

PJMessengerLite User's Manual

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Warning

- **This software is free. The manufacturer has no responsibility for any errors that may occur while using this software.**
- **This software, or any product used with this software may not be used for any act which obstructs the Maintenance of the International Peace and Safety.**

1.3 Installation

Unzipped software package and double click the file "PJMessengerLite\Setup.exe". Please follow the wizard instruction step by step.

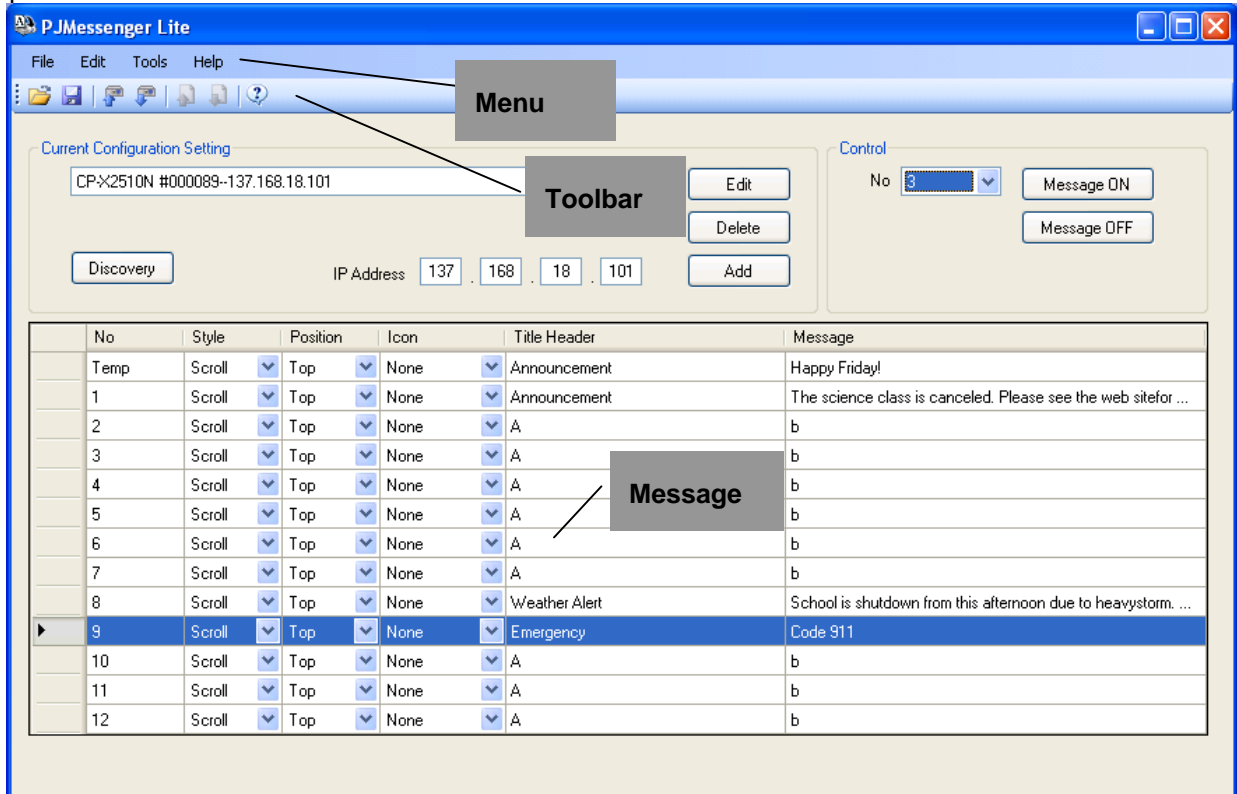
✓ This application program requires Microsoft .Net Framework 2.0 or higher.

If sufficient version of Microsoft .Net Framework is not installed on your computer, the install wizard automatically install Microsoft .Net Framework prior PJMessengerLite installation.

2 Operating Instructions

2.1 Start Application

Select Windows [Start] → [Program] → [Projector Tools] → [PJMessengerLite]. The following window is appeared.



2.2 Main Menu




(1) Menu




The functions of the main window are as follows.

Menu	Function		
File	Open	Open the message file	
	Save	Save the message file	
	Export	Export the selected message to file	
	Import	From File	Import message(s) from file
		From Projector	Import message(s) from projector
	Exit	Quit Application	
Edit	Cut	Cut selected item	
	Copy	Copy selected item.	
	Paste	Paste item.	
Tools	Update Projector Settings	Upload the message set to projector	
Help	About	Display software version	

(2) Toolbar

The functions of these icons correspond with the menus are as follows:

Icon	Menu
	[File] – [Open]
	[File] – [Save]
	[Tools] – [Update Projector Settings]

	[File] – [Import] – [From Projector]
	[File] – [Export]
	[File] – [Import] – [From File]
	[Help] – [About]






(3) Right Click Menu

The functions of the Right Click Menu are as follows.

Menu	Function	
Cut	Cut selected item	
Copy	Copy selected item.	
Paste	Paste item.	
Open	Open the message file	
Save	Save the message file	
Update Projector Settings	Upload the message set to projector	
Export	Export the selected message to file	
Import	From File	Import message(s) from file
	From Projector	Import message(s) from projector
Clear	Clear selected message row	

(4) Message List

The functions of the Message list are as follows.

Header	detail
No	Message ID
Style	Message display style - Scroll, Box or Pop on
Position	Message position (vertical) - upper, center or lower
Icon	The title icon as shown below None/  :Stop /  :Exclamation /  :Question /  :Information /  :Clip
Title	Message title
Message	Message body

2.3 Finding Projector

Let's engage with the projector that you are working now.

If you already know Projector IP address, please enter the IP address in the IP address field and then simply press [Add] button. The projector will be appeared in pull down menu.

Another option is to let PJMessengerLite discover projector(s). Simply press [Discovery] button, the list of projectors will be populated in the Discovery window. PJMessenger can find up to 64 projectors at the same time. Please pick one and press [Add] button to register.

In case of you need to change given Projector name or enter Authentication password, please select the projector from pull down list, then press [Edit] button. The dialog window will be appeared and allow you to configure further options.

Also you can delete unnecessary projector anytime. Press [Delete] button to delete registered projector.



2.4 Working with Message Set

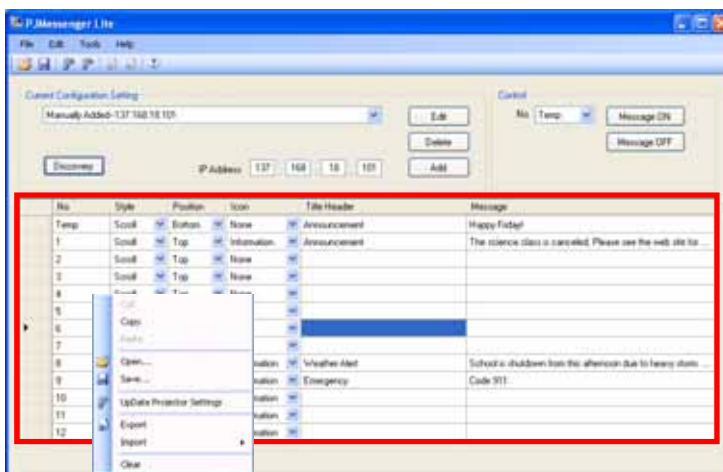
The projector can hold 13 different messages, which are 12 permanent messages and 1 temporary message. The 12 permanent messages are stored in the projector memory even if the projector power is in the standby mode or off. These messages are good for predefined messages, such as notification of scheduled events, regularly, frequent announcements and / or emergency notification.

In this section, let's assume that you would like to create a standardized new message set, and deploy the same message set to all projectors you have.

2.4.1 Create Message Set

At first, you need to create a standard message set, tying messages in Main window. It is not necessary to define all messages, just define messages as you need. The different message style can be configured, such as Appearance style, message position and Icon.


After you have created the message set, save it as csv formatted file. Once you saved as the file, you can recall saved message set anytime you need.




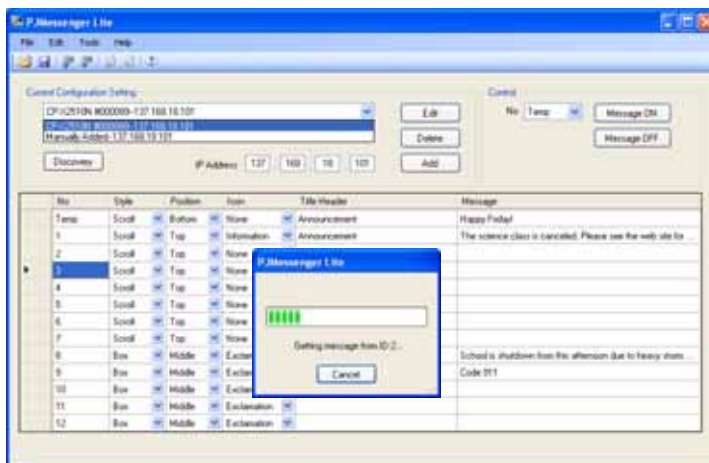
The context menu will be appeared when you make right click on the message area. You can clear the individual message when a row selected. Also you can import a message from file and export to file.

2.4.2 Upload / Download Message Set

As similarity of saving messages to file, the message set can be uploaded and saved in the projector.

In order to upload the message set on the Main window, select the target projector from the pull down list. Then select [Tools]-[Update Projector Settings] from the menu, click  icon on the toolbar or right click on the message area and select [Update Projector Settings] from context menu. Please note that the blank message line will not upload to the projector.

As the same fashion of uploading message set, you can download the message set from the projector. Select [File] – [Import] – [From Projector] or click  icon on the toolbar. It would help you to be cloning the message set from one projector to another.




2.5 Test Message

Once you upload the message to the projector, it is good idea to test how message displays on the screen. PJMessengerLite supports primitive function to display Message on the screen.

Select message # that you want to display, then press [Message ON] button to display message. Press [Message OFF] to turn off the message.



2.6 About this Application

To show the software version, please select [Help] - [About], or click  button.

