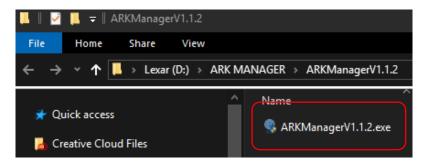


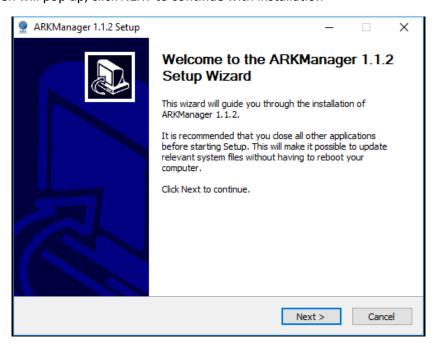
#### **ARK MANAGER USER GUIDE V1.1.2**

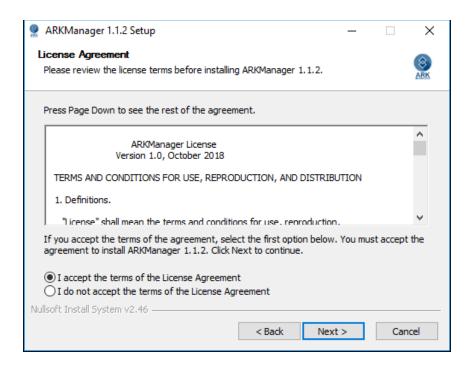
#### INSTALLATION

Locate the ARK MANAGER zip file you downloaded on your local PC hard drive and extract the file located in the zip file. Double click on the ARKManagerv1.1.2.exe file to begin installation.

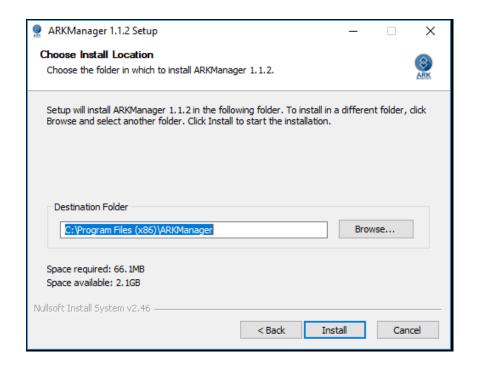


A welcome screen will pop up, click NEXT to continue with installation

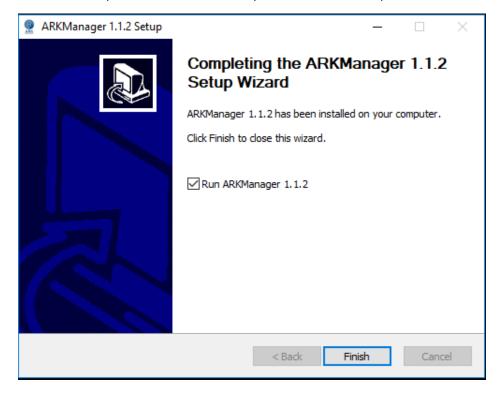




Choose a destination folder on your PC and click INSTALL to begin the installation process



After the installation is complete click FINISH to complete the installation process and RUN ARKManager



## CONFIGURING ARK DEVICE NAME / LOCATION

Connect a PC with the ARK Manager software running onto the same local area network as the DL-ARK systems.

### NOTE: The ARK Manager is for LAN use only

Before the ARK Manager is used to monitor DL-ARK systems on a LAN, it is highly recommended that each system's *NAME* and *LOCATION* is customized so each ARK system can populate the building, floor and room number correctly in the ARK Manager device tree.

This is done by navigating to the built in web GUI of each DL-ARK system and accessing the *NAME / LOCATION* menu tab. Instructions are below but can also be found on page 30 of the DL-ARK Deployment Guide.

#### Configuring Device Name and Location

Once you enter the advanced settings menu, the sub menu NAME / LOCATION will be highlighted.

\$ DIGITALINX VALUE-ENGINEERED DIGITAL SOLUTIONS	ARK Settings				Version V		
NAME / LOCATION	CONTROL SETTINGS	EDID / SCALING	RS232 SETTINGS	NETWORK	PREFERENCES	FIRMWARE UPGRADE	
	Name	v only contain 20 share	cters (letters, numbers,sir	agle hunbons or se	2250		
	BUILDING	•	cters (letters, numbers,sii	ngie nypnens or s	oace).		
	BUILDIN	G					
	FLOOR FLOOR						
ROOM NAME/NUMBER							
	ROOM						
			<b>X</b> Cancel ✓Apply				

In this menu the device can organized into a building, floor and room naming convention. Enter in the desired building, floor and room identification and click *APPLY*.

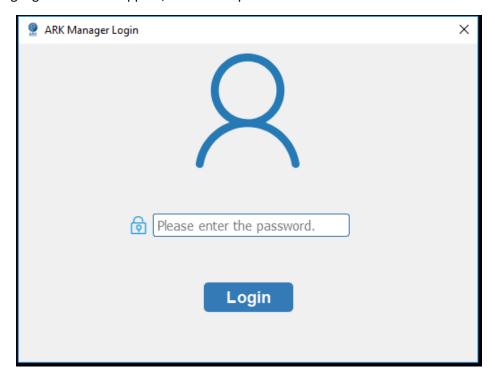
The names given to the building, floor and room for the device will populate on the web GUI controller screen as well as the ARK Manager management software.

# LOGGING ON TO ARK MANAGER

Double click on the ARKManager icon on your desktop...

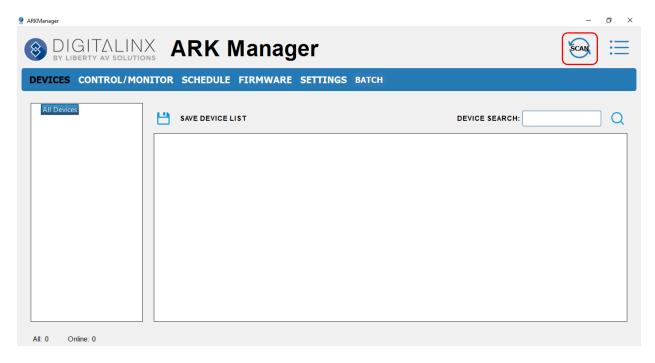


The following login screen will appear, the default password is admin



### DISCOVERING DL-ARK DEVICES ON A LAN

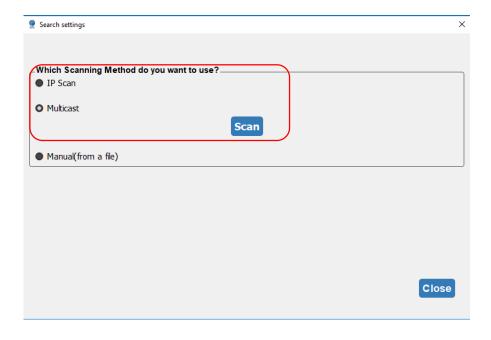
After you login to the ARK manager, the home screen will appear after you have logged on. Click on *SCAN* to search and locate DL-ARK devices located on the LAN...



**NOTE:** By default the ARK Manager uses IP Multicast method to search and located devices on a LAN quickly. If you prefer to use IP scanning option by IP address range, click on the menu option at the top right of the home screen and then click SEARCH SETTINGS



The SEARCH SETTINGS will allow you to decide on what scanning method to use. Multicast is selected by default, when choosing IP SCAN you will need to provide an IP address range to search.

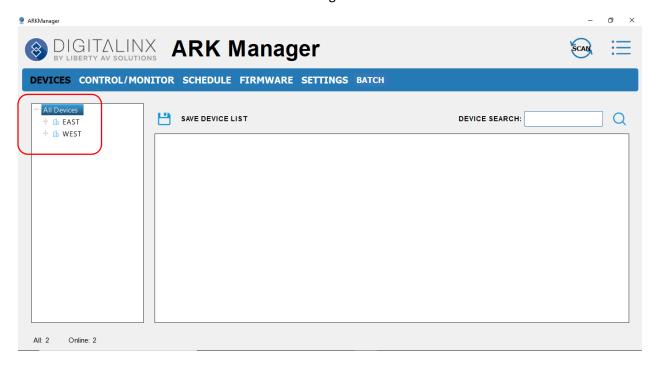


### MANAGING DL-ARK DEVICES USING ARK MANAGER

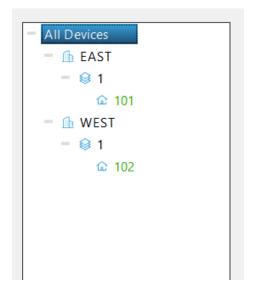
#### **DEVICES MENU**

The DEVICES menu will show you detailed device info for a selected DL-ARK in ARK Manager.

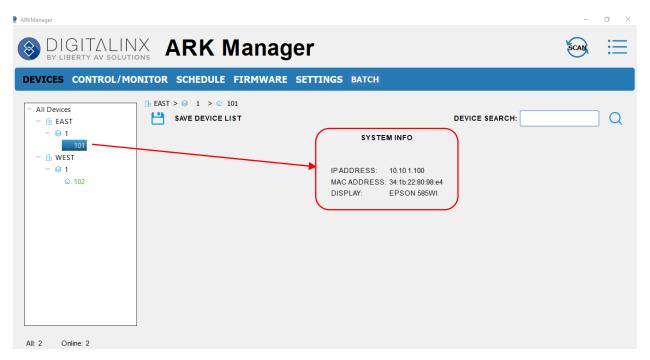
You will notice that all DL-ARK devices will populate per building, floor and room number assigned in each DL-ARK kits GUI settings, see example below. In this example we have two building named *EAST* and *WEST* in the device tree to the left of ARK Manager Software window.



Click on the building, floor to view the room number assigned to the DL-ARK device. In our example system we have configured two systems, one resides in room 101 on Floor 1 in the EAST building and one resides in room 102 on Floor 1 of the WEST building.



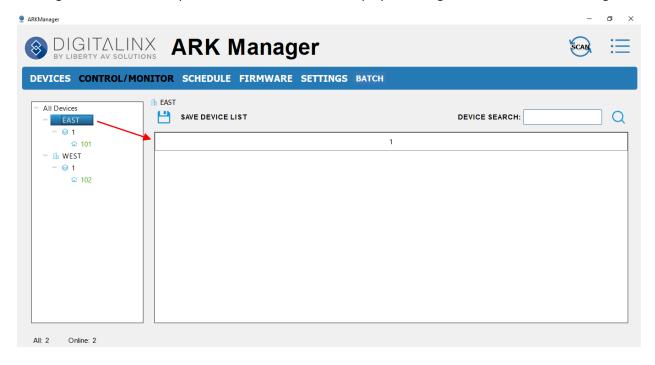
Once you click on a specific device you will see detailed information about the system in this designated room.



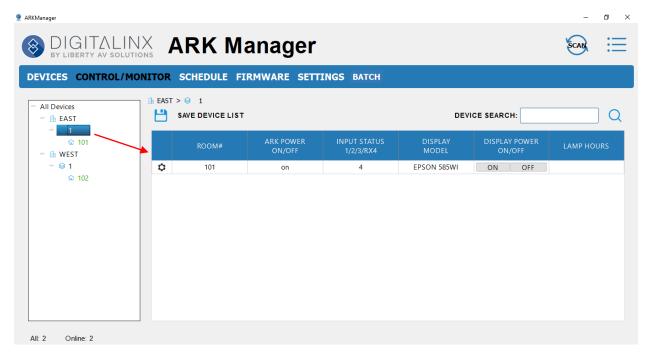
### **CONTROL / MONITOR MENU**

The CONTROL/MONITOR menu allows you to access and change any of the individual system settings for a selected DL-ARK system on the LAN

Clicking on the **BUILDING** option in the device tree will display the designated floors in that building.

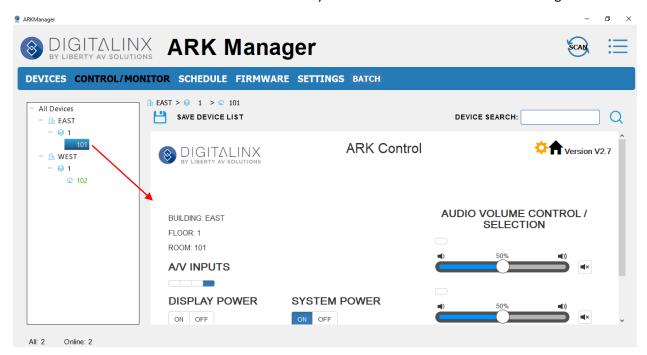


Click on the **FLOOR** to view devices located in this floor. You will now see a quick list of devices and some select parameters such as Room #, ARK power status, INPUT status, Display Model in room as well as display power control and lamp hours if projector is used



**NOTE:** In order to see current display status, turn display on/off and see current lamp hours in this quick view list, the DL-ARK must be configured first with the preferred control protocol and proper commands. For detailed control configuration set up, reference the DL-ARK Deployment Guide on page 31 and 32.

Click on an individual DL-ARK device to access the systems control GUI and advanced settings



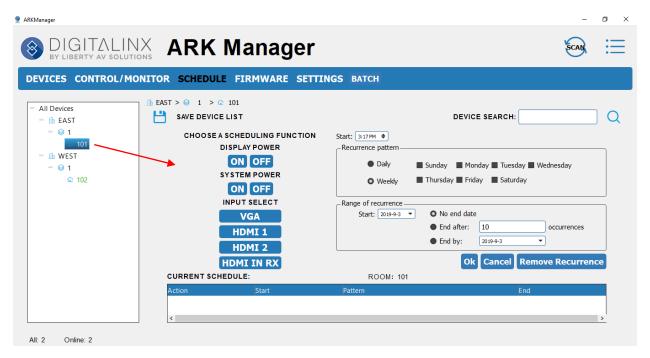
The *CONTROL/MONITOR* option uses the internal built in GUI for the selected device to control or configure said device. For detailed system configuration reference the DL-ARK Deployment Guide on page 27.

#### **SCHEDULE MENU**

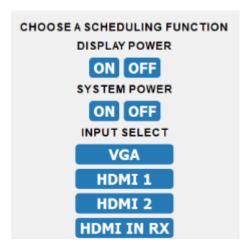
The SCHEDULE menu will allow you to schedule certain functions for a DL-ARK system to be automated at a given time such as system on and off, display on and off etc.

**NOTE:** In order for this software to run schedules, it must run constantly. It may be wise to designate a computer as a server running ARK Manager on the LAN to perform scheduling functions.

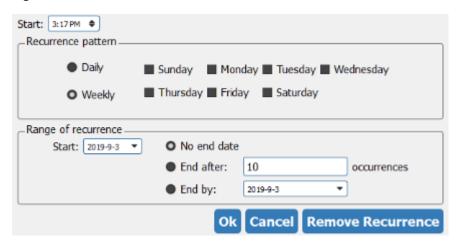
Choose a device in the device tree to schedule....



Choose what function to schedule...you can choose from DISPLAY ON/OFF, SYSTEM (ARK) ON/OFF and INPUT SELECTION



Choose the start date of the schedule, the recurrence pattern and range of recurrence for the function you are scheduling and click OK.



Once this is complete you will see the scheduled function shown in the *CURRENT SCHEDULE* in the *SCHEDULE* menu. See example below



**NOTE:** You can remove a scheduled function by clicking on the current scheduled function and click REMOVE RECURRENCE

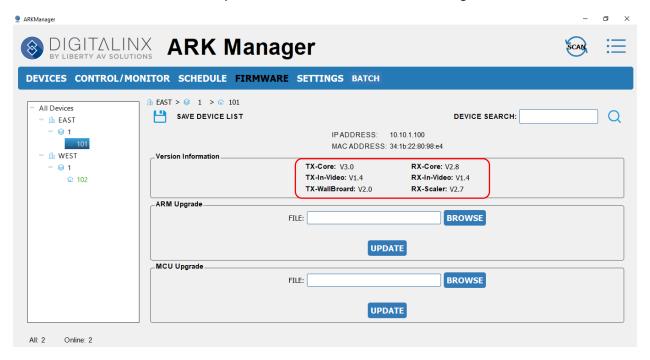
#### FIRMWARE MENU

The FIRMWARE menu will allow you to update the selected devices firmware settings.

Firmware is released periodically and instructions for firmware will be released with the firmware update package online however updating firmware is easy. Simply load the firmware file for ARM or MCU update and click UPDATE.

To check the current firmware offering for the DL-ARK navigate to the DL-ARK products page online at <a href="https://www.libav.com">www.libav.com</a> and navigate to the FIRMWARE folder

**NOTE:** The current firmware versions of the DL-ARK device is display in the *VERSION INFORMATION* section of the *FIRMWARE* menu so you can confirm which version is running

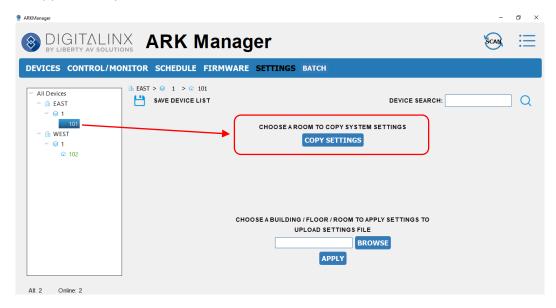


NOTE: Firmware can also be uploaded en masse using the BATCH menu

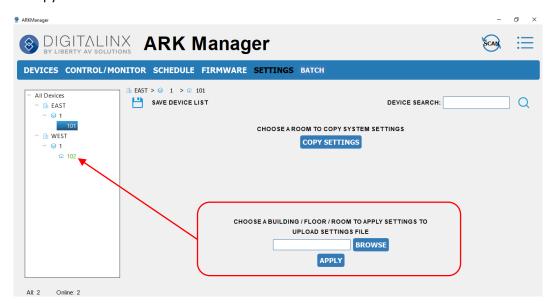
#### **SETTINGS MENU**

The SETTINGS menu will allow you to copy device settings from a selected device and then apply copied settings to a new device.

Choose a device to copy settings from then click *COPY SETTINGS*, you will be prompted to save and name the copy file onto your local PC hard drive



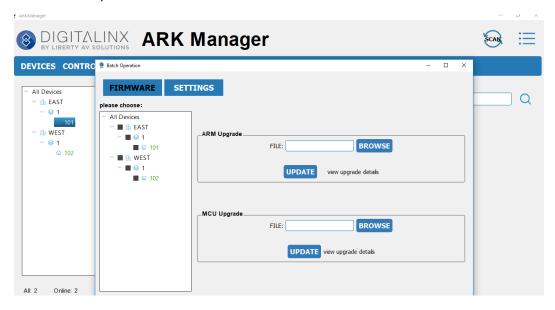
To apply copied settings from a saved copy file to a device, choose the device and then click *BROWSE* to locate the copy file. Then click *APPLY* 



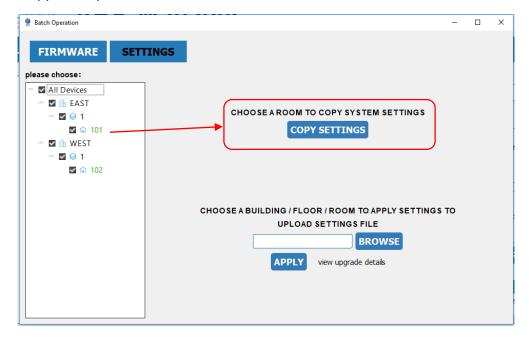
#### **BATCH MENU**

The BATCH menu will allow you copy and apply system settings and update firmware en masse.

To update firmware en masse for a building or a floor, choose the building or floor number OR choose only devices you want to update from the device tree. Browse for the firmware update file you wish use for the ARM or MCU update then click *UPDATE*.



To copy room settings from a room click on only one DL-ARK device to copy, then click *COPY SETTINGS* to save the copy file on your local PC hard drive.



To apply copied settings en masse for a building or a floor, choose the building or floor number OR choose only devices you want to update from the device tree. Click the *BROWSE* button to locate the copy file on your PC then click *APPLY* 

