

**Model Editor for Digital Signage**  
**Feb. 26 (Monday) 11:00-11:50am**  
**MUS 206**

Attendees:

Phil Curtis, Science Mine, [PCurtis@mtech.edu](mailto:PCurtis@mtech.edu)  
Michael Fryer, Business Analyst, [MFryer@mtech.edu](mailto:MFryer@mtech.edu)  
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|-------|---|----------------------|
| 11:00 | Review of last meeting  | Michael Fryer        |
|       | <ul style="list-style-type: none"><li>• Scope/Environment<br/>Adding stick figures to the model will show that users can interact with the signage renderers. For the min-signage renderer a user may give input via the keyboard. For the exhibit signage renderer, a user may give input via buttons on the display.<br/><br/>Instead of the terms “connected” and “disconnected”, use “un-publish” and “publish”, as there are many different types of connections – connected to the internet, connected to the server where the signage renderer is running, etc. “Publish-mode” indicates that a model can be published on the exhibit signage renderer.</li><br/><li>• CE Library<br/>The model showed a local and external CE Library. Instead, the local CE Library will be a cache. The DSME will fetch the relevant CEs and assets from the CE Library and cache them on the local machine while the exhibit developer is working on a DSM. The CE cache and CE Library may be unsynchronized while the exhibit developer is working. “Publishing” a DSM involves synchronizing the CE cache to the CE Library (see below).</li><br/><li>• DSME Users<br/>An exhibit developer should have the ability to “identify” relationships between CE’s rather than have to “find” them.</li></ul> |                      |
| 11:15 | Features<br>The features seemed ok.   | Michael Fryer        |
| 11:25 | Create DSM Use Case<br>An ability to “save as” will enable cloning an existing DSM, to create a new one.  | Zachariah Valenzuela |

11:35 Publish DSM Use Case

Zachariah Valenzuela

Publishing will not involve zipped files, only exporting a JSON file. Use a standard location when sending the DSM for viewing via the mini-signage renderer, so it is not necessary for the exhibit developer identify a file.

A suggested flow for publishing to the exhibit signage renderer is:

1. Synchronize the CE cache with the CE Library, pushing new assets and CEs to the CE Library and updating existing assets and CEs, possibly creating new versions.
2. Update the DSM by replacing references to the CE cache with references to the CE Library.
3. Send the updated DSM to the exhibit signage renderer.

Other:

A simple prototype can be extremely informative.

The CE Library will need some type of “garbage collection” for the CEs and assets that are no longer needed.

11:50 Next Meeting, more use cases, March 19<sup>th</sup>

Michael Fryer