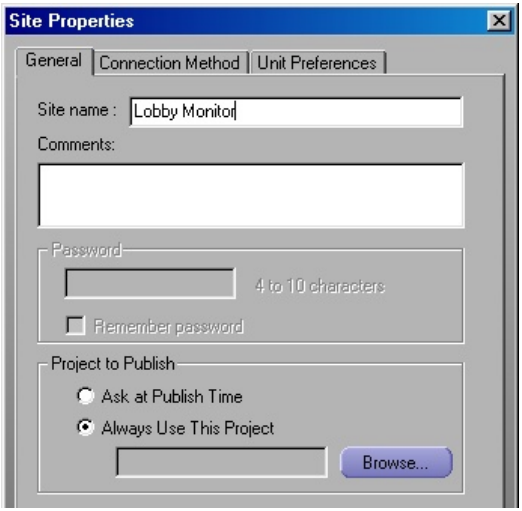
The "Object Tracker" size controls the thickness of the "handles" of objects in the Page Editor. You can increase this size to make the handles easier to grab for users with disabilities.

The Sites Tab

The Sites tab is where Aavelin Composer is configured to publish completed work to your Aavelin unit(s). When you first install Aavelin Composer, the list of sites under the sites tab will be empty:



Click on "Add" to create a site description. You will be presented with the following window:



The first thing to do is type in the site's name. In the example above, "Lobby Monitor" has been entered. Use whatever short word or phrase that best describes your Aavelin unit's location.

Below the site name you may type in whatever brief comment information you'd like, such as a mailing address or contact name and phone number.

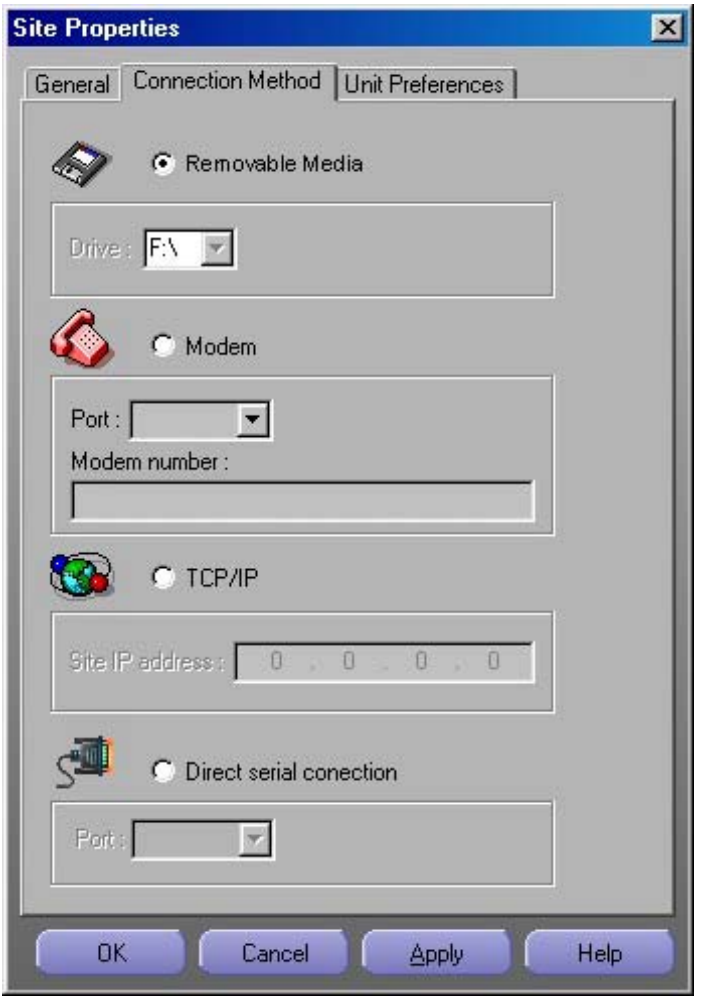
The "Project to Publish" section allows you to select a project file to always publish to this site. This will save you a step at publish time, but only if you always use the same file.

If you do not plan on always using the same file, leave "Ask at Publish Time" selected. (If this is your first time using Aavelin Composer, then you probably have not created a project yet, so skip this step and come back later if you want to change this setting.)

Connection Methods

Depending on the way each Aavelin unit is connected, there are different ways to set up each site description.

Click on the "Connection Method" tab and then select one of the following four types: (Some versions of Aavelin Composer may show fewer types, depending on the options you purchased.)



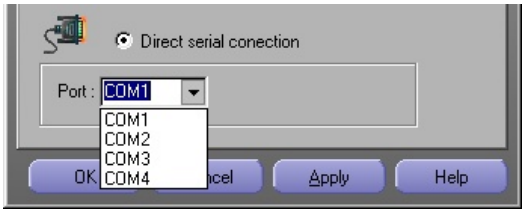
Removable Media Sites

The "Removable Media" publish method is for Aavelin units that are not connected to your PC via serial cable, modem, or Ethernet networking.

At publish time, you will be prompted to insert a removable disk (such as a Zip disk), and the pages for your project will be automatically copied to that disk.

Direct Serial Sites

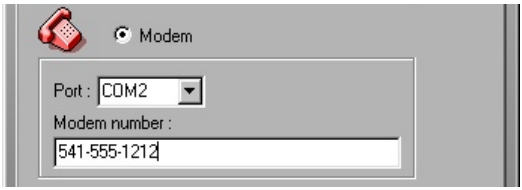
The "Serial" publish method is for Aavelin units connected directly to your PC via a serial cable. Select the "COM" port that corresponds with the cable connection.



At publish time, Aavelin Composer will automatically connect with the Aavelin unit and send over the pages of your project.

Modem Sites

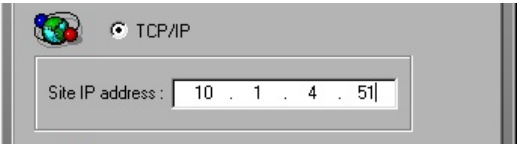
The "Modem" publish method is for remote Aavelin units that are accessed over the phone using your PC's modem. Select the "COM" port to which your modem is connected, and enter the phone # (including any long-distance or outside line access #'s you normally dial) of your Aavelin unit's modem.



At publish time, Aavelin Composer will automatically dial the modem and send your project's pages to the Aavelin unit.

Network Sites

The "Network" publish method is for Aavelin units that are connected to your corporate LAN or to the Internet.



Enter the IP address of the unit. This must be the same address that has been programmed into the Aavelin unit at setup time. If you do not know this address, obtain it from your Network Administrator.

At publish time, Aavelin Composer will automatically connect to the Aavelin unit across the network and send your project's pages.

Completing Site Setup

After you have set up your site's name, preferences, and connection method, click on "OK". You will be returned to the setup window with the Sites tab still selected. Now your site name(s) will appear in the list, similar to below:

The names of the sites will be listed in Alphabetical order, and an icon will appear next to each site name indicating the connection method selected:

Removable Media

Direct Serial

Modem

Network

Click on "OK" to save your setup changes and to return to the main menu.

Aavelin Composer Tutorial

This section will introduce you to the main concepts in creating pages for the Aavelin unit using the Aavelin Composer software.

Be sure that you have already installed and configured the software using the instructions in the previous two chapters.

The instructions on launching the program are repeated below for first-time users:

Launching Aavelin Composer

To launch the Aavelin Composer software, use these steps:

Click on the Windows "Start" button on the taskbar.

Click on "Programs"

Click on "MagicBox", and finally...

Click on "Aavelin Composer"

The program will launch, and you should see a main menu screen similar to the one below. (The exact size and appearance of menus and text will vary depending on your Windows desktop resolution.)

The main menu has the following choices: "New Project", "Open Project", "Delete Project", "Publish", "Setup", "About", and "Exit".

The Tutorial Project

Your Aavelin Composer installation automatically includes a sample Tutorial Project. This section uses the Tutorial Project to convey the basic operation of the Composer software.

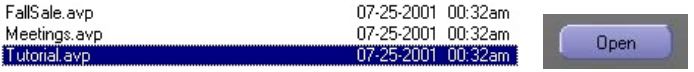
The conclusion of this tutorial features the process of publishing the finished project to your player unit. If your player unit is not set up nearby, you can still perform this tutorial, but you will not be able to fully complete the section on "Publishing".

Opening the Tutorial Project

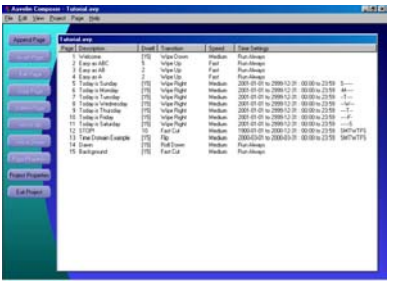
A "Project" is a collection of pages and additional materials created for display on the Aavelin unit. This tutorial works with a project that has already been created. After completing this tutorial, you will be ready to create your own projects from scratch.

Click on "Open Project". You should see a list of existing projects similar to the one below:

Click on "Tutorial.avp" to select the tutorial project. Then, click on "Open".



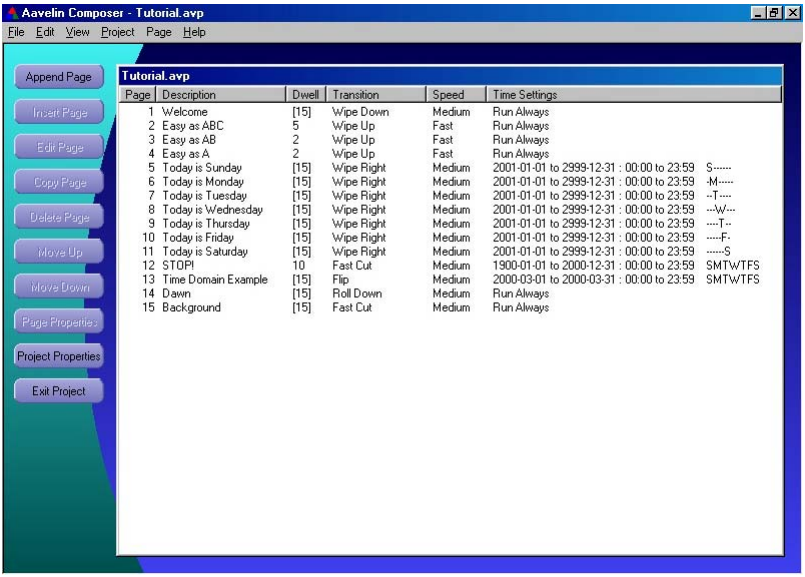
The project will now load, and you should see the Project Editor screen, which will appear similar to one of the two samples shown below:



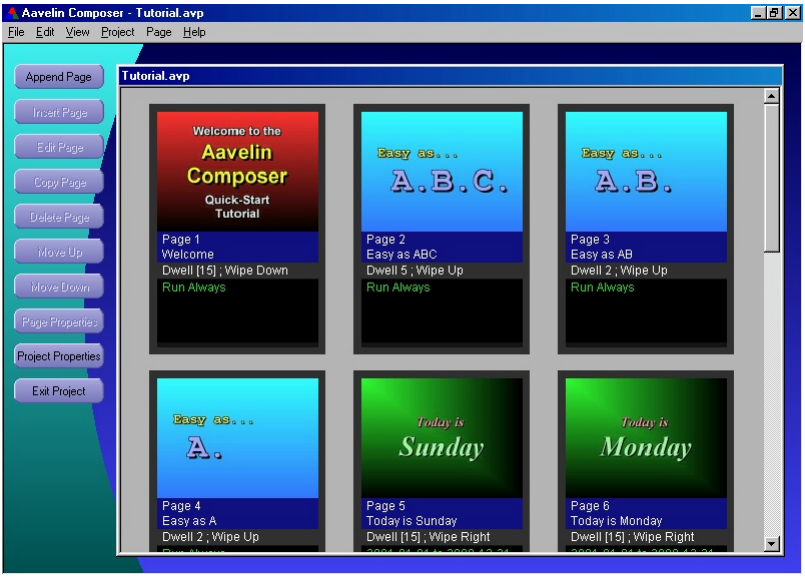
The Aavelin Composer software can display your project to you in "List Mode" or "Thumbnail Mode". In List Mode, you can see all of your pages presented in a list. In Thumbnail Mode, you view actual images of your pages in a grid.

You may use either mode your prefer – the remainder of this tutorial will use List Mode.

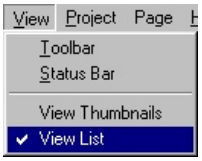
A closer view of the List Mode:



A closer view of the Thumbnail Mode:



To change the mode between, click on the "View" menu at the top of the screen and select the desired setting.



The Tutorial Pages

The tutorial consists of fifteen pages, shown below:

The Project Editor

The Project Editor displays a list of all the pages in your project. This list is in the order that the pages will appear when played.

The tutorial project contains fifteen pages.

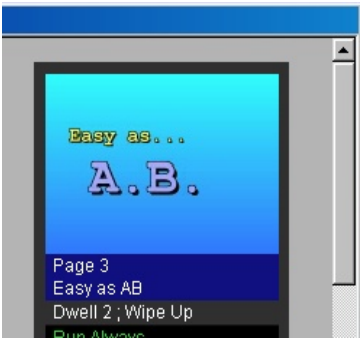
Tutorial.avp

Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as ABC	5	Wipe Up	Fast	Run Always

Project Editor List View Data

Project Editor Thumbnail View Data

The Project Editor list shows the number and name of each page, the duration and transition effect, and other information relating to the scheduled dates and times for a particular page.

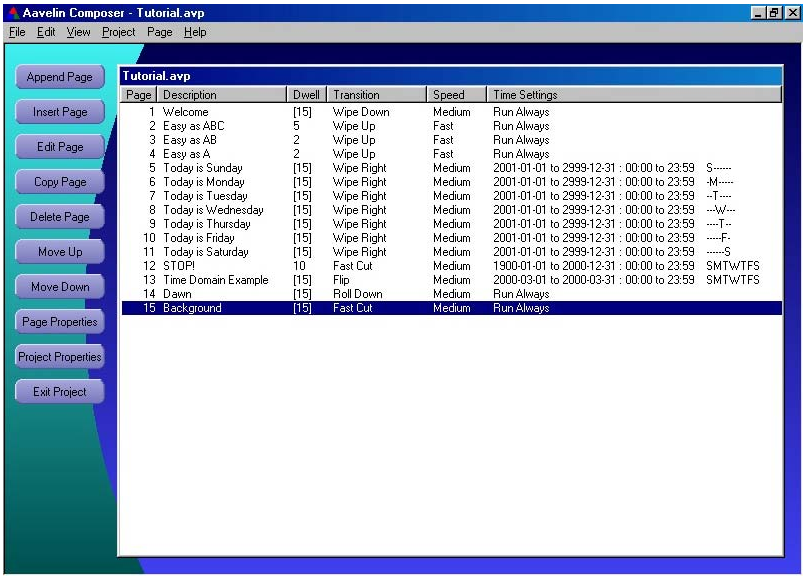


If there are more pages than will fit in the view, you can use the scroll bars at the right and bottom to navigate through the list or thumbnails.

Selecting a Page

To select a page you want to work on, simply click the mouse once on that page's entry in the list. For this example, click on Page #15 – "Background", which is the last page in the tutorial.

The entry will now appear highlighted like this:

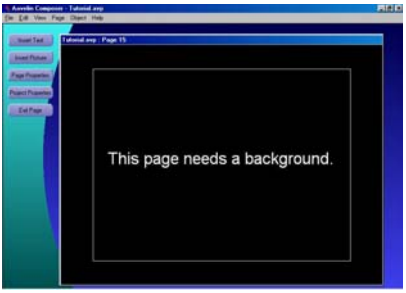


To work on the selected page, click on the "Edit Page" button on the left of the screen. Alternately, you can double-click on an entry in the list.

You will now be taken to the Page Editor screen where you can change the appearance of a particular page.

The Page Editor

The Page Editor is the main workspace where you can create and modify pages. You should now see the layout of Page 15 of the Tutorial, a simple black page that says "This page needs a background."

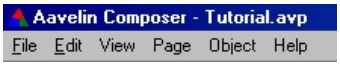


Technically speaking, this page does have a background – a plain black background. In this example, you will change the background to something new. But first, a few words about the Page Editor environment.

The Control Buttons and Menu Bar

Most of the work in the Page Editor is accomplished by using the Control Buttons and the Menu Bar.

The Control Buttons



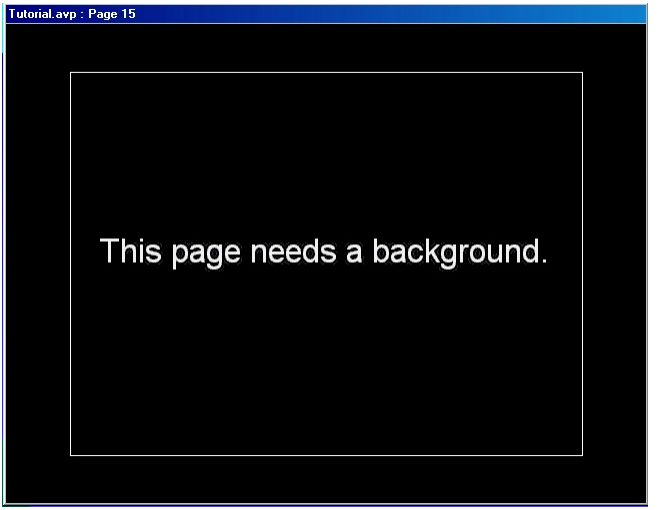
The Menu Bar

Each of the above control buttons and menus will be described later in this manual. This example will focus on the Page Properties button shortly (don't press it just yet).

The Page Properties Control Button

The Safe Text Area Guides

Notice that besides the black background and the "This page needs a background" text, there is a thin white rectangle:



This rectangle represents what is called the "Safe Text Area", or sometimes the "Safe Title Area."

Computer monitors and television screens are somewhat different in how they display images. A computer monitor shows you the entire image, usually surrounded by a thin black border. On a television screen, however, the image is stretched slightly so that it goes past the plastic bezel of the picture tube, creating the appearance of a picture that goes from edge to edge without any border. This process is known as "Overscan".

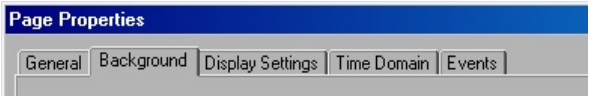
The problem with overscan is that no two TVs are adjusted the same, and will "waste" varying amounts of display area. This means that any text you have near the edge of a display, although it may look OK on *your* TV, might get chopped off on a different one.

This problem has led video professionals to define what is known as the "Safe Text Area". Text placed inside this area will show up for sure on any TV that isn't terribly out of alignment. In Aavelin Composer, this area is represented by the thin rectangle.

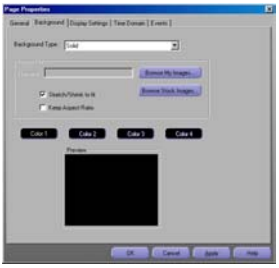
Changing the Background

To modify the background, click on the "Page Properties" button (shown below), or simply double-click on an empty area of the page.

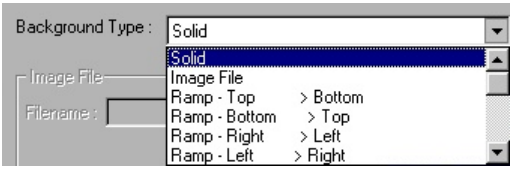
The Page Properties dialog will open. Click on the "Background" tab if it isn't already selected.



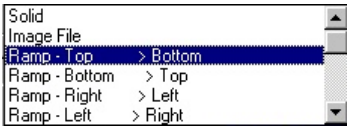
The Page Background tab controls the appearance of the "background" of the page – the area where no text or other images appear:



There are many types of backgrounds available. To see the list of background types, click on the arrow of the pull-down menu:



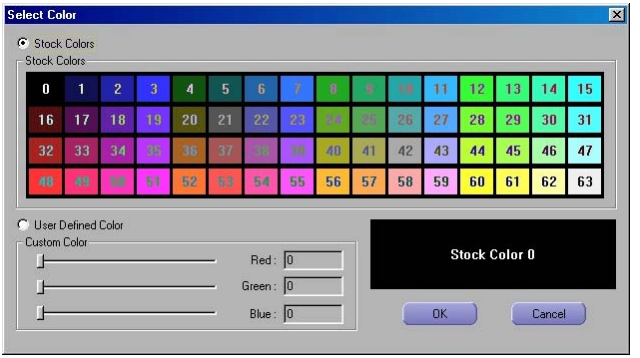
A pull-down menu like the one above will appear. Click on the background type "Ramp - Top › Bottom". A "Ramp" is a gradual change from one color to another across the screen, in this case from top to bottom.



Notice that along the bottom of the Page Background dialog, there are four sets of color buttons – "Color 1" through "Color 4". These buttons control which colors will be used to draw a ramp background.

Some ramp styles use four colors. The "Ramp Vertical" style uses just two. "Color 1" is the top of the screen, and "Color 2" is the bottom.

Currently, "Color 1" and "Color 2" are set to black. Click on the "Color 1" button. A Color Selector like the one below will appear:



Aavelin Composer lets you select from a palette of 64 predefined colors designed to look good on video. You can also design your own custom colors – see the reference section of this manual for details.

Click on Color 11 – a medium shade of blue. Then, click on "OK" to confirm your selection. You can also double-click on your chosen color as a short cut.

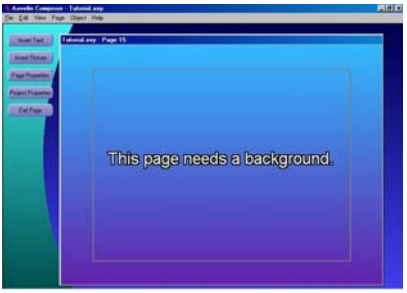
You will now be back at the Page Background dialog. Notice that the color swatch beneath the "Color 1" button has changed to blue, representing your color choice.

Click on the "Apply" button to see how this will affect the page's background. You should now see a background that starts out as blue at the top and gradually changes to black at the bottom.

Now click on "Color 2". Another Color Dialog will appear. This time, click on color 18, a medium purple, and click "OK".

Click the "Apply" button again, and now the background will ramp (continuously change) from blue at the top to purple at the bottom. Feel free to try other color combinations and ramp styles.

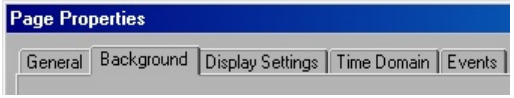
When you have finished experimenting with the ramp backgrounds, click "OK" to return to the Page Editor.



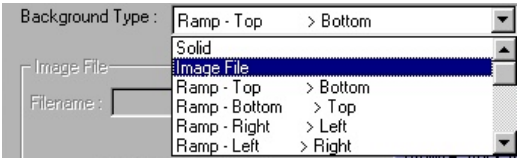
You can now see the whole image without the Page Properties dialog in the way.

The Page Background can also be from an image file, instead of just a solid color or ramp. The Aavelin Composer software includes 100 backgrounds to get you started, but you can use backgrounds from just about any common file format, including .JPG and .BMP.

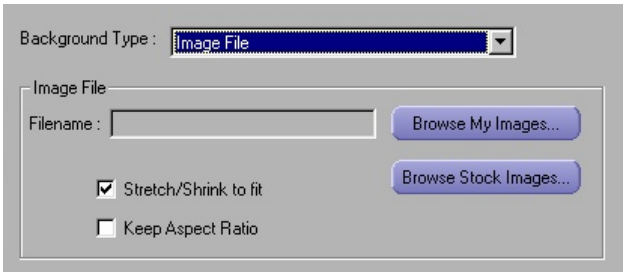
Click on the Page Properties again (or just double-click on an empty part of the page), to return to the Page Properties dialog and select the Page Background tab:



This time, select "Image File" from the Background Type pull-down menu.

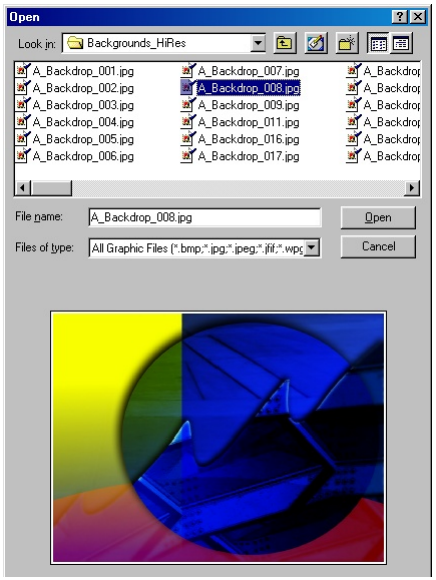


Notice that the controls in the Image File area (such as "Browse") become enabled:



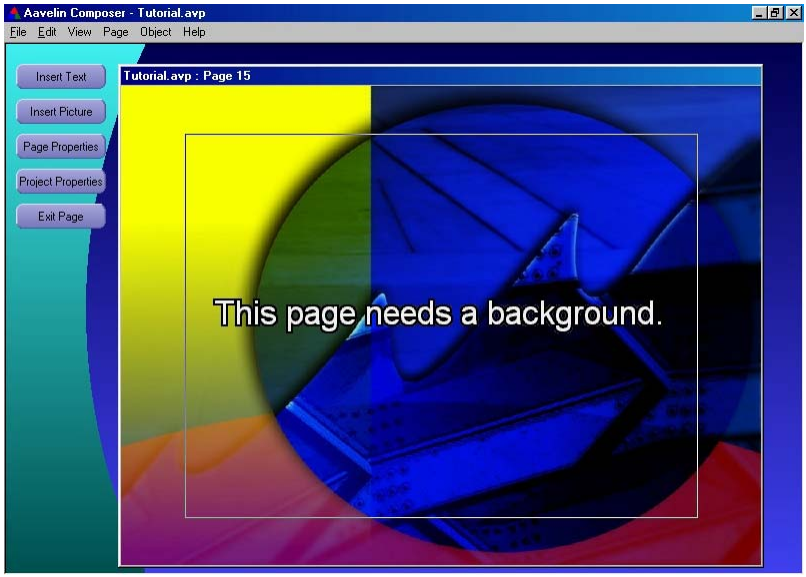
Click on the "Browse Stock Images" button to select a background file. A File dialog will appear. If this is the first time you have run Aavelin Composer, you may need to locate the folder containing the included backgrounds.

Look for a folder named "Backgrounds_HiRes", "Backgrounds_LoRes" or similar. Double-click on the folder once you have it located to reveal the folder's contents. Your File dialog should now appear similar to the one below:



Click on "A_Backdrop_008.jpg", then click "Open". You will be returned to the Page Background dialog, and note that your selection is now shown in the file name space.

Click on "OK" to return to the Page Editor and see your selected background.



Changing the Text

Now that your page contains a background, it is time to change the text that says "This page needs a background."

Items of text on the screen are referred to as "Text Objects". Every Text Object can contain its own message, and have its appearance (color, font, etc.") and position. This example page has just one text object.

To select an object, simply click on it once with the mouse. In this case, just move the mouse anywhere over the text, "This page needs a background" and click once. The text will become highlighted like this:

The thick outline box shown above is called the "Tracker Control". It allows you to adjust the position and margins of a Text Object.

Try moving the text around – just click and hold the mouse down anywhere along the white edge (not the black boxes) of the Tracker Control and drag the mouse around. Let go when the text is where you want it.

Move text by dragging the WHITE edges of the Tracker Control

To edit the contents of this Text Object, just click once inside the selected object, right at the end of the word "needs". A blinking cursor will appear.

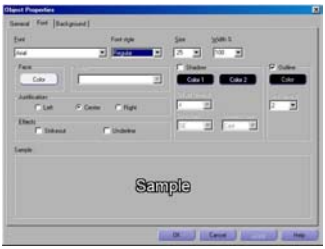
Press the backspace key a few times until the word "Needs" is gone. Now type "has" using the keyboard. The text will now read "This page has a background."

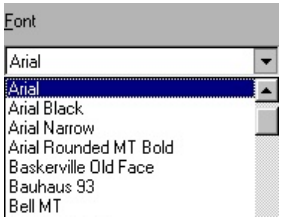
Once you are done editing, click on an empty part of the page to make the tracker control go away. Notice that the Text Object has changed to reflect your alterations.

You can also change the size of the tracker control by dragging the corners (the black boxes). This will affect the margins and "word wrap" of the text inside the object.

Text Properties

Every text object has a collection of "Properties" that affect the appearance of the text, such as font style, size, color, outline, and shadow. To access the Font Properties dialog, simply double-click on a selected text object, or "right click" using the right mouse button and then select "Properties › Font".



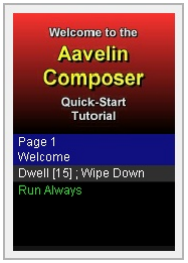


Feel free to experiment with the text properties, including changing the font and color, and then click "OK" or "Apply" to see how they appear on the page and are affected by the tracker control.

When you are done editing this example page, click on the "Exit Page" control button on the Page Editor screen, and you will be returned to the Project Editor.

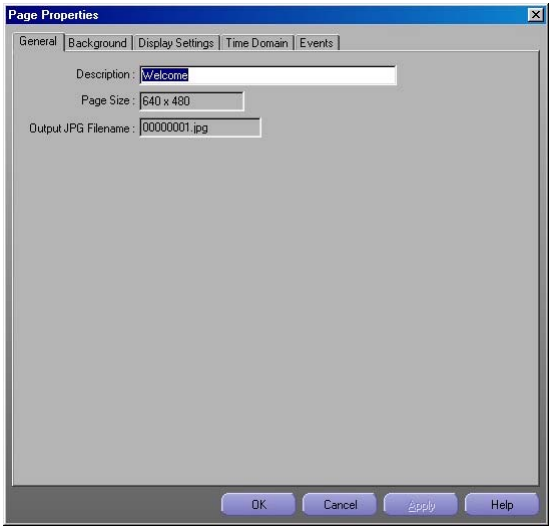
Page Properties

Every page in a project has what are called "Properties." These are settings other than those that control the actual contents of the page. For example, the duration a page appears and the transition effect used are page properties.

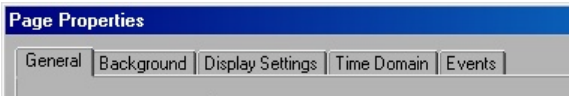


Click on the first page in the list – "Welcome" – and then click on the "Edit Page" command button. You will be taken to the Page Editor:

Now click on the Page Properties command button and the Page Properties dialog will appear:



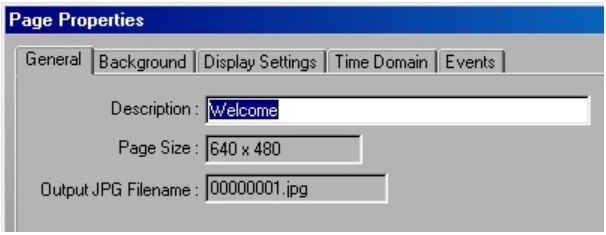
The Page Properties dialog is divided into multiple tabs.



Some tabs may not be present for certain types of pages; however, you will usually see tabs for "General", "Background", "Display Settings", "Time Domain", and "Events".

General

The "General" tab allows you to name the page and see some statistics about that page.



Description

This is a short description of the contents of your page. This description shows up in the Project Editor next to the page number.

The description does not go "On the Air"; instead, it is for your own reference when trying to find a particular page in a large project.

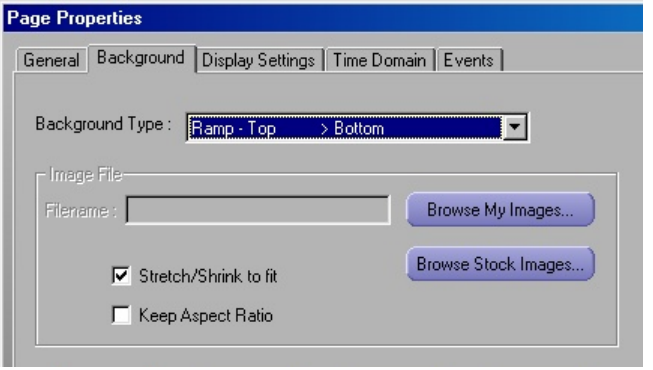
Page Size and Output JPG Filename

Most pages will indicate a Page Size. This is the resolution of the JPEG file that is output by Aavelin Composer. This is useful information if you intend to use the JPEG file in other programs outside of the Aavelin system.

The actual name of the file is shown as well, allowing you to locate that file on your hard drive.

Background

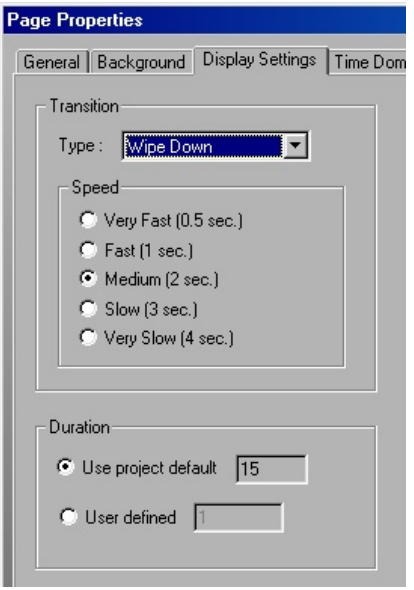
The "Background" tab, if present, allows you to change the appearance of the page's background.



This tab was described earlier in this tutorial in reference to the "This Page Needs a Background" page.

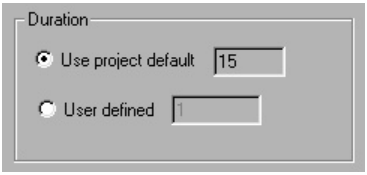
Display Settings

The "Display Settings" tab controls how a page appears when it is actually run by the player, such as how the page "transitions" itself onto the display, and how long it stays on the screen.



Duration

This is how many seconds your page will be displayed by the player before the next page is displayed. A typical duration would be ten to twenty seconds.



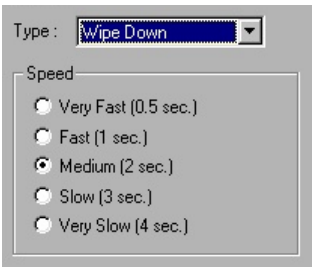
The duration can either be set to "Use Project Default", or to "User Defined".

Normally, the Project Default is 15 seconds, but you can edit it (see the "Project Properties" description later in this tutorial) to be anything you want; and all of the pages that are set to use the default duration will automatically change.

For now, practice editing the duration value by clicking on "user defined" and changing the value from "1" to read "5" seconds.

Transitions

As each new page is displayed by the player, it can appear to "wipe" onto the screen using several different methods. The Transition Type pull-down menu allows you to select from these different methods.

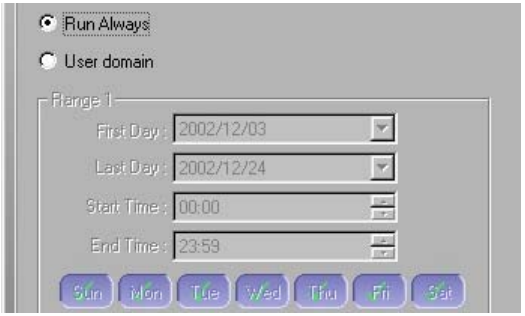


The "Cut" transition means to have an instantaneous switch from one page to the next.

The Transition Speed determines how fast a page appears to wipe onto the screen when played. If you are using the "Cut" transition, the speed is ignored.

Time Domain

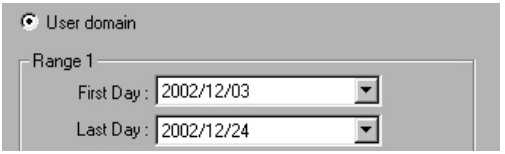
The "Time Domain" tab allows you to control when a page is allowed to appear by date and time of day.



Normally, pages are set to "Run Always", meaning that they show up each time the player repeats through the project. However, you can click on "User Domain" and set this particular page's Time Domain to a set of parameters you specify. Here are the options:

First Day / Last Day

These settings control the starting/ending dates for a page.



For example, if you were advertising an item that is supposed to be on sale from December 3, 2002 until December 24, 2001, you can set the Starting Date to "2002/12/03" and the Ending Date to "2002/12/24".

Note that the page will appear all day on the Ending Date. (On some other software programs, it would not appear.)

By clicking on the pull-down menu next to the "First Day" or "Last Day" fields, a calendar will pop up allowing you to browse through the months.

Starting Time / Ending Time

The Starting and Ending Time fields set a window of time during the day that a page is allowed to appear.

Normally these are set to "00:00" (Midnight) through "23:59" (11:59PM), meaning that a page is allowed to run at any time during the day, but you may edit these to narrow down the hours when a page appears.

For example, if you had a page advertising a dinner special, and wanted it to appear only between 4PM and 10PM, you could enter a Starting Time of "16:00" (4:00PM) and an Ending Time of "22:00" (10:00PM).

Day of Week

The Day of Week buttons allow you to select/deselect individual days of the week when a page can run.

For example, turning off "Sunday" and "Saturday" would only allow a page to appear on weekdays:

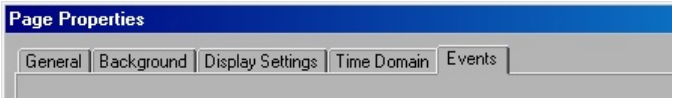
Full Example

As a complete example of what can be accomplished using Time Domain, imagine a page that you wanted to have appear only from March 15, 2002 through (and including) April 30, 2002, and only on Mondays, Wednesdays, and Fridays between 10AM and 2PM. To do this, enter:

First Day:	2002/03/15
Last Day:	2002/04/30
Starting Time:	10:00
Ending Time:	14:00
Weekdays:	[Mon] [Wed] [Fri]

Events

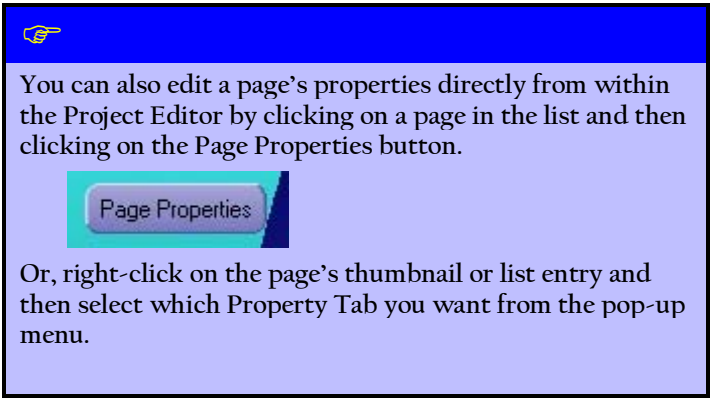
The "Events" tab is reserved for future expansion.



Exiting from Page Properties

After you have practiced editing the Page Properties, click on "OK" to return to the Page Editor, and then on "Exit Page" to return to the Project Editor:

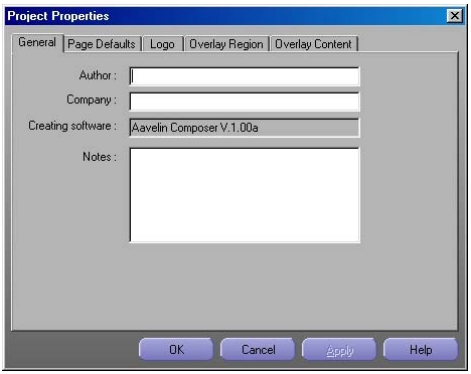
Your changes (if any) will be reflected in the thumbnail or list entry.



Project Properties

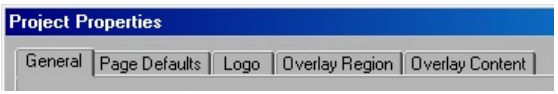
In addition to every page having its own properties, the Project itself has a set of properties.

Click on the "Project Properties" button and the Project Properties dialog will appear:



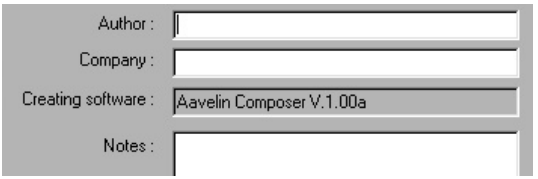
The Project Properties dialog allows you to edit supplementary information about your project, set the default dwell, and define content that displays over the top of all pages, such as crawl lines (referred to as "Overlay Regions").

General Tab



Author / Company / Notes

These fields allow you to indicate who created this project, and enter any notes you want to keep.



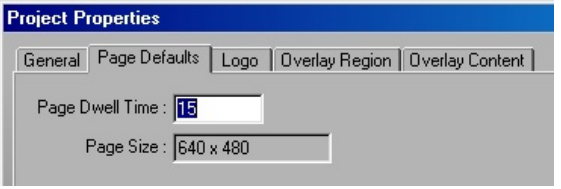
These fields are for your reference purposes and will not display on the Aavelin player unit.

Creating Software

These fields tell you what program created this project.

In the future, other utilities besides Aavelin Composer may be able to output Aavelin projects.

Page Defaults Tab



Page Dwell Time

The default "Page Dwell Time" is the duration most pages in a project will be displayed, unless they are individually set to a user-defined duration. See the description earlier in this tutorial about page durations.

Try changing this value to 12. When you leave the Project Properties menu, all pages using the default dwell will have changed from 15 (the current setting) to 12.

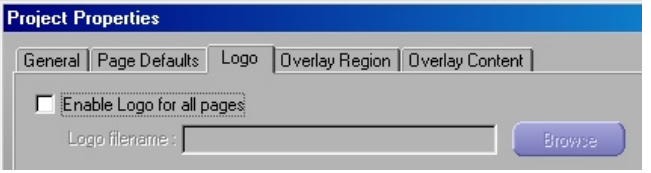
You can tell which pages are set to use the default dwell by looking at the "Dwell" column in the list. Any page using the default dwell will have its dwell value shown in brackets.

Page Size

This is a reference value that indicates the output resolution of all the pages in the current project.

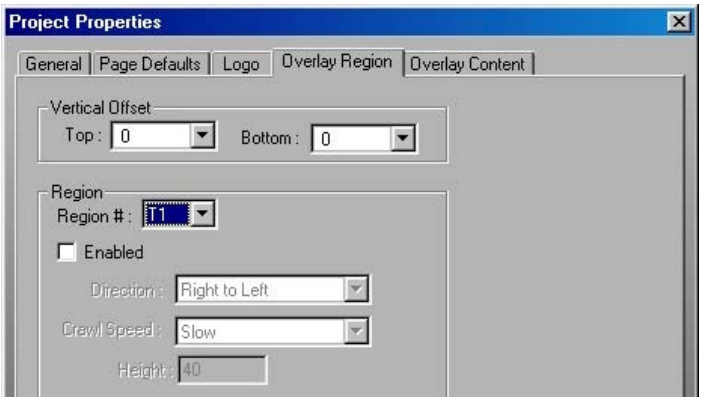
Logo Tab

The Logo tab is reserved for future expansion.



Overlay Region Tab

The Aavelin system has the capability to display continuous messages that are superimposed over all (or most) pages in a project. These are referred to as "Overlay Regions".



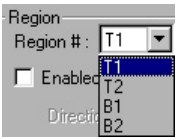
A common example would be a "Crawl Line" – an area at the top or bottom of the screen with text continuously scrolling from right to left.

There are many options to consider when configuring Overlay Regions, and the full capabilities of these menus are described in the Reference section of this manual. This tutorial will proceed through a few steps to set up basic Overlay Regions at the top and bottom of the screen.

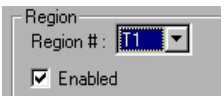
In this example, a region will be created at the top that simply displays the static (motionless) message "Hello from Aavelin!". Another region will be created at the bottom of the screen that crawls a short message.

Select the Top Region

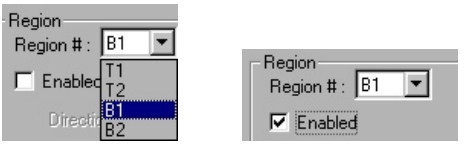
The Aavelin can have up to four total overlay regions – two at the top of the screen, and two at the bottom. These regions are referred to as "T1", "T2", "B1" and "B2".



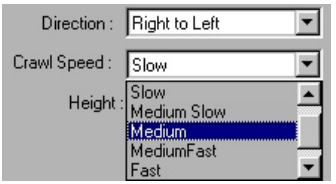
Using the pull-down menu, select region "T1", then click on the "Enabled" checkbox to turn on display of this region.



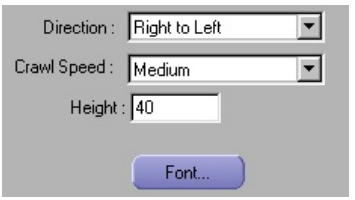
Next, select region "B1" using the pull-down menu and then click on its "Enabled" checkbox:



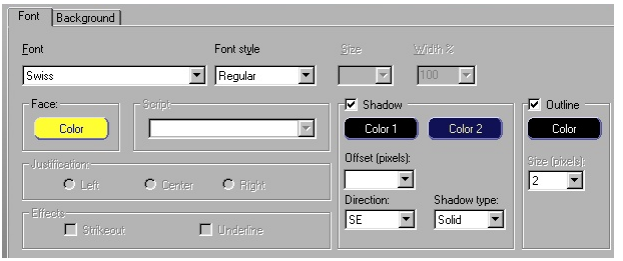
The bottom region (B1) will be crawling. Use the "Speed" pull-down menu to adjust the crawl speed to "Medium":



The appearance of a region (such as font, background color, etc.) is controlled from the "Font" button:



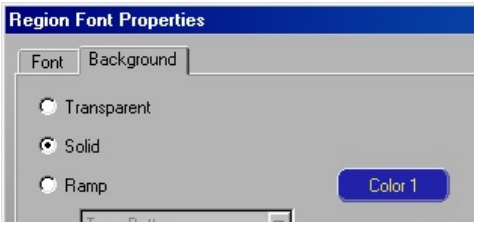
After clicking on the "Font" button, you will see a dialog like the one pictured below. This Font dialog works in much the same way as with Text Objects in the Page Editor.



For this example, select a font face (such as "Arial" or "Swiss"), and a face color of Yellow (such as Stock Color #60).

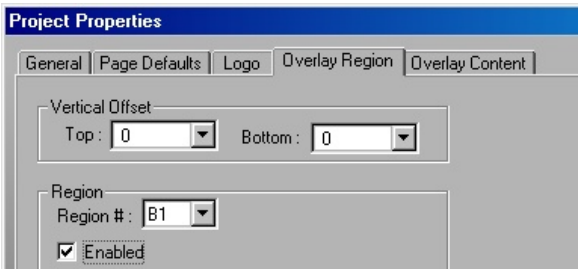
You can make changes to the Shadow and Outline tabs if you like, otherwise leave them as they are set by default.

Next, click on the “Background” tab of the dialog:

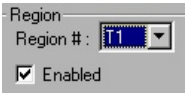


Select a background type of “Solid”, and a dark blue color (such as Stock Color #2).

Click “OK” from the dialog to return to the “Overlay Region” tab:

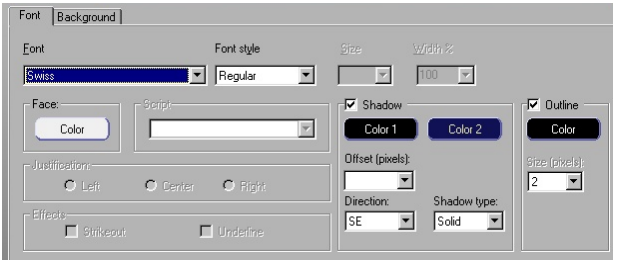


Now, select region “T1” using the pull-down menu.



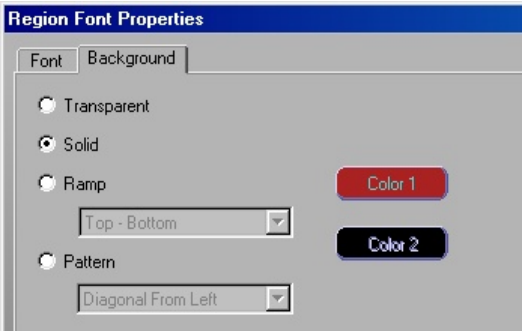
Then, click on the “Font” button...

...to open the font dialog for this region:



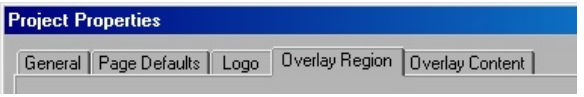
Again, select a font face (such as “Arial” or “Swiss”), but this time leave the font color set to white (the default.)

Now, click on the “Background” tab:



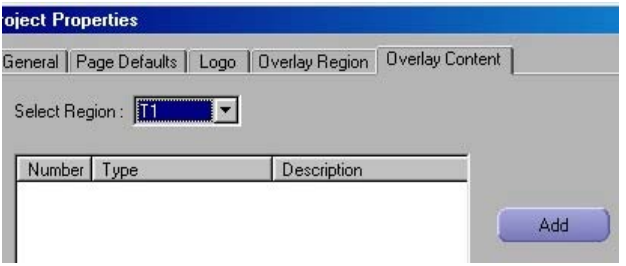
Select a “Solid” background with a color of dark red (such as Stock Color #32).

Click “OK” from the dialog to return to the “Overlay Region” tab:

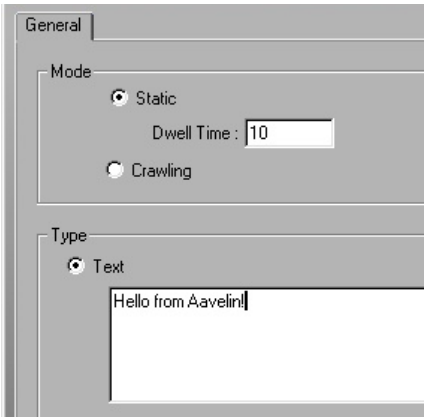


Now that the regions have been enabled and their appearances chosen, it is time to define the actual text content that will be displayed.

Click on the “Overlay Content” tab:



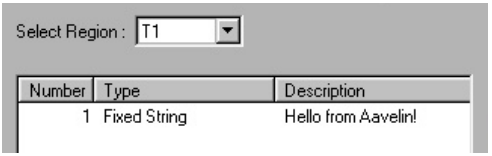
Click on the "Add" button to create a new message for this region (T1) to display:



Set the Mode of this message to "Static" (which means the text does not move), and set the Dwell Time to 10 seconds.

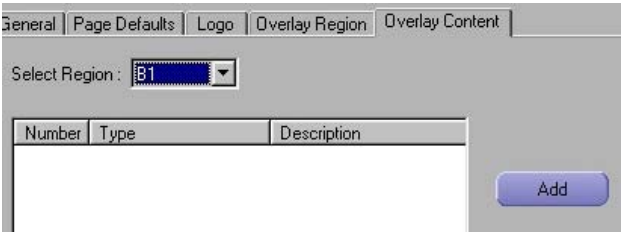
Set the Type of this message to "Text" and then type in the message "Hello from Aavelin!".

When you are done, click "OK" and you will be returned to the Overlay Content tab. Note that your message now appears in the list:

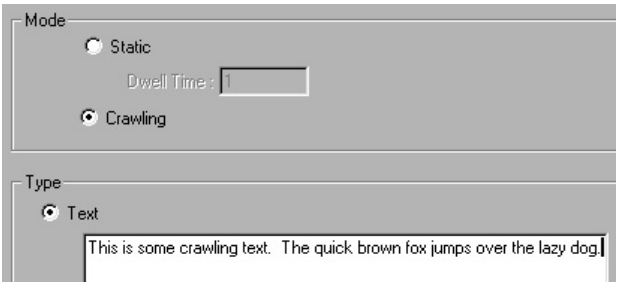


Now use the pull-down menu to select region "B1".

The dialog will now appear empty:

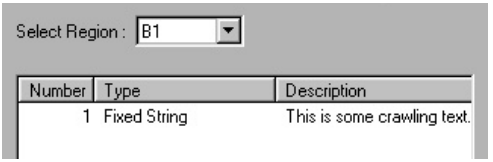


Click on "Add" to create a new message for this region (B1) to display:



Set the mode to "Crawling", the type to "Text" and enter a message to be crawled in the region. You can make the message as long as you want.

When you are done typing, click "OK" and you will be returned to the Overlay Content tab. Your message should now appear in the list:



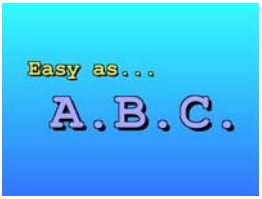
Now click on "OK" to exit from the Overlay Content dialog. You will be returned to the Project Editor.

Double-click on any page thumbnail or list entry. You will enter the Page Editor where you can view or edit your page. Note that the Page Editor now shows that you have Overlay Regions enabled, and it shows their color/appearance:

When you publish this project later in this tutorial, you will see your overlay regions in action on the Aavelin player unit.

Reordering Pages

You may have noticed earlier in this chapter how some of the pages seemed out of order. In particular, the following three pages:

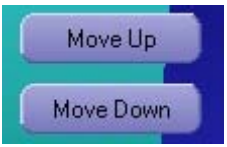


When played back, first "ABC" would appear, then just "AB", and finally "A".

Page	Description
1	Welcome
2	Easy as ABC
3	Easy as AB
4	Easy as A
5	Today is Sunday

This exercise will show you how to change the order of pages. When done, these three example pages will come up in the right order.

Notice that the Project Editor screen has two buttons labeled "Move Up" and "Move Down". These buttons allow you to move a selected page up or down in the list of pages, thereby changing the order of pages.



Start by clicking once on Page 4 – currently "Easy as A." Your list should look like this:

Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as ABC	5	Wipe Up	Fast	Run Always
3	Easy as AB	2	Wipe Up	Fast	Run Always
4	Easy as A	2	Wipe Up	Fast	Run Always
5	Today is Sunday	[15]	Wipe Right	Medium	2001-01-01 to
6	Today is Monday	[15]	Wipe Right	Medium	2001-01-01 to
7	Today is Tuesday	[15]	Wipe Right	Medium	2001-01-01 to
8	Today is Wednesday	[15]	Wipe Right	Medium	2001-01-01 to
9	Today is Thursday	[15]	Wipe Right	Medium	2001-01-01 to
10	Today is Friday	[15]	Wipe Right	Medium	2001-01-01 to
11	Today is Saturday	[15]	Wipe Right	Medium	2001-01-01 to
12	STOP!	10	Fast Cut	Medium	1900-01-01 to
13	Time Domain Example	[15]	Flip	Medium	2000-03-01 to
14	Dawn	[15]	Roll Down	Medium	Run Always
15	Background	[15]	Fast Cut	Medium	Run Always

Next, click the "Move Up" button once. The page will move up one in the list to become Page 3 – bumping the old Page 3 down to Page 4. Your list should now appear like this:

Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as ABC	5	Wipe Up	Fast	Run Always
3	Easy as A	2	Wipe Up	Fast	Run Always
4	Easy as AB	2	Wipe Up	Fast	Run Always
5	Today is Sunday	[15]	Wipe Right	Medium	2001-01-01 to

Now click "Move Up" one more time, and your page will move to Page 2. The phrase "Easy as A." is now the first of those three pages:

Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as A	2	Wipe Up	Fast	Run Always
3	Easy as ABC	5	Wipe Up	Fast	Run Always
4	Easy as AB	2	Wipe Up	Fast	Run Always
5	Today is Sunday	[15]	Wipe Right	Medium	2001-01-01 to

Things still aren't quite right, though. The order is now "Easy as A", "Easy as ABC", and "Easy as AB". Click on Page 3 – currently "Easy as ABC":

Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as A	2	Wipe Up	Fast	Run Always
3	Easy as ABC	5	Wipe Up	Fast	Run Always
4	Easy as AB	2	Wipe Up	Fast	Run Always
5	Today is Sunday	[15]	Wipe Right	Medium	2001-01-01 to

Now click the "Move Down" button once, and the page will move to Page 4:

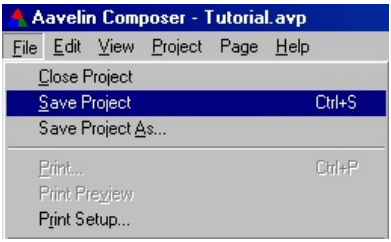
Page	Description	Dwell	Transition	Speed	Time Settings
1	Welcome	[15]	Wipe Down	Medium	Run Always
2	Easy as A	2	Wipe Up	Fast	Run Always
3	Easy as AB	2	Wipe Up	Fast	Run Always
4	Easy as ABC	5	Wipe Up	Fast	Run Always
5	Today is Sunday	[15]	Wipe Right	Medium	2001-01-01 to

At this point, all three pages are in the correct order, and when played back in the player, the illusion of the letters "A", "B", and "C" appearing one at a time will be created.

Saving Your Work

By now you've made a lot of changes to the project. It is important to save your work as you go along so that if the power fails or your computer has problems, you don't lose all the changes you have made.

To save your changes to the project, you can either exit from the project editor (you will be asked if you want to save the changes), or you can click on the Save option under the "File" menu.



Save your work now by clicking on the "File" menu and then on "Save".

More Time Domain Examples

This tutorial contains more pages which use the Time Domain feature under Page Properties. Consider the following pages:

These seven pages show up in the Project Editor like this:

5	Today is Sunday	[15]	Wipe Right	Medium
6	Today is Monday	[15]	Wipe Right	Medium
7	Today is Tuesday	[15]	Wipe Right	Medium
8	Today is Wednesday	[15]	Wipe Right	Medium
9	Today is Thursday	[15]	Wipe Right	Medium
10	Today is Friday	[15]	Wipe Right	Medium
11	Today is Saturday	[15]	Wipe Right	Medium

Although there are seven pages, when you play back the project on the Aavelin Unit, only one of the pages will show up. This is because the time domain settings for each page are set to specific days of the week.

The page that says “Today is Monday”, for example, only has the “MON” button selected under the Time Domain tab.

You can see the Time Domain settings of all these pages in the Project Editor by scrolling the list view to the right (if necessary). You should see the following columns:

Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	S------
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	-M-----
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	--T----
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	---W---
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	----T--
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	-----F-
Wipe Right	Medium	2001-01-01 to 2999-12-31 : 00:00 to 23:59	------S

Each of the above pages is set to run from January 1, 2001 through December 31, 2999 (essentially forever), but with only the appropriate day of the week set. For example, the “Today is Wednesday” page shows up with “ - - - W - - - “. The dashes indicate the other days of the week which are not set.

This technique is useful for pages that need to appear on a weekly rotation. For example, a restaurant can display the appropriate daily special, or a night club could display the appropriate regular DJ or band.

You can also set pages to expire automatically after a certain date. Once a page has expired, it still exists until you actually delete it, so it is very easy to re-activate a page if necessary. Consider the following page:

13	Time Domain Example	[15]	Flip	Medium

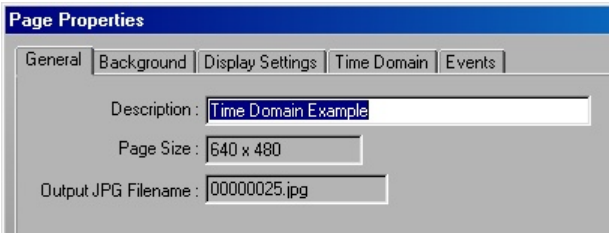
Ordinarily, this page would appear as:

You may have noticed that this page did not show up when played during the initial tutorial project on the Aavelin unit. This is because the page’s time domain settings are currently like this:

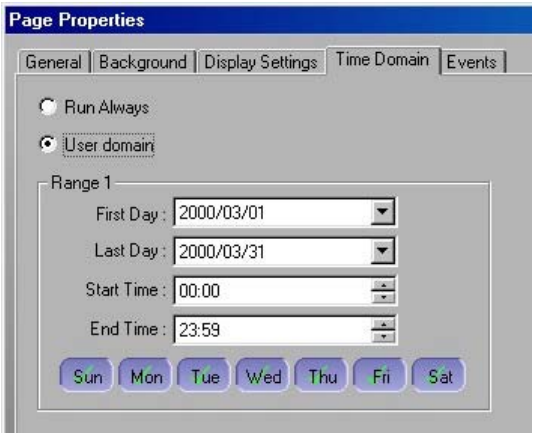
2000-03-01 to 2000-03-31 : 00:00 to 23:59	SMTWTFS

This page is set to run from March 1, 2000 to March 31, 2000, a time period that has already passed. This page still exists, and still takes space in the project, so now that it has expired it should either be deleted, or set to run again. For this example, set the page to run again.

First, click on the pages' entry in the list. Now, click on "Page Properties". The Page Properties dialog will appear:



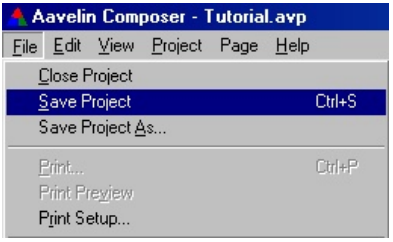
Now, click on the "Time Domain" tab.



Notice that "User Domain" is already selected. Using the calendar controls, change the expiration date of the page to some day in the future. Click OK to return to the Project Editor.

When you update the Aavelin unit with the new version of this tutorial project (see "Publishing" on the next page), this page should now appear as part of the run.

Save your work now by clicking on the File menu and then on "Save".

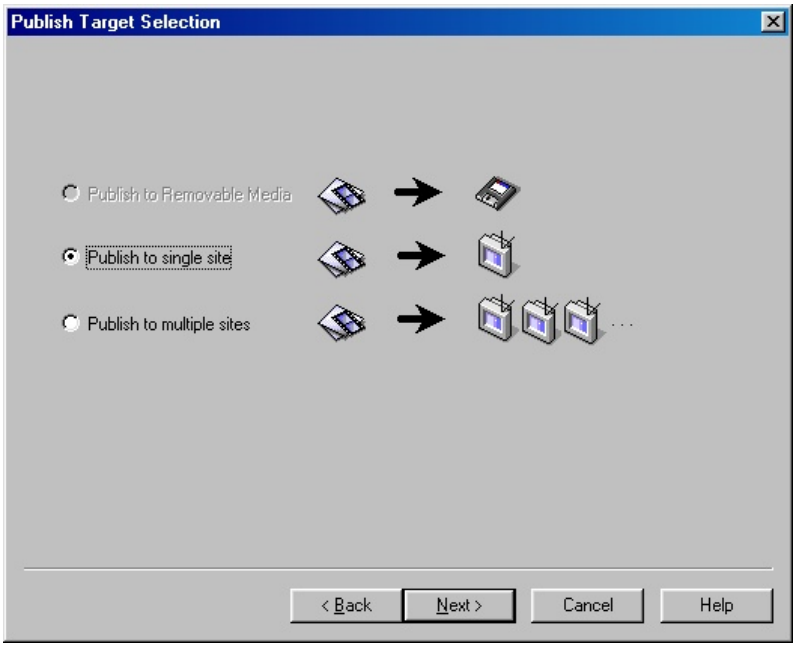


Publishing to an Aavelin Unit

Now that you have completed the tutorial exercises, you can play back the results on the Aavelin unit. The process of transferring a project to the Aavelin unit is called "Publishing".

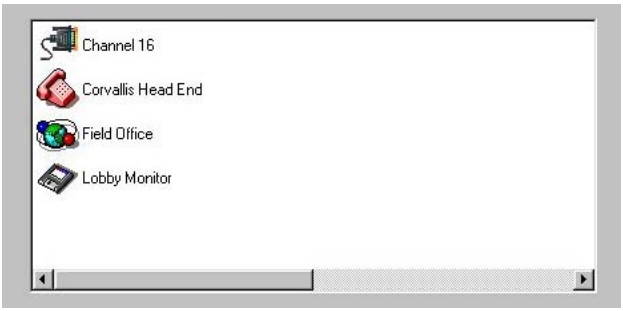
To Publish a project file, click on the "Publish" button from the main menu.

The Publish Wizard will now appear. The first step in the Publish Wizard is selecting if you want to publish to removable media, to a single site (Aavelin Composer supports sending projects to multiple Aavelin units. Each unit is referred to as a "site".), or to multiple sites in one publish session:



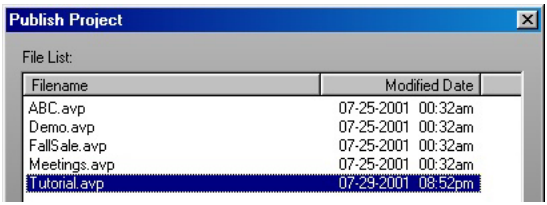
For the purposes of this tutorial, select the "Publish to Single Site" method and then click "Next." The other publish methods are described in the Reference section of this manual.

The Publish Wizard will now ask you to specify a destination site for publishing. (You should have created an entry for your site earlier in the Setup section of this manual). Select your site from the list.



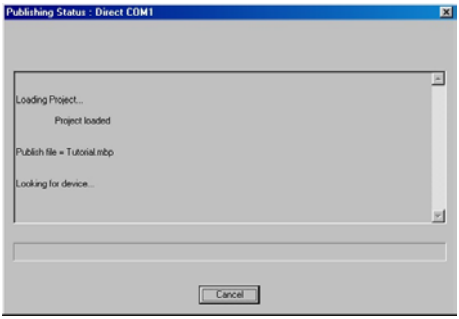
Now click on "Finish". A file dialog will appear asking you to select a file to publish.

After inserting the Project Transfer disk, select "Tutorial.avp" from the file list. (Click on the file name and then on "Publish"):



You can also just double-click on the file name as a shortcut.

The software will now start the publishing process. A progress window will appear:



The contents of the progress window will vary depending on the publishing method for your site. You should see that the software is attempting to contact your unit, and the names of the files being sent. If your site uses "Removable Media", then you will be asked to insert a disk for copying.

When the Aavelin unit receives and plays back your project, it should resemble the one below. The "Today is Sunday" page will be the one matching the current day of the week.

You have now completed the Aavelin Composer tutorial and are ready to begin creating your own projects. Feel free to experiment further with the tutorial by changing the text and backgrounds of the pages.

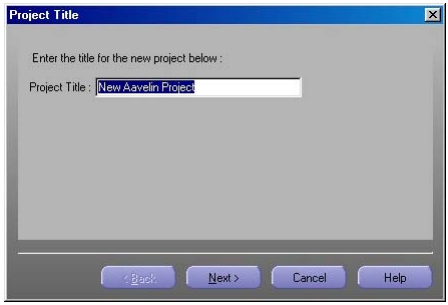
Creating Your Own Project

Once you are comfortable with performing all of the modifications to the tutorial project, you are ready to create your own project.

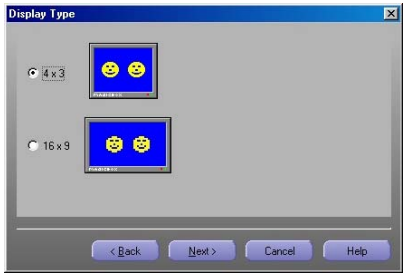
Generally, if you own only one Aavelin unit, you will probably stick with just one project for all your work. Owners of multiple Aavelin units usually have one project for each unit, although sometimes the same project will be sent to two or more units.

From the Main Menu in Aavelin Composer, select "New Project."

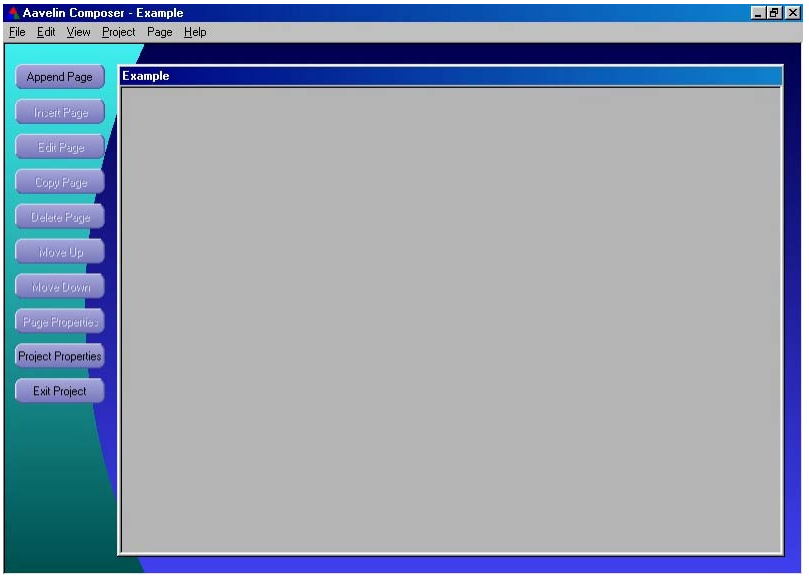
You will now be asked to name your project. Supply a file name and click "Next".



You will next be asked to select your desired output monitor type (4x3 or 16x9), orientation, and output resolution. If you intend to use Composite Video or S-Video as your output, select a resolution of 640x480.



You will now be taken to the Project Editor. Remember to set your preference under the "View" menu for "View List" or "View Thumbnails", depending on whether you prefer to work with thumbnail images or with a detailed list.



Unlike the tutorial project, this project will be empty.

To create new pages for your project, simply click on "Append Page". You will be taken to the page editor, where you can perform all the steps you learned in the tutorial, including choosing a background, adding text objects, selecting transitions, and specifying a time domain.

When you click on "Append Page", This is the "New Page Description" window. It allows you to enter a short description of your page, which can be useful for locating your page in the list of pages. Some users prefer to enter the name of a client or other additional info about the page.

You can add more pages later using the "Append" or "Insert" functions, and save your work by clicking on the "File" menu and then "Save". The very first time you save, you will be reprompted for the Project Name, in case you have decided to change it.

Linked Pages

When you created a new page in the previous example, the "New Page Description" window had the option of "Linked JPEG Image":

"Linked" pages are pages that are created using other software, such as Adobe PhotoShop, Microsoft PowerPoint, or have been supplied by a client in finished form. Rather than being edited by Aavelin Composer, they are merely passed on to the Aavelin unit "as-is" at publish time. This can lead to a quality savings as the JPEG file is directly copied, rather than reprocessed by Aavelin Composer.

When you select "Linked JPEG Image" and click "OK", you will be shown a file requester. Use it to navigate your hard drive or network to locate the file you want to use as your page. Only files with the extension ".JPG" will be shown.

Once you have selected the file, Aavelin Composer will check it for suitability. Files that are larger than 1024x768 pixels in size, or have a large file size, will be rejected with an error message.

Consult your image creation software's documentation to find out how to save your creations in JPG format. Try to save your images in the same resolution as your Aavelin project (640x480, 800x600, etc.) if your software allows, and to keep the file size under 150K.

Because Aavelin Composer has no control over what these other applications create, your results may vary, and pages may take up more room at publish time than they would have if Aavelin Composer was used to create them.

Using Multiple Copies of Aavelin Composer on a Network

It is possible to install multiple "seats" of Aavelin Composer on various computers in an organization, so that several users can work on projects and share information.

This chapter details the information your Network Administrator needs to set up Aavelin Composer properly in such cases.

Before attempting to set up a multiple-machine installation, you may wish to contact MagicBox, Inc. to discuss your application and determine that Aavelin Composer will do what you require.

Requirements and Restrictions

Aavelin Composer will work in a multi-machine installation if the following criteria are met:

File Sharing and Separate Installation

All of the computers which will have Aavelin Composer must be on the same LAN. Aavelin Composer opens files using the standard Windows mechanisms. "File Sharing" must be enabled between the machines and the server.

Designate a "Server"

One machine should be used to store all projects, background files, and user images. Select a machine which will always be turned on and always accessible on the network. This machine will be called the "Server".

It is not necessary to install Aavelin Composer on the server machine... it will just be used to store project files and images.

Users on other computers will access files which are stored on this machine, so it is important that it remain powered on and connected to the LAN at all times.

Do Not Use "Local" Image Files

Users who wish to add an image file or background to a project should copy that file to a designated area on the server. If they use a file which is on their local hard drive, it will not be available when other users attempt to open the project, which could cause undesirable results as images disappear from pages.

Use Common Fonts

Windows stores fonts locally on a machine. Ensure that all of the fonts on one machine are also installed on all of the other machines. (Observe copyright and royalty restrictions when copying fonts.)

If an individual user wishes to add a font for use in Aavelin composer, that font will have to be installed on all machines.

One User at a Time for a Particular Project

While a user has a particular project open, other users should not attempt to open or edit the same project. In such cases, the last person to save "wins", and any other changes will be lost.

Publishing Sites

The "Sites" tab in the setup menu will have to be configured for each machine running Aavelin Composer. If you add a new Aavelin unit or change its site parameters (phone # or IP address), you will have to change the Site setup in each copy of Aavelin Composer.

Installation

Use the following instructions when installing Aavelin Composer onto multiple, networked machines.

Create a Directory on the Server

Create a new directory which will later be used to hold Aavelin projects and user files. We suggest:

C:\MagicBox\Common

Enable file sharing (read and write) for this directory. Other computers on the network will need access to this folder using the exact same path in all cases. We suggest using "Map Network Drive" and picking a free letter common to all computers. For example, other computers might see the above "C:\MagicBox\Common" simply as drive "M:".

Within this folder, create three subfolders, called “Artwork”, “Backgrounds”, and “Projects”, such that you have the following hierarchy:

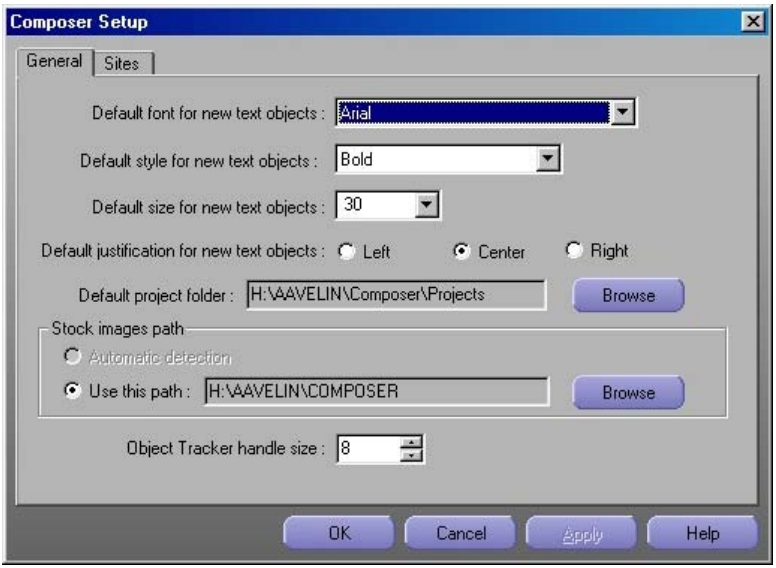
C:\
MagicBox\
Common\
Artwork\
Backgrounds\
Projects\

The “Artwork” folder will be used for user-supplied images, clip-art, photos, etc. The “Background” folder will be used for the MagicBox-supplied backgrounds (or any you wish to add), and the “Projects” folder will be used by Aavelin Composer to store the actual projects.

Install Aavelin Composer on the First User Machine

Install Aavelin Composer using the normal installation CD and use the default choices as you install.

After Composer has been installed, run it and click on the “Setup” button. You will see the following menu:



The values you will be modifying are “Default Project Folder” and “Stock Images Path.”

Default Project Folder

The "Default Project Folder" is where Aavelin Composer will work with saved projects. This should be set to point at the server.

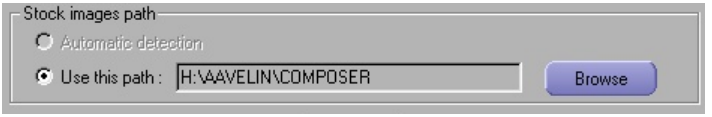
If you followed our example and used the drive letter "M:" to point at "C:\MagicBox\Common\" on the server, then you should set this path to: "M:\Projects\".

Stock Images Path

The "Stock Images Path" is where Aavelin Composer will go to look for backgrounds.

At this moment, there are no backgrounds on the server, because you have just installed the first copy of Aavelin Composer on this local user machine.

Take a moment (using Windows Explorer) to find the background files installed on this user machine (usually in "C:\Program Files\MagicBox\Aavelin_Composer\Free_Backgrounds_Hi_Res\") and copy all of them to your server's new Backgrounds folder.



Once the background files have been copied, you can set Aavelin Composer's stock images path to the Backgrounds folder on the server. If you used our example of mapping the drive letter to "M:", then this setting would be "M:\Backgrounds".

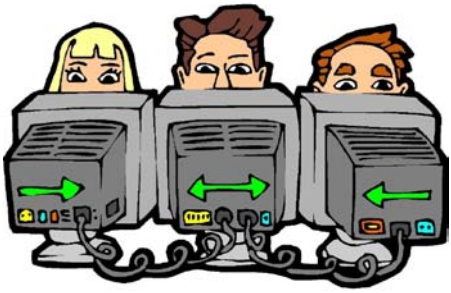
Install Aavelin Composer on Subsequent User Machines

Once Aavelin Composer has been installed on the first user machine, and all of the backgrounds copied, you may install your additional seats of Aavelin Composer on other user machines.

Note that a separate license and install CD must be purchased for each user machine. The license does not permit installation of one copy of Composer onto multiple machines, nor does it permit more than one simultaneous user in a single-machine installation (such as attempting to run Aavelin Composer from one server installation.)

After installing the CD, set the "Default Project Folder" and "Stock Images" path to precisely the same as in the first installation. Any variation in server path or drive letter may cause problems.

Advise Your Users



Ensure that all users of Aavelin Composer are aware of the limitations mentioned at the beginning of this chapter. Once users are in the habit of saving all their raw materials to the common areas of the server, and understand that only one user at a time may edit the same project, usage of Aavelin Composer should go smoothly.

MagicBox, Inc. technical support is available for each seat of Aavelin Composer purchased. The individual user of a seat of Aavelin Composer is welcome to contact MagicBox, Inc. for Composer-related questions. Your Network Administrator should be the one to contact MagicBox in the event of networking installation difficulties or issues related to file sharing.

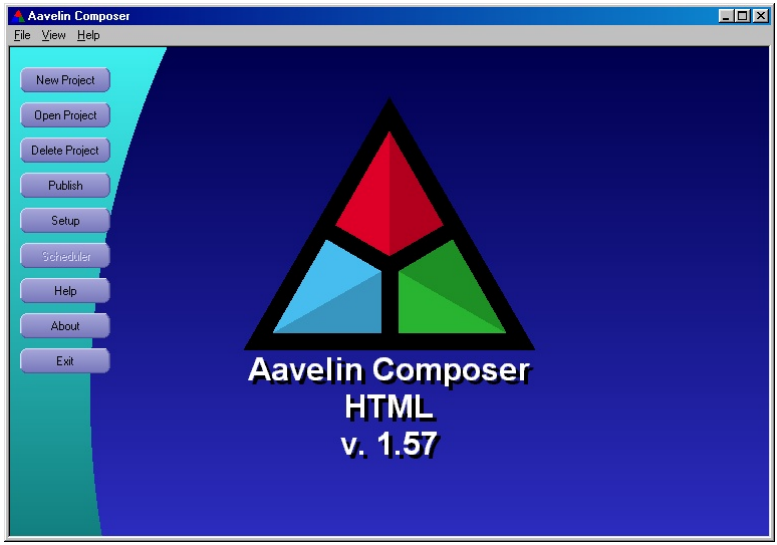
Aavelin Composer HTML

Aavelin Composer is available in a special optional version that can create HTML web pages based on your project, automatically.

Checking your Composer Version

You can tell if you have the HTML version of Aavelin composer by looking at the main menu screen. If it says "Aavelin Composer HTML" (see the picture below), then you have the HTML version.

If you do not have the HTML version and wish to upgrade, contact MagicBox, Inc. for pricing and availability.



Having an HTML version of your project is a handy way to allow more people to see your pages. The same pages that are running individually on TV can be viewed all at once in a web browser, and the person browsing can then select an individual page to magnify and read.

How it Works

Web pages are a combination of text pages in the "Hypertext Markup Language" (HTML) and image files. HTML is reasonably easy to learn, but linking a bunch of pages together into a cohesive whole can be time consuming and error-prone.

Aavelin Composer HTML was designed to completly automate the process of web page generation and make it an "invisible" part of the project creation project. Now, as you create and save your project in the usual way, a web page is generated automatically which you may then copy to your web server.

All of the pages in Aavelin composer are essentially big image files in the JPEG file format. This file format is also the very same image format used on the web. In Aavelin Composer HTML, whenever you save your project (or exit and save), an HTML file is generated that, when viewed, shows a collection of thumbnails representing the pages in the project, with built-in links to the full size versions of each page. The full-size version is actually a small HTML file that displays a centered image of the JPG file.

This HTML files are saved in the same directory as your Aavelin project. For example, if your Aavelin Composer was installed in the standard way under Windows 98, then project files are created in individual folders under

```
C:\Program Files\MagicBox\Aavelin\Projects\
```

If you have a project called "Channel33", then the HTML files and all the associated JPEG files can be found in:

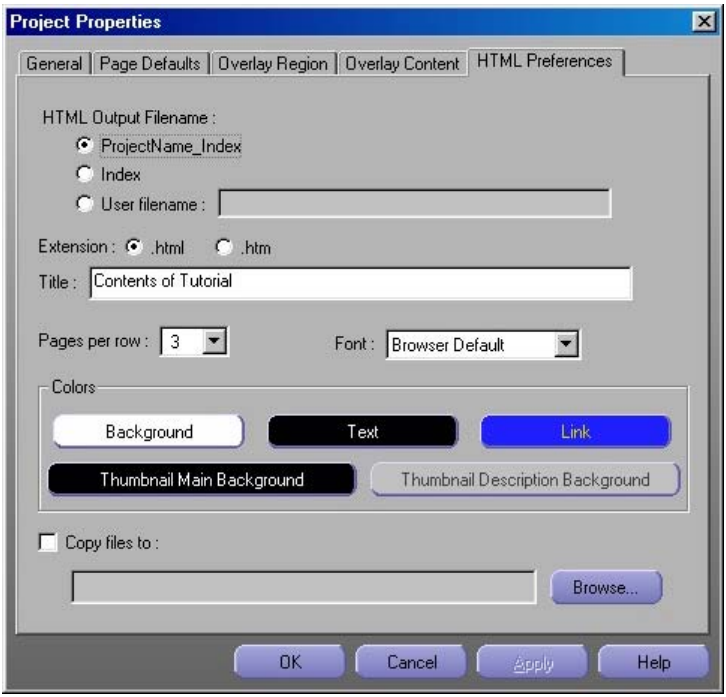
```
C:\Program Files\MagicBox\Aavelin\Projects\Channel33\
```

You may then copy these files to your remote web server using your favorite FTP program, or, if your web server is located directly on your LAN, you can instruct Aavelin Composer to copy all the files automatically every time you save.

HTML Preferences

Each Aavelin project has its own set of preferences for the web page appearance and other related particulars. You may not need to edit or change these from the default values, however by changing them you can create your own customized web page look.

To change a project's HTML preferences, click on "Project Properties", then click on the "HTML" tab to see the HTML Preferences panel shown on the following page:



Here are descriptions of each of the above options:

HTML Output Filename

The main HTML file (the place where most users will start browsing) is named here.

By default, the file will be named with your project name, an underscore, and "index". (For example, "tutorial_index.html"). The project name is forced to lower case because most web servers are case sensitive and most users tend to type in lower case when typing web addresses.

If your web site does not have a default "index.html" file, use the 2nd choice, which will name the main file "index" without including your project name.

Or, if you have a specific file name in mind, use the "User Filename" option. Be aware that the user filename will let you enter either upper or lower case characters. Traditional web practice is generally to make all filenames lower case. Do not add a file extension (such as .html) here, as this will be added automatically (see the below).

For any of the filename choices, either ".html" or ".htm" will be appended to all HTML files generated by Aavelin composer. Select the extension most commonly used on your particular web site. If you do not know, then use "html" which is the most common.

Title

The title text is what is displayed at the top of the main web page (as well as in the window title of the user's web browser.)

By default, this title is filled in as "Contents of" and your project name, but you may substitute any text you wish to be displayed.

Pages per row

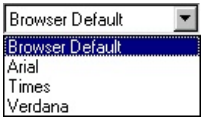
The "Pages per row" value controls how many thumbnail images of your Aavelin pages are displayed per row in the web browser.

If you expect that most people that will be browsing your site are using web browser windows sized about 640x480, you don't want to have too many pages per row. A value of 3 or 4 typically works well.

Font

Specifying fonts for web pages can be tricky because not all users have the same fonts, and supplying fonts on your web site that can be downloaded can be tricky because of compatibility and copyright issues.

The "font" pull-down menu provides a short list of fonts that are common to most all web browsers.

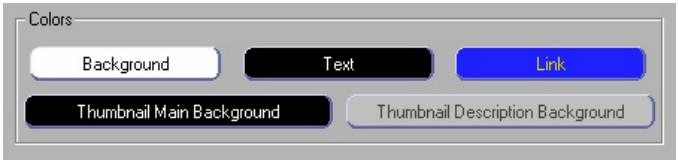


Leave the setting at "browser default" if you want the end user's own font preferences to take precedence.

(This setting doesn't affect your actual Aavelin pages. They will show up with all the fonts and graphics just like you used when creating them.)

Colors

These settings affect the colors used in the HTML documents. (The actual colors of your Aavelin pages are unchanged.)



MagicBox recommends that you do not change these settings at first. Wait until you have created and viewed your first web page and understand where the files show up and how they appear. Changing colors to the wrong settings can sometimes lead to web pages that appear invisible (for example, white text on a white background.)

The "Background" setting is the main web page background. The "Text" setting is for any text in the HTML page.

The "Link" setting controls the color of the borders around the thumbnail images that the user can click to zoom into a page. (Visited links will appear slightly darker, and active links that the user is clicking on will temporarily appear slightly lighter.)

All thumbnails are arranged in a table with one color surrounding the thumbnail and another around the textual description of the thumbnail. "Thumbnail Main Background" and "Thumbnail Description Background" control these colors.

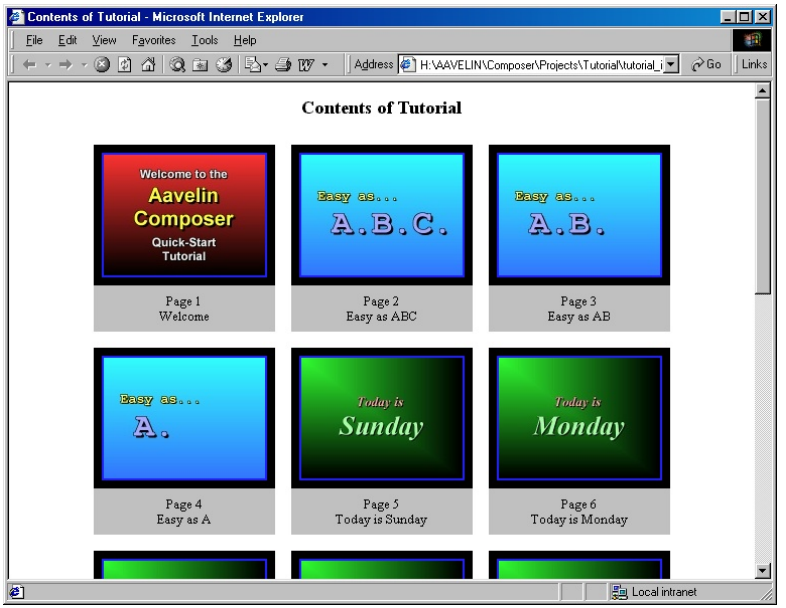
Copy files to

If your web server is on your LAN, or if you want to share these files with users who have access to a different folder on your machine, you can optionally specify a folder where all the HTML files and JPG files will be copied every time they are updated.

Click on the browse button to specify the output folder. (Make sure that the "Copy files to" box is checked if you want this feature to be active.)

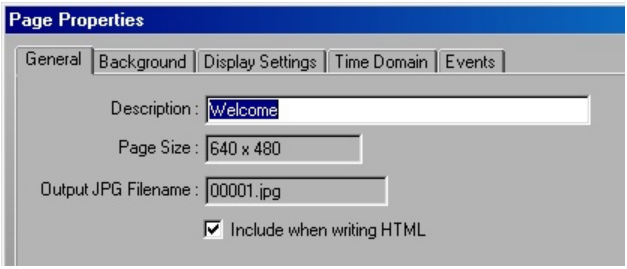
Example Output

Below is a screen shot of the web page generated for the "Tutorial" project using the default Aavelin Composer HTML settings.



Omitting Specific Pages

Sometimes you may not want a page from your project to show up in the HTML version. For example, a page that is still being constructed.



To omit a particular page, go to the "Page Properties" dialog for that page, and then remove the checkbox next to "Include when writing HTML".

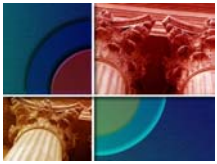
Help with HTML

There are endless varieties of web server configurations in the world, and many ways of coding and linking HTML documents into a larger web site.

MagicBox provides support for the general use of Aavelin Composer HTML, but cannot provide support for integration of the final HTML output into a larger web site. We recommend contacting your company's webmaster or network administrator to see how to best integrate Aavelin Composer HTML's output into your site.

Aavelin Bundled Backgrounds

The following backgrounds are included as part of your standard Aavelin Composer installation. Promotional "Demo" versions of Aavelin Composer may ship with fewer backgrounds than are shown here.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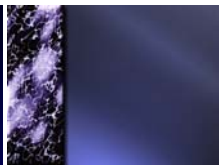
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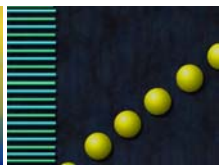
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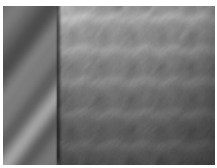
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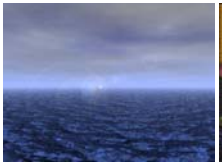
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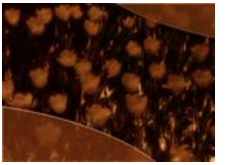
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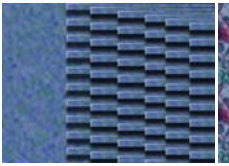
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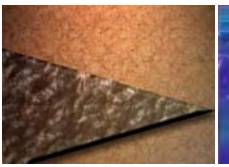
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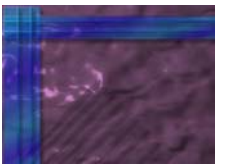
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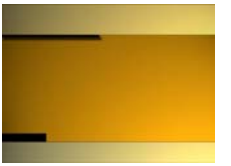
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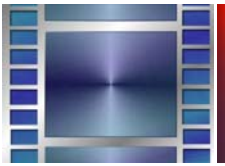
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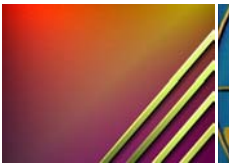
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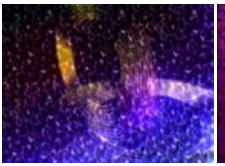
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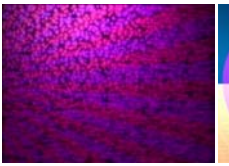
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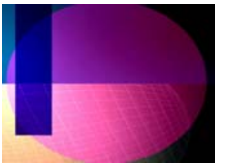
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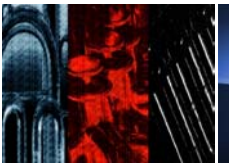
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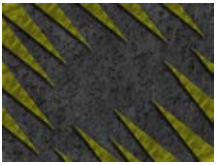
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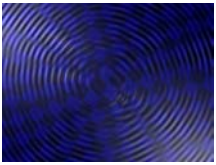
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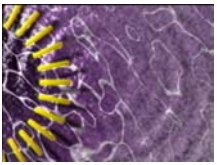
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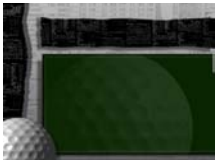
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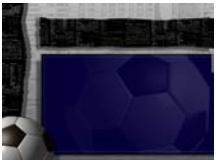
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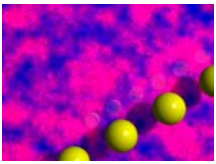
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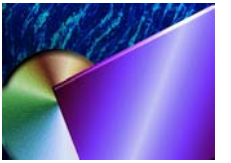
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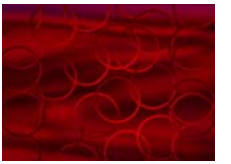
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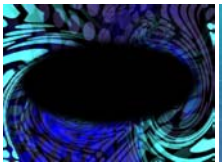
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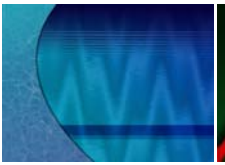
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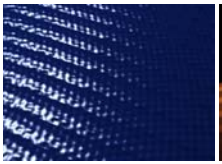
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