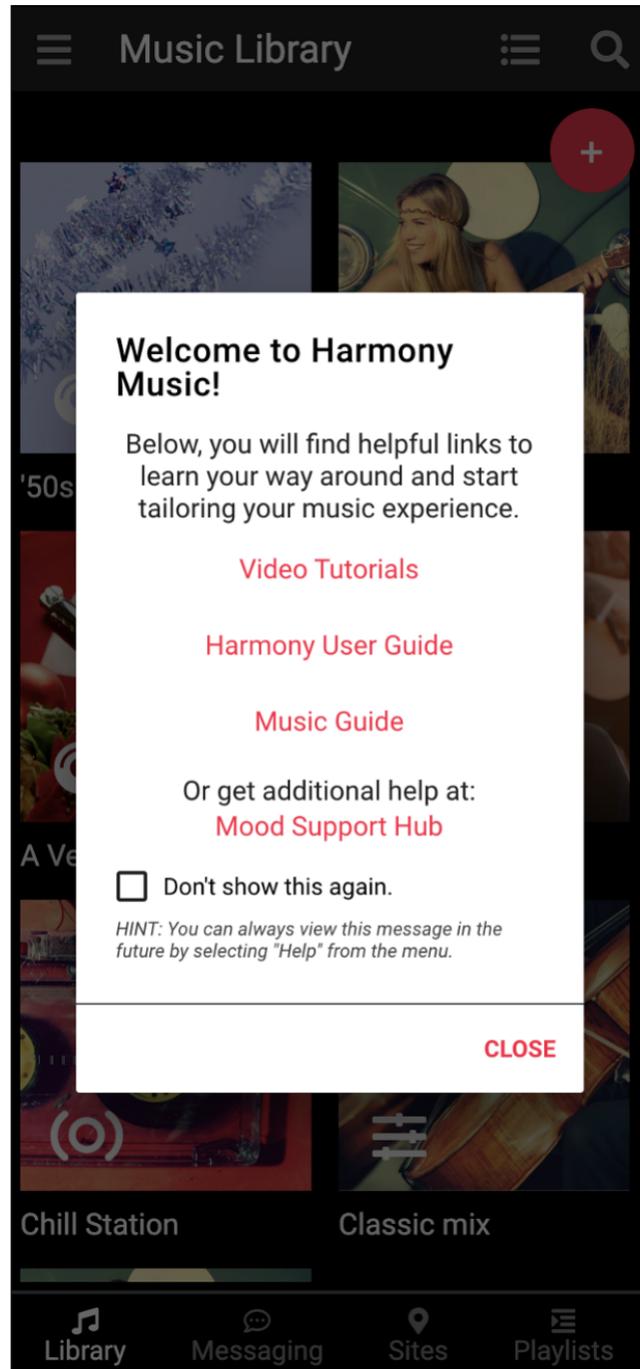


MOOD:  HARMONY

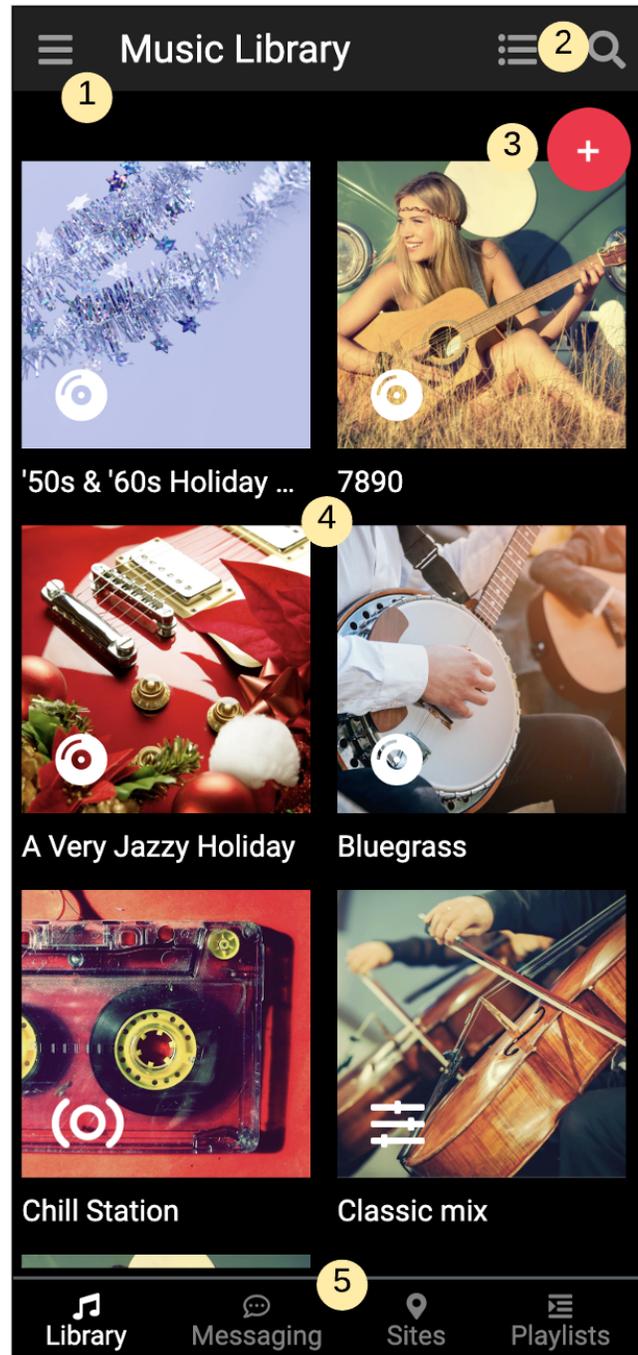
HARMONY™ MUSIC & MESSAGING USER GUIDE

1. **User Onboarding:** During login, the user is greeted with an onboarding message.



User Interface

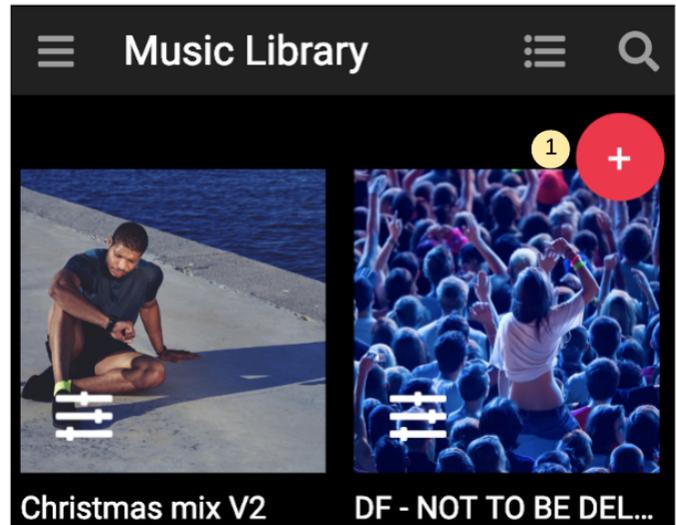
2. **Side menu:** Here's where you can find Home, Your Blocked Song/Artist/Keyword List, and the Help screen. You can also logout of your account from the side menu.
3. **Library view mode:** Switch between two views - list and thumbnail(default); also search for an iProgram/Mix/Station in your Music Library.
4. **Add item:** Add Programs, Mixes, or Stations.
5. **Library:** Your list of Programs, Mixes, and Stations available to schedule or "Play Now" on your Player.
6. **Menu:** Switch between your Music Library, Messaging, Sites/Now Playing, and Stations.



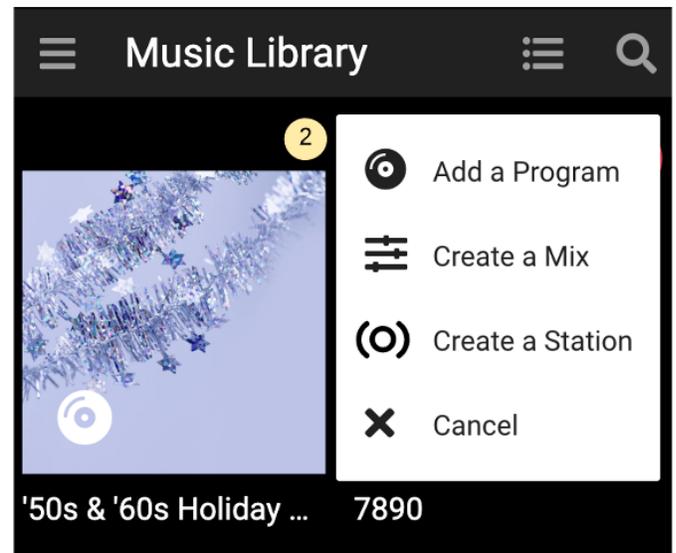
1. ADD A MIX

A Mix is a combination of one or more Music Elements, or micro-genres.

1. From your Music Library, click on the Red "+" button in the upper right-hand corner.



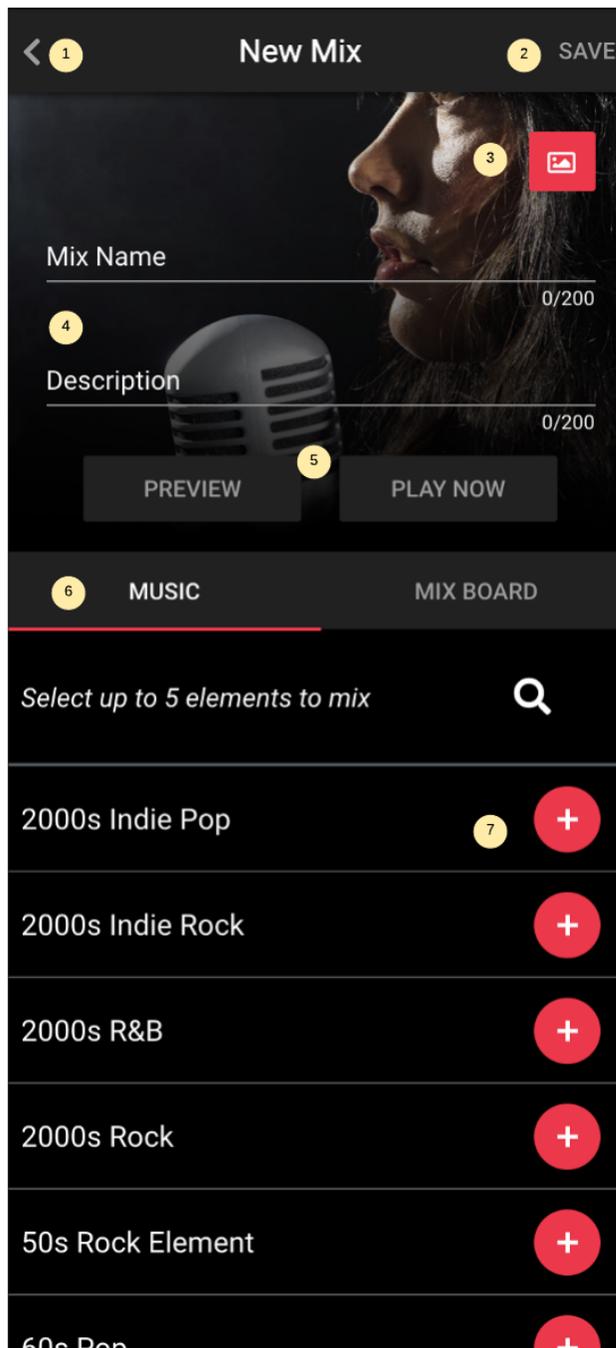
2. Click on "Add a Mix."



1. ADD A NEW MIX 1.1 MIX DETAILS

When creating a new Mix or opening an existing Mix, the following screen appears:

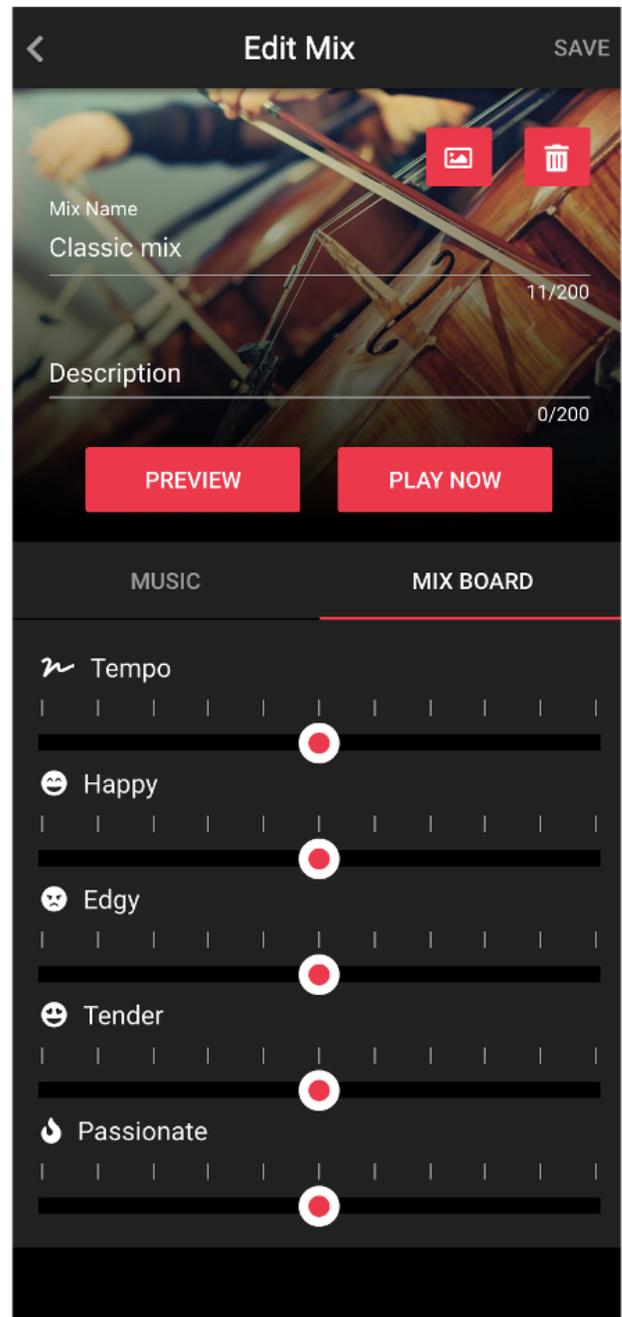
1. **Back button:** Returns to Music Library
2. **Save:** Save the changes made to the Mix
3. **Album Art:** Select the Cover Imager for the Mix
4. **Mix Info:** Set the name and the description of the Mix
5. **Preview:** Preview 30 second snippets of tracks in your Mix
6. **Play Now:** Plays your Mix on selected players
7. **Music:** List of elements that can be used for mixing
8. **Mix board:** List of moods that can be adjusted for the mix
9. **Add Element:** Add the desired Elements to your Mix (up to 5)



1. ADD A NEW MIX 1.2 SET THE MOOD

There are five moods that can be adjusted. Your Mix will play songs accordingly to the Mood sliders.

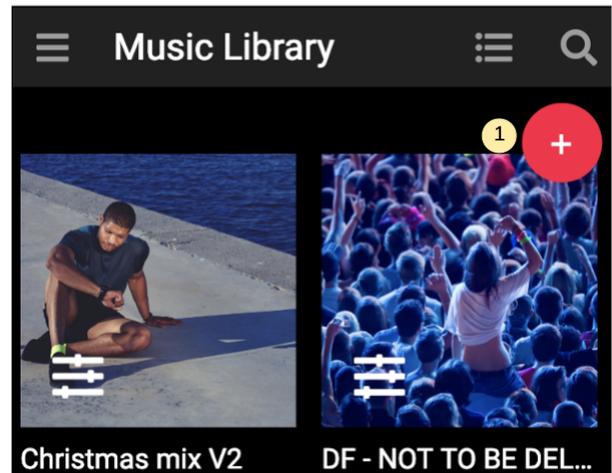
This Mix will play more songs that have a high tempo and songs have a happy mood. This Mix will play less angry, tender or sensual songs.



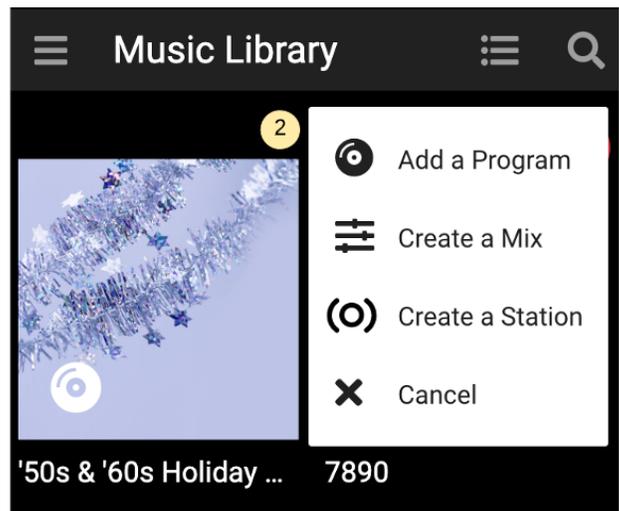
2. ADD A STATION

Separate from Mixes, a playlist is created using up to five seed songs selected by the user. A seed song is used to get other tracks which are similar (example: similar artists or genres).

1. Go to your library
2. Click on the red "+" icon from the upper right corner



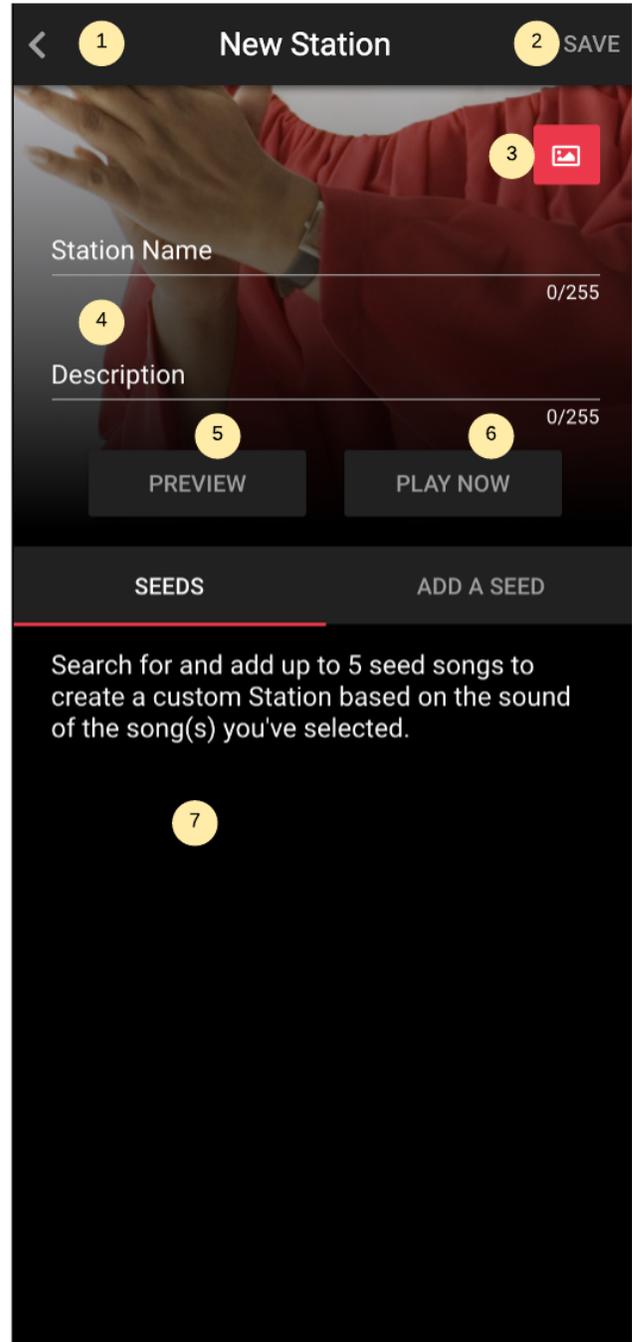
Click "Add a Station"



2. ADD A STATION 2.1 STATION DETAILS

Search for and add up to 5 "seed" songs to create a custom Station based on the sound of song(s) you've selected.

1. **Back:** Return to Library
2. **Save:** Save the changes made to the Station
3. **Album Art:** Select the cover of the mix
4. **Station info:** Set the name and the description of the playlist
5. **Preview:** Preview the each song from the mix, up to 30 seconds each
6. **Play Now:** Forces the selected locations to start playing the mix immediately
7. **Add seed:** A seed is a song based on which the Station is generated; up to five seeds can be used

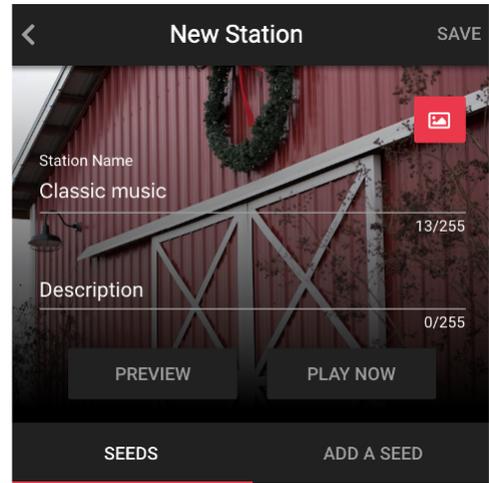


2. ADD A STATION 2.2 ADD A SEED

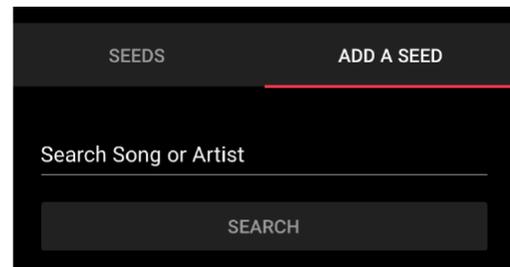
Up to five seeds can be used to generate the Station. Every time a seed is changed, the Station is refreshed; the algorithm takes into consideration factors such as artist, song genre or bpm.

In order to add a seed, the following steps must be made:

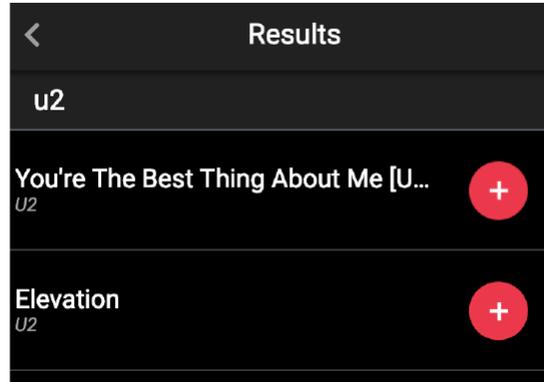
- + Make sure that the Station is open
- + If there is an available seed, click on its "Add seed" button. Otherwise you reached the maximum number of allowed seeds and you need to remove one in order to add one.



Search for a song or artist

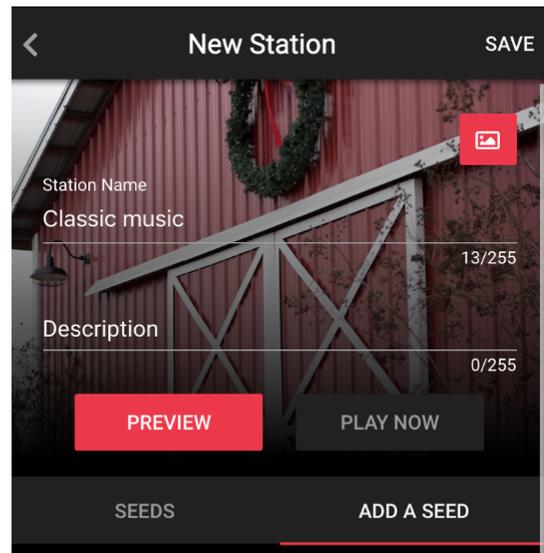


Select the desired song (in this case, "Elevation")



The song is added as a seed into the Station.

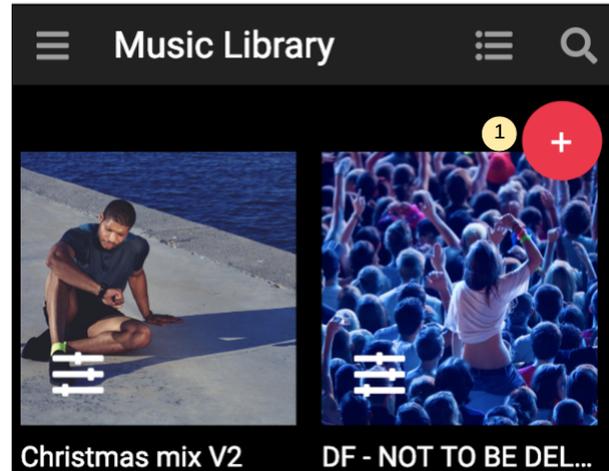
Now, the Station will include songs related to Elevation, by U2.



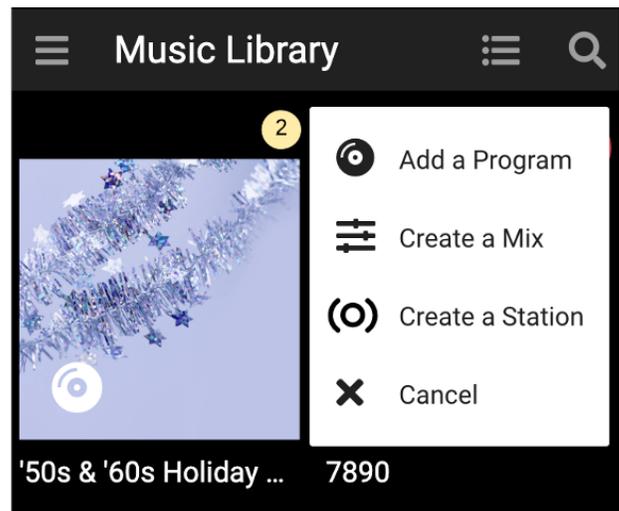
3. ADD A PROGRAM

Programs are curated playlists created by Mood and typically they are based on a criteria such as music genre or year. For example: '70s hits, Bluegrass or Holiday Pop.

1. Go to your library
2. Click on the red "+" icon from the upper right corner



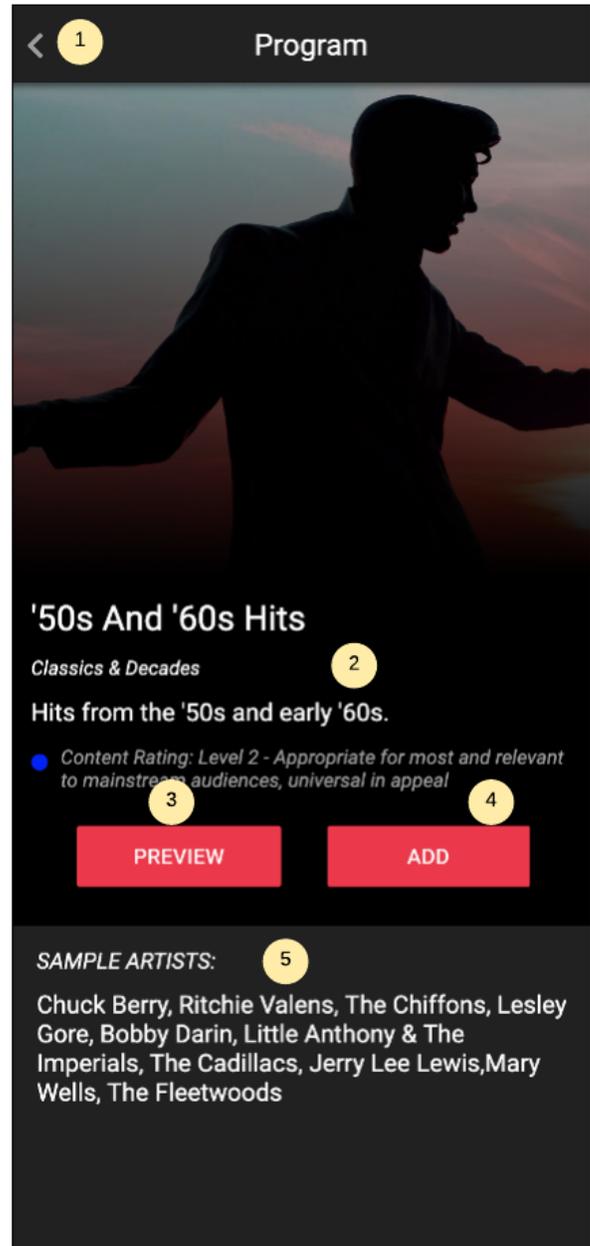
Click on "Add a Program" and scroll through the list of available programs



3. ADD A PROGRAM 3.1 PROGRAM DETAILS

When adding a program the following screen appears:

1. **Back:** Return to Library
2. **Program Name:** The name of the program along with its genre and the content rating
3. **Preview:** Preview 30 seconds of a random track from the program
4. **Add:** Adds the program into the library
5. **Sample Artists:** A list of artists found in the music program



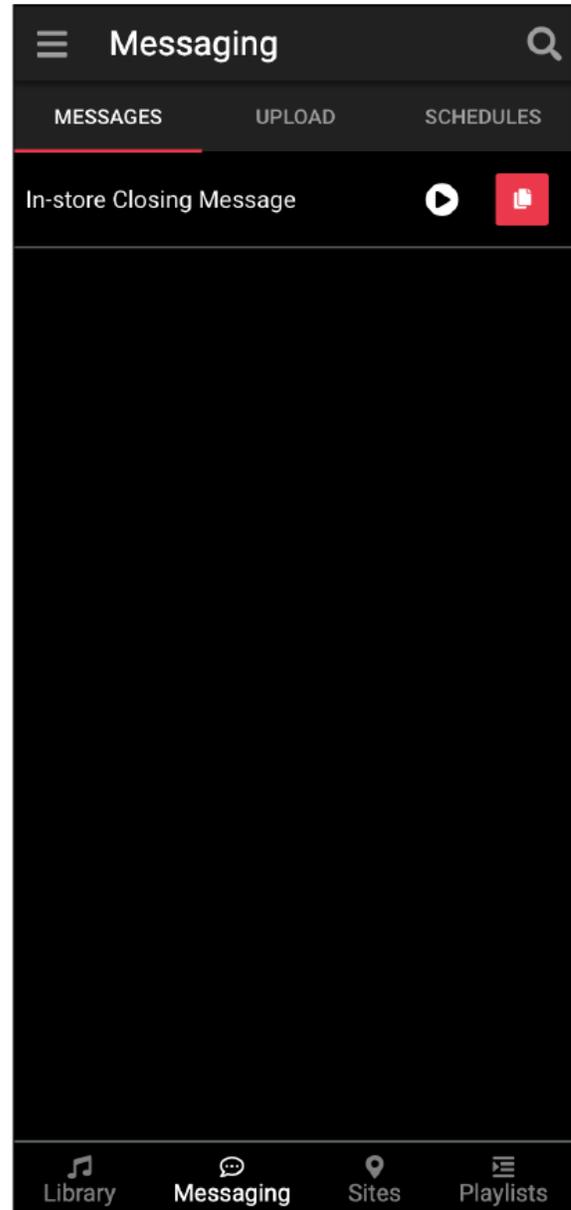
4. MESSAGING

Messages are used for playing custom audio files, usually with the purpose of sharing information. Examples of such messages are in-store announcements or public messages. These messages are uploaded by the user and then scheduled to play at a given time.

4. MESSAGING 4.1 MESSAGING

In order to work with Messages, click on the "Messaging" button from the menu.

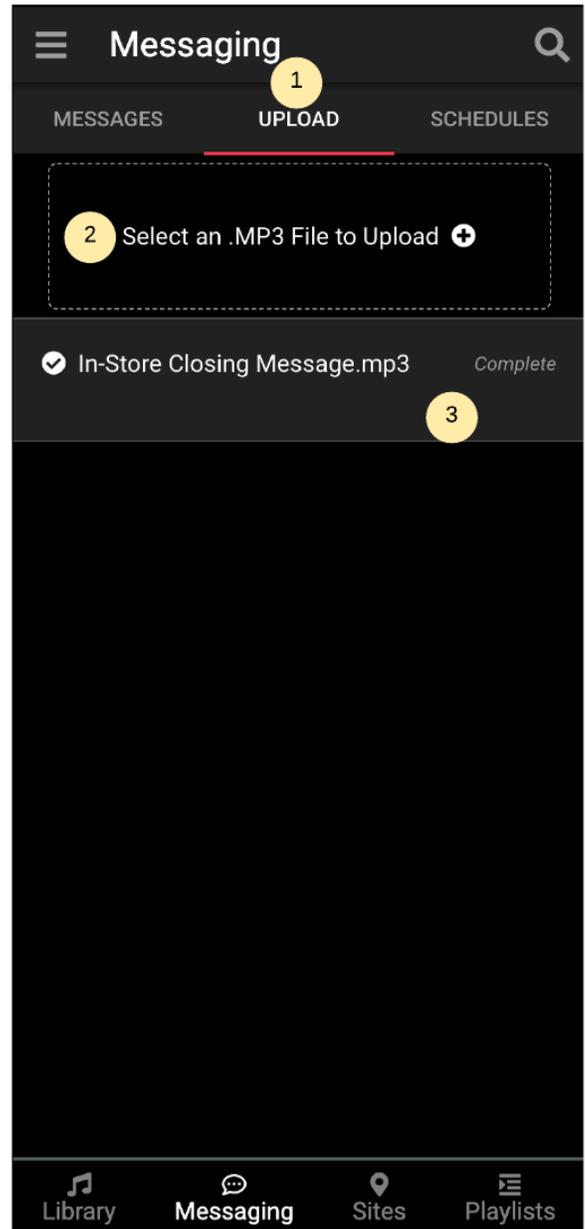
Once "Messaging" is active, the user can see the list of messages, the uploading tab and the schedules



4. MESSAGING 4.2 UPLOAD A MESSAGE

Messages must be uploaded by the user as they are not offered by default in the Harmony Music application. Please note that currently the uploading functionality works only on PC or Android based devices.

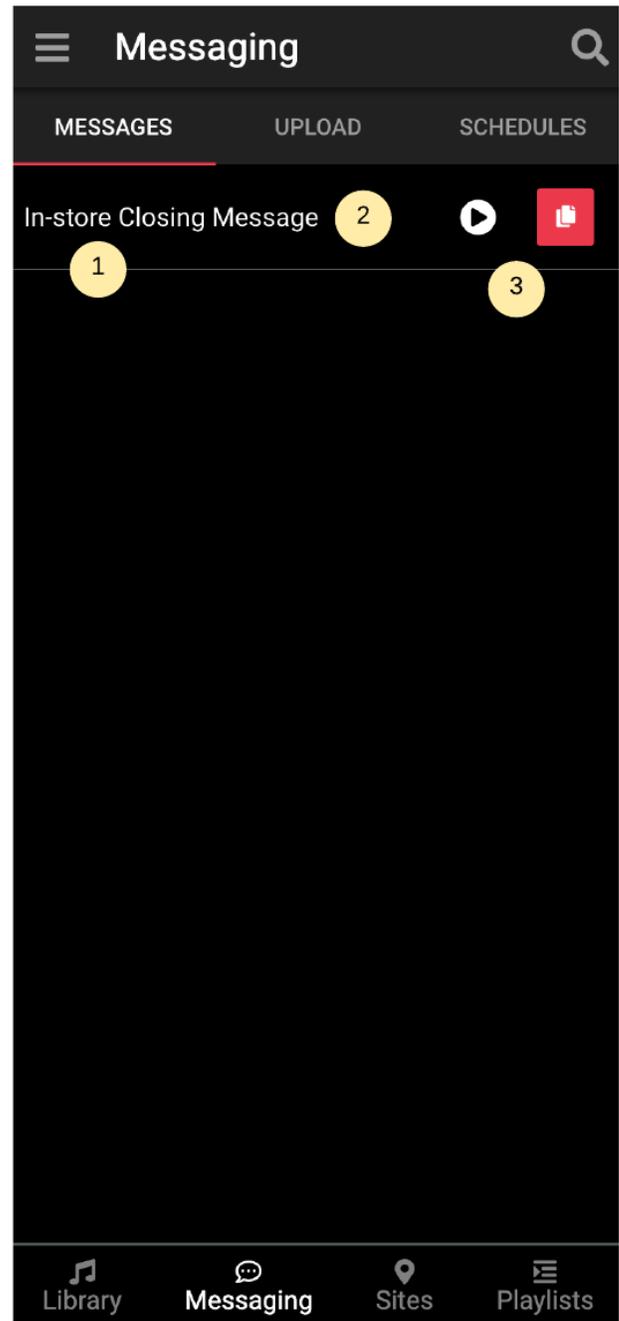
1. **Upload:** Shows the upload interface
2. **Upload Button:** Click on the upload button to select the .mp3 file
3. **Status:** Shows the uploading status



4. MESSAGING 4.3 MESSAGE LIST

All the uploaded messages appear in the message list. From here, the user can preview, duplicate or modify the validity of each message. The validity of a message tells the music player if the message can be played. For example, if a message is valid only on Mondays and the player is set to play the message on Friday, it will ignore it.

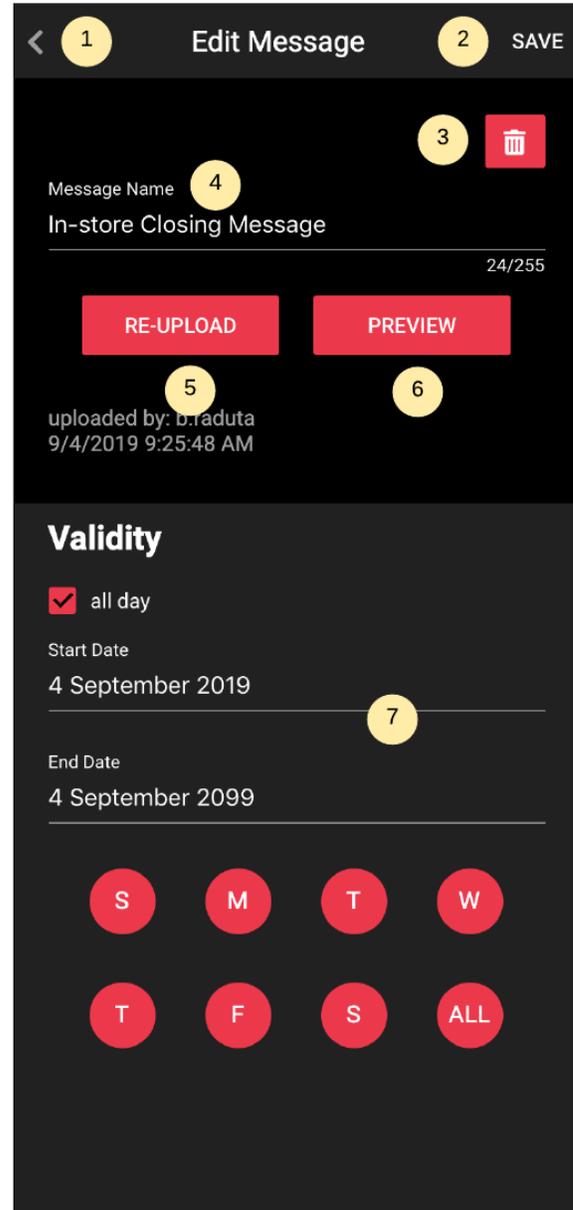
1. **Message:** Message name; opens the message details if the user clicks on it
2. **Preview:** Previews the message
3. **Duplicate:** Duplicates the message



4. MESSAGING 4.4 MESSAGE DETAILS

If the user clicks on a message from the message list, then the message details will be displayed.

1. **Back:** Return to the message list
2. **Save:** Save the message settings
3. **Delete:** Delete the message from the library
4. **Message Name:** Can rename the message
5. **Re-upload:** The user can re-upload the message
6. **Preview:** Previews the message
7. **Validity:** Message validity; if the message is in a message schedule, the media player will play the message only if the date fits its validity



Edit Message SAVE

Message Name 24/255

In-store Closing Message

RE-UPLOAD **PREVIEW**

uploaded by: b.taduta
9/4/2019 9:25:48 AM

Validity

all day

Start Date
4 September 2019

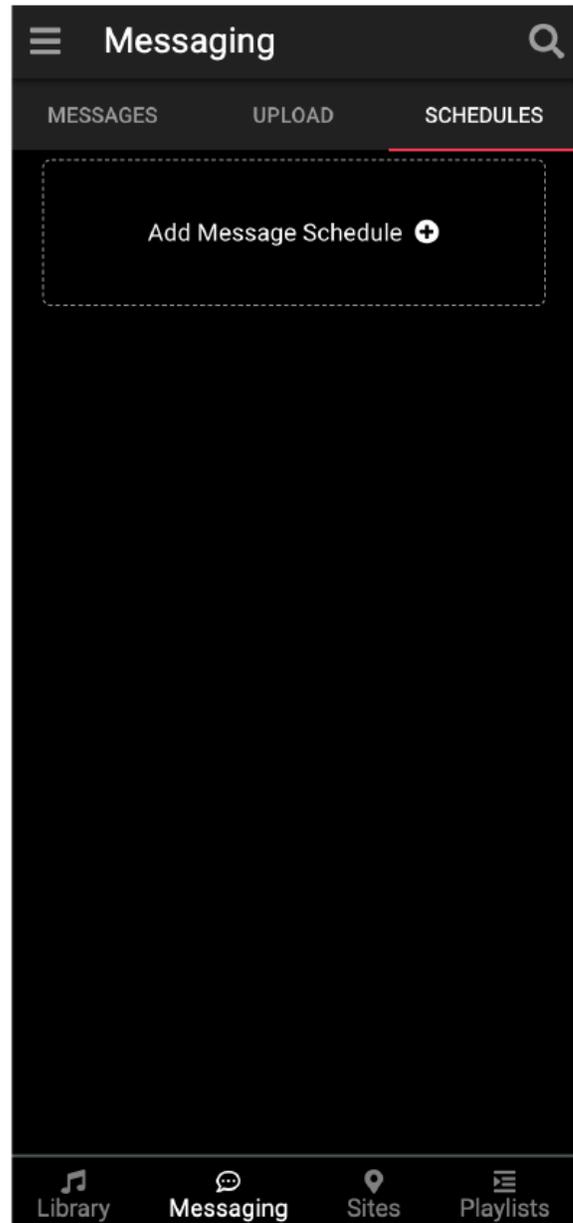
End Date
4 September 2099

S M T W
T F S ALL

4. MESSAGING 4.5 ADD MESSAGE SCHEDULES

In order to play messages, they must be added into a message schedule. The purpose of a message schedule is to define where and when to play the messages.

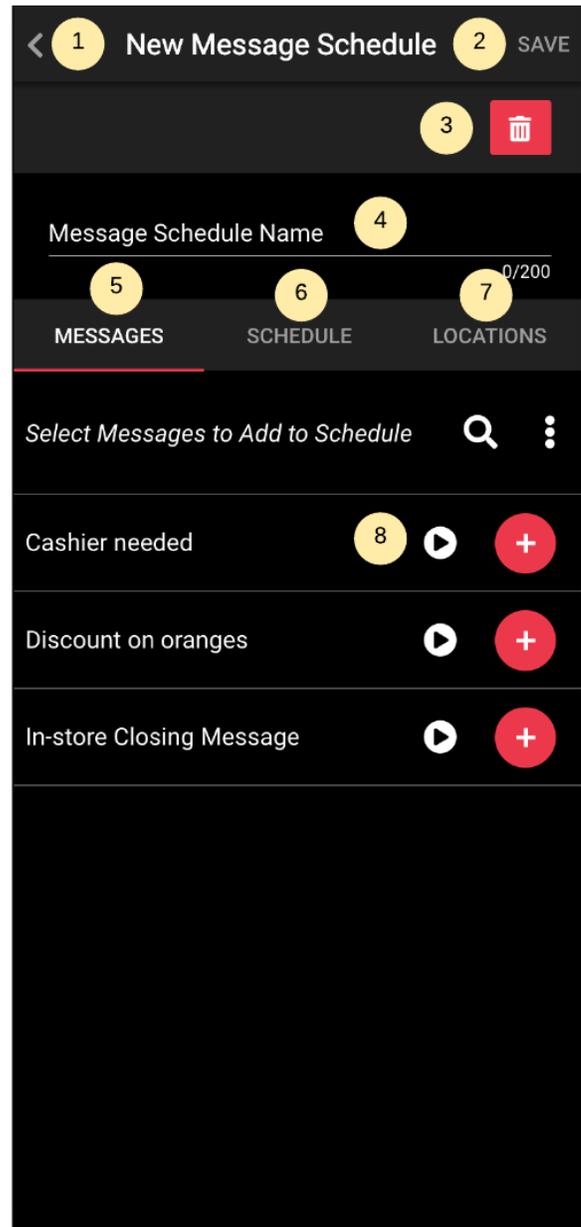
1. **Schedules:** Open the message schedule tab. Here the user can see the list of message schedules
2. **Add Message Schedule:** Creates a new message schedule



4. MESSAGING 4.6 MESSAGE SCHEDULE DETAILS

A message schedule contains the messages that need to play along with the schedule and the locations where those messages must play.

1. **Back:** Returns to the message schedule list
2. **Save:** Saves the message schedule
3. **Delete:** Deletes the message schedule
4. **Message Name:** The user can rename the message schedule
5. **Messages Tab:** The user can preview all the available messages and can add them into the message schedule by clicking the "+" plus button



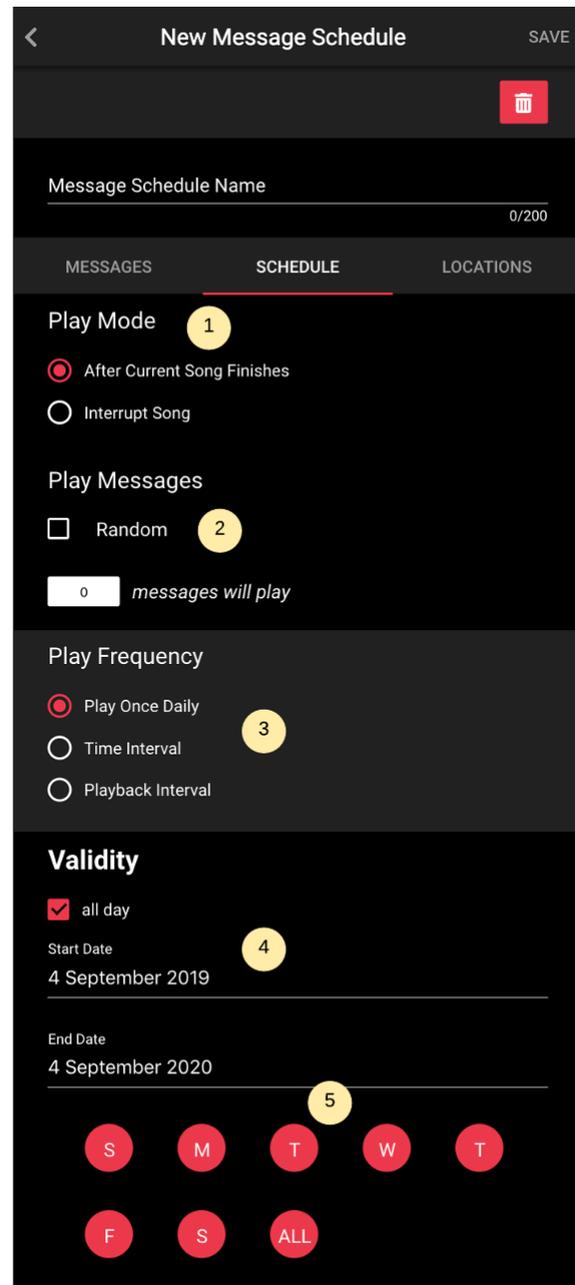
1. **Play Mode:** Instructs the media player how to play the messages:
 - a. **After Current Media Finishes:** The message(s) will play after the song has finished playing
 - b. **Interrupt Song:** The message will cut the song and starts playing

2. **Play Messages:**
 - a. **Random:** If checked, the messages will play in a random order
 - b. **Amount:** How many messages must play when the message schedule is triggered

3. **Play Frequency:**
 - a. **Play Once Daily:** The message schedule will only play once each day it is valid
 - b. **Time Interval:** The message schedule plays every X minutes. The value can be set by the user
 - c. **Playback Interval:** The message schedule plays after every X songs. The value can be set by the user

4. **Validity:** The start date/end date interval for which the message schedule is valid. For an even granular setting, the user can also define the start/end time by unchecking the "All day"

5. **Weekdays:** Defines on which days the message schedule is valid



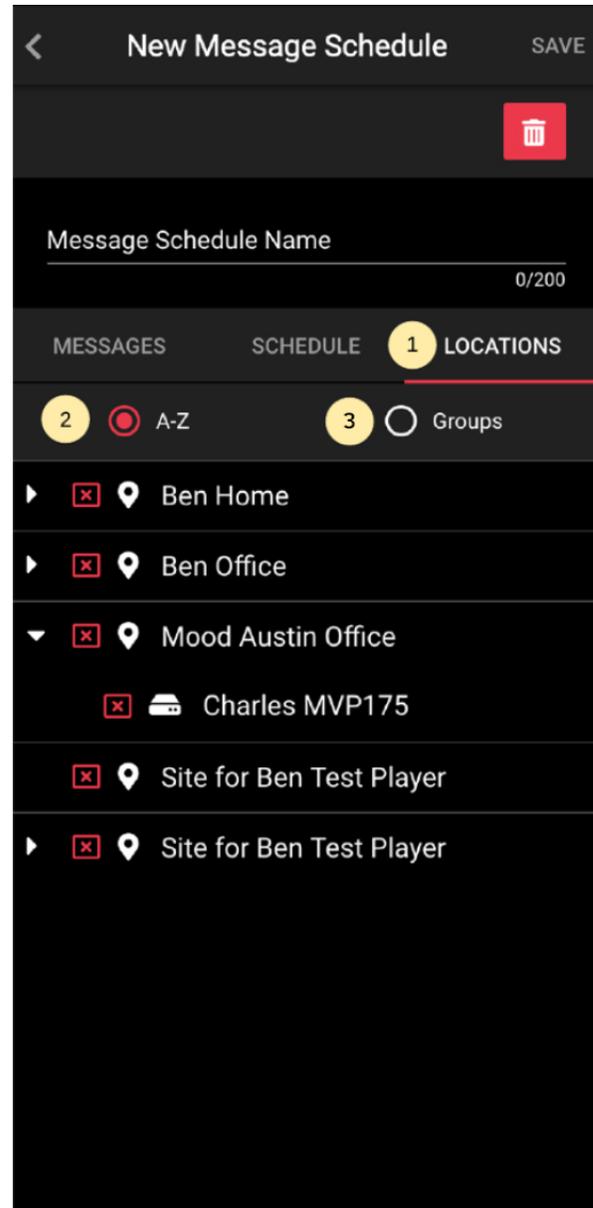
1. **Locations:** Select where the message will play
2. **A-Z:** Displays locations in alphabetical order
3. **Groups:** Displays locations by your location groups

Strong Red: Message schedule will never play here, even if a parent level in the hierarchy is set to play the schedule

Light Red: Message schedule will not play here, but this state is inherited and will change if a parent level is set to play the schedule

Strong Green: Message schedule will always play here, even if a parent level in the hierarchy is set to not play the schedule

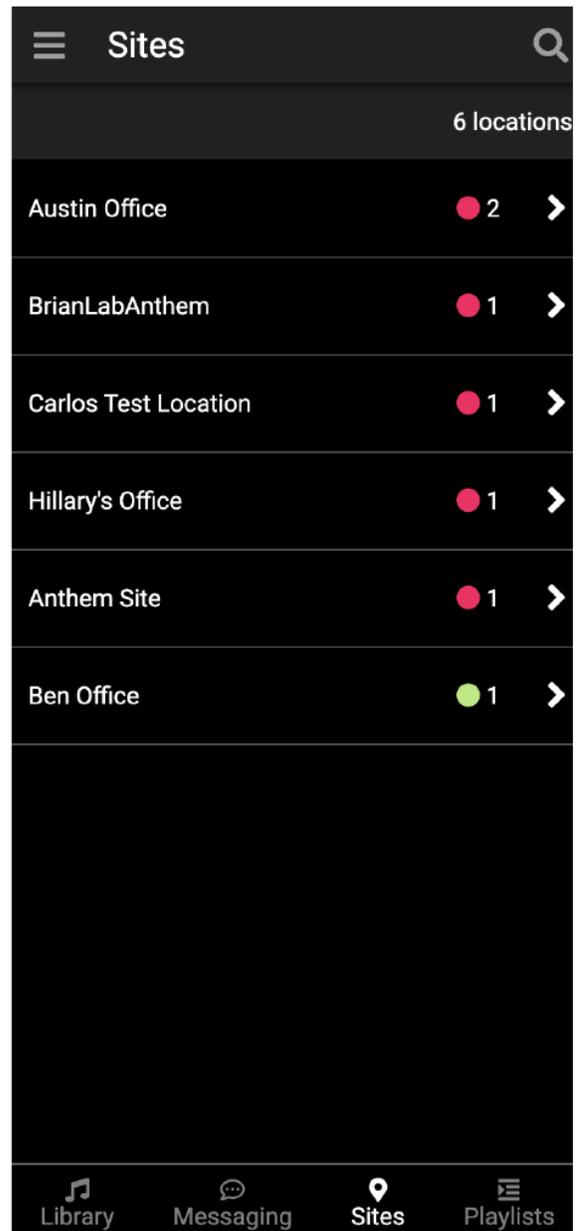
Light Green: Message schedule will play here, but this state is inherited and will change if a parent level is set to not play the schedule



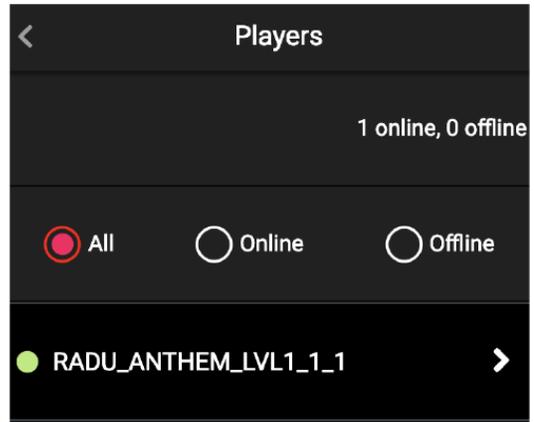
5. SITE MONITORING

Harmony Music provides a tool for monitoring what is currently playing on each site and also what is the health status of the devices.

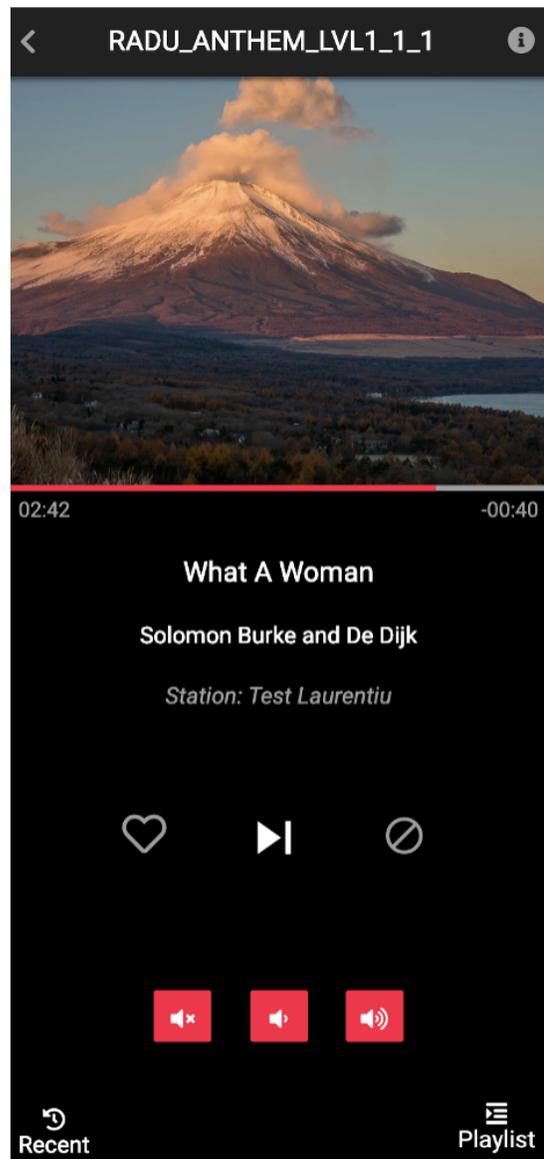
Click on the Sites button from the menu bar. The list of sites will be displayed along with the number of online devices (green bullet) and offline devices (red bullet). Click on a site to see more details.



After clicking on a site, the app shows all the online and offline players. Clicking on a player will show the commands.



When the player info is displayed, the user can toggle the volume, skip the song and open the players monitoring details by clicking on the "i" button from the upper right corner.



Player monitoring info shows software information, playback diagnostics (last playlist update, last content update, etc), network diagnostics, etc.

Player Info

RADU_ANTHEM_LVL1_1_1
Reported 0 days 0 hours 2 minutes ago

Status: **ON** ●

Last report (player) date:
3/1/2019 4:00:04 PM
(0 days 0 hours 2 minutes)

Last playlist Update:
3/1/2019 3:37:13 PM

Last content Update:
3/1/2019 3:59:51 PM

Uptime:
0 days 12 hours 59 minutes

Software: ▼

Software version:
5.6.4-641644

Client version:
N/A

Hardware version:
20180507

Software Early Adopter:
Yes

Client Early Adopter:
No

Hardware Early Adopter:
No

Network: ▼

6. PLAYLISTS

Playlists are used for scheduling music on the MVision Android based players.

Music (mixes or Stations) is added using a hierarchical list of slots: the closer to the top, the higher the priority. This is useful for when two slots share the same schedule - in this case, the playlist that is higher than the other, will play. If the highest playlist cannot be played then the next one will start.

In order to avoid unwanted silence, each playlist has one default slot that cannot be deleted, it is valid forever (its schedule cannot be modified) and it is always located at the bottom of the hierarchy so that if no other slot is valid, the default will play.

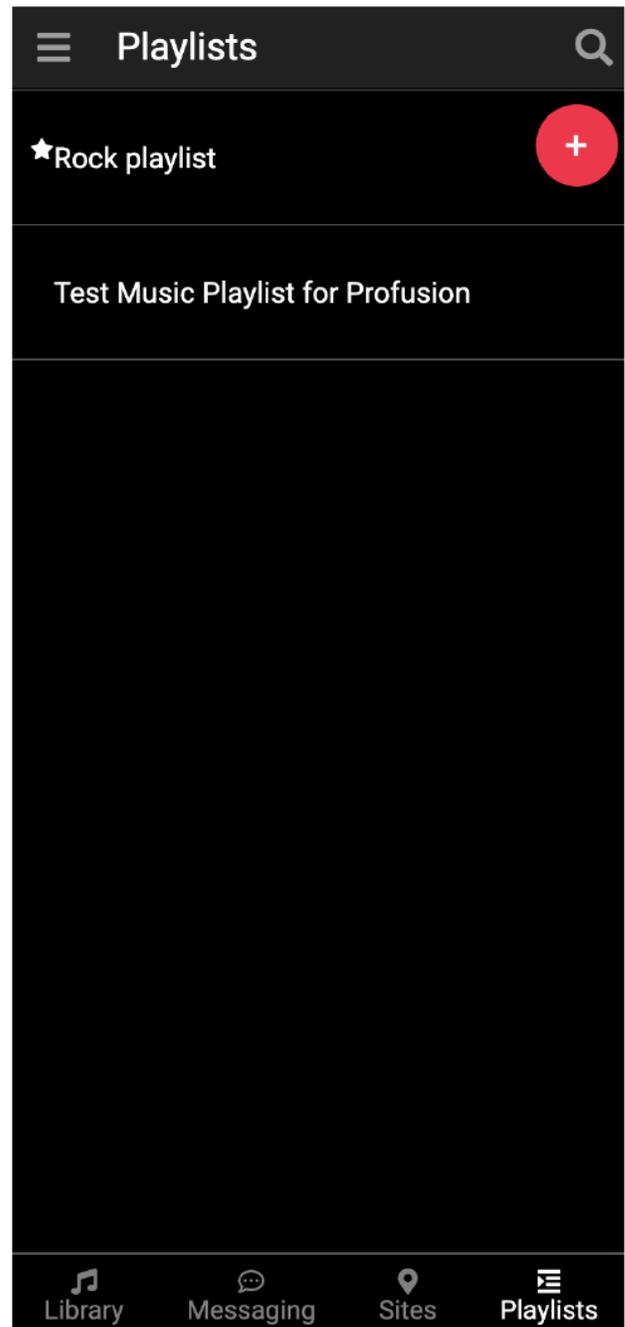
Besides scheduling, the user can choose which players will be "tuned" to the playlist. These players are the ones found in the workgroup (and recursive) where the user is logged in.

6. PLAYLISTS 6.1 ADD A PLAYLIST

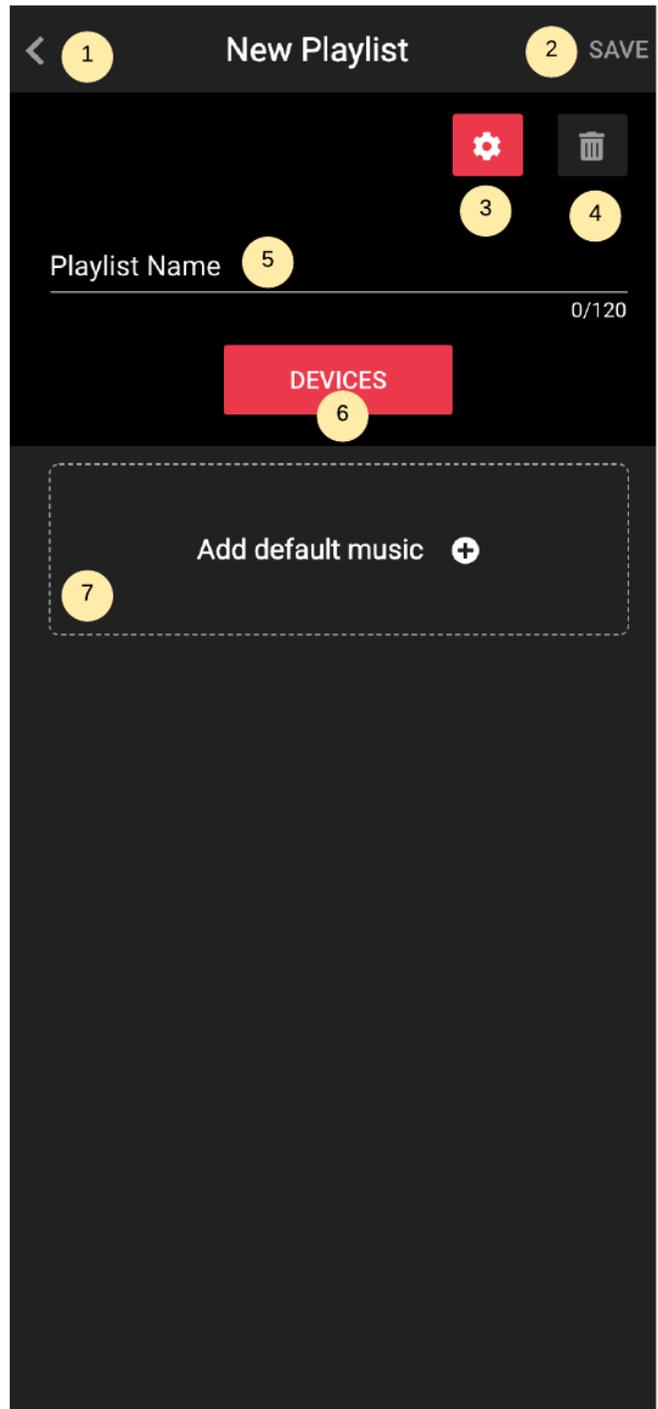
In order to add or edit a Playlist, click on the "Playlists" button from the menu.

The playlist with a star mark is the default playlist. Only one playlist can be set as default.

Click on the red "+" button from the upper right corner to add a new playlist



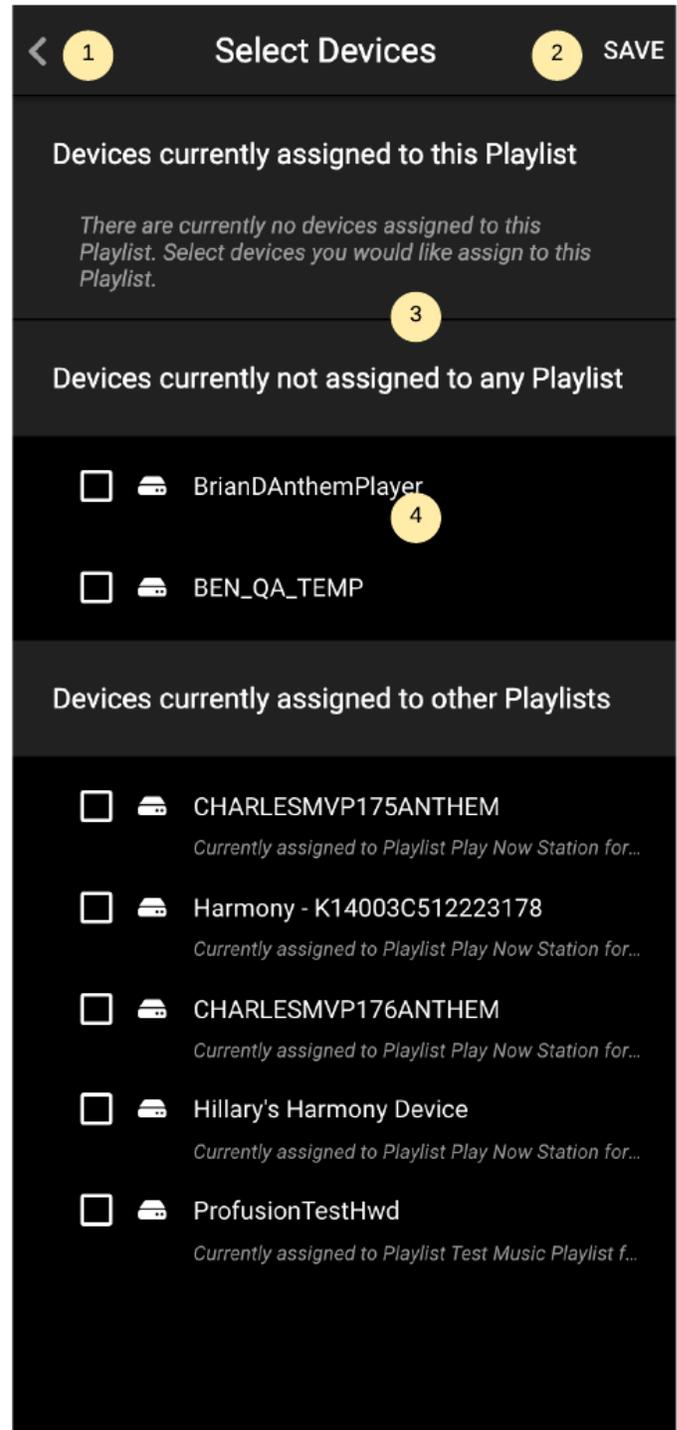
1. **Back:** Return to playlist library
2. **Save:** Save the changes made to the playlist
3. **Settings:** Set the playlist override or if the playlist should be set as default
4. **Delete:** Delete the playlist
5. **Playlist Info:** Set the playlist name, 120 characters max
6. **Devices:** Set which players must play the playlist ("view today" is coming soon)
7. **Add Default Music:** The default slot, appears on freshly created playlists that does not have a slot added; after the default slot is filled, standard "non default" slots can be created.



6. PLAYLISTS 6.2 TUNE IN DEVICES TO THE PLAYLIST

Tuning in a device to a playlist means that the player will start playing the content that is received from the playlist. A player can be tune in only to one playlist at a time.

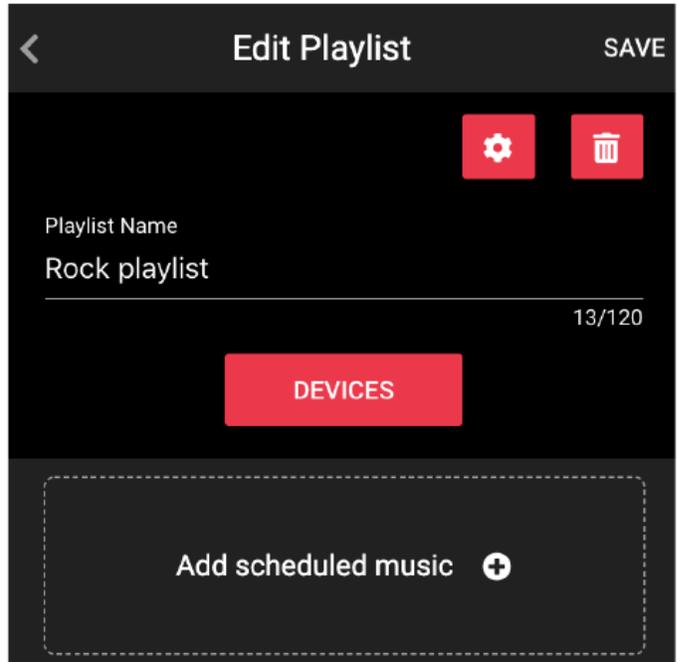
1. **Back:** Return to playlist library
2. **Save:** Save the changes made to the playlist
3. **Tuned In:** Shows the devices which are already playing this Playlist's content
4. **Tuned To No Playlists:** Shows the devices that are tuned to no playlists and can be tuned in to the current playlist
5. **Tuned To Other Playlists:** Shows the devices that are tuned to other playlist and can be tuned into the current playlist (this section does not appear into the screenshot)



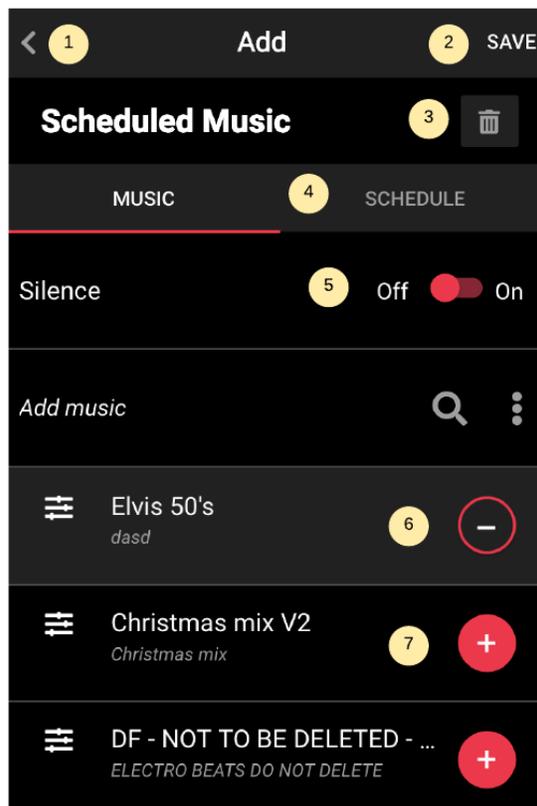
6. PLAYLISTS 6.3 ADD SCHEDULED MUSIC

Playlists can play both mixes and stations. Besides that, for each mix or station the user can set a schedule.

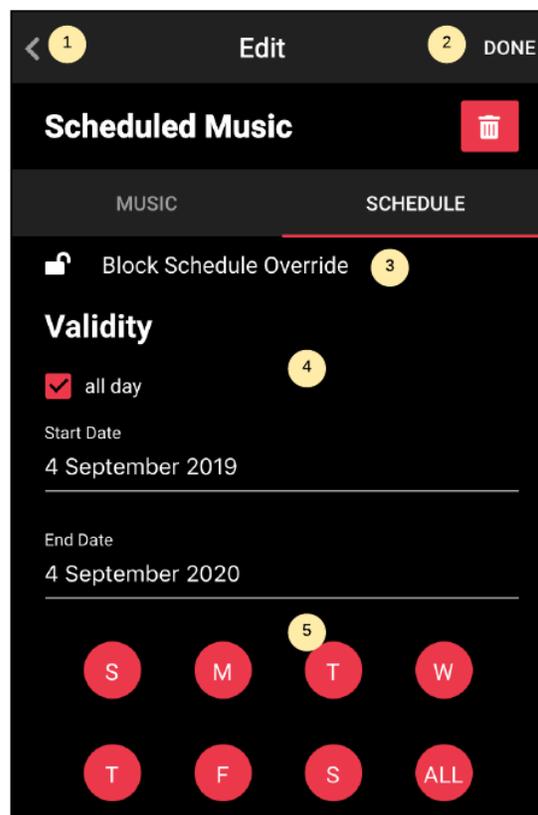
Click on the "Add scheduled music"



1. **Back:** Return to the playlist
2. **Save:** Save the changes made to the playlist
3. **Delete:** Delete the scheduled music slot
4. **Music/Schedule:** Switch between the music and the schedule
5. **Silence:** Set the music slot as silence (this forces the player to play "silence"/nothing during the scheduled interval)
6. **Added Music:** Shows which is the current added Station/mix; only one Station/mix can be added
7. **Music That Can Be Added:** Shows which Stations or mixes can be added. This is done by clicking on the red "+" icon

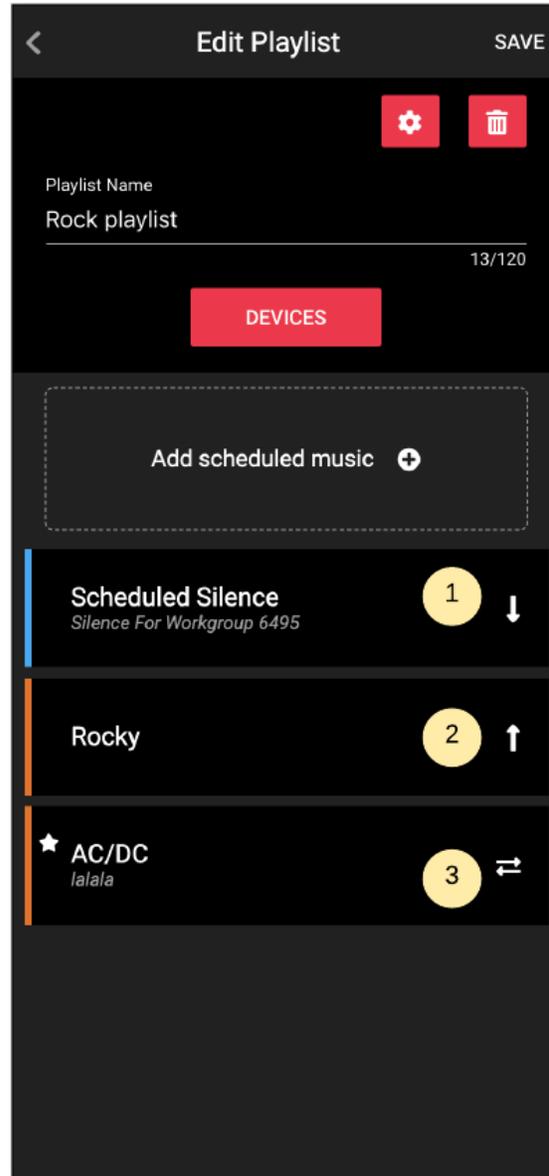


1. **Back:** Return to the station
2. **Save:** Save the changes made to the playlist
3. **Override:** Allow or deny the users to change the music while playing, using the remote control
4. **Schedule:** Set the validity interval
5. **Weekday:** Set the week days (in this example, the scheduled music for this slot will play only on Mondays)



1. **Down arrow:** Move the slot down
2. **Up arrow:** Move the slot up
3. **Swap arrow:** Change the content of the default playlist

Moving a slot up or down means that priority increases or decreases. As a reminder: the higher the slot, the bigger the priority. When the system decides what to play next, it starts with the first one on the top and then it goes down until it finds a slot that has a schedule interval which matches the current date.



1. **Close:** Returns to the playlist details
2. **Done:** Saves the playlist properties
3. **Set As Default Playlist:** Sets as default for all the devices which are not tuned to any playlist in particular
4. **Schedule Override:** Allow or deny the user from changing the slot while playing, using the remote control.

