



User Guide

Version 2.0.2

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Document Revision History

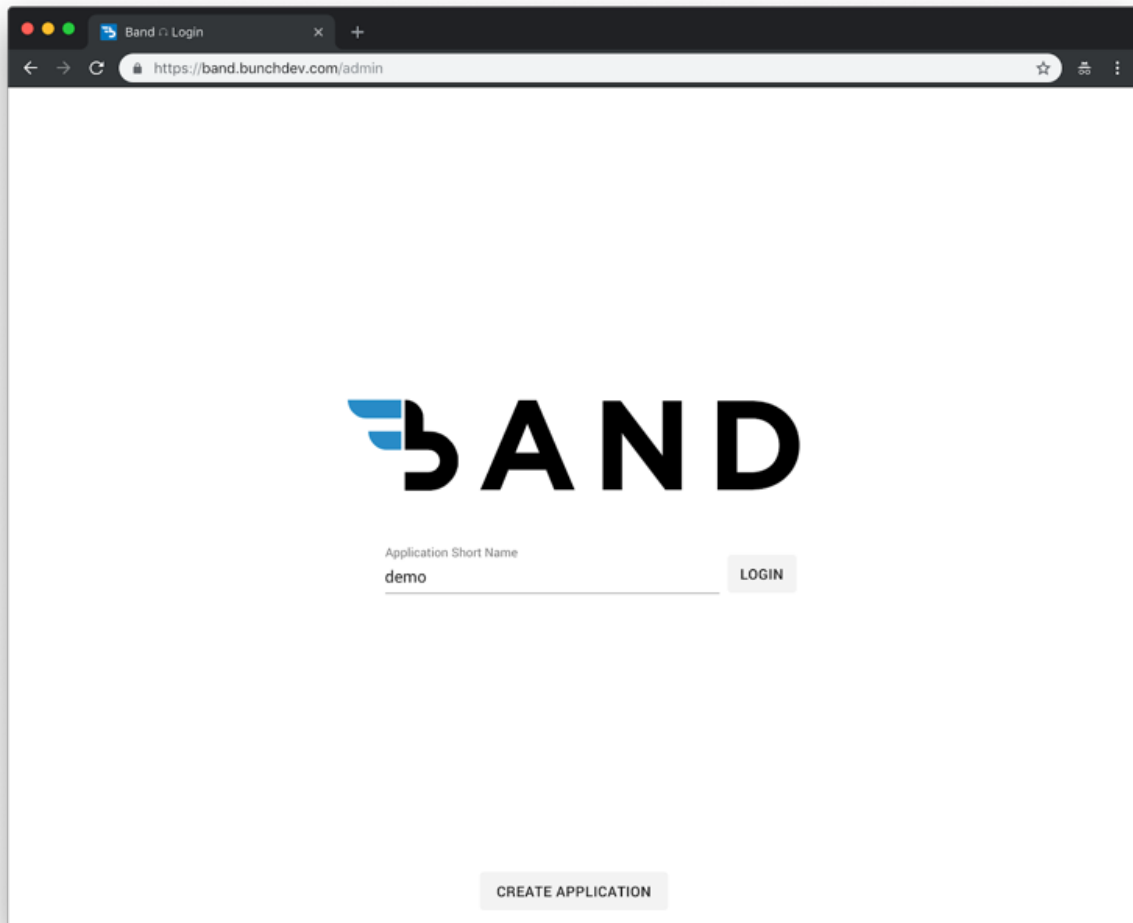
December 10th, 2018

- Initial release of documentation.

Logging In

Visit the HTTPS **/admin** path from the Biblio web address. If the Biblio web address were **https://band.example.com**, the address would be **https://band.example.com/admin**.

Enter the application short name and click **Login** to continue.

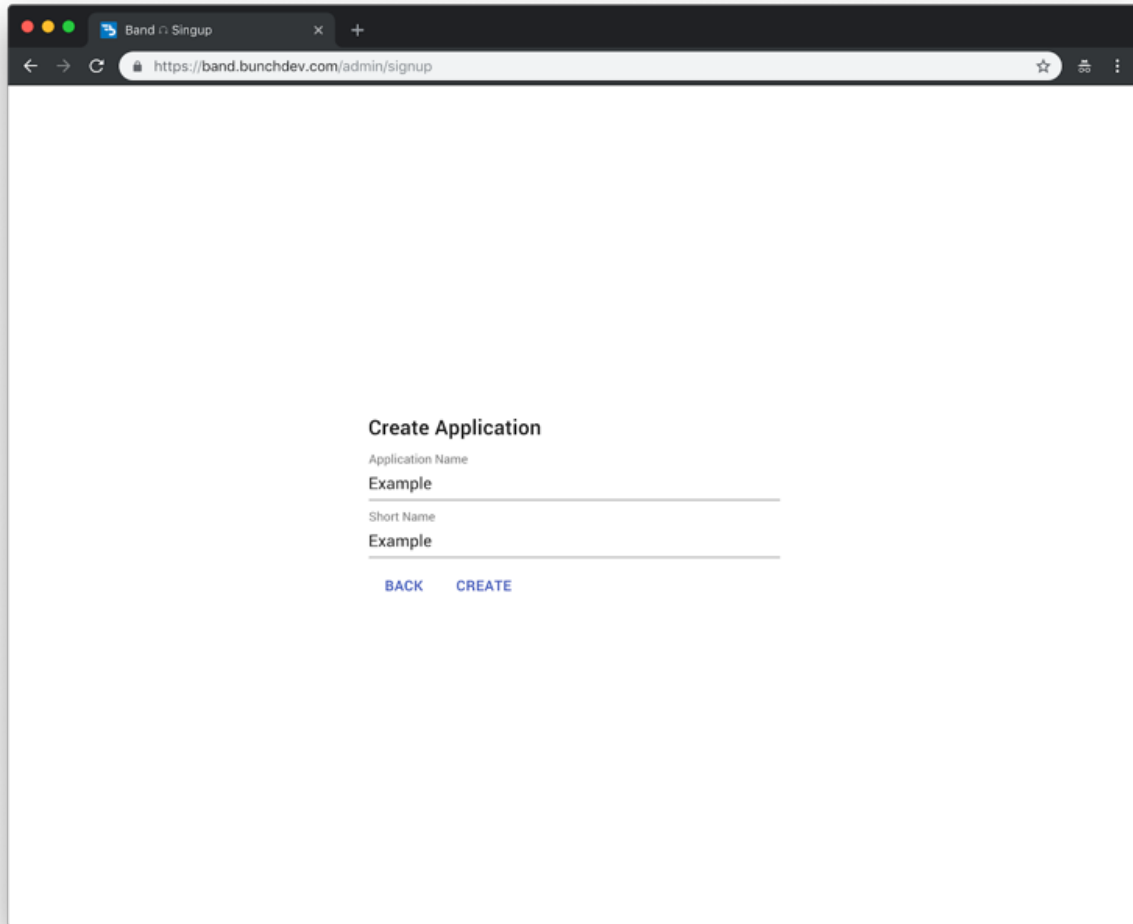


Create an Application

If you have not yet set up an application, click the **Create Application** button at the bottom of the screen. Enter an Application Name and an Application Short Name. The short name will be used to log in to the application.

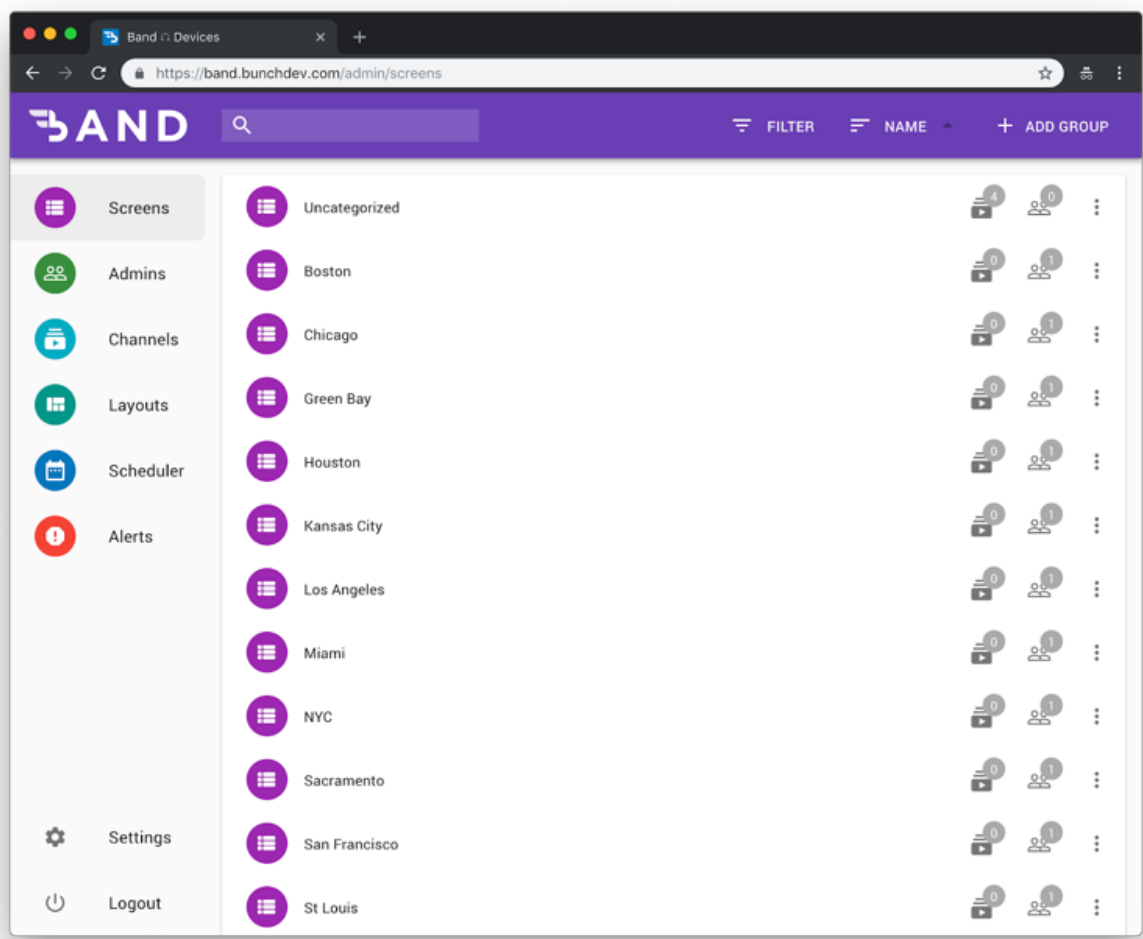
Click **Create**. Complete the setup process on Bridge to continue.

For steps on how to create an application on Bridge, please refer to the Bridge User Guide.



The screenshot shows a web browser window with the address bar displaying `https://band.bunchdev.com/admin/signup`. The page content is centered and features the heading **Create Application**. Below the heading are two input fields: the first is labeled 'Application Name' and contains the text 'Example'; the second is labeled 'Short Name' and also contains the text 'Example'. At the bottom of the form are two buttons: 'BACK' and 'CREATE', both in blue uppercase text.

Once authenticated, you will be redirected to the **Screens** page.



Screens

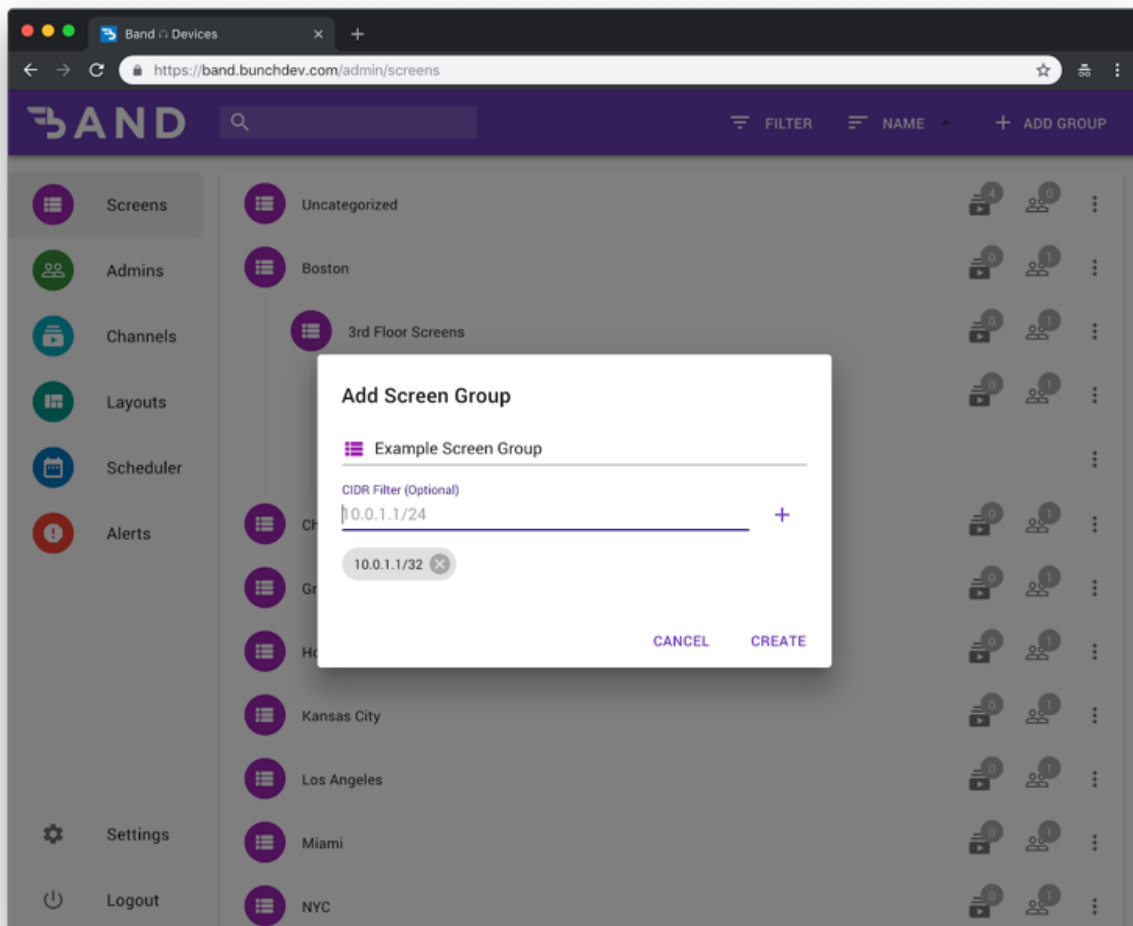
Overview

The screens page lets you can manage individual screens and groups of screens all at once. With screen groups, you can:

- Add Devices, Users, and subgroups
- Assign Administrators
- Assign Channels
- Change Channels

Adding

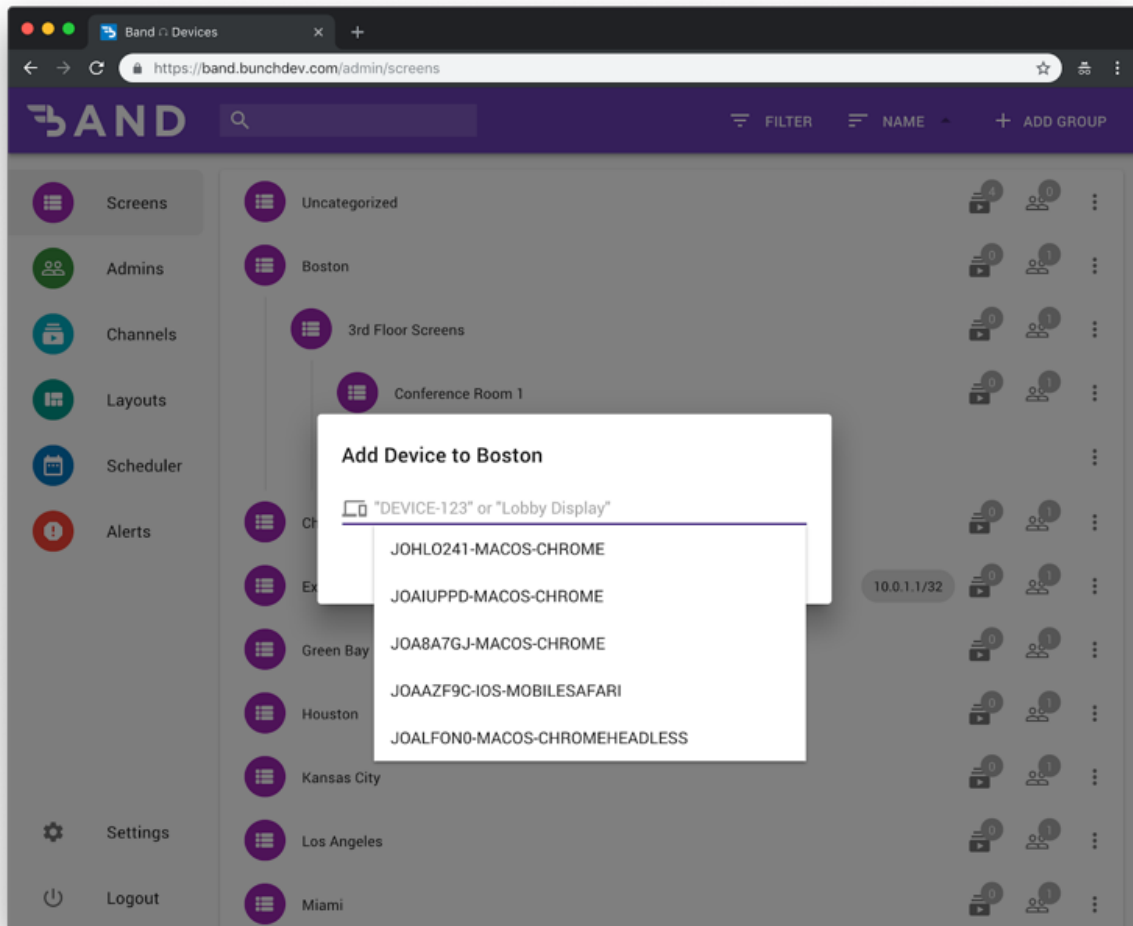
To add a screen group, navigate to Screens and click the **+ Add Group** button on the top right. Enter a name, and a CIDR Filter (optional). CIDR filters can be applied to only allow devices from certain IP ranges. Click **Create** to add the screen group.



To add a device, user, or subgroup to a screen group, hover over the screen group list item and click on the **More** button (three vertical dots).

For **Add User** or **Add Device**, search for an existing user or device in the system, select the item, and click **Add**.

In the example below, we are adding a device to the screen group. The steps are identical for adding a user or adding a device.




For adding a subgroup, click **Add Group** and follow the steps to create a new group.

Assigning

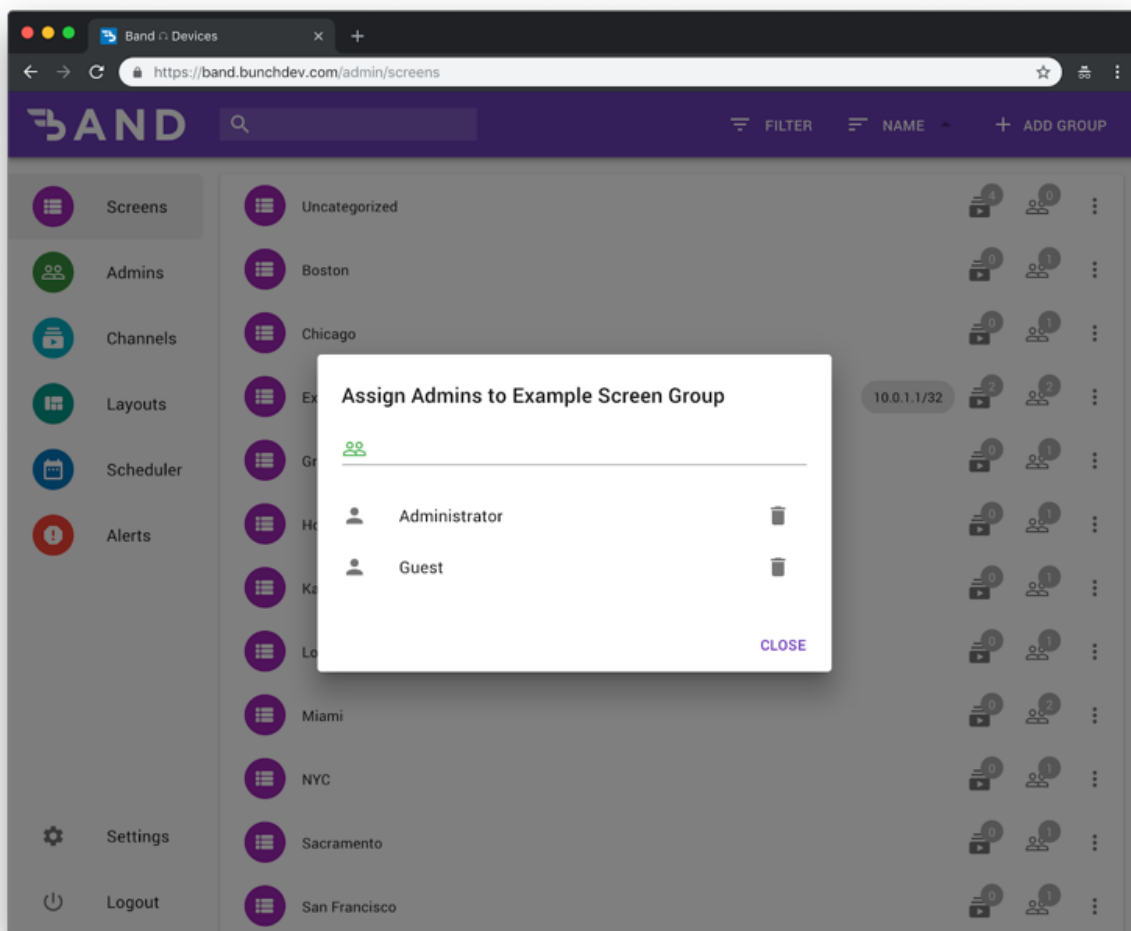
Assigning an administrator to a screen group gives that user or group administrative control over the screen group.

To assign an administrator to a screen group, click the **More** button (three vertical dots) and click


Assign Admin. You can also click the  shortcut to access administrators. Hovering over the shortcut will show you a list of administrators assigned to the screen group at a glance.

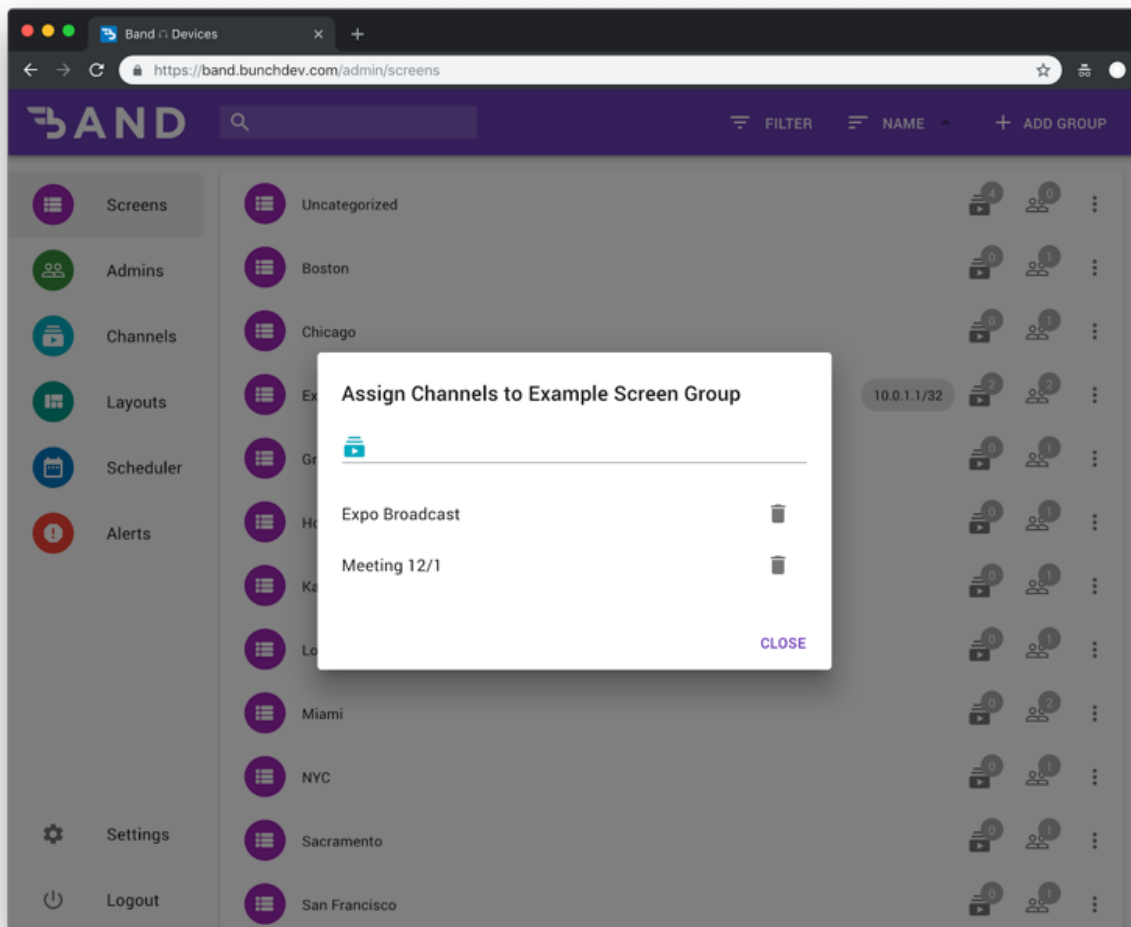
Search for an administrator, and select the administrator you want to add. The administrator will automatically be added to the screen group.

To remove an administrator, click the  icon.



Assigning a channel to a screen group will give all devices and users assigned to the screen group access to the channel.

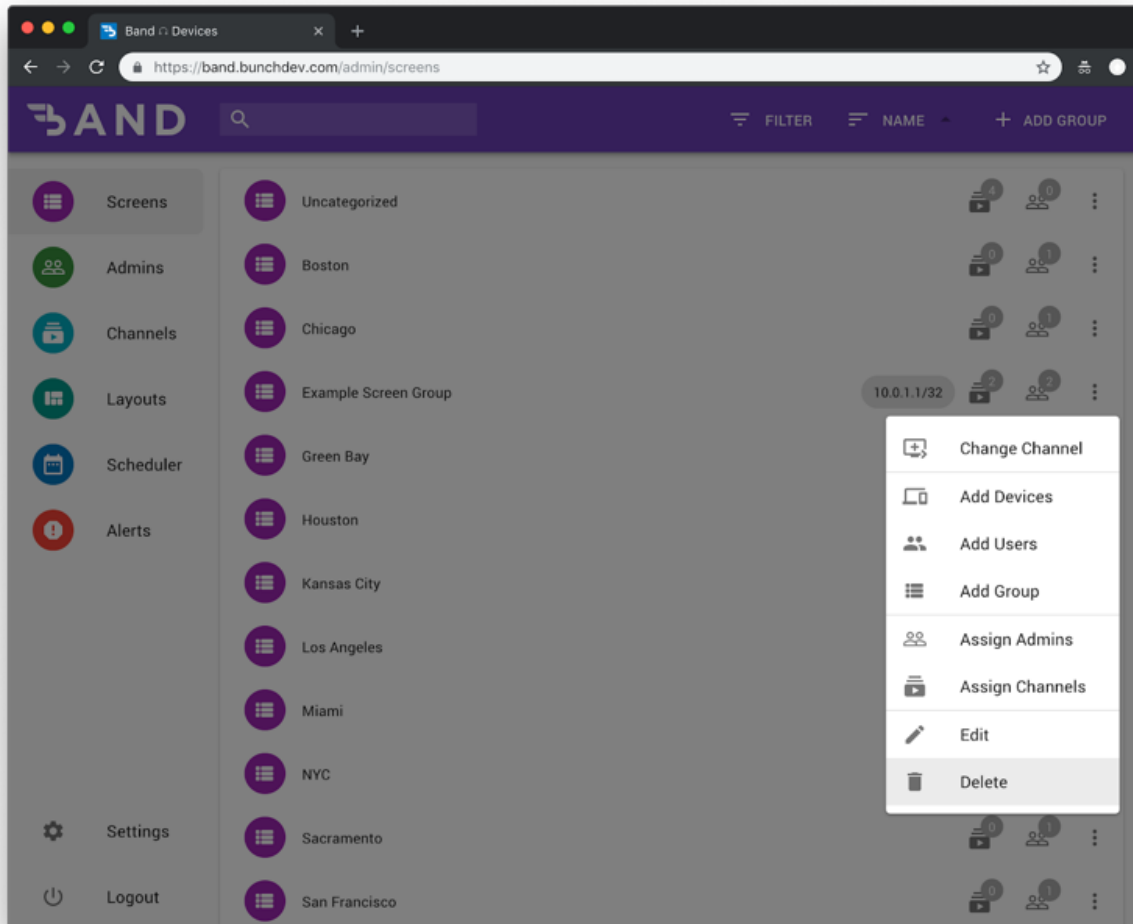
To assign a channel to a screen group, click the **More** button (three vertical dots) and click **Assign Channel**. You can also click the  shortcut to assign channels. Hovering over the shortcut will show you a list of channels assigned to the screen group at a glance. Search for a channel, and select the channel you want to add. The channel will automatically be assigned to the screen group.



Removing

To remove a screen group, hover over the group and click the **More** button (three vertical dots) on the right.

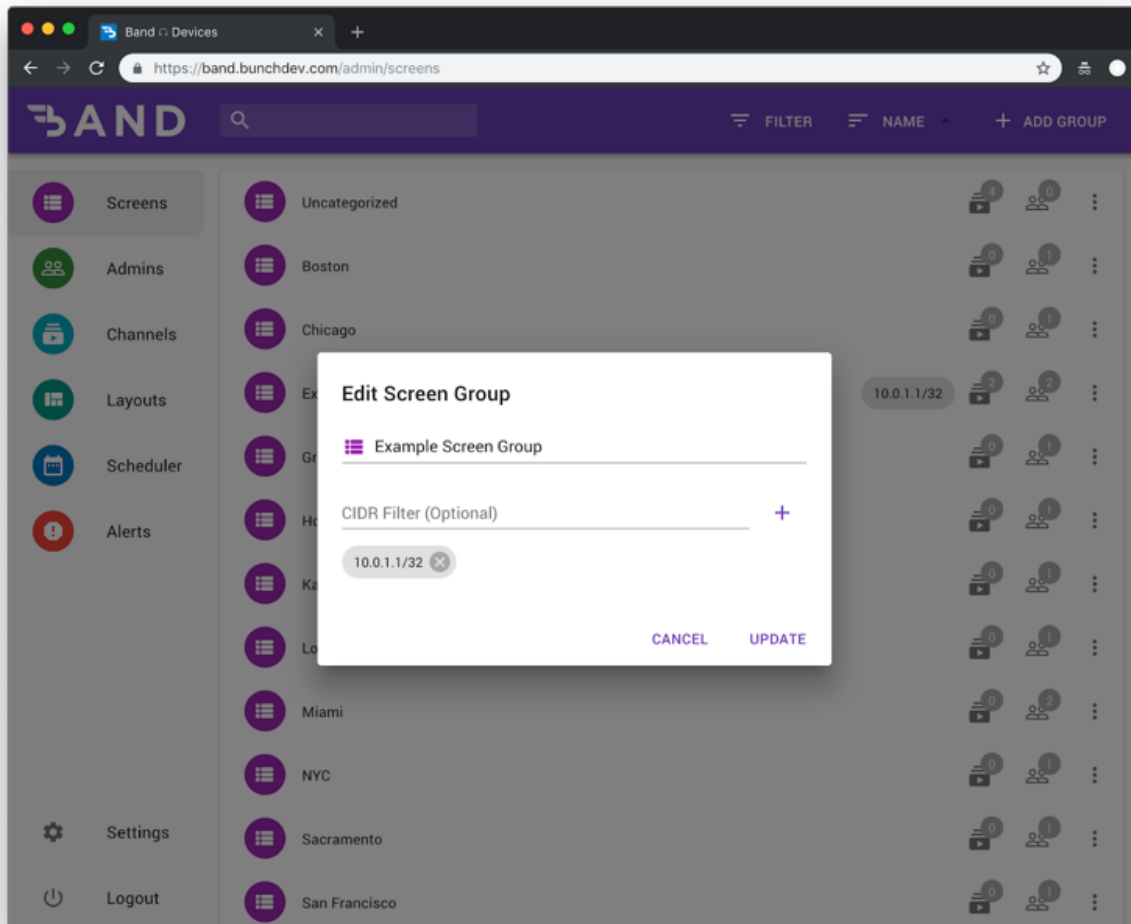
Click **Delete**.



Updating

To update a screen group, hover over the group and click the **More** button (three vertical dots) on the right. Click **Edit**.

Once you are finished making changes, click **Update**.



Changing Channels

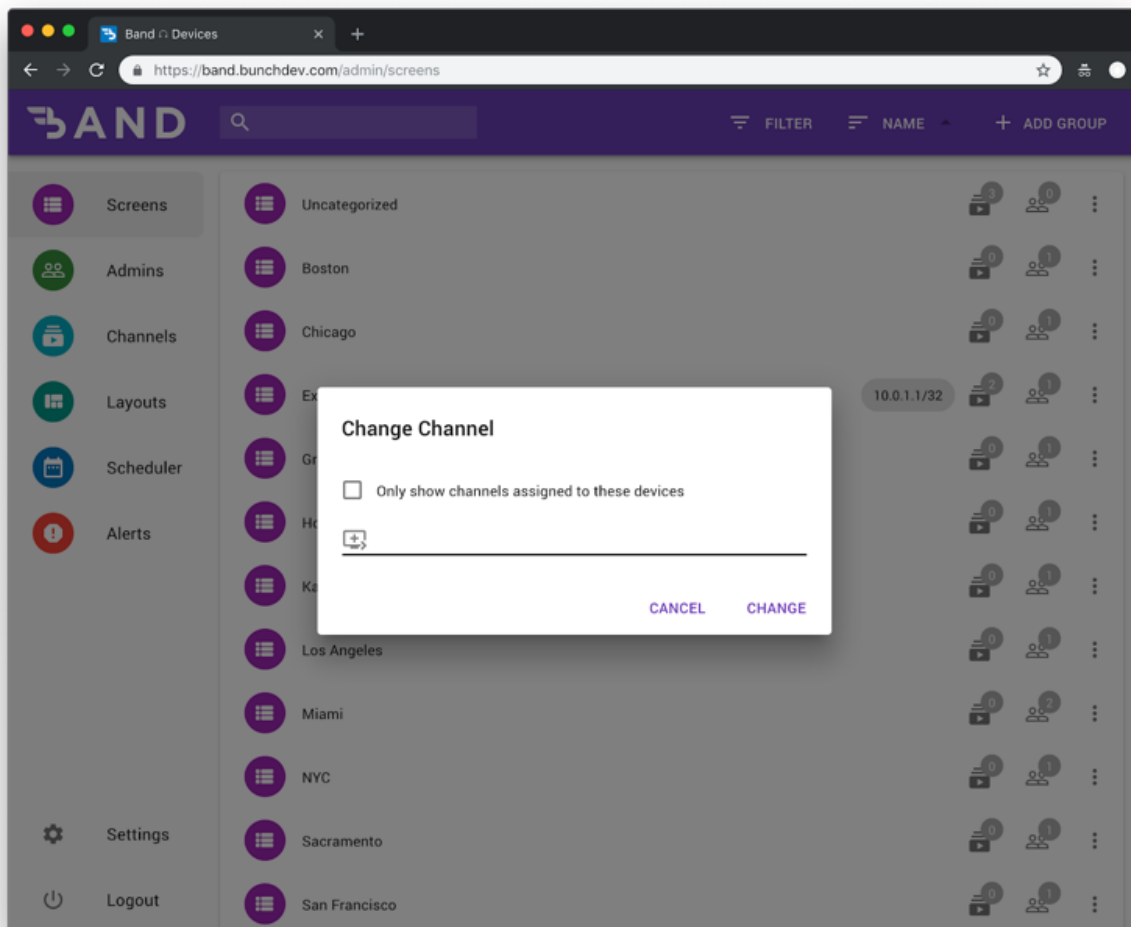
To change channels on a screen group, hover over the group and click the **More** button (three vertical dots) on the right.

Click **Change Channel**.

Search for a channel, select it and click **Change**. The devices in the screen group should all be displaying the new channel.

You can change the channel of the device to any channel you have access to. For example, if you have access to Channel 1 and the device is only assigned Channel 2, you can still change the channel on the device to Channel 1.

Optionally, you can limit the channel search to only show channels the devices have access to by checking the box above the input. For example, if you have access to Channel 1 and the device is only assigned Channel 2, you can only change the channel to Channel 2.



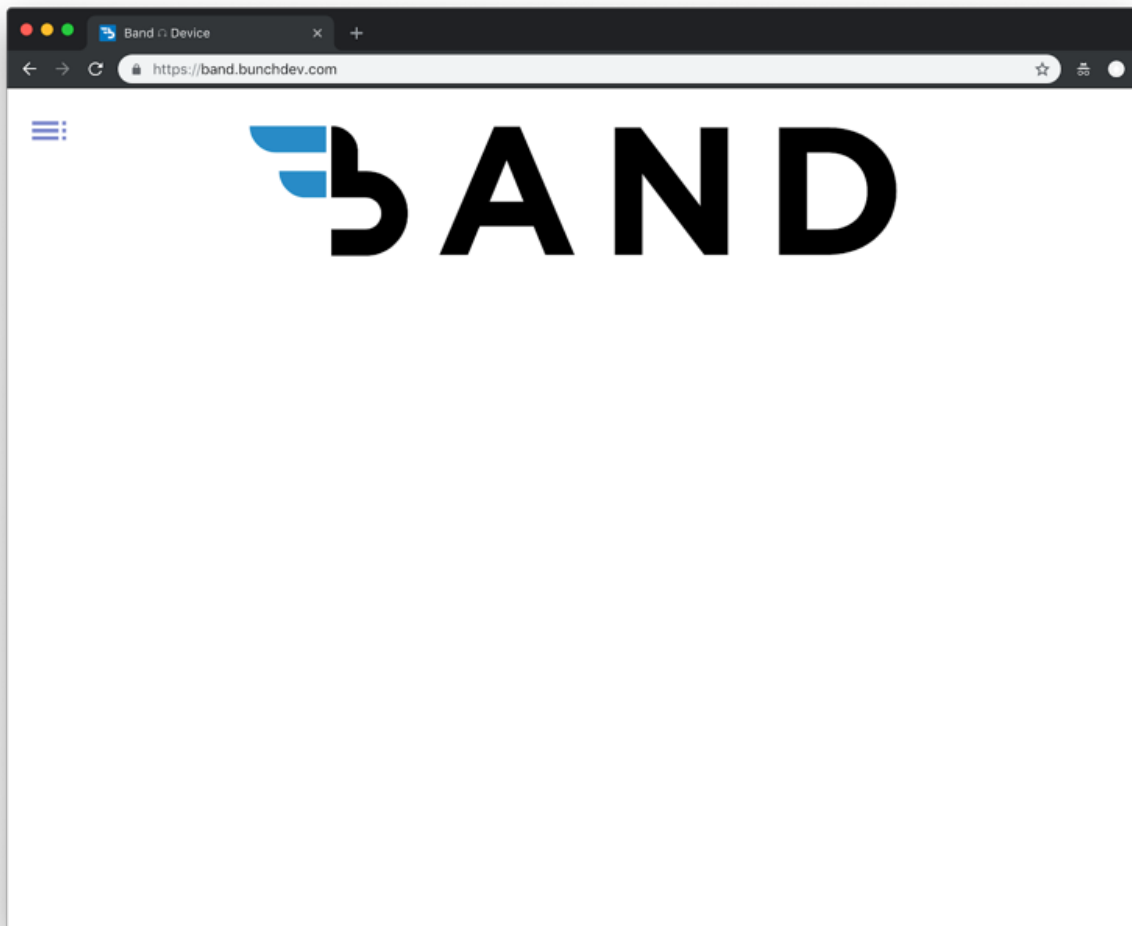
Devices

Overview

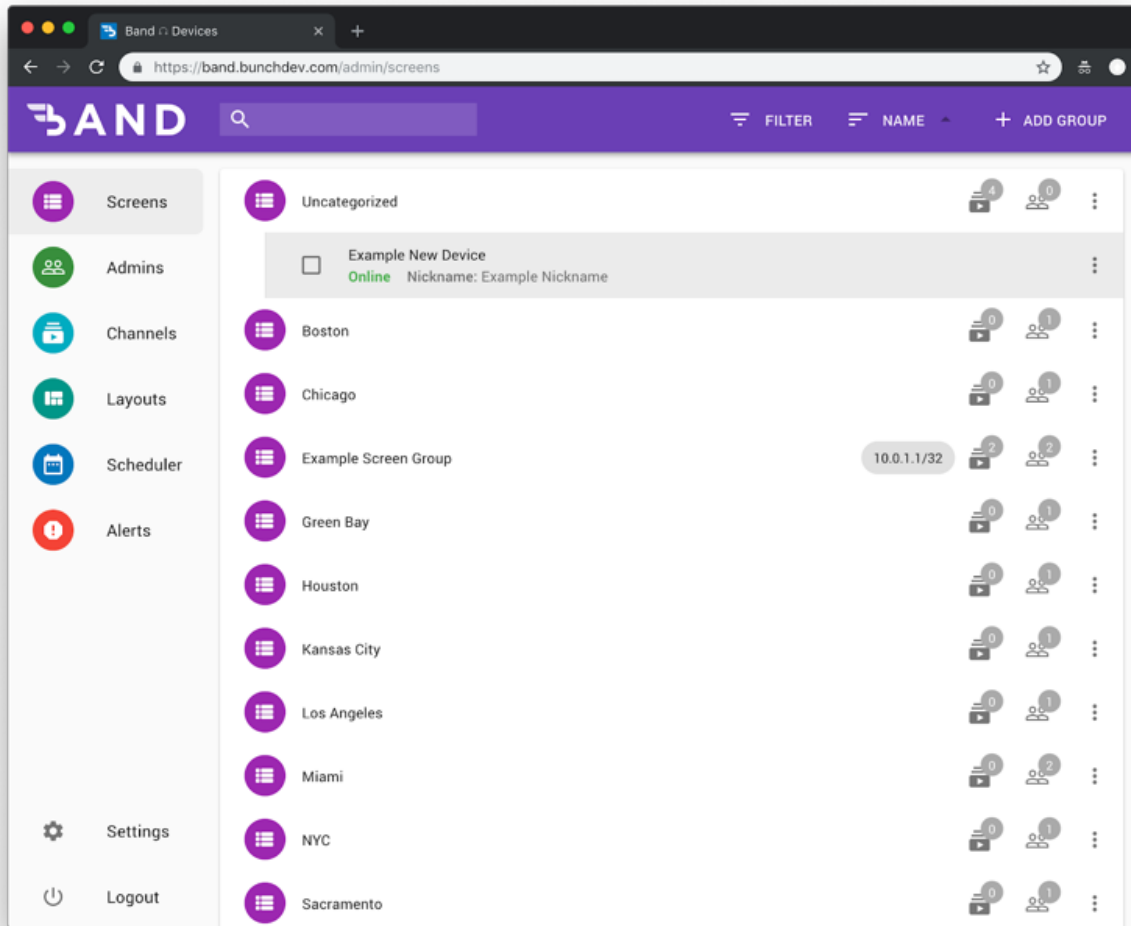
Devices can be anything accessing the Band Client. Once a device lands on the client page, it will appear as an uncategorized device. You may rename, change channels, and add or remove devices from groups.

Adding

To add a device, simply navigate to the Band Client using a web browser. If the client address were **<https://band.example.com>**, navigate to that address.

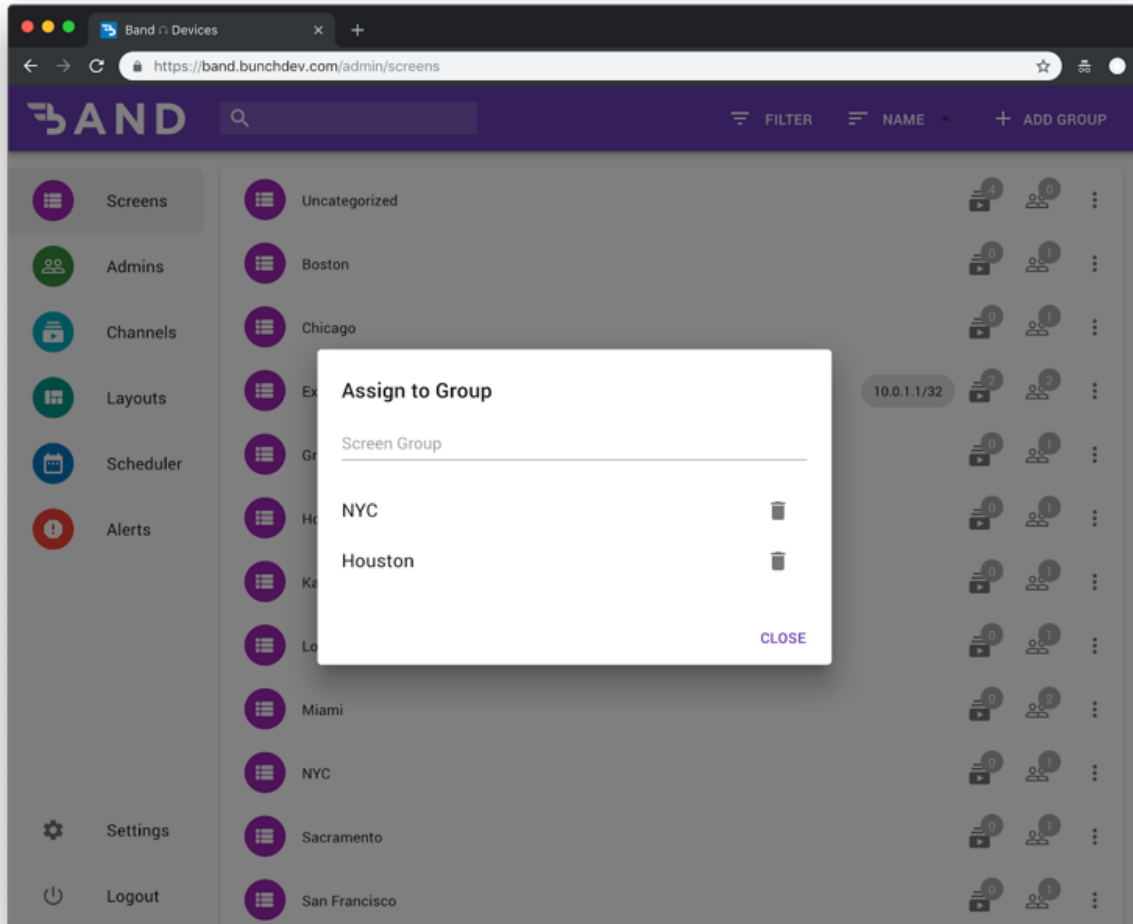


Any new device should appear as an uncategorized device on the screens page.



To add a device to a screen group, hover over the device and click the **More** button (three vertical dots). Click **Assign to Group**.


Search for a screen group and select it to add the device to the group. You can add a device to multiple screen groups. Click **Close** when you are finished.

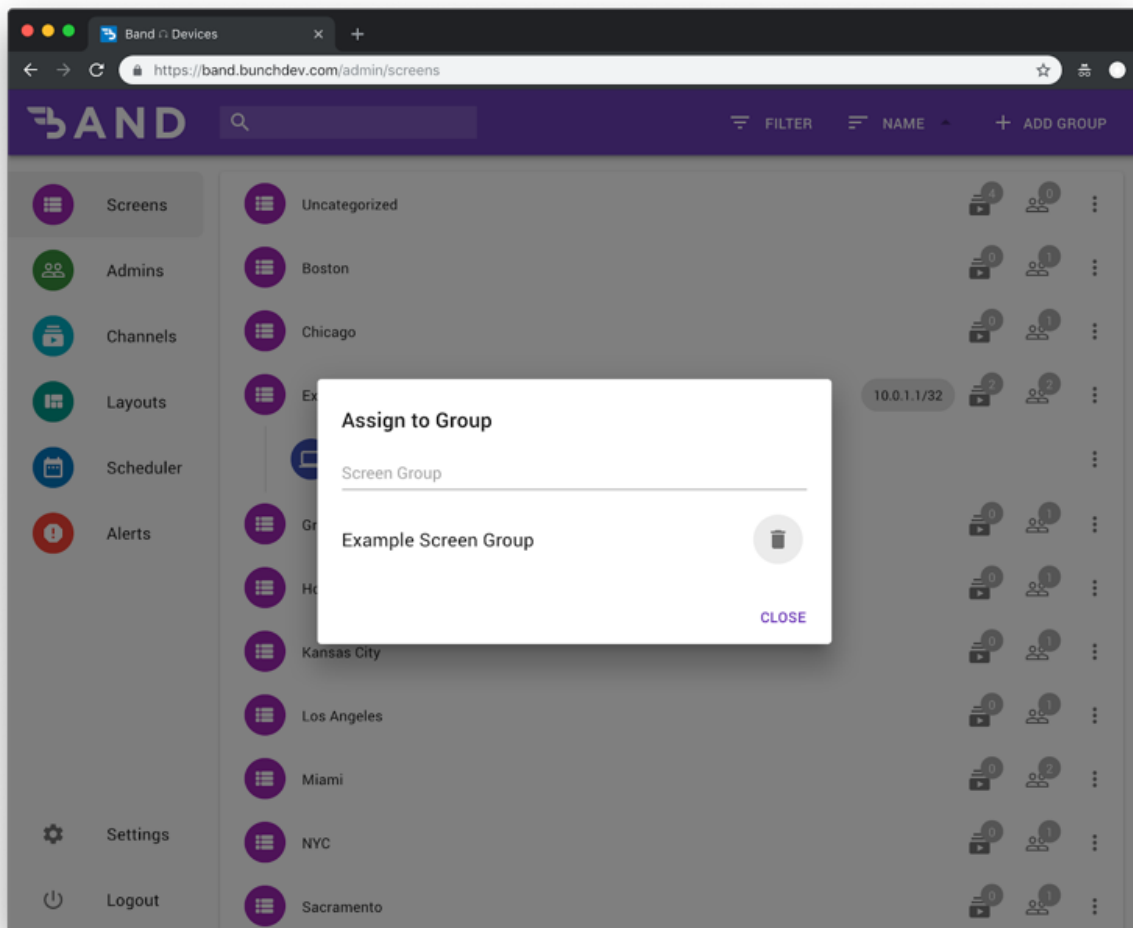


Removing

To remove a device, simply close the browser window on the device and it will remove itself from the device list until the next time that device revisits the Band Client.

To remove a device from a device group, expand the group to show individual devices. Hover over the device and click the **More** button (three vertical dots).

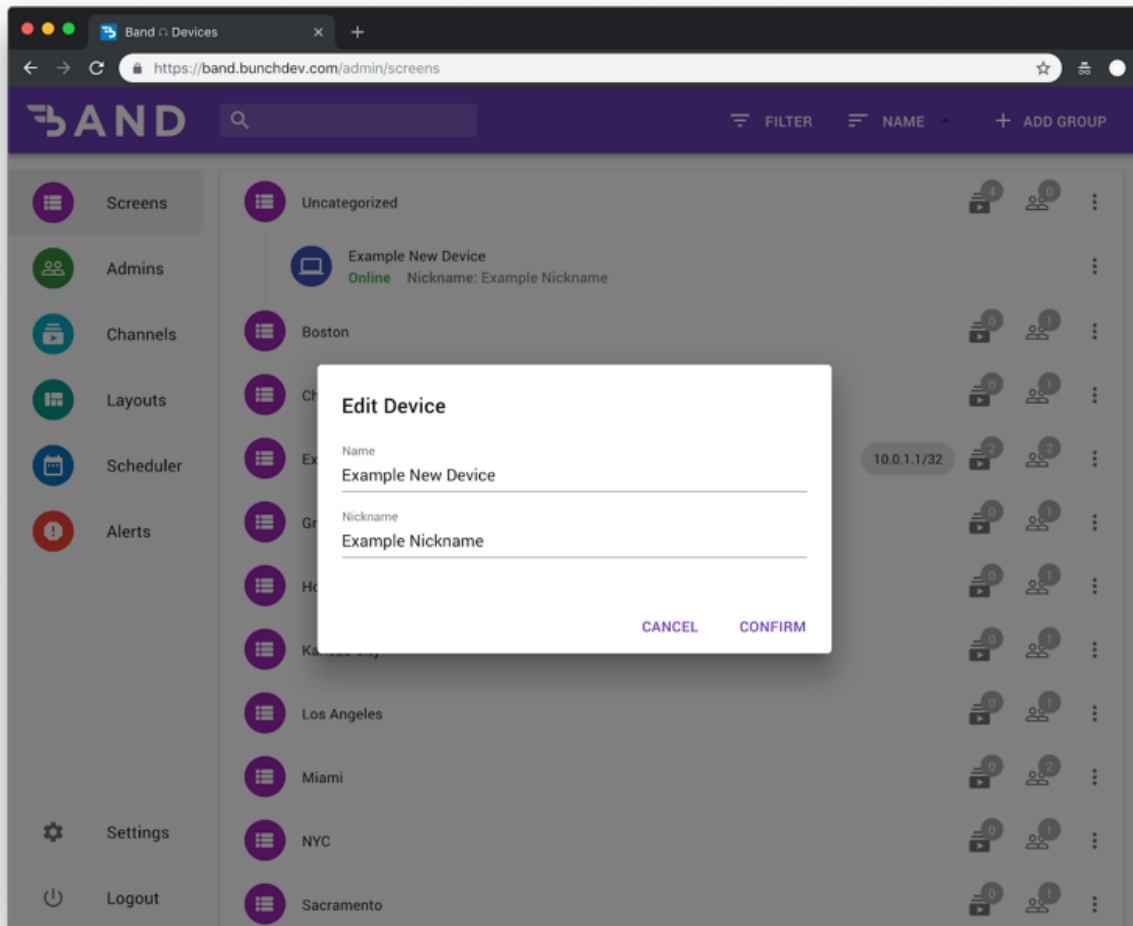
Click **Assign to Group**, and click the  icon to remove it from the group. The device should now be listed as uncategorized.



Updating

To edit a device, click on the **More** button (three vertical dots) and click **Edit**.

You can change the device name and set a nickname. Click **Confirm** to save your changes.

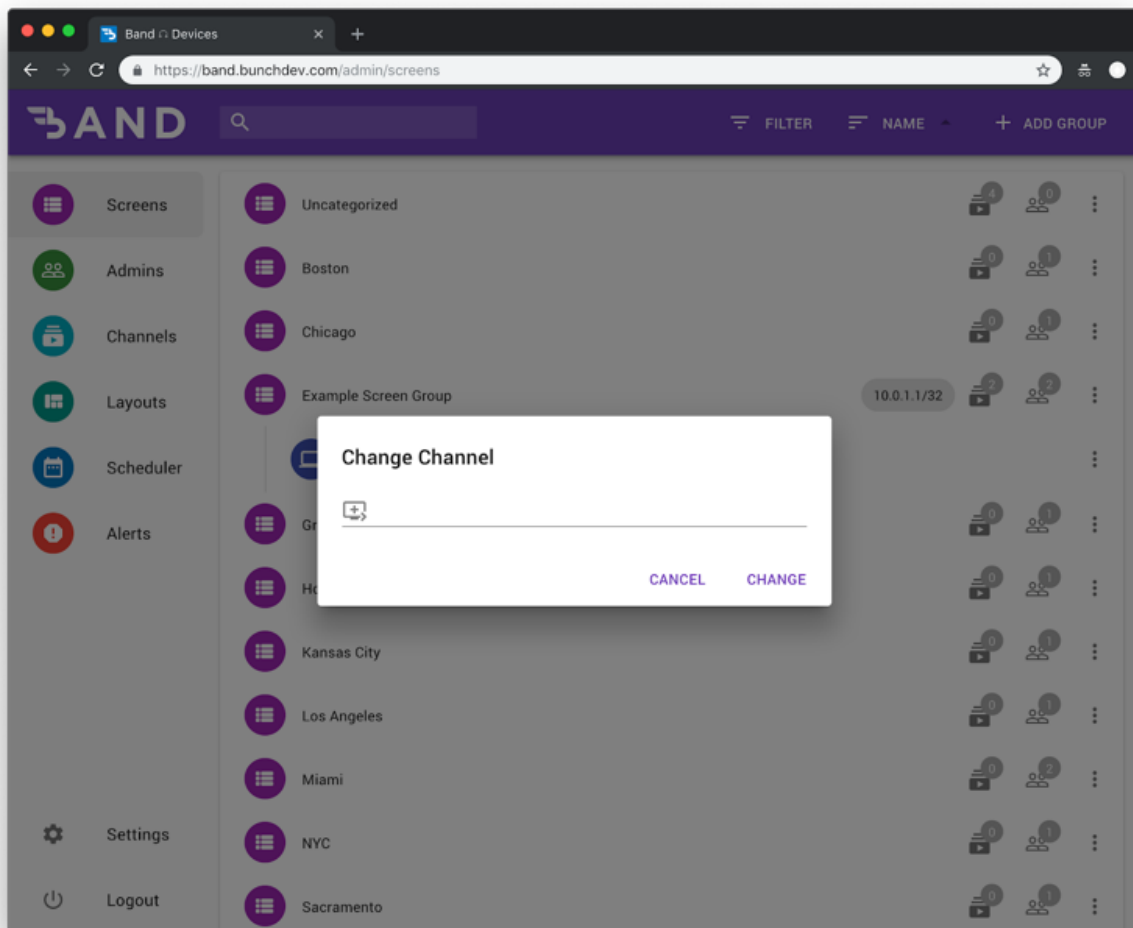


Changing Channels

To change channels for a device, hover over the device and click the **More** button (three vertical dots). Click **Change Channel**.

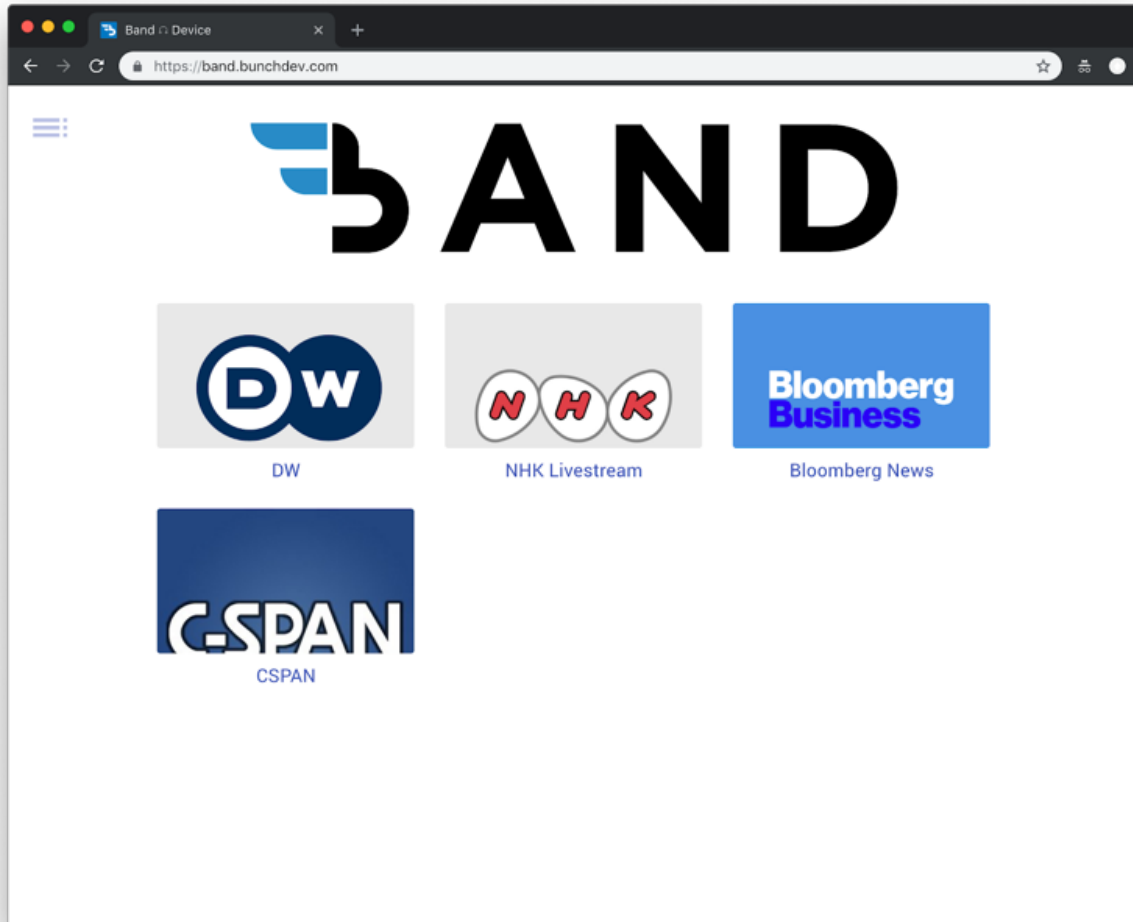
Select or search for a channel that has been added on the channels page and click **Change**. The device should now be displaying the new channel.

You can also change the channel through the screen group. See the Screens section in this document for more information.



You can also interact directly with the Band Client. To manually change the channel on a device, click on a channel on the page.

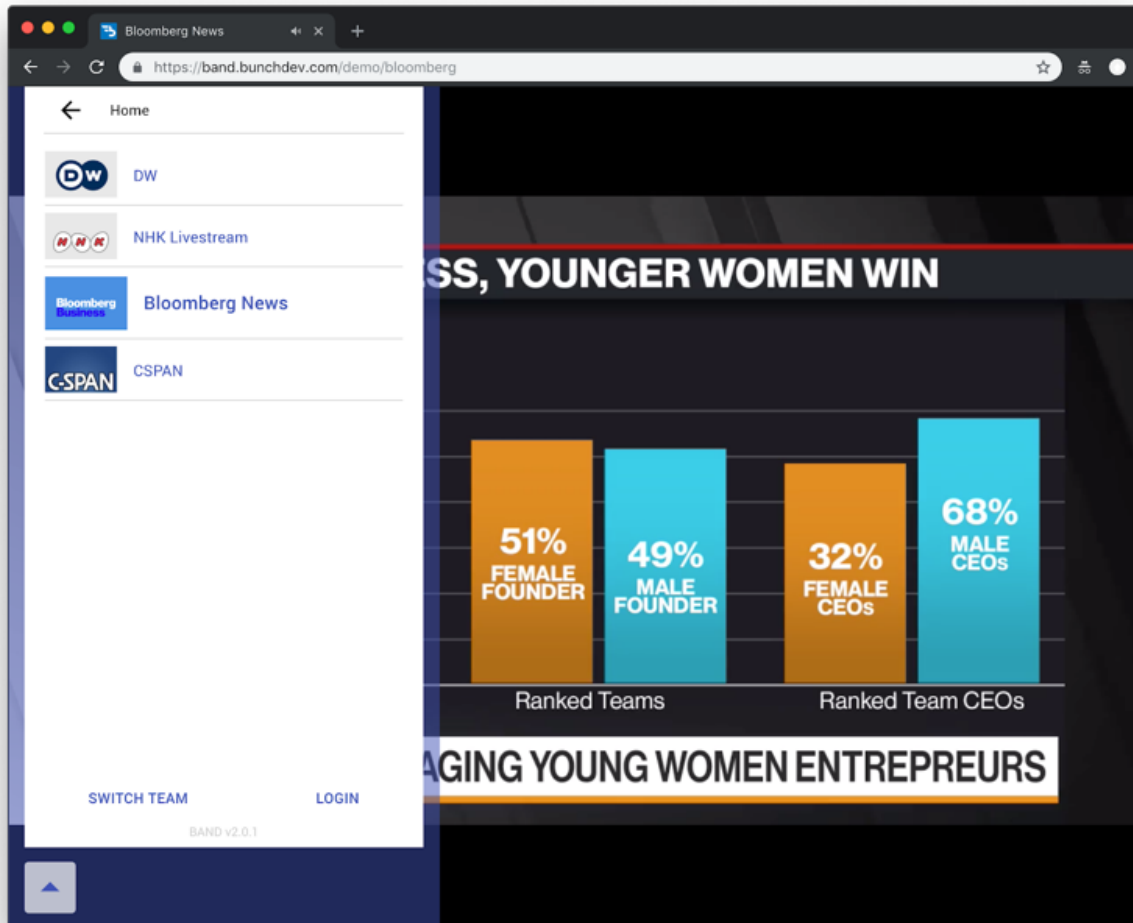
In the example below, the device is assigned to a screen group that has been assigned the channels shown.



You can also interact with the Band Client through the drop down channel list. When the mouse is actively moving in the window, a **Menu** button will appear on the top left.

Click the **Menu** button to open the channel menu. You can click on any of the channels to manually change the channel on the device.

Clicking **Home** at the top of the channel list will stop any programming and display the home page.

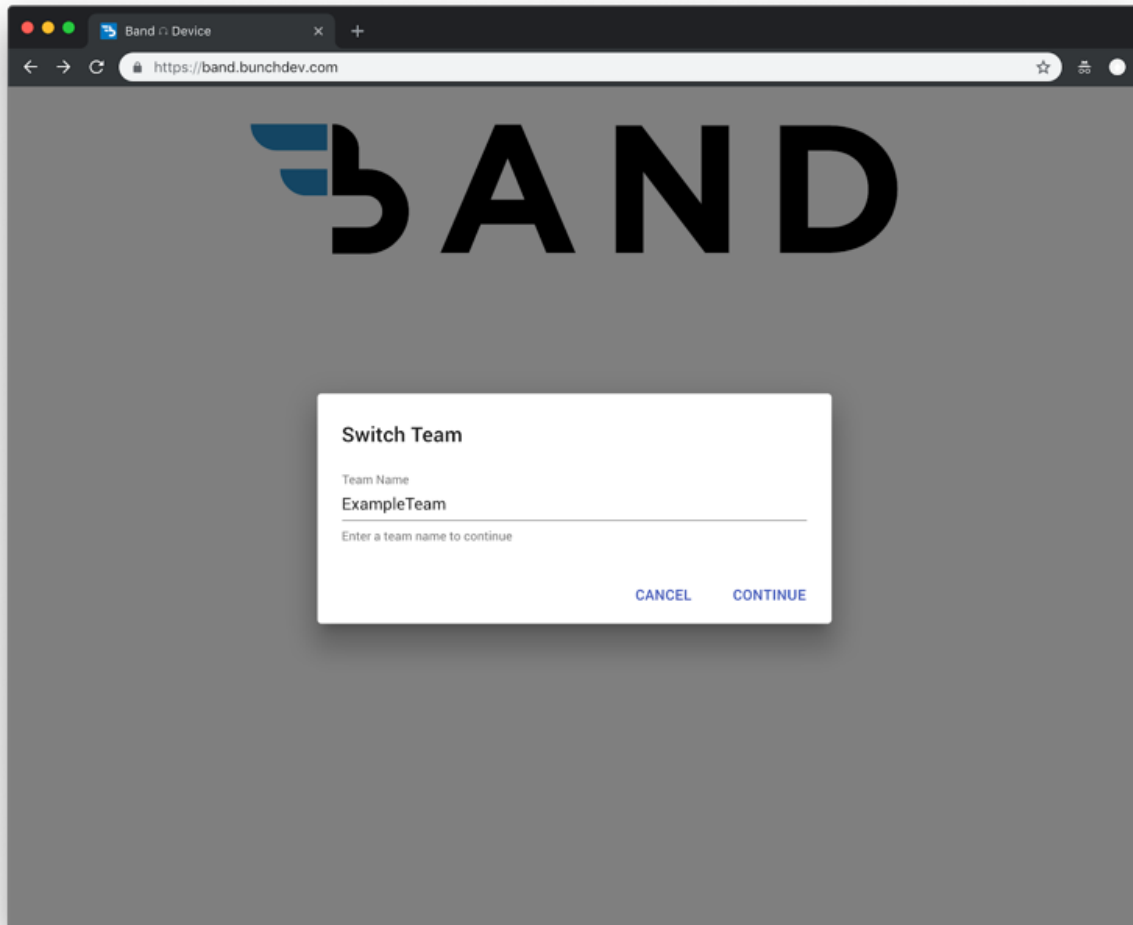


Switch Teams

When opening the Band Client, it will automatically login to the default team.

If you want to switch applications on the device, click the **Menu** button on the top left. Click the **Switch Team** button.

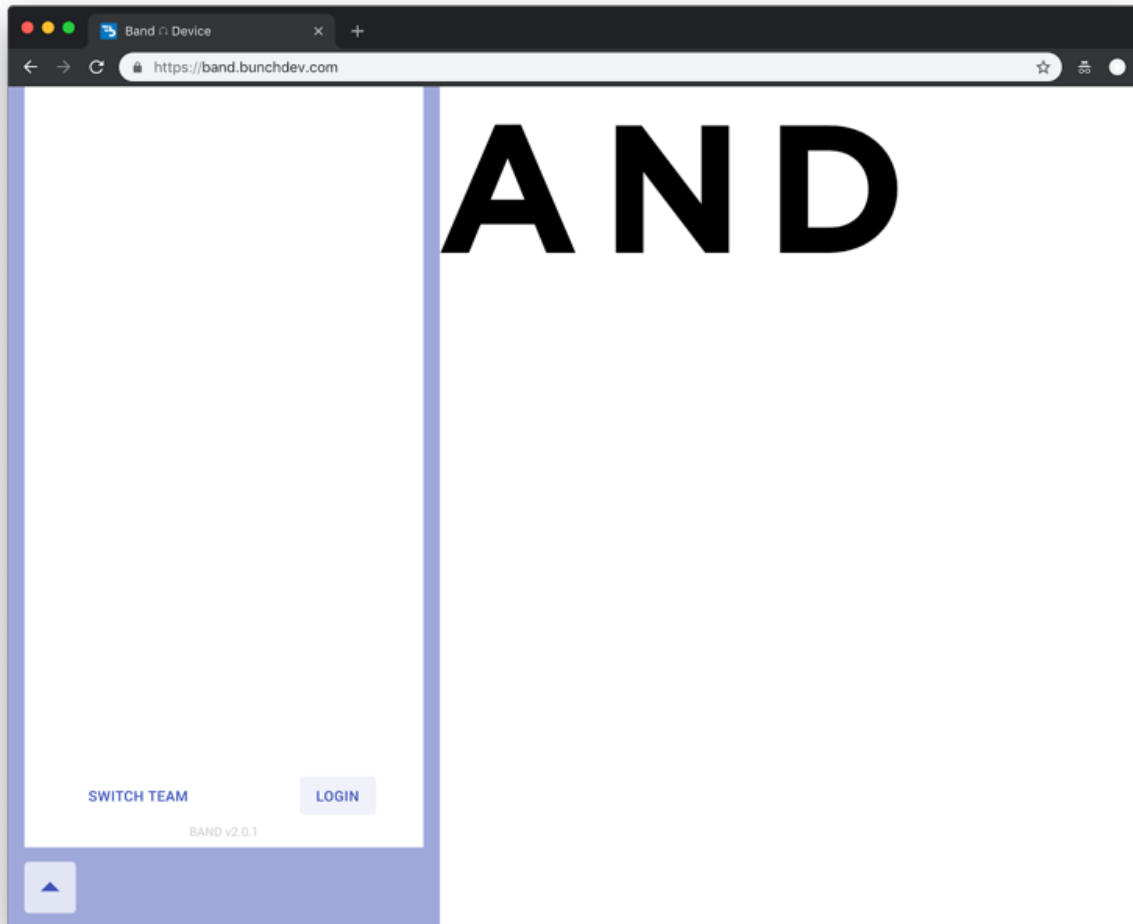
Enter the application short name of the desired team and click **Continue**. The device will now be logged into the new application.



Logging In

You can optionally login to the device using your own user credentials to take control of the device. After logging in, the device will have access to all channels that the user has access to.

To login, click the **Menu** button on the top left. Click the **Login** button. Sign into your user account.



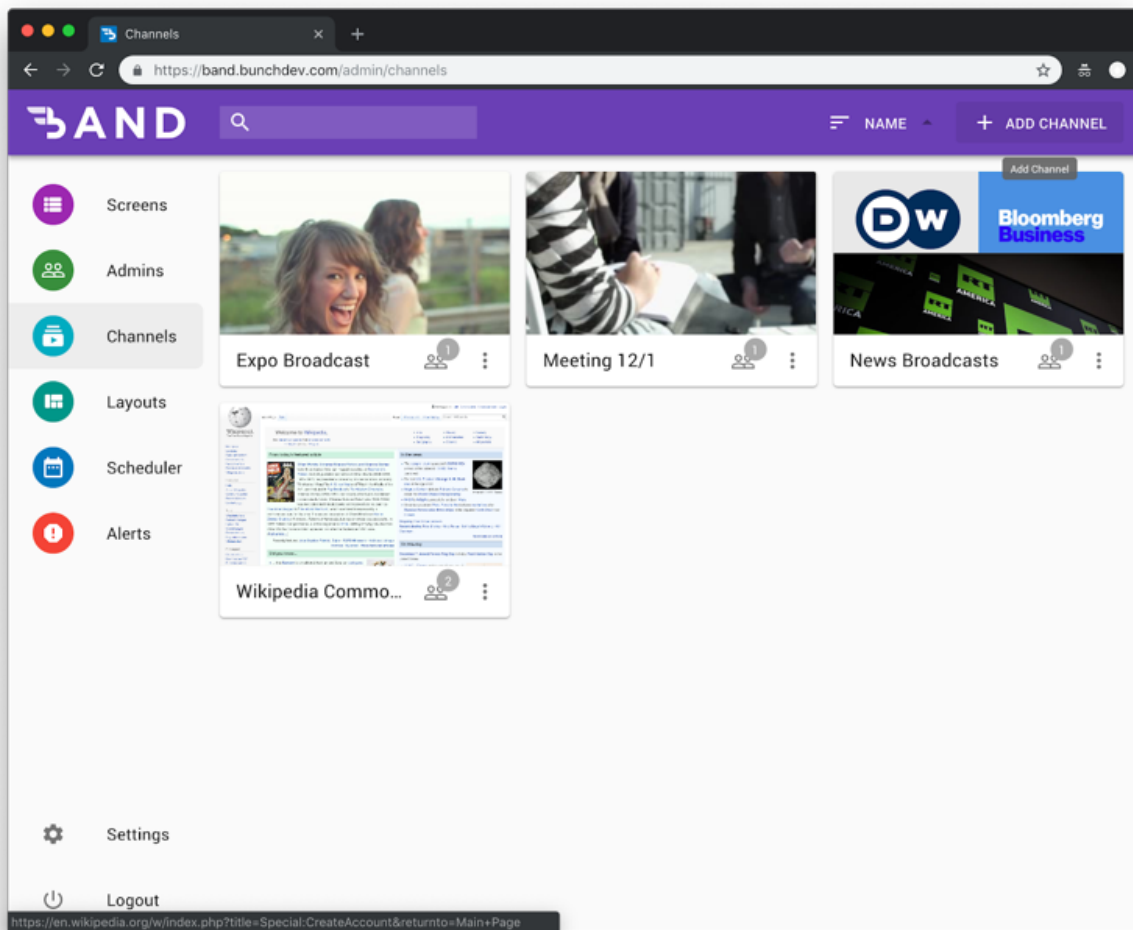
Channels

Overview

Channels are used to display content on the Band Client.

Adding

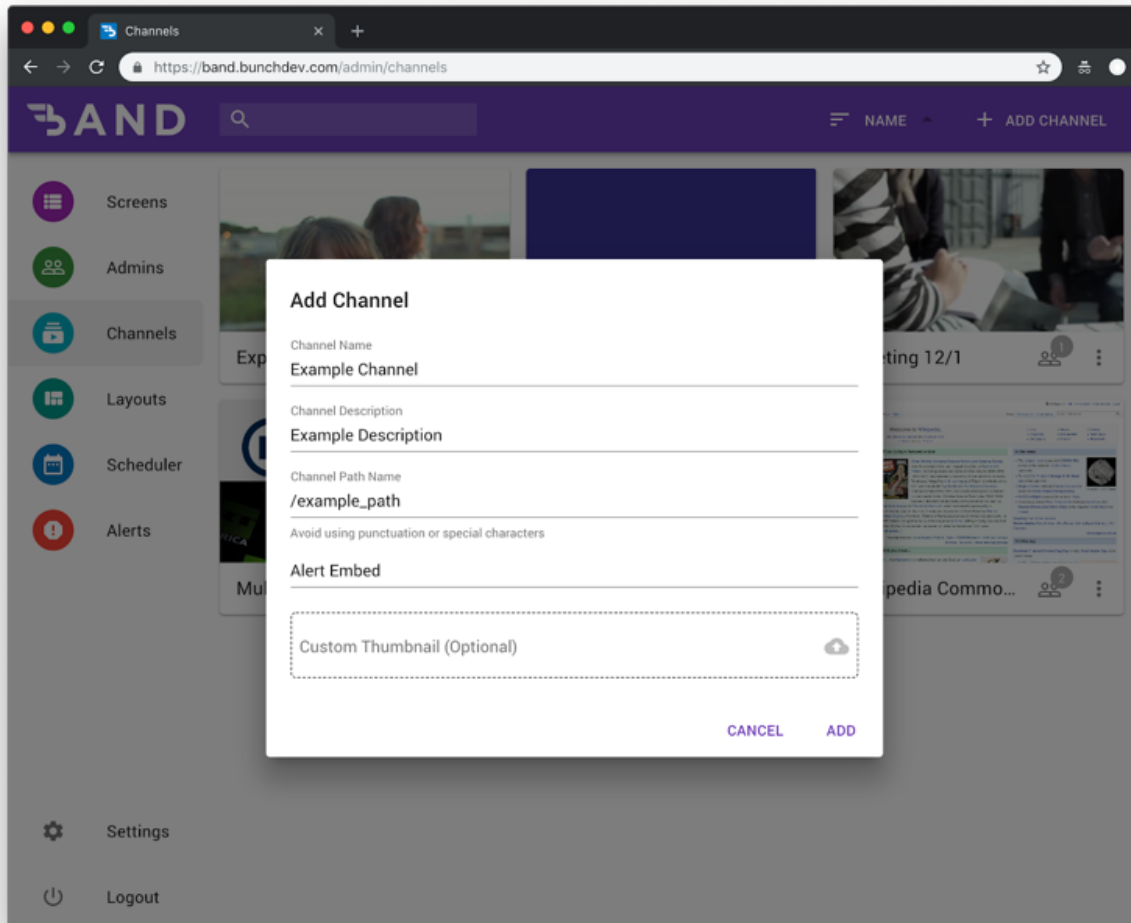
To add a channel, navigate to the **Channels** page and click the **+ Add Channel** icon on the top right corner of the page.



When creating a channel, the following values are required:

- **Name**
- **Description**
- The desired **Path**. For example, use */bloomberg* to access the Bloomberg channel at *https://band.example.com/[APP-SHORT-NAME]/bloomberg*.
- A **Layout**. This field searches all existing layouts.
- A channel **Thumbnail (optional)** to be displayed across the Band applications

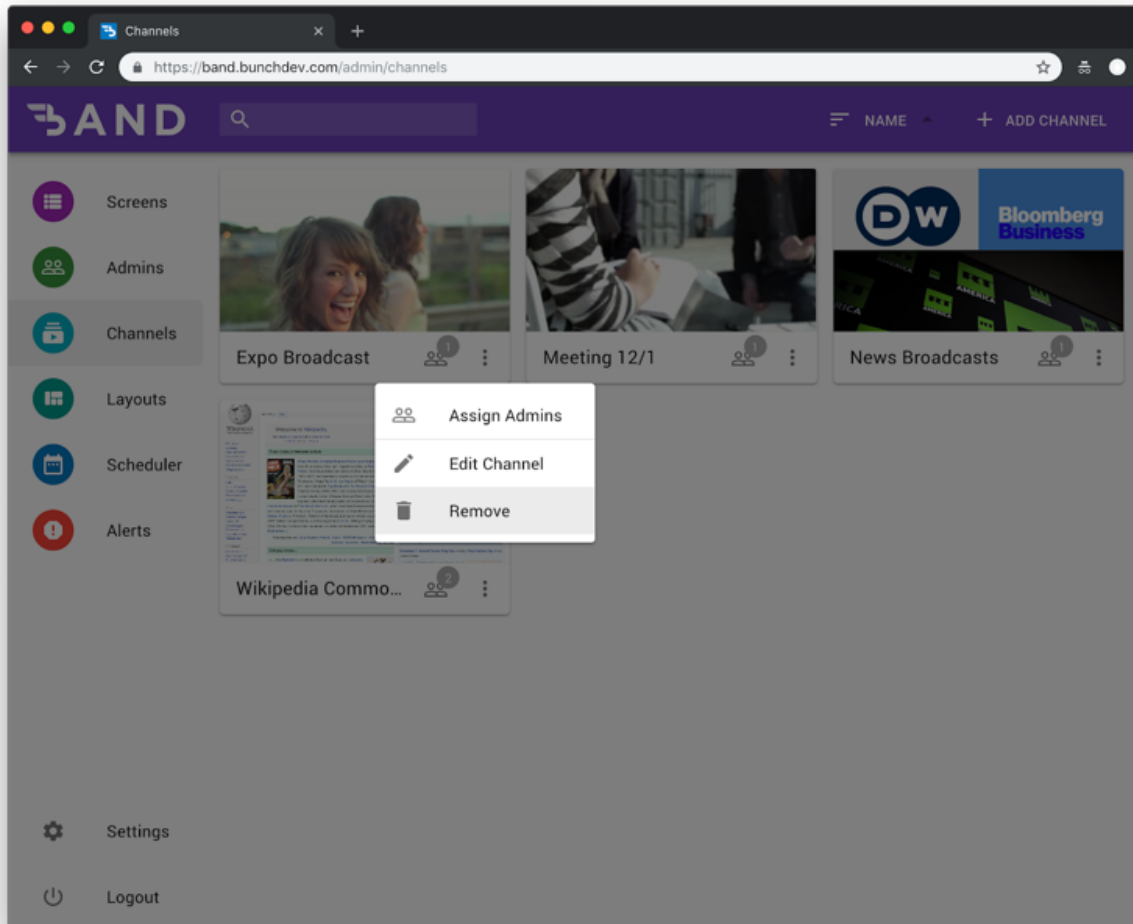
Once all fields are completed, click **Add**.



Removing

To remove a channel, hover over the target channel and click the **More** button (three vertical dots).

Click **Remove**.



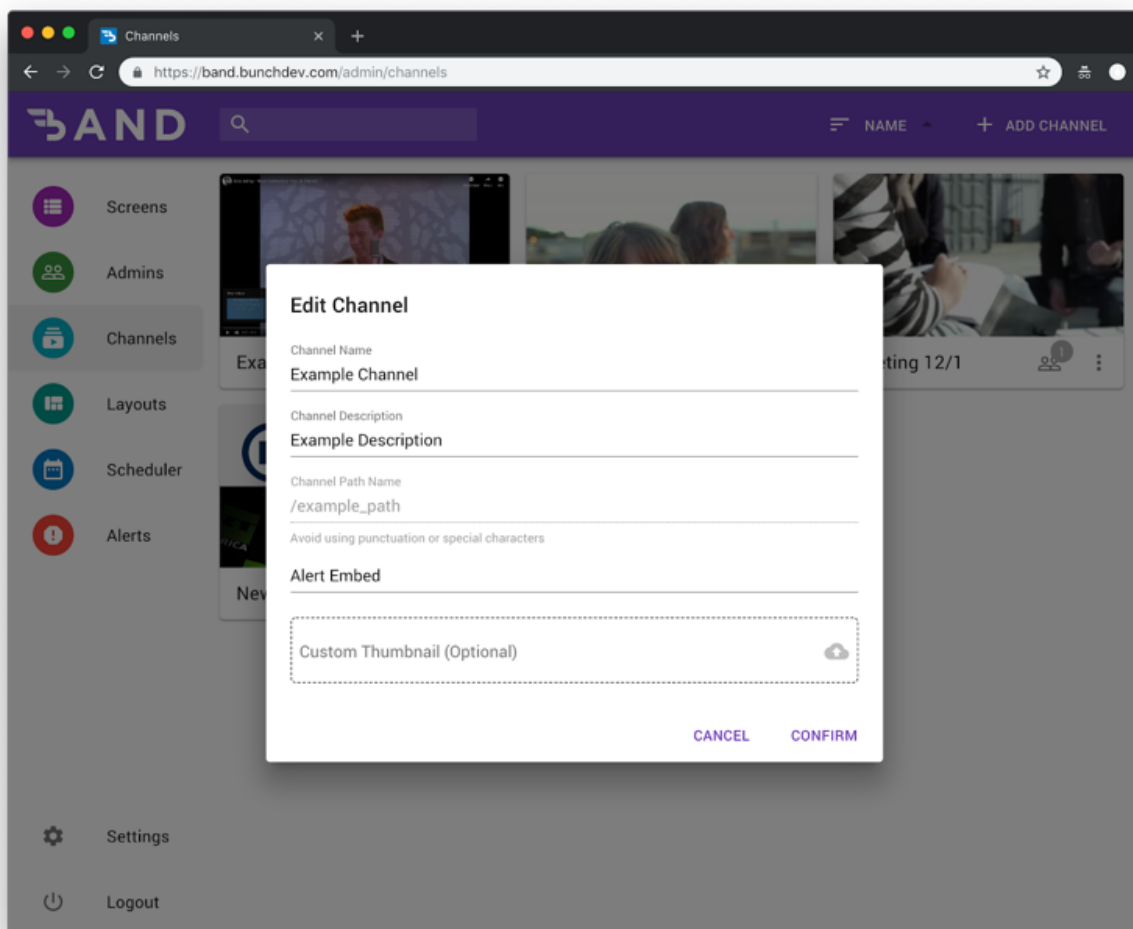
Updating

To update a channel, hover over the target channel and click the **More** button (three vertical dots). Click **Update**.

You can edit the name, description, change the assigned layout, and change the custom thumbnail. You cannot change the channel path.

If you want to use a new channel path, delete the channel and create a new channel with the desired path.

Once changes have been made, click **Confirm**.



Admins

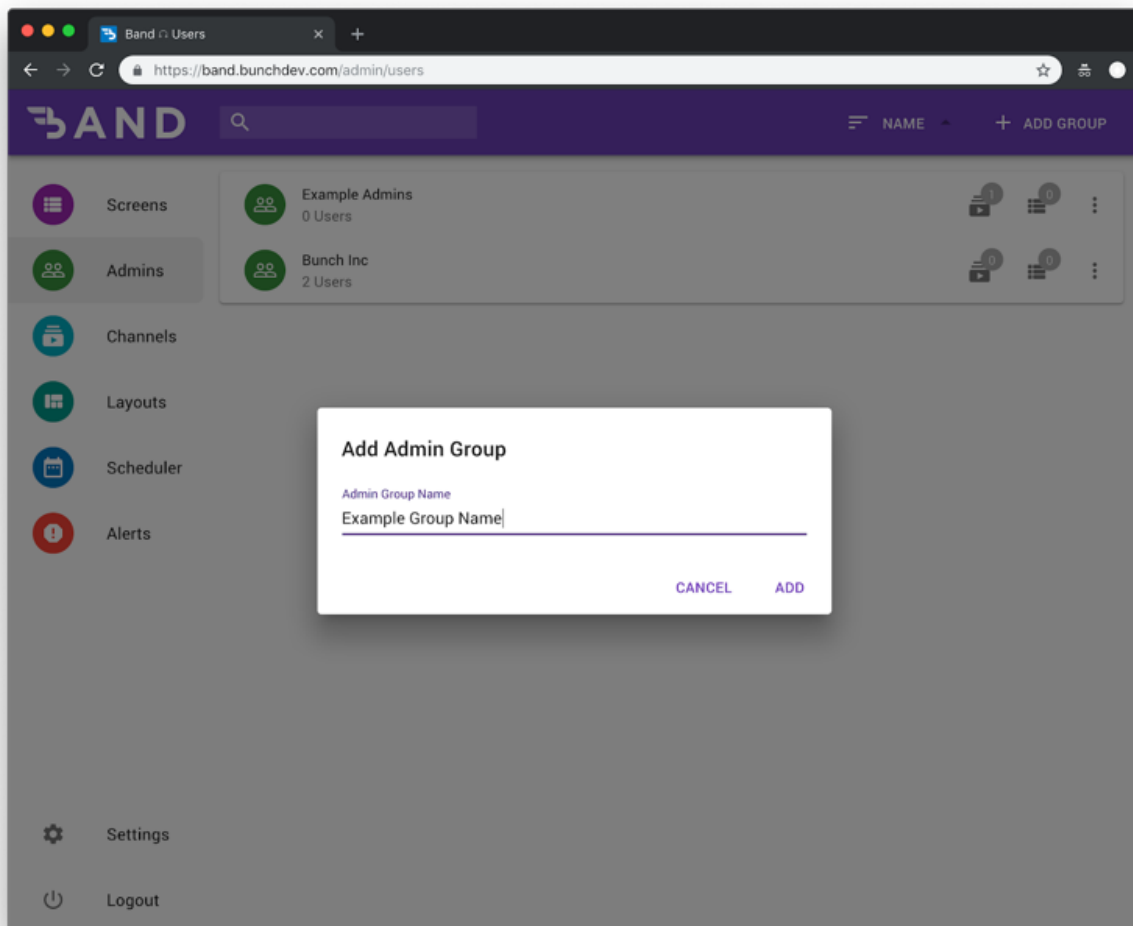
Overview

Admin groups can be used as a tool to quickly give permissioned access to groups of users.

Adding

To create an admin group, navigate to the **Admins** page and click the **+ Add Group** button on the top right.

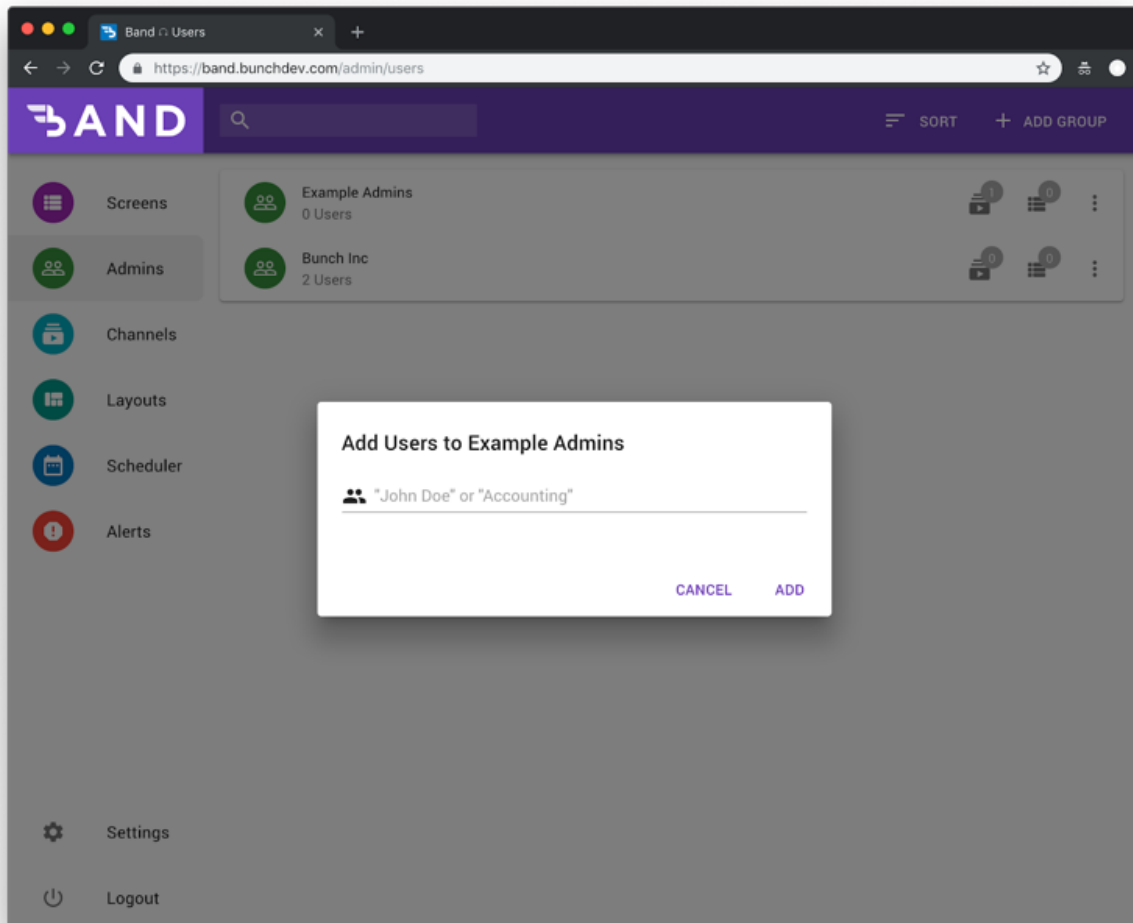
Enter a name and click **Add**.



To add a user to an admin group, hover over the admin group and click the **More** button (three vertical dots) on the right.

Click **Add Users**.

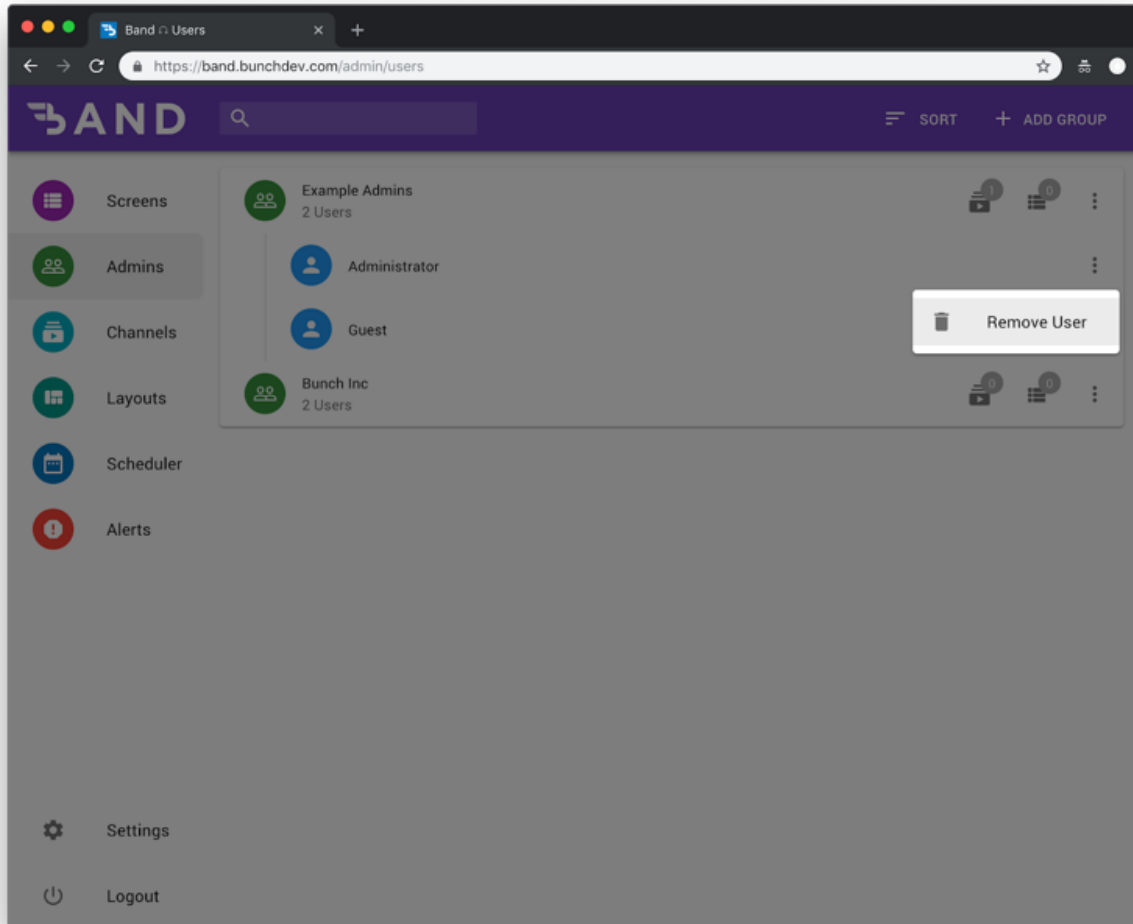
Search for the name of the user or group, select the user or group, and click **Add**.



Removing

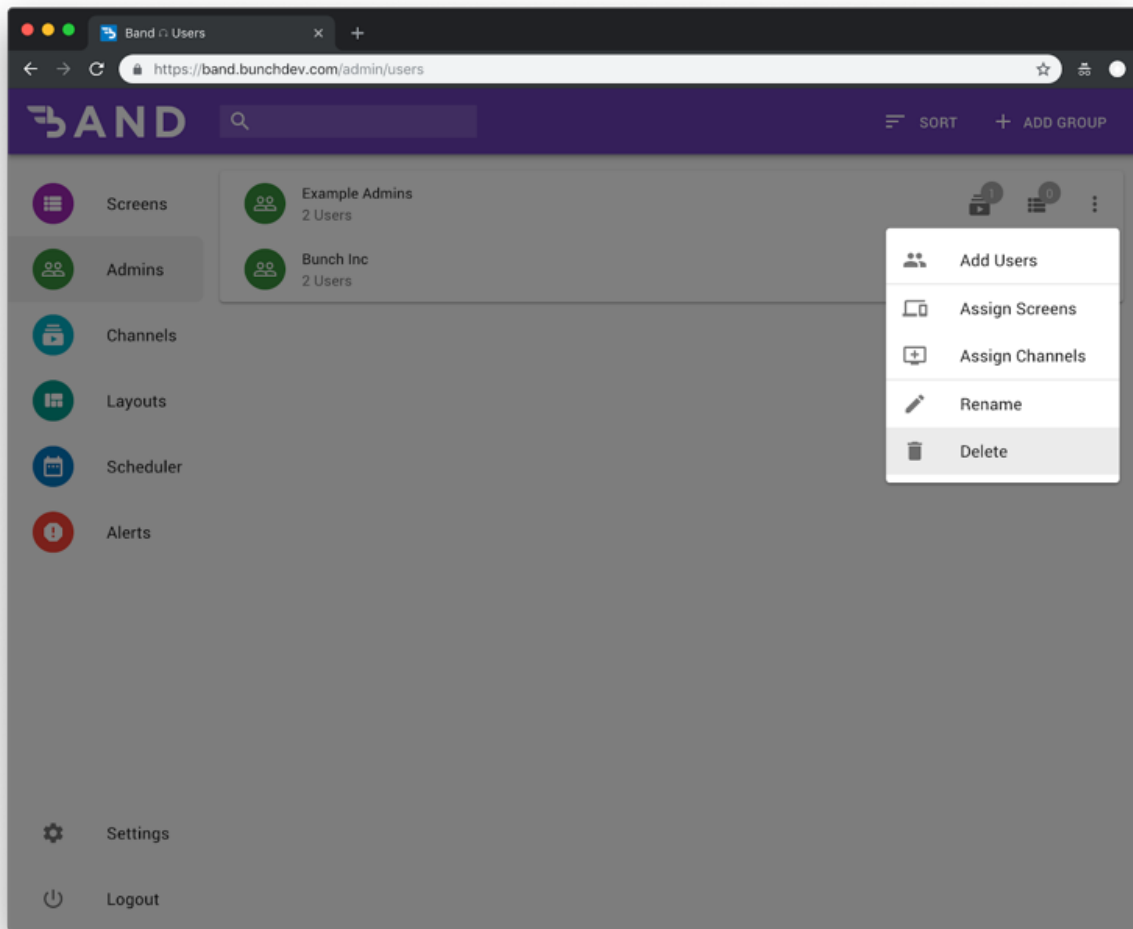
To remove a user from an admin group, hover over the user and click the **More** button (three vertical dots).

Click **Remove User**.



To delete a user group, hover over the target user group and click the **More** button (three vertical dots).

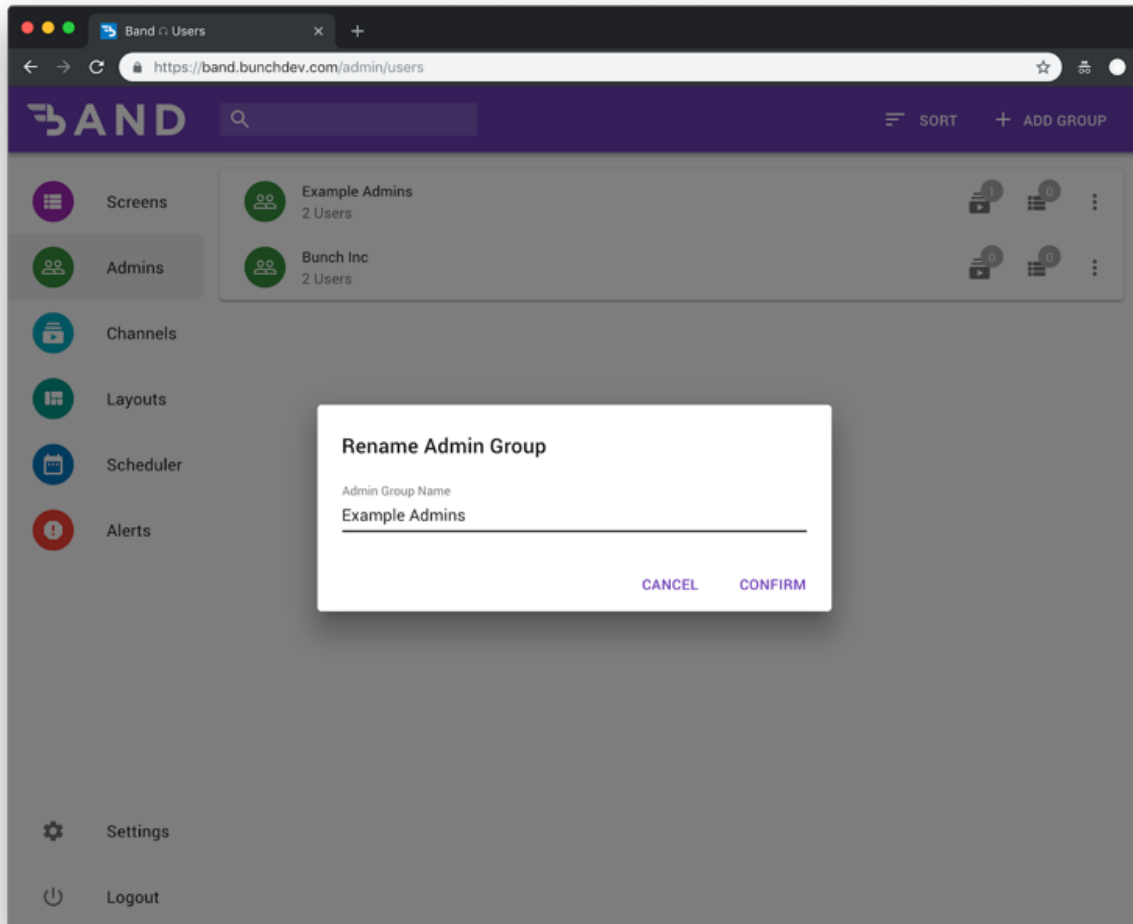
Click **Delete**.



Updating

To rename an admin group, hover over the admin group and click the **More** button (three vertical dots) on the right.

Click **Rename**.

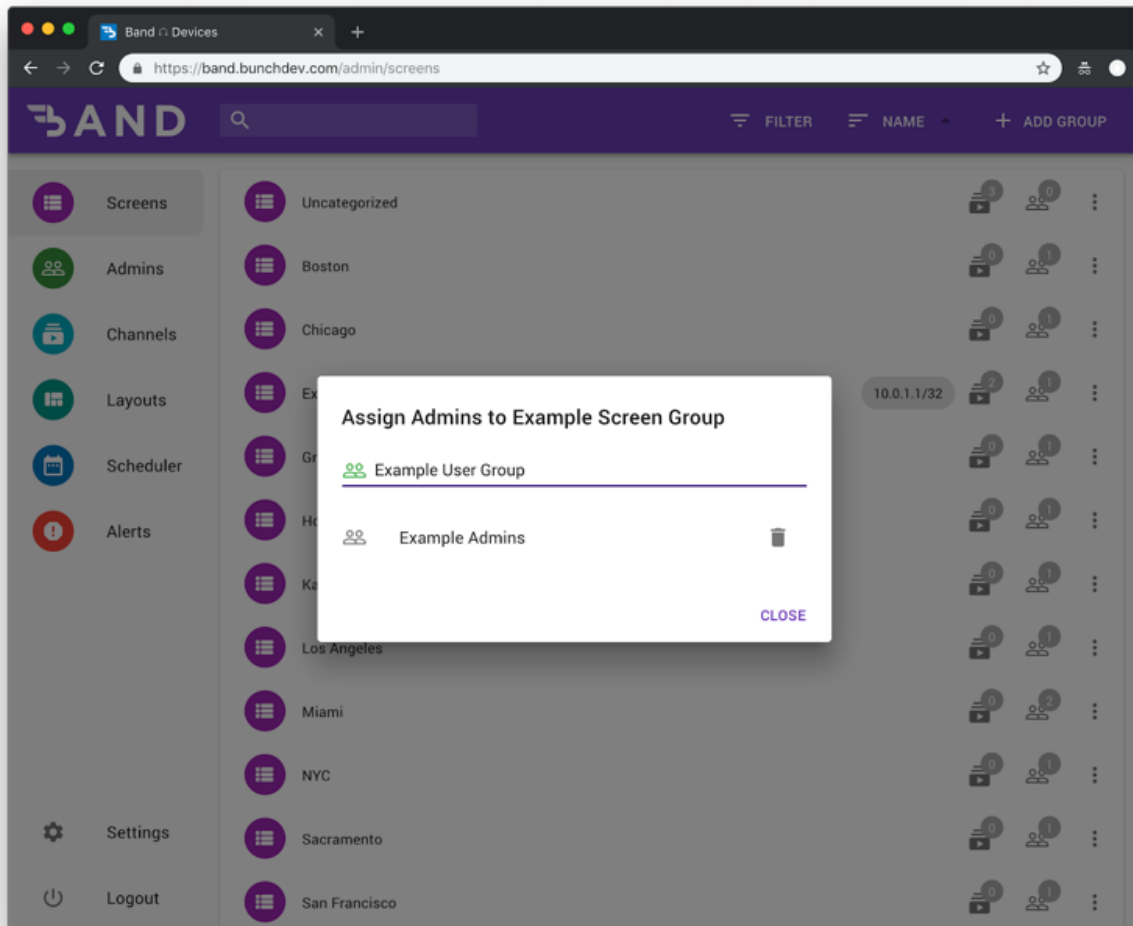


Assigning to Screen Groups

To assign a user group to a screen group, navigate to **Screens**, hover over the screen group and click the **More** button (three vertical dots). Click **Assign Admins**.

Select or search for an admin group using the input field, and select the user or group to add them to the screen group.

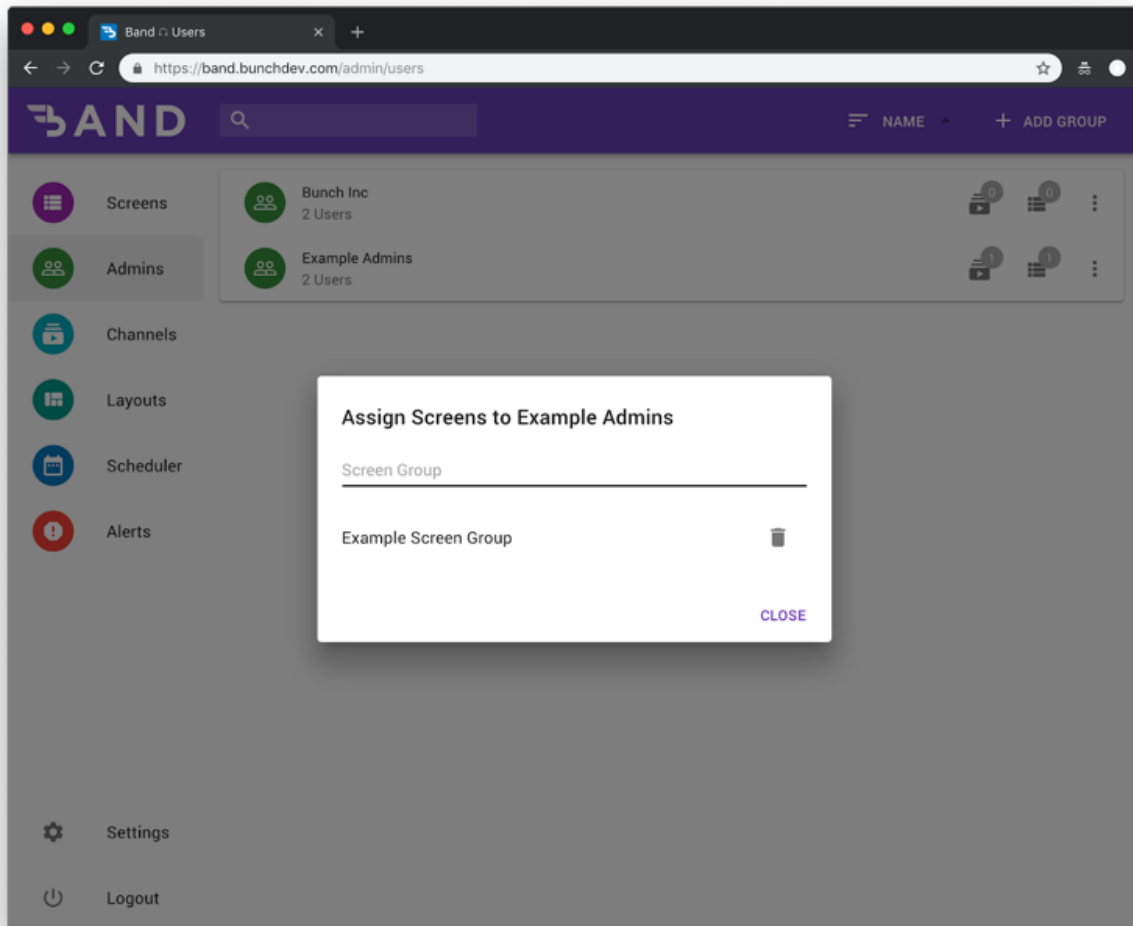
Click **Done** when you are finished adding user groups.



Alternatively, you can assign users to screen groups from the **Admins** page by hovering over the admin group and clicking the **More** button (three vertical dots). Click **Assign Screens**.


Search for a screen group using the input field, and click on the screen group to select it.

Click **Close** when you are finished assigning screen groups.

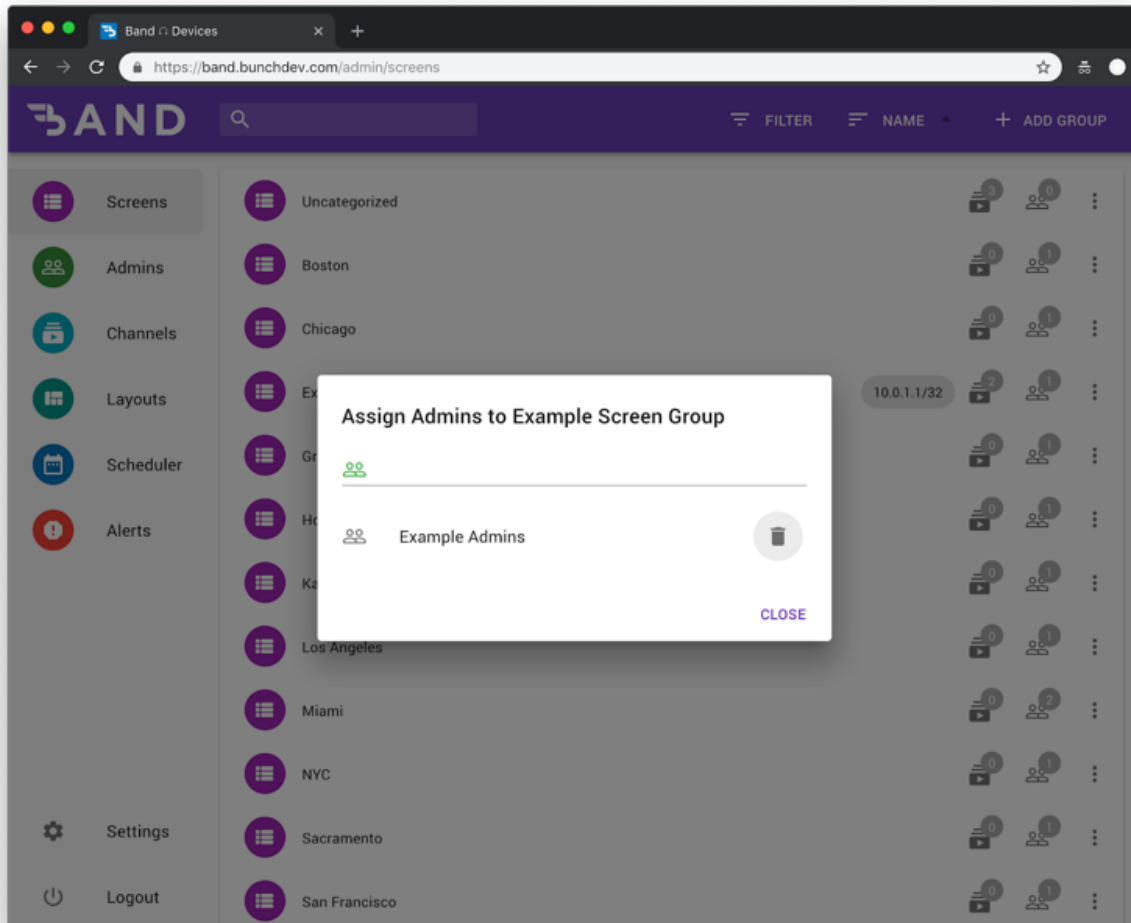


Removing from Screen Groups


To remove a user group from a screen group, navigate to **Screens**, hover over the device group and click the **Menu** button (three vertical dots). Click **Assign Admins**.

Click the  button to remove the admin group from the screen group.

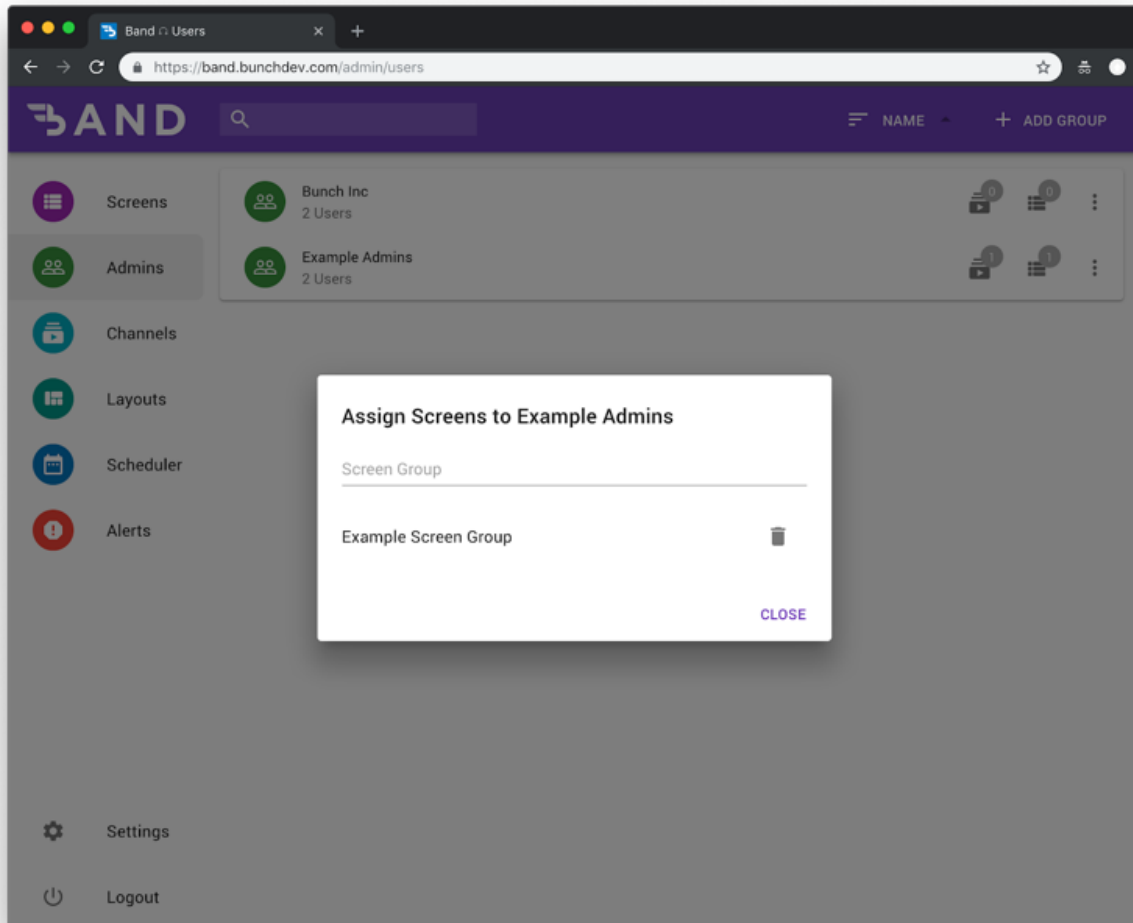
Click **Close** when you are finished removing admin groups.



Alternatively, you can remove admins from screen groups from the **Admins** page by hovering over the admin group and clicking the **More** button (three vertical dots). Click **Assign Screens**.


Click the  button to remove the screen group from the admin group.

Click **Close** when you are finished removing device groups.



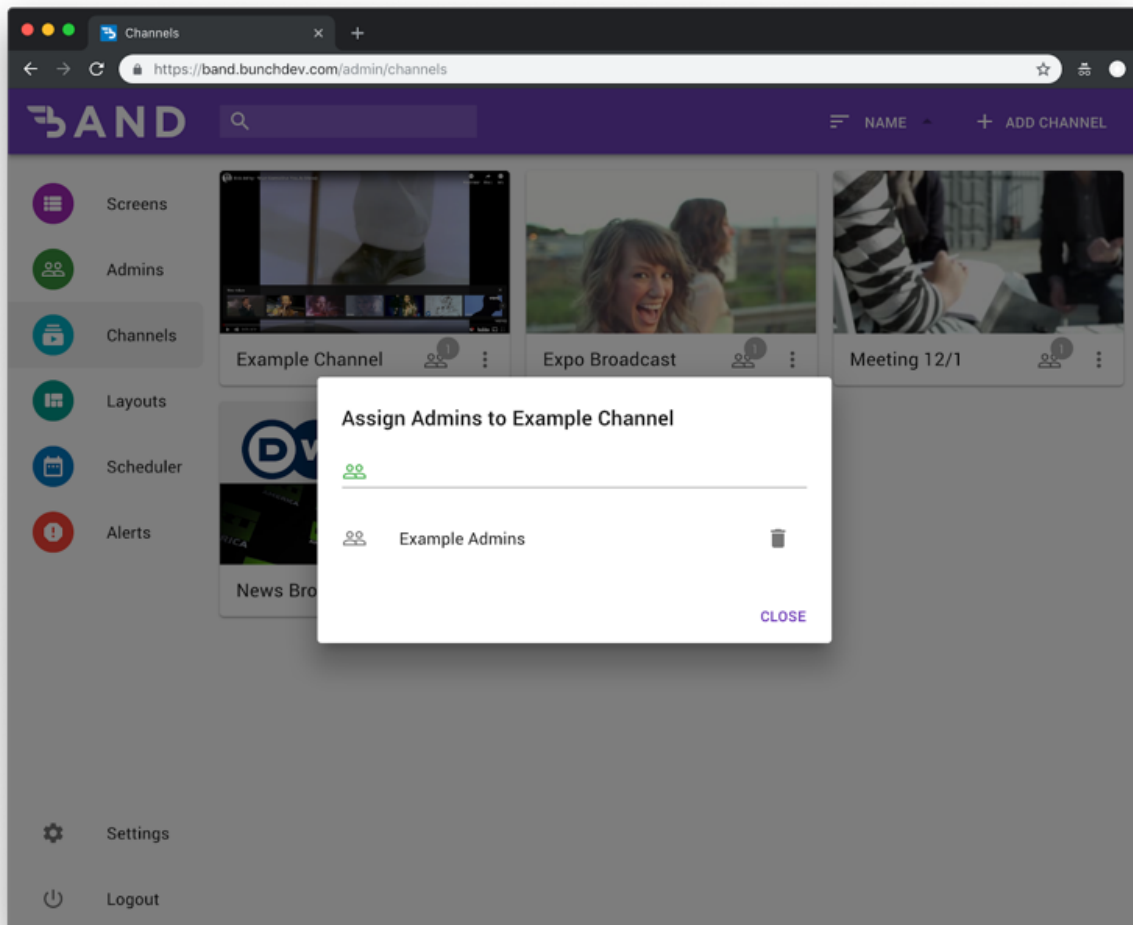
Assigning to Channels

To assign an admin group to a channel, navigate to **Channels**, hover over the channel and click the **More** button (three vertical dots). Click **Assign Admins**.

Click on the  shortcut to quickly access the channel administrators list.

Search for an admin group using the input field, and select the group to assign to the channel.

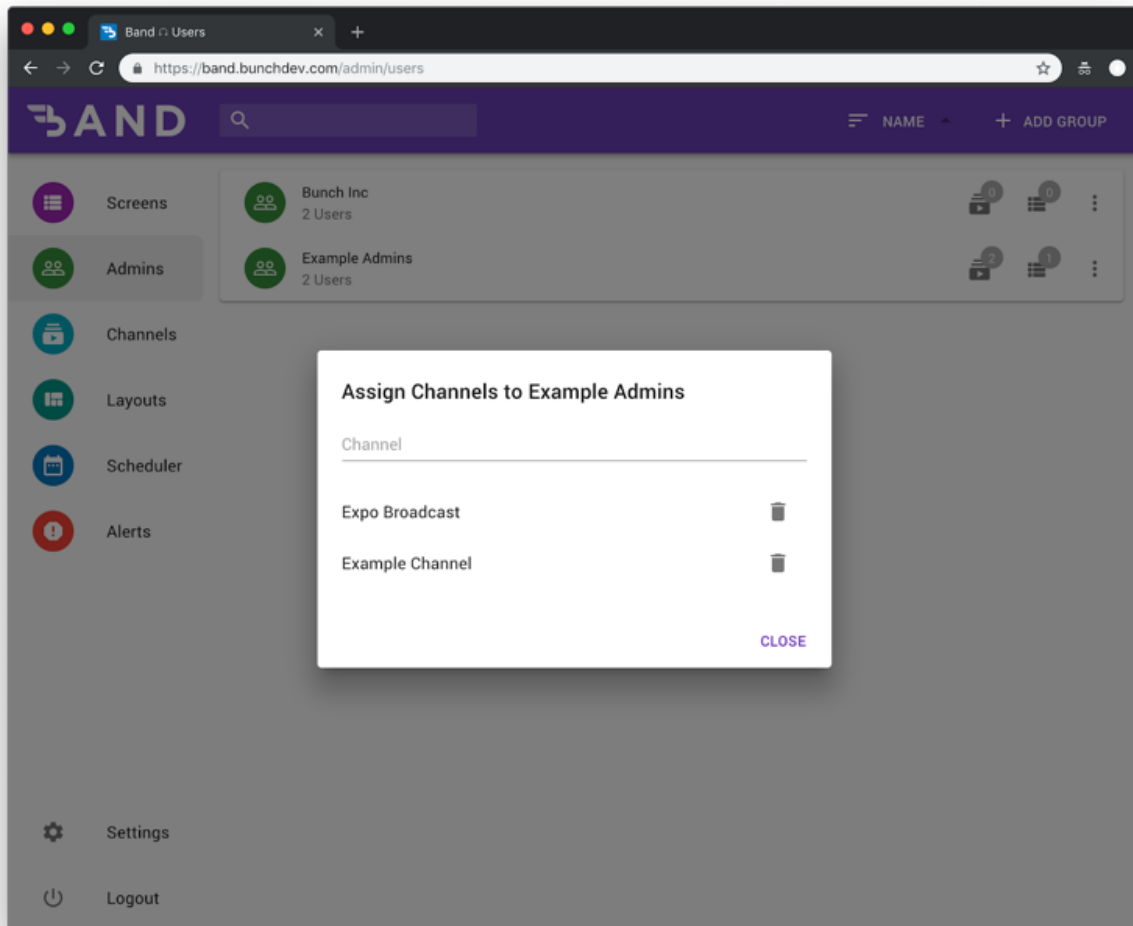
Click **Close** when you are finished adding admin groups.



Alternatively, you can assign admins to channels from the **Admins** page by hovering over the the admin group and clicking the **More** button (three vertical dots). Click **Assign Channel**.


Search for a channel using the input field, and select the channel to assign the channel to the group.


Click **Close** when you are finished assigning channels.



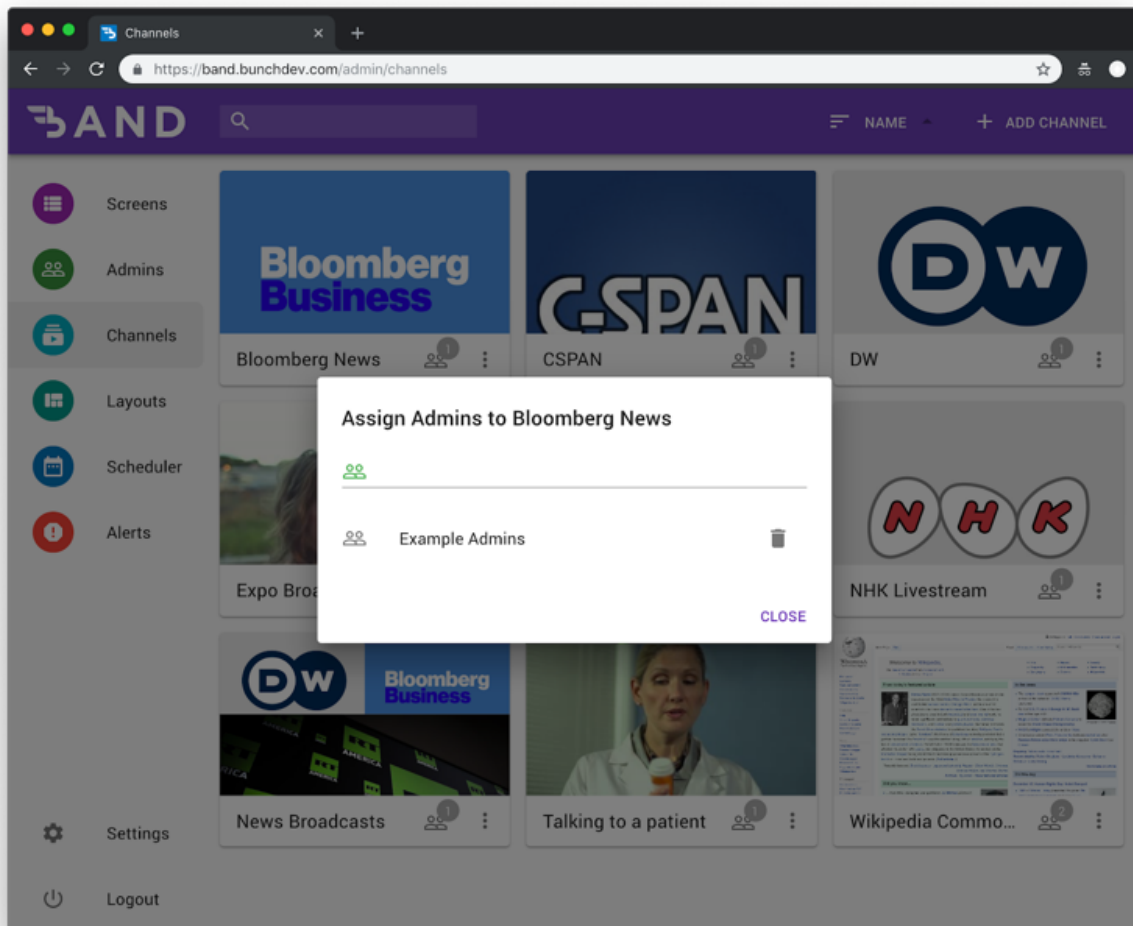
Removing from Channels

To remove an admin group from a channel, navigate to **Channels**, hover over the channel and click the **More** button (three vertical dots). Click **Assign Admins**.


Click on the  shortcut to quickly access the channel administrators list.

Click the  button to remove the admin group from the channel.

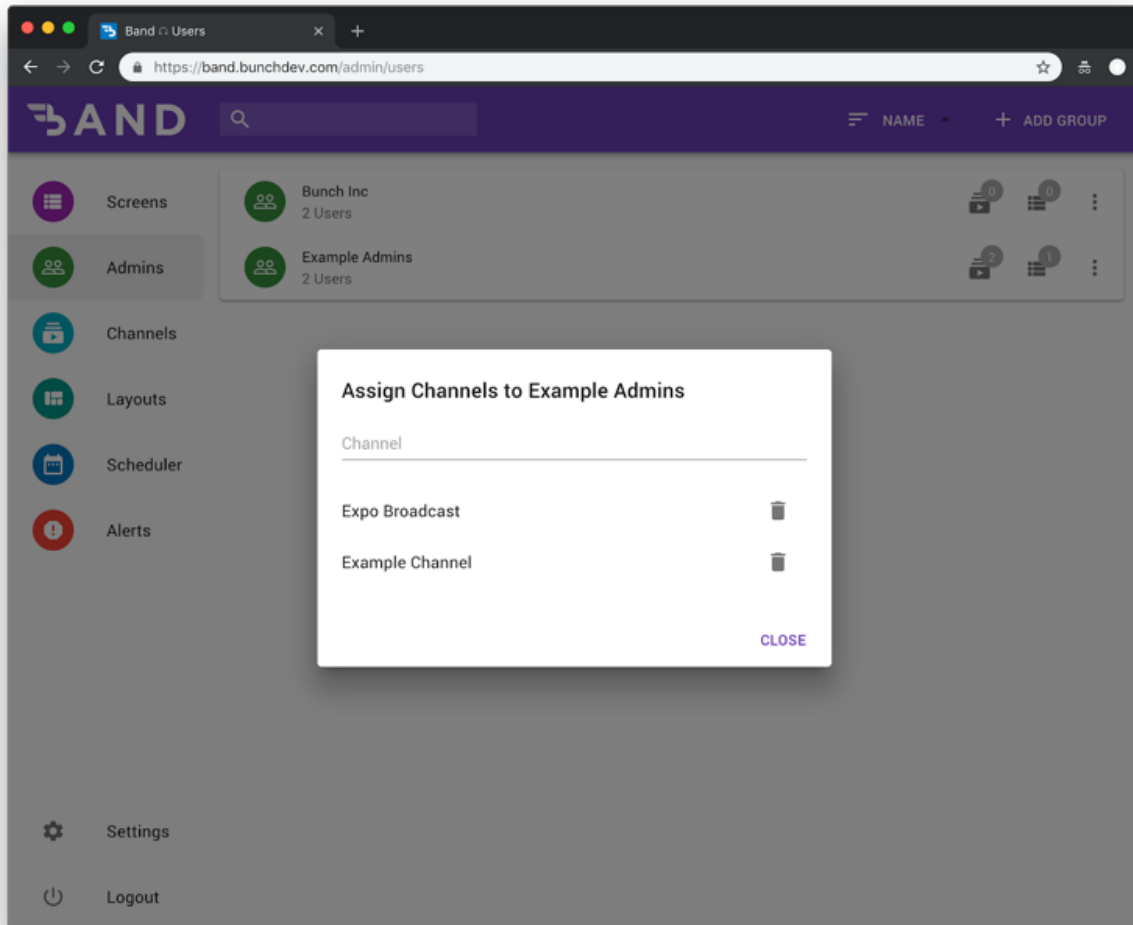
Click **Close** when you are finished removing admin groups.



Alternatively, you can remove admins from channels from the **Admins** page by hovering over the admin group and clicking the **More** button (three vertical dots). Click **Assign Channels**.

Click the  button to remove the channel from the admin group.

Click **Close** when you are finished removing channels.



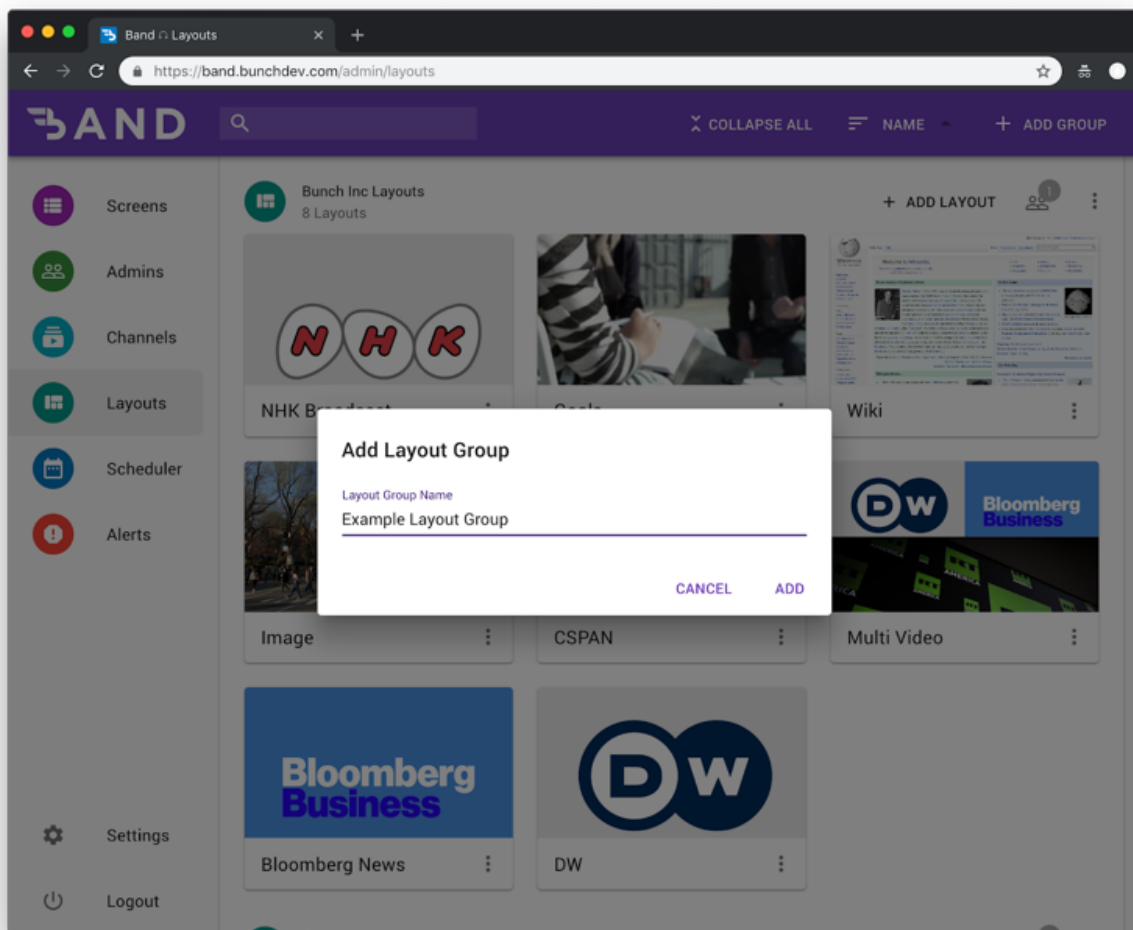
Layouts

Overview

Layouts are used as containers for content, and are assigned to Channels to display on devices.

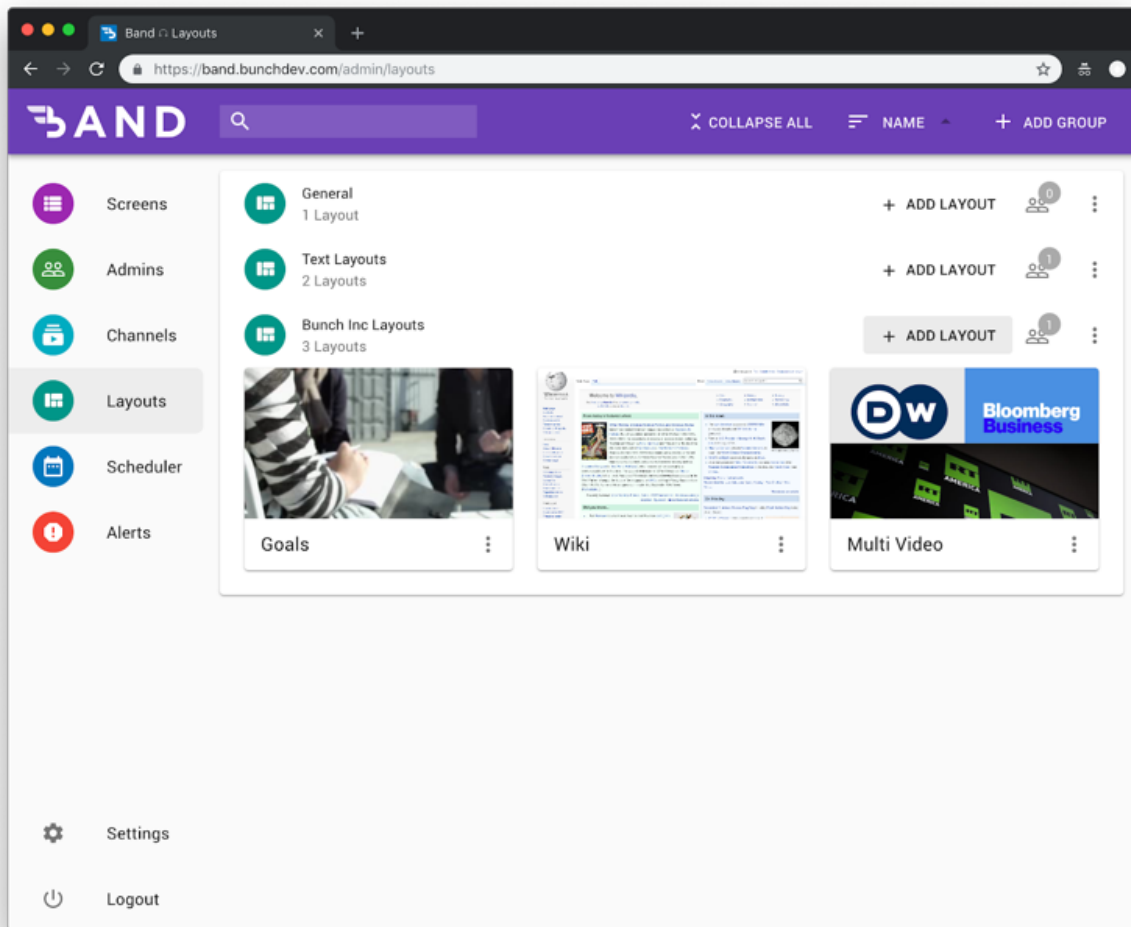
Adding

To add a layout group, navigate to the Layouts page and click **Add Group** on the top right. Enter a layout group name, and click **Add**.



To add a layout to a layout group, navigate to the Layouts page and hover over the target layout group. Click the **+ Add Layout** button on the right side.

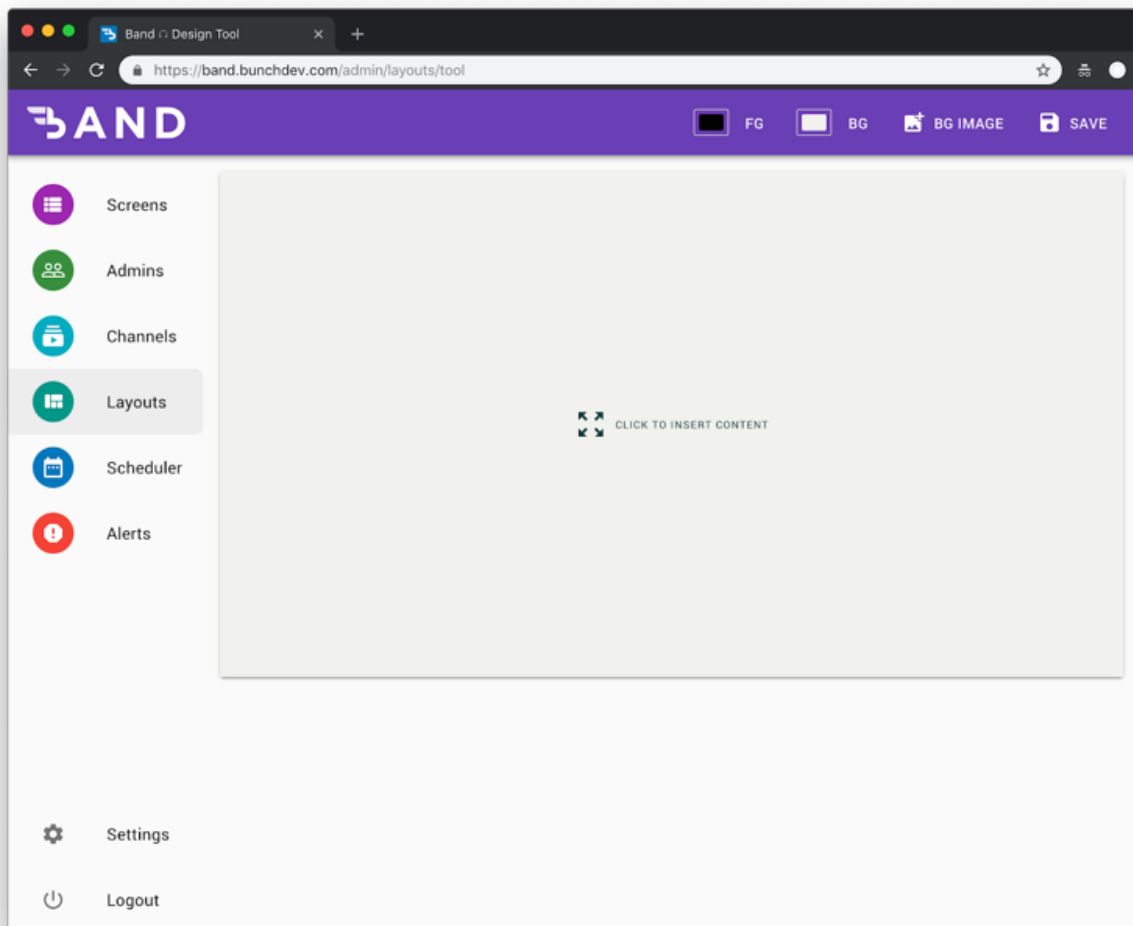
You will be redirected to the Layout Tool.



Layout Tool

The Layout Tool is a simple content creation tool. Layouts currently support the following items:

- Text
- Images
- Icons
- Webpages
- Qumu VCC Programs (requires Qumu VCC to be linked)

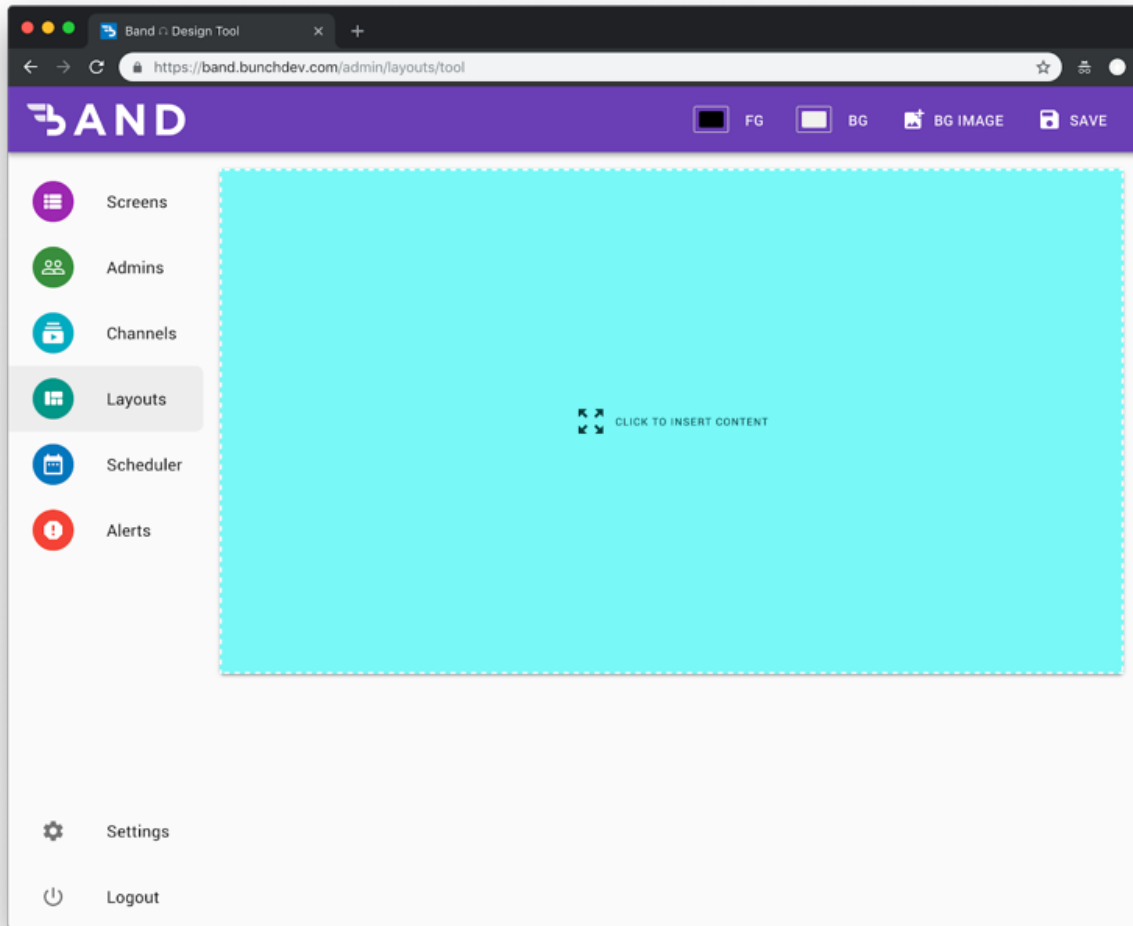


At first glance, you will see a number of buttons on the top menu bar. These buttons are:

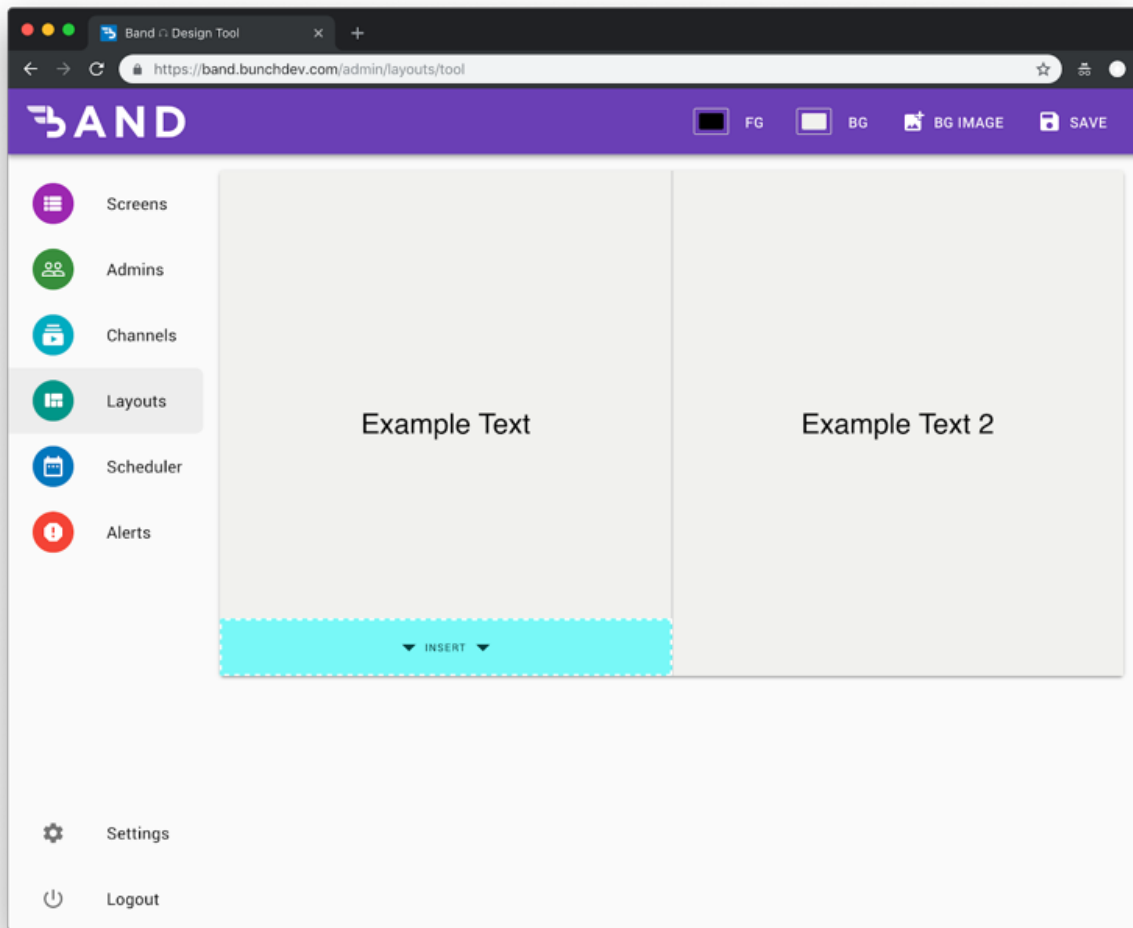
- **FG:** Foreground Color (Color of text, icons)
- **BG:** Background Color (Color behind text, icons)
- **BG Image:** Set a background image for the entire layout
- **Save:** Create and save a new layout, or update an existing layout

Foreground and background colors, as well as background images, are inherited by all items inserted into the layout unless they have individually specified colors.

Mouse over the preview area, and click anywhere to insert content.



If content already exists, you can insert new content from the top, bottom, left, and right sides of each asset. Areas where you can insert content will highlight in blue.

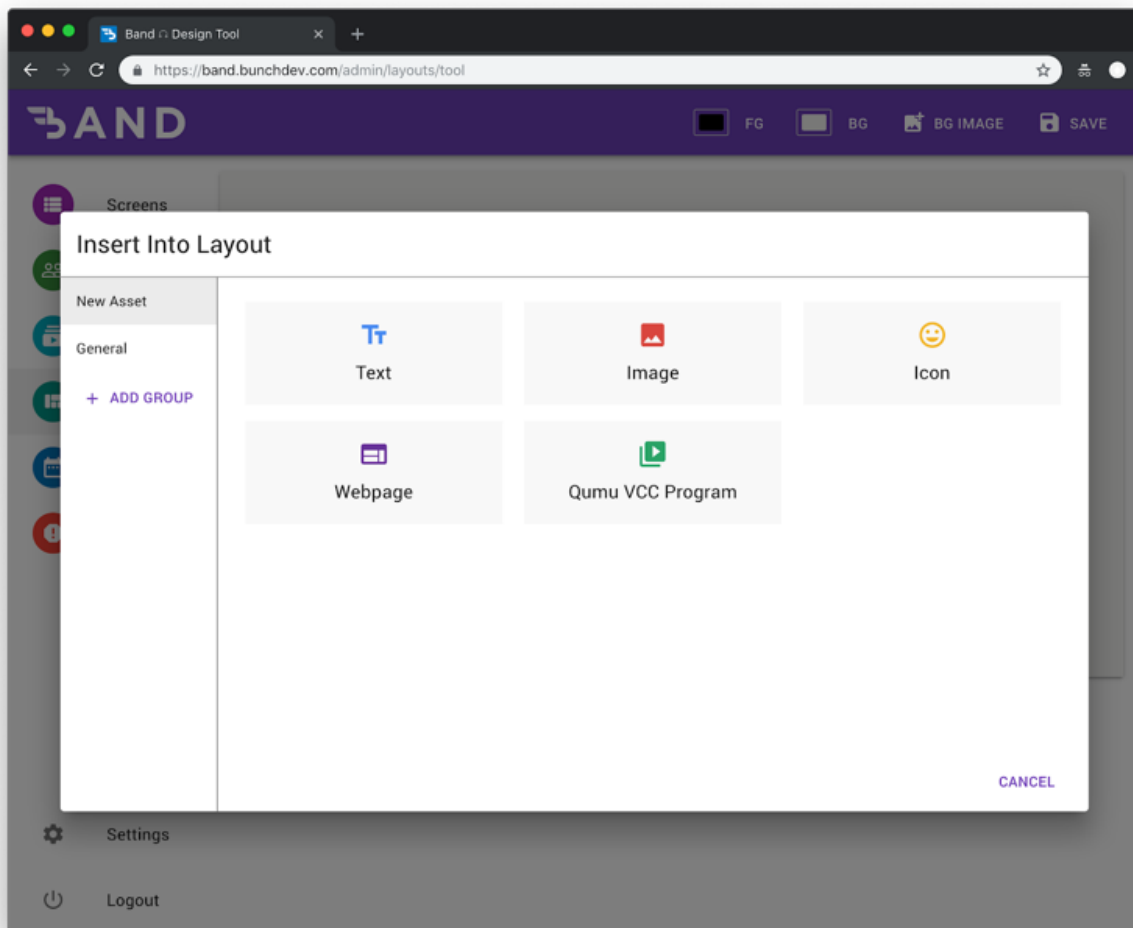


Library Assets

To insert assets into a layout, you have one of two options:

- Insert an asset anonymously
 - When inserting an asset anonymously, the asset is created and is available in the layout it was inserted in. You will not be able to insert the asset into another layout. If the layout is ever deleted, the asset will be deleted with the layout.
- Save an asset into the library, and insert asset from library
 - When saving an asset to the library, make sure you select a Library Group before inserting the asset.

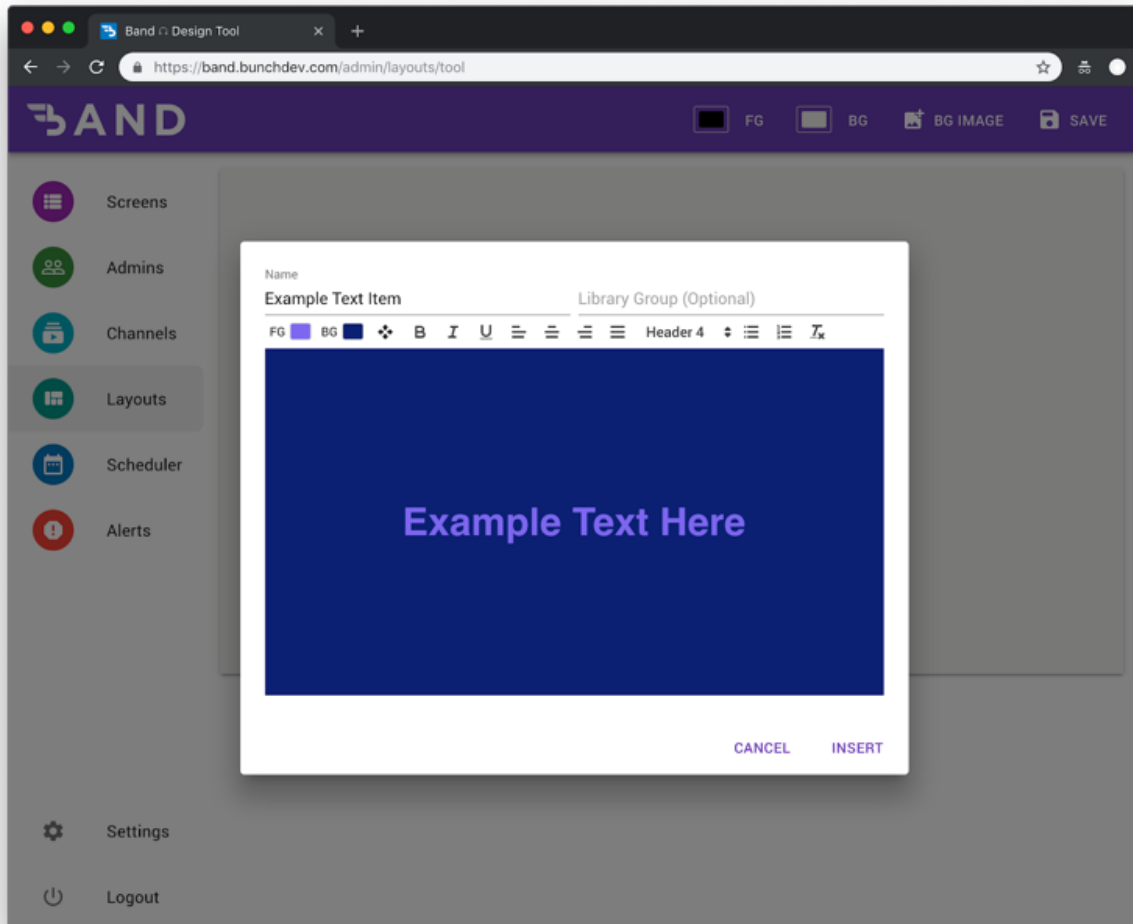
By default, the dialog will open to the New Asset tab.



Insert an asset anonymously

For all anonymous items, you may leave the name field and Library Group fields blank. So long as the Library Group field is left blank, the asset will be anonymous. Once you have finished designing the asset, click **Insert**.

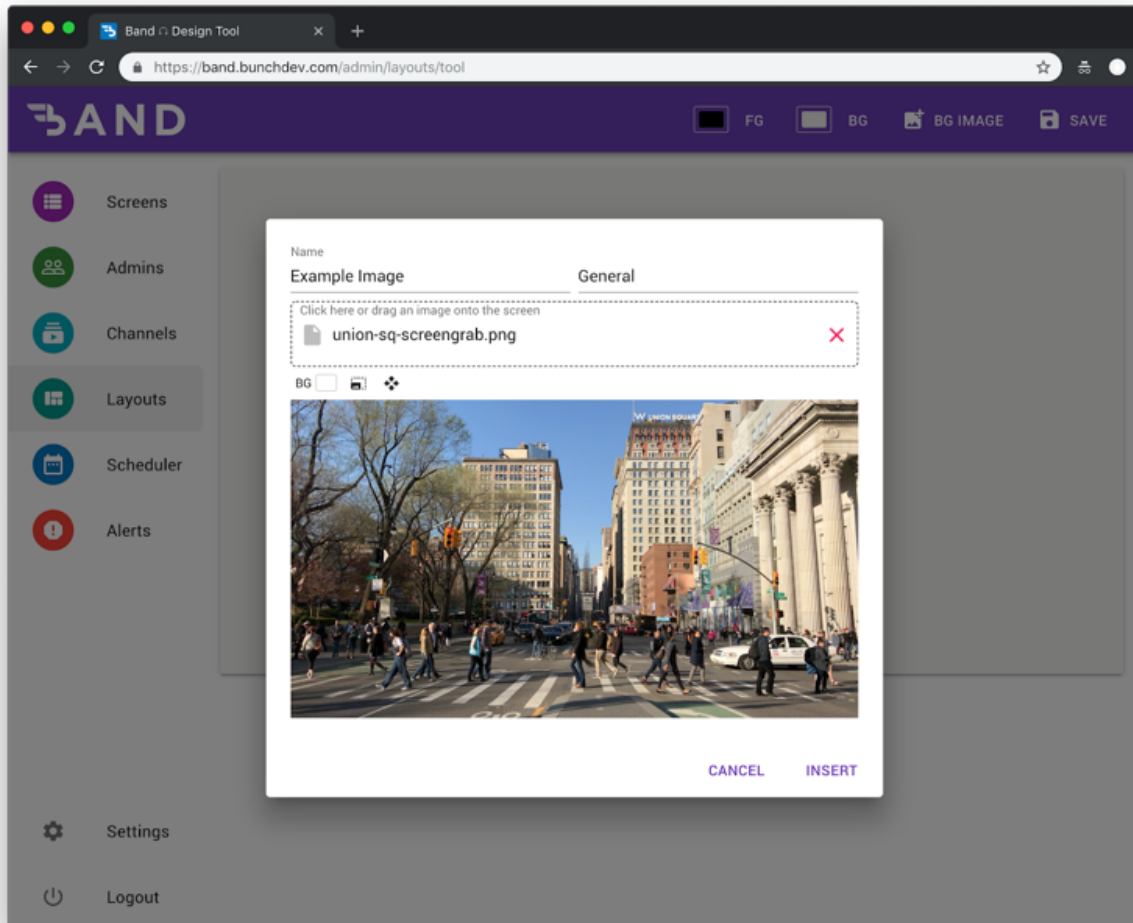
In the example below, we will be using the Text asset, but the same applies to all the assets.



Save an asset into the library

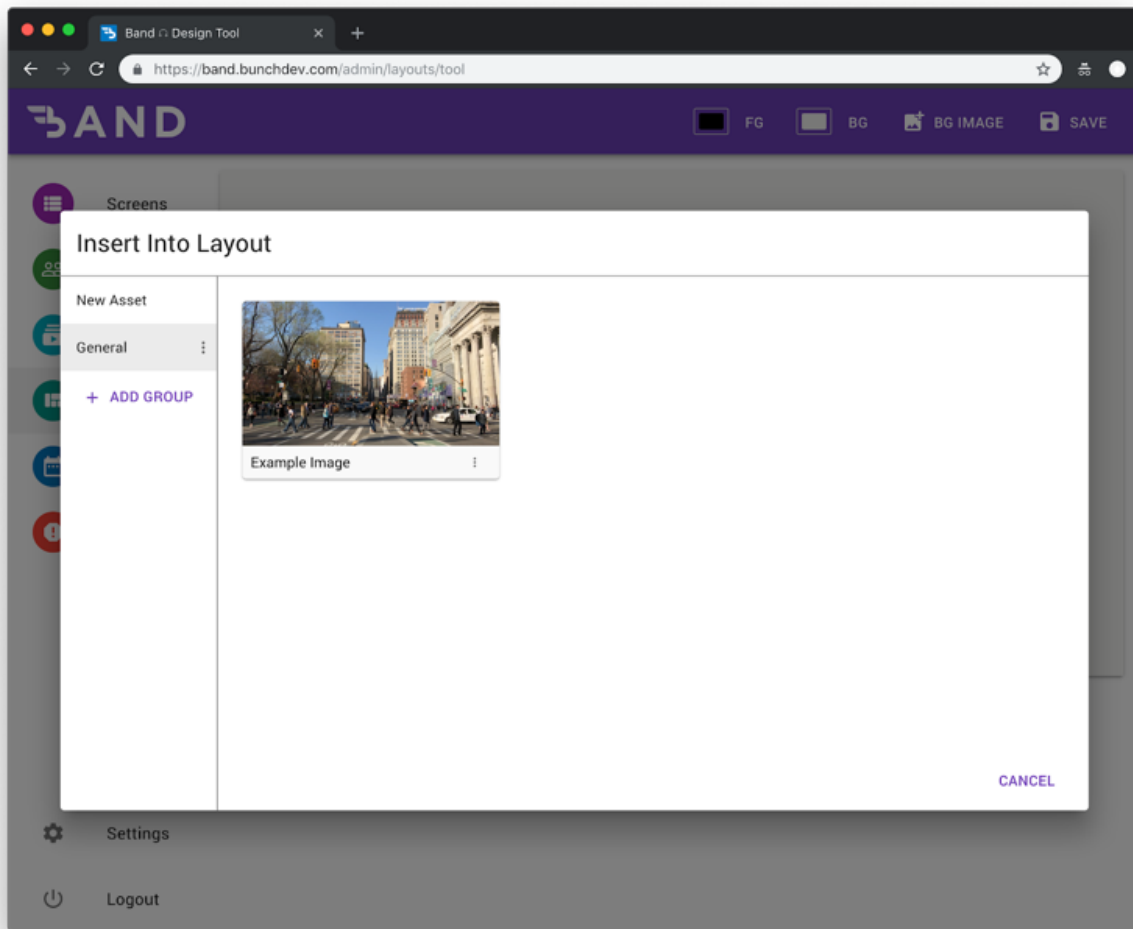
To save assets into the library, both **name** and **Library Group** fields are required. Once you have finished designing the asset, make sure a Library Group is chosen, and click **Insert**.

If you selected a Library Group for the asset, the asset will be available to you from the library.



To insert an asset from the library, select the Library Group where you saved your asset, and click on the asset you wish to insert into the layout.

In this example, we saved the “**Example Image**” asset in the “**General**” Library Group.




To edit an asset from the library, hover over the target asset and click the **More** button (three vertical dots). Click **Edit**. When finished editing, click **Save**.

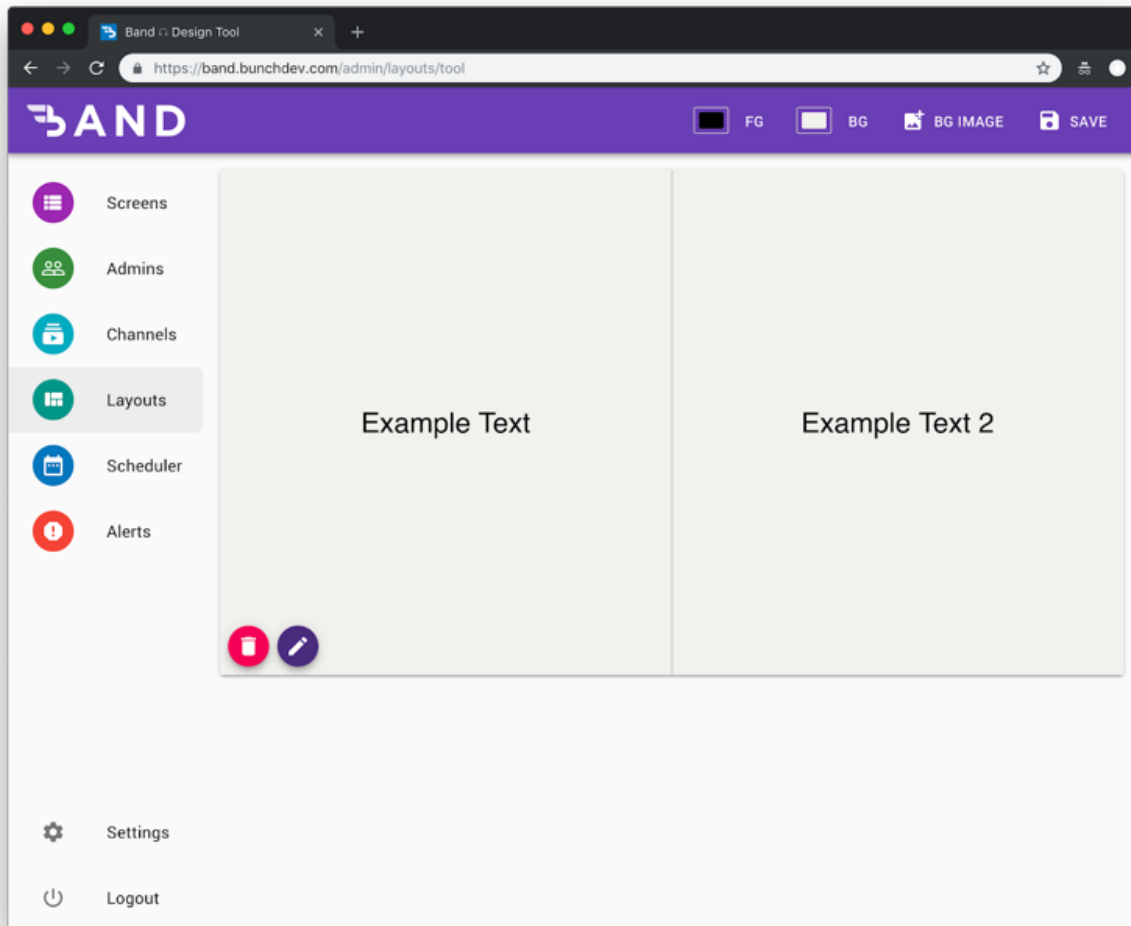
To delete an asset from the library, hover over the target asset and click the **More** button (three vertical dots). Click **Remove**.

Edit an asset

To edit an existing asset, hover over the asset in the Layout Tool and an edit button will appear on the bottom left of the asset area. Editing works on both anonymous assets and saved assets.


Click  to open the asset editor.

Click **Save** when finished editing the asset.

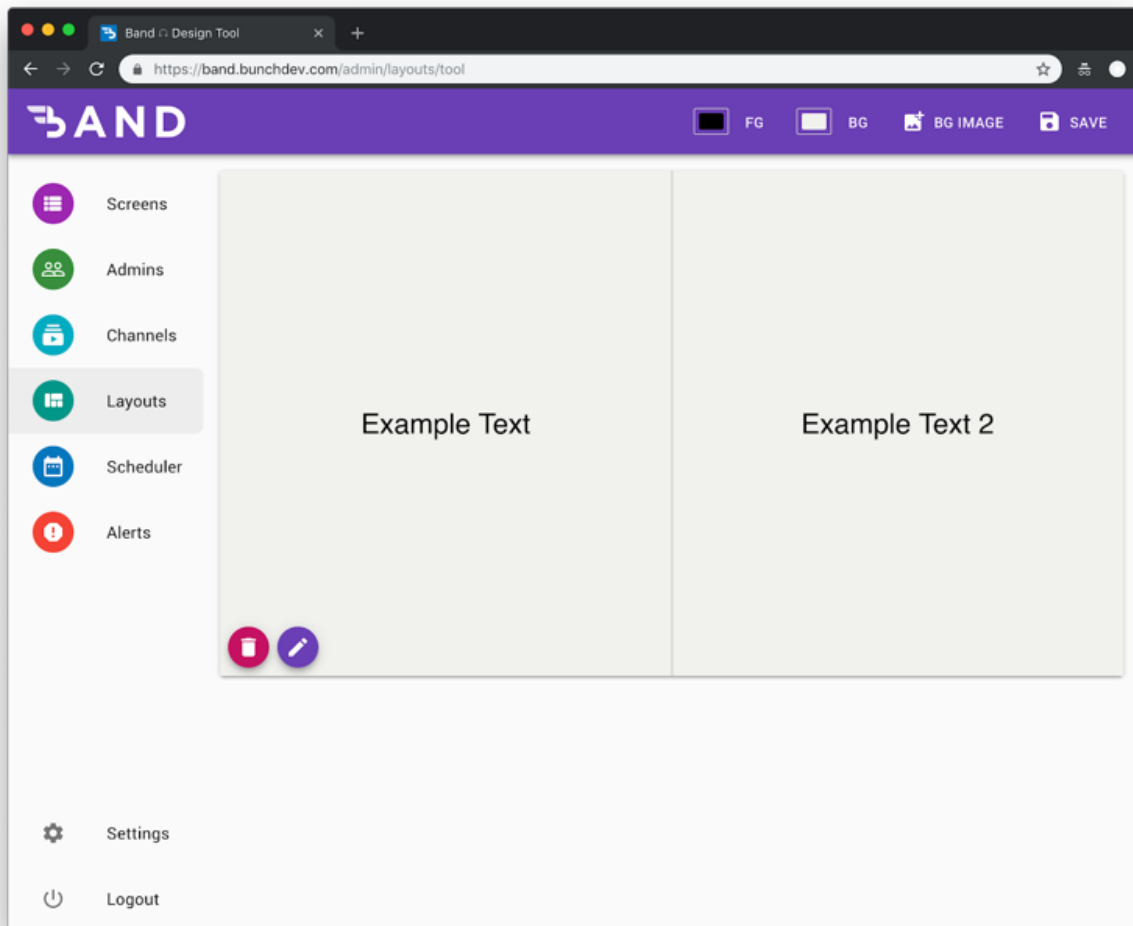


Delete an asset

To delete an existing asset, hover over the asset in the Layout Tool and a delete button will appear on the bottom left of the asset area.

Click  to delete the asset from the layout.

Save the layout to apply the changes.



Text

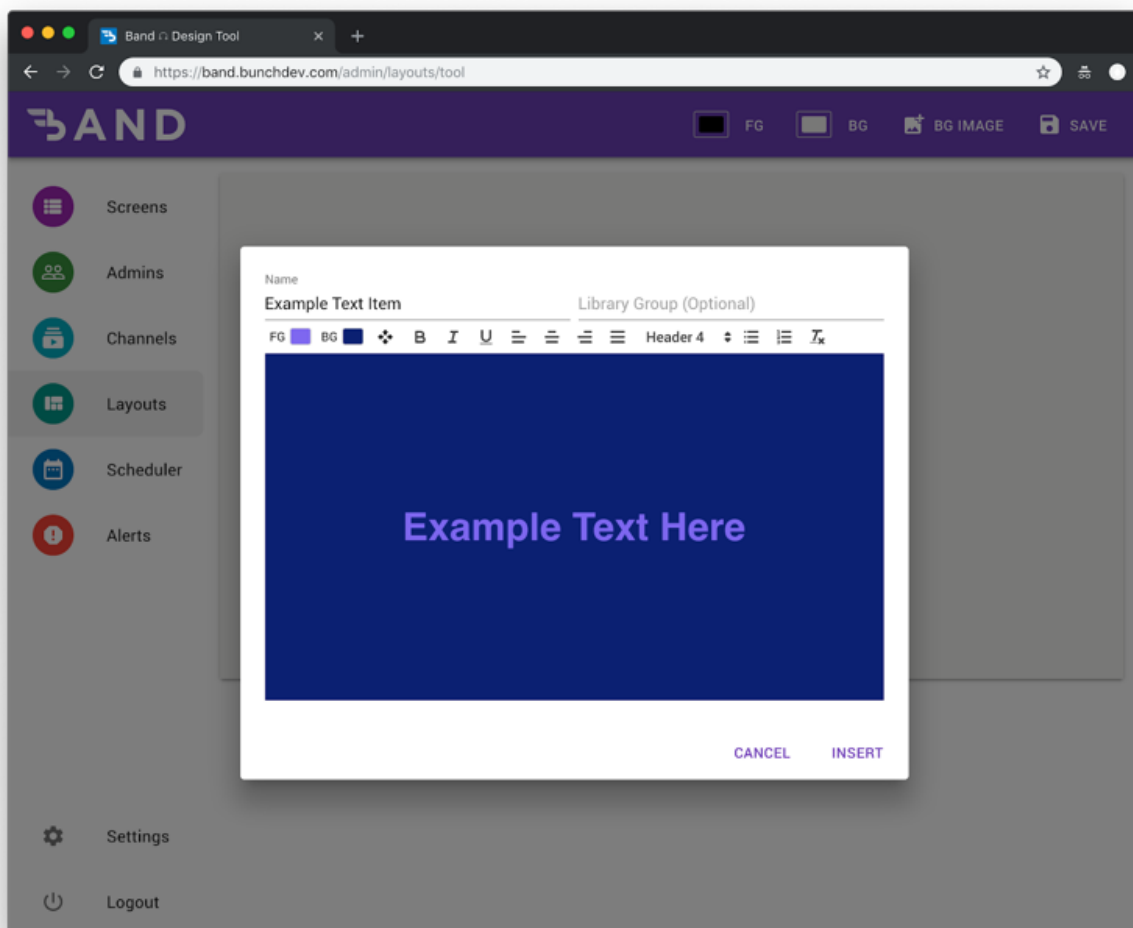
To insert a text asset, click on the Layout Tool to insert an asset. Click **Text**.

The top bar contains buttons to a simple text editor. The buttons are, in order from left to right:

- FG: Foreground Color
- BG: Background Color
- Alignment: Placement of text in the content area
- Bold, Italic, Underline
- Text Align Left, Text Align Center, Text Align Right, Text Align Justified
- Font Size Selector: Heading 1 through Heading 6, and normal text
- Unordered List: Insert bullet points
- Ordered List: Insert numbered points
- Clear Formatting: Reset all formatting back to the default settings

Select a library group if you wish to save the asset.

Click **Insert** to insert the text into the layout.



Image

To insert a image asset, click on the Layout Tool to insert an asset. Click **Image**.

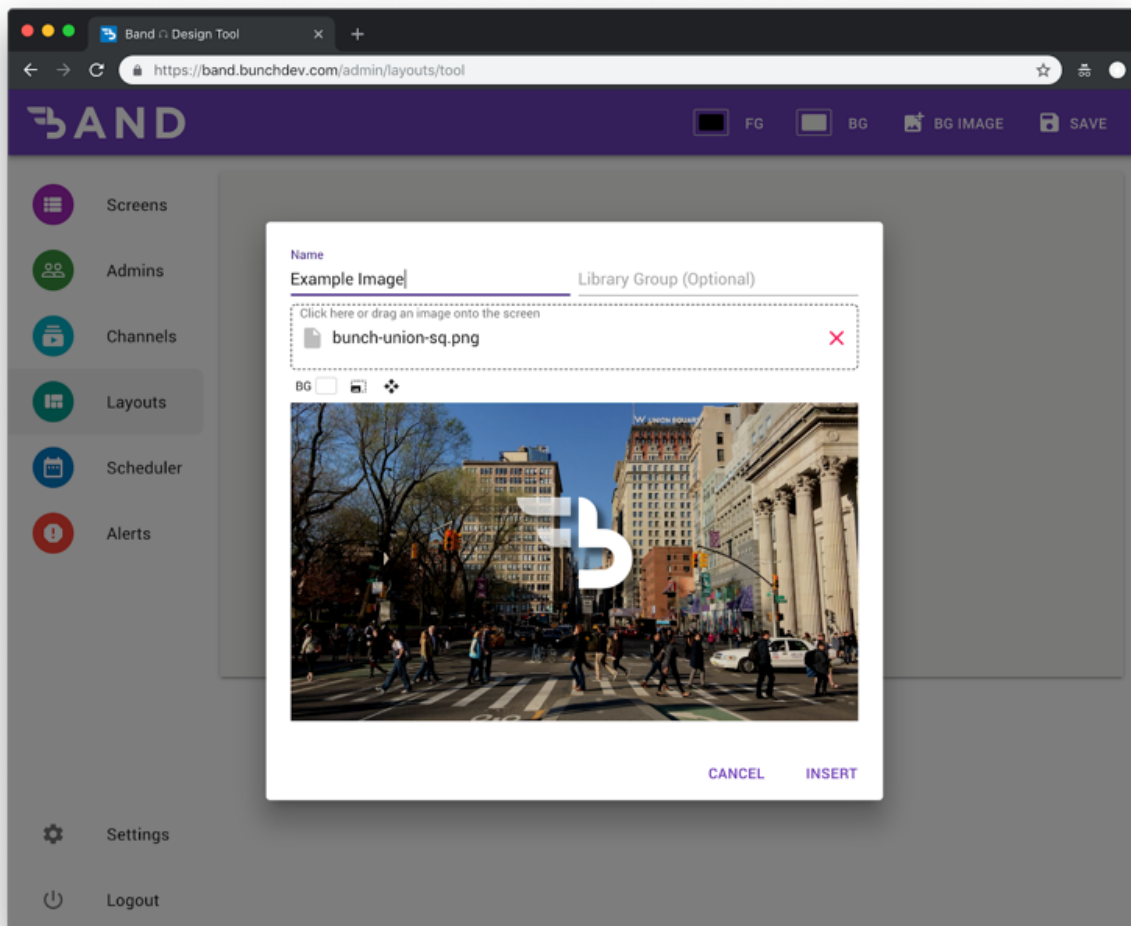
To upload an image, you can either click inside the dotted box, or drag an image onto the screen. Once the image is uploaded, a preview will appear.

On the top bar, you can change the following in order from left to right:

- BG: Background color
- Size: Image size from 10% to 100% and a “Cover” option
- Alignment: Placement of image in content area if image is not set to “Cover” or “100%”

Select a library group if you wish to save the asset.

Click **Insert** to insert the image into the layout.

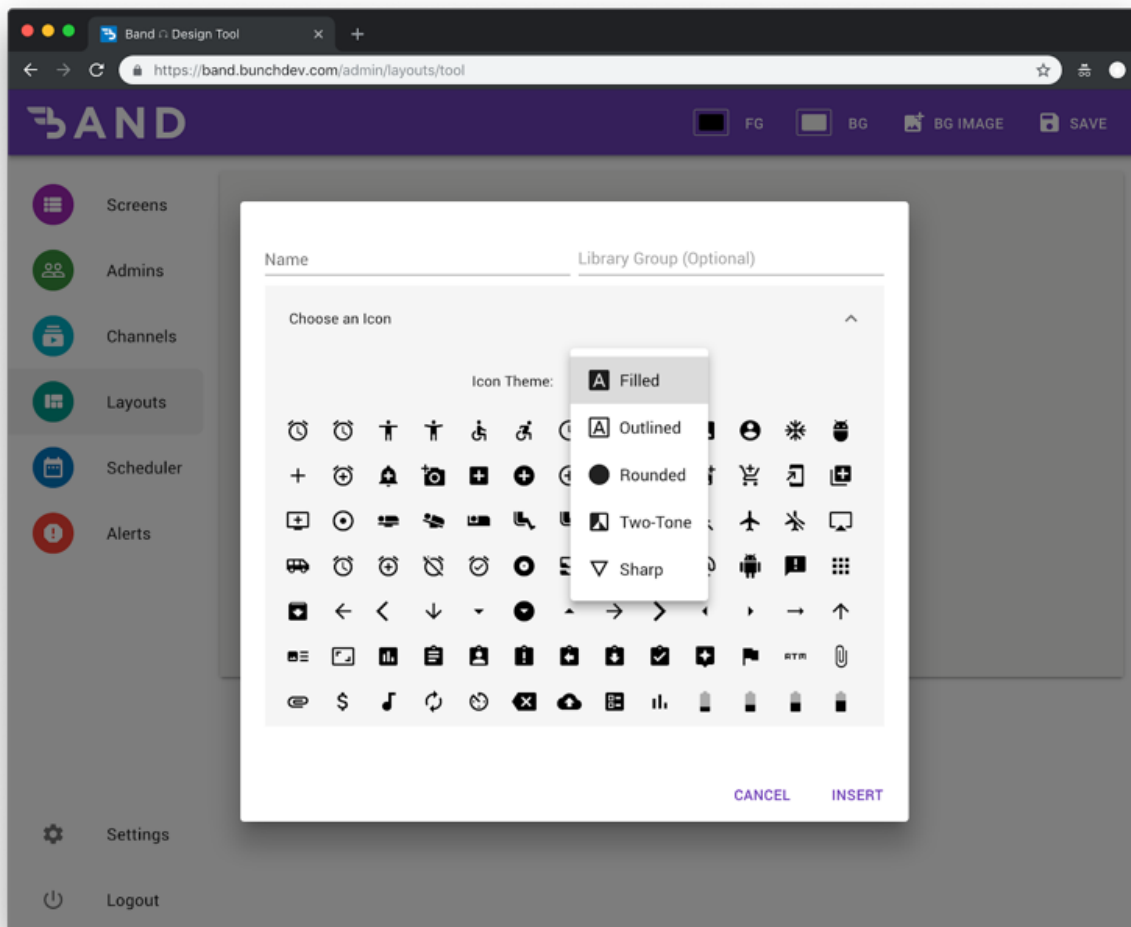


Icon

To insert a icon asset, click on the Layout Tool to insert an asset. Click **Icon**.

Click the **Choose an Icon** and the dropdown will expose all the icons available sorted by theme. To change the theme, click on the dropdown next to Icon Theme and choose a theme.

Once you have found an icon, click on the icon to insert it into the preview area.

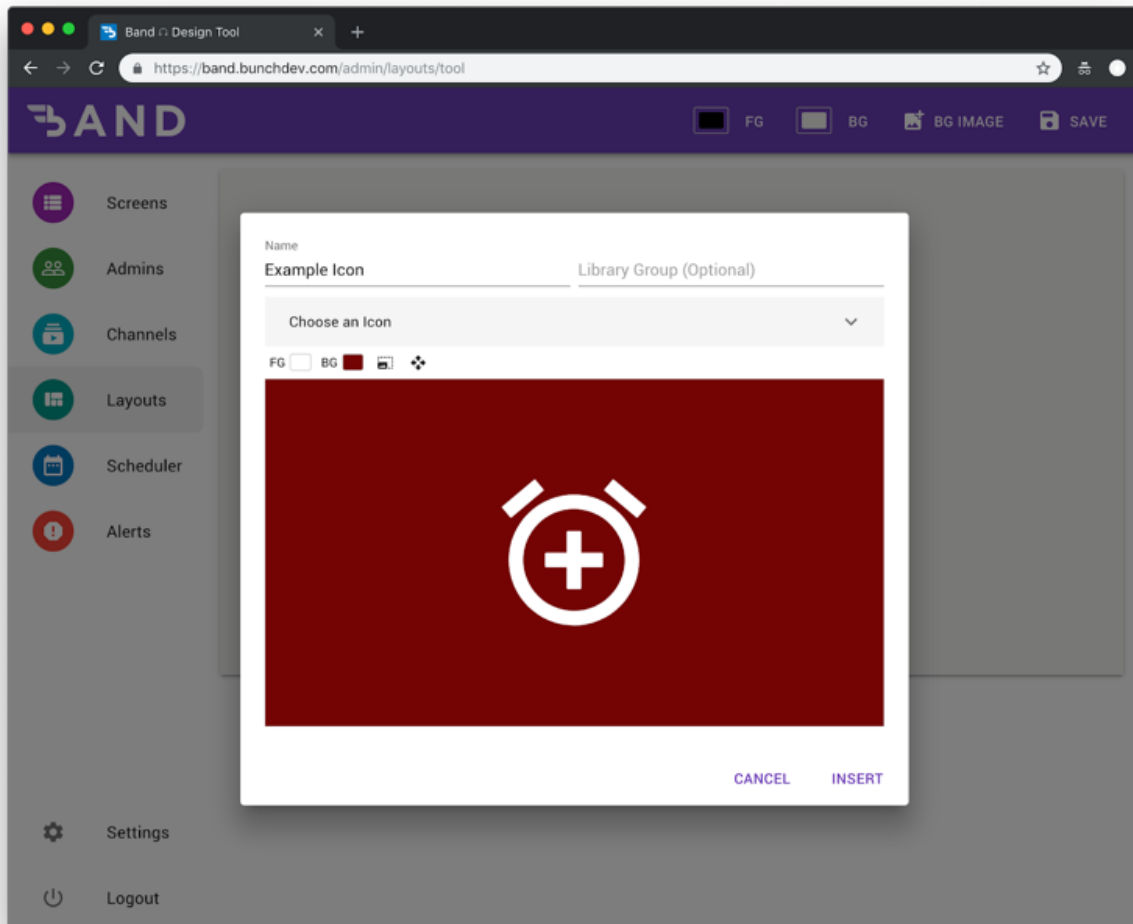


On the top bar, you can change the following functions from left to right:

- FG: Foreground Color (Icon color)
- BG: Background Color
- Size: Image size from 10% to 100% and a “Cover” option
- Alignment: Placement of image in content area if image is not set to “Cover” or “100%”

Select a library group if you wish to save the asset.

Click **Insert** to insert the icon into the layout.



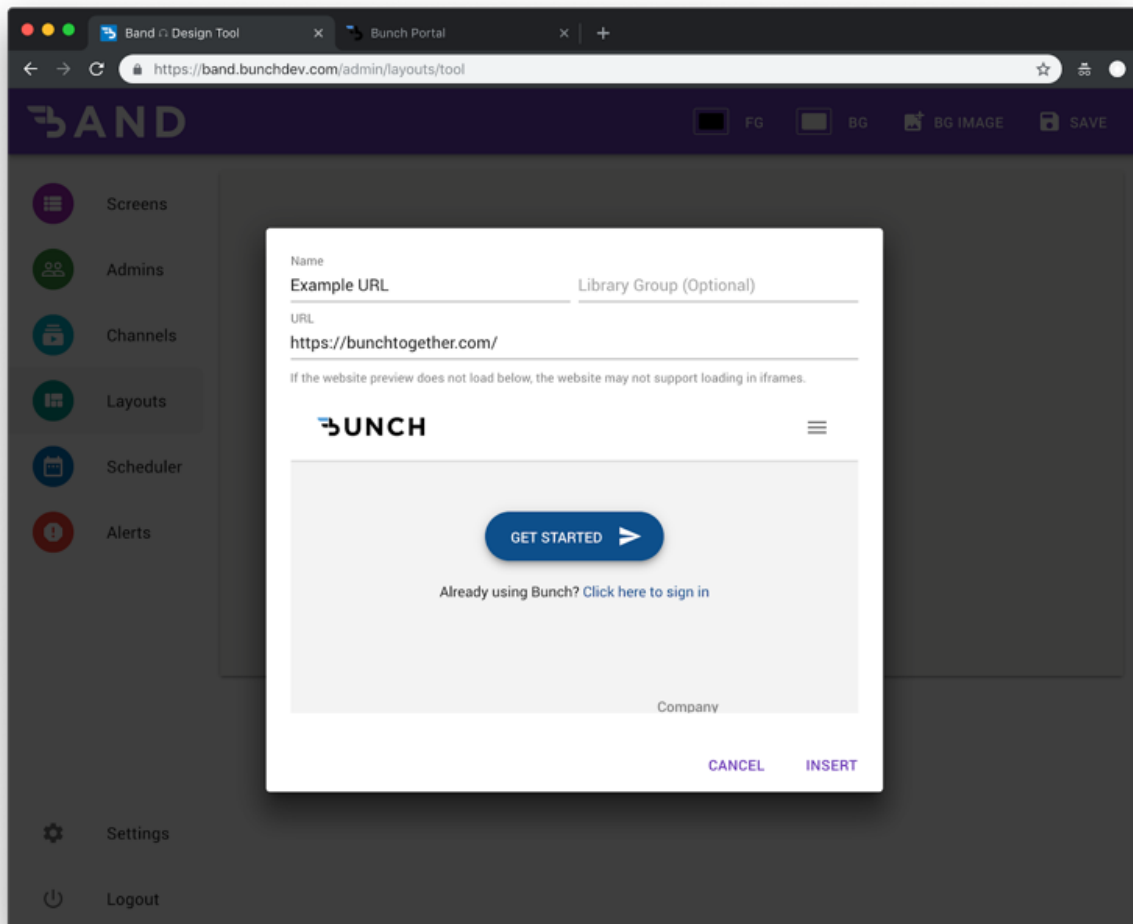
Webpage

To insert a Webpage asset, click on the Layout Tool to insert an asset. Click **Webpage**.

Enter a valid URL and make sure you use include HTTPS:// for the web page to properly load. If the website preview fails to load in the preview window, the website you are requesting may not support loading in iframes.

Select a library group if you wish to save the asset.

Click **Insert** to insert the webpage into the layout.



Qumu VCC Program

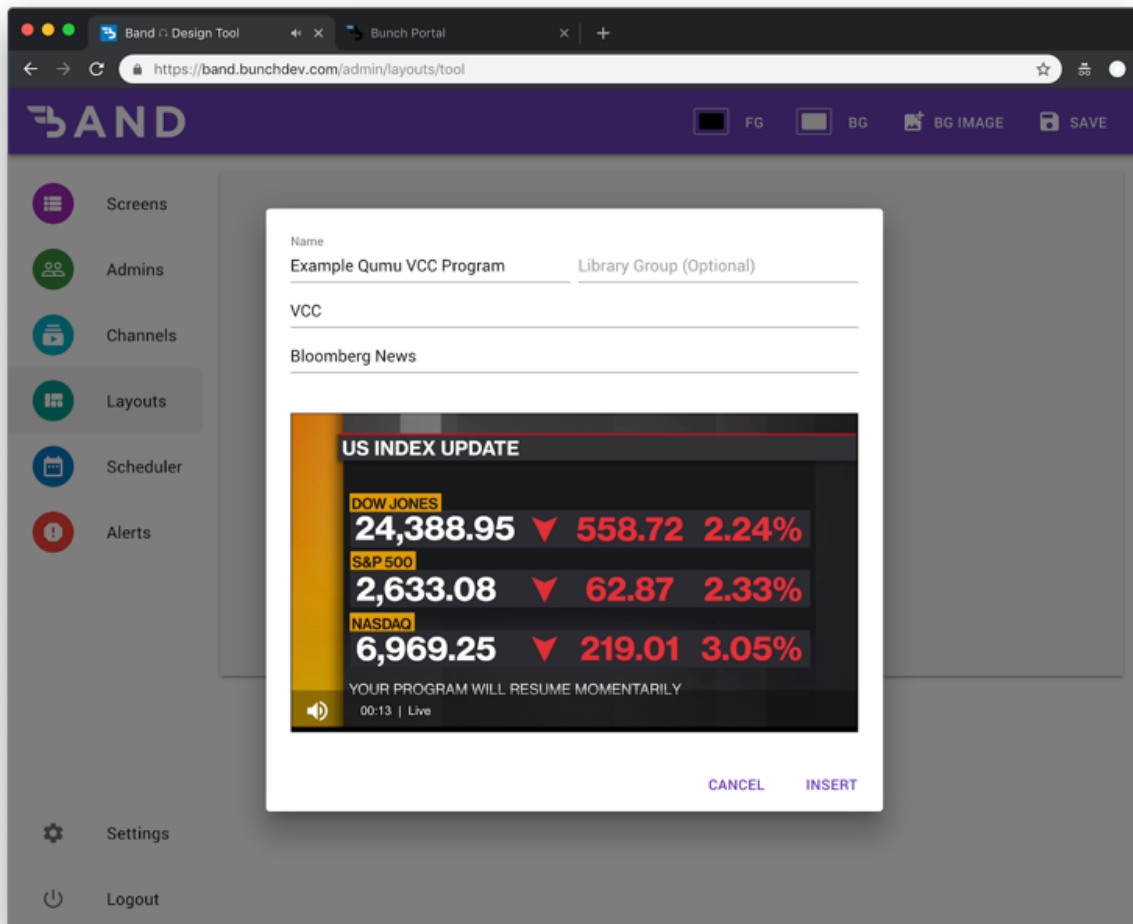
This asset type requires a VCC to have been linked in Application Settings. If you want to link a VCC, please reference the Application Settings section of this guide.

To insert a VCC program asset, click on the Layout Tool to insert an asset. Click **Qumu VCC Program**.

1. Choose a VCC account from the first dropdown. The field may automatically populate with the last selected account, or first account available.
2. Choose a VCC program from the second dropdown. The preview window will load the selected video.

Select a library group if you wish to save the asset.

Click **Insert** to insert the VCC program into the layout.



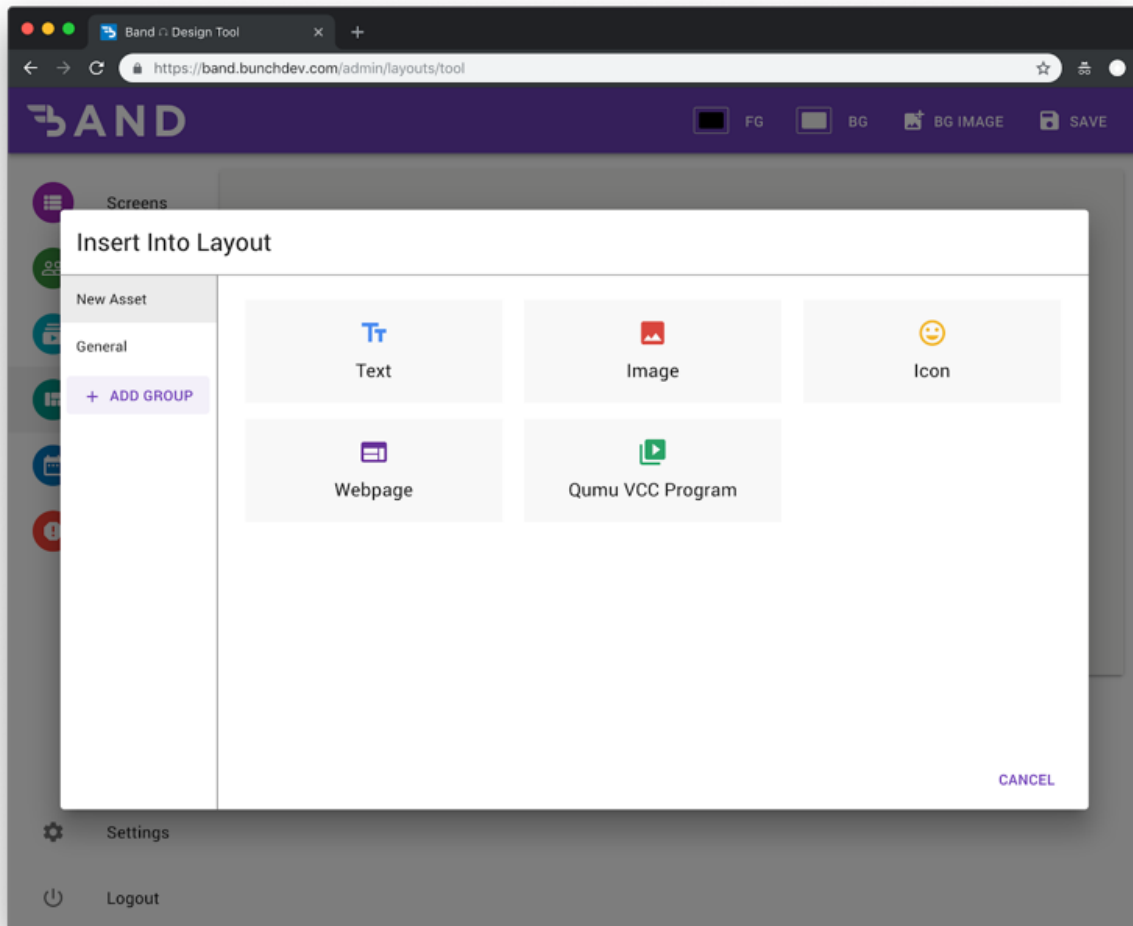
Library Groups

Create a Library Group

To create a new Library Group, click on the layout tool to insert a new asset.

On the left side of the dialog box, click + **ADD GROUP**.

Enter a name and click **Add**.



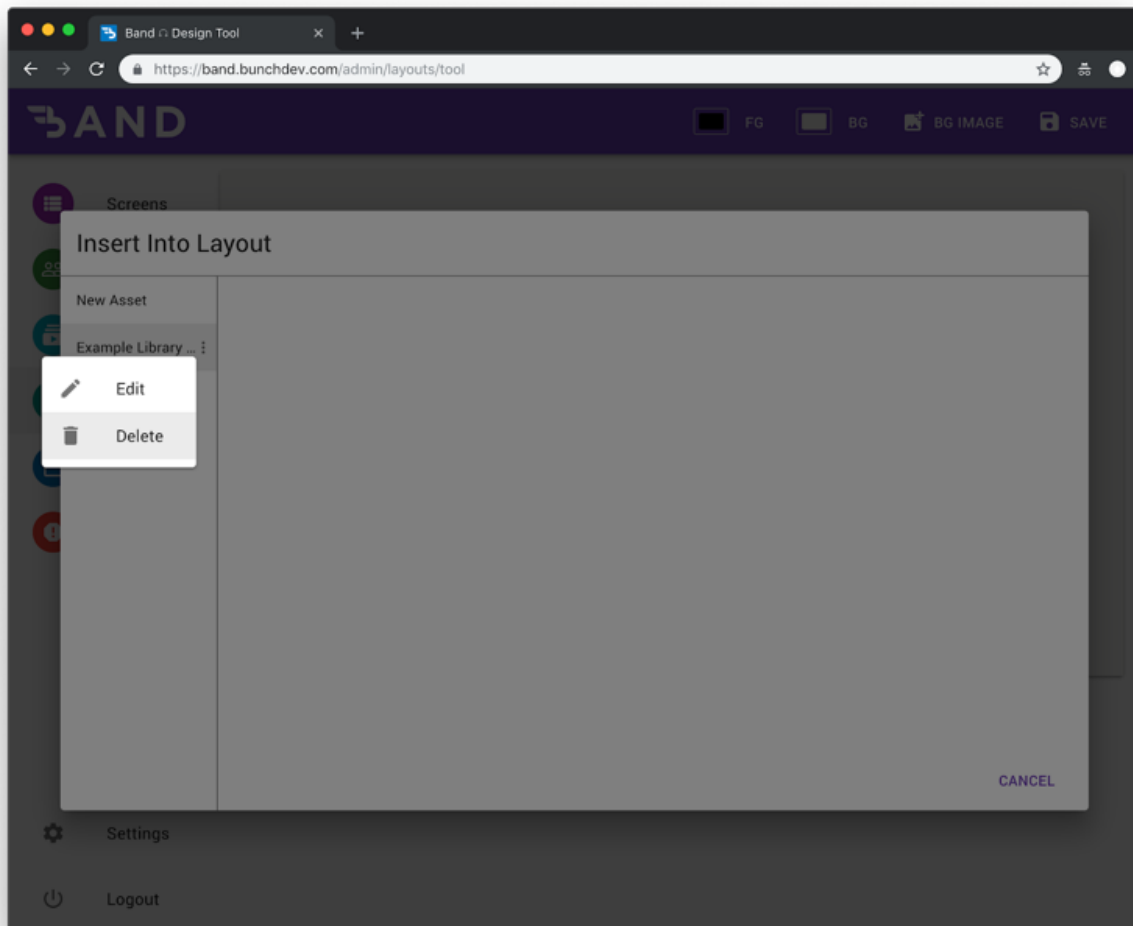
Delete a Library Group

To delete an existing Library Group, click on the layout tool to insert a new asset.

When deleting a Library Group, make sure you move any library items you may want to keep to an existing Library Group, or create a new one.

Click on the target Library Group on the left side of the dialog box. Click on the **More** button that appears next to the name of the target Library Group.

Click **Delete**.



Scheduler

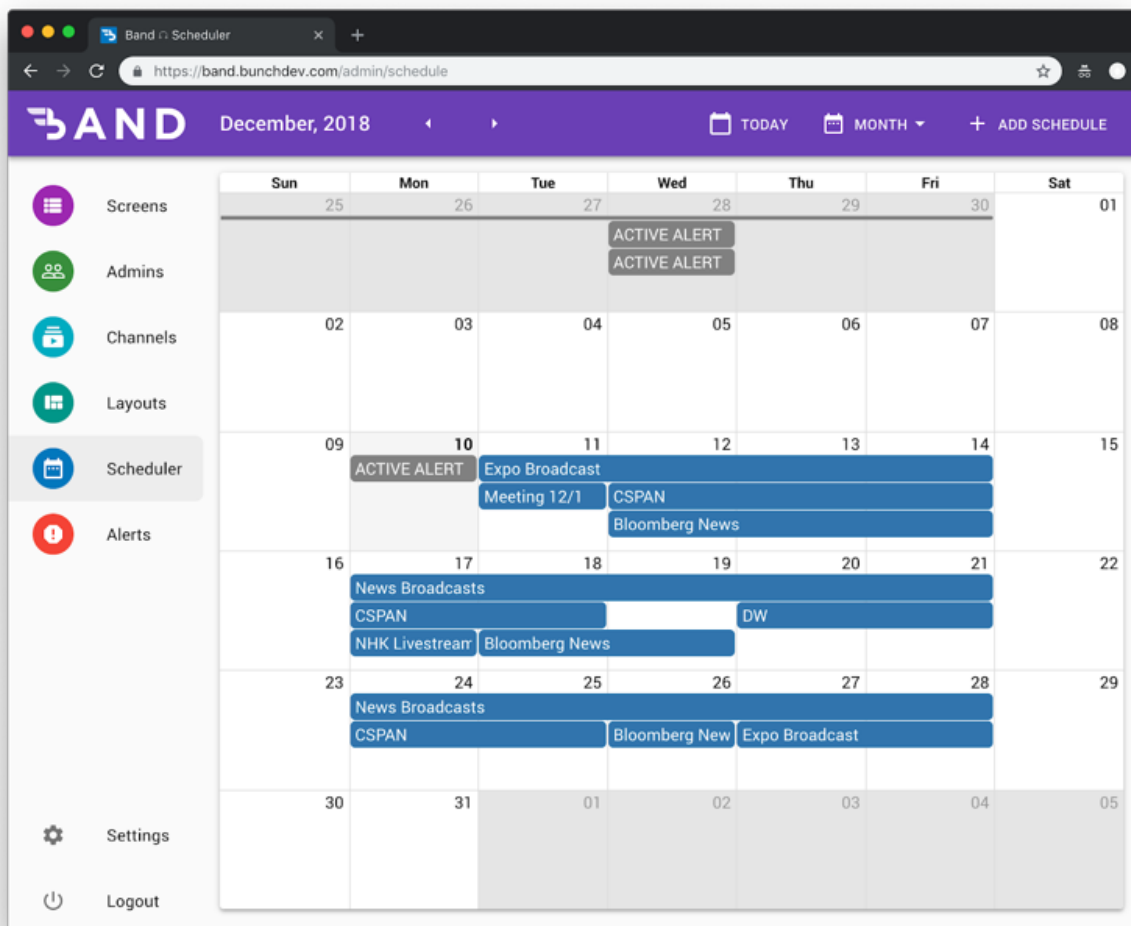
Overview

Schedule content to be displayed on any device through a calendar interface. You can schedule your week, month, or year in advance and have the Band scheduler take care of each device's programming.

Toggle between month view, week view, and day view using the dropdown on the top.

Cycle between months, weeks, or days using the left and right arrows.

Snap the calendar to the current date by clicking on **Today**.



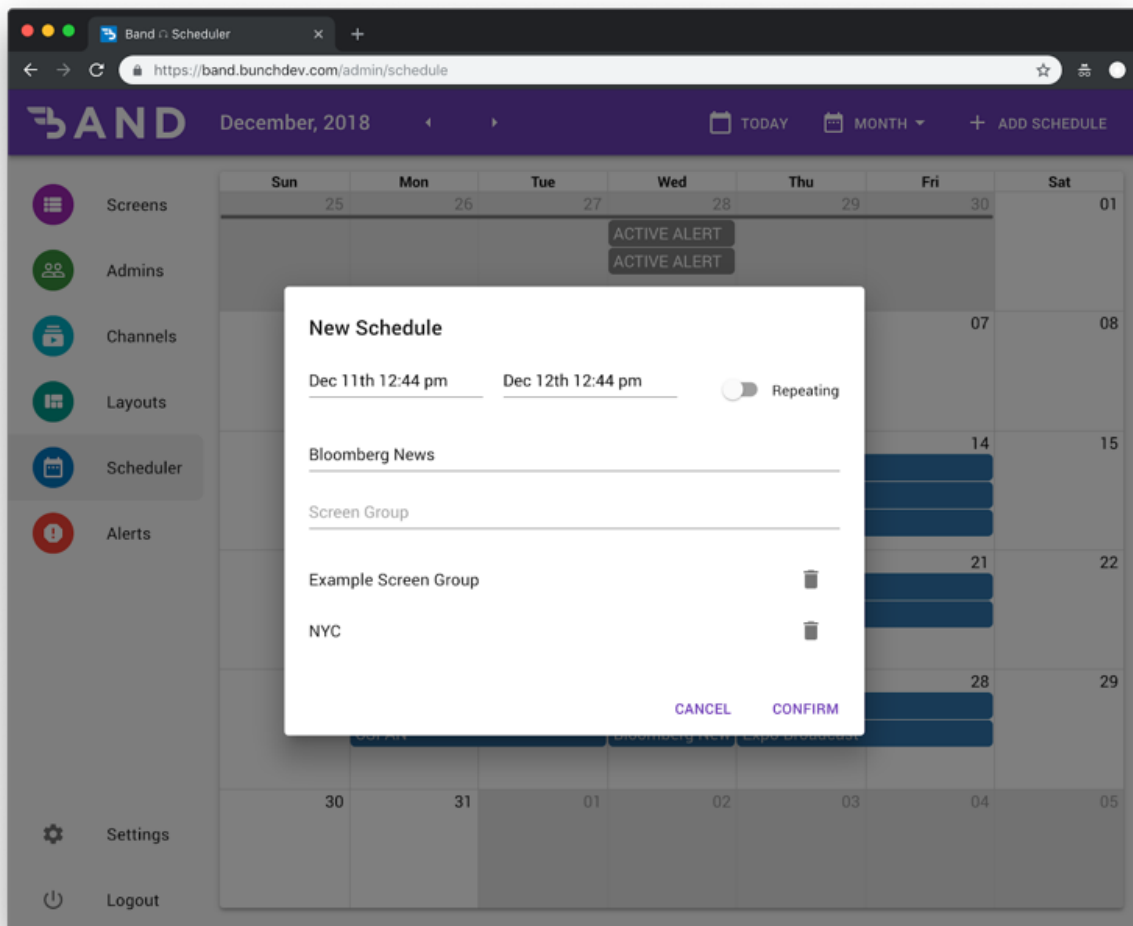
Adding

To add an scheduler event, click on **+ Add Schedule** on the top right. You can also use your mouse and click on a day, or click and drag across multiple days or weeks.

Select the following to create a scheduled event:

- Start date and start time by clicking on the date on the left
- End date and end time by clicking on the date on the right
- Repeating (Optionally select days to repeat on)
- Channel to display
- Screen groups to control when event is active

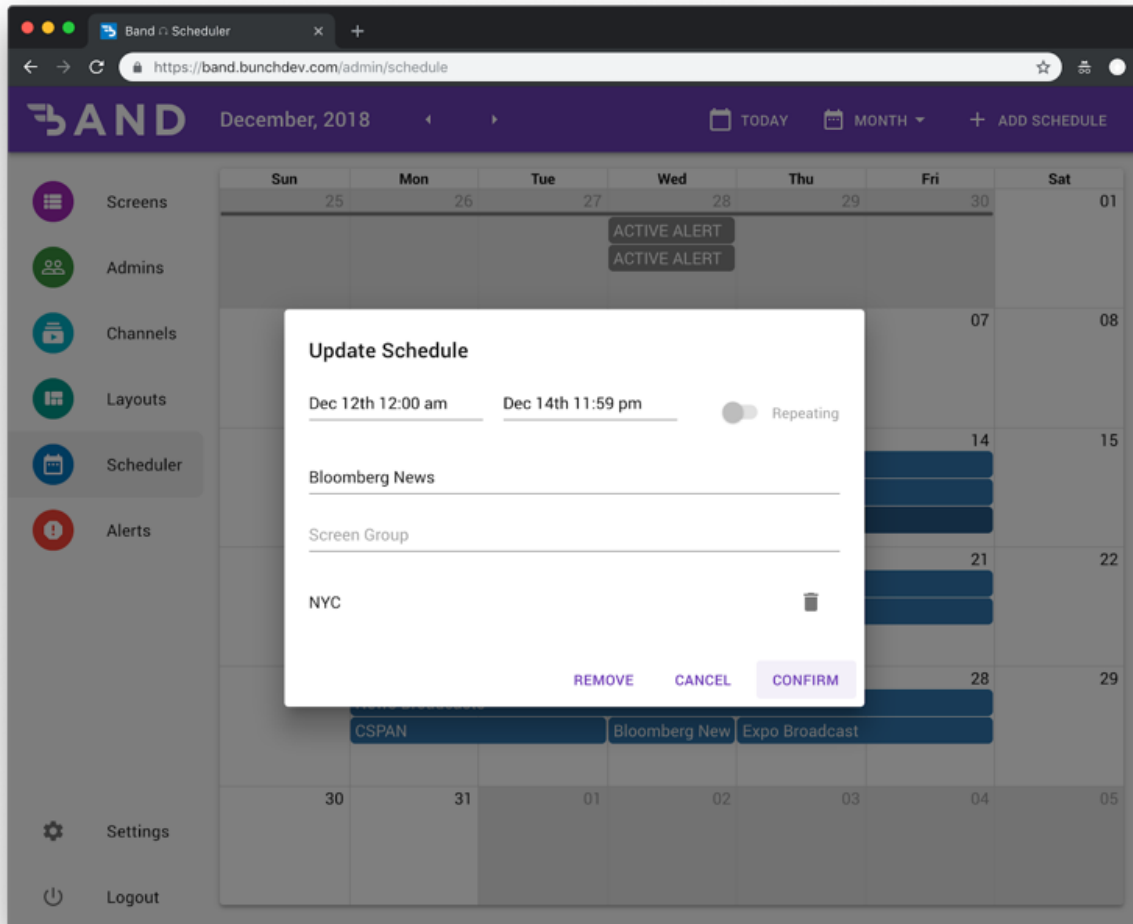
Click **Confirm** to create the scheduled event.



Editing

To edit an existing scheduled event, click on an event in the calendar to open the schedule dialog.

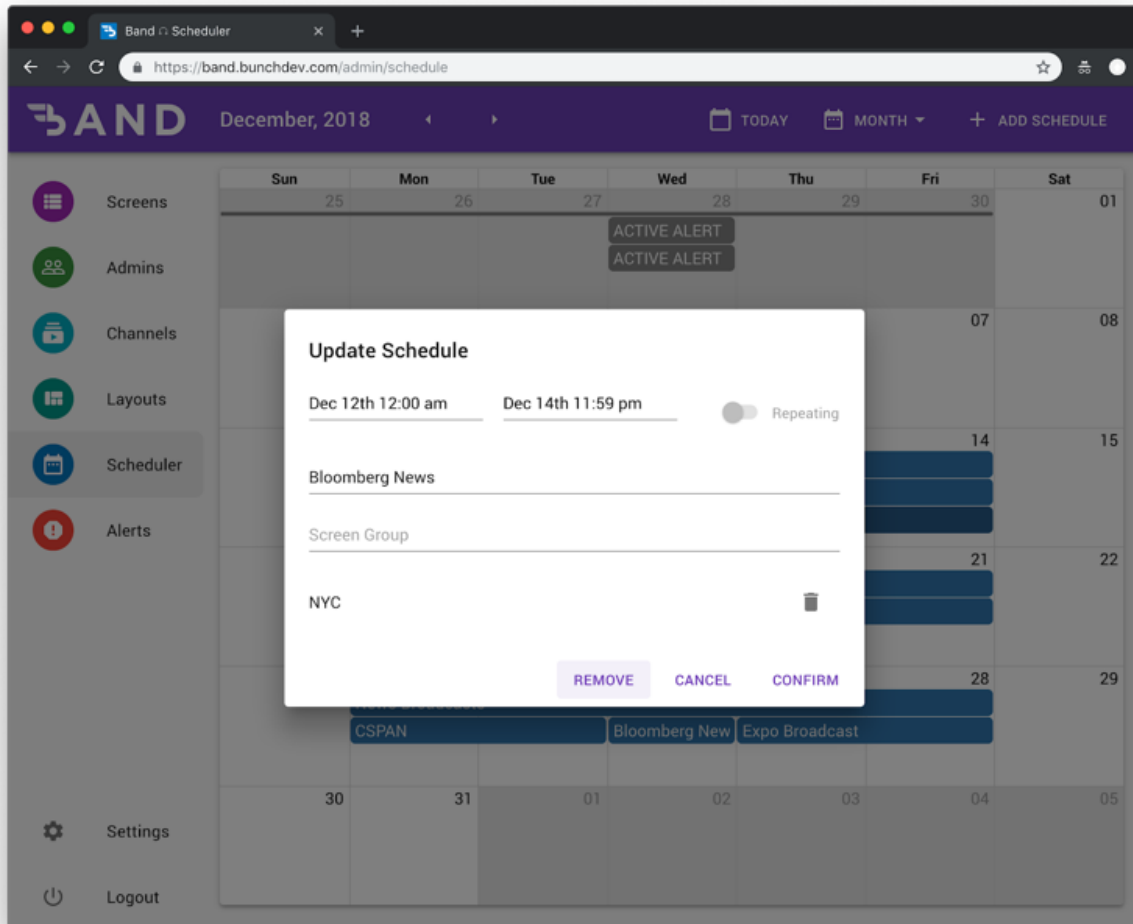
Click **Confirm** to apply your changes.



Removing

To remove an existing scheduled event, click on the target event in the calendar to open the schedule dialog.

Click **Remove** to delete the scheduled event.



Alerts

Overview

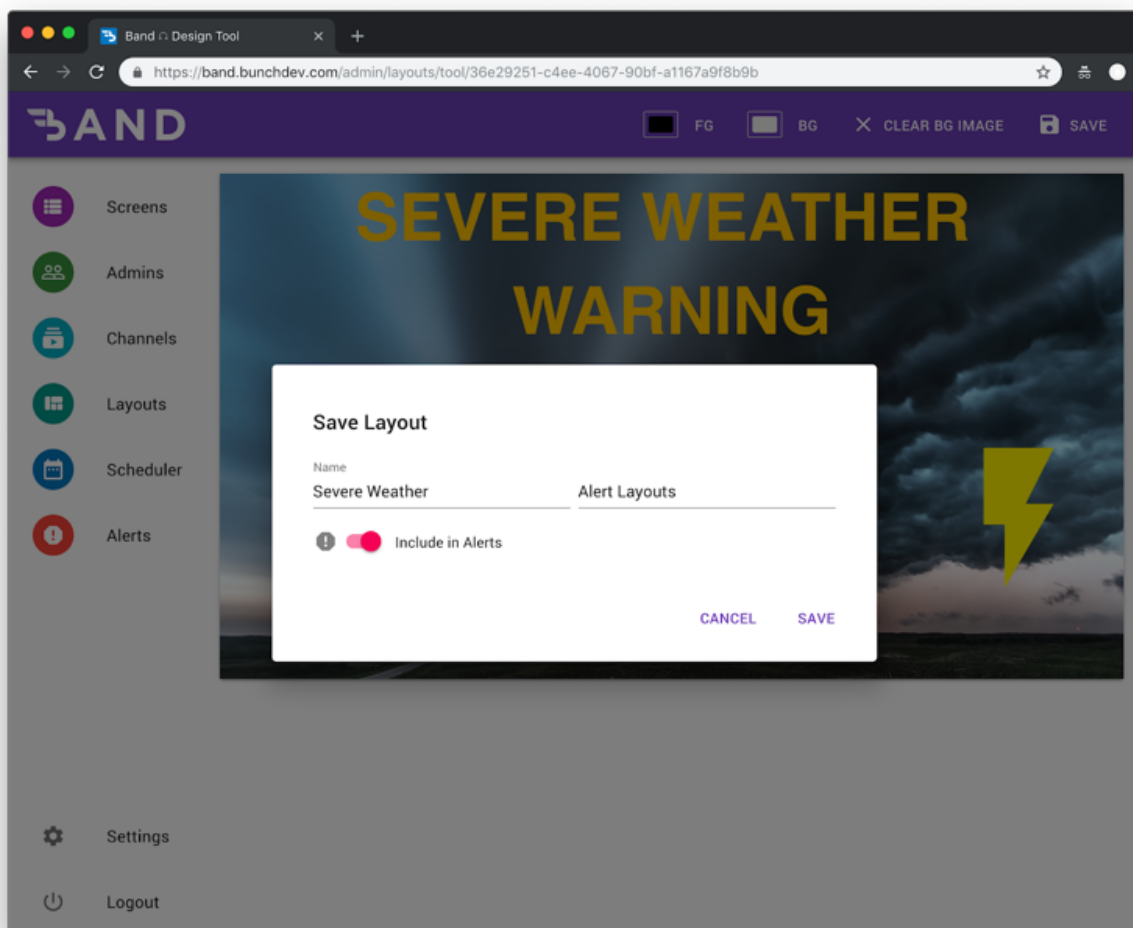
Alerts are specially designated Layouts that can be sent out in a moment's notice to every device on an application.

Once an alert is active, all devices that are online will immediately interrupt the current program and display the active alert. Once the alert is inactive, devices will resume their scheduled programming.

Adding

To add an alert, navigate to the Layouts page and add a new layout, or edit an existing layout. Once you have completed designing the layout, click **Save** on the top right.

Toggle **Include in Alerts** to active, and click **Save**.




The alert is now available on the Alerts page.

Sending

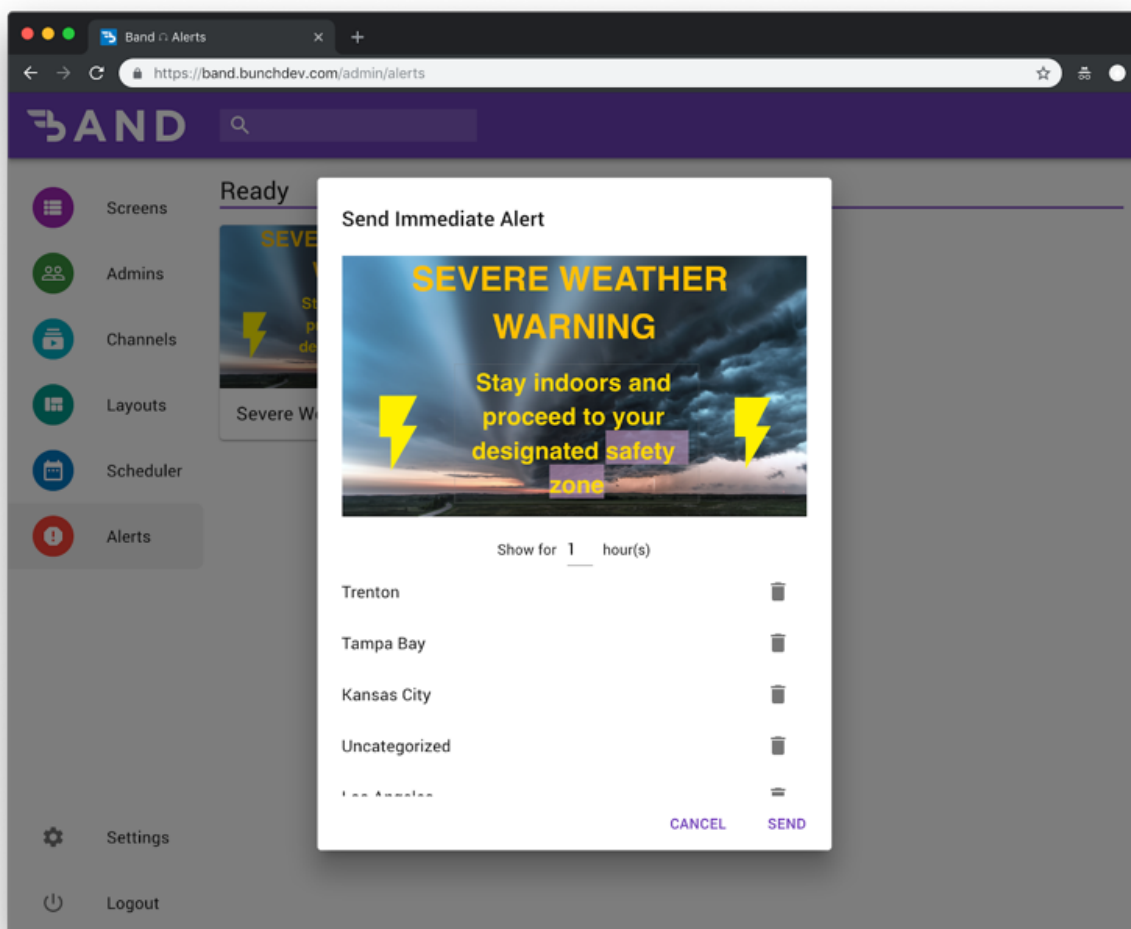
Navigate to the Alerts page. Click on an alert in the **Ready** category to open the alert dialog. In the alert dialog, you will see a preview window, a duration, and a list of screen groups.

The preview window supports quick edits to text assets on the fly. Simply focus on the text you want to edit and make changes. These changes will be saved and reflected as soon as the alert is sent.

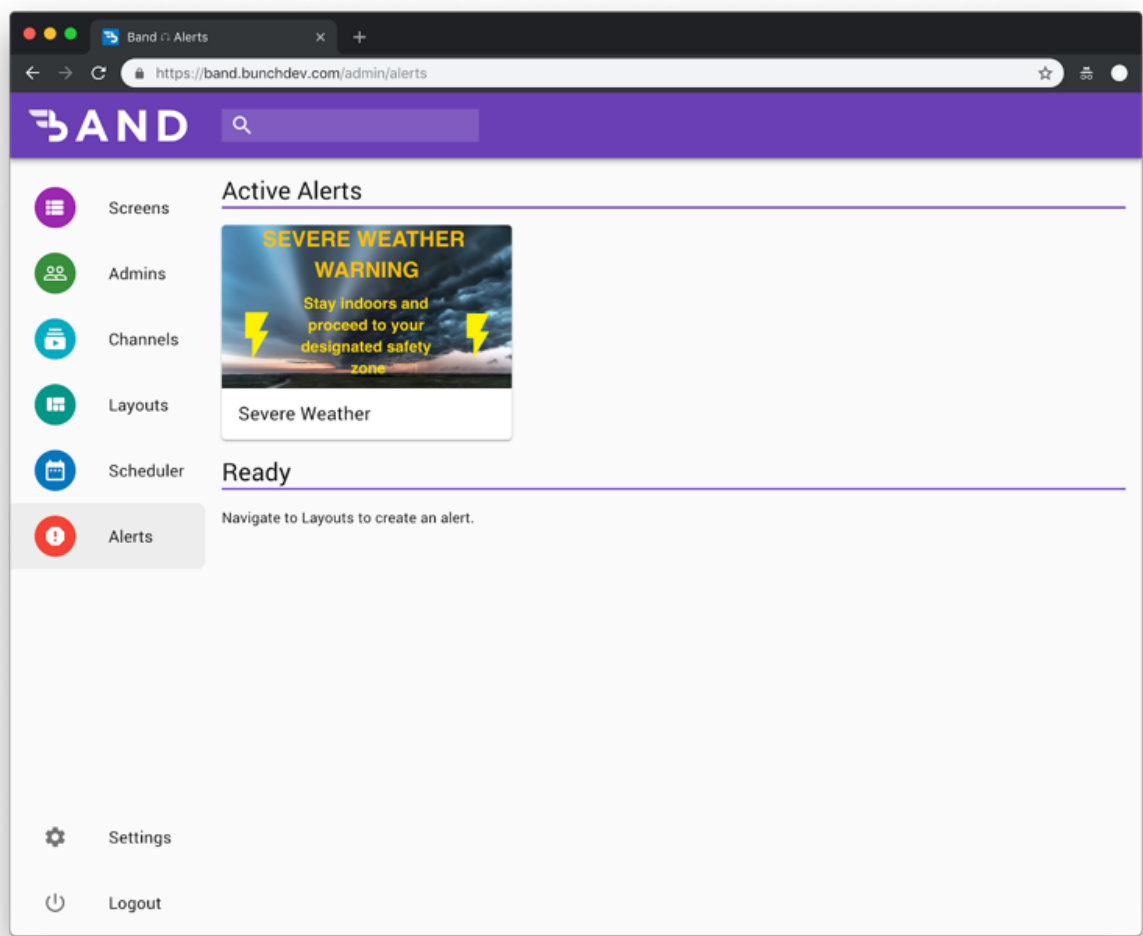
Adjust the duration of the alert in the field below the alert preview. Default is set to 1 hour.

All screen groups are added to an alert by default. You can remove screen groups by clicking the  icon. Removing a screen group from the list will not display the alert on devices within that screen group.

Click **Send** to immediately display the alert on all available devices.



The alert is now active.



Editing

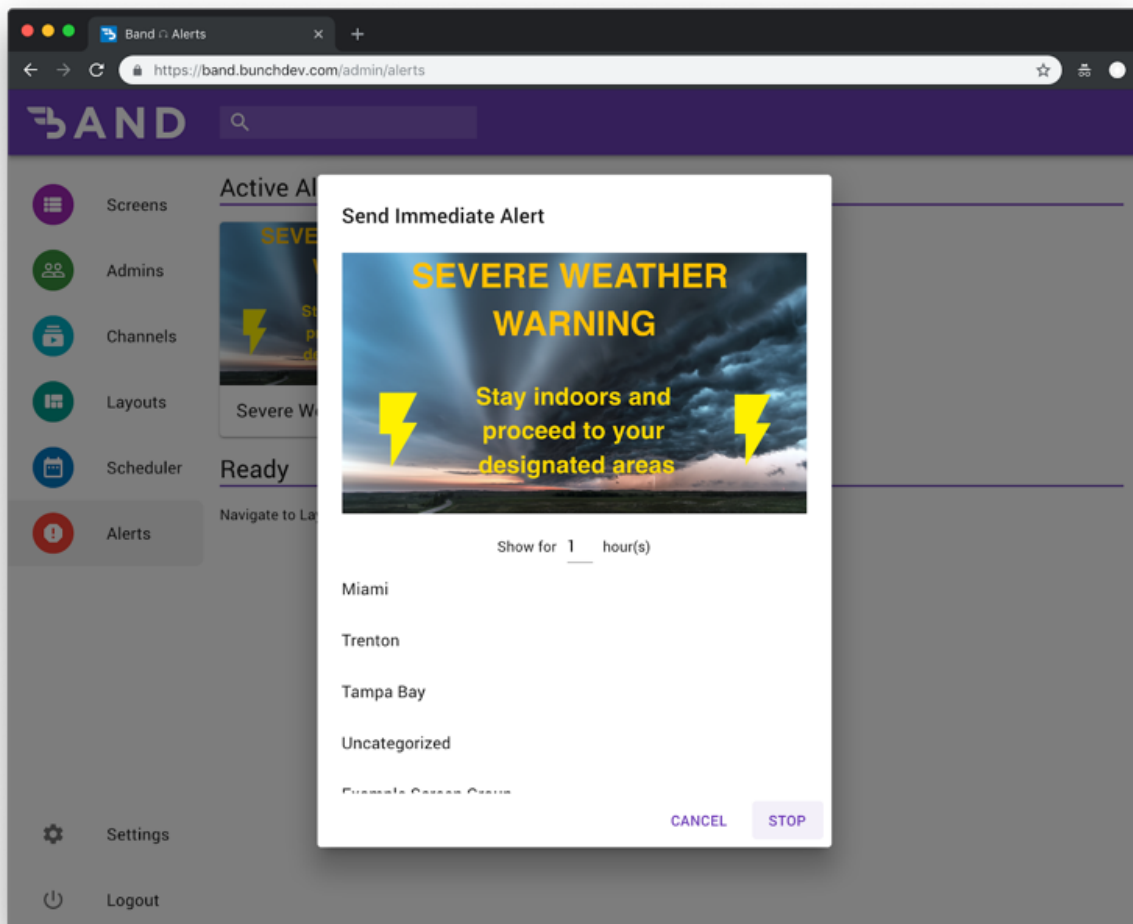
To edit an active alert, navigate to the Alerts page and hover over the target alert in the **Active Alerts** category. Click on the alert to open the alert dialog.

In the preview window, you can make edits to the text fields. Changes will immediately be applied and displayed across all devices.

Stopping

To stop an active alert, navigate to the Alerts page and hover over the target alert in the **Active Alerts** category. Click on the alert to open the alert dialog.

Click **Stop**. The alert will now be put in the **Ready** category.

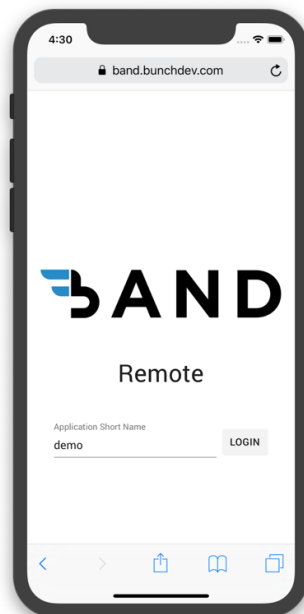
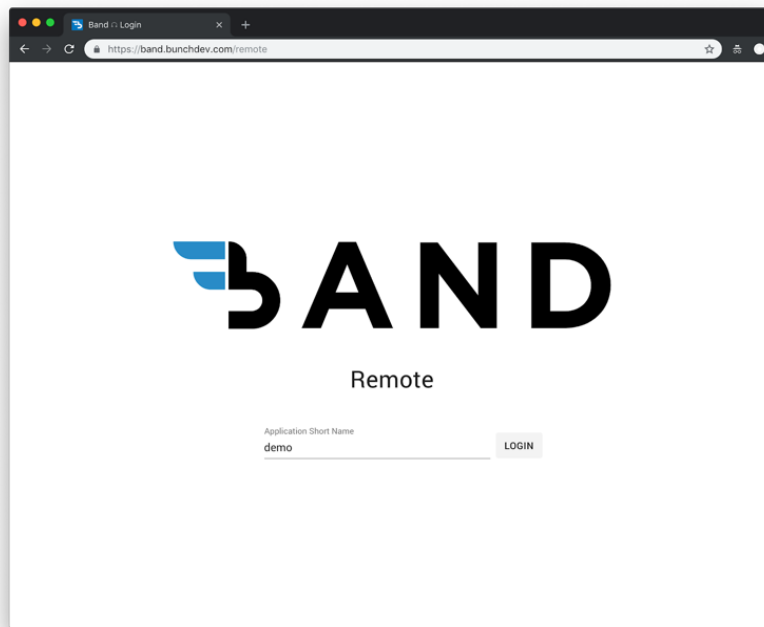


Remote

Overview

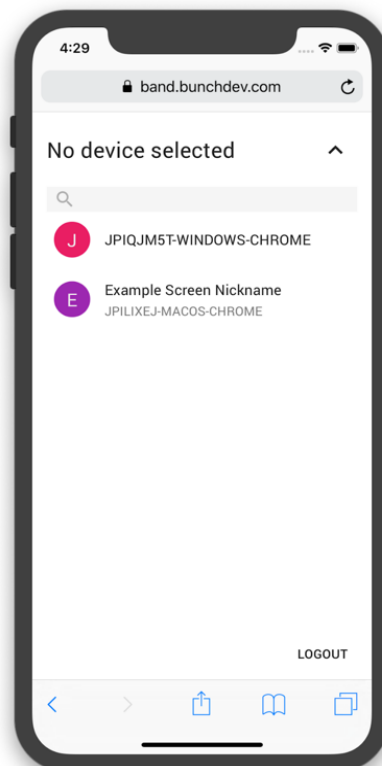
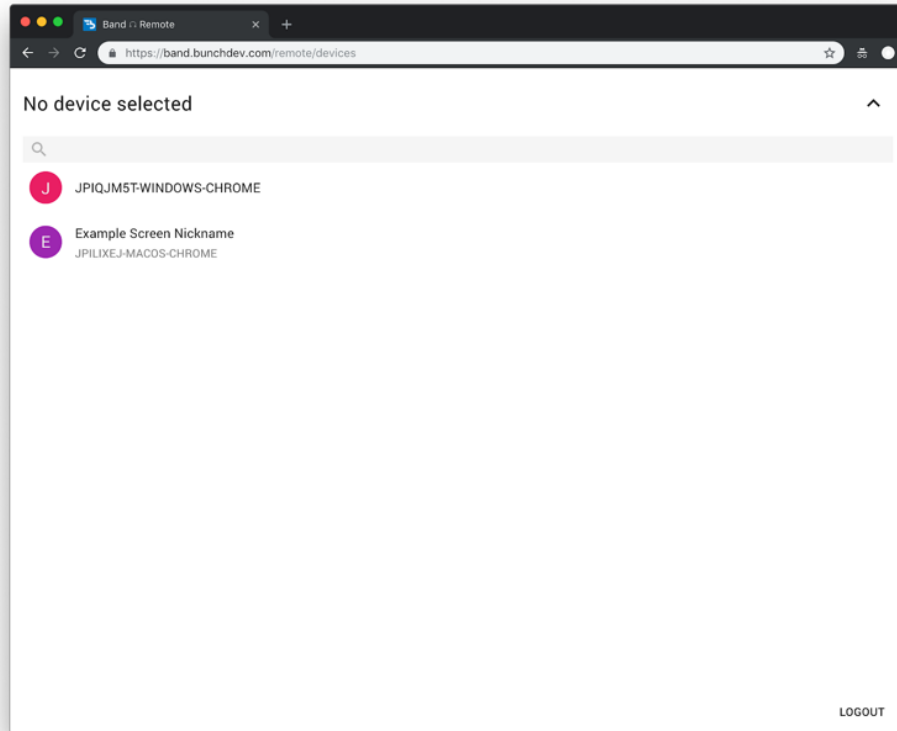
The Band Remote acts as a remote control for the Band Client. Designed to work on web and mobile devices, a user can log onto their Band account and control devices they have access to.

To access the remote, simply navigate to the Band Remote using a web browser. If the client address were `https://band.example.com`, navigate to **`https://band.example.com/remote`**.

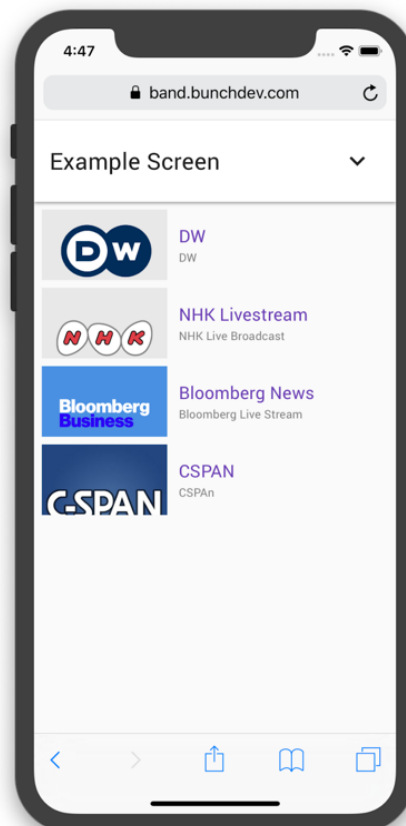
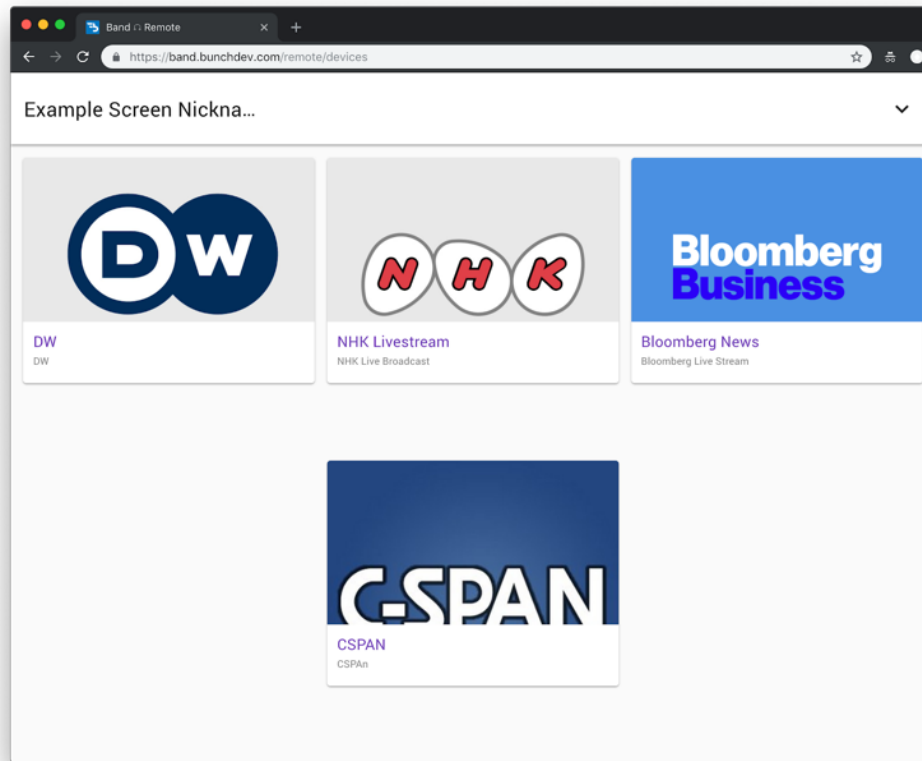


Controlling a Device

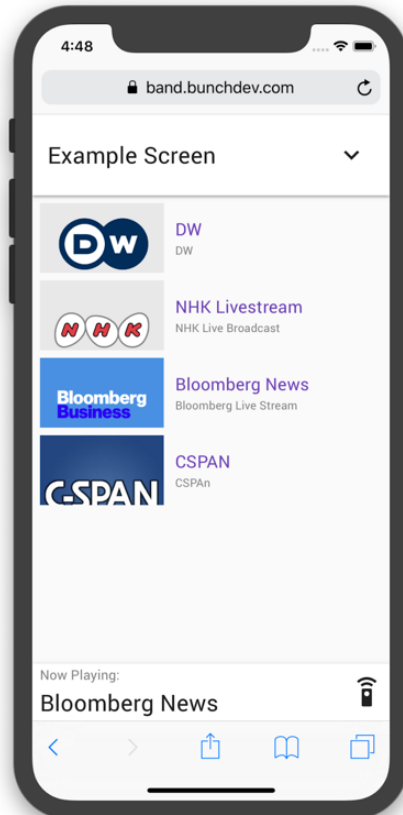
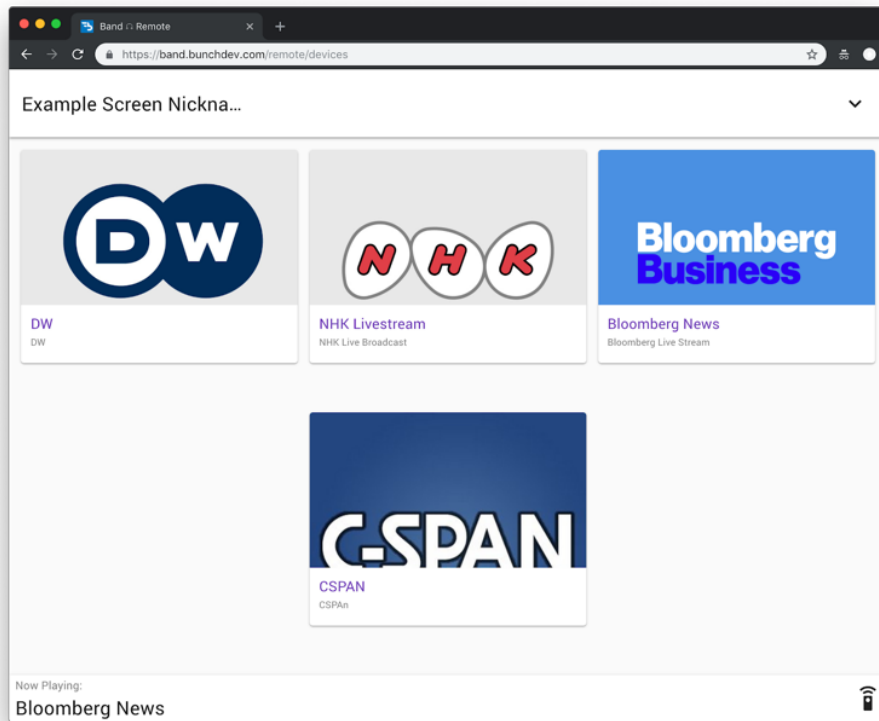
To control a device, click on the bar on the top of the screen and select a device in the drop down menu. If no devices are showing, you may not have access to any devices.



Once a device is selected, all channels that the device has access to will be displayed. To change the channel, click on one of the channels.

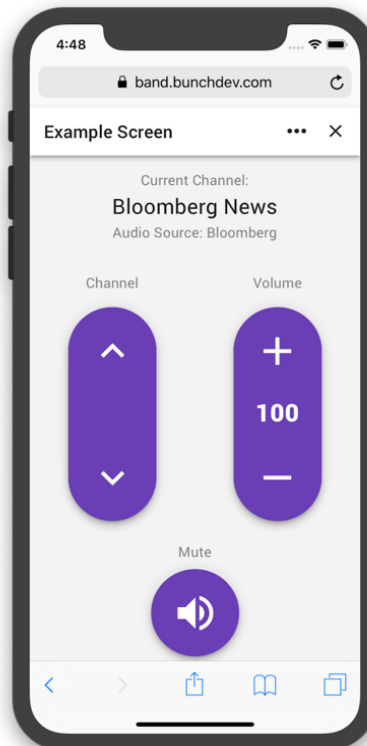
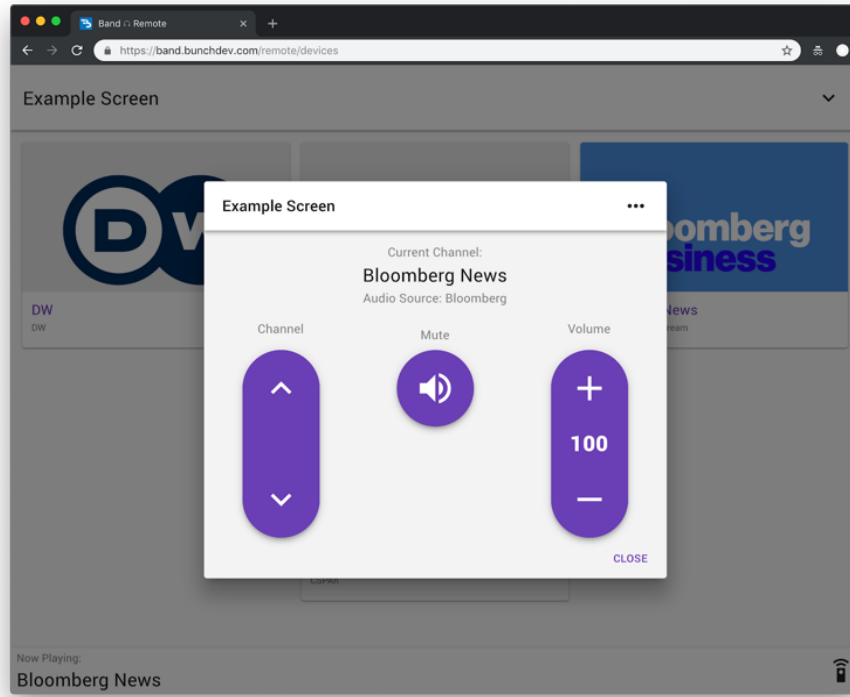


If a device is currently displaying a channel, the remote will show a **Now Playing** bar at the bottom of the screen.



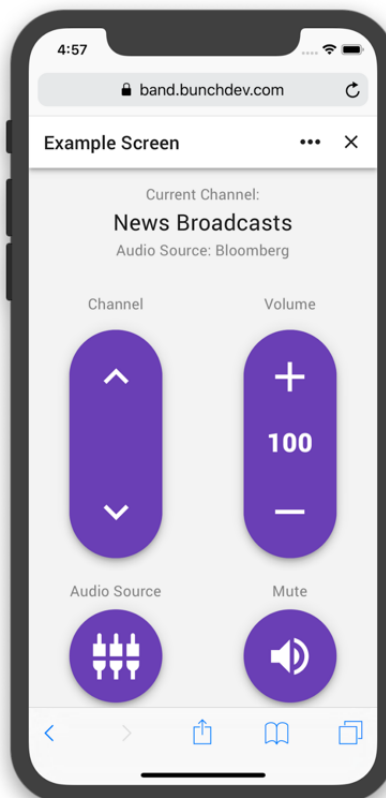
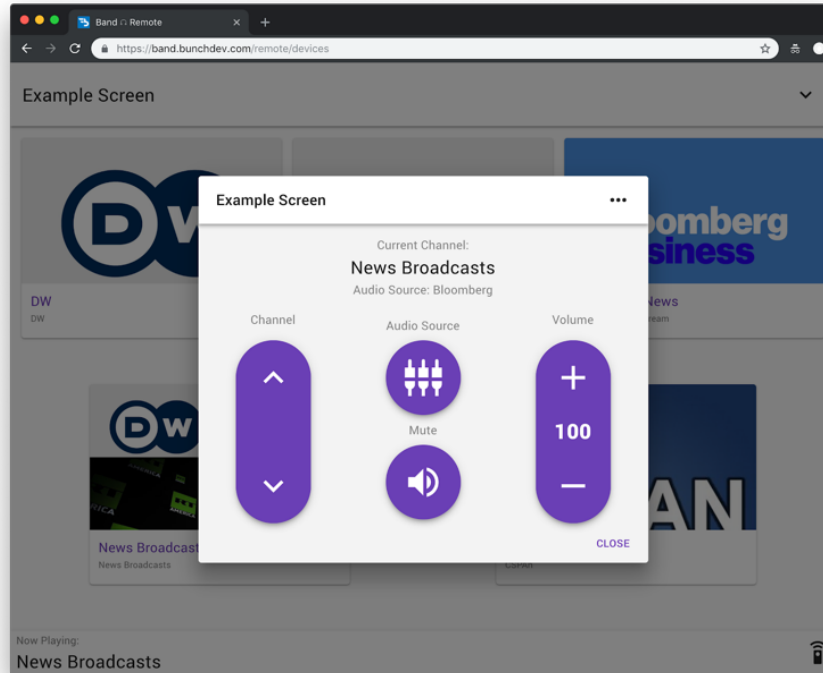
Clicking on the bar will open the **Remote Control**.

- **Channels:** Cycle through the available channels using the channel rocker.
- **Volume:** When playing videos, change the video's volume by using the volume rocker.
- **Mute:** Toggle mute on and off.



When multiple audio sources are available on a single layout, an **Audio Source** button will appear on the remote control.

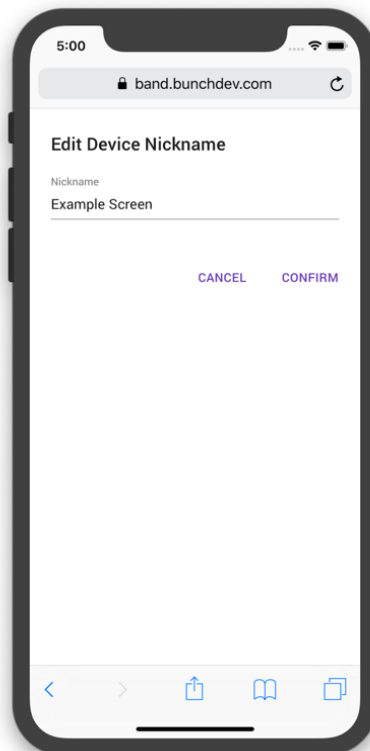
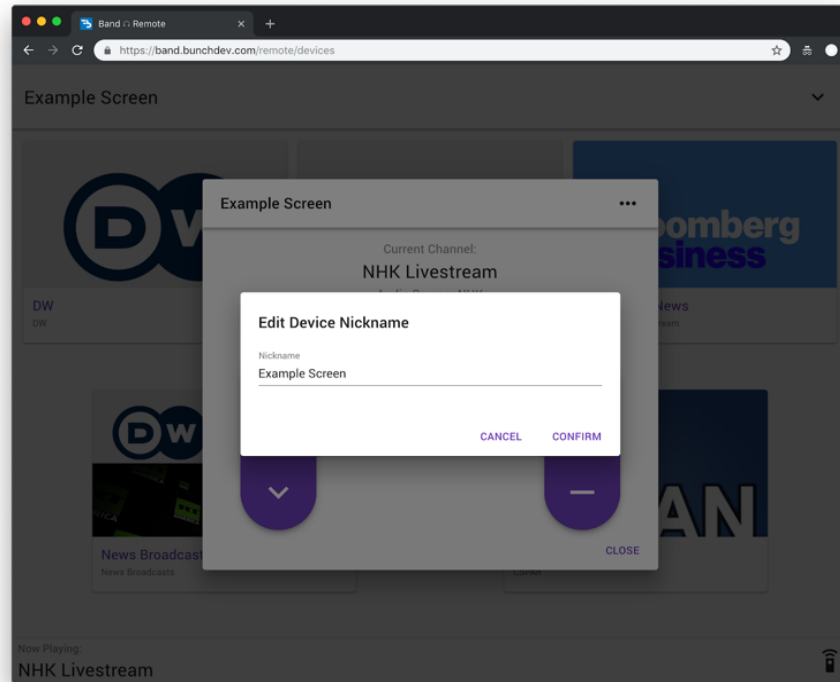
Clicking the **Audio Source** button will cycle through the available audio sources one by one. The current audio source is displayed below the current channel on the remote control.



Editing

You can edit a device's nickname using the remote control. When the **Remote Control** is open, click the **More** button (three horizontal dots) and click **Edit Device Nickname**.

Click **Confirm**.



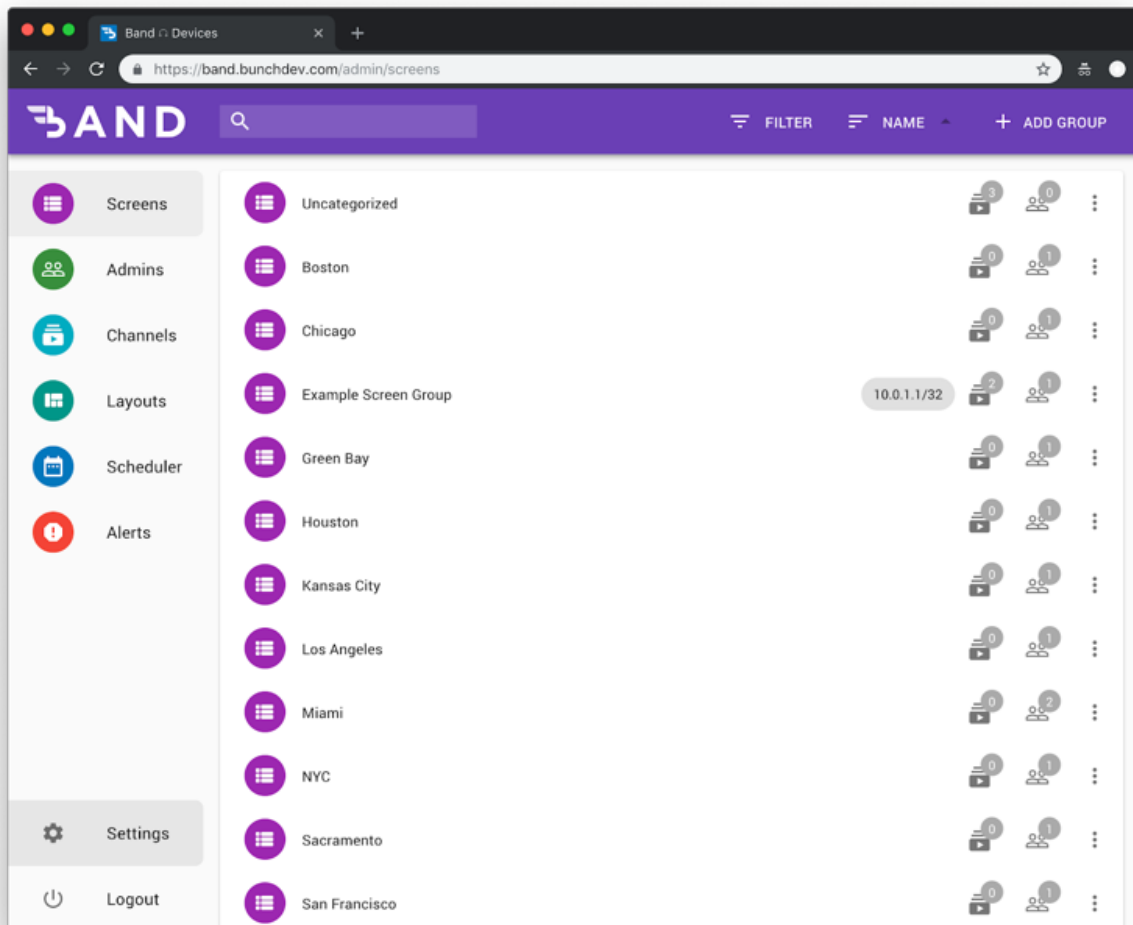
Application Settings

Overview

Here is where you can add and remove accounts, add and remove administrators, and adjust various settings.

To open application settings, click the **settings cog** icon on the bottom left.

You must be an application administrator to gain access to application settings.

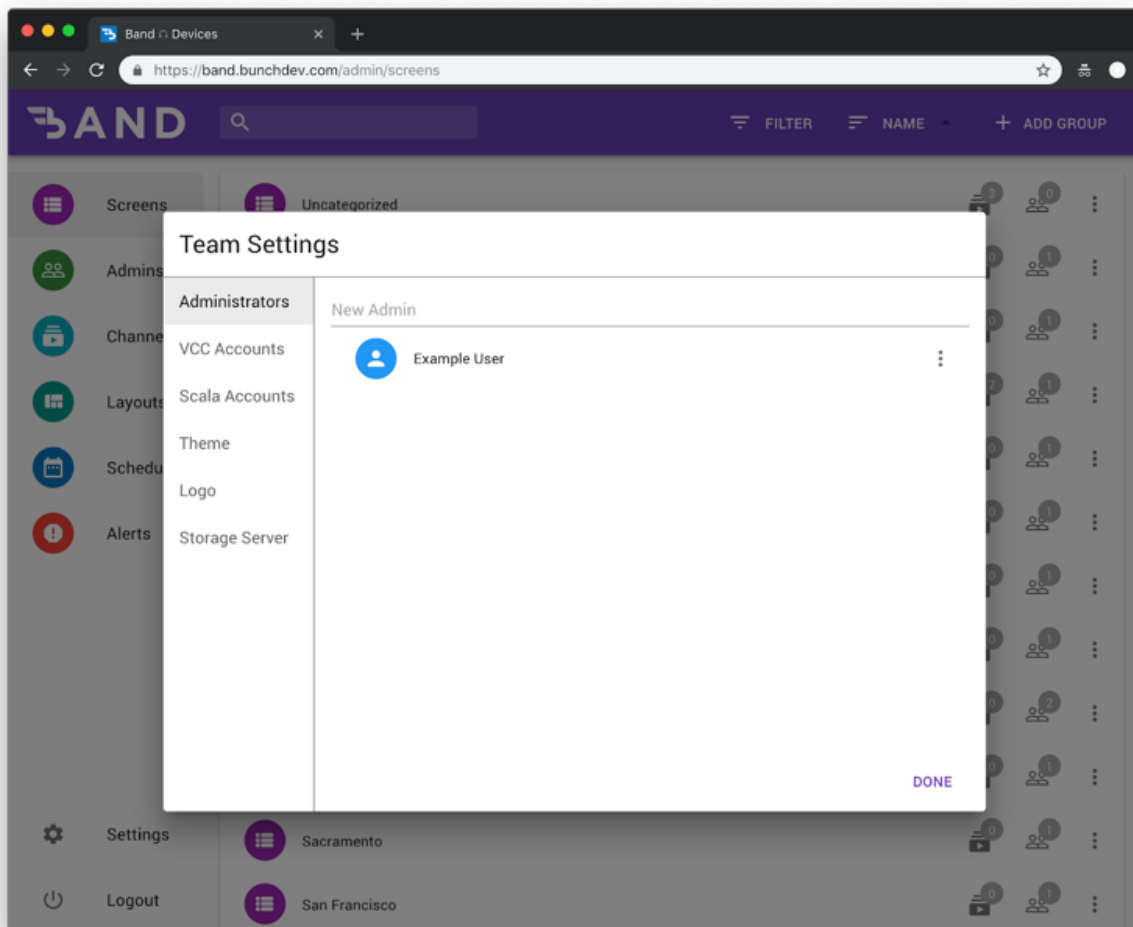


Administrators

Each Band application can have a set of application administrators. These users have superuser control over the entire application.

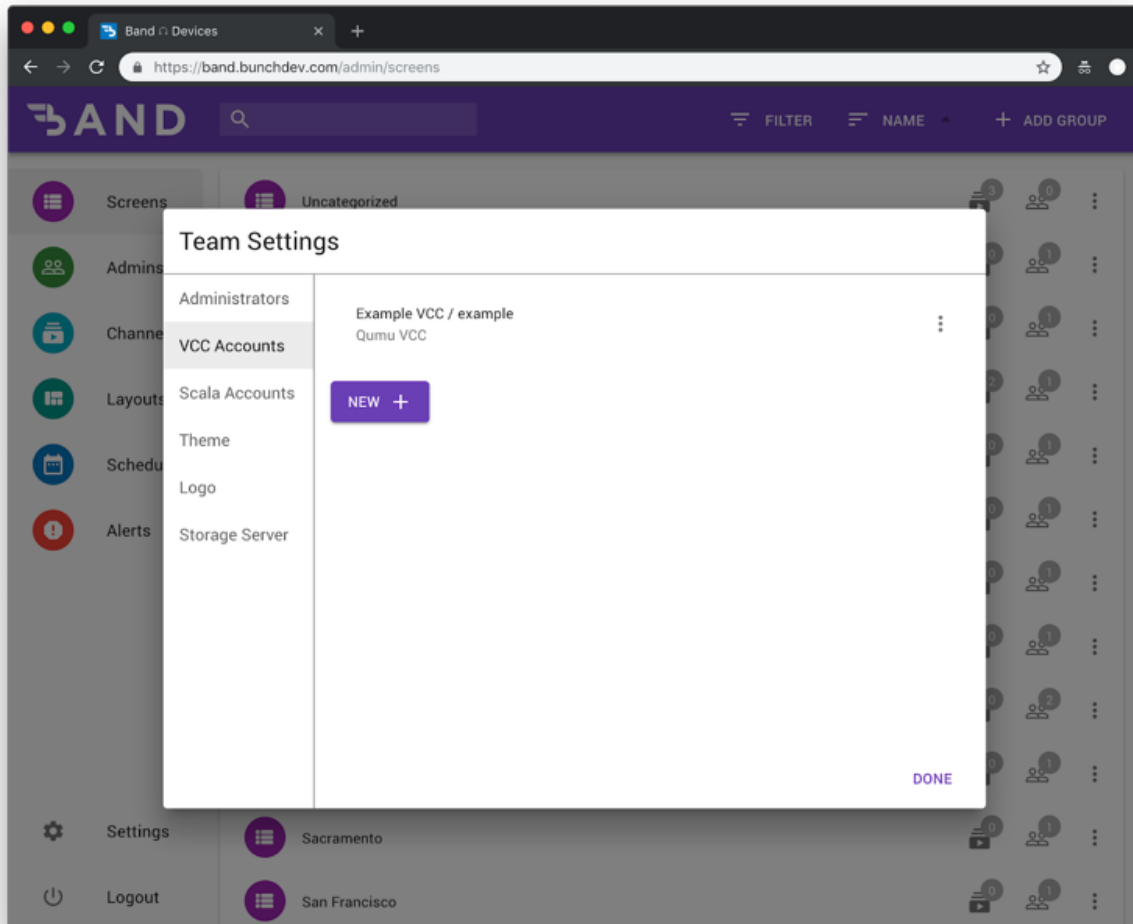
To add an application administrator, search for the user or group and click on the name to add as an administrator.

To remove an application administrator, hover over the target admin and click the **More** button (three vertical dots). Click **Remove**.



VCC Accounts

Link VCC accounts to add VCC programs as assets in Band Layouts. Band can support multiple VCC accounts.



To add a VCC account, click on the **VCC Accounts** tab on the left. Click **New +**.

Once you have completed the form, click **Add**.

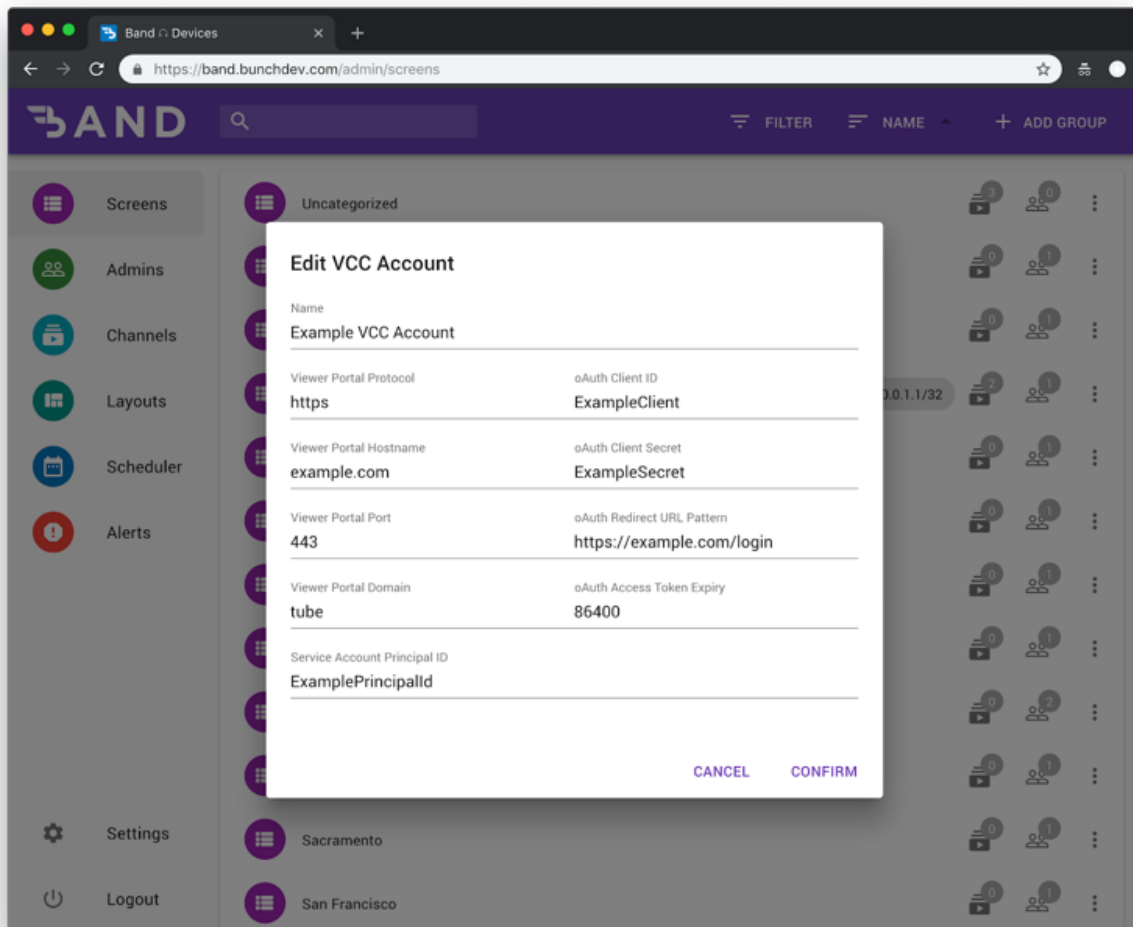
The screenshot shows the Band Admin interface with a modal form titled "Add VCC Account". The form contains the following fields and values:

Add VCC Account	
Name	Example VCC Account
Viewer Portal Protocol	https
Viewer Portal Hostname	example.com
Viewer Portal Port	443
Viewer Portal Domain	tube
Service Account Principal ID	ExamplePrincipalId
OAuth Client ID	ExampleClient
OAuth Client Secret	ExampleSecret
OAuth Redirect URL Pattern	https://example.com
OAuth Access Token Expiry	86400

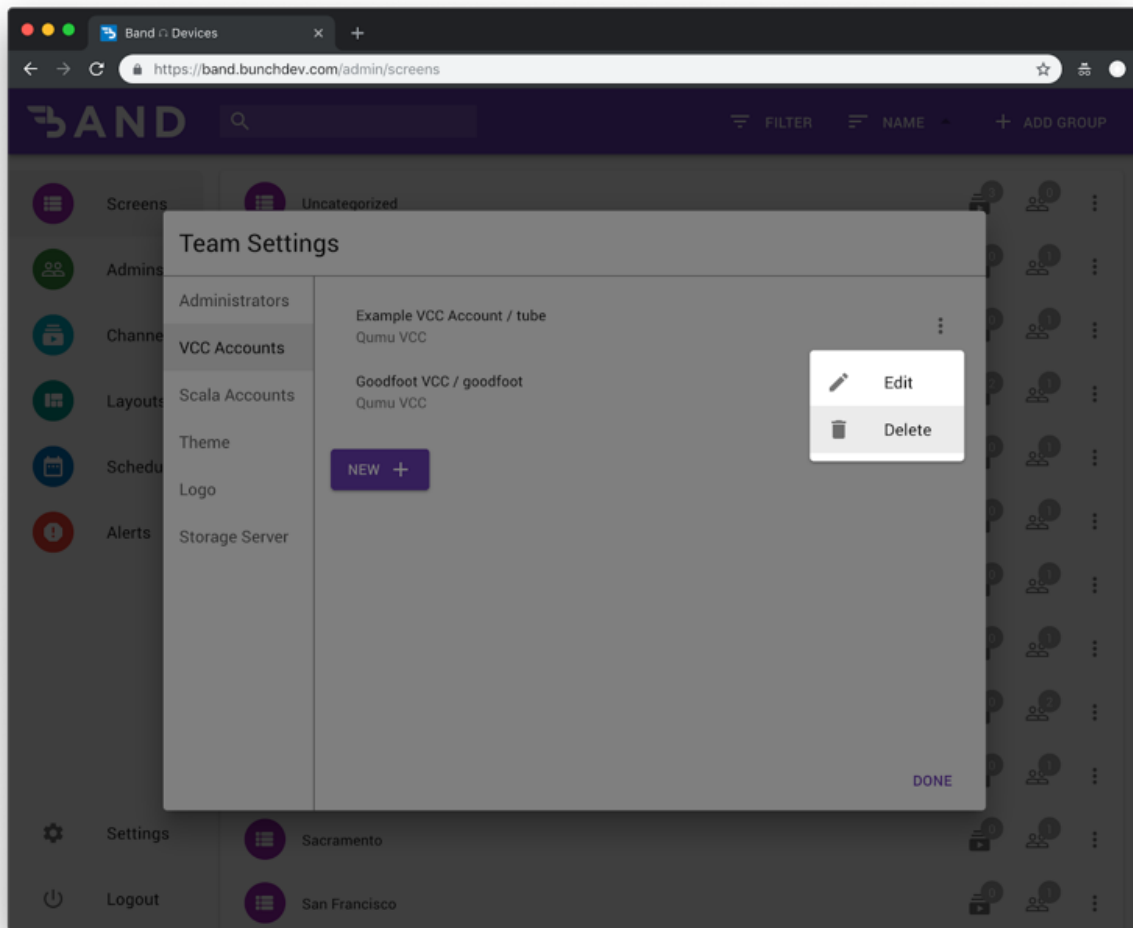
At the bottom right of the modal, there are two buttons: "CANCEL" and "ADD".

To edit a VCC account, hover over the target VCC account and click the **More** button (three vertical dots). Click **Edit**.

When finished editing, click **Confirm**.



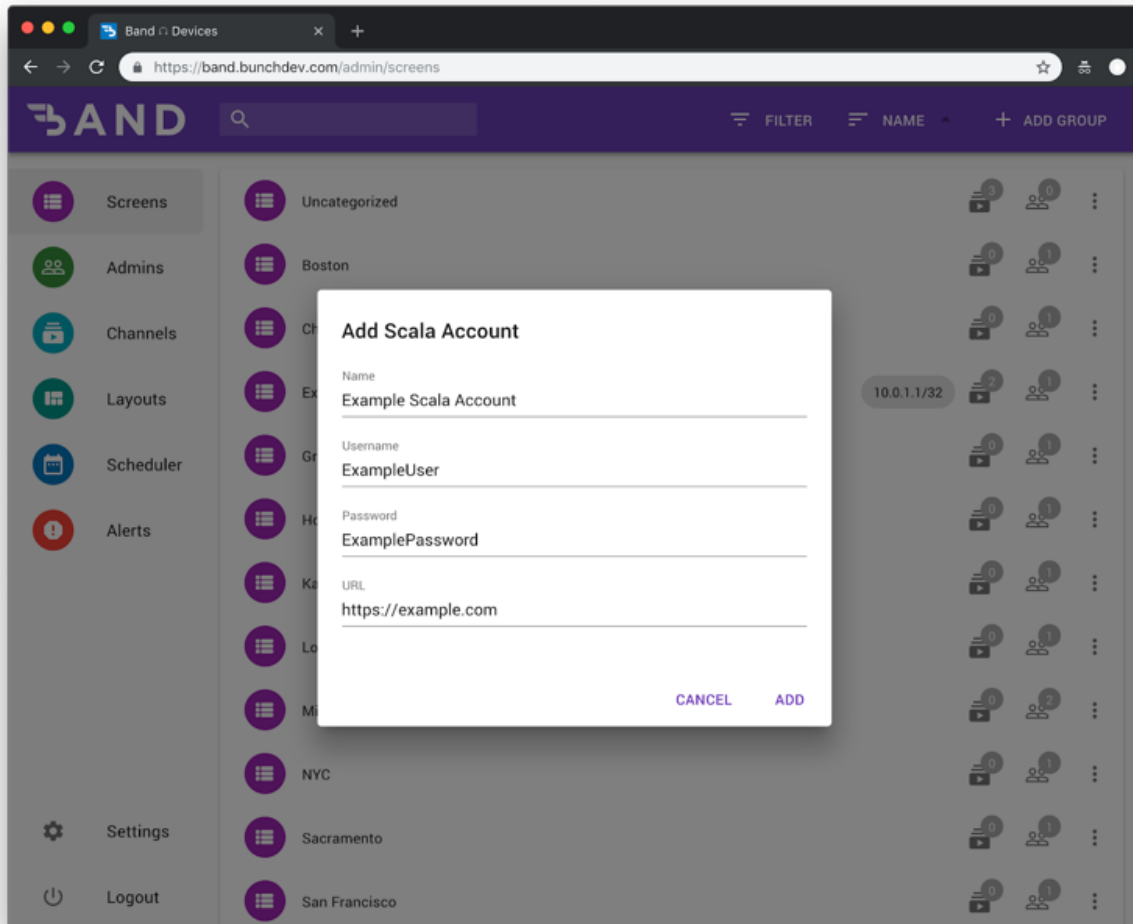
To delete a VCC account, hover over the target VCC account and click the **More** button (three vertical dots). Click **Delete**.



Scala Accounts

Link Scala accounts to control Scala boxes in your network. Band can support multiple Scala accounts.

To add a VCC account, click on the **VCC Accounts** tab on the left. Click **New +**. Once you have completed the form, click **Add**.



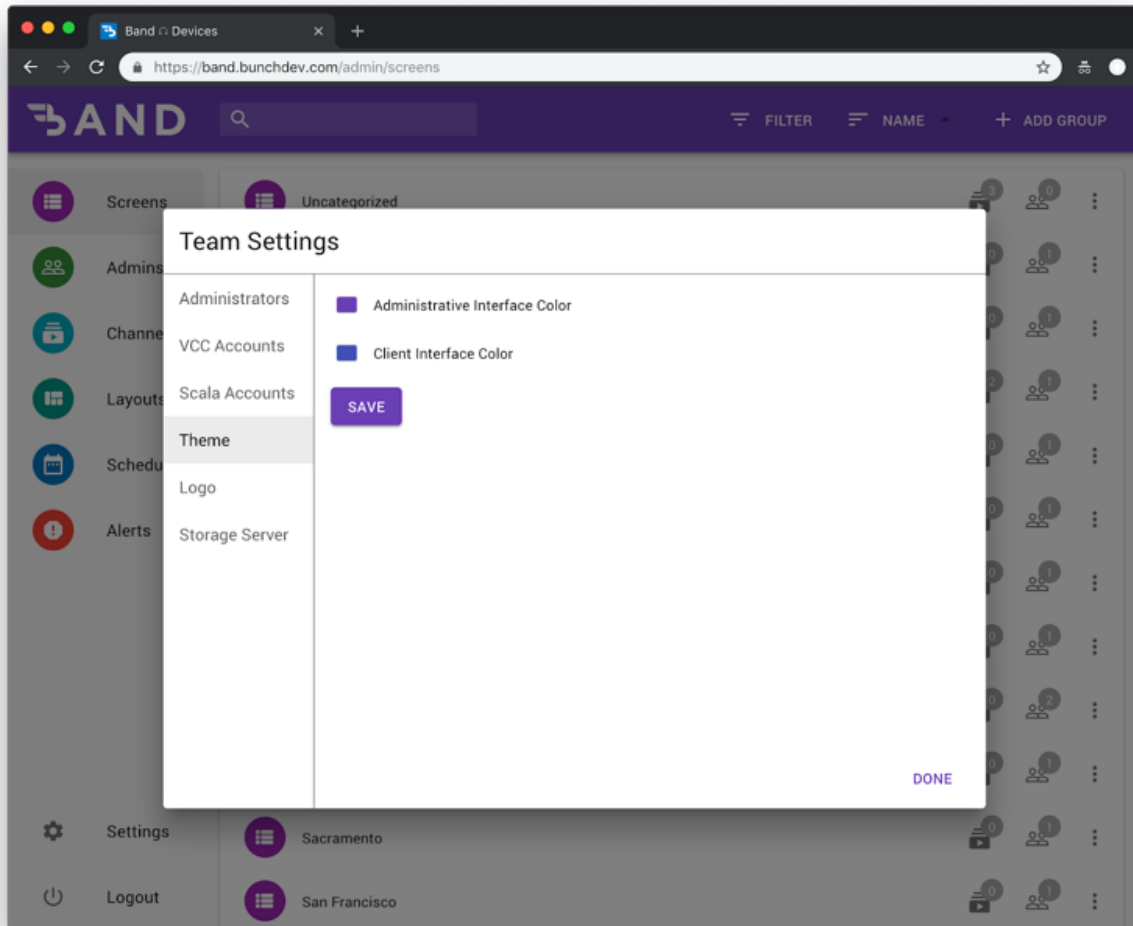
To edit a Scala account, hover over the target Scala account and click the **More** button (three vertical dots). Click **Edit**. When finished editing, click **Confirm**.

To delete a Scala account, hover over the target Scala account and click the **More** button (three vertical dots). Click **Delete**.

Theme

Set a custom theme color for Band, Band client, and Band remote applications.

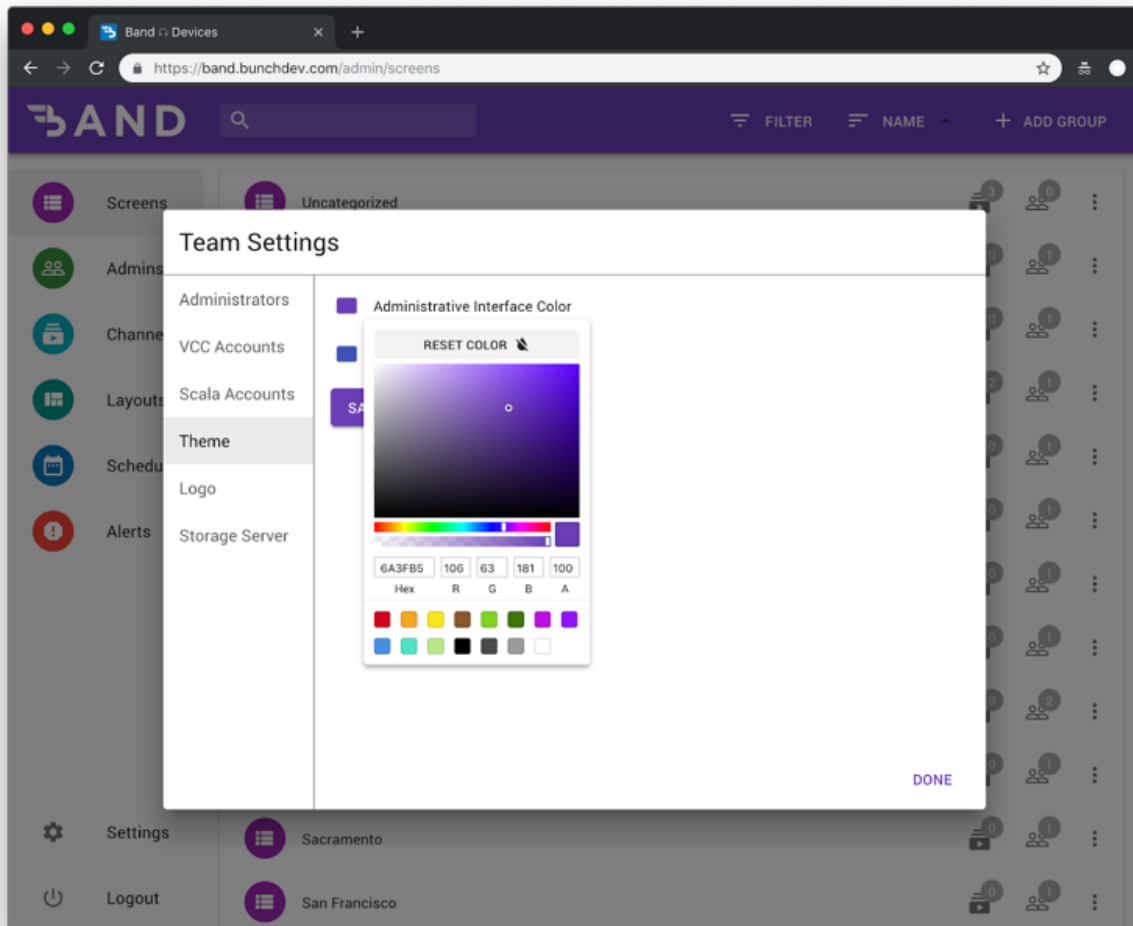
To set a custom theme color, click on the **Theme** tab on the left. Click on the colored box next to the target application to open the color picker.



Using the color picker, you can choose a color, type in a Hex color code, or type in your own RGBA color.

Clicking **Reset Color** will reset back to the default color.

Once you have chosen a color, click **Save** to apply your changes.

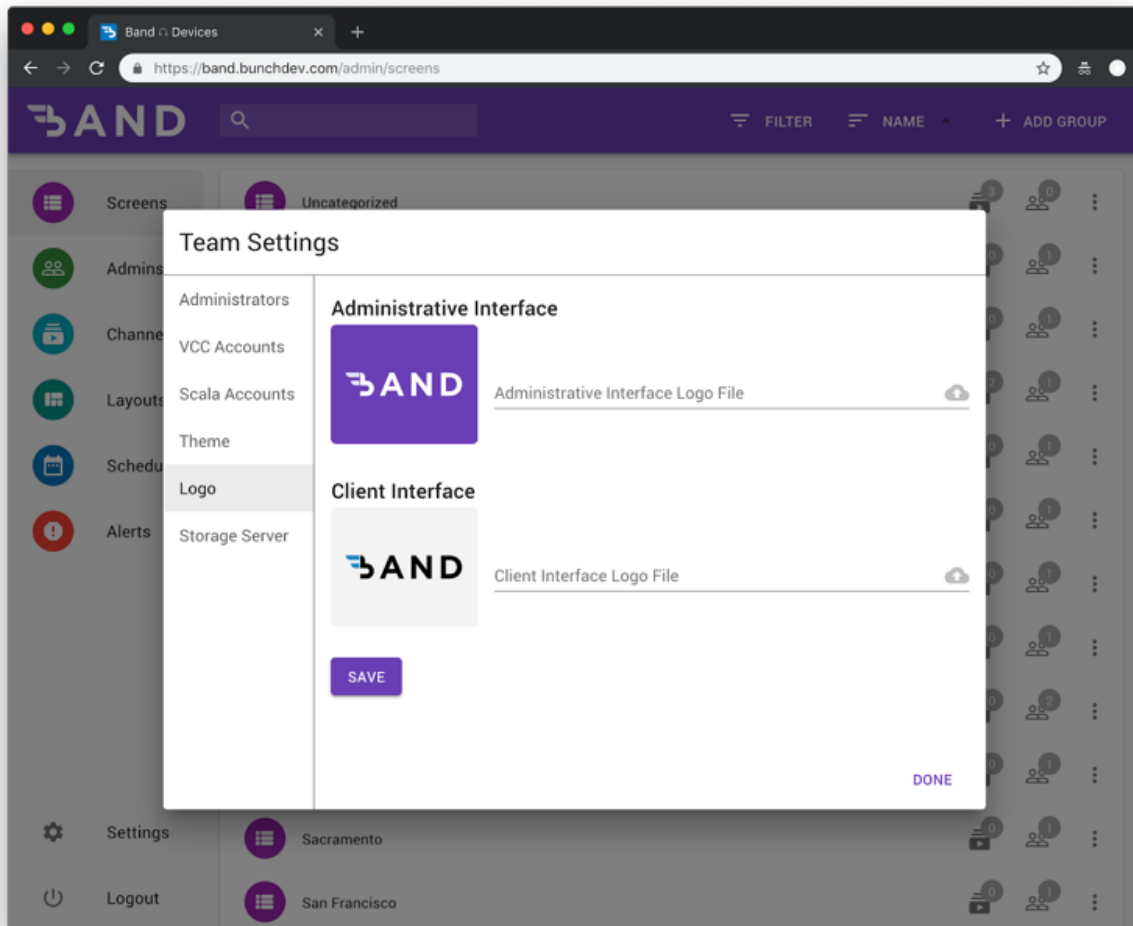


Logo

Set a custom logo for Band, Band client, and Band remote applications.

To add a custom logo to the Band application, click on the target input field to open the file chooser. Once you choose your custom logo, the logo should automatically be uploaded and display in the preview window. It may take a few moments for the preview to update.

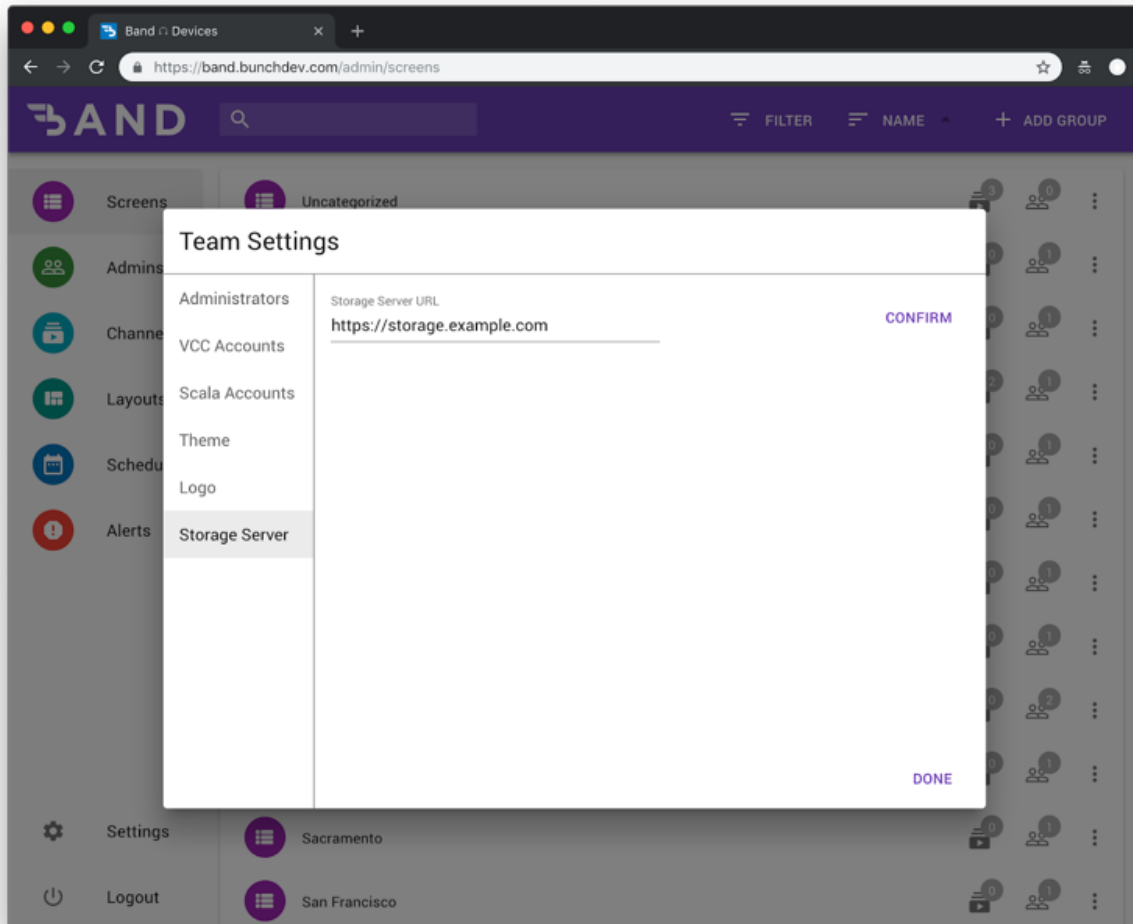
Once the logo appears in the preview window, click **Save** to save your changes.



Storage Server

The storage server is where all the files uploaded to band will be stored. To change the storage server URL, click on the **Storage Server** tab on the left.

Enter a valid URL, click **Confirm** to save your changes.



Bridge Login

To login to the Bridge application, click on the **Bridge** tab on the left. Click **Login To Bridge**. A new tab or window will open and automatically log you into Bridge.

This option is only available to Bridge administrators.

