

SM Pathways Administrator Guide



[SAFARI Montage](#)

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Pathways SM - Intro (Admin)

Overview

Pathways SM introduces several new elements to your SAFARI Montage environment: rooms, device control, reservations and All Calls. When Pathways SM is active, several additional elements on the Dashboard, in the Modules area and on the SAFARI Montage Media Player are seen by a user.

Most of the elements are created, managed and controlled by the System Administrator. The following sections address Pathways SM from an Administrator's perspective.

Pathways SM Elements

Choose one of the following elements to learn more.

- [Button Set Management](#)
- [Rooms](#)
- [Controllable Devices](#)
- [Projector Management](#)
- [Classroom Media Controllers](#)
- [Reservations and Reservation Settings](#)
- [All-Call](#)
- [Scheduling Control](#)

Pathways SM - Button Set Management (Admin)

Overview

All settings described below can be accessed by selecting **Admin -> Pathways SM -> Button Set Management** from within SAFARI Montage.

Selecting **Button Set Management** will allow administrators to manage virtual remote controls for use within Pathways SM. Administrators will have the options to create new button sets, edit current button sets or import pre-defined sets. When creating or editing button sets, it is recommended that administrators use a naming convention that best fits their current device infrastructure.



Button Set Management Elements

Choose one of the following elements to learn more.

- [New Button Set](#)
 - [Non IP Controlled Devices](#)
 - [Direct IP Controlled Projector](#)
- [Import/Pre-Defined Button Sets](#)
 - [File Upload](#)
 - [Import Pre-Defined Button Sets](#)

- [Export a Button Set](#)
- [Edit a Button Set](#)
- [Delete a Button Set](#)

New Button Set

From this screen, administrators will create the virtual remote controls used to control the devices within Pathways SM.

The screenshot shows a web-based configuration interface for creating a new button set. It is divided into several sections:

- Settings:** Contains dropdown menus for 'Device Type' and 'Source Controller Type', and a text input field for 'Button Set Description'.
- Button Set Definition:** Features a dropdown menu currently set to 'custom'.
- Button Grid:** A large grid of buttons representing various device functions such as power, volume, channel, and media controls.
- Button Configuration:** A section below the grid with a 'Button Name' text field, a 'Button Type' dropdown menu, and a 'Delete Button' button.
- Footer:** Includes 'Set' and 'Cancel' buttons.

Below the grid, there is a small text instruction: "Drag and drop a button to the grid to add device functionality to this controller. Once added, clicking on a button will allow you to change button configuration elements such as event codes, button names and types. Once added, clicking on a button and choosing 'Delete Button' will remove it from the grid."

Non IP Controlled Device

Non IP Controlled Devices are devices that cannot be controlled directly via a network connection. These devices require a third-party IR/Serial device or URL strings to function within Pathways SM. These devices will be accessible via [Controllable Devices](#).

To create a button set for a Non IP Controlled Device, perform the following:

1. Select **New Button Set** from the top right of the button set list.

2. Select the device to be controlled by using the button set from the **Device Type** drop down.

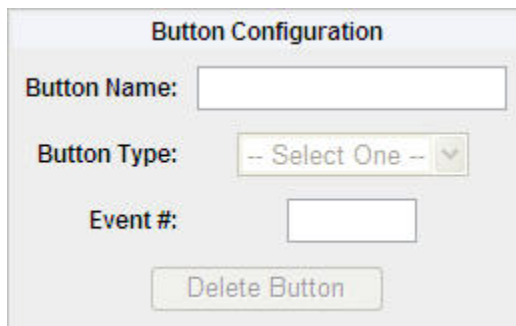
Note: If **Direct IP Controlled Projector** is selected, see [Direct IP Controlled Projector](#) for information about creating button sets.

3. Select the type of device controller being used from the **Source Controller Type** drop down.
 - o **Calypso** – An in-line network device that transmits device event commands via IR. See the included documentation form Calypso Systems for further details.
 - o **URL** – An event command that is passed as if accessing the device via its web interface. See included device documentation for commands or contact the device manufacturer.
 - o **Addressable Source Controller (ASC)** – SAFARI Video Networks legacy product.
4. Select **Custom** or a previously made button set from the **Button Set Definition** drop down.
5. Select an action/event button from the right-hand grid, and drag it to the empty grid on the left-hand side.

Note: Once a button is placed on the left-hand grid, it cannot be relocated. To change the location, the button must first be deleted and added again.

6. Set the **Button Configuration** options for the button. Depending on the **Source Controller Type** selected, different configuration settings will be used. The following details the button configuration options for each controller type.

For Calypso



The image shows a 'Button Configuration' dialog box. It has a title bar with the text 'Button Configuration'. Below the title bar, there are three input fields: 'Button Name:' followed by a text input box, 'Button Type:' followed by a dropdown menu showing '-- Select One --', and 'Event #:' followed by a text input box. At the bottom of the dialog, there is a button labeled 'Delete Button'.

- a. Enter a button name or use the default name provided.
- b. Select the button action from the **Button Type** drop down.
 - **Standard** – Emulates a single press of a remote control button.
 - **Repeat** – Emulates a single press and hold of a remote control button.

The action on the virtual remote is a two-click process. The first click begins the action; the second click releases the action.

Note: During this action, all other virtual remote buttons are inactive.

- c. Enter the corresponding **Event #** assigned when the Calypso was programmed.

For URL

Button Configuration

Button Name:

Button Type:

Data:

Delete Button

- d. Enter a button name or use the default name provided.
- e. Select the button action from the **Button Type** drop down.
 - **Standard** – Emulates a single press of a remote control button.
 - **Repeat** – Emulates a single press and hold of a remote control button.

The action on the virtual remote is a two-click process. The first click begins the action; the second click releases the action.

Note: During this action, all other virtual remote buttons are inactive.

- f. Enter the corresponding **Data** string (URL) used to control the device via its web interface.

For Addressable Source Controller

Button Configuration

Button Name:

ASC Button:

Shift Enter Number:

Delete Button

- g. Enter a button name or use the default name provided.
 - h. Select the button action from the **ASC Button** drop down.
 - i. Enter the corresponding **Shift Enter Number** used to control the device.
7. Repeat **Steps 5** and **6** for each button chosen for inclusion in the button set.
 8. Click on the **Set** button to save the button set.

Direct IP Controlled Projector

Direct IP Controlled Projectors are projectors that can be controlled directly via a network connection. These projectors will be accessible via [Projector Management](#).

To create a button set for a Direct IP Controlled Projector, perform the following:

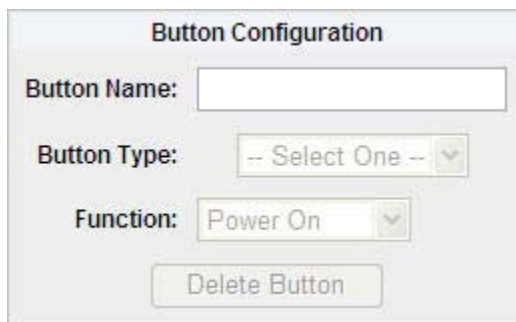
1. Select **New Button Set** from the top right of the button set list.
2. Select **Direct IP Controlled Projector** from the Device Type drop down.

Note: If a device other than **Direct IP Controlled Projector** is selected, see [Non IP Controlled Device](#) for information about creating button sets.

3. Select the type of projector from the **Projector Type** drop down.
4. Select **Custom** or a previously made button set from the **Button Set Definition** drop down.
5. Select an action/event button from the right-hand grid, and drag it to the empty grid on the left-hand side.

Note: Once a button is placed on the left-hand grid, it cannot be relocated. To change the location, the button must first be deleted and added again.

6. Set the **Button Configuration** options for each button.



The image shows a 'Button Configuration' dialog box. It has three main input areas: 'Button Name' with a text box, 'Button Type' with a dropdown menu currently showing '-- Select One --', and 'Function' with a dropdown menu currently showing 'Power On'. At the bottom of the dialog is a 'Delete Button' button.

- a. Enter a button name or use the default name provided.
- b. Select the button action from the **Button Type** drop down.
 - **Standard** – Emulates a single press of a remote control button.
 - **Repeat** – Emulates a single press and hold of a remote control button.

The action on the virtual remote is a two-click process. The first click begins the action; the second click releases the action.

Note: During this action, all other virtual remote buttons are inactive.

- c. Select the button's function from the **Function** drop down.
7. Click on the **Set** button to save the button set.

Import/Pre-Defined Button Sets

The Administrator can choose to import previously exported button sets or choose a button set from a list of pre-defined devices.

The screenshot shows a web interface with three main sections:

- Button Set File Upload:** Contains an "Upload File:" label, a text input field, a "Browse..." button, and "Upload" and "Cancel" buttons.
- Pre-Defined Button Sets:** Contains two dropdown menus: "Device Type:" and "Source Controller Type:", both currently set to "-- Select One --".
- Button Sets:** A list of three button sets, each with a play button icon, a grid of buttons, and a list of details:
 - Generic 16mm Film [ASC]:** Controller Type: ASC (Addressable Source Controller), Device Type: Other, File Name: Generic_16mm_Film__ASC__mbsx. An "import" link is visible.
 - Generic 35mm Slide [ASC]:** Controller Type: ASC (Addressable Source Controller), Device Type: Other, File Name: Generic_35mm_Slide__ASC__mbsx. An "import" link is visible.
 - Generic Audio CD [ASC]:** Controller Type: ASC (Addressable Source Controller), Device Type: Other, File Name: Generic_Audio_CD__ASC__mbsx. An "import" link is visible.

File Upload

File upload is used to import previously exported button sets. See [Export a Button Set](#) for more information of exporting.

1. Click on the **Import/Pre-Defined Button Sets** link above the Button Set list.
2. Click on the **Browse** button to locate the pre-made button file.
3. Click on the **Upload** button.
4. Button has been uploaded and appears in the Button Set List

Note: The name of the uploaded button set will be the same name as the button set from which it was exported.

Pre-Defined Button Sets

Administrators can import pre-defined button sets for device control.

1. Click on the **Import/Pre-Defined Button Sets** link above the Button Set list.
2. Scroll through the list of pre-defined button sets, and select a set that closely matches the buttons needed.

Administrators can sort the pre-defined button list by Device Type, Source Controller Type or both. Use the drop down lists for sorting.

3. Click on the **Import** link.
4. Button has been imported and appears in the Button Set List

Note: The name of the imported button set will be the same as the pre-defined name.

Export a Button Set

The Administrator can export a button set by doing the following:

1. Click on the **Export** link to the right of the button set to be exported.
2. Click on the **Save** button in the File Download dialog.
3. Choose a location to save the file.
4. Click on the **Save** button

Edit a Button Set

The Administrator can edit a button set by doing the following:

1. Click on the **Edit** link to the right of the button set to be exported.
2. Make changes to **Device Type**, **Source Controller Type** or **Button Set Description** as needed.
3. Make changes to the button configurations as needed.
 - a. Select a button from the left-hand grid.
 - b. Edit the **Button Configuration** settings.
 - i. Click on the **Delete Button** to remove the button from the grid.
 - c. Click on the **Set** button to save the button set.

Delete a Button Set

The Administrator can delete a button set by doing the following:

1. Click on the **Delete** link to the right of the button set to be exported.

Pathways SM - Rooms (Admin)

Overview

Rooms configuration allows Administrators to quickly create and manage rooms and room devices.

All settings described below can be accessed by selecting **Admin -> Pathways SM -> Rooms** from within SAFARI Montage.

Room Elements

Choose one of the following elements to learn more.

- [New Room](#)
 - [Add Device](#)
 - [Edit a Device](#)
 - [Edit All-Call Start and Stop Scripts](#)
 - [Assign Users](#)
- [Groups](#)
 - [New Group](#)
 - [Edit Groups](#)
 - [Add to Group](#)
- [Edit a Room](#)
- [Delete a Room](#)

New Room

From this screen, administrators will be able to create a room, assign devices, edit All-Call scripts and assign users.



The screenshot shows the 'Room' configuration page. At the top, there's a 'Room' header. Below it, there are several input fields: 'School' (a dropdown menu showing 'Marion County HS'), 'Name' (a text input field), and 'General Access' (a checkbox labeled 'Allows any teacher or administrator to access the room.'). There are 'Add' and 'Cancel' buttons below these fields. Below the form, there are three tabs: 'Assigned Devices', 'All-Call Scripts', and 'Assigned Users'. The 'Assigned Devices' tab is selected and active. Underneath the tabs, there's a table with the following columns: 'Type', 'Room Device', 'Button Set', 'IP Address', and 'Remove'. The table is currently empty, and a message at the bottom of the table area reads: 'There are no assigned devices. Devices can be assigned after the room has been created.'

New Room

To create a new room, perform the following:

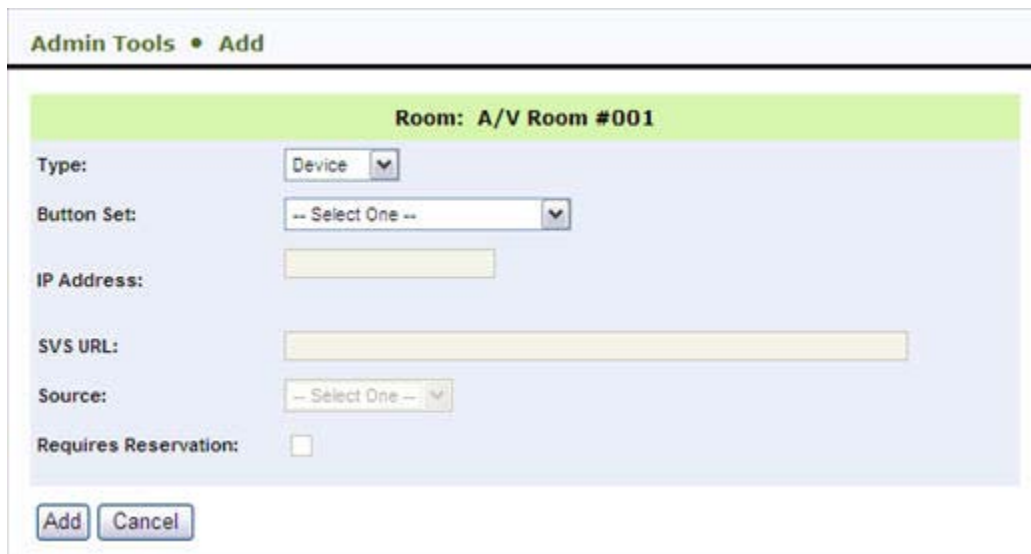
1. Click on the **New Room** link at the top left of the Rooms List.
2. Select a **School** from the drop down box.
3. Input a **Name** for the new room in the space provided.
4. Enable or disable **General Access**.
 - **Enabled** (checked) – All users assigned to the school have access to the room and its assigned devices.
 - **Disabled** (unchecked) – User access assigned via the Assigned Users tab. See [Assign Users](#) for more information.
5. Click on the **Add** button.

At this point, a room has been created, and the administrator can begin [associating devices](#), [editing All-Call scripts](#) or [assigning users](#).

Add Device

To add devices to a room, perform the following:

1. Select the **Assigned Devices** tab.
2. Click on the **Add Device** button.



The screenshot shows a web form titled "Admin Tools • Add" for adding a device to a room. The room name is "Room: A/V Room #001". The form includes the following fields and controls:

- Type:** A dropdown menu with "Device" selected.
- Button Set:** A dropdown menu with "-- Select One --" selected.
- IP Address:** A text input field.
- SVS URL:** A text input field.
- Source:** A dropdown menu with "-- Select One --" selected.
- Requires Reservation:** A checkbox that is currently unchecked.

At the bottom of the form are two buttons: "Add" and "Cancel".

3. Select a device type from the Type drop down box.
 - **Device** – Select this type if the device is a non-CMC or projector device.
 - **CMC** – Select this type if the device is a SAFARI Montage Classroom Media Controller or Kiosk Controller.
 - **Projector** – Select this type if the device is an IP or non-IP controlled projector.
4. Select a button set from the Button Set drop down box.

Note: Button sets are to be created prior to adding devices. See [Button Set Management](#) for more information.

5. Input the **IP address** for the device being added.

Note: If the device is not a direct IP controlled device, the IP address used will be the IP address of a 3rd party controlling device, such as the Calypso Controller or Addressable Source Controller.

6. Input the **Selective Video Stream (SVS) URL** in the space provided. The SVS URL is only needed for devices that will be streaming video.

For devices requiring their output be encoded into a digital stream, such as a DVD player, the SVS URL works as a device to digital stream association. Input the URL of the device that will performing the encoding.

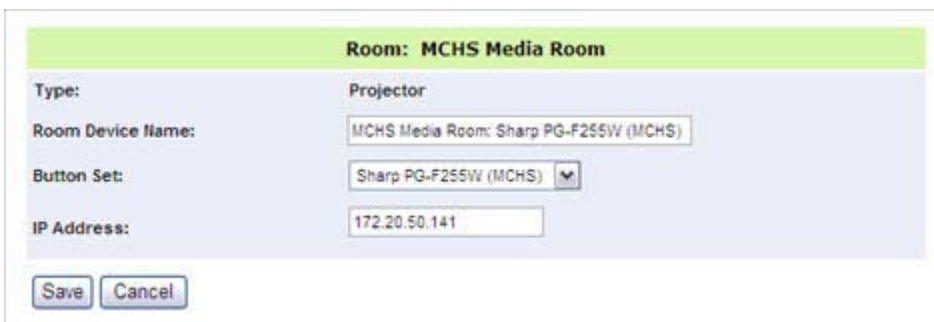
7. Select the SVS source type from the **Source** drop down box.
 - o **DTV** – Select this source if the media stream is from CATV or an over-the-air broadcast.
 - o **Internet** – Select this source if the media stream is from the Internet.
 - o **Cameras** – Select this source if the media stream is from a video or PTZ camera.
 - o **DVD** – Select this source if the media stream is from a DVD or VCR player.
8. Enable or disable **Requires Reservation**.
9. Click on the **Add** button.

The device has been added to the room and will display under the **Assigned Devices** tab.

Edit a Device

Administrators can edit any added device by performing the following:

1. Click on the **Edit** link to the right of the device name.



The screenshot shows a web-based configuration form for a device in a room. At the top, a green header bar reads "Room: MCHS Media Room". Below this, the form has several fields: "Type:" with the value "Projector"; "Room Device Name:" with the value "MCHS Media Room: Sharp PG-F255W (MCHS)"; "Button Set:" with a dropdown menu showing "Sharp PG-F255W (MCHS)"; and "IP Address:" with the value "172.20.50.141". At the bottom left of the form are two buttons: "Save" and "Cancel".

2. Make changes to the device name, button set, IP address, SVS URL, SVS Source or Requires Reservation as required.
3. Click on the **Save** button.

Edit All-Call Start and Stop Scripts

All-Call scripts are used to instruct the devices in a room to perform certain functions when an All-Call is received. There are two types of All-Call Scripts: Start and Stop. To edit the Start and Stop, All-Call Scripts perform the following:



All-Call Start Script

1. Select the **All-Call Scripts** tab.
2. Click on the **Edit All-Call Start Script** button.



3. Select an action or device from the **Type** drop down box.
 - o **Pause** – Inserts a pause ranging from one second to one minute.
 - o **CMC** – Pushes the All-Call signal to a Classroom Media Controller or Kiosk Controller.
 - o **Projector** – Initiates a selected action of a Direct IP controlled projector.
 - o **Controllable Device** – Initiates a selected action of a controllable device.
4. Select a action or device from the corresponding drop down box.
 - o **Pause** – Select a duration in seconds.
 - o **CMC** – Select a CMC or Kiosk controller assigned to the room.
 - o **Projector** – Select a direct IP controlled projector assigned to the room.
 - o **Controllable Device** – Select a controllable device assigned to the room.

Note: For Pause and CMC, once the action or device has been selected, these items will be added to the script. For Projector and Controllable Device, the button set for the device selected will appear.

5. Select an action from the device's button set to perform when the All-Call is received.
6. Repeat the above steps for each new line of the script.

To reorder the All-Call script, click on the **Up/Down arrows** ( / ) to the right of the function.

To remove a function, click on the **Remove** link.

All-Call Stop Script

All-Call Stop scripts are generated the same as the Start scripts. When creating these scripts, keep in mind that these will be the functions to perform when an All-Call has stopped.

Assign Users

If General Access for a room has been disabled, users must be assigned to the room in order for them to access the devices assigned to the room. To assign users to a room, perform the following:

Note: If General Access is enabled, this setting overrides the Assigned Users settings.



The screenshot shows a web interface for configuring a room. At the top, there's a 'Room' header. Below it, there are fields for 'School' (Marion County HS), 'Name' (MCHS Library), and 'General Access' (unchecked). There are 'Save' and 'Cancel' buttons. Below this, there are three tabs: 'Assigned Devices', 'All-Call Scripts', and 'Assigned Users' (which is selected). In the 'Assigned Users' tab, there is an 'Add Users' button and a table with one row: 'Smith, John' with a 'remove from room' link.

1. Select the **Assigned Users** tab.
2. Click on the **Add Users** button.

3. Input a user's full or partial name in the **Search User** box, and click on the **Search** button.

Note: To reset the search input, click on the **Reset Search** link.

4. Click on the **Add to Room** link next to the user's name to add the user to the room.
5. Click on the **Close Window** link to close the Add Users window.

Selected users are now listed under the Assigned Users tab. To remove a user, click on the **Remove From Room** link.

Groups

Grouping like rooms together provides Administrators with an easy way to locate and manage rooms within a school. Room lists can be sorted by groups by selecting a group from the **Group** drop down box.

New Group

To create a new Group, perform the following:

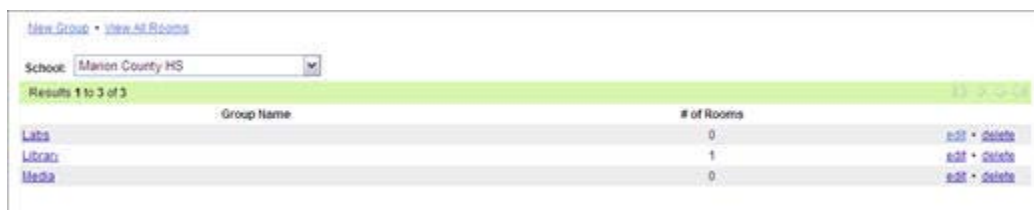
1. Click on the **New Group** link to the right of the **Group** drop down box.

2. Select a school association for the group by choosing a school from the **School** drop down box.
3. Input a **Description** for the group.
4. Click on the **Add** button.

Edit Groups

To edit a previously created Group, perform the following:

1. Click on the **Edit Groups** link to the right of the **Group** drop down box.



The screenshot shows a web interface for managing groups. At the top, there are links for 'New Group' and 'View All Rooms'. Below that is a 'School' dropdown menu set to 'Marion County HS'. A green bar indicates 'Results 1 to 3 of 3'. The main content is a table with columns for 'Group Name' and '# of Rooms'. Each row has 'edit' and 'delete' links to its right.

Group Name	# of Rooms	
Libra	0	edit • delete
Libran	1	edit • delete
Media	0	edit • delete

2. Click on the **Edit** link to the right of the group to edit.
3. Make changes to the Group as needed.

Note: If rooms are already assigned to the group, they can be removed by clicking on the **Remove From Group** link to the right of the room name.

4. Click on the **Save** button.

Add to Group

To add a room to a Group, perform the following:

1. Click on the **Add to Group** link to the right of the room name in the **Rooms** list.



2. Select a group from the list of **Available Groups**, and click on the Add button.

Note: To remove a group, select the group from the **Assigned Groups** list, and click on the **Remove** button.

3. Click on the **Done** button to save the changes.

Edit a Room

To edit a room, perform the following:

1. Click on the **Edit** link to the right of the room name in the Room List
2. Make changes to the room as needed.

Note: Functionality with regards to editing a room is the same as the procedure used to create a new room.

3. Click on the **Save** button.

Delete a Room

To delete a room, perform the following:

1. Click on the **Delete** link to the right of the room name in the Room List.
2. Confirm Room deletion.

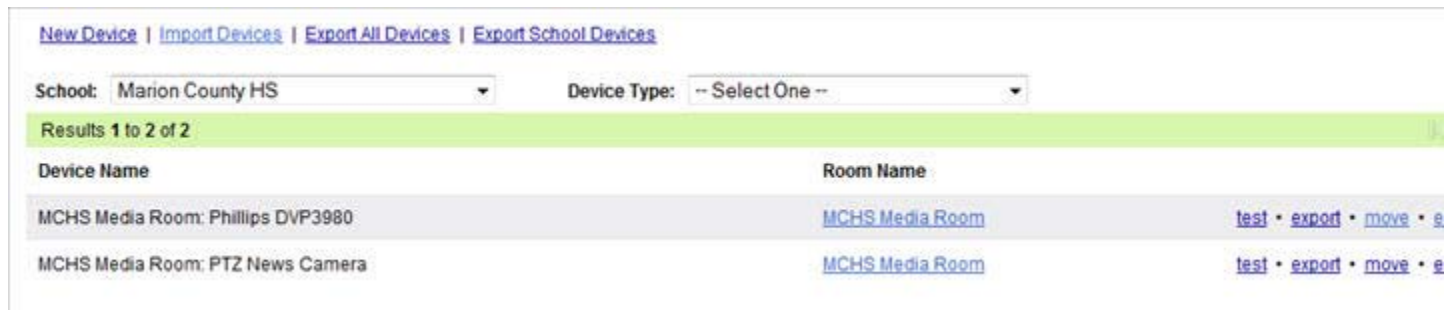


[Intro](#) | [Controllable Devices](#)

Pathways SM - Controllable Devices (Admin)

Overview

Controllable Devices gives an Administrator the ability to quickly view and manage the devices within a school.



The screenshot shows a web interface for managing devices. At the top, there are navigation links: [New Device](#), [Import Devices](#), [Export All Devices](#), and [Export School Devices](#). Below these are two dropdown menus: 'School: Marion County HS' and 'Device Type: -- Select One --'. A green bar indicates 'Results 1 to 2 of 2'. The main content is a table with two columns: 'Device Name' and 'Room Name'. The first row shows 'MCHS Media Room: Phillips DVP3980' with the room name 'MCHS Media Room' and action links 'test • export • move • e'. The second row shows 'MCHS Media Room: PTZ News Camera' with the room name 'MCHS Media Room' and action links 'test • export • move • e'.

Device Name	Room Name	
MCHS Media Room: Phillips DVP3980	MCHS Media Room	test • export • move • e
MCHS Media Room: PTZ News Camera	MCHS Media Room	test • export • move • e

All settings described below can be accessed by selecting **Admin** -> **Pathways SM** -> **Controllable Devices** from within SAFARI Montage.

Controllable Devices Elements

Choose one of the following elements to learn more.

- [New Device](#)
- [Import Devices](#)
- [Export All Devices](#)
- [Export School Devices](#)
- [Additional Functions](#)
 - [Test](#)
 - [Export](#)
 - [Move](#)
 - [Edit](#)
 - [Delete](#)

New Device

The **New Device** screen allows an Administrator to add new devices to a school and room. This functionality works the same as the **Add Device** function under **Room**. See [Add Device](#) for more information.

Note: Because a device is being added from outside the **Room** function, the device will need to have a room association. Select a room from the **Room** drop down box to make this association.



Import Devices

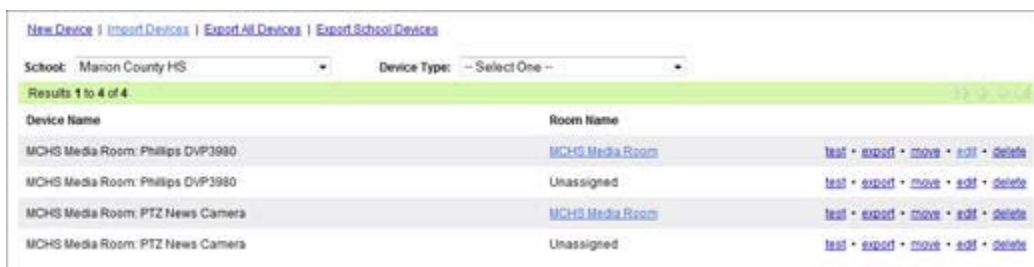
The **Import Devices** function gives Administrators the ability to bulk upload devices and button sets. School association, device name and IP address are also included in the device import. Administrators are able to edit these settings once the devices have been imported. To Import Devices, perform the following:

1. Click on the **Import Devices** link at the top of the Controllable Devices page.



2. Click on the **Browse** button, and locate the import file to be used.
3. Click on the **Upload** button to begin the import.

Once the import is finished, the user will be returned to the Controllable Devices list.



Device Name	Room Name	
MCHS Media Room: Phillips DVP3980	MCHS Media Room	test • export • move • edit • delete
MCHS Media Room: Phillips DVP3980	Unassigned	test • export • move • edit • delete
MCHS Media Room: PTZ News Camera	MCHS Media Room	test • export • move • edit • delete
MCHS Media Room: PTZ News Camera	Unassigned	test • export • move • edit • delete

Imported devices will be labeled as **Unassigned** in the device list. Administrators will need to use the edit function to make changes to the devices and assign them to rooms. See **Edit** under **Additional Functions** for more information.

Export All Devices

The **Export All Devices** function gives Administrators the ability to export every device and button set at the district level. This function of installing the same or similar device types is ideal for new districts because it saves time by not having to repeatedly enter each device manually. To Export All Devices, perform the following:

1. Click on the **Export All Devices** link at the top of the Controllable Devices page.
2. Click on the **Save** button, and choose a location to save the file.
3. Click on the **Save** button to begin the export.

Export School Devices

The **Export School Devices** function is the same as Export All Devices, except the export is at the school level and only the devices and button sets of the school (logged into) will be exported. To Export School Devices, perform the following:

1. Click on the **Export School Devices** link at the top of the Controllable Devices page.
2. Click on the **Save** button, and choose a location to save the file.
3. Click on the **Save** button to begin the export.

Additional Functions

In addition to importing and exporting devices, Administrators can test button sets, export individual devices, move devices to other rooms, edit device configurations and delete devices.

Test

The Test function allows an Administrator to test the device's button set. By clicking on the **Test** link, the virtual remote control for the device will appear, and button functionality can then be tested.

MCHS Media Room: Phillips DVP3980



Export

The **Export** function, operates the same as the Export All and Export School Devices functions. This function will allow Administrators to export a single device and button set. To **Export** a device, perform the following:

1. Click on the **Export** link to the right of the device name.
2. Click on the **Save** button, and choose a location to save the file.
3. Click on the **Save** button to begin the export.

Move

The **Move** function allows the Administrator to move a device from one room to another without the need to delete and recreate the device. To **Move** a device, perform the following:

1. Click on the **Move** link to the right of the device name.



2. Select a room for the device chosen from the **Move To Room** drop down box.
3. Click on the **Move** button.

Once the device is moved, the user will see the device displayed in the new room in the Controllable Devices list.

Edit

The **Edit** function allows the Administrator to edit a listed device. Editing a device in this area is the same as editing a device under Rooms.

1. Click on the **Edit** link to the right of the device name.



The screenshot shows a configuration form for a room named 'MCHS Media Room'. The form is titled 'Room: MCHS Media Room' and contains the following fields:

Type:	Device
Room Device Name:	MCHS Media Room: Philips DVP3980
Button Set:	Philips DVP3980
IP Address:	172.20.50.128
SVS URL:	rtsp://172.20.50.140/axis-media/media.amp?videocodec=H264
SVS Source:	DVD
Requires Reservation:	<input type="checkbox"/>

At the bottom of the form are two buttons: 'Save' and 'Cancel'.

2. Make changes to the **Room Device Name**, **Button Set**, **IP Address**, **SVS URL**, **SVS Source** or **Requires Reservation** as needed.
3. Click on the **Save** button.

Delete


Administrators can delete devices by clicking on the **Delete** link to the right of the device name.

[Intro](#) | [Projector Management](#)

Pathways SM - Projector Management (Admin)

Overview

Projector Management gives an Administrator the ability to quickly view and manage Direct IP Controlled projectors.



Name	Status	Bulb Status	
Copy of Copy of Copy of MCHS Media Room: BenQ MP772ST (MCHS)	Connection refused (51)	Connection refused (51)	test • duplicate • move • edit • delete
Copy of Copy of MCHS Media Room: BenQ MP772ST (MCHS)	Connection refused (51)	Connection refused (51)	test • duplicate • move • edit • delete
Copy of MCHS Media Room: BenQ MP772ST (MCHS)	Connection refused (51)	Connection refused (51)	test • duplicate • move • edit • delete
MCHS Media Room: BenQ MP772ST (MCHS)	Connection refused (51)	Connection refused (51)	test • duplicate • move • edit • delete
MCHS Media Room: Sharp PG-F255W (MCHS)	Operation timed out (50)	Operation timed out (50) (Operation timed out (50))	test • duplicate • move • edit • delete
Sharp Test	Operation timed out (50)	Operation timed out (50) (Operation timed out (50))	test • duplicate • move • edit • delete

All settings described below can be accessed by selecting **Admin -> Pathways SM -> Projector Management** from within SAFARI Montage.

Projector Management Elements

Choose one of the following elements to learn more.

- [New Projector](#)
- [Check Projectors](#)
- [All On/Off](#)
- [Additional Functions](#)
 - [Test](#)
 - [Duplicate](#)
 - [Move](#)
 - [Edit](#)
 - [Delete](#)

New Projector

The New Projector screen allows an Administrator to add new projectors to a school and room. To add a New Projector, perform the following:

Note: Associated button sets and Rooms must be created before adding a new projector.

1. Click on the **New Projector** link at the top of the Projector Management page.

The screenshot shows a web form titled "Add Projector". It contains the following fields and controls:

- School:** A dropdown menu with "Marion County HS" selected.
- Room:** A dropdown menu with "- Select One -" selected.
- Button Set:** A dropdown menu with "- Select One -" selected.
- IP Address:** A text input field.
- Buttons:** "Add" and "Cancel" buttons at the bottom left.

2. Select a room from the **Room** drop down box.
3. Select a button set from the **Button Set** drop down box.
4. Enter the **IP Address** of the projector being added.
5. Click on the **Add** button.

Check Projector

Using the Check Projectors link will refresh the Projector Management screen. This will aid the Administrator in determining the projectors' status and bulb life.

All On/Off

The All On and All Off links provide the Administrator with an easy way to turn on or off projectors school-wide.

- All On – This will send the command to turn on all Direct IP controlled projectors.
- All Off – This will send the command to turn off all Direct IP controlled projectors.

Additional Functions

In addition to the functions mentioned above, Administrators can test button sets, duplicate projectors, move projectors to other rooms, edit projector configurations and delete projectors.

Test

The **Test** function allows an Administrator to test the projector's button set. By clicking the Test link, the virtual remote control for the projector will appear and button functionality can then be tested.



Duplicate

The **Duplicate** function allows Administrators to easily copy a projector and its settings for quick projector configuration. To **Duplicate** a projector, perform the following:

1. Click on the **Duplicate** link to the right of the projector name.

A screenshot of a web-based form titled "Projector". The form contains several fields: "School" (Marion County HS), "Room" (a dropdown menu showing "-- Select One --"), "Projector Name" (Copy of Copy of Copy o), "IP Address" (172.20.50.131), "Type" (BenQ MP772ST), and "Button Set" (Not Applicable). At the bottom of the form are "Save" and "Cancel" buttons.

2. Make changes to the **Room**, **Projector Name**, **IP Address**, **Type** and **Button Set** as required.
3. Click on the **Save** button.

Move

The **Move** function allows the Administrator to move a projector from one room to another without the need to delete and recreate the projector. To **Move** a projector, perform the following:

1. Click on the **Move** link to the right of the projector name.

A screenshot of a web-based form titled "Copy of Copy of MCHS Media Room: BenQ MP772ST (MCHS)". The form contains several fields: "Type" (Projector), "School" (Marion County HS), and "Move To Room" (a dropdown menu showing "-- Select One --"). At the bottom of the form are "Move" and "Cancel" buttons.

2. Select a room for the chosen projector, from the **Move To Room** drop down box.
3. Click on the **Move** button.

Edit

The **Edit** function allows the Administrator to edit any listed projector. To edit a projector, perform the following:

1. Click on the **Edit** link to the right of the device name.



The screenshot shows a configuration form for a projector. The form has the following fields and values:

Field	Value
Type	Projector
School	Marion County HS
Room	- Select One -
Room Device Name	Copy of MCHS Media Room: BenQ MP7725T
Button Set	- Select One -
IP Address	172.20.50.131

At the bottom of the form are two buttons: "Save" and "Cancel".

2. Make changes to the **Room**, **Room Device Name**, **Button Set** and **IP Address** as required.
3. Click on the **Save** button.

Delete

Administrators can delete projectors by clicking on the **Delete** link to the right of the projector name.

[Intro](#) | [Classroom Media Controllers](#)

Pathways SM - Classroom Media Controllers (Admin)

Overview

Classroom Media Controllers gives an Administrator the ability to quickly view and manage the Classroom Media Controllers (CMC) and Kiosk Controllers used within a school.



All settings described below can be accessed by selecting **Admin** -> **Pathways SM** -> **Classroom Media Controllers** from within SAFARI Montage.

Classroom Media Controllers Elements

Choose one of the following elements to learn more.

- [All On/Off](#)
- [Additional Functions](#)
 - [Assign](#)
 - [ID](#)
 - [Delete](#)

All On/Off

The All On and All Off links provide the Administrator with an easy way to turn on or off all Classroom Media Controllers and Kiosk Controllers school-wide.

- **All On** – This will send the command to turn on all Classroom Media Controllers and Kiosk Controllers.
- **All Off** – This will send the command to turn off all Classroom Media Controllers and Kiosk Controllers.

Additional Functions

In addition to the functions mentioned above, Administrators can assign to rooms Classroom Media Controllers and Kiosk Controllers, as well as ID and deleting them.

Assign

The **Assign** function allows an Administrator to assign CMCs or Kiosk Controllers to different rooms within a school. **Note:** before a CMC or Kiosk Controllers can be assigned, the controller must first be associated with a SAFARI Montage server. Refer to the CMC/Kiosk Controller Installation Guide for more details. To **Assign** a CMC or Kiosk Controller, perform the following:

1. Click on the **Assign** link to the left of the controller's name.



2. Select a school from the **School** drop down box.
3. Select a room from the **Room** drop down box.
4. Click on the **Save** button.

ID

Clicking on the **ID** link to the right of the controller's name will initiate a ticker on the controller and will scroll the unit's serial number. This function is helpful when configuring several controllers at once, and the user needs to determine which controller is being configured.

Delete

Administrators can delete controllers by clicking on the **Delete** link to the right of the controller's name.

[Intro](#) | [Reservations and Reservation Settings](#)

Pathways SM - Reservation (Admin)

Overview

Reservation is where Administrators will schedule devices for use throughout a school. Users will request devices and time slots that will be added to the Reservation system. Administrators will be able to review reservations made from a daily or monthly view. The **Requires Reservation** setting, located under [Add A Device](#), must be enabled in order for devices to appear in the Reservation system.



All settings described below can be accessed by selecting **Admin -> Pathways SM -> Reservations** from within SAFARI Montage.

Reservation Elements

Choose one of the following elements to learn more.

- [Reservation Settings](#)
- [Make a Reservation](#)
 - [Edit](#)
 - [Delete](#)
- [Views](#)
 - [Daily View](#)
 - [Monthly Calendar View](#)

Reservation Settings

Reservation Settings can be accessed by selecting **Admin -> Pathways SM -> Reservation Settings** from within SAFARI Montage. These settings allow an Administrator control over the default times in which schedules can be made and the default time interval for scheduling. These are just default settings, and schedules can be created outside these settings.

Reservation Settings

Scheduling Start Time: 8:00 AM

Scheduling End Time: 6:00 PM

Scheduling Time Interval: 15 minutes (Standard class length)

Save

Note: If reservations already exists in the system and changes are made to the Reservation Settings that are outside the scope of the current settings, the following warning will appear prompting for administrator action.

Reservation Settings

ARE YOU SURE?

WARNING!
 The system cannot convert your existing schedule based on the inputs provided.
 Today's reservations and any reservations in the future will be deleted!
 Do you want to continue?

Details:

- The new interval is larger than the old interval.
- The old interval is not evenly divisible by the new interval.

Save Cancel

Make a Reservation

To **Make a Reservation**, perform the following:

1. Click on the **Make a Reservation** link at the top of the Reservation list.

Make a Reservation

School: Marion County HS

Title/Stream: (Max Length: 255 characters)

Date: 02/24/2010

Time: 09:30 AM 15 minutes


Repeat Daily:

Source: All Sources

Search Add Cancel



View Schedule Assigned Users

To view the availability schedule, enter date and source above and hit 'Search'


2. Enter a **Title/Stream** for the reservation.
3. Enter a **Date** for which the reservation will be made. Administrators can click on the calendar () icon to activate a clickable calendar to assist with date selection.
4. Select a **Time** and **Duration** for the reservation from the drop down boxes.
5. Enable or disable the **Repeat Daily** setting. This setting will make the reservation a recurring event based on the **Time**, **Duration** and **Source** settings.
6. Select a **Source** type. This will be used in the search for devices available for reservation.
7. Click on the **Search** button. The **View Schedule** tab will populate with devices that match the entered reservation criteria.

Make a Reservation

School: Marion County High School ▼

Title/Stream: World History  

Max Length: 255 characters

Date: 03/19/2010 

Time: 10:00 AM ▼ 30 minutes ▼





Repeat Daily:





Source: DVD ▼



Search
Add
Cancel

View Schedule

Assigned Users

Results 1 to 2 of 2    

	10:00 am (10:00)	10:15 am (10:15)	10:30 am (10:30)	10:45 am (10:45)	11:00 am (11:00)	11:15 am (11:15)	11:30 am (11:30)	11:45 am (11:45)
Library: MCHS DVD 001 (1 user) 								
Media Room #051: MCHS DVD 002 (1 user) 		Filled!	Filled!					

8. Click on a device that matches the reservation needed. The selected device will be highlighted in green.

Make a Reservation

School:

Title/Stream:
 Max Length: 255 characters

Date:

Time:

Repeat Daily:

Source:

View Schedule Assigned Users

Results 1 to 2 of 2

	10:00 am (10:00)	10:15 am (10:15)	10:30 am (10:30)	10:45 am (10:45)	11:00 am (11:00)	11:15 am (11:15)	11:30 am (11:30)	11:45 am (11:45)
Library: MCHS DVD 001 (1 user)								
Media Room #051: MCHS DVD 002 (1 user)	Filled!	Filled!						

- Click on the **Add** button to use the device. If a device is selected that is already reserved during this time, the Reservation system will let the administrator know that the device is unavailable.

Make a Reservation

School: Marion County High School

Title/Stream: World History
Max Length: 255 characters

Date: 03/19/2010

Time: 10:00 AM 30 minutes

Repeat Daily:

Source: DVD

Search Add Cancel

The number of users allowed for this stream has been reached.

View Schedule Assigned Users

Results 1 to 2 of 2

	10:00 am (10:00)	10:15 am (10:15)	10:30 am (10:30)	10:45 am (10:45)	11:00 am (11:00)	11:15 am (11:15)	11:30 am (11:30)	11:45 am (11:45)
Media Room #051: MCHS DVD 002 (1 user)	Filled!	Filled!						
Library: MCHS DVD 001 (1 user)								

10. Click on the **Assign Users** tab, and assign a users by clicking on the **Add Users** button. Added users are users who will be responsible for device control during the reserved time. This is usually the person who requested the reservation.

Make a Reservation

School: Marion County HS

Title/Stream: World History
Max Length: 255 characters

Date: 02/24/2010

Time: 10:00 AM 30 minutes

Repeat Daily:

Source: All Sources

Search Save Cancel

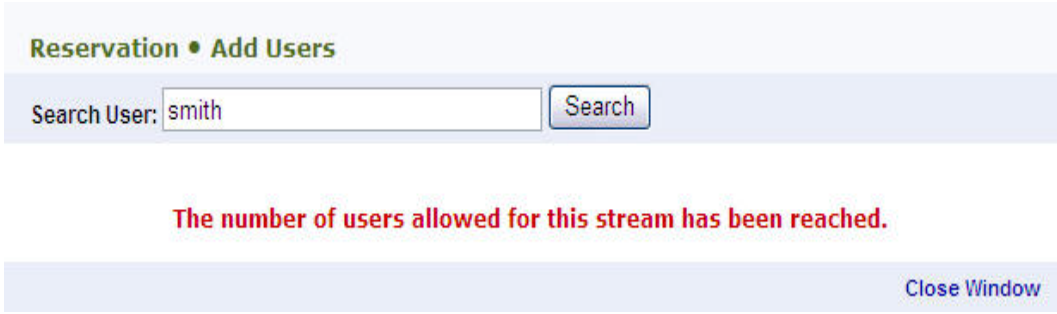
View Schedule **Assigned Users**

Add Users

Results 1 to 1 of 1

Smith, Ken	remove from reservation
------------	-------------------------

Note: If the device selected has a reservation limit assigned, the Reservation system will let the administrator know that the reservation exceeds the number of maximum users.



11. Click on the **Save** button.

A reservation has been made and will now appear in the Reservation list. In addition, the Assigned User will see an entry on the **Today's Reservations** tab of their Dashboard.

Edit a Reservation

To Edit a reservation, click on the **Edit** link to the right of the reservation and make changes as needed. Click on the **Save** button when finished.

Delete a Reservation

To Delete a reservation, click on the **Delete** link to the right of the reservation and confirm the deletion.

Views

The Reservation list provides two views for viewing reservations in the system:

- **Daily View** – This tab provides a daily view of reservations. Within this view, Administrators can view future daily reservations by changing the date. In addition, Administrators have the ability to sort reservations by Room for a quick look at a room's daily reservations.



- Monthly Calendar View** – This view provides a monthly view of all reservations. The monthly view can be advanced by month in order to view future reservations. Each day of the month displays the number of reservations and their names for that day. By clicking on the number of reservations, the view will switch to the daily view of the day selected.

Make a Reservation						
Daily View		Monthly Calendar View				
February 2010						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1. 4 Reservations Green Energy presented by Schlessinger Media NASA TV Bill Nye: Magnets Civil War Year One	2. 5 Reservations Going Green NASA TV Space Travel How Things Work - Magnets more...	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24. 2 Reservations Space World History	25	26	27
28						

Pathways SM - All-Call (Admin)

Overview

All-Call gives an Administrator the ability to easily and quickly distribute emergency and general announcement information or topical programming to classrooms, district or school-wide. In addition, administrators can view All-Call types, the number of rooms affected by the All-Call and the All-Call runtime.



Name	Type	# of Rooms	Status	
SVS: AXIS Unicast Stream	School Call	4	16 hrs 20 mins 53 secs	start • edit • remove
SVS: Stream 1 - 11 users	School Call	15	1 min 30 secs	start • edit • remove
SVS: All-Call RTSP Stream	School Call	33	12 mins 13 secs	start • edit • remove
SVS: All-Call Multicast Stream	School Call	33	54 secs	start • edit • remove
SVS: NASA TV	School Call	4	57 secs	start • edit • remove
SVS: NASA TV	School Call	4		start • edit • remove
SVS: NASA TV	School Call	4		start • edit • remove
Title: 1600 Pennsylvania Avenue: The White House	School Call	4	1 min 4 secs	start • edit • remove
	Room Group Call	2		start • edit • remove
Title: "\$30 Reward" for capture of runaway NC slave	School Call	19	5 mins 15 secs	start • edit • remove
Title: EdCast Audio - All Users	School Call	19	36 secs	start • edit • remove
Title: 21st Century Cosmos	School Call	4	2 mins 17 secs	start • edit • remove
URL: http://www.yahoo.com	School Call	15	19 secs	start • edit • remove
SVS: Mr's Tech Room: MCHS Library DVD Player	School Call	15	6 mins 37 secs	start • edit • remove
Ticker: Happy Friday!	School Call	15	1 min	start • edit • remove
SVS: Issue Test	ALL-CALL	109	5 secs	start • edit • remove

All settings described below can be accessed by selecting **Admin -> Pathways SM -> All-Call** from within SAFARI Montage.

All-Call Elements

Choose one of the following elements to learn more.

- [New All-Call](#)
- [Additional Functions](#)
 - [Start\(Stop\)](#)
 - [Edit](#)
 - [Remove](#)

New All-Call

To create a **New All-Call**, perform the following:

1. Click on the **New All-Call** at the top of the All-Call list.

2. Select a type of All-Call from the **Type** drop down box.
3. Select a source for the All-Call to distribute from the **Source Type** drop down box.
 - o **Selective Video Stream** – This source type is an SVS stream that is broadcasted during the All-Call.
 - o **CMC Ticker Text** – This source type is text that will scroll across the bottom of the display attached to a CMC or Kiosk Controller.
 - o **CMC URL** – This source type is a web page that will be pushed out to a CMC or Kiosk Controller.
4. Enter or select the corresponding medium based on the **Source Type**.
5. Click on the **Save** button.

Note: To start the All-Call immediately, click on the **Save** button. This will also save the All-Call.

Additional Functions

In addition to the functions mentioned above, Administrators can Start or Stop, Edit or Delete All-Calls.

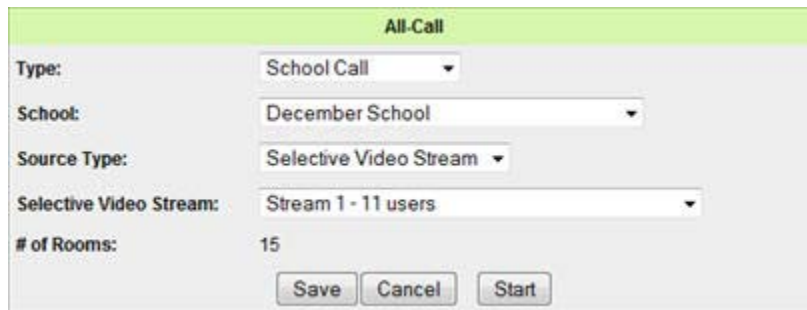
Start (Stop)

Administrators can Start or Stop All-Calls by clicking on the **Start** link (**Stop** if an All-Call is running). When an All-Call is started or stopped, the Administrator will be able to monitor its progress as the scripts for each room are processed.

Room	Status	Room	Status
MCHS Media Room	2 of 4	AV Room #001	✓
MCHS Library	✓	MCHS Science Lab #1	✓

Edit

Clicking on the **Edit** link to the right of the All-Call's name will allow an administrator to edit the All-Call settings. These settings are the same as those used for creating a [New All-Call](#); see this section for more information.



The image shows a configuration form titled "All-Call" with a light green header. The form contains the following fields and controls:

- Type:** A dropdown menu with "School Call" selected.
- School:** A dropdown menu with "December School" selected.
- Source Type:** A dropdown menu with "Selective Video Stream" selected.
- Selective Video Stream:** A dropdown menu with "Stream 1 - 11 users" selected.
- # of Rooms:** A text input field containing the number "15".
- At the bottom, there are three buttons: "Save", "Cancel", and "Start".

Remove

Administrators can remove an All-Call by clicking on the **Remove** link to the right of the All-Call's name.

[Intro](#) | [Scheduling Control](#)

Pathways SM - Scheduling Control (Admin)

Overview

Scheduling Control gives an Administrator control over turning on and turning off devices throughout a district or school on a schedule. These schedules can be configured to run once, daily or weekly.



The screenshot shows a 'New Schedule' window with a 'View Scope' dropdown set to 'View All'. Below the header, it displays 'Results: 1 to 4 of 4' and a table of schedules. The table has columns for Action, Class, Repeat, Starting at, Scope, and # of Rooms. Each row includes 'Edit' and 'Remove' links.

Action	Class	Repeat	Starting at	Scope	# of Rooms	
Turn On	CMC	Weekdays Only	February 2, 2010 09:40:00 AM	Room 2 Room	1	Edit • Remove
Turn On	CMC	Once	January 29, 2010 02:30:00 PM	School Ardmore Middle School	33	Edit • Remove
Turn On	CMC	Weekdays Only	December 15, 2009 10:10:00 AM	School December School	15	Edit • Remove
Turn Off	CMC	Weekdays Only	December 14, 2009 05:25:00 PM	School December School	15	Edit • Remove

All settings described below can be accessed by selecting **Admin** -> **Pathways SM** -> **Scheduling Control** from within SAFARI Montage.

Scheduling Control Elements

Choose one of the following elements to learn more.

- [New Schedule](#)
- [Additional Functions](#)
 - [Edit](#)
 - [Remove](#)

New Schedule

To create a **New Schedule**, perform the following:

1. Click on the **New Schedule** at the top of the Schedule Control list.



The screenshot shows the 'Schedule Device Action' form with the following fields:

- Device Class: CMC
- Scope: All
- Action: Turn Off
- # of Rooms: 109
- Repeat: Daily
- Time: 3 : 15 PM

Buttons: Save, Cancel

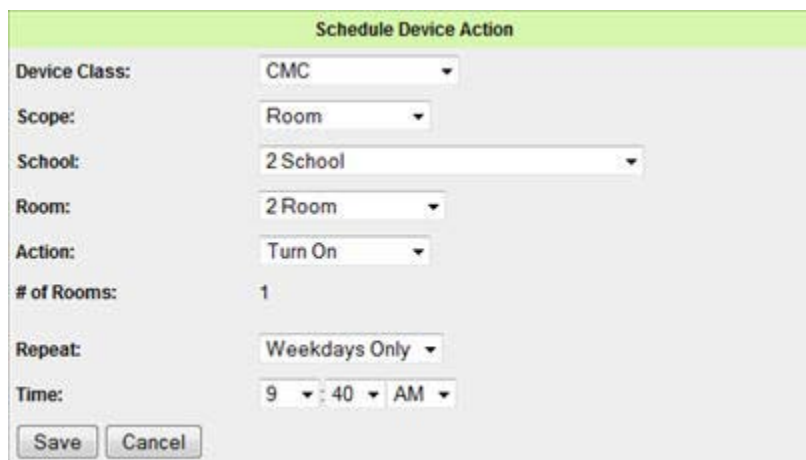
2. Select a device type from the **Device Class** drop down box.
3. Select a schedule for turning the devices on or off from the **Action** drop down box.
4. Set the frequency for the schedule from the **Repeat** drop down box.
5. Set the **Time** of day as to when the action will start.
6. Click on the **Save** button.

Additional Functions

In addition to the functions mentioned above, Administrators can Edit or Remove scheduling control.

Edit

Clicking on the **Edit** link to the right of the schedule's entry will allow an administrator to edit the scheduled settings. These settings are the same as those used for creating a [New Schedule](#); see this section for more information.



The screenshot shows a web form titled "Schedule Device Action" with a light green header. The form contains several fields, each with a label and a value, and a "Time" field with three dropdown menus. At the bottom are "Save" and "Cancel" buttons.

Field	Value
Device Class:	CMC
Scope:	Room
School:	2 School
Room:	2 Room
Action:	Turn On
# of Rooms:	1
Repeat:	Weekdays Only
Time:	9 : 40 AM

Remove

Administrators can remove schedules by clicking on the **Remove** link to the right of the schedule's entry.

[Intro](#)

