breeze
DIGITAL SIGNAGE SOFTWARE

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keywest
TECHNOLOGY

Local Zone Control Setup Guide
Version 3.4

Local Zone Control Setup Guide

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Introduction

Local Zone Control is a process that allows an administrator to manage content in one playlist while local content can be customized and managed by a local user, or a user who is "local" to each player.

Three **Breeze** features are combined to create **Local Zone Control**:

1. [Metadata for Content Generation](#)
2. [Metadata for Player Customization](#)
3. Users Access Restriction

Local User Process

After **Local Zone Control** is completely setup, the process for a local user consists of just two steps: 1) upload or delete images in the **Editor** tool and 2) update the player in the **Players** tool.
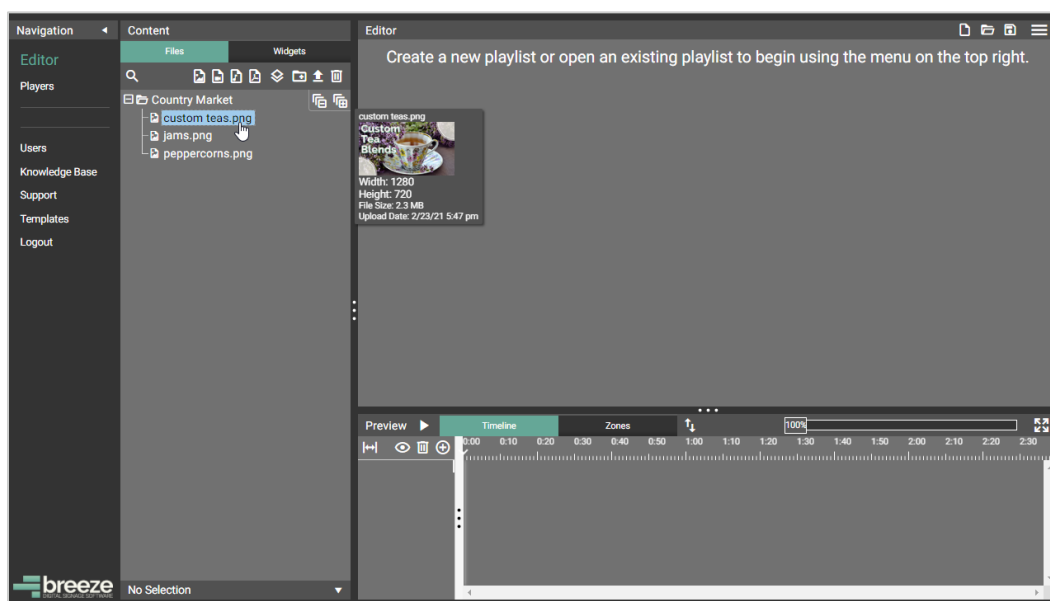
That's it! A local user does not have access to playlists or any tools in the **Editor** and access in the **Players** tool is restricted one schedule and one player.

To simplify a local users' process even more, schedule a **Daily Update** on each player and eliminate the need for access to the **Players** tool. Newly uploaded images automatically begin to display on each local player within 24 hours.

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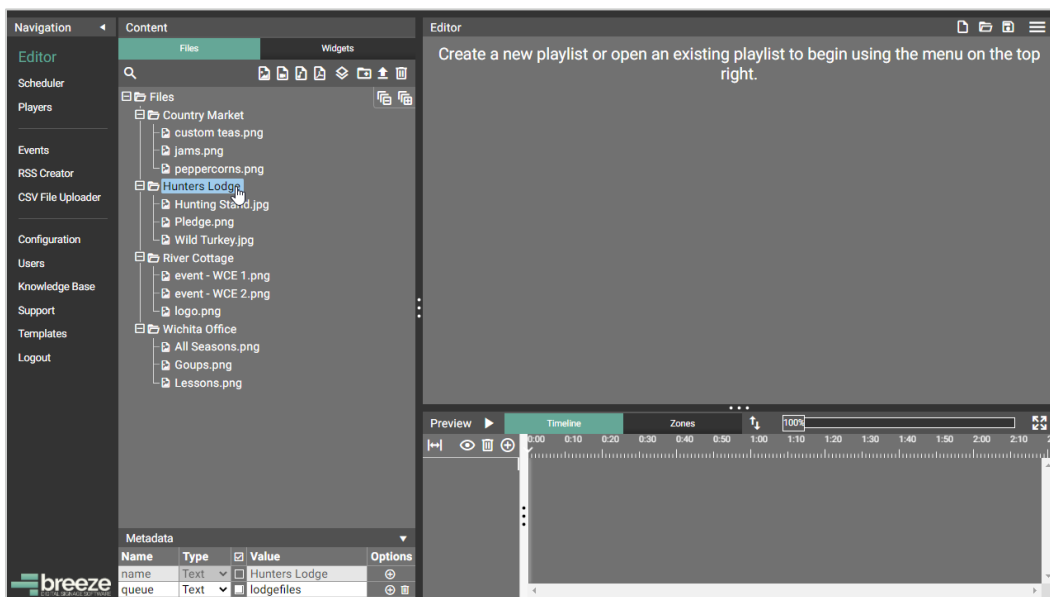
Content Generation & File Tree Groups

Content generation consists of assigning a **Metadata Reference** to **Groups** or images in the **Content** panel and adding a **Metadata** widget with that **Metadata Reference** to a playlist. A **Media (from Metadata)** with a **Metadata Reference** on a **Group** can be thought of as an image "queue."

Steps to Setup Local Zone Control

1. Create a **Group** in the **Files** tree for each player that will have local content.

2. In the **Content** tree, add a **Content Metadata Reference** to each **Group**. Each **Content Metadata Reference** consists of the same **Metadata Name** and a unique **Content Value**.
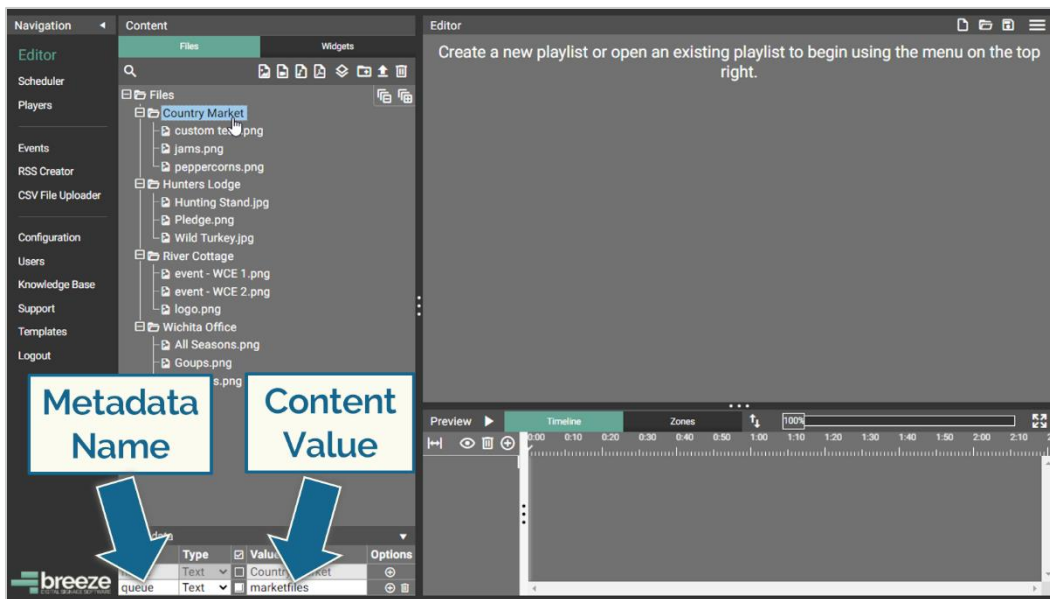
Note: Assigning the same **Metadata Name** to multiple **Content Values** allows the **Content Value** to be customized at the player.
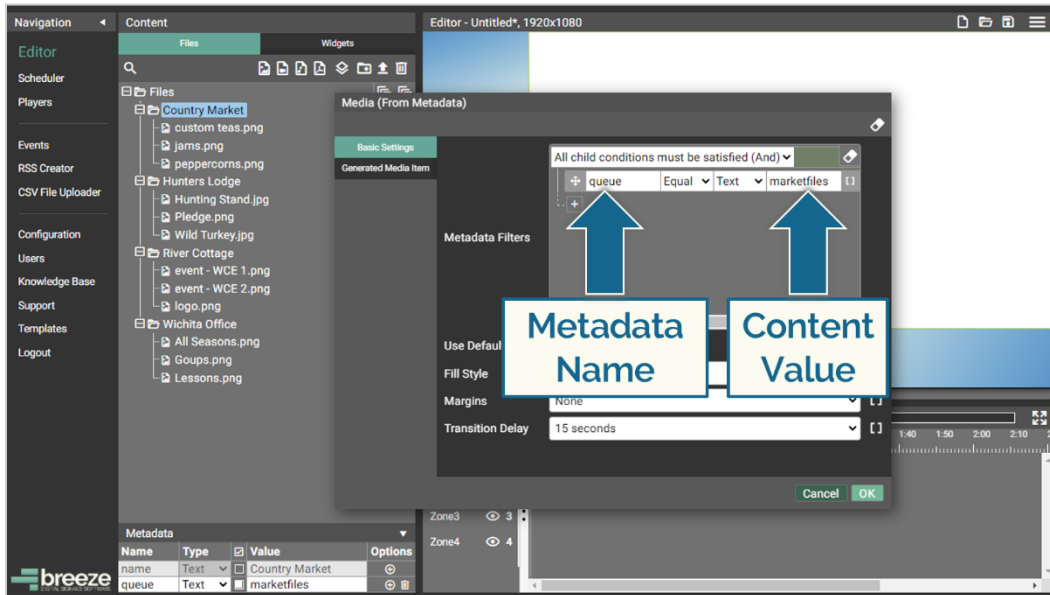
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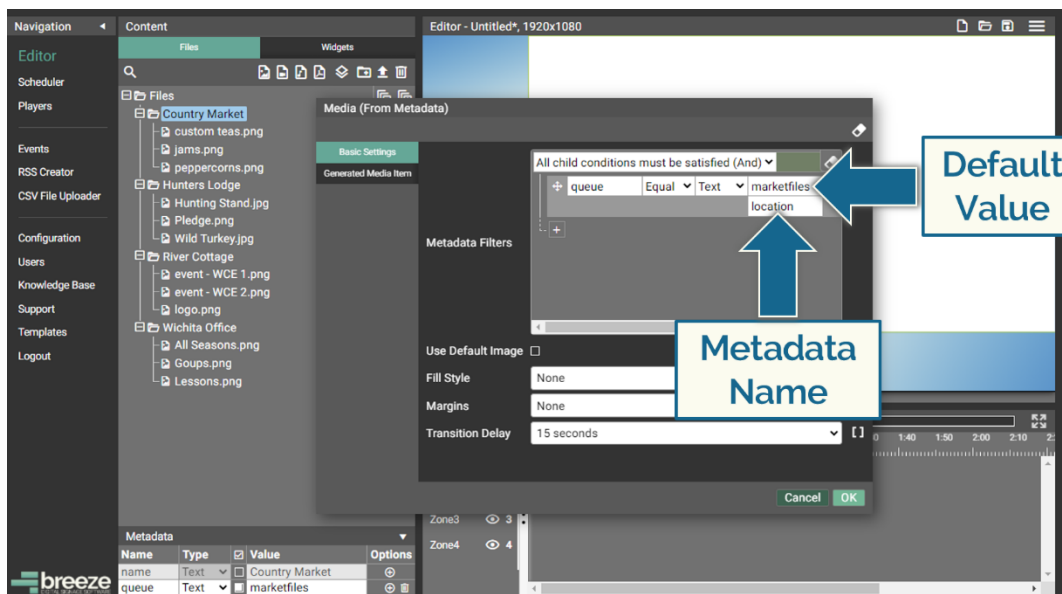
Content Generation & File Tree Groups

Steps to Setup Local Zone Control

3. Create a new playlist. This playlist will be managed by the administrator.

4. Add a **Media (from Metadata)** widget to the zone that will be managed by a local user. Enter the **Metadata Name** created in Step #2 and one of the **Content Values** in the **Metadata Filters** panel.

5. Click the square brackets **[ ]** to the right of the **Content Value** field to create a **Metadata Reference** on the widget that will be used for **Player Customization**.

    Only a name is entered to create the **Player Metadata Reference**. The **Content Value** selected in Step #4 is used as the **Default Value** of the **Player Metadata Reference.**
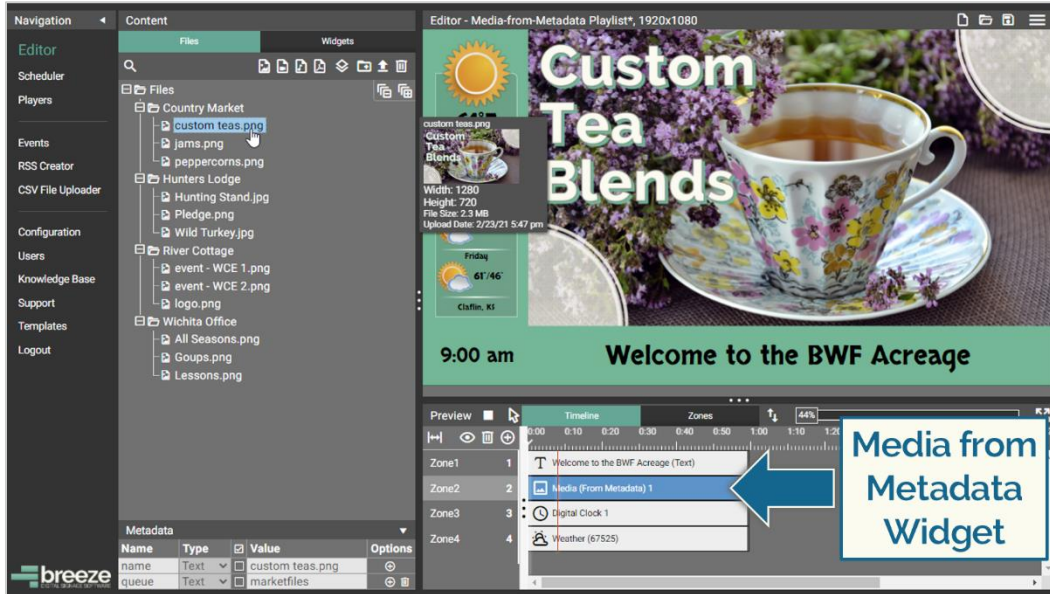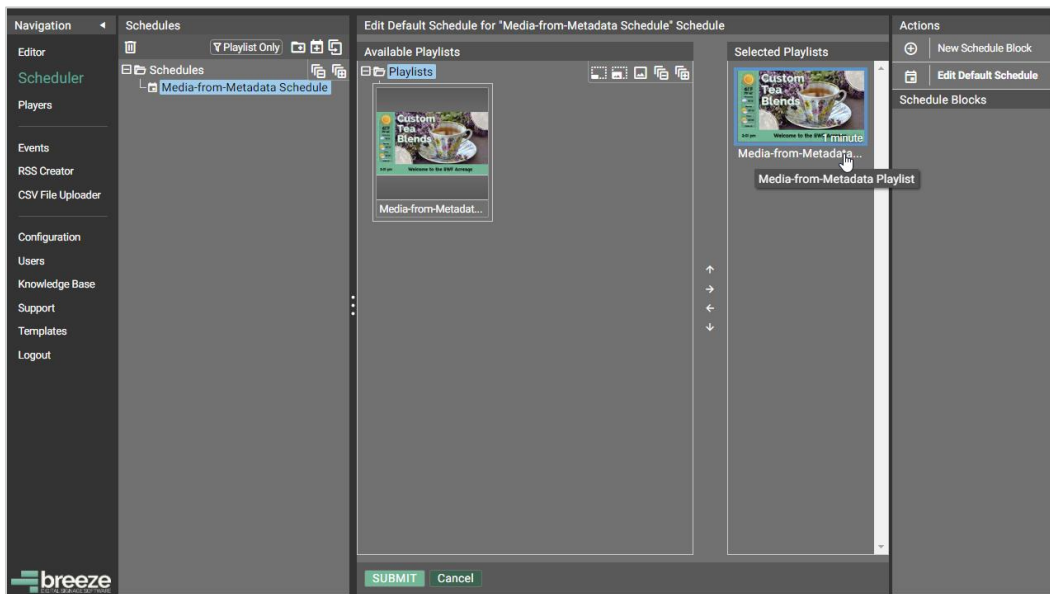
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Content Generation & File Tree Groups

Steps to Setup Local Zone Control

6. The **Editor Preview** displays the referenced images in the **Media (from Metadata)** widget.

7. Save the playlist and add this playlist to a schedule in the **Scheduler** tool. The same schedule will be assigned to all players utilizing local zone control.
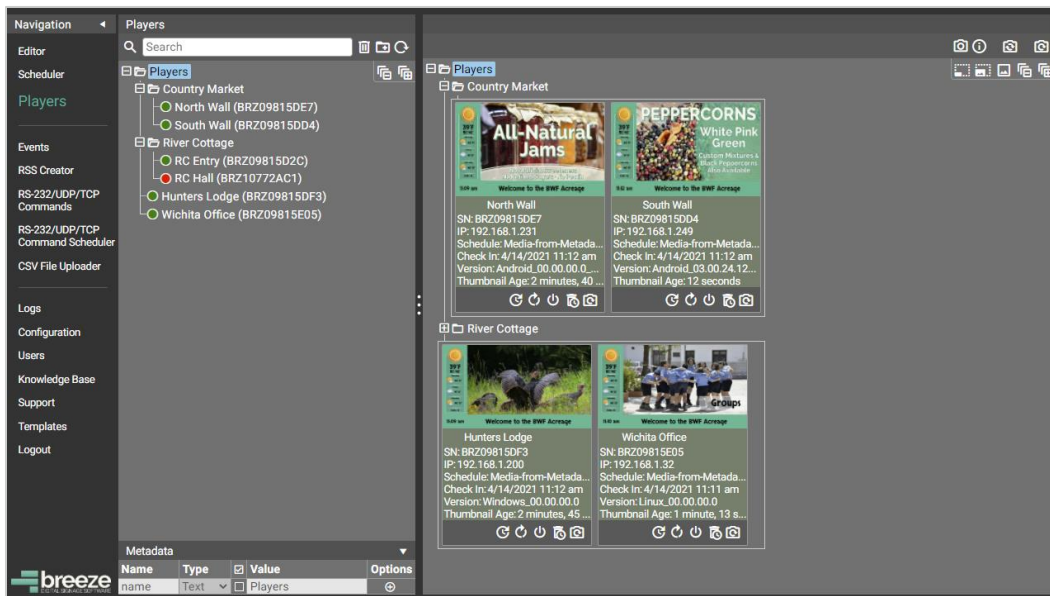
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Player Customization

Player customization consists of creating a **Player Metadata Reference** on a widget and assigning an alternate value for the widget at the player.

In the case of **Local Zone Control**, the alternate **Player Value** is any of the alternate **Content Values** suitable for the **Media (from Metadata)** widget in the playlist.

Steps to Setup Local Zone Control

8. In the **Players** tool, assign the schedule created in Step #7 to all players that will utilize local zone control.

9. In the **Players** tool **Metadata** panel, enter the **Metadata Name** in the **Name** field from the **Player Metadata Reference** created in Step #5.
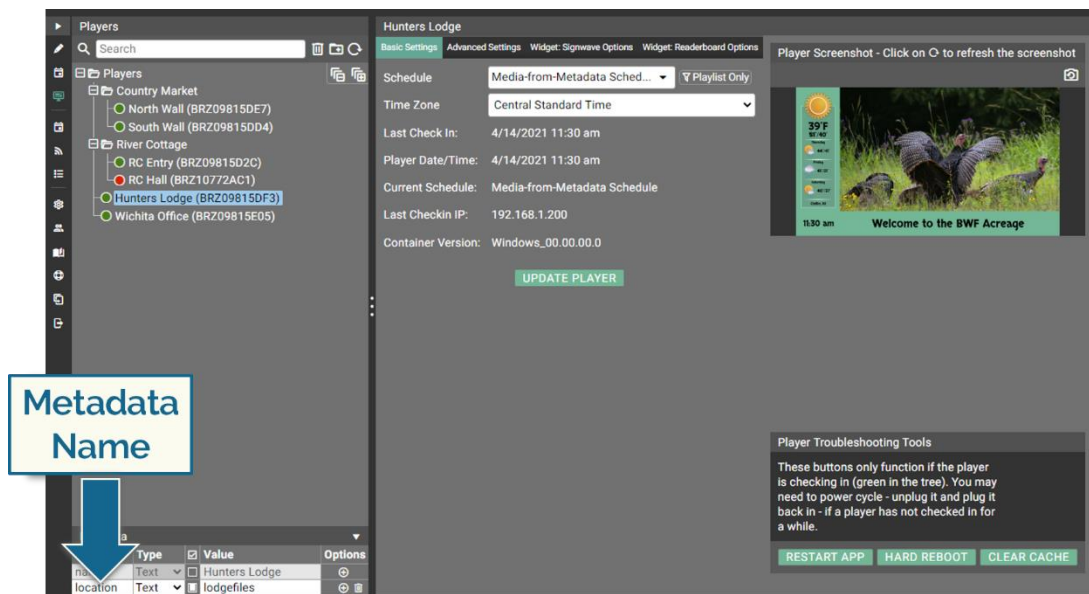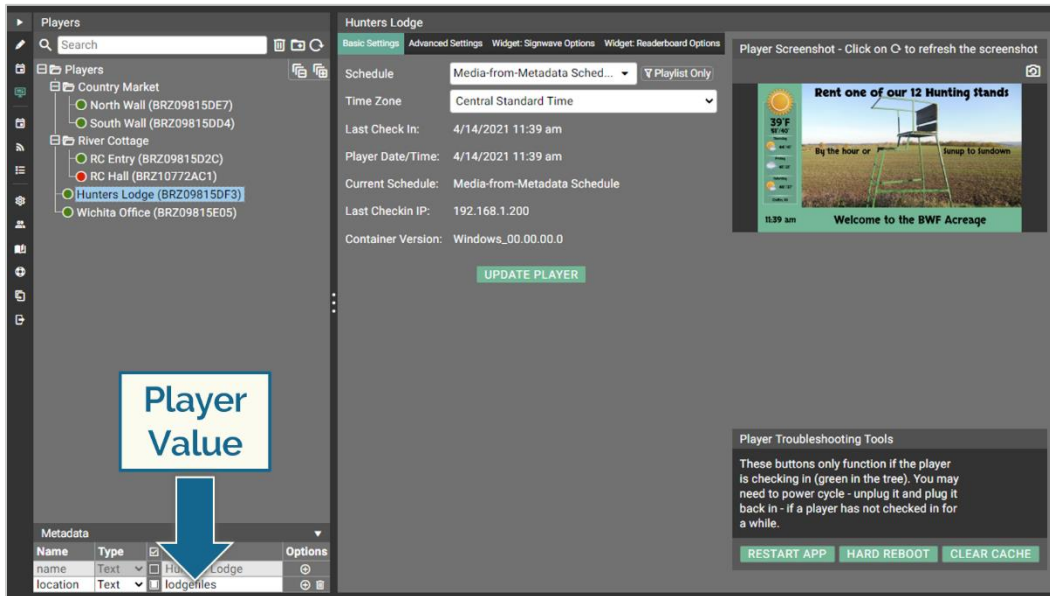
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Player Customization

Steps to Setup Local Zone Control

10. Next, enter an alternate **Content Value** created in Step #2 in the **Value** field in the **Metadata** panel. This step customizes the image "queue" created by a **Media (from Metadata)** widget to local content for each player.

The **Player Value** is *equal to* a **Content Value** because a **Player Metadata Reference** was created on a **Media (from Metadata)** widget, thus combining the **Content Generation** and **Player Customization Metadata** functions.

Note: Player customization is not needed for the player content that is the same as the **Default Value** in the **Media (from Metadata)** widget.
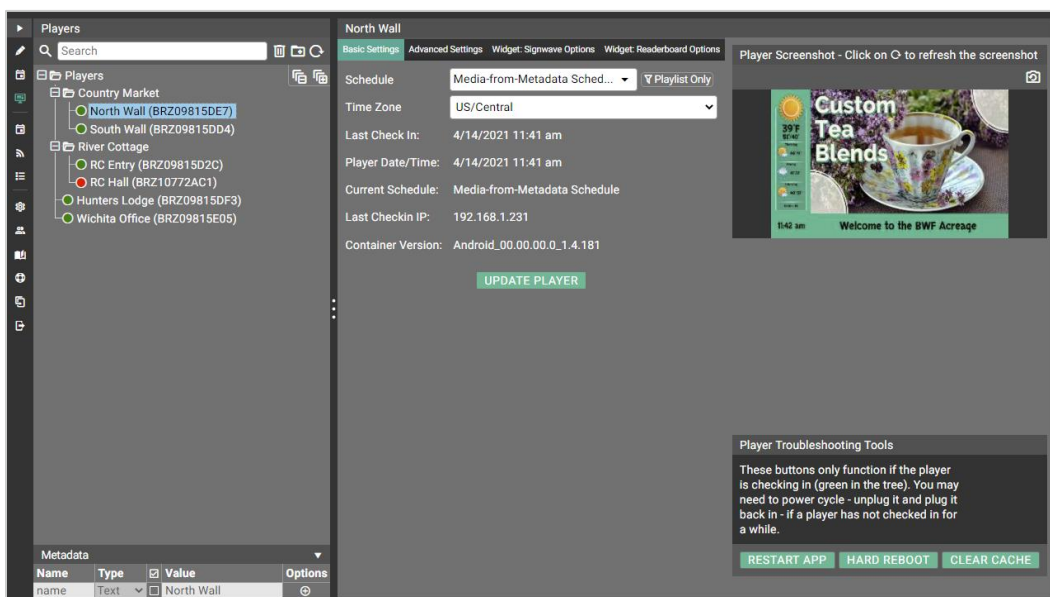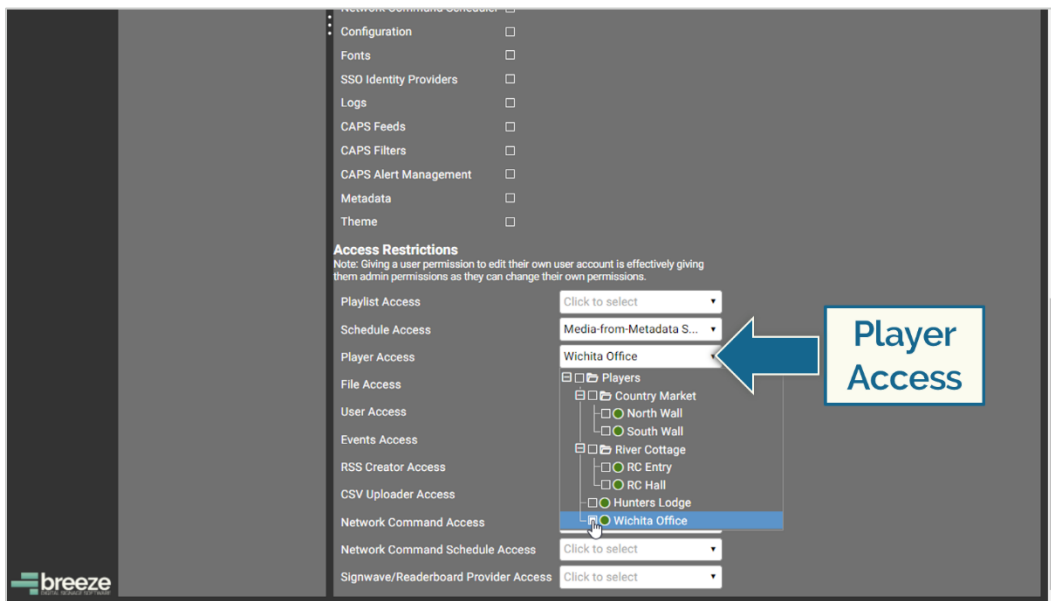
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Local Users

The last step is to create new users with restricted access to manage just their local content.
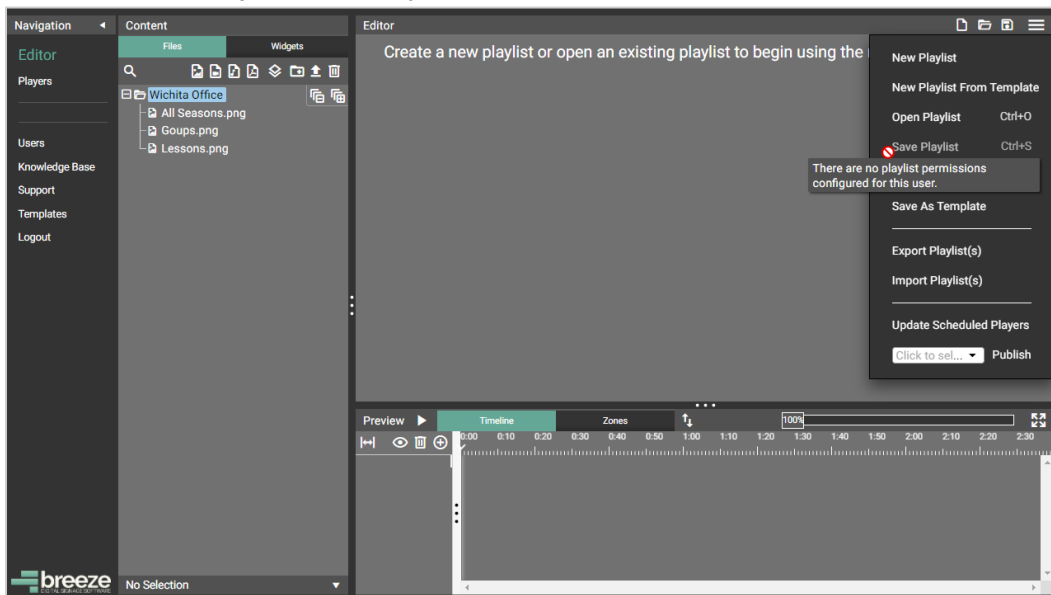
Steps to Setup Local Zone Control

11. In the **Users** tool, create local users by:

1. enabling **Permissions** for the **Editor**, **Files Tree** and **Players Operator** checkboxes

2. enabling **Access Restriction** checkboxes for:
   – one **Group** containing images local to selected user in the **Files Access** field
   – one player local to the selected user in the **Players Access** field
   – one schedule that is the same for all local users in the **Schedule Access** field

Note: The lack of selection in the **Playlist Access** field takes away all tools in the **Playlist Menu** for local users, leaving just the ability to add and remove images.

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Local Users

Daily Update

Scheduling a **Daily Update** on the player allows an administrator to omit the second step in the local user's process. Local users no need to update their players and newly uploaded images begin displaying at the time scheduled in the **Daily Update** field.

This feature, located in the **Advanced Settings** tab of the **Players** tool, acts as if the **UPDATE PLAYER** button was selected at the scheduled time. The loading bar appears on the screen while the player loads any changes to assigned content, playlists and schedules.

Omitting the second step in the local user's process means a local user has access to the **Editor**. The only actions available in the **Editor** are to upload, sort or delete images.

In this scenario, each local user is created by:

1. enabling **Permissions** for the **Editor** and **Files Tree** checkboxes
2. enabling **Access Restriction** for one **Group** containing images local to the selected user in the **Files Access** field

After a **Daily Update** is scheduled, the administrator can inform the local user of the cut off time to upload their graphics to the **Breeze Editor** in order to be displayed on that day.