SONY

Network Player Management Software

Operations Guide

Before operating the software, please read this manual thoroughly, and retain it for future reference.

BZNP-100 Version 3.00 and Later

Overview of This Guide

This operations guide explains how to carry out the most basic operations of the Sony BZNP-100 Network Player Management Software. The BZNP-100 is designed to create and manage audio and visual content, such as commercial videos played in public places or educational and training videos. This content is sent to the Sony NSP-100 Network Players via a network for distribution.

The contents of the guide include the essential setup that you have to do before starting to use the software, and how to create and distribute a small piece of demonstration content.

In addition to this operations guide, the BZNP-100 software provides the operating instructions and online help. These provide complete information on BZNP-100 operations.

Note on Viewing the Online Help

During operation, pressing the F1 key on the keyboard displays information (help) related to the window/dialog box currently having the focus.

Clicking "Related Topics" link to the right of the help title shows the procedure and other information related to the displayed window/dialog box.

Click the Help Topics button on the menu bar of the help window for information on the entire system.

Trademark Notice

- Microsoft, Windows, Windows XP and PowerPoint are registered trademarks of Microsoft Corporation in the United States and other countries.
- i.LINK is a trademark of Sony Corporation.
- Other system names, product names and company names appearing in this manual are trademarks or registered trademarks of their respective holders. In this manual such names are not indicated by ® or ™ symbols.

Notations Used in This Manual

- Menu commands and labeled buttons that appear on the screen are indicated as [command name] and [button name].
 Example: [Setup], [Material Management]
- The act of selecting a command from the menu and then a subcommand is indicated as "Select [command name] > [subcommand name]."

Table of Contents

How to Use the Operations Guide	3
Operation Flowchart	4
Starting the Software	4
Setting Up the Software	5
Defining an NSP-100 and a Group	6
Preparing Video Material	7
Preparing Graphics Material	8
Preparing Text Material	9
Creating a Playlist	10
Sending Playlists and Materials	12
Checking Transfer Status and Results	13
Supplement 1 - Capturing Video	14
Supplement 2 - Urgent Text Playout	15
Supplement 3 - Checking Network Player Status	16

How to Use the Operations Guide

This operations guide explains the essential setup that you have to do before starting to use the BZNP-100 Network Player Management Software, and how to create a small piece of demonstration content as shown on the right. You can create the same content by using the following sample materials that are supplied with this operations guide.

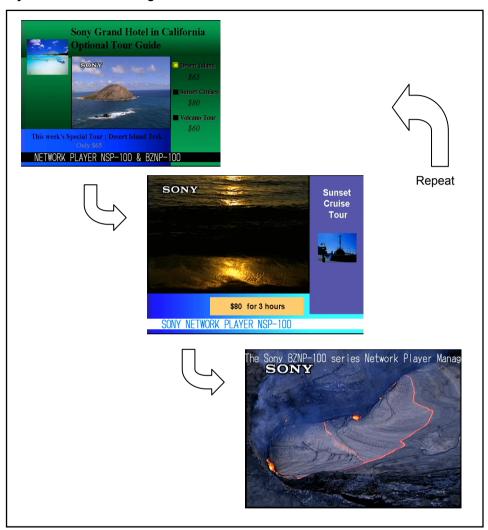
Sample Materials and Playlist:

- Video
 Video_Sample_1, Video_Sample_2, and Video_Sample_3
- Graphics
 Graphic_Sample_1, Graphic_Sample_2, and Graphic_Sample_3
- Text
 Text_Sample_1, Text_Sample_2, Text_Sample_3
- PlaylistPlaylist Sample

All the materials and a playlist needed to create and play the demonstration content. Some of them may not be used in the procedure.

Note: Screen images contained in this guide are examples. They have been captured in an NTSC system.

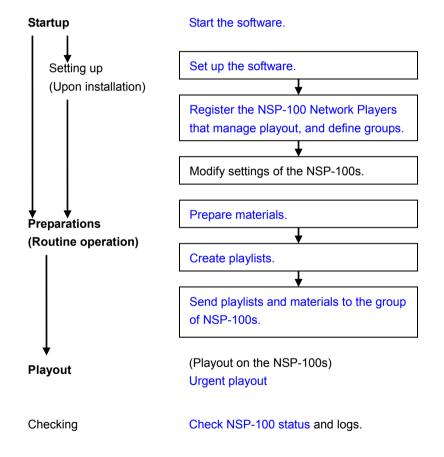
Try to create the following demonstration content.



Operation Flowchart

The following chart shows an example of the flow of normal operation of this system to play demonstration videos on the street or presentation videos in the office.

Operations written in blue are covered in this operations guide.



Starting the Software

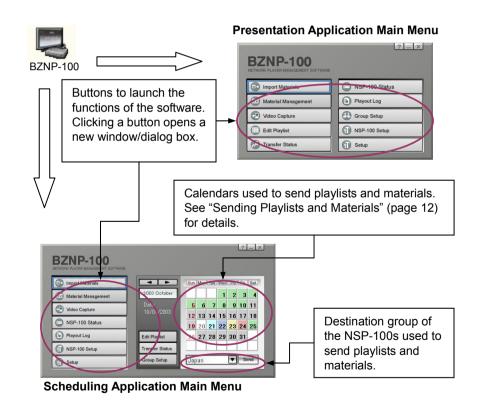
Double-click the BZNP-100 shortcut icon on your Windows desk top.

Or, click the Start button, then select [Programs] > [Network Player Management] > [BZNP-100].

Either of the following main menus appears.

The main menu is always displayed while the software is operating, and you can use any function of the software by clicking the corresponding button on the menu displayed.

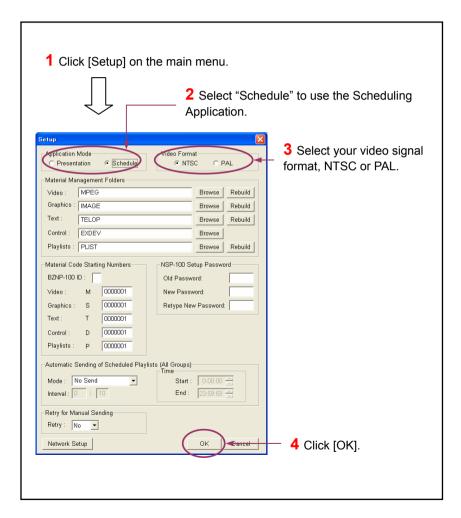
Note: Power on your NSP-100 Network Player, too.



Setting Up the Software

Before creating materials and playlists, there is some setup necessary: setup of the software and registration related to the NSP-100.

For the software, you have to open the Setup dialog box, then check and modify, if necessary, the following setup items.



Note: If you change the application mode or video format, a message appears after step 4, asking whether you would like to restart the software. Click [Yes].

Recommended Settings in the Setup Dialog Box

Apart from the procedure of creating the demonstration contents, we recommend that you specify the following settings in the Setup dialog box:

Automatic Sending of Scheduled Playlists (All Groups) Section (for Scheduling Application Only)

It specifies whether the system automatically sends playlists and the necessary materials to the network players.

When you do not want to allow automatic sending, select [No Send] in the Mode drop-down list box. [Send (All Day)] allows the system to send newly created playlists at any time, and [Send (Limited Time)] only allows the system to send them during a specified time frame during the day. To allow automatic playlist sending, specify the retry interval (hours:minutes) in the Interval text boxes, too. For example, you would use "0:30" in the case of a 30-minute interval. When selecting [Send (Limited Time)], specify the time when the system sends the playlist, too.

We recommend that you select [Send (Limited Time)], and specify a time such that there is no conflict with the daily HDD sleep time (default: 3:00am).

Retry for Manual Sending Section

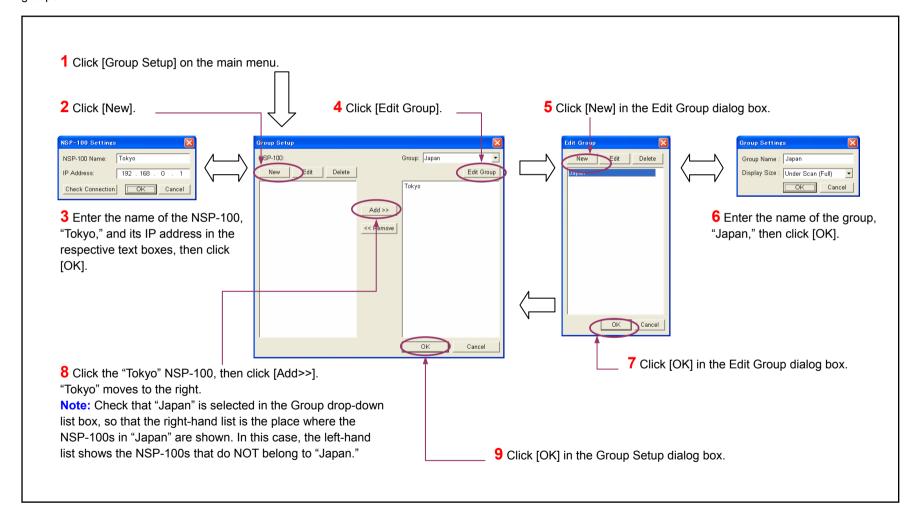
It specifies whether the system automatically re-sends materials and/or playlists that were sent manually, in the event an error occurs.

We recommend that you select [Yes] as it allows the BZNP-100 software to more efficiently manage automatic re-transfer of playlists and materials if a transfer error occurs.

Defining an NSP-100 and a Group

The system features group-based playlist and content distribution. You can define network player groups, and put each network player in one or several groups.

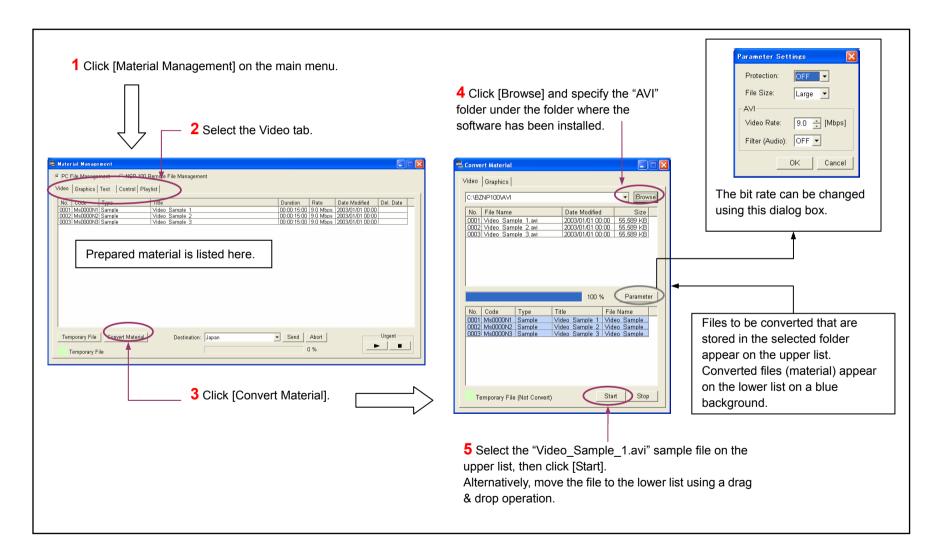
The following chart shows how to register an NSP-100 named "Tokyo" and a network player group named "Japan." The online help and the Operating Instructions explain the procedure used for registering more than one NSP-100 and network player group.



Preparing Video Material

Convert the supplied AVI file corresponding to "Video_Sample_1" into the NSP format by yourself using the following procedure.

Tip: There is a capturing function that enables you to create AVI files from audio/video signal. See "Capturing Video" (page 14) for details.



Preparing Graphics Material

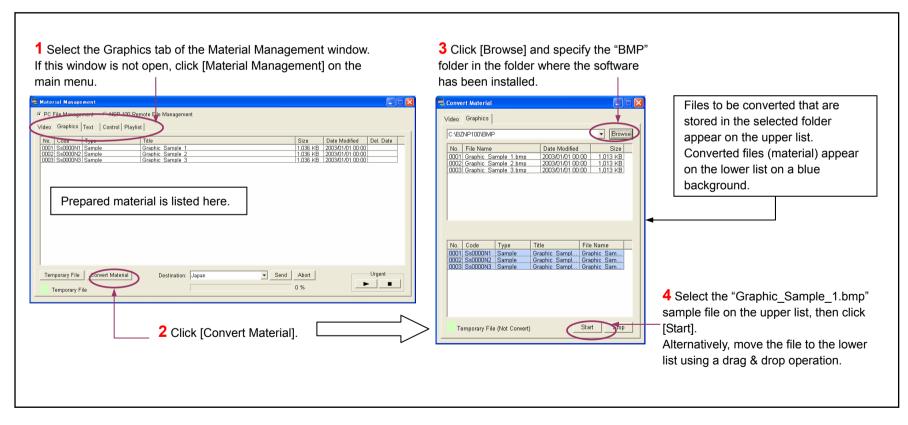
Convert the supplied bmp file corresponding to "Graphic_Sample_1" into the NSP format by yourself using the following procedure.

Notes on Using Microsoft PowerPoint Slides

- Microsoft PowerPoint of Office 2000 exports full color JPEG files and 256-color bmp files. To use full color graphics files, you must convert the JPEG files into bmp files using a graphics converter.
- The following table shows the maximum size (W x H) of the graphics materials managed by the system.

The maximum size varies depending on the video signal and the display size used, either under-scan (full) or over-scan (88%). Check this table when defining the page size in PowerPoint.

Signal	Display Size	Size (pixels)	Size (inches)
NTSC	Under-scan (Full)	720 x 480	10.00 x 6.67
	Over-scan (88%)	630 x 420	8.76 x 5.84
PAL	Under-scan (Full)	720 x 576	10.00 x 8.00
	Over-scan (88%)	630 x 504	8.76 x 7.00

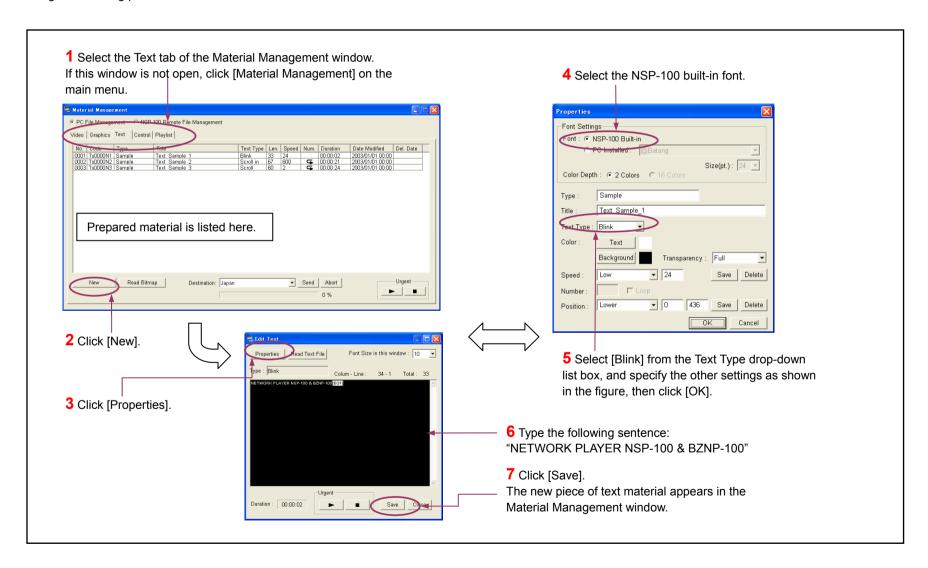


Preparing Text Material

Create a piece of blinking text that is the same as the text in "Text_Sample_1" using the following procedure.

Tip: The system provides some text editing functions, such as allowing you to use a text file instead of typing text.

Refer to the online help or operating instructions for details on the text editing function.

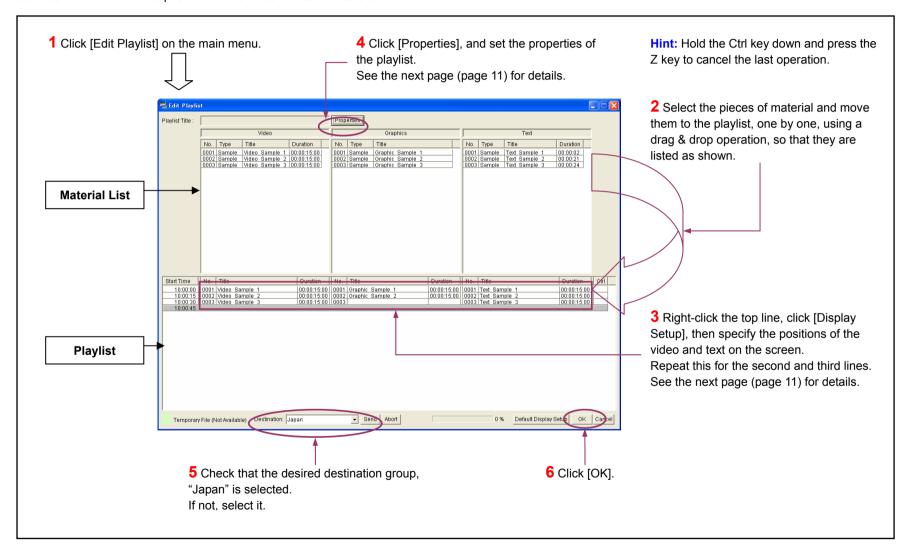


Creating a Playlist

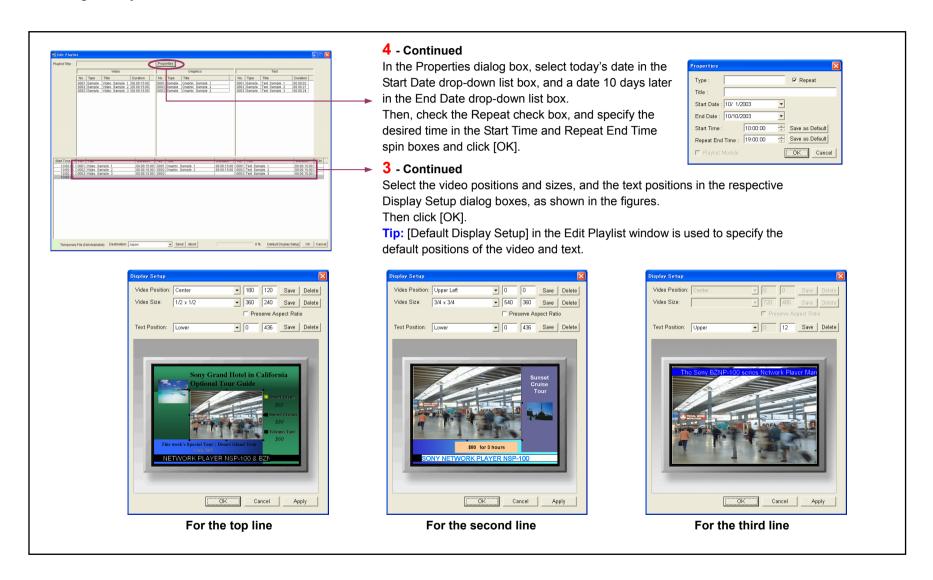
Now, arrange the materials to make the same playlist as the sample. A playlist also has information on the positions of the video and text materials on the

screen, as well as scheduling data.

Note: The sample playlist is available if you are using the group named "Japan" referred to earlier.

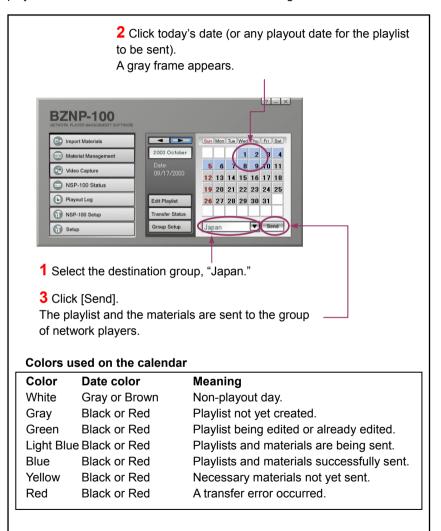


Creating a Playlist - Continued

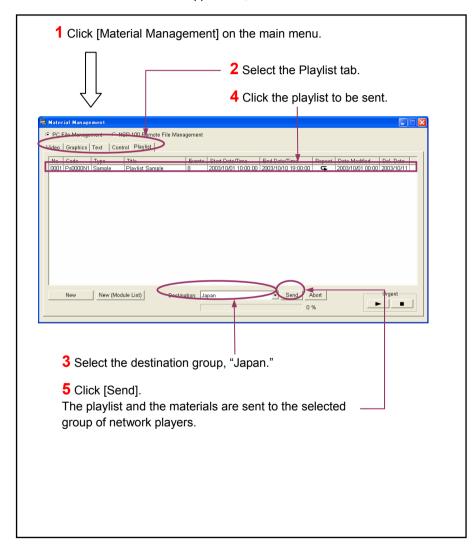


Sending Playlists and Materials

You can easily send a playlist and the necessary materials to NSP-100 network players. Use the main menu as shown in the following illustration.

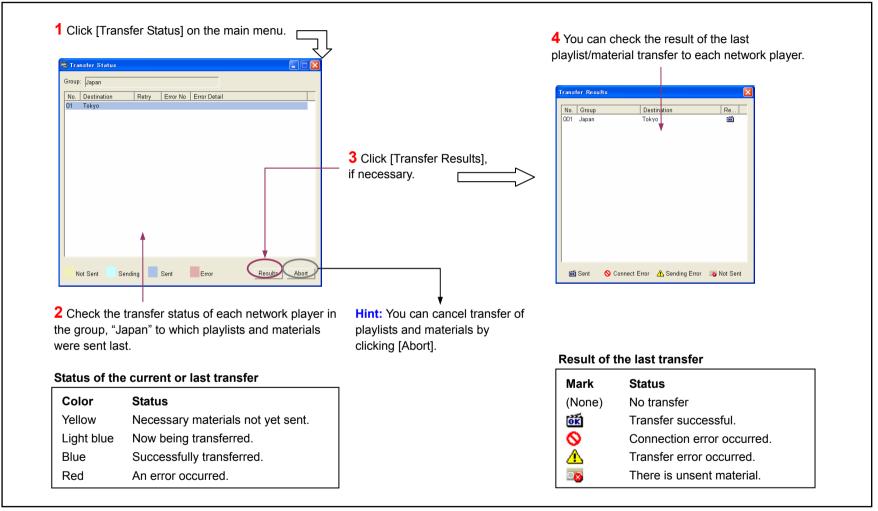


Tip: You can select the desired playlist and send it with the necessary materials on the Playlist tab of the Material Management window as follows. This method is available for the Presentation Application, too.



Checking Transfer Status and Results

Use the following procedure to check the status and results of a playlist/material transfer from the Material Management window or main menu.



Now you have finished the operations necessary to show the demonstration content.

The network player, "Tokyo" in the group, "Japan" will automatically start playout

at the time you specified in the playlist.

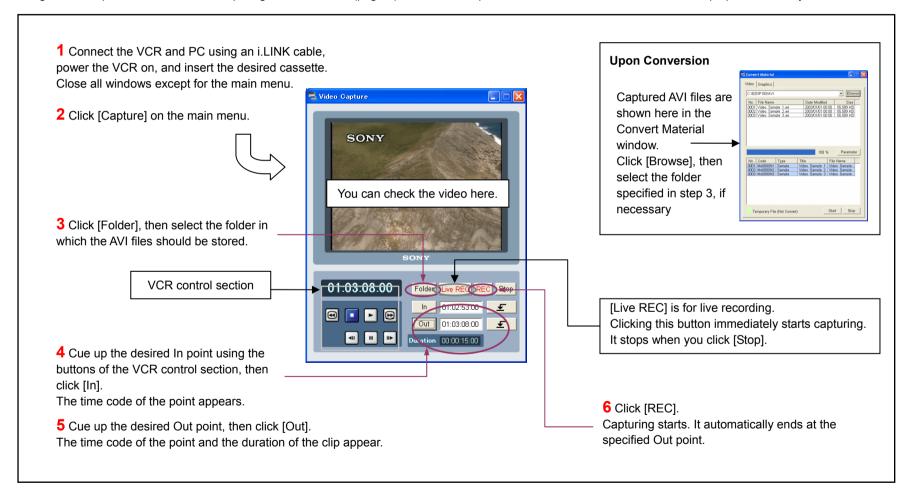
Supplement 1 - Capturing Video

If you have a VCR or camcoder connected via i.LINK (IEEE 1394), you can use video recorded on a tape as video material. The following procedure captures audio/video signal and creates an AVI file, so you can convert it into NSP format using the same procedure shown in "Preparing Video Material" (page 7).

Note: These operations are not necessary to create the demonstration content shown at the beginning.

Please contact your supplier or Sony sales representative for information on the video devices that you can use for capturing.

Other video devices may be used, but depending on the device, some operations, such as shuttle control and cue-up operations, may not be available.

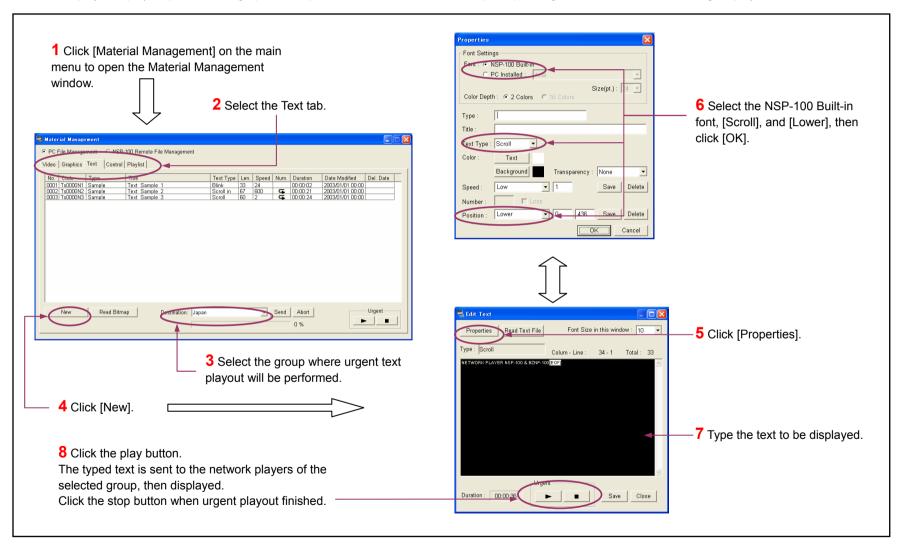


Supplement 2 - Urgent Text Playout

The system supports "urgent playout" that overrides ongoing playout and forces the network player to play a specific video/graphics/text piece of material or a

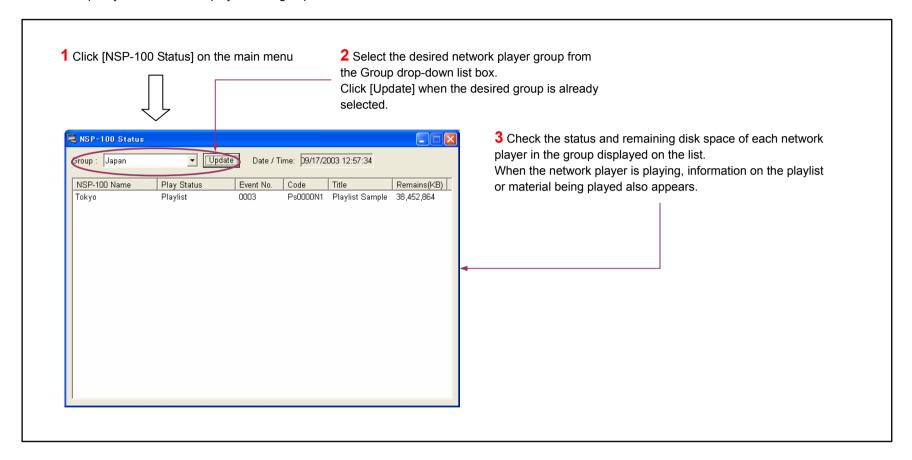
playlist.

This manual explains how to do "urgent text playout" to show a specific piece of text scrolling over the bottom of the ongoing playout screen. Refer to the online help or operating instructions for details on urgent playout.



Supplement 3 - Checking Network Player Status

The following procedure enables you to check the status and the remaining hard disk drive capacity of each network player in the group.



Sony Corporation http://www.sony.net/