

### Overview

**KwikTrigger™** is an enhancement package that runs in conjunction with Adaptive Micro Systems' Ooh!Media® 2009 software.

KwikTrigger allows the user to instantly interrupt a currently running schedule on the LED display by triggering a pre-transmitted message, which can be programmed to run and repeat for a pre-programmed amount of time and then return to the original schedule. Examples of uses include instantly highlighting big plays during a sporting event such as touchdowns, interceptions or home runs, or instantly triggering predefined safety or warning messages in public areas.



### Requirements

- KwikTrigger can only be used on Adaptive Excite® color LED displays.
- Local Area Networks only.
- KwikTrigger must be installed on a local PC on which Ooh!Media 2009 Version 2.1.3506 or newer has been installed.
- The Excite display must be running Player version 1.3.2969 or newer, as well as SignServer Version 1.3.16 or newer.

## Preparing Your Excite Display for KwikTrigger Functionality

Although all Excite displays that Adaptive now ships have been configured to run KwikTrigger, the controllers on some older Excites may need to be updated before the program can be installed.

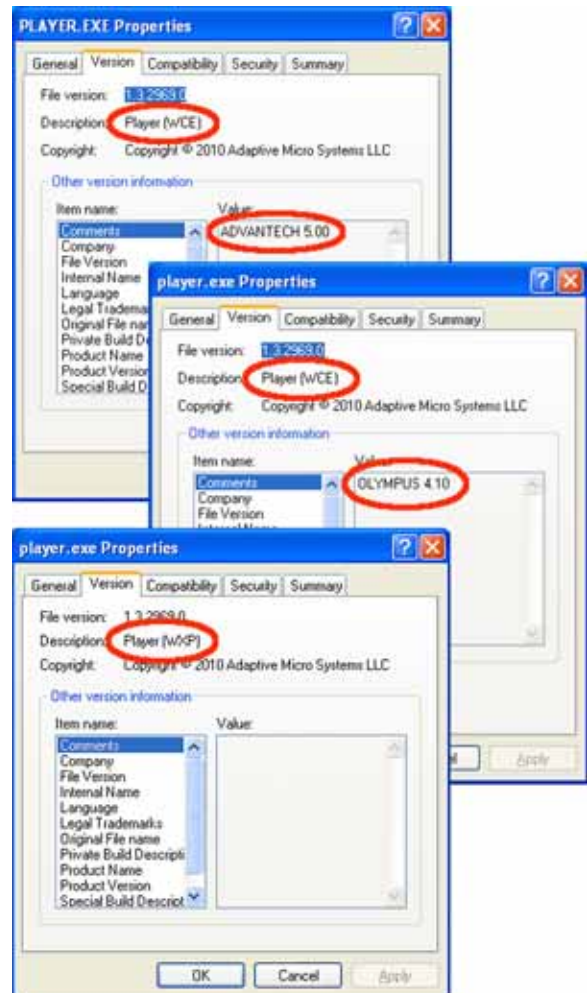
### Determining the controller type

1. Open up your "My Computer" window.
2. In the address bar, enter <ftp://> followed by the TCP/IP address of your Excite LED display.
3. Click the Cancel button on the login screen that appears.
4. From the File menu, select **Login As**.
5. In the login window that appears, enter "a" as the User Name, and "ooh" as the password. Click the Log On button.
6. After successfully logging in to the FTP site, you should see a window similar to the one shown below:



7. Locate the file **PLAYER.EXE** and right click on the filename.
8. From the pop-up menu that appears, select **Copy**.
9. Minimize the FTP menu and find a blank area on your desktop. Right click and select **Paste** from the pop-up menu. The file will now appear on your desktop.

10. Right click on the new file on the desktop. Select **Properties** from the pop-up menu.
11. On the window that appears, select the **Version** tab. The information that will appear in the next screen will vary according to the type of controller used in your display.



12. Note the value in the Comments item. This determines the type of controller that is actually in your Excite display. It should be either **OLYMPUS 4.10** or **ADVANTECH 5.00**. If it is not one of these two, verify that the Description of the file is **Player (WXP)**.

## Updating the Player and SignServer

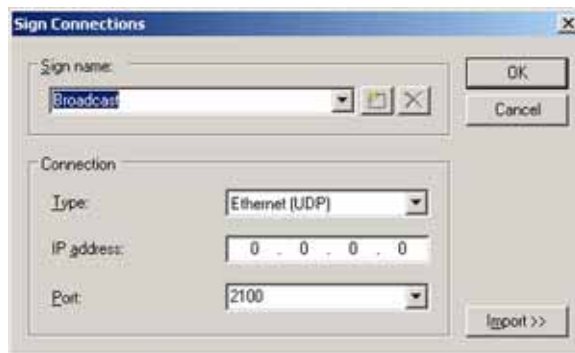
1. Uncompress the archive file **1\_3\_16 – 1\_3\_2969.zip** to a folder on your desktop. Open the folder. You will see a folder for CE and another for XP. If the value from Step 12 is either **ADVANTECH 5.00** or **OLYMPUS 4.10**, open the CE folder by double clicking it. If the value was blank and the description was **Player (WXP)**, open the XP folder and go to Step 4.
2. If your value of your player was **ADVANTECH 5.00**, continue to explore down through the folders **ADVANTECH\DISK\USER**. Proceed to Step 5.
3. If the value of your player was **OLYMPUS 4.10**, continue to explore down through the folders **OLYMPUS\HARDDISK\USER**. Go to Step 5.
4. If the value was blank and the description was **Player (WXP)**, continue to explore down through the folders **STANDARD\HARDDISK\USER**.
5. Click once on the file **PLAYER.EXE** and then hold down the CTRL key on your keyboard and click once on the file **SIGNSRVR.EXE**. With both files highlighted, right click and select **Copy** from the pop-up menu.
6. Return to the FTP window that you minimized in Step 9 of the previous section, and double click the **Start** folder.
7. Right click on an area of white space on the FTP window and select **Paste** from the pop-up menu.
8. Browse back up one folder on the FTP area.
9. Browse into the **CONFIG** folder by double clicking the icon.
10. Copy the **PLAYER.INI** file down to your desktop.
11. Open the **PLAYER.INI** file on your desktop and add the line  
**udpport=2100**  
to the bottom of the file. Save the file.
12. Copy the modified **PLAYER.INI** file from your desktop back to the **CONFIG** folder on the display.
13. Reset the power on the display.

## Installing KwikTrigger

Close all applications that might be running on your PC before you insert the KwikTrigger program disc. The Setup Wizard will immediately launch. Follow the prompt screens to complete the installation process.

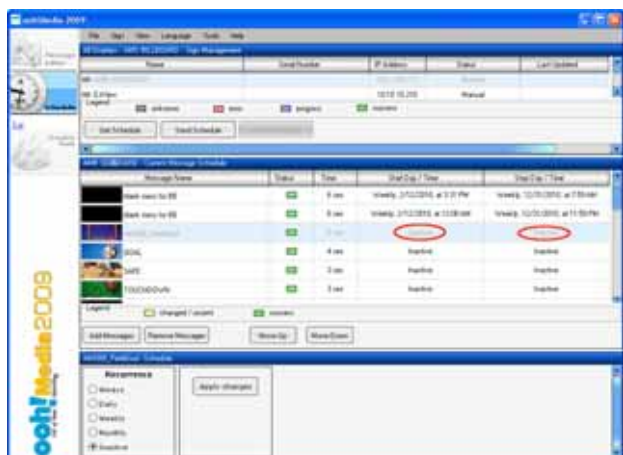
## Configuring KwikTrigger for use with your Excite display

1. Launch KwikTrigger by double-clicking the KwikTrigger shortcut on your desktop.
2. Select **Connections** from the Sign pull-down menu.



3. You can configure the software to send a general broadcast command to all signs on the local area network, or you can click on the Import button to select a specific display from the list of Ooh!Media's known displays.
4. Select the type of connection you want to use from the drop down box.
  - Ethernet (UDP)
  - Ethernet (TCP/IP)
  - Serial (RS232) *(not currently supported)*
5. Verify that the Port setting matches the default UDP Port entered in the Player.ini file (See Step 23 of the Software Engineering Tech Memo #10-0004).
6. Click OK to close the Sign Connections window once the display is selected.

## Scheduling Messages in Ooh!Media 2009 for use with KwikTrigger



1. Create a message using the Ooh!Media message editor.
2. In the Schedule screen of Ooh!Media 2009, add the message to the display schedule and set the message schedule to be INACTIVE.
3. Repeat for each message that you want to be able to trigger.
4. When done, transmit the schedule to the display by clicking the Send Schedule button.

## The KwikTrigger window

The KwikTrigger window features a Toolbar that contains a graphical icon for each of the primary functions available in the software. The chart below details their functions and other indicators.

<b>A</b>	New – Creates a new KwikTrigger file.
<b>B</b>	Open – Opens a saved KwikTrigger file.
<b>C</b>	Save – Saves the current Ooh!Media KwikTrigger File to disk.
<b>D</b>	Add Category – Adds a message category to the current KwikTrigger file.
<b>E</b>	Remove Category – Removes the currently selected category from the current KwikTrigger File. Cannot remove the “ALL” category.
<b>F</b>	Add Message – Opens the KwikTrigger Message Property window.
<b>G</b>	Set Brightness Level – Adjust the brightness level of the currently selected display.
<b>H</b>	Clear Queue – Clears all queued messages from the display and returns the display to running its normal schedule as transmitted from Ooh!Media 2009 or Ooh!Media 3.
<b>I</b>	Sign Connections – Select communication method between the software and the display. Click on the arrow next to the icon to select a display from the list of known displays.
<b>J</b>	Status bar – Displays software status and a tool tip for the currently highlighted task.
<b>K</b>	Display in use – Shows the currently selected LED display.

## Triggering messages with KwikTrigger

1. Launch KwikTrigger by double-clicking on the KwikTrigger shortcut on your desktop.
2. Click on the **Open** icon on the Toolbar to select and load a previously configured Ooh!Media (.ooh) message configuration.



3. Using the primary or left-click button on your mouse to select a message on the KwikTrigger screen will add that message to the message queue on the LED display and interrupt the currently running Ooh!Media message.
4. Using the secondary or right-click button on your mouse on the messages in the KwikTrigger window will open a pop-up menu of additional options for the selected message:

**Send** — Transmits the command to play the message to the display (same as clicking on the message with the primary mouse button).

**Preview** — Opens a preview window and shows what the full message looks like. Preview window automatically closes when the message has been played.

**Clear** — Removes the message from the display's queue.

**Settings** — Opens the message's Property window, allowing you to change its play settings.

**Move To Category** — will move the message to the selected category. (Note that all messages are automatically shown in the ALL category).

**Left** — Causes the message to move one position to the left in the current category.

**Right** — Causes the message to move one position to the right in the current category.

**Insert** — Opens the New Message window. The new message will be added to the left of the currently selected message.


**Remove** — Removes the message from both the selected category and the ALL category of the current message configuration.

## Organizing your KwikTrigger messages

KwikTrigger offers the user the ability to have multiple categories of KwikTrigger messages.

An example of using multiple categories would be for a sports event; one category of messages is defined for "Offense" another for "Defense" and yet another for "Special Teams".


### Adding Categories to KwikTrigger

1. Click on the Add Category icon. 
2. Enter the name of the new Category in the dialog box.
3. Click OK on the dialog box.
4. Repeat steps for each Category needed.
5. Your Categories will now appear as tabs on the Toolbar.






## Adding Messages to Categories

1. Select the desired category tab by clicking on the category name.
2. Click on the Add Message icon  on the Toolbar to open the Message Properties window.



3. Click on the Choose File button  to the right of the File Name field.
4. Browse through the Ooh!Media 2009 message files and select one that you have marked as Inactive for the currently transmitted schedule on the display. Then click the Open button on the Choose File dialog box.
5. Use the Play area of the Message Properties window to configure how you want your message to appear when triggered.
  - Indefinite – The message will cycle with other messages in the queue repeatedly until a message with an Exchange play is sent or until the queue is manually cleared.
  - Count – The message will play the specified number of times before clearing itself from the queue. A three-

second message in Ooh!Media 2009 that is configured to play for a count of 2 times will take over the display for a total of six seconds (2 x 3 seconds) before clearing itself. If a message is configured to play Count and has the Cycle option checked will be displayed X number of times within the queue before it is cleared from the display.

- Days – The message can be configured to remain in the queue for a specified number of days, hours, minutes, and seconds. The message will cycle within the message queue for the programmed duration.
  - Exchange – A message that is configured as an Exchange trigger will clear the existing queue and begin playing just that message. The message will remain in the queue until the queue is either manually cleared or it is replaced by another message with an Exchange priority.
6. When you have configured the triggering for your message, click OK to add the message to the KwikTrigger software. Repeat the steps above to put additional messages in your KwikTrigger queue.
  7. Click on the Save icon on the Toolbar to save your current configuration. This can be reloaded as needed later.