SMC Editor Manual (Enhanced)

<u>Tip:</u>

Use Ctrl+F to search topics in this manual. For heading navigation, open View > Navigation Pane in Microsoft Word.

This manual provides clear, step-by-step instructions for using the SMC Editor to build layouts, add widgets, manage media, and export finished content. The guide is based on the SMC Editor training scripts and the accompanying editor screenshots.

Quick Start

Build Your First Layout in 10 Minutes

Open the Editor and choose orientation (LS or PT) and the correct screen size.
Set a background (color or image) and confirm the layout duration (mm:ss).
Drag an element (Text/Image/Video/Widget) from the left panel onto the canvas.
Use the right panel tabs (Configure / Appearance / Position) to finalize content and placement.
Click Preview to confirm playback, then export as MP4 or Images for publishing to players.
Save your work as a Draft so you can reuse or adjust it later.

Keyboard & Mouse Shortcuts (where supported)

Delete: remove the selected item (except the main frame/background).
Ctrl + Mouse Wheel: zoom in/out on the canvas.
Ctrl + Z / Ctrl + Y: undo / redo (especially in image/video edit mode).
ESC: close tutorial video player (if open).
Click on empty canvas: clears selection.

Editor Workspace Overview

Editor workspace overview: toolbar, sidebar, canvas and properties panel.

This section explains the editor layout (canvas, side panels, and top actions) so you can work faster and avoid common mistakes.

Top toolbar (key actions you will use most):

> Custom / LS / PT: set screen size and orientation (including a calculator for pixel pitch).
> Clear: clears the canvas and removes current elements (use with care).
> Save As: saves the current layout as a Draft on the server (recommended before exporting).
> Zoom controls: zoom in/out and reset zoom for precise placement.
> Preview / Export MP4 / Export Image: backend rendering options for proofing and final outputs.
> Tutorial ▾ : opens built-in tutorial videos directly in the editor.

Tip:

Keep the tutorial menu open on a second monitor while you build your first layout. Press ESC to close the video player quickly.

When you open SMC Editor, the workspace is divided into four main areas:

> **The top toolbar**, the left sidebar, the canvas (work area), and the properties panel on the right.

> **Top toolbar** – choose orientation (LS/PT), clear the canvas, save your project, zoom in/out, preview, and export.
> **Left sidebar** – access elements/widgets, media upload, warnings, files, clips, and other tools.
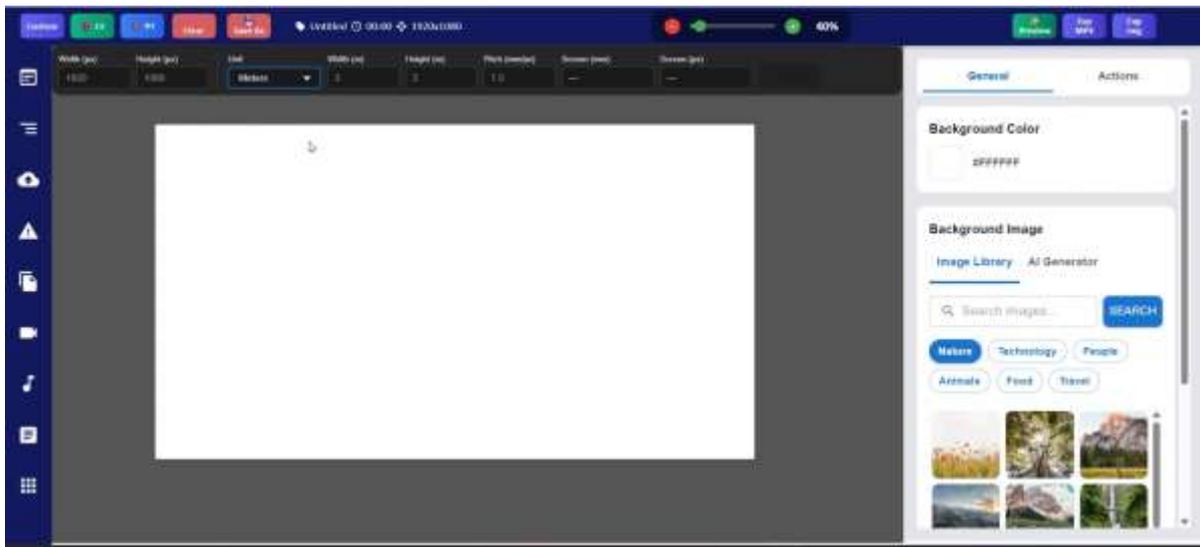> **Canvas** – your design surface where you place and arrange items.

Properties panel – configure the selected item (General / Configure / Appearance / Position depending on item).

Tip:

The resolution shown in the top bar updates with orientation (e.g., 1920×1080 for landscape and 1080×1920 for portrait).

Create a New Design and Configure Screen Size

Configuration settings: set resolution, pixel pitch options and create the canvas.

An Accurate screen size is the foundation of every design. Always confirm the correct resolution (pixels) and orientation before you start placing elements.

Recommended setup workflow:

Use LS (Landscape) or PT (Portrait) for common Full-HD presets, then adjust if your LED/LCD resolution is different.

LED walls, open Custom and use the pixel-pitch calculator: enter physical size (mm) and pixel pitch (mm/pixel) to compute pixel width × height.

Set background color first. If you use a background image, keep it at the same resolution as the layout to prevent scaling artifacts.

Confirm layout duration (mm:ss). The duration controls how timed widgets (RSS/Weather/Currency/Calendar, etc.) are rendered in preview/export.

Tip:

If your exported MP4 looks stretched on the player, the most common cause is a mismatch between layout resolution and player screen resolution.

Before designing, define the target screen and pixel settings so your content matches the real display wall or player output.

<u>To configure the screen:</u>

<u>1)</u> Open Settings and go to Configuration.
<u>2)</u> Enter the screen width and height (in pixels).

Beyond basic text and media, the editor supports live-data widgets and document/stream content. Use this section as a quick reference when choosing what to add.

<u>Element catalog (typical availability depends on your account and player capabilities):</u>

> **Media**: Image, Video, Webpage (Live/Screenshot/Scroll-Video), PDF slideshow, **PowerPoint** (converted to PDF), HTML page (converted to PDF).
> **Live data widgets**: RSS Ticker, Weather, Currency, Calendar, Date/Time, Clocks (analog/digital), World Clock, Countdown (several styles).
> **Streaming**: HLS video stream (.m3u8) with playback controls (autoplay/mute/loop).
> **Shapes & layout helpers**: Rectangle, Circle, Ellipse, Line, Polygon (useful for frames, separators, and backgrounds).
> **Compliance/safety**: Warning icons and Sign symbols (copyright, trademark, arrows, custom symbol).

<u>Tip:</u>

For stable playback on low-power players, prefer "static" exports (MP4 or image sequences) over live webpages whenever possible.

<u>3)</u> If required, set physical screen size (mm/meters) and pixel pitch (mm/px).
<u>4)</u> Review the calculated screen values.

Layout Items control how content is positioned and how it adapts if your screen size changes. Use them to build clean multi-zone designs (e.g., main content + sidebar ticker).

<u>Advanced layout tools you may see in your editor build:</u>

> **Zones:** define named regions (x/y/width/height) that you can lock, color, and layer. Great for 'safe' areas like tickers and logos.
> **Layers:** reorder elements forward/backward so overlays (logos, badges) stay on top.
> **Grid** + Snap to Grid: align objects quickly, especially on LED walls where pixel-perfect placement matters.
> **Safe Area** overlay: keep important text inside margins to avoid being cut off by LED framing or overscan.

Tip:

Build your layout from back to front—start with background → zones → media → text → overlays. Then finalize layer order.

<u>5)</u> Click Create to apply the configuration and open the canvas.

<u>Best practice:</u>

Choose the same orientation and resolution that the target player uses, to avoid stretching or cropping.

The Upload section is more than images/videos. Depending on your setup, you can also upload PDFs, PowerPoints, and HTML pages for document-style playback.

<u>Supported upload categories (commonly available):</u>

Images: upload image/* and place them as Image elements.
Videos: upload video/* and place them as Video elements.
PDFs: upload application/pdf and play as multi-page slides (with per-page duration).
PowerPoint (PPT/PPTX): upload a presentation—SMC converts it to PDF so it can play reliably on screens.
HTML Pages: upload .html files—SMC converts them to PDF for predictable rendering (useful for offline menus).
Audio (optional): upload audio/* for preview/testing where enabled (playback behavior may depend on player type).

<u>Best practices for smooth playback:</u>

Keep videos optimized (reasonable bitrate, H.264 where possible) to avoid stutter on embedded players.
Use 1920×1080 or 1080×1920 assets when targeting Full-HD layouts—avoid upscaling small images.

Most elements share a consistent configuration pattern in the right-side panel. Once you learn the tabs, you can configure any widget quickly.

<u>Common configuration tabs:</u>

Configure (or Content): element-specific settings (e.g., RSS URL, weather location, video stream URL).
Appearance: colors, fonts, visibility toggles (show/hide title/date/icon), opacity, and size presets.
Position: exact x/y placement and width/height (use for pixel-perfect alignment).
Advanced: start/end time within the layout duration; some widgets offer 'Tail Mode' to show only the last N seconds.
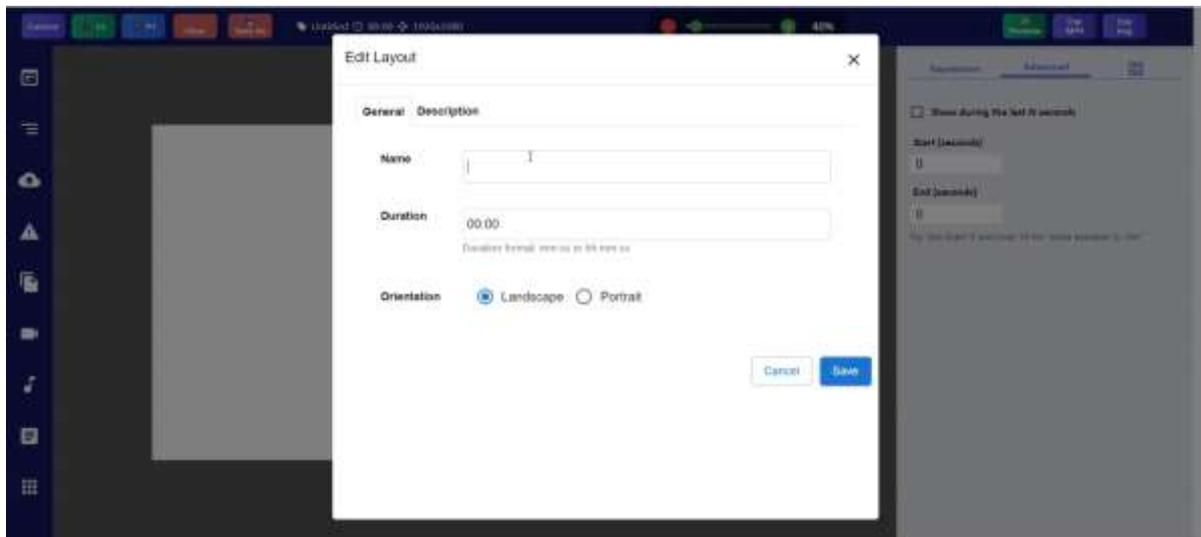
<u>Tip:</u>

If your layout duration is 00:30, and you set a widget start=0 end=10, it will only be visible for the first 10 seconds of the exported video/preview.

For PDF/PPT content, use large fonts and high contrast; signage viewers are often far away.
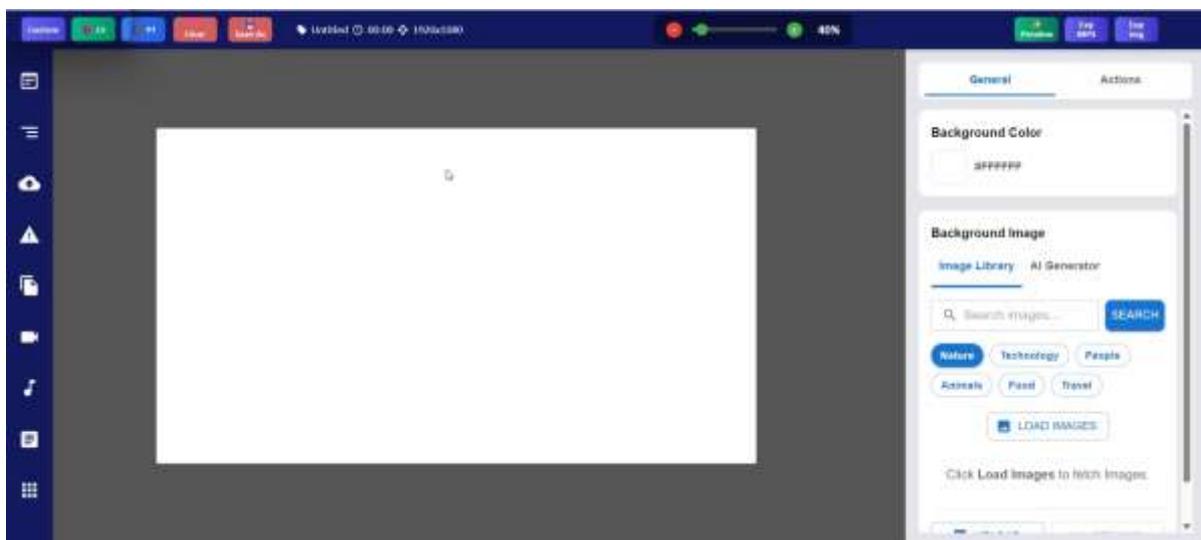
Elements Panel and Content Building Blocks

Elements library: browse widgets, media and layout items.

Drag-and-drop elements onto the canvas, then configure in the right panel.

Elements and functions: common tools and element categories.

RSS Ticker pulls live headlines from any valid RSS feed. You can fully control speed, direction, and what metadata is shown (title, author, image, date, etc.).

Recommended configuration checklist:

> **Feed URL**: paste a valid RSS/Atom URL (test it in a browser first).
> Update interval: set how often the feed refreshes (minutes).
> **Max items**: limit to keep the ticker readable (e.g., 5–10).
> **Scroll**: set speed and direction (horizontal or vertical).
> **Appearance**: choose font sizes and colors; optionally show/hide title, summary, author, date, and images.
> **Fallback**: if the feed is unavailable during export, preview/export can still proceed but may show placeholders.

Tip:

For LED walls, keep the ticker font size larger than you think. Test on the real screen before a final rollout.

The Elements panel (left side) contains categorized building blocks you can drag onto the canvas, including text, media, widgets, and layout tools.

The Webpage element can run in multiple modes. For the most reliable signage playback, consider converting webpages to a static screenshot or scroll-video.

Webpage modes:

> **Live:** embeds the webpage live (best for always-online screens; may be affected by site changes).
> **Screenshot** (Image): captures the page as an image and replaces the webpage element with a normal Image element on the canvas.
> **Scroll-Video**: records a scrolling view of the page and replaces the webpage element with a Video element (ideal for long pages like menus or product lists).

Transparency: you can enable transparent mode for webpages and adjust opacity to overlay content on backgrounds (useful for subtle brand layers).

Tip:

If a webpage fails to render due to restrictions, use Screenshot/Scroll-Video exports to 'bake' it into media that plays anywhere.

Typical workflow:

1) Open the Elements panel.
2) Select an item (e.g., Clock, Weather, Webpage, RSS Ticker).

Widgets are live-data components. They can be styled heavily (colors, fonts, alignment) and timed within your layout duration.

<u>Additional widgets often available:</u>

Calendar: show upcoming events from Manual entries or calendar feeds (iCal, Google, Outlook, Teams, Zoom).

Date/Time: simple time/date label (use timezone settings for accuracy).

Countdown: multiple styles for events/promotions (supports start/end timing).

Clocks: analog/digital clocks and world clock variants.

<u>Important:</u>

During Preview/Export, the editor can pre-sync live data (Weather/Currency/Calendar/RSS) so the render reflects the latest values. If sync fails, you may see a 'Render anyway' option.

<u>Tip:</u>

For mission-critical signage, export as MP4 after syncing so the display doesn't depend on live APIs at playback time.

<u>3)</u> Drag it onto the canvas, then resize and position it.

<u>4)</u> Use the properties panel to configure the item.

Each element has customizable properties such as colors, fonts, spacing, and behavior. Use the properties panel to fine-tune appearance and positioning.

Layout Items and Responsive Design

Layout tools: grids, snap alignment and structure.

Responsive considerations: keep safe areas and adjust zones for different screens.

Layout items panel: zones/layers and positioning helpers.

Layout items help you structure content using grids, containers, and sections. Start with a simple grid and build up using nested containers only when needed.

To create or edit a layout item:

1) Add a layout/container item from the Elements panel.
2) Open the layout settings to set Name and Duration.
3) Choose Orientation (Landscape or Portrait).
4) Save the layout and begin placing elements inside it.

In many deployments, Files Management also includes a drawer for Exported outputs and Drafts. Use it to reuse layouts and copy export URLs for publishing.

Drafts (Save As):

Save current work as a Draft before risky changes or before exporting.

Open Draft tab to search, click a draft to load it into the editor, or download the draft JSON for backup/versioning.

Exported outputs:

After exporting MP4 or Images, open the Exported tab to search your renders. Filter by orientation (Landscape/Portrait) and copy the file URL for use in playlists or external distribution.

Tip:

Test your layout in both orientations and adjust spacing (padding/margins) to keep content readable.

Preview and Export use backend rendering so you can validate exactly what players will show. Always Preview first, then Export.

Preview/Export workflow (recommended):

Save As Draft (optional but strongly recommended).
Click Preview: generates a quick render for checking alignment, timing, and widget formatting.
Fix issues (spacing, font size, overflows) and preview again if needed.
Click Export MP4 for a single video output, or Export Image for an image sequence output (useful for LED processors).

After export completes, copy the output URL from the Exported list and publish it to your playlists/players.

If your design contains live widgets (RSS/Weather/Currency/Calendar), the editor may sync data before rendering. If that takes too long, you can render anyway, but the export may include placeholders.

Quality checklist before publishing:

Text is within safe area and readable at distance.
No stretched media (check resolution).
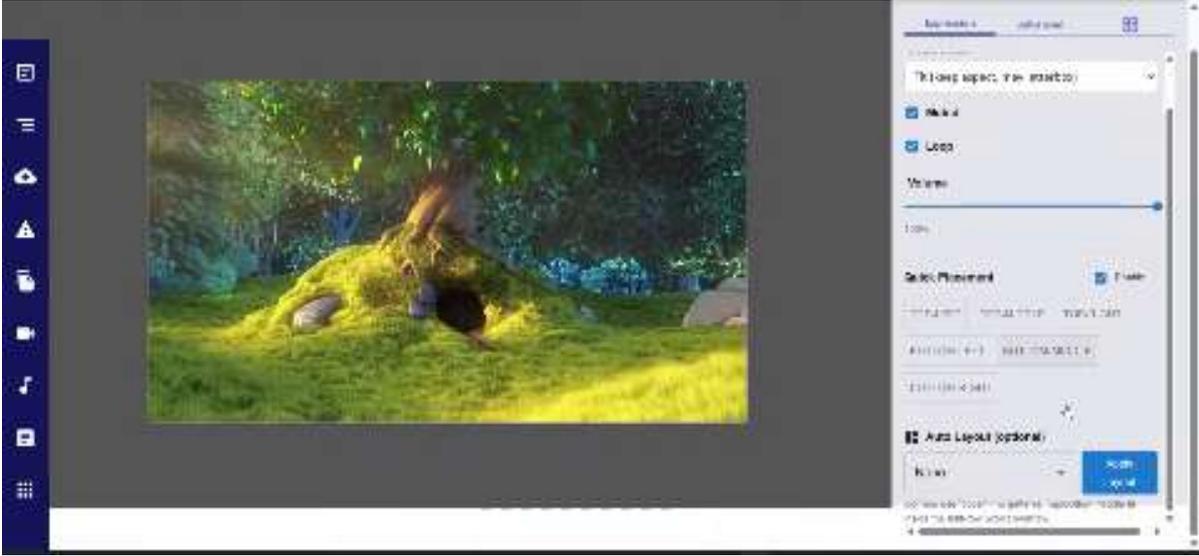Widgets show correct time zone/units.
Duration matches expected playback time.
Exported file plays smoothly on a test screen.

Uploading and Using Media (Images & Videos)

Upload interface: add images, videos and documents to your library.

Upload progress: monitor processing and ready status.

Uploaded media: preview and reuse content across layouts.

Media components include images and videos. You can upload files, organize them in your library, and drag them onto the canvas.

To upload and place media:

1) Open the Media/Upload tool from the left sidebar.
2) Select one or more files (or drag-and-drop into the upload area).
3) Monitor upload progress and wait until files finish processing.
4) Drag the uploaded media from the library onto the canvas.
5) Use the properties panel to control playback, scaling, and placement.

Optimization: Enable automatic optimization (if available) to reduce file size while keeping quality suitable for signage playback.

Working with Element Properties (Appearance & Position)

Select any element on the canvas to edit its properties. Common property tabs include Configure, Appearance, Advanced, and Position.
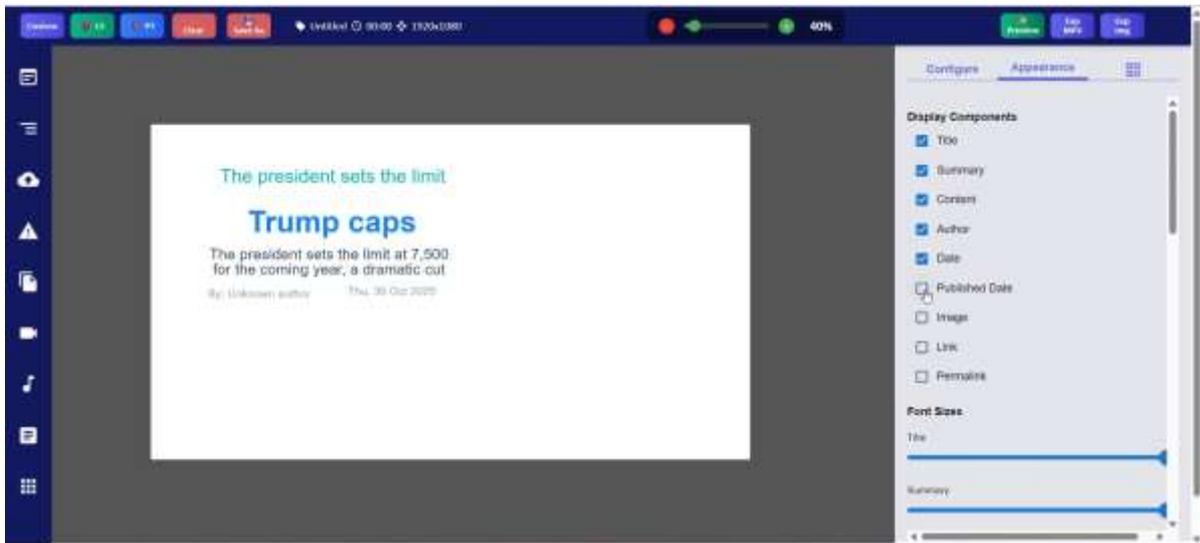
To position elements precisely:

1) Click the element on the canvas.
2) Open the Position tab.
3) Set Position X and Position Y to place the element.
4) Set Width and Height, or use Fit to Canvas if you want the element to fill the available space.
5) Use Rotation when needed (e.g., rotated displays).

RSS Ticker Widget

RSS setup: add feed URL and validate items.

*RSS display options: speed, direction and visible fields.*

RSS ticker styling: fonts, colors and layout alignment.

The RSS Ticker widget displays a live feed (news, updates, announcements) inside your layout.

To add and configure an RSS ticker:

1) Drag RSS Ticker from the Elements panel onto the canvas.
2) In Configure, paste the RSS feed URL. The editor should validate and load the latest items.
3) In Appearance, choose which fields to display (e.g., title, summary, author, date) and adjust font sizes.
4) Set scroll direction and speed, and choose update frequency to refresh automatically.
5) (Optional) Use keyword/category filters so only relevant stories show.

Webpage Widget
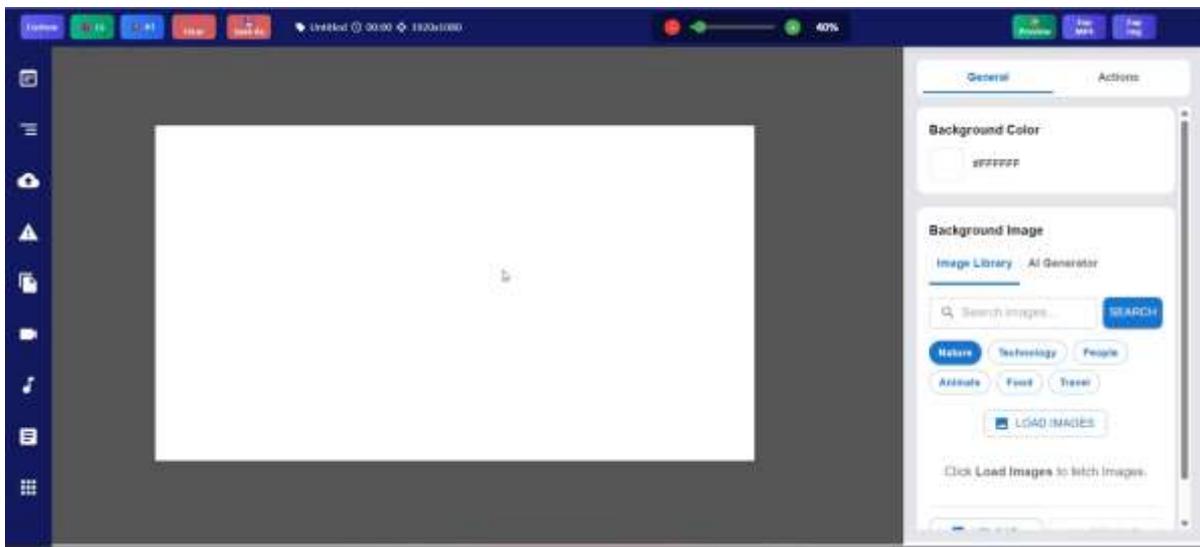
Webpage widget: choose mode (Live/Screenshot/Scroll-Video) and set the URL.
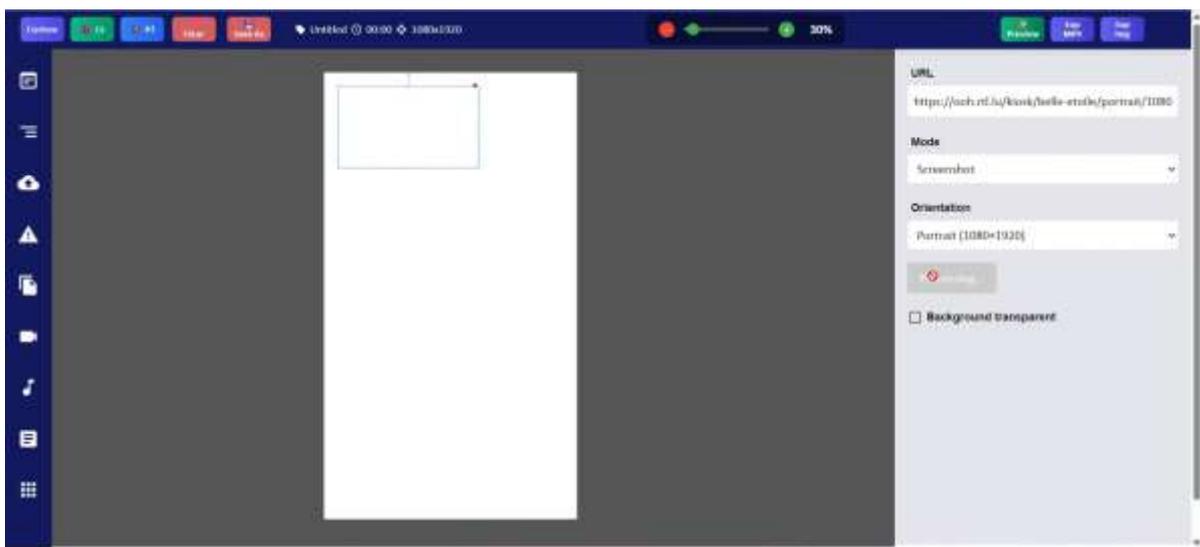
*Webpage settings: transparency, capture options and output behavior.*

Webpage element view: preview before exporting to ensure correct rendering.

Use the Webpage widget to show a webpage inside your design (e.g., dashboards, menus, or informational pages).

<u>To add a webpage:</u>

<u>1)</u> Drag Webpage from the Elements panel onto the canvas.
<u>2)</u> Enter the URL in the widget settings.
<u>3)</u> Choose a mode (for example, Screenshot mode if you want a static capture).
<u>4)</u> Select Orientation and set background transparency if required.
<u>5)</u> Preview the result and adjust size/position on the canvas.

World Clock, Weather, and Currencies Widgets
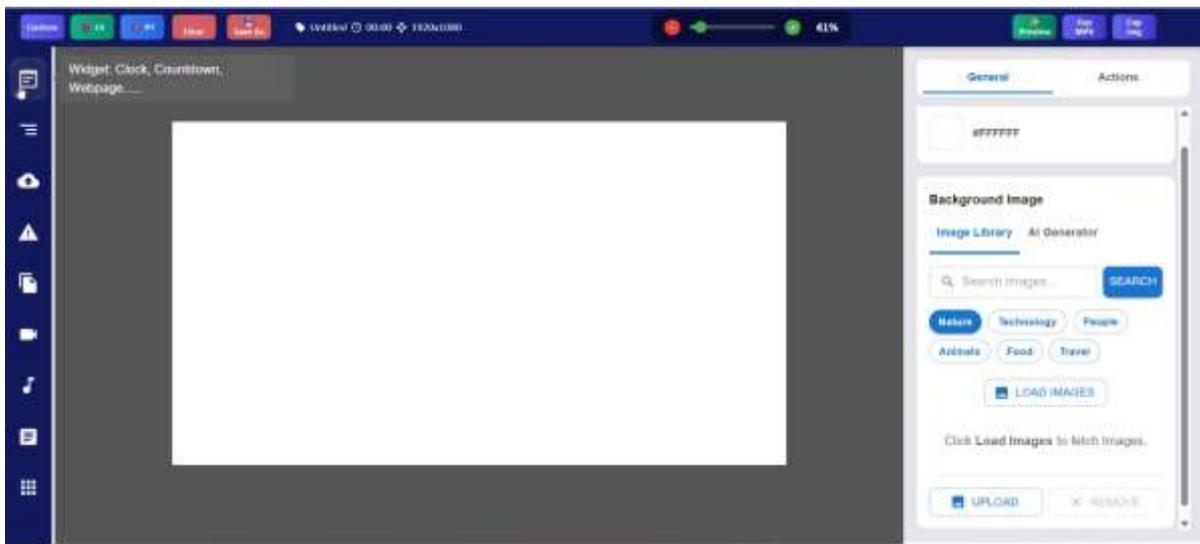
Clock widget: select style and configure timezone.

Weather widget: choose location, units and visible fields.

World clock, weather and currency widgets: combined information widgets.

Widgets let you display real-time information such as time zones, weather, and currency rates.

Common setup steps:

1) Drag the widget from the Elements panel onto the canvas.
2) Configure data source details (city/time zone, location, units, currencies).
3) In Appearance, choose the display components and adjust typography and spacing.
4) Set refresh intervals (if available) so data stays current.

SMC Clips (Video Clips Library & Playlists)

Clips library: manage video clips and search by name.
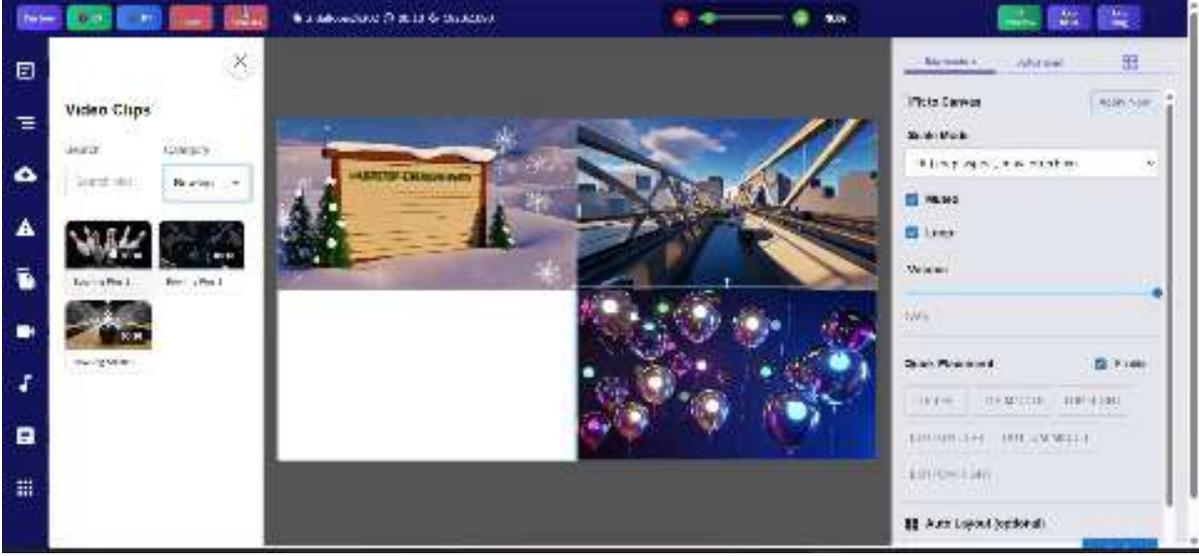
Create a clips playlist: order items, set play mode and loop.

SMC Clips: library and playlist workflow overview.

SMC Clips Manager helps you manage short video snippets (clips), organize them, and assemble them into playlists.

To use clips:

1) Open Video Clips from the left sidebar.
2) Upload clips (supported formats may include MP4, WebM, MOV).
3) Organize clips using categories/tags and search when needed.
4) Create a playlist by selecting multiple clips and arranging them in sequence.
5) Configure playback (play mode, looping, start/end timing, transitions if available).
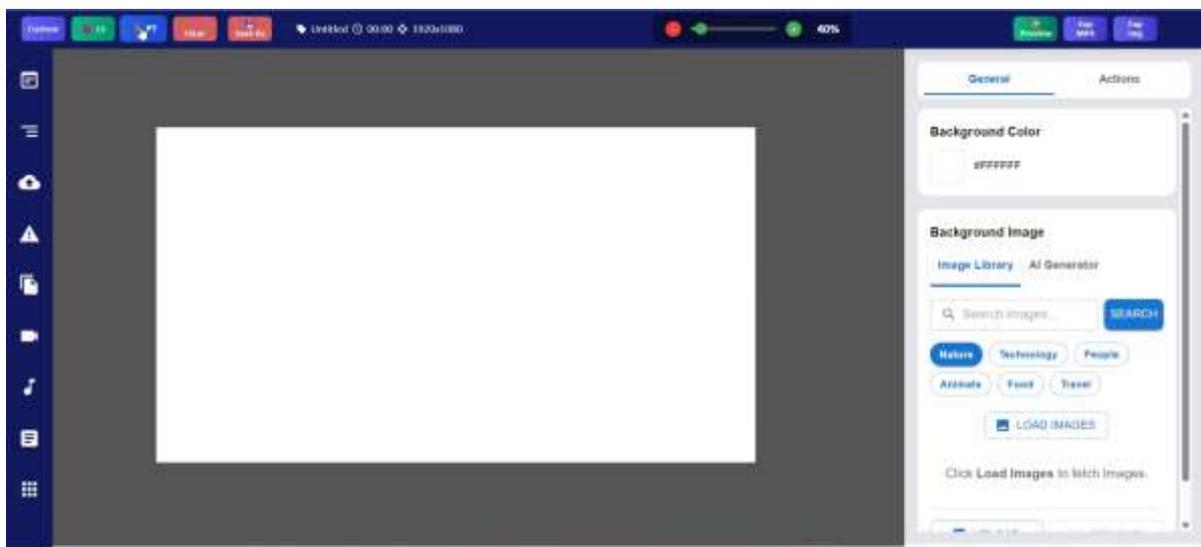6) Drag a clip or playlist onto the canvas to integrate it into your design.

Files Management

File manager: organize drafts, exports and media folders.
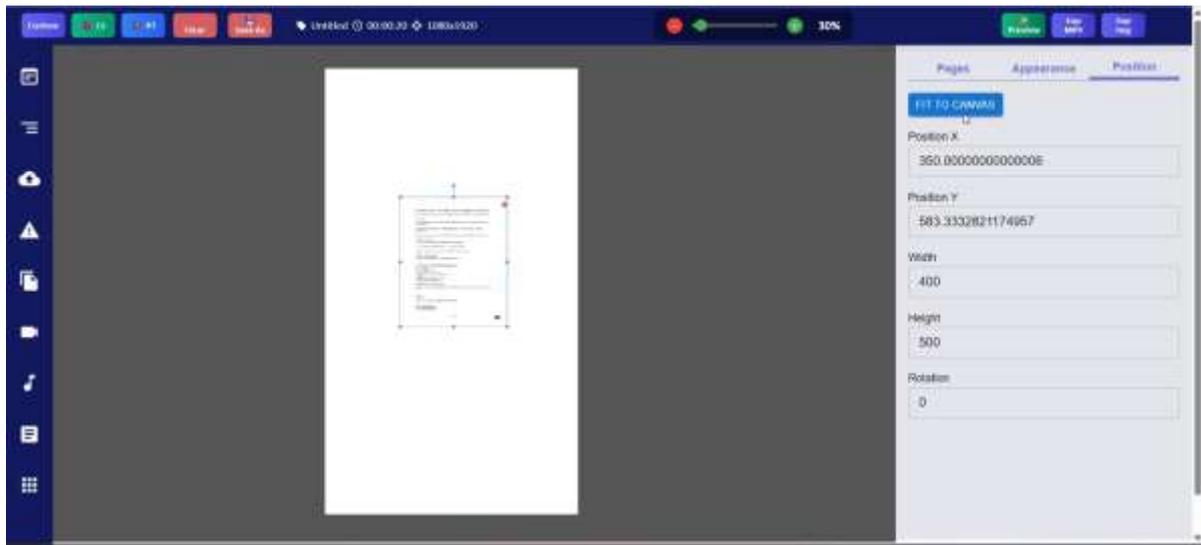
Folder organization: naming, moving and version control.

Files panel: search, filters and bulk actions.

Use the File Manager to keep projects organized—especially when you maintain multiple versions of designs for different customers, campaigns, or screen sizes.

Recommended approach:

Create a folder structure (e.g., Customer → Campaign → Orientation).

Use consistent naming for files (date/version + short description).

Use move/rename/copy operations to maintain versions without breaking references.

Use search and filters to locate files quickly.

Note: If your editor includes batch operations, use them to rename or move multiple items at once to maintain consistent structure.

Preview and Export

When your design is ready, use Preview to validate layout and content, then export to share or deploy.

Export options commonly include:

• Export MP4 – render the design as a video file.
• Export Image(s) – export one or multiple frames/pages as images.

Before exporting, confirm orientation, resolution, and content alignment, and test widgets to ensure data loads correctly.

Troubleshooting & Best Practices

If something doesn't look right in preview/export, use the checklist below to isolate the issue quickly.

Export looks stretched: verify layout width×height matches the player screen resolution and orientation.

Webpage not showing: try Screenshot or Scroll-Video mode to convert it into static media.

RSS/Weather/Currency shows blanks: check internet access, feed URL validity, and try preview again to sync data.

Video stutters: re-encode with lower bitrate/resolution or export the whole layout as MP4 for consistent playback.

Text is cut off on the real screen: enable safe margins in your design and keep critical content away from edges.

Need a reusable layout: Save As Draft or convert it to a Template (if available) for faster rollout to new screens.

Tip:

Keep a small test playlist for each screen type (LED wall, TV, kiosk). Validate every new layout on the actual hardware before full deployment.