

# coolsign

CoolSign Web Interface  
Version 5.0, User's Guide

HVS-ID-UG-CS-WI-5.0  
Issue 01

# Haivision

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**Title:** CoolSign Web Interface User's Guide

**Document Number:** HVS-ID-UG-CS-WI

**Version Number:** 5.0

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# About This Book

Welcome to the CoolSign™ 5.0 User's Guide for version 5.0. This documentation describes how to configure and manage the CoolSign Web Interface software.

## Topics Discussed

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## About Haivision™

Haivision is a global leader in delivering advanced video networking, digital signage, and IP video distribution solutions. Haivision offers complete end-to-end technology for video, graphics, and metadata to help customers build, manage and distribute their media content to users throughout an organization or across the Internet. Haivision has specific expertise in the enterprise, education, medical/healthcare, and federal/military markets.

Haivision acquired the assets of CS Software Holdings, LLC, including the CoolSign product technology, in November, 2010. This acquisition brought together Haivision's IP video streaming capabilities and CoolSign's feature-rich signage solution, with its sophisticated technology to control, schedule, distribute, display, and monitor digital media.

Haivision is based in Montreal and Chicago, with technical centers in Beaverton, Oregon; Austin, Texas; and Hamburg, Germany.

## Audience

This user's guide is focused towards an end-user, such as a content creator or network system administrator, who has a basic knowledge of telecommunications equipment, and IP/LAN networking concepts and terminology.

### Related Topics

- [Reliability of Information](#) on page 7

## Reliability of Information

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### Related Topics

- [Obtaining Documentation](#) on page 8

## Obtaining Documentation

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- CoolSign Network Server Quick Start Guide
- CoolSign Stand-Alone Player Quick Start Guide
- CoolSign Personal Demo Server Quick Start Guide
- CoolSign Player Quick Start Guide
- CoolSign Installation Manual
- CoolSign Network Manager User's Guide
- CoolSign Content Creator User's Guide
- CoolSign Release Notes
- CoolSign Datasheet (contains hardware specifications)

#### Related Topics

- [Service Support](#) on page 8
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## Service Support

For more information regarding service programs, training courses, or for assistance with your support requirements; contact Haivision Technical Support using our Support Portal at: <https://www.haivision.com/support/>.

#### Related Topics

- [Reliability of Information](#) on page 7.



## Document Conventions

The following conventions are used throughout this document.

### Typographic Conventions and Elements

<i>Italics</i>	Used for the introduction of new terminology or for words being used in a different context, and for placeholder or variable text.
<b>bold</b>	Used for strong emphasis.
Monospaced	Used for code examples, command names, options, responses, error messages, and to indicate text that you enter.
Button	Indicates a button or some object that you click.
>	In addition to a math symbol, it is used to indicate a submenu. For instance, <a href="#">File</a> > <a href="#">New</a> where you would select the <a href="#">New</a> option from the File menu.
...	Indicates that text is being omitted for brevity.

### Admonition Elements

The following admonition elements are used to advise and counsel that special actions should be taken.



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#### TIP

Indicates highlights, suggestions, or helpful hints.

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#### NOTE

Indicates a note containing special instructions or information that may apply only in special cases.

---

**IMPORTANT**

Indicates an emphasized note. It provides information that you should be particularly aware of in order to complete a task and that should not be disregarded. IMPORTANT is typically used to prevent loss of data.

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**CAUTION**

Indicates a potentially hazardous situation which, if not avoided, may result in damage to data or equipment, or minor to moderate injury. It may also be used to alert against unsafe practices.

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# 1 Touring the CoolSign Web Interface

The following information provides a tour of the CoolSign web interface (WI).

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## Intended Usage

The Web Interface runs on any computer platform, mobile device, or tablet and supports the basic functionality of templates and scheduling of content in player regions.

Designed for content administrators, or entry-level users (such as office admins, charge nurses, or other less-technical users), the Web Interface (WI) is an alternative to the full-featured, robust graphical interface favored by dedicated power users and CoolSign system administrators.

## Required Permissions for Users

In order to perform the tasks with the Web Interface (WI), the CoolSign administrator first must provide you with a login and password that includes the appropriate permissions for a Content administrator or CoolSign administrator.

## Getting Acquainted with the Web-based Interface

CoolSign 5.0 introduces the web interface, an intuitive web-based user interface (WI), that allows you to manage channels and content through your favorite browser. With a click of the mouse, you can switch between tabs for Channels, Library, and Templates to create content, generate new content from templates, and assign. While this simplified interface is perfect for everyday users, administrators will still want to use the full-featured Network Manager rich client to perform their tasks.

## Accessing the Web Interface

The Web Interface is bundled with the CoolSign software. Once the Network Controller is installed and running, the web interface can be accessed at:

```
http://<NC_IPAddress>:<Port>/web/index.html
```

Example:

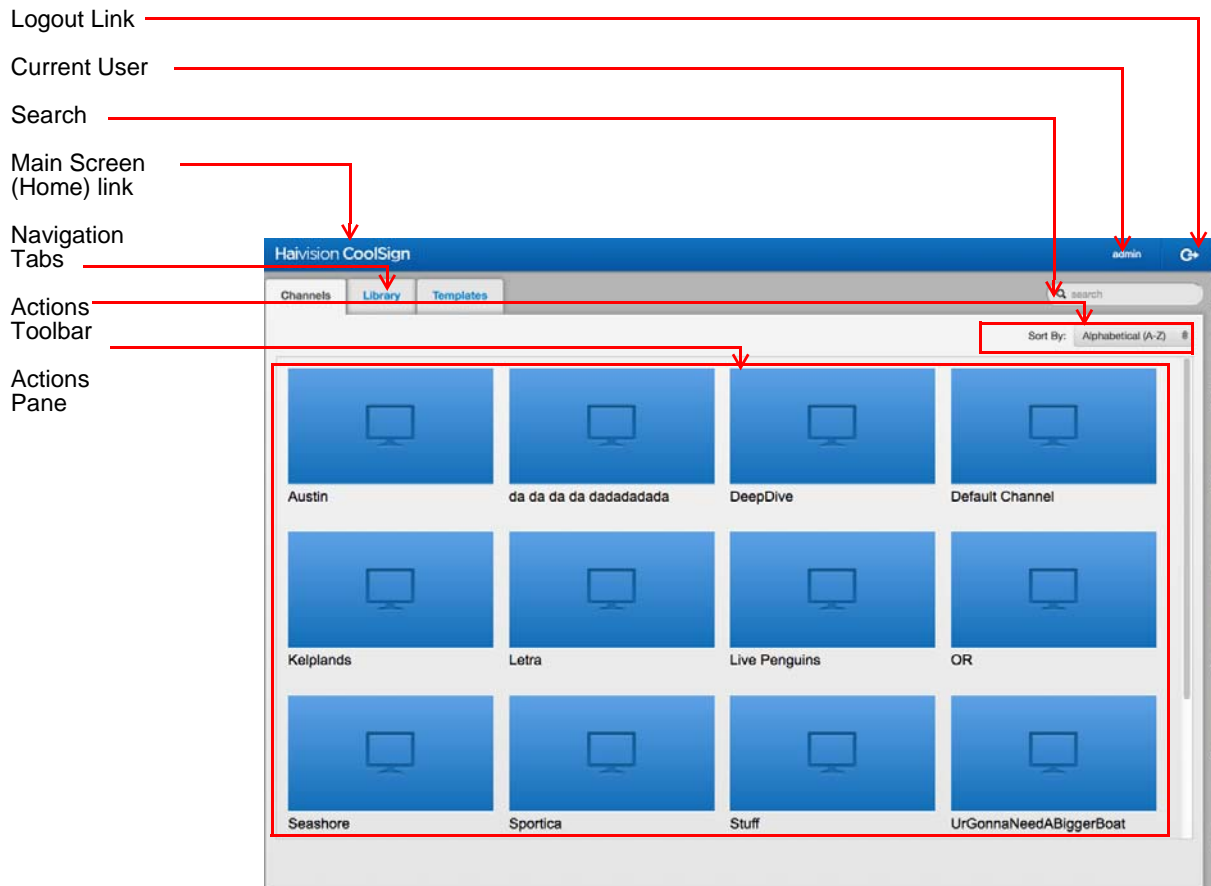
```
http://10.69.12.181:80/web/index.html
```

Point your internet browser to this address and login to start a session.

## Basic Layout and Elements

The interface groups common tasks into easily-accessible screens. These screens use a consistent layout with common screen elements to simplify your experience.

Figure 2 Interface Screen Elements



### Access Links

At the top of every screen, are quick access links that you click to return to the main screen (home page), determine the currently logged in user, and log out of the system.

### Navigation Tabs

The navigation tabs along the top of the screen provide easy access to the Channels, Library, and Templates pages from any place in the interface.

### Search Field

The search field allows you to search and sift through the items available in the action pane of the current screen.

### Actions Toolbar

The actions toolbar is located just above the action pane. The actions toolbar displays buttons for the available tasks based upon the current screen and selections.

### Action Pane

The action pane, depending on the current screen, displays the available items.

## A Closer Look at the Web Interface

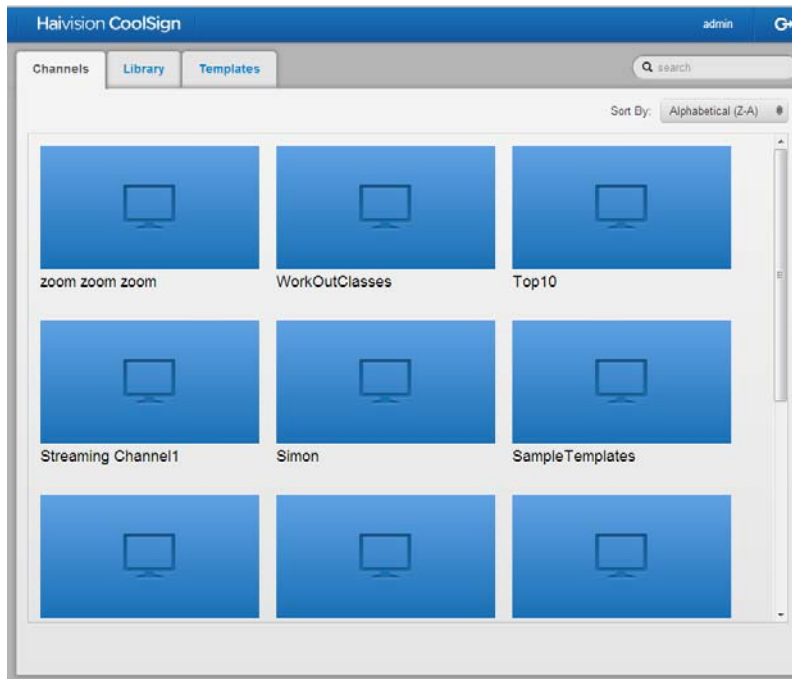
The navigation tabs located across the top of the interface gives you instant access to the main interface screens:

- Channels
- Library
- Templates

## Channels Screen

[Default Screen] Click the [Channels](#) tab from anywhere in the interface to access the Channels screen. The Channels screen lists the available channels.

Figure 3 Channels Screen



## About Channels and Players

When working with the CoolSign web interface (CWI), keep in mind that the functionality provided is a subset of what is usually accomplished using the CoolSign Network Manager (CNM) application. In particular, you should understand the difference between channels and players.

Channels are the master schedules to which you tune your players. You can use the Channel Manager in the CNM to create new channels and schedule content or playlists into channels. Once a channel is created, you can then use the Player Manager in the CNM to tune players to your channel so they start playing the scheduled content.

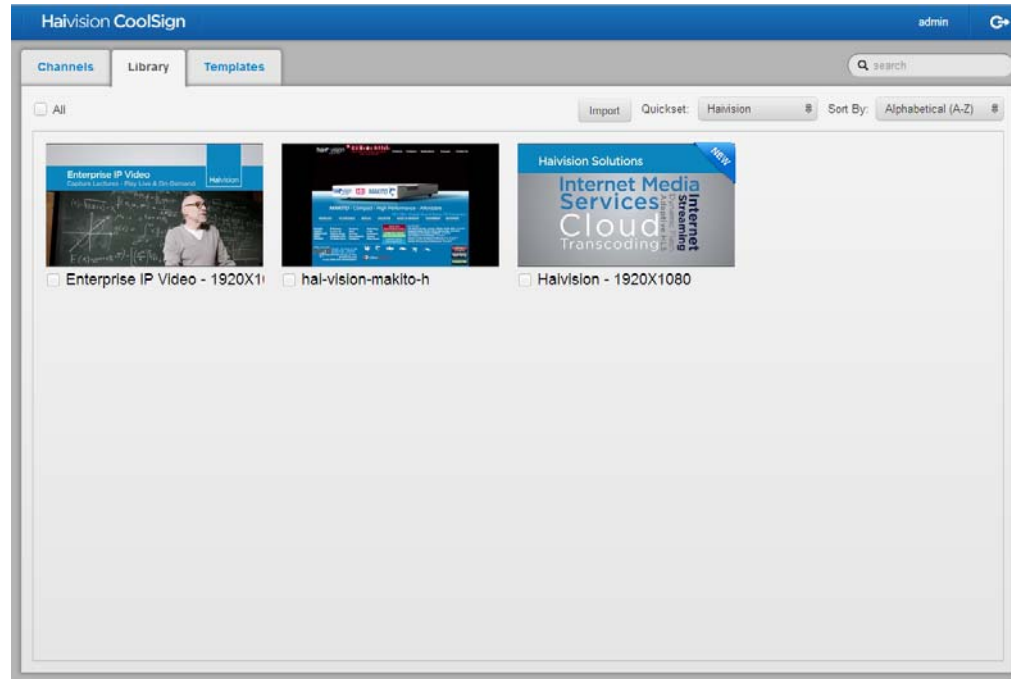
Players are the nodes in your network that play back content on a display device. The CNM's Player Manager provides functionality to manage your players, including the ability to remotely configure players, divide a player into multiple regions, tune a player to a channel, and review the play history for a player.

The CWI is used to manage the content associated with channels, but not the players themselves. The CWI will show you what players are tuned to a given channel, but this association can only be changed using the CNM.

## Library Screen

Click the [Library](#) tab from anywhere in the interface to access the Library screen. The Library screen lists the available content that can be assigned to a player. Recently added items are identified with a *New* banner in the corner.

Figure 4 Library Screen

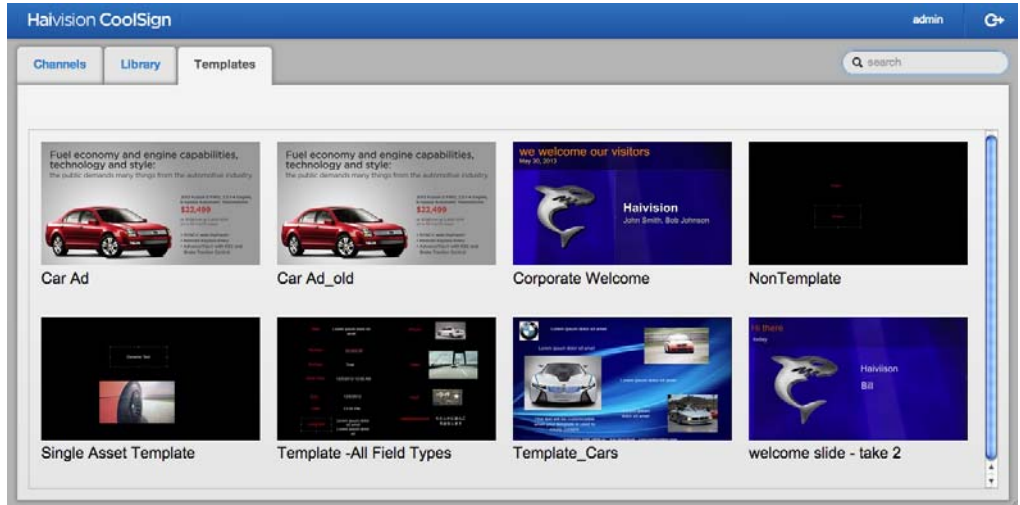


## Templates Screen

Click the [Templates](#) tab from anywhere in the interface to access the Templates screen. The Templates screen lists the templates available to assist you in formatting content layouts.



Figure 5 Templates Screen



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# 2 Using the CoolSign Web-Based Interface

The following information provides information on performing various tasks with the CoolSign web-based interface (WI).

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## Performing Tasks with the Web Interface

The Web Interface (WI) gives you quick access to perform the most popular tasks. The WI is also the only tool that you can use to create new content from an existing template. The Template workflow relegates certain tasks to specific tools/roles.

Figure 3 Template Workflow Overview



- A content designer uses the Content Creator tool to create a template, bind the editable fields to a dynamic data table, and then publishes the template to the CNM.
- A content administrator uses the Web Interface (WI) to access the template and modify the available text/media fields to create new content assets. The content administrator then assigns the new content to the appropriate channel(s).
- A CoolSign administrator uses the CoolSign Network Manager (CNM) to assign players to channels to view the new template-based assets. The CoolSign administrator deletes the templates as needed.

## Enabling and Disabling the Web Interface

To enable/disable the web interface:

1. Enter the following URL in your browser window:

## Starting and Ending a Web Interface Session

To log into the interface:

1. Enter the following URL in your browser window:  
`http://<NC_IPAddress>:<Port>/web/index.html`

Example:

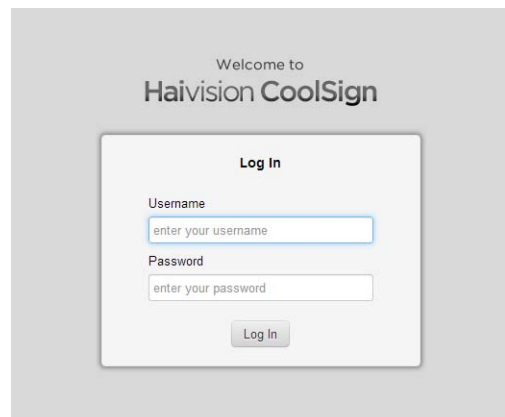
`http://10.69.12.181:80/web/index.html`

*Where:*

- `<NC_IPAddress>:<Port>` — the Network Controller address and port that you specified during installation.

---

Figure 4 Login Screen



2. At the Login screen, enter your user credentials:

- **User ID**
- **Password**



### NOTE

Refer to the Important Notices document for your initial credentials. Be sure to change the password and make note of it for future reference.

---

*Once logged in, the Channels screen is displayed.*

To log out of a session:

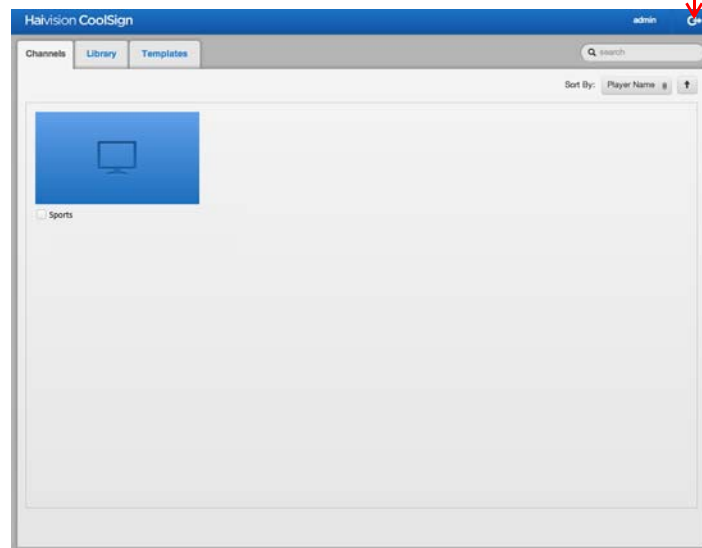
1. Click the [Logout](#) link to exit your session and return the system to the Login screen.



#### NOTE

Exiting the interface does not shut down the CoolSign Web Interface.

Logout Link

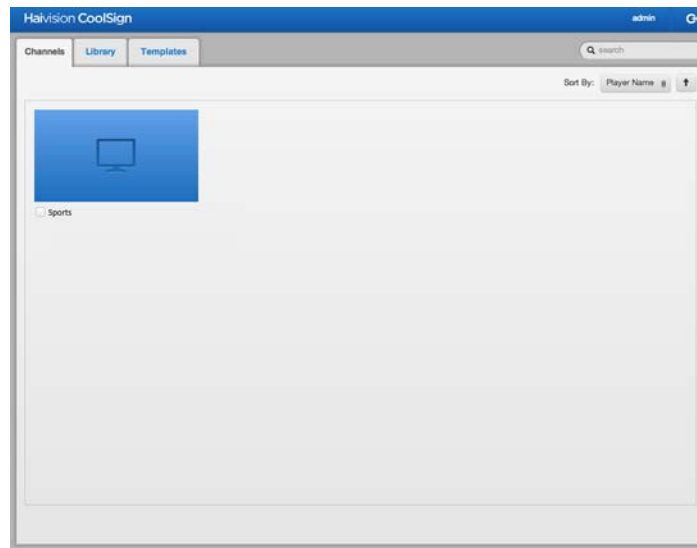


*Once logged out, the Login screen is displayed.*

## Working with Channels

The Channels screen lists all the available channels. To help you manage the channels, the actions toolbar provides search, filtering, and sorting capabilities for finding specific channels. To view a Channel's properties, click its icon. The Channel's Properties screen gives you access to individual channel properties such as currently tuned players and their regions, as well as playback order.

Figure 5



### Locating a Specific Channel

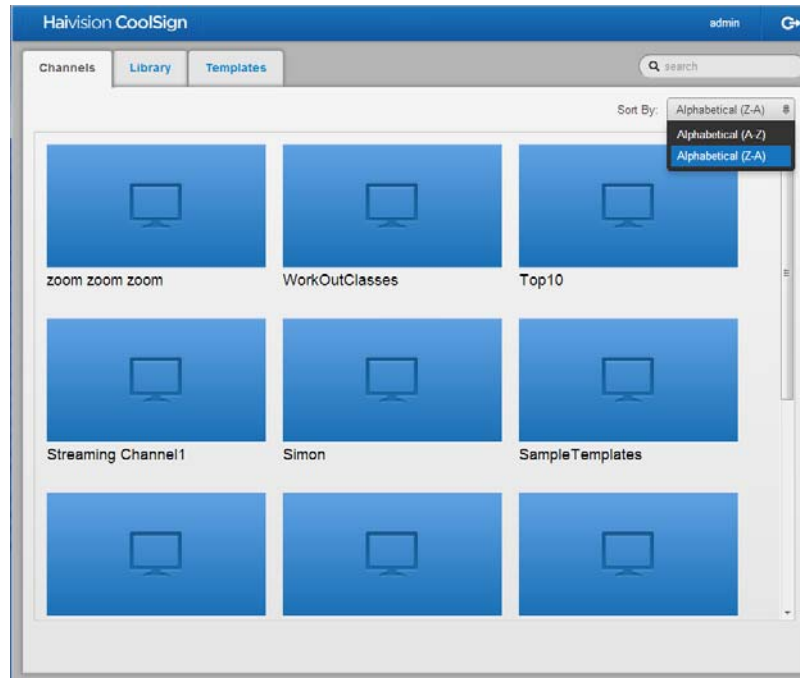
Before performing a task, you may need to identify the channel(s) on which you want to perform the task. The following provides a variety of means to sift through the channels in the action pane of the Channels screen to identify the channel(s) you want:

- sort
- filter
- search
- select

To sort channels:

1. Click the **Channels** tab, if necessary, to access the Channels screen.
2. On the actions toolbar, click the **SORT BY** drop-down menu and select either **ALPHABETICAL (A-Z)** for ascending or **ALPHABETICAL (Z-A)** for descending.

Figure 6



To filter channels:

1. Click the **Channels** tab, if necessary, to access the Channels screen.
2. On the actions toolbar, click the **Search** text entry field and enter a unique character string that identifies the channel(s) for which you are searching.

*The action pane displays the channel(s) matching your search criteria.*



#### TIP

When naming your channels, consider using a taxonomy or naming scheme that will aid in grouping the channels together for common tasks.

To search for a specific channel:

1. Click the **Channels** tab, if necessary, to access the Channels screen.
2. On the actions toolbar, click the **Search** text entry field and enter the name of the channel for which you are searching.

*The action pane displays the channel matching your search criteria.*

To select a channel:

1. Click the **Channels** tab, if necessary, to access the Channels screen.
2. Locate the channel upon which you want to perform the task.
3. Click the appropriate channel icon.

*Any action you perform will be made on the selected channel.*

## Specifying and Scheduling a Channel's Content

The content and playback mode for a channel is defined on the Channel's Properties screen. From the Properties screen you can add content, specify content for playback, and choose the type of playback mode (such as *shuffle*).

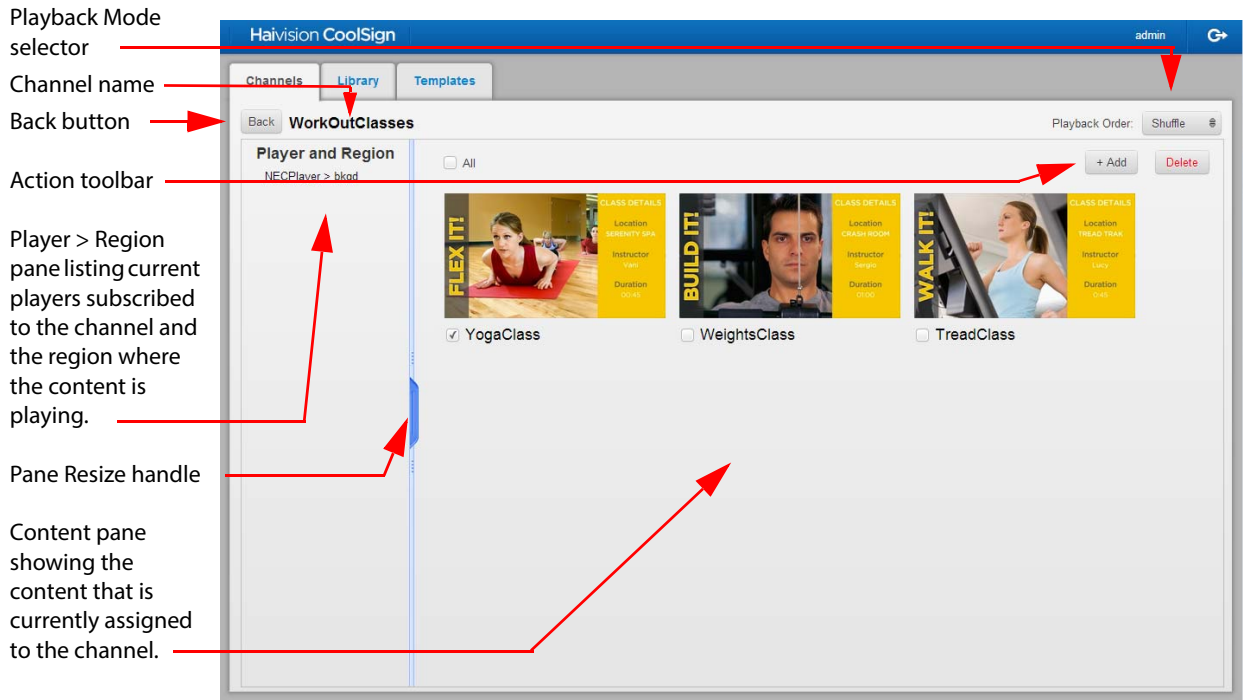
### Viewing a Channel's Properties Screen

To view a specific Channel's Properties screen:

1. Click the **Channels** tab, if necessary, to access the Channels screen.
2. Locate the channel(s) upon which you want to perform the task (see "Locating a Specific Channel" on page 22).



3. Click the icon of the channel.



*The Channel's Properties screen opens listing the players tuned to the channel, the channel's content, and the playback mode.*

To close the Properties screen:

1. With the Channel's Properties screen open, do one of the following:
  - Click the [Back](#) button to the left of the channel name.
  - Click the [Channels](#) tab.

*The Properties screen closes and the Channels screen is displayed.*

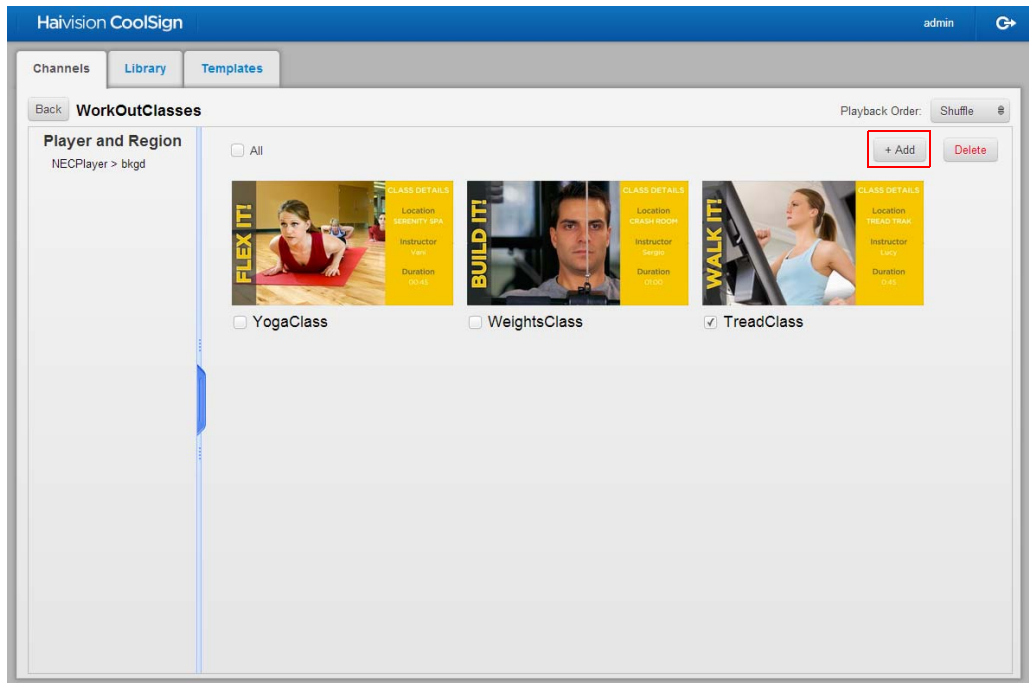
### Assigning Content Assets to a Channel

You can add content to a channel from the Channel's Properties screen or from the Library screen.

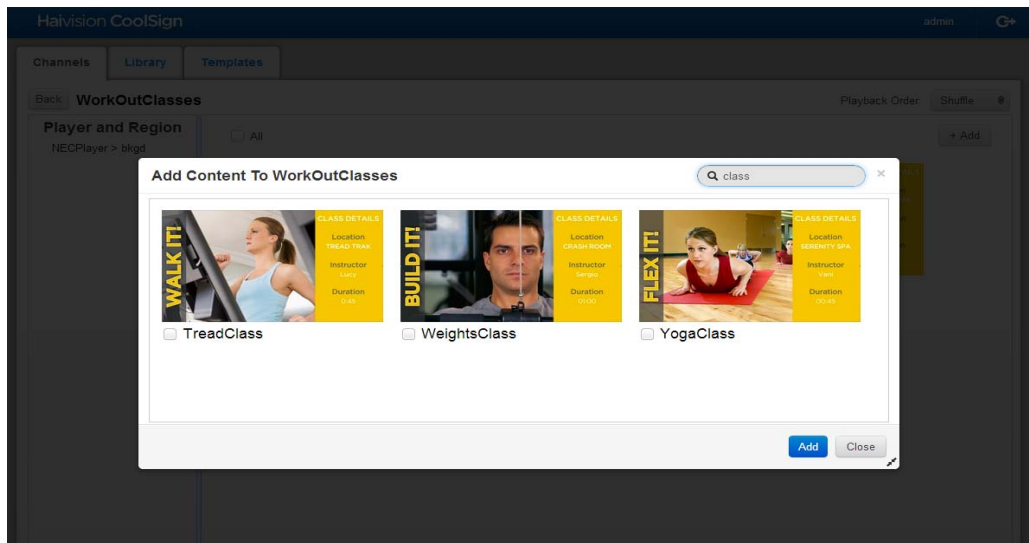
To add content assets from the Channel's Properties screen:

1. Click the [Channels](#) tab, if necessary, to access the Channels screen.
2. Locate the channel upon which you want to perform the task (see "Locating a Specific Channel" on page 22).

3. Click the icon of the channel to open its Properties screen.



4. Click the +Add button from the actions toolbar.
5. In the Add Content dialog window, click the selection checkbox(es) to checkmark the content assets you wish to add.



**TIP**

You can enter text in the Search field to narrow the display of available content or use the Resize handle (double arrows) in the lower right of the dialog window to enlarge the viewing area as needed.

6. Click the **Add** button to close the dialog.
7. When the **Tap here to save changes** popup appears, click the popup.

Tap here to save changes.

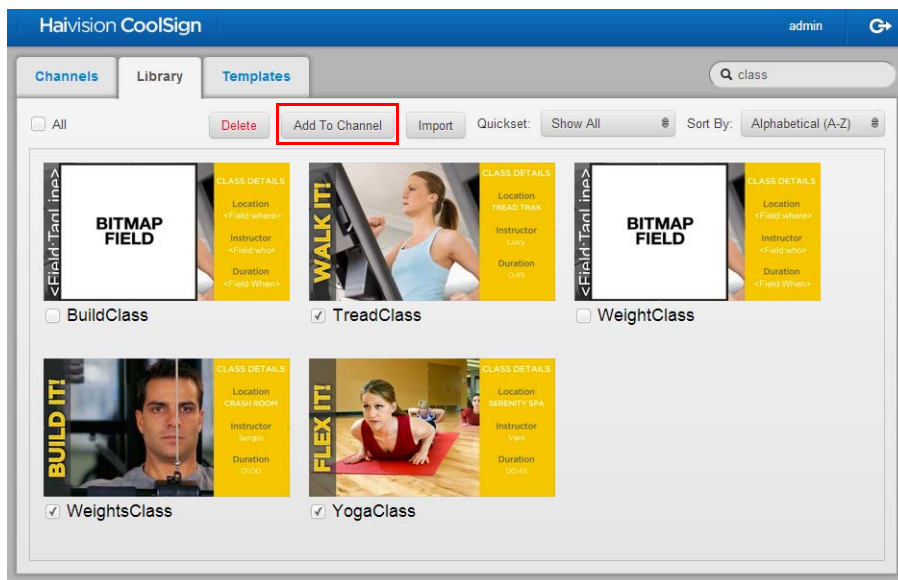
8. Confirm that the **Success! Changes saved** popup appears.

Success! Changes saved.

*The Properties screen opens listing the new content assets.*

9. To add content assets from the **Library** screen: Click the **Library** tab, if necessary, to access the **Library** screen.
10. Click the selection checkbox(es) to checkmark the desired content assets.

Figure 7

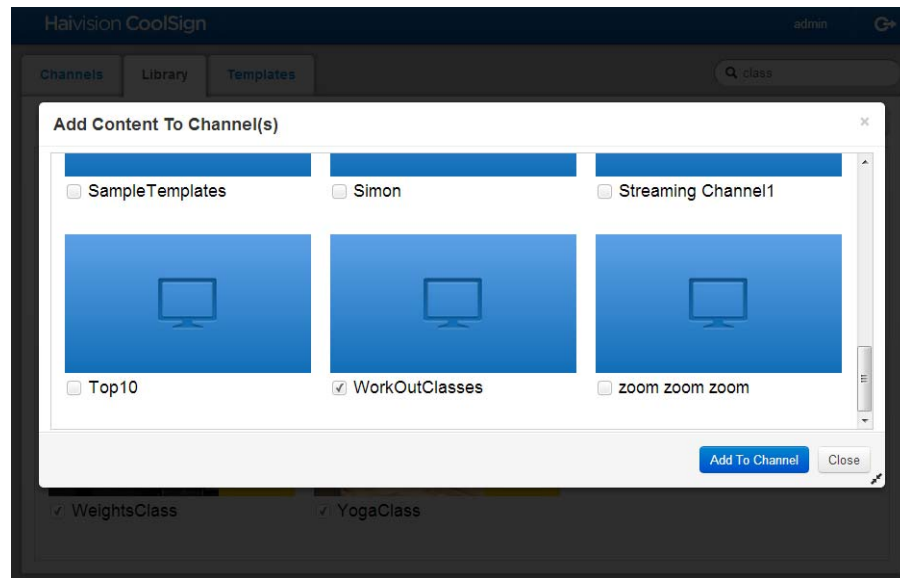


#### TIP

If you want to select all the content currently displayed, click the **All** selection checkbox at the top left corner of the screen.

11. Click the **Add to Channel** button.

12. When the Add Content to Channel(s) dialog opens, click the selection checkbox(es) to checkmark the appropriate channel(s).



### TIP

You can enter text in the Search field to narrow the display of available content or use the Resize handle (double arrows) in the lower right of the dialog window to enlarge the viewing area as needed.

13. Click the [Add to Channel](#) button.
14. When the [Tap here to save changes](#) popup appears, click the popup.

Tap here to save changes.

15. Confirm that the [Success! Changes saved](#) popup appears.

Success! Changes saved.

*The selected content is now available on your selected channel(s).*

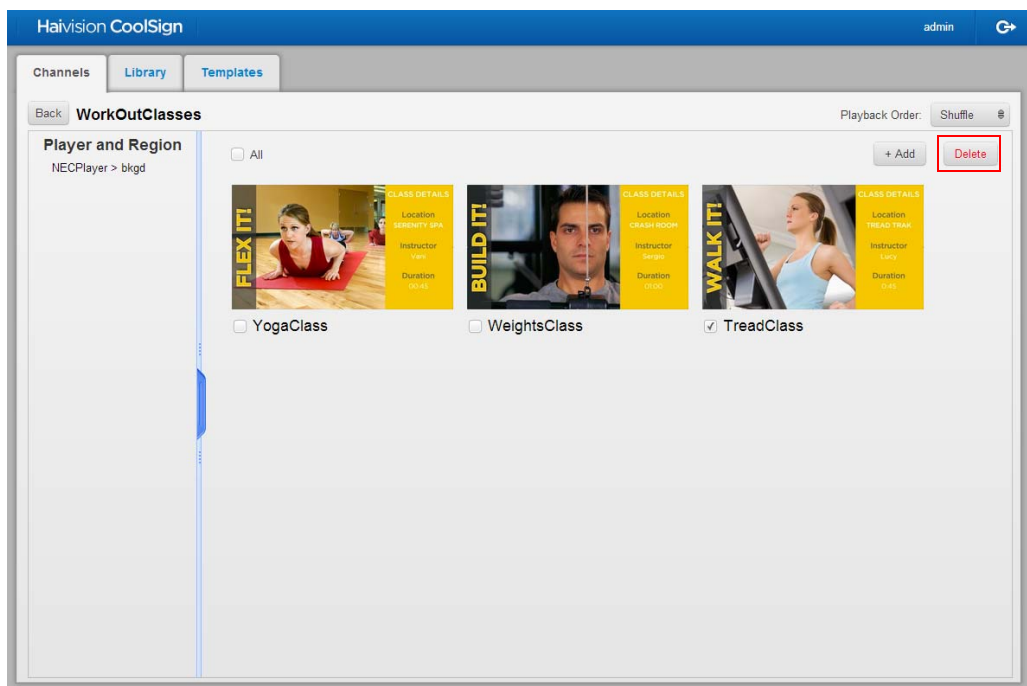
### Related Topics

- [Specifying and Scheduling a Channel's Content on page 24](#)

## Removing Content Assets from a Channel

To remove a channel's asset(s):

1. Click the **Channel** tab, if necessary, to access the Channels screen.
2. Locate the channel(s) upon which you want to perform the task (see “Locating a Specific Channel” on page 22).
3. Click the icon of the channel.
4. When the Channel's Properties screen opens, click the selection checkbox(es) to checkmark the content assets you want to delete.



### TIP

If you want to select all, click the **All** selection checkbox at the top left corner of the page.

5. Click the **Delete** button on the actions toolbar.



### NOTE

The content is only removed from the channel. It is still available from the **Library** screen and can be reassigned.

6. When the **Tap here to save changes** popup appears, click the popup.

Tap here to save changes.

7. Confirm that the **Success! Changes saved** popup appears.

Success! Changes saved.

*The selected content assets are removed from the Channel's Properties screen.*

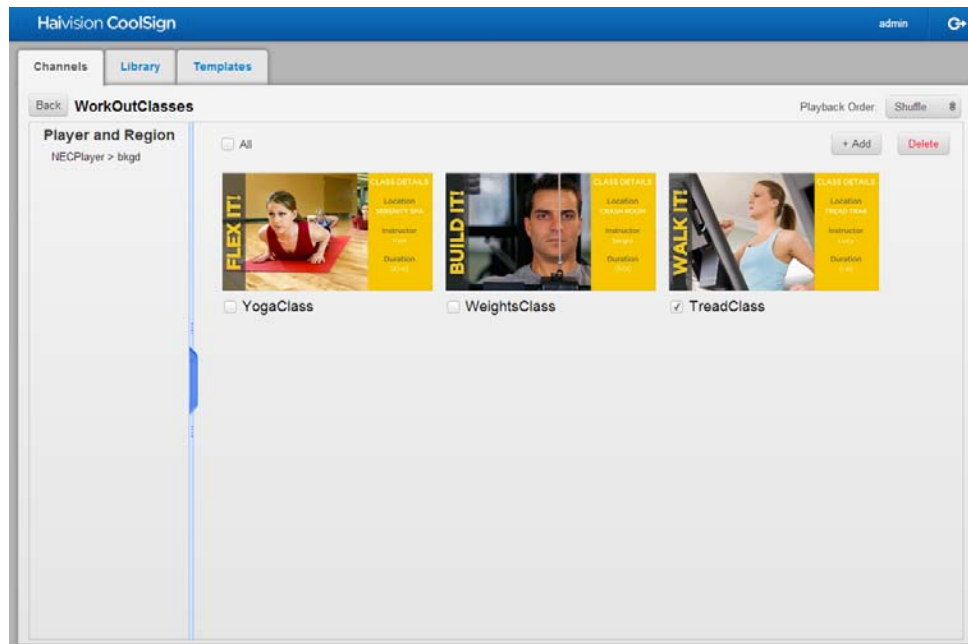
## Scheduling Content on a Channel via the Playback Mode

To perform basic scheduling functions you use the Web Interface (WI) to specify the playback mode:

- Shuffle
- Custom

To shuffle a channel's content:

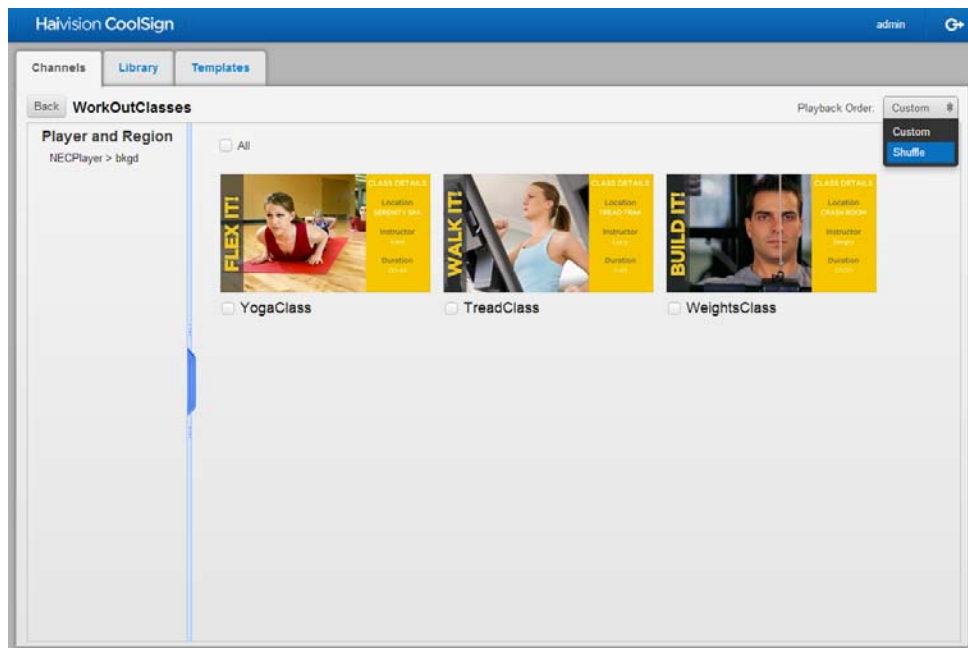
1. Click the **Channel** tab, if necessary, to access the Channel's screen.
2. Locate the channel upon which you want to perform the task (see "Locating a Specific Channel" on page 22).
3. Click the icon of the channel.
4. When the Channel's Properties screen opens, click the selection checkbox(es) to checkmark the appropriate content assets.



### TIP

If you want to select all the displayed content, click the **All** selection checkbox at the top left corner of the page.

5. Click the PLAYBACK ORDER drop-down window and select SHUFFLE.



6. When the Tap here to save changes popup appears, click the popup.



7. Confirm that the Success! Changes saved popup appears.

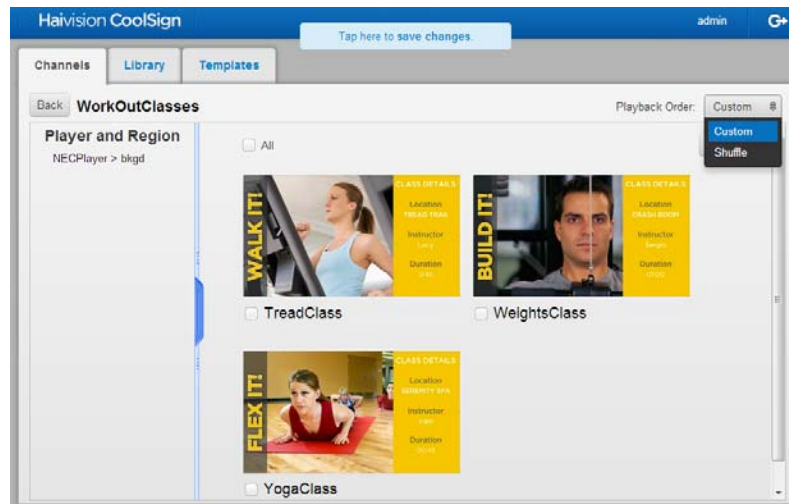


*The selected assets will run on the channel in the Shuffle playback mode.*

To define a custom playback for a channel's content:

1. Click the Channels tab, if necessary, to access the Channels screen.
2. Locate the channel upon which you want to perform the task (see "Locating a Specific Channel" on page 22).
3. Click the icon of the channel.

- When the Channel's Properties screen opens, click the **PLAYBACK ORDER** drop-down window and select **CUSTOM**.



- Add or drag and drop the content icons into the desired order (playback will occur based on the order of the content icons, from left to right, top to bottom).
- When finished adding and positioning your content, click the [Tap here to save changes](#) popup.

Tap here to **save changes**.

- Confirm that the **Success! Changes saved** popup appears.

**Success! Changes saved.**

*The selected assets will run on the channel in the customized playback mode.*

## Working with the Library

The Library screen lists all the available content assets from which you can choose to run on your players. You select content from the Library and add it to your players for playback. To help you manage the assets in the Library, the actions toolbar provides import, delete, and the means to sort or filter the content. This screen also allows you to assign content assets to your player(s). When working with content in the library, you can click an asset's icon to display the content's properties screen. From the Content's Properties screen you can edit the name, format, duration, and when it activates or expires.

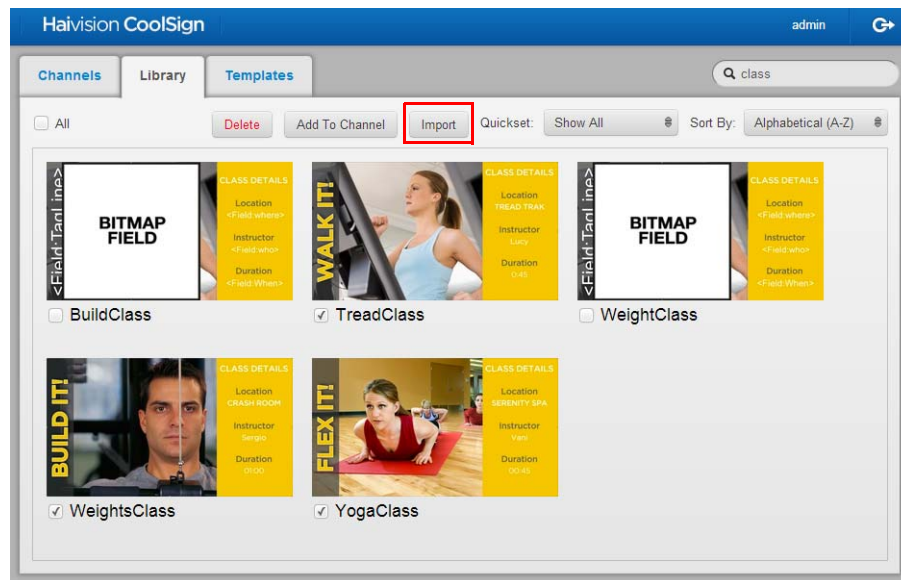


to the Library

To import content assets:

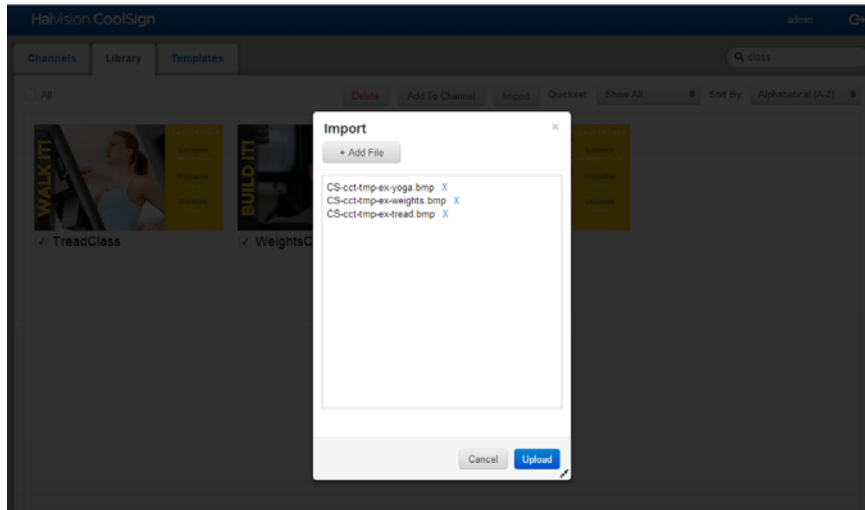
1. Click the **Library** tab to access the Library screen.
2. Click the **Import** button.

Figure 8



3. When the Import dialog opens, click the **+Add File** button.

4. Browse to the location of the content and select the file.

**TIP**

Use the Resize handle (double arrows) in the lower right corner if you need to resize the dialog box to view the filenames.

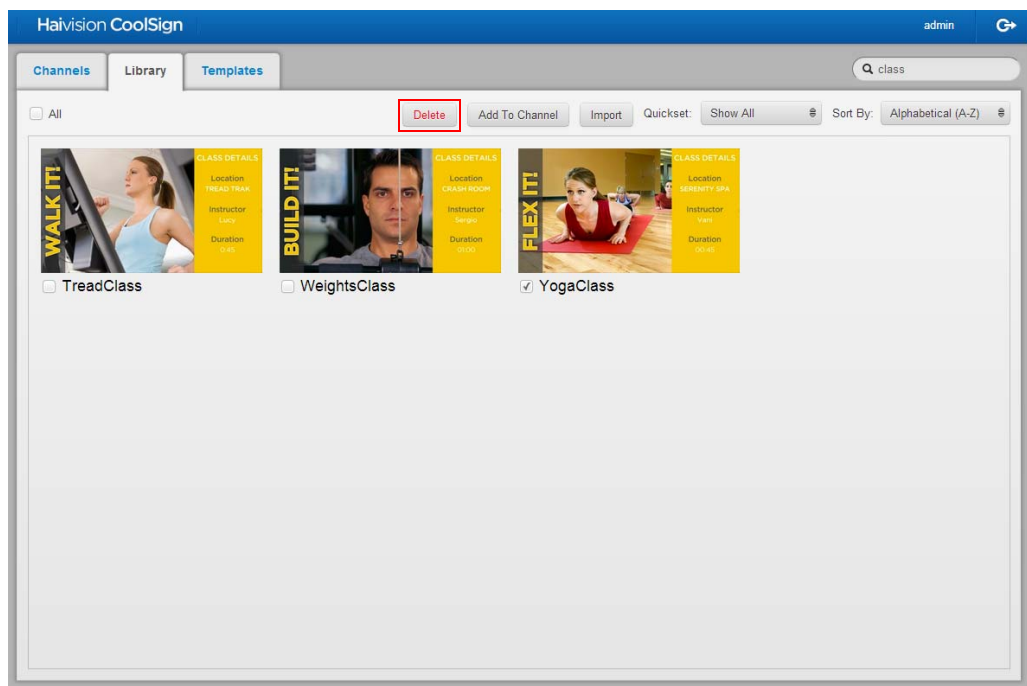
5. Repeat Steps [#3](#) and [#4](#) until all your items are listed in the Import window, then click the [Upload](#) button.

*The new content assets are displayed in the Library and identified with a **New** banner.*

## Removing Content Assets from the Library

To remove content asset(s) from the library:

1. Click the **Library** tab, if necessary, to access the Library screen.
2. Click the selection checkbox(es) to checkmark the appropriate content assets.



### TIP

If you want to select all, click the **All** selection checkbox at the top left corner of the screen.

3. Click the **Delete** button.



### IMPORTANT

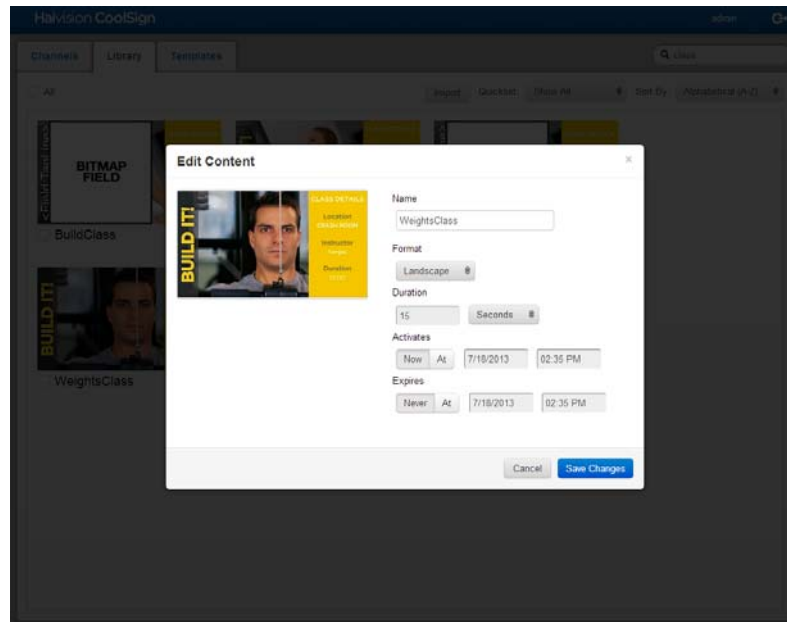
The assets are removed from the Library screen and the network. Deleted content cannot be recovered. Be sure that you have a backup of your content outside of the system.

## Modifying Content Properties (such as Name, Format, Duration, and Activation)

To modify the properties of a content asset:

1. Click the **Library** tab, if necessary, to access the Library screen.

2. Locate the content item you wish to modify, and then click on its thumbnail.



*The Edit Content screen appears.*

3. Modify the **Format**, **Duration**, **Activates** and **Expires** fields as appropriate.
4. Click the **Save Changes** button.

*The changes will be applied to the playback of the modified content item on all channels.*

## Selecting, Filtering, and Sorting Content Assets in the Library

To select a content asset:

1. If necessary, click the **Library** tab to access the Library screen.
2. Locate the content asset(s) upon which you want to perform the task.
3. Click the selection checkbox(es) to checkmark the name(s) of the asset(s).

*Any subsequent action you perform will be made on the selected asset(s).*

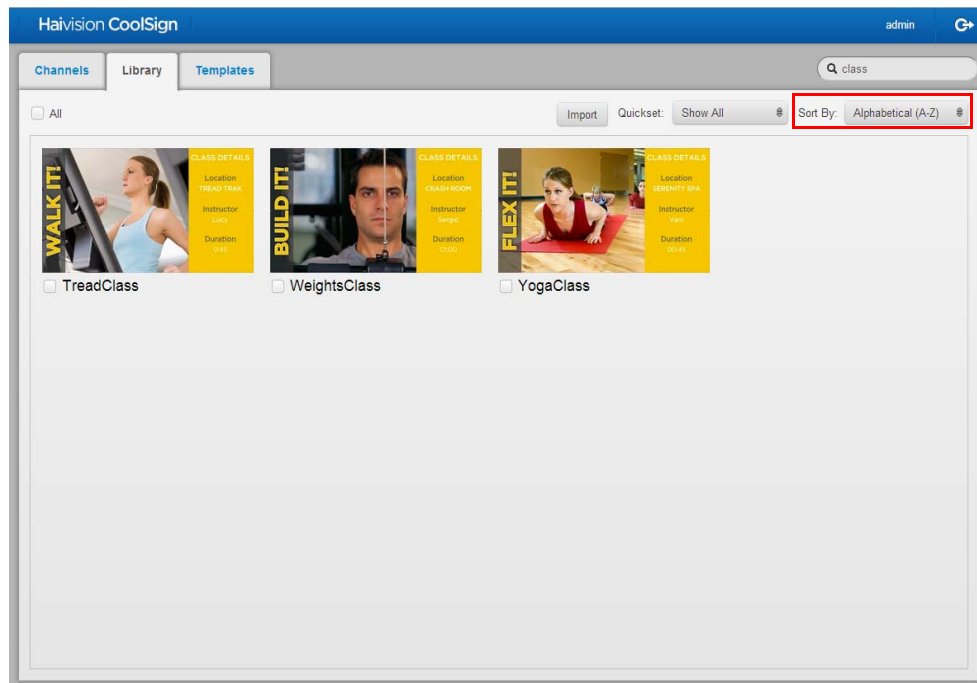
To search for a specific content asset:

1. If necessary, click the **Library** tab to access the Library screen.
2. Click the **Search** text entry field and enter the entire name or a unique character string that identifies the asset(s) for which you are searching.

*The action pane displays the asset(s) matching your search criteria.*

To sort content assets in the library:

1. Click the **Library** tab, if necessary, to access the Library screen.
2. On the actions toolbar, click the **Sort By** drop-down menu and select either:
  - Alphabetical (A-Z)
  - Alphabetical (Z-A)
  - Newest
  - Oldest



*The assets are sorted to appear in the specified order.*

To filter the assets displayed:

1. Click the **Library** tab, if necessary, to access the Library screen.
2. On the actions toolbar, click the **Search** text entry field and enter a couple of unique letters that identify the asset(s) for which you are searching.

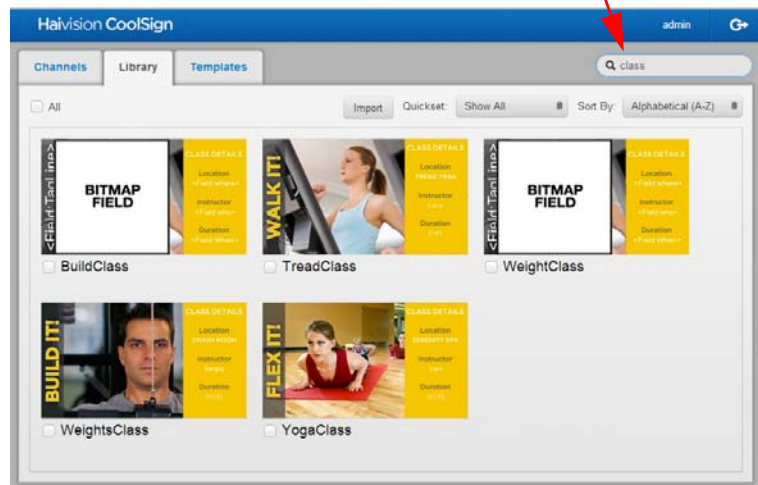


#### TIP

When naming your assets, consider using a naming scheme or taxonomy that will aid in grouping the assets for typical use scenarios.

Figure 9

With the word “class” in the search field, the content pane only displays assets whose name include the text string, “class”.



*The action pane displays the assets matching your search criteria.*

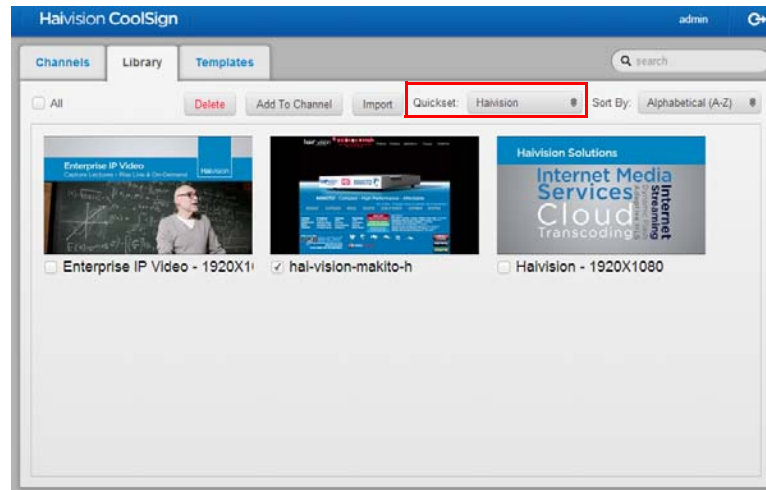
To use QuickSets to filter content assets:

### NOTE

QuickSets are created by the CoolSign administrator to simplify commonly-used search criteria. If you do not see a QuickSet matching your needs, ask your CoolSign administrator to create it.

1. Click the [Library](#) tab, if necessary, to access the Library screen.

2. On the actions toolbar, click the **Quickset** drop-down menu and select the appropriate option.



#### TIP

If it is a large QuickSet, you can also filter items displayed. Click the **Search** text entry field and enter the entire name or a unique character string that identifies the asset(s) to further filter the results.

*The action pane displays the content assets according to the QuickSet criteria.*

## Working with Templates

Templates are a great way to kick start your content collection. A template allows you to produce multiple pieces of content with the same layout quickly.

You use the web interface (WI) to create an *instance*, or copy, of the template for editing. Then you modify that instance to create a new piece of content. Typically, modifying an instance involves updating data fields with new text and graphics.



#### NOTE

Templates are created in the Content Creator tool. Refer to the Content Creator documentation for more information.

## Creating Content Based Upon a Template

To create new content based on a template, you first create a new instance of the template and then modify the content elements (such as text or graphics) — not the layout. For example, a basic template might have a headline at the top of the layout with a picture beneath it. Each instance of the template could have a different heading and picture, but the layout would remain the same with the heading at the top and the picture beneath. Each instance, once modified, becomes a new piece of content that can be scheduled and played.

To create new content from a template:

1. If necessary, click the [Templates](#) tab to open the Templates screen.
2. Click the template that you want to use. An instance of the template is created and its associated form opens showing the editable fields.

The screenshot shows the 'Haivision CoolSign' web interface with the 'Templates' tab selected. A 'Create' form is open, displaying a preview of a car advertisement on the left. The form contains the following fields and controls:

- Name** (\* Required): Text input field containing 'Car Ad Instance'.
- Duration**: Input field with '45' and a 'Seconds' dropdown menu.
- Example** (255 characters max): Text input field.
- Top Headline** (75 characters max): Text input field.
- Top Headline sub headline** (100 characters max): Text input field.
- Top level description** (100 characters max): Text input field.
- Price** (10 characters max): Text input field.
- Lease Details** (100 characters max): Text input field.
- Key Feature 1** (50 characters max): Text input field.
- Key Feature 2** (50 characters max): Text input field.
- Key Feature 3** (50 characters max): Text input field.
- Car Image** (Picture): A button labeled 'No Image' and a 'Change' button.

3. Specify a name for this new instance and enter appropriate data for the available fields. The information you enter replaces the placeholders in the template layout.
4. If the template design includes placeholders for images or video, click the associated [Change](#) button and browse to the image or video file you wish to have appear in the content item.
5. When you have finished providing text and graphics, click the [Create](#) button.

*The new template-based content is displayed in the Library and identified with a New banner. It can be added to a Channel and scheduled like any other content.*



#### NOTE

Templates are used to create only one piece of content at a time. If you are creating a series of ads, you must create multiple instances, modify them, and add them individually to the channel.

#### Related Topics

- “Assigning Content Assets to a Channel” on page 25



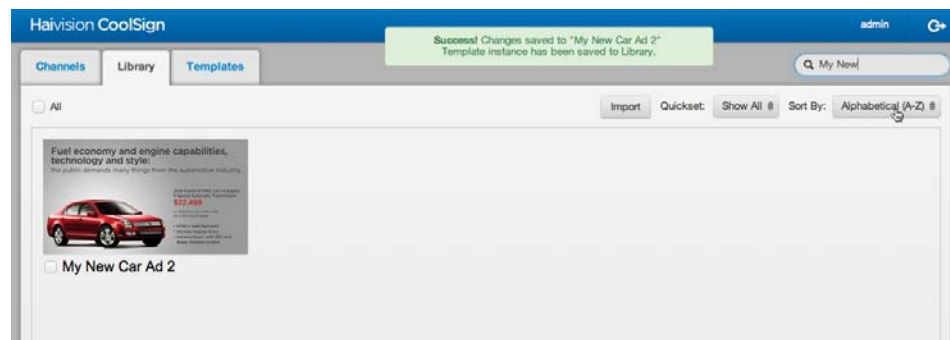
## Revising Template-based Content

To edit template-based content:

1. If necessary, click the [Library](#) tab to open the Library screen.
2. Find and click the piece of content that you want to revise. The template instance screen appears.
3. Edit the appropriate data fields to make your revisions.

The screenshot shows the 'My New Car Ad' edit interface. On the left is a preview of a car advertisement. The main area contains several form fields: 'Name (\* Required)' with the value 'My New Car Ad 2', 'Duration' set to '45' seconds, an 'Example' text field with 'This is some additional text that has been edited.', 'Top Headline' (75 characters max) with 'Great new car!', 'Top Headline sub headline' (100 characters max) with 'Voted best-in-class!', 'Top level description' (100 characters max) with 'This new car is just the car for you.', 'Price' (10 characters max) with '\$10,000', 'Less Details' (100 characters max) with '36 months at 2% OAC', 'Key Feature 1' (50 characters max) with 'Steering wheel', 'Key Feature 2' (50 characters max) with 'Brakes', and 'Key Feature 3' (50 characters max) with 'Engine'. A 'Save Changes' button is in the top right corner.

4. When finished, click [Save Changes](#).



*The Library screen appears with a message confirming the changes have been saved*

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### 5.1 Indemnification by Haivision.

(a) Haivision shall indemnify and hold You harmless against any and all actions, claims, losses, damages, liabilities, awards, costs and expenses (including reasonable attorneys' fees) ("Claims") arising out of i) any accusation or purported violation of any third person's US and copyright, trademark, patent rights or trade secrets, proprietary information on account of Your use of the Licensed Software when used in accordance with the terms of this Agreement, or (ii) relating to or arising out of any negligence or wilful misconduct on the part of Haivision or any breach by Haivision of the terms of this Agreement or any Maintenance and Support Agreement, or applicable law. You shall promptly notify Haivision in writing of any such Claim and promptly tender the control of the defense and settlement of any such Claim to Haivision. Haivision shall thereafter undertake the defense of any such Claim using counsel of its choice. You shall cooperate with Haivision, in defending or settling such Claim at the expense of Haivision; provided that Haivision shall not settle any Claim against You which would require the payment of money by You without the prior written consent of You, which consent shall not be unreasonably withheld. You shall have the right to consult and provide input into the defense with counsel of its choice at its own expense. Haivision shall not reimburse You for any expenses incurred by You without the prior written approval of Haivision, which approval shall not be unreasonably withheld.

(b) If any Licensed Software is, or in the opinion of Haivision may become, the subject of any Claim for infringement, then Haivision may, or if it is adjudicatively determined that any of the Licensed Software infringes in the manner described above (except to the extent that any translation, modification, addition or deletion or combination by You is the sole source of such Claim), then Haivision shall, at its option, either (i) procure for You the right to continue use of the Licensed Software for the term hereof, (ii) replace or modify the Licensed Software with other suitable and reasonably equivalent products so that the Licensed Software becomes non-infringing, or (iii) terminate this Agreement and refund to You a portion of the fee paid for the relevant Product.

(c) Haivision shall have no liability for: (i) the use of other than the then current release of the Licensed Software; (ii) the use of the Licensed Software other than as set forth in its accompanying documentation and as permitted herein; (iii) the modification of any of the Licensed Software by any party other than Haivision; or (iv) any infringement arising from the use of any Licensed Software by You after Haivision has issued a written notice to You requiring You to cease using such Licensed Software when Haivision exercises its option to terminate the License pursuant to Section 3.2 (collectively, "Exclusions"). SECTION 5.1 STATES HAIVISION'S ENTIRE OBLIGATION WITH RESPECT TO ANY CLAIM REGARDING THE INTELLECTUAL PROPERTY RIGHTS OF ANY THIRD PARTY.

5.2 Indemnification by You. You shall indemnify and hold Haivision harmless against any and all Claims directly or indirectly arising out of, or in any manner whatsoever associated or connected with Your performance, purported performance or non-performance of its rights and obligations under this Agreement, and against any and all Claims incurred by or on behalf of any of the foregoing in the investigation or defense of any and all such Claims.

## 6. OTHER PROVISIONS

6.1 **Export and Other Restrictions.** This Agreement, and all Your rights and Your obligations under this Agreement, are subject to all applicable Canadian and U.S. Government laws and regulations relating to exports including, but not limited to, the U.S. Department of Commerce Export Administration Regulations and all administrative acts of the U.S. Government thereunder. In the event the Licensed Software or the Hardware is exported from the United States or re-exported from a foreign destination, You shall ensure that the distribution and export/re-export of the Licensed Software or the Hardware is in compliance with all laws, regulations, orders, or other restrictions of the U.S. Export Administration Regulations. You agree that neither it nor any of its Affiliates will export/re-export any Licensed Software, Hardware, technical data, process, Products, or service, directly or indirectly, to any country for which the Canadian government or United States government (or any agency thereof) requires an export license, other governmental approval, or letter of assurance, without first obtaining such license, approval or letter.

6.2 **Publicity.** Neither party shall make or authorize or permit any other person to make any announcement or other like statement concerning this Agreement or the subject matter, terms or conditions hereof, without the other party's prior written consent.

6.3 **Transfer and Assignment.** Haivision may assign, sublicense, or transfer this Agreement and/or any or all of its rights or obligations hereunder. You may not assign, transfer or delegate any of its rights or obligations hereunder (whether by operation of law or otherwise) without the prior written consent of Haivision. Any unauthorized assignment, transfer or delegation by You shall be null and void. No other Person shall have or acquire any right under or by virtue of this Agreement.

6.4 **Waiver and Amendment.** No modification, amendment or waiver of any provision of this Agreement shall be effective. No failure or delay by either party in exercising any right, power or remedy under this Agreement, except as specifically provided herein, shall operate as a waiver of any such right, power or remedy. Without limiting the foregoing, any terms and conditions of the Entitlement or similar materials submitted by either party to the other shall be of no force or effect.

6.5 **Enforcement by Third Party.** For any Licensed Software licensed by Haivision from other suppliers, the applicable supplier is a third party beneficiary of this Agreement with the right to enforce directly the obligations set forth in this Agreement against You.

6.6 **Governing Law.** This Agreement shall be governed by and construed in accordance with the laws of the Province of Québec, Canada and the Laws of Canada applicable therein (excluding any conflict of laws rule or principle, foreign or domestic).

6.7 **Severability.** If any provision of this Agreement is held by a court of competent jurisdiction to be contrary to law, such provision shall be changed and interpreted so as to best accomplish the objectives of the original provision to the fullest extent allowed by law and the remaining provisions of this Agreement shall remain in full force and effect.

6.8 **Force Majeure.** Neither party shall be liable to the other party for any failure or delay in performance to the extent that such delay or failure is caused by fire, flood, explosion, war, terrorism, embargo, government requirement, labor problems, export controls, failure of utilities, civil or military authority, act of God, act or omission of carriers or other similar causes beyond its control. If any such event of force majeure occurs, the party delayed or unable to perform shall give immediate notice to the other party, and the party affected by the other's delay or inability to perform may elect, at its sole discretion, to terminate this Agreement or resume performance once the condition ceases, with an option in the affected party to extend the period of this Agreement up to the length of time the condition endured. Unless written notice is given within 30 calendar days after the affected party is notified of the condition, the latter option shall be deemed selected. During an event of force majeure, the affected party shall exercise reasonable effort to mitigate the effect of the event of force majeure.

*If you have questions, please contact Haivision Systems Inc., 4445 Garand, Montréal, Québec, H4R 2H9 Canada.*



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## **B.** Revision History

07/13 - Initial Release of the Web Interface (WI) User's Guide. ....	11
07/13 - Added information on the new Web Interface. ....	11
07/13 - Provided task information for the new Web Interface. ....	19

