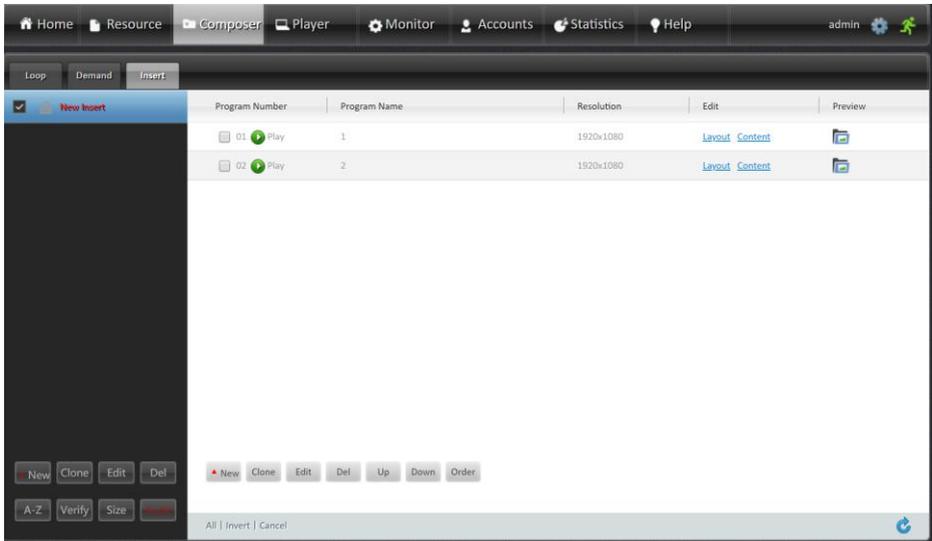
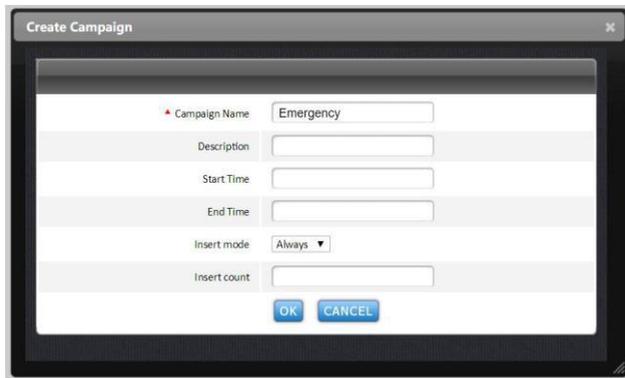


1. Navigate to **Composer > Insert**. Click **New** on the left sidebar to create a new Insert campaign.



Click **New** in the white area to create programs. These programs will be triggered to play by an external device.



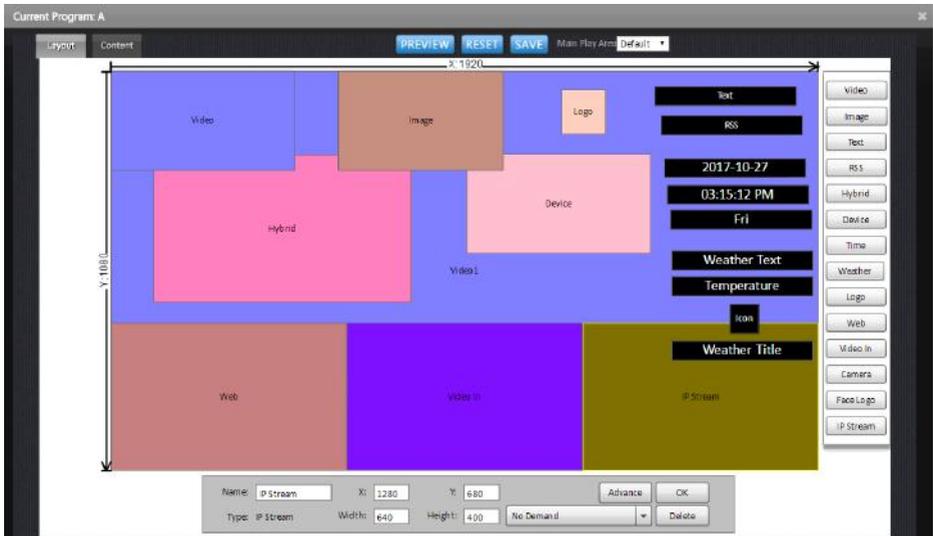
**Start Time:** Specify when the Insert campaign will begin to play.

**End Time:** Specify when the Insert campaign will end.

**Insert mode:** Select **Always** so it will play continuously. Select **Interval** so it will play in several intervals.

**Insert count:** Specify the playback counts.

2. Select **Layout** and use the buttons on the right side to add content areas into the layout.



Click and drag to move and resize an area. Right click on an area or use the tools at the bottom for more settings.

Click **OK** at the bottom to save each step. Click **SAVE** at the top to save the layout when finished.

Name:	<input type="text" value="Text"/>	X:	<input type="text" value="0"/>	Y:	<input type="text" value="0"/>	<input type="button" value="Advance"/>	<input type="button" value="OK"/>
Type:	Text	Width:	<input type="text" value="384"/>	Height:	<input type="text" value="53"/>	<input type="text" value="No Demand"/>	<input type="button" value="Delete"/>

**No Demand:** (optional) Specify the area's interactive effect.

**No Demand:** No interactive effect.

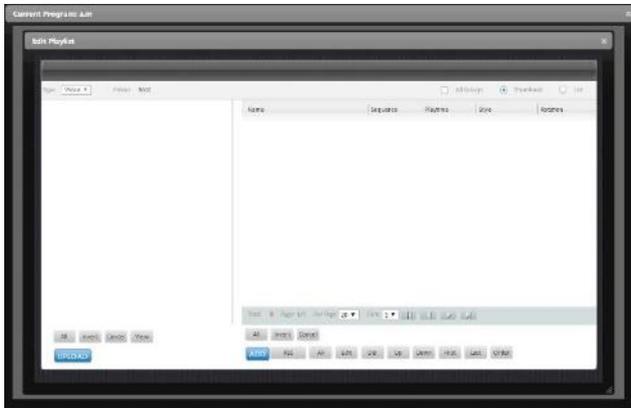
**Enter Demand:** When the area is triggered by an external device, the whole screen will switch to Demand campaign - Program 01.

**Map to Demand:** When the area is triggered, the whole screen will switch to Demand campaign - Program X, in which "X" is the current program's Program Number.

**Full Screen:** When the area is triggered, it will display in full screen.

**Start APP:** When the area is triggered, the whole screen will switch to a third-party Android application.

3. Select **Content** and click on an area to add content.



Click **UPLOAD** to browse and upload files. Click **ADD** to add files into the playlist of the area. Files in the playlist will play in order. Use the **Edit** button at the bottom for more settings. Close the window when you're done.

4. Select **Preview** to see the display effect. Check the Loop campaign and click **Audit** at the bottom.

