

# TDM5

## User manual



Last updated: October 2025

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# Installing TDM

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## Android

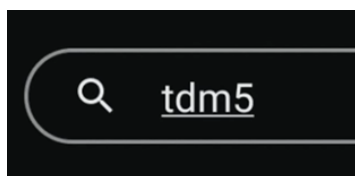
### Method 1: Play Store

Power on your Android device, then search for the Google Play Store app and open the app



Google Play

In the Google Play Store, use the search function to search for “TDM5”.

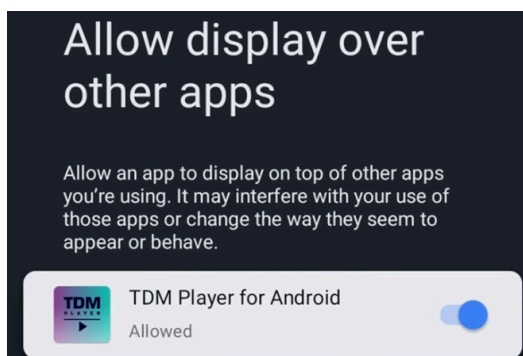


Select the app and install it on your device.

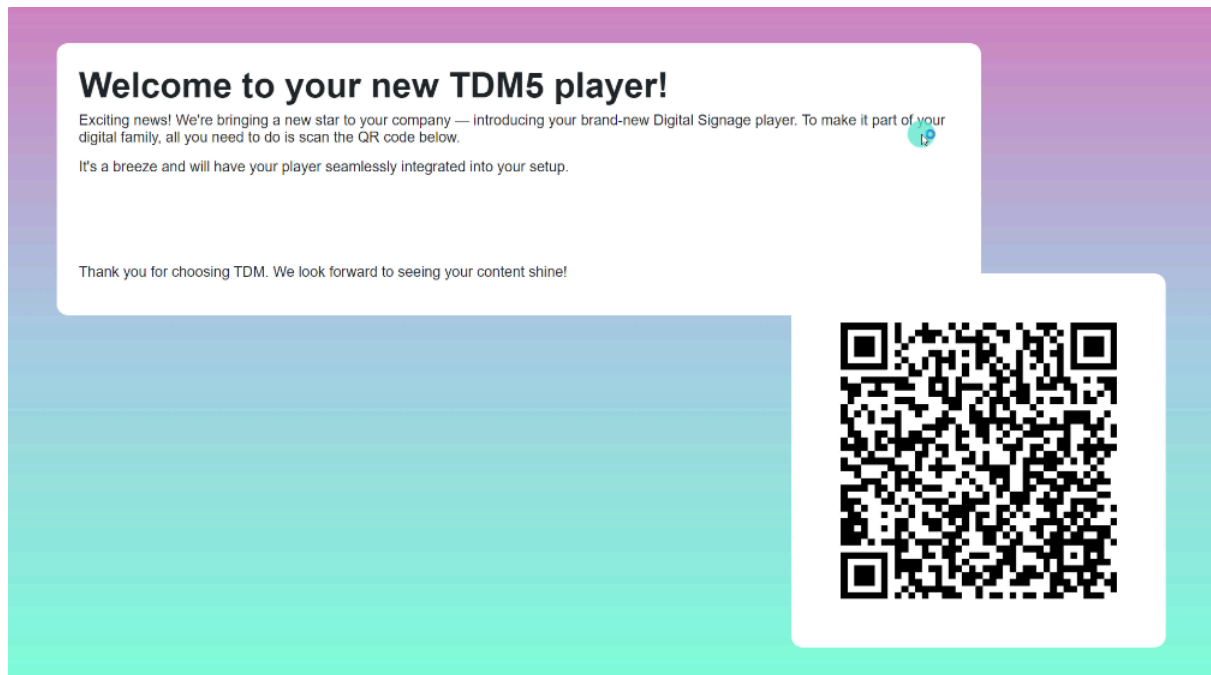
Once the download has finished you can select “Open” to open the TDM5 Android Player.



If it asks for permission to display TDM5 over other apps, allow this. Otherwise TDM5 will not start up automatically after configuring.



After this the player can be linked to your account by scanning the QR code and following the process.



Now you have successfully configured your Android Player through the Play Store for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install TDM5 from the playstore](#)

## Method 2: USB

Important: Please note that your device needs to have a file explorer application available to be able to access the USB drive. It could also be that an app called “APK Installer” is available, this will also give you the opportunity to access your USB drive and install the .APK file.

First, we need to download the .APK file. This can be downloaded by opening the following URL: <https://tdm5.tdm signage.com/download/android>

You can also download the .APK file through TDM5. To do this, navigate to the Devices menu (box icon) then click ‘players’ From there click ‘How do I add new players?’.

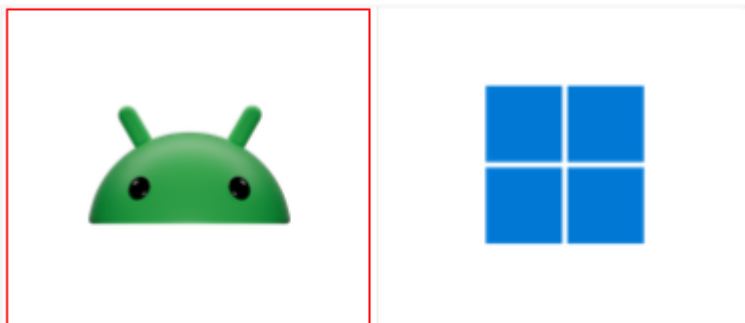


From there, click the Android logo to download the file.

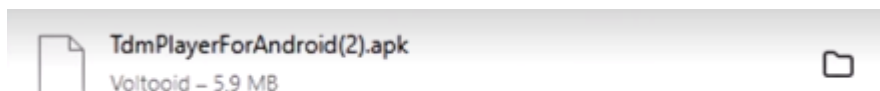
### ② Adding a new player

To add a player, open the following link on your signage device, or install one of our apps

<https://tdm5.tdm signage.com/player> (copy to clipboard)



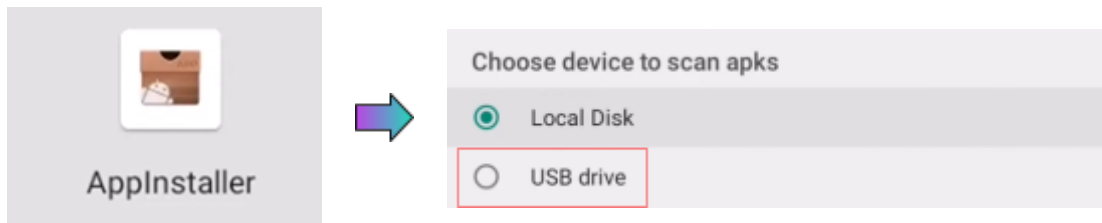
Copy the downloaded .APK file to an USB stick and plug the USB stick into your device.



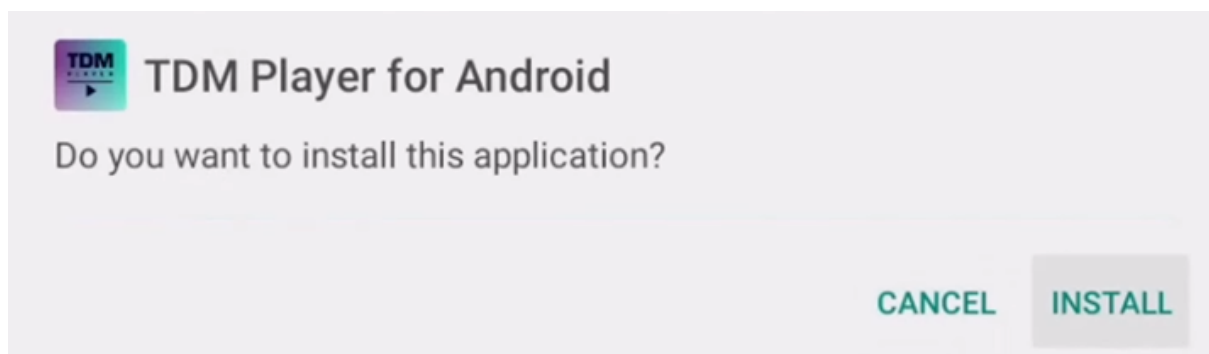
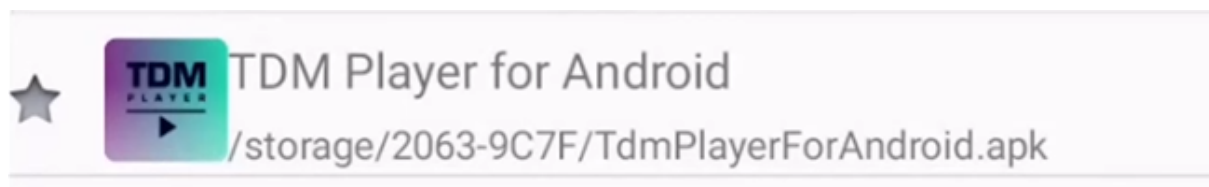
To install the .APK file we need a file explorer to be able to access the USB drive. In case your device does not have access to the Google Play Store it will probably have a File Explorer app installed by default.

It could also be that an app called “APK Installer” is available. If none of these is installed by default please look for the Google Play Store and look for ES File explorer. Install this application so you can access the USB drive.

Open the application and navigate to the USB Drive.

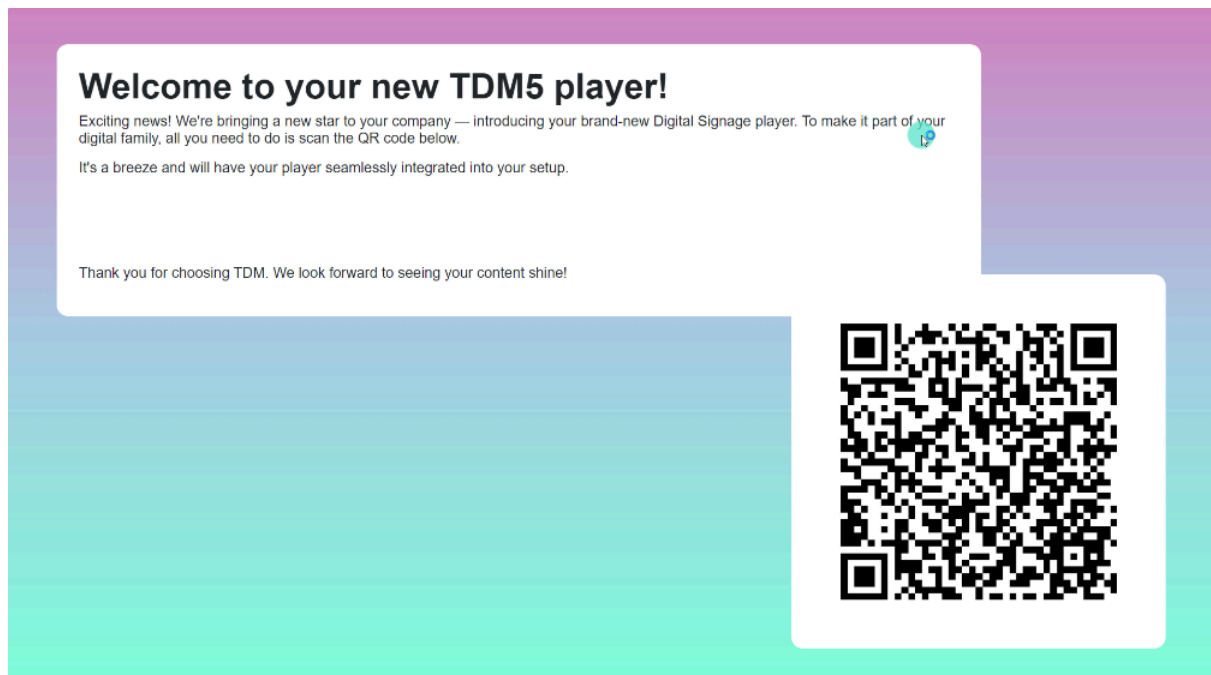


Search for the .APK file and select it to install the TDM5 Android Player.



Once the installation has finished you should be able to see the TDM5 Android Player in your app overview. From there you can start it.

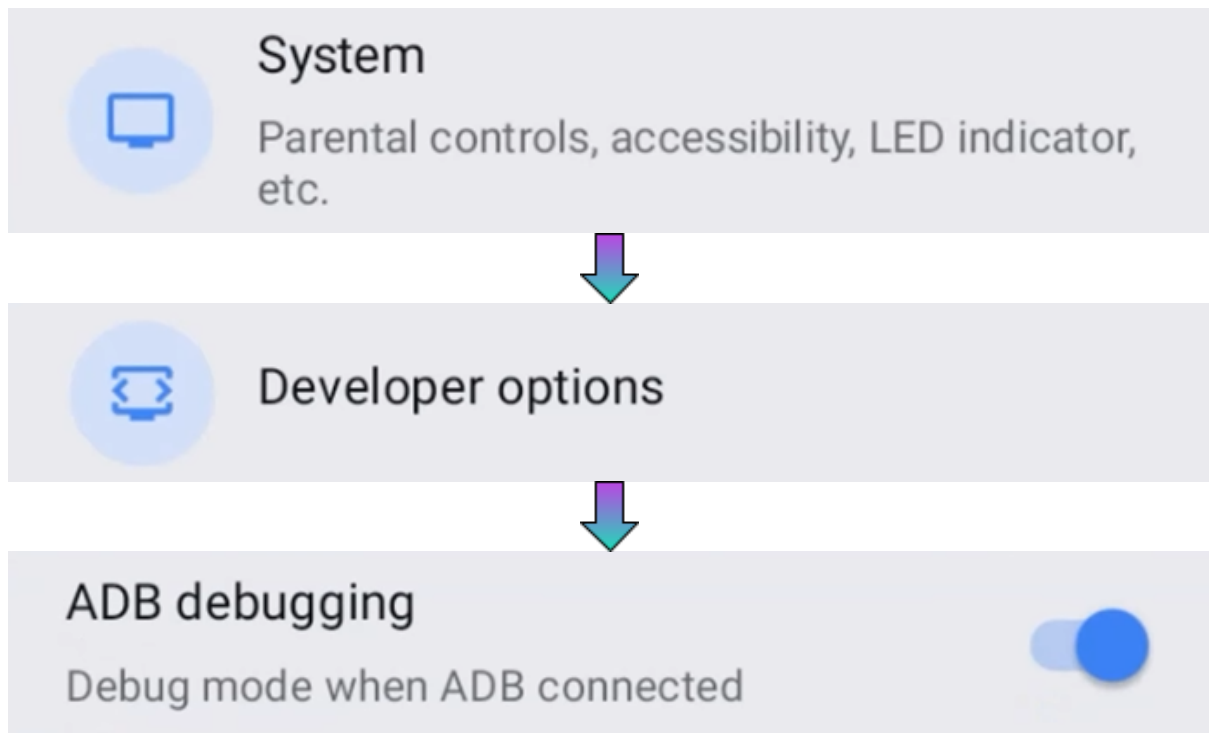
After this the player can be linked to your account by scanning the QR code and following the process.



Now you have successfully configured your Android Player using USB for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install TDM5 using USB](#)

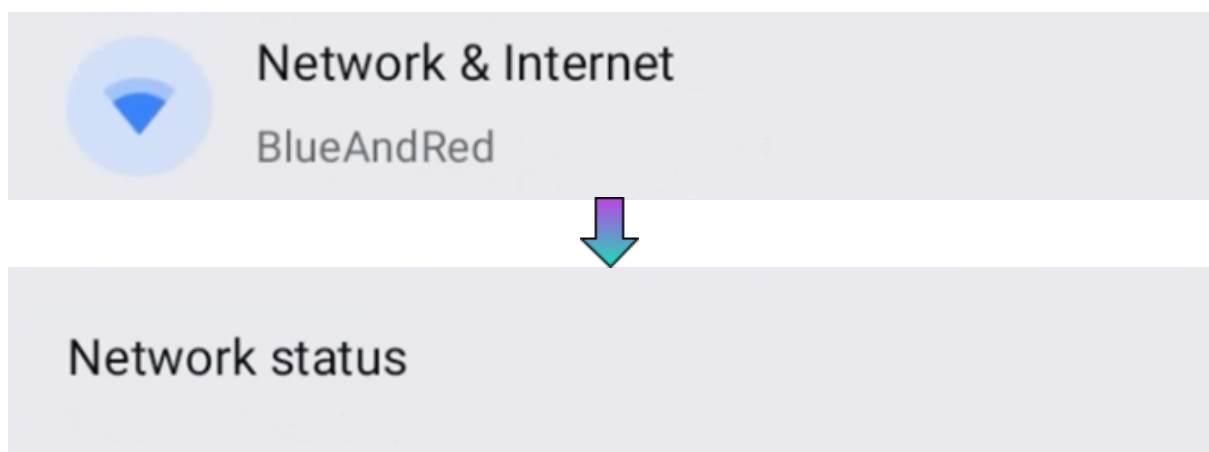
### Method 3: ADB

Please make sure the following option has been enabled on your devices. Go to:  
**Settings > System > Developer Options > ADB Debugging/USB Debugging**



If Developer Options is not available go to: **Settings > About > click on Build 7 times**. Then please re-try step 1 in case developer options were not visible, otherwise continue with step 4.

Please verify the IP address of your device by opening: **Settings > Network & Internet > Network status → IP-address**



Now we can download the “Google Platform Tools”, this can be downloaded from the following URL: <https://developer.android.com/tools/releases/platform-tools>

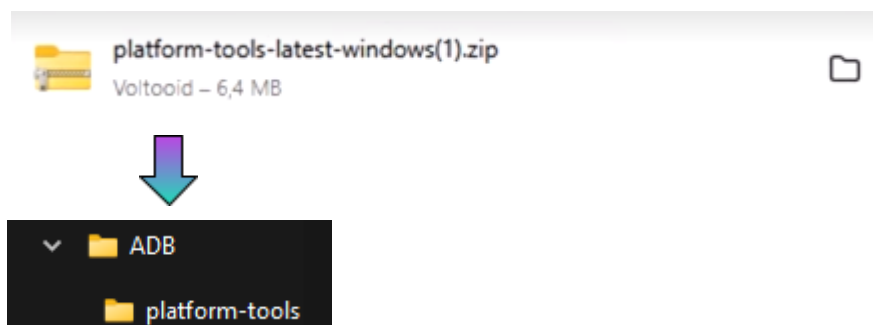
## Downloads

If you're an Android developer, you should get the latest SDK Platform-Tools from Android Studio's [SDK Manager](#) or from the [sdkmanager](#) command-line tool. This ensures the tools are saved to the right place with the rest of your Android SDK tools and easily updated.

But if you want just these command-line tools, use the following links:

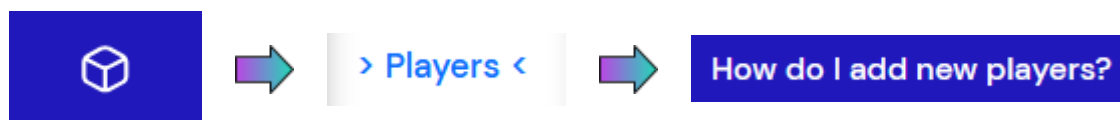
- [Download SDK Platform-Tools for Windows](#)
- [Download SDK Platform-Tools for Mac](#)
- [Download SDK Platform-Tools for Linux](#)

Once the download is completed move the .zip file to the root of your C: drive and extract the .zip file. You can make a new folder on your C: drive (name it ADB) to keep things organised.



We will then need to download the .APK file. This can be downloaded by opening the following URL: <https://tdm5.tdmsignage.com/download/android>

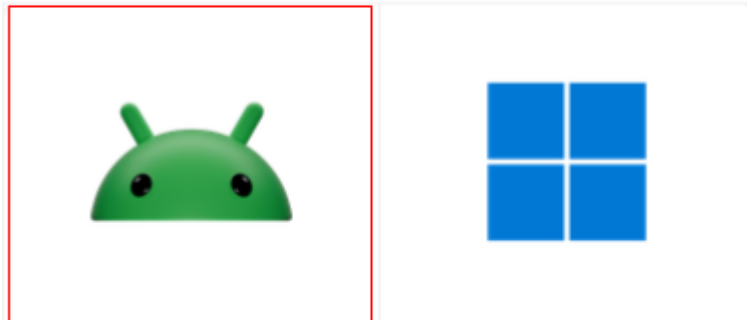
You can also download the .APK file through TDM5. To do this, navigate to the Devices menu (box icon) then click 'players' From there click 'How do I add new players?'. From there, click the Android logo to download the file.



### ? Adding a new player

To add a player, open the following link on your signage device, or install one of our apps

<https://tdm5.tdmsignage.com/player> (copy to clipboard)



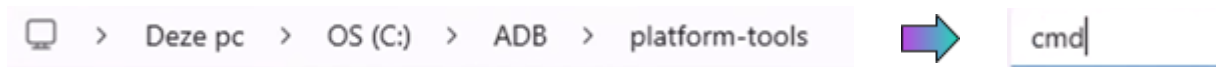
Move the .APK file to the platform-tools folder which became available after extracting the “Google Platform Tools”.

Deze pc > OS (C:) > ADB > platform-tools				
Sorteren Weergeven ...				
Naam	Gewijzigd op	Type	Grootte	
libwinpthread-1.dll	6-2-2025 10:07	Toepassingsuitbrei...	238 kB	
make_f2fs	6-2-2025 10:07	Toepassing	469 kB	
make_f2fs_casefold	6-2-2025 10:07	Toepassing	469 kB	
mke2fs.conf	6-2-2025 10:07	CONF-bestand	2 kB	
mke2fs	6-2-2025 10:07	Toepassing	740 kB	
NOTICE	6-2-2025 10:07	Tekstdocument	1.065 kB	
open_a_terminal_here	9-12-2024 22:37	Windows-batchbe...	1 kB	
scrcpy	9-12-2024 22:37	Toepassing	696 kB	
scrcpy-console	9-12-2024 22:37	Windows-batchbe...	1 kB	
scrcpy-noconsole	9-12-2024 22:37	VBScript-scriptbes...	1 kB	
scrcpy-server	9-12-2024 22:37	Bestand	89 kB	
SDL2.dll	9-12-2024 22:37	Toepassingsuitbrei...	1.724 kB	
source.properties	6-2-2025 10:07	PROPERTIES-besta...	1 kB	
sqlite3	6-2-2025 10:07	Toepassing	2.845 kB	
swresample-5.dll	9-12-2024 22:37	Toepassingsuitbrei...	121 kB	
TdmPlayerForAndroid(2).apk	13-2-2025 11:31	APK-bestand	6.024 kB	

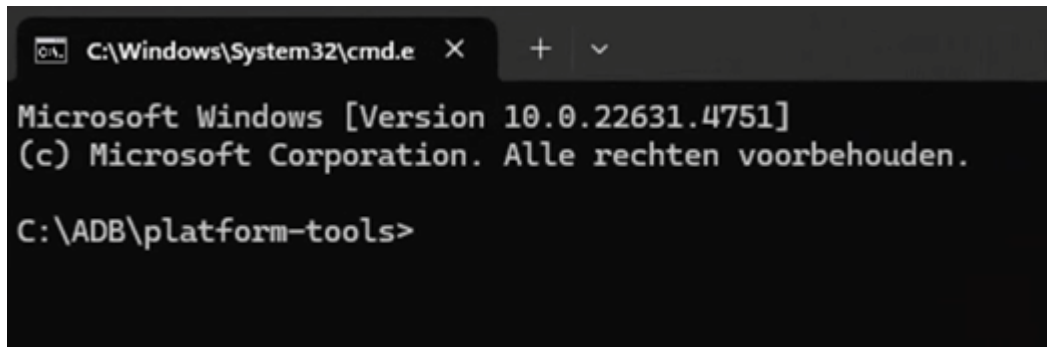


Now we need to open this folder using the “Command Prompt”. Start the “Command Prompt” and run the following command: **cd C:\platform-tools**

Or double click the ‘navigation bar’ at the top of the file explored and type **cmd**.



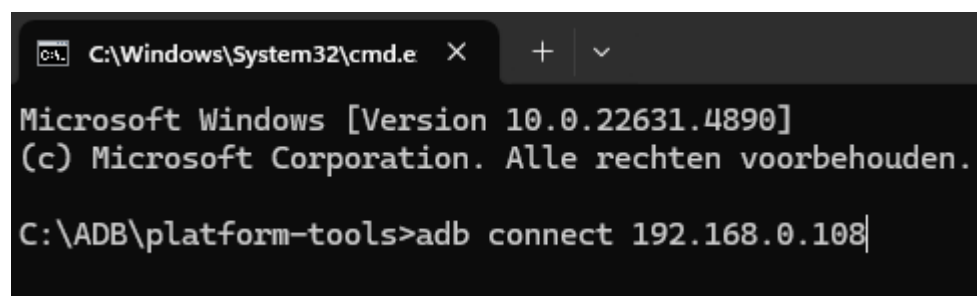
This will open a command prompt.



Please note that if you have not moved the platform-tools folder to your C: drive the file path is different.

Use the following command to see an overview of the devices which are currently connected: **adb devices**

In case your device is not in the list please use the following command to connect to your device: **adb connect <ipaddressofyourdevice>**



In case ADB is mentioning something about port 5555 please use the following command: **adb connect <ipaddressofyourdevice>:5555**

ADB has the possibility to remotely install applications from the command line. If you want to use this command you need to make sure that the APK file which you want to install is available in the ADB folder. In a previous step you have already put the .apk file in the ‘platform-tools’ folder

Once the file is available in the ADB folder please use the following command to install the APK file: **adb -s <ipaddressofdevice> install <filename>.apk**

```
C:\Windows\System32\cmd.e X + v
Microsoft Windows [Version 10.0.22631.4890]
(c) Microsoft Corporation. Alle rechten voorbehouden.

C:\ADB\platform-tools>adb -s 192.168.0.108 install TdmPlayerForAndroid(2).apk
```

In case you want to update an existing application please use the following command:  
**adb -s <ipaddressofdevice> install -r <filename>.apk**

```
C:\Windows\System32\cmd.e X + v
Microsoft Windows [Version 10.0.22631.4890]
(c) Microsoft Corporation. Alle rechten voorbehouden.

C:\ADB\platform-tools>adb -s 192.168.0.108 install -r TdmPlayerForAndroid(2).apk
```

Once the command prompt returns “Success” you have successfully installed the TDM application on your device.

```
C:\ADB\platform-tools>adb -s 192.168.0.108 install TdmPlayerForAndroid(2).apk
Performing Streamed Install
Success
```

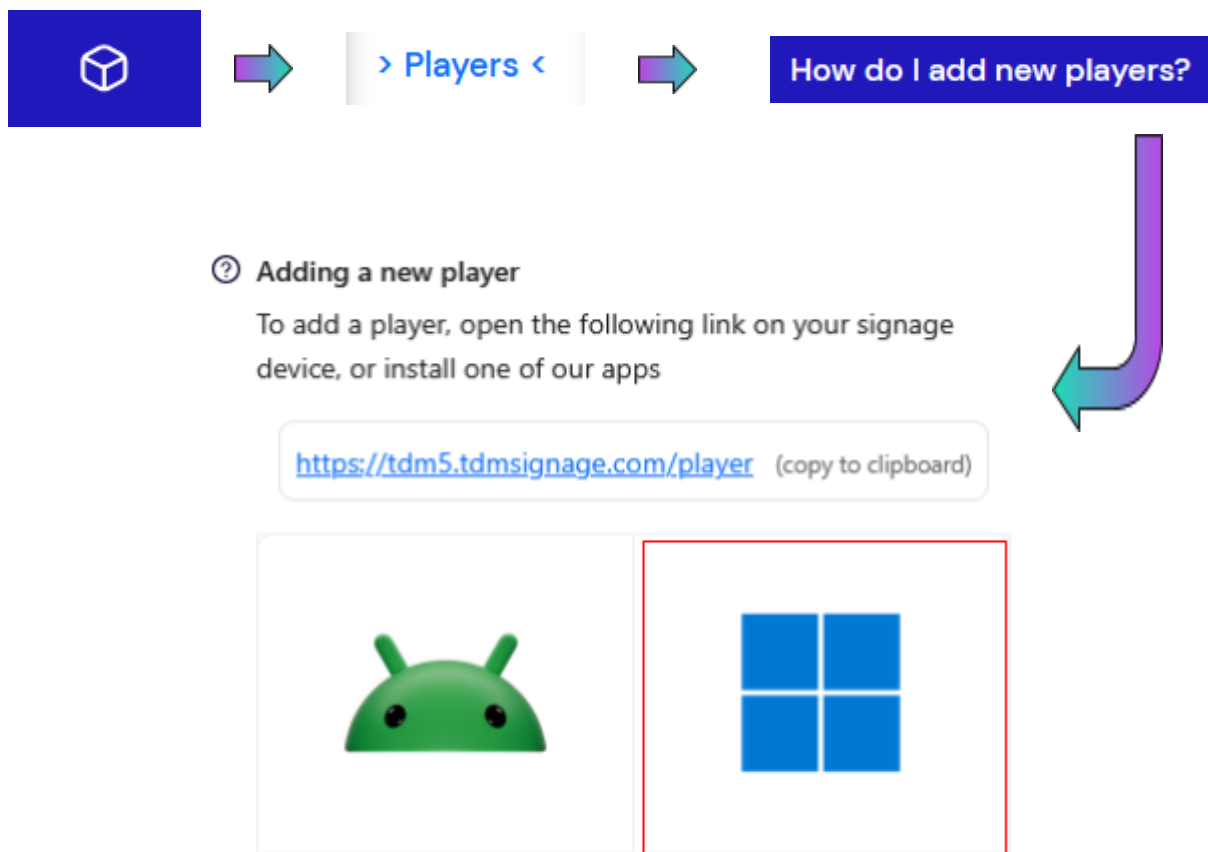
Now you have successfully configured your Android Player using ADB for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install TDM5 Android player using ADB](#)

## PC Player

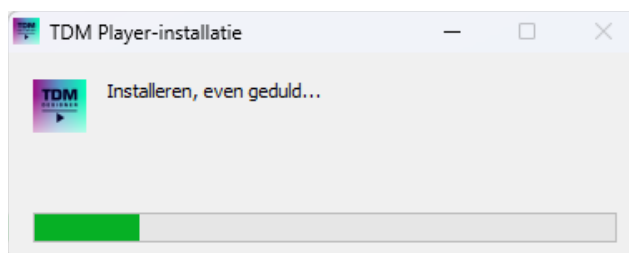
*Requires a 'Small Business' or 'Enterprise' license.*

Switch on your Windows device and login with an administrator account, then download the TDM5 PC player from the following URL: <https://tdm5.tdmsignage.com/download/windows>

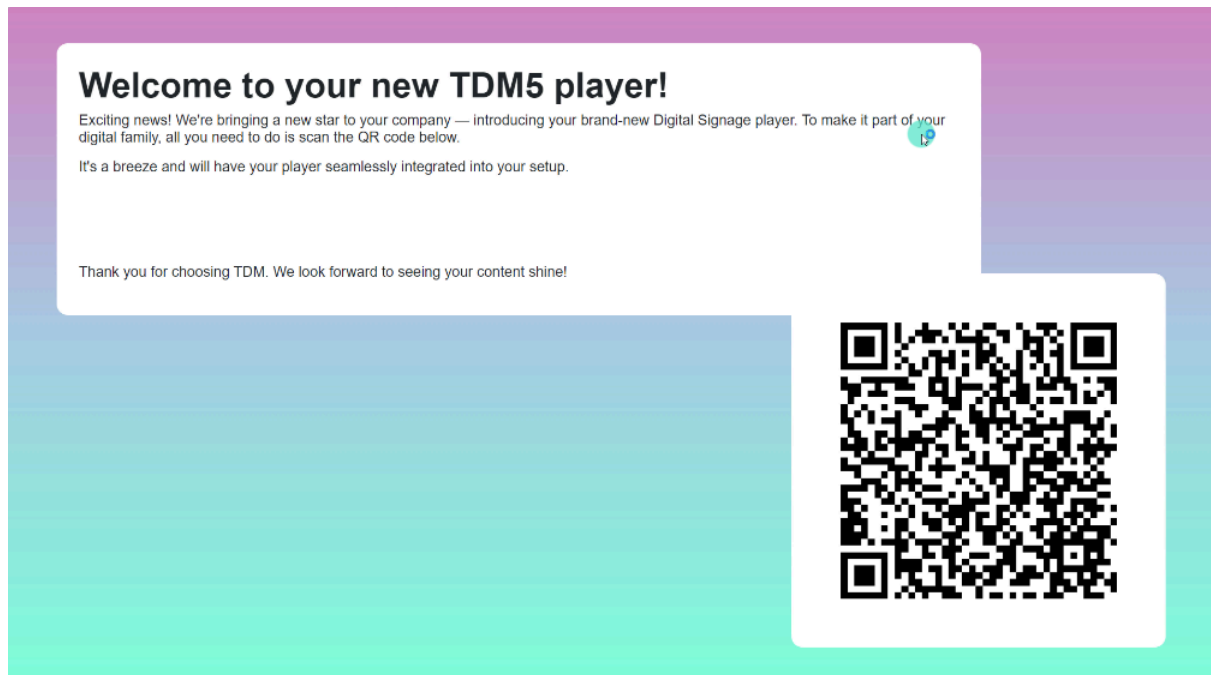
You can also download the PC Player through TDM5. To do this, navigate to the Devices menu (box icon) then click 'players' From there click 'How do I add new players?'. From there, click the Windows logo to download the PC Player.



Open the 'TDM Player Setup.exe' to install the software. Once opened, a dialog will appear which installs the software.



Once the installation has been completed the application will automatically be opened. After this the player can be linked to your account by scanning the QR code and following the process.



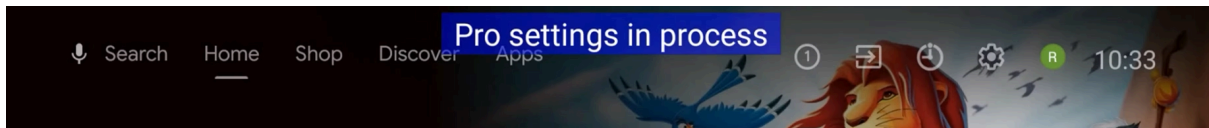
Now you have successfully configured your PC Player for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install the TDM5 PC Player](#)

## Sony Bravia

Start the Hotel/Pro mode, this can be done by executing the following button combination. The buttons must be pressed consecutively and not all at the same time:

**i+ > mute > vol+ > home**

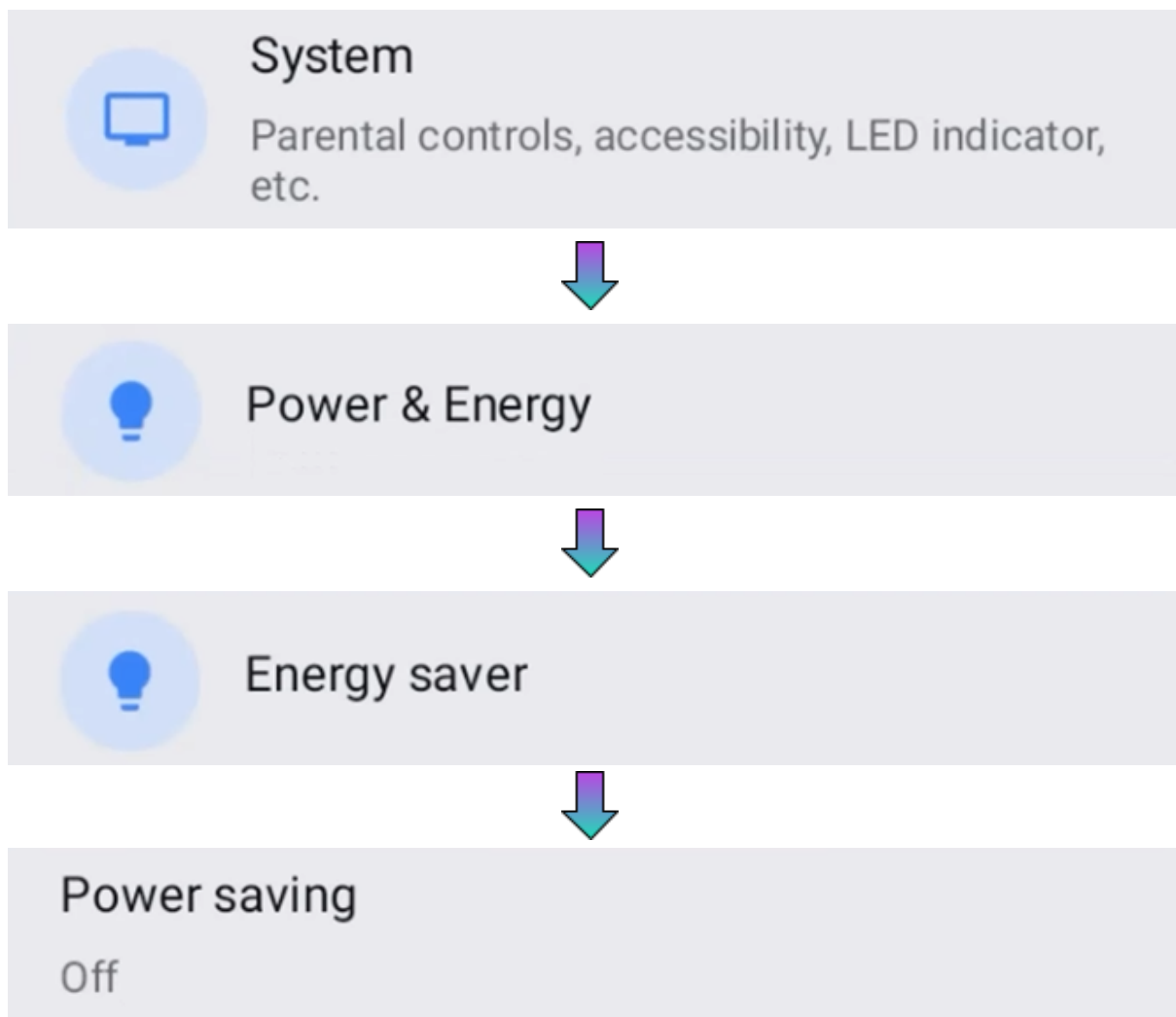
In case the buttons are pressed correctly the Bravia will automatically be rebooted and a blue bar will be shown at the top of the display.



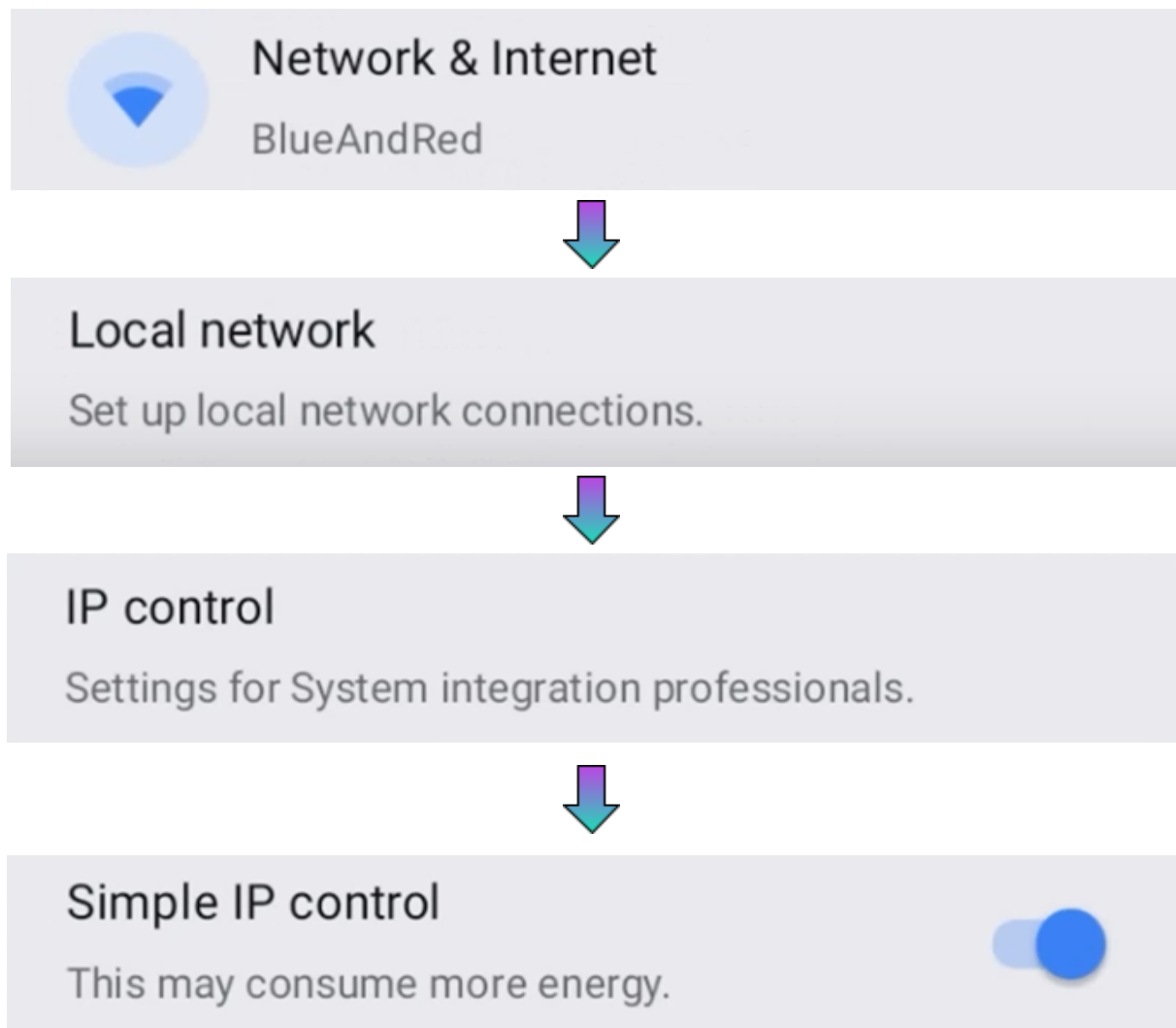
Once the Bravia has rebooted go to

**Settings > System > Power and Energy > Energy Saver**

Make sure that the 'Power saving' is turned off.

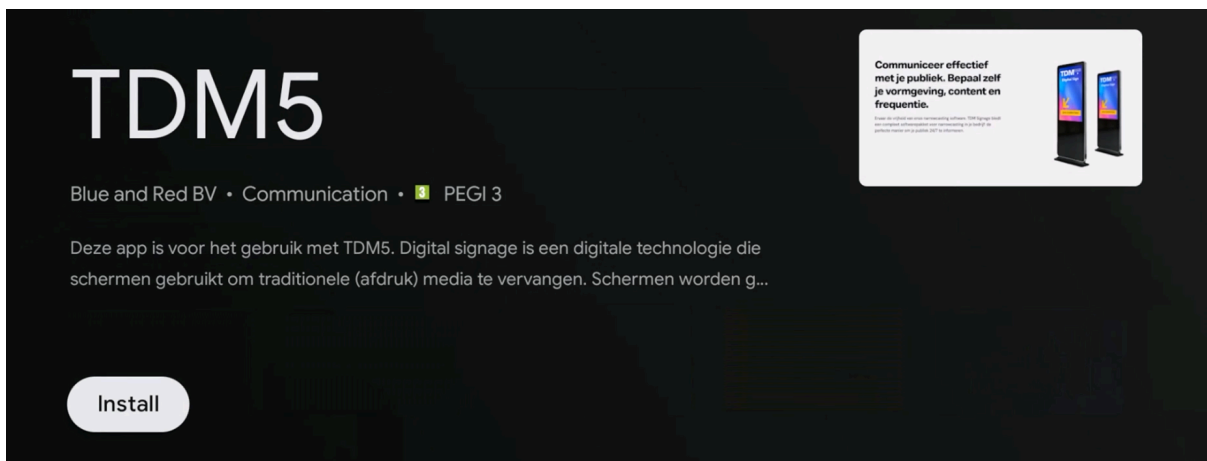
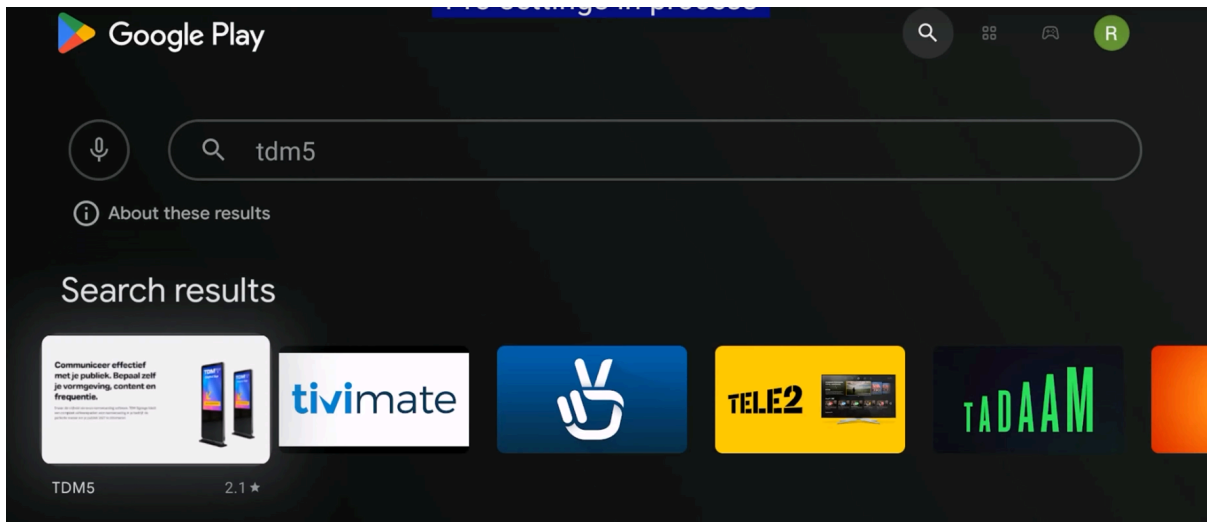


Now go to **Settings > Network & Internet > Local Network > IP control**.  
Make sure that 'Simple IP control' is turned on.



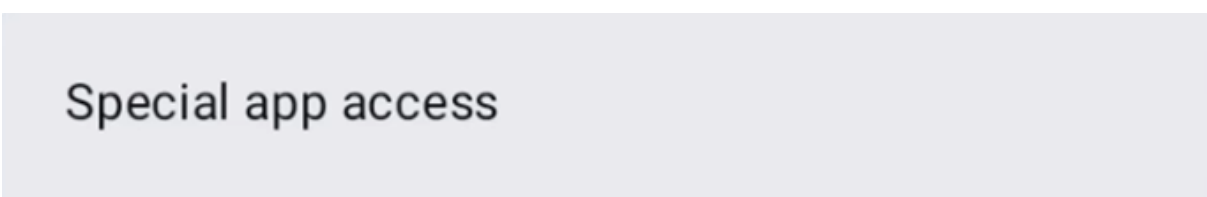
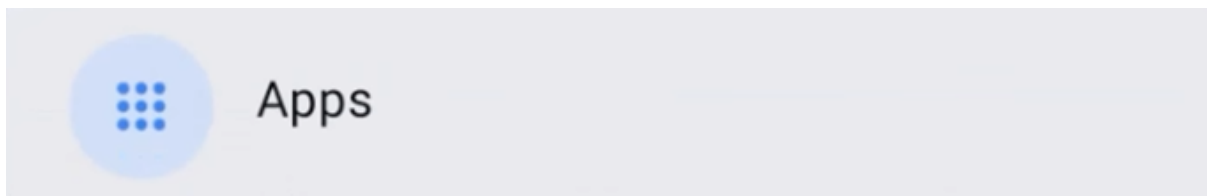
Now we can continue with the installation of the TDM Player for Android, there are multiple ways of installing the application. The most common way for Sony Bravia is downloading the application from the Google Play Store.

Go to the 'Google Play Store', then create or login with your Google account. In the store, use the search function to search for "TDM5". Select the application and download it onto your device.



After the installation is successful the energy optimization setting needs to be disabled for the TDM5 application. This can be done in the following menu:

**Settings > Apps > Special App Access > Energy Optimization > TDM Player for Android.** Then make sure that it is turned off for TDM ('Not optimized').





Energy optimization



TDM Player for Android

Not optimized



After this we can manually start the TDM Player for Android. It might occur that the application is requesting the 'Display over other apps' permission, if this happens please enable the permission for the application. This permission is required to be able to start the application automatically after a reboot.

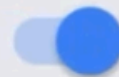
# Allow display over other apps

Allow an app to display on top of other apps you're using. It may interfere with your use of those apps or change the way they seem to appear or behave.



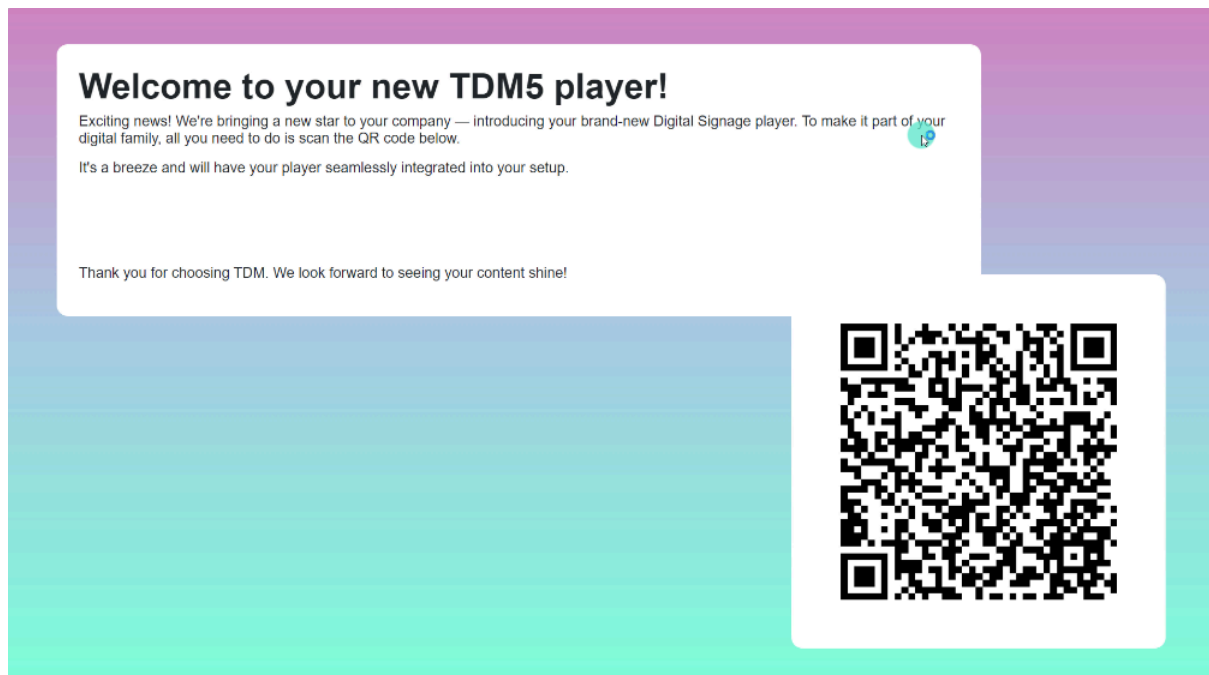
TDM Player for Android

Allowed





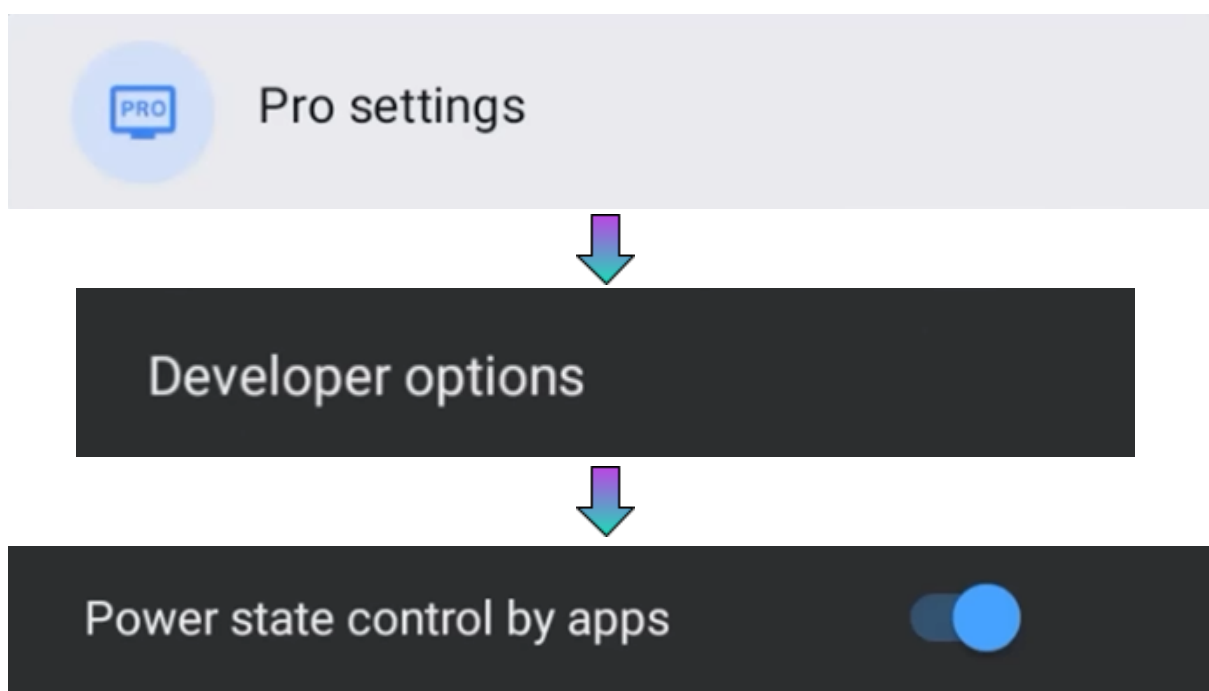
After this the player can be linked to your account by scanning the QR code and following the process.



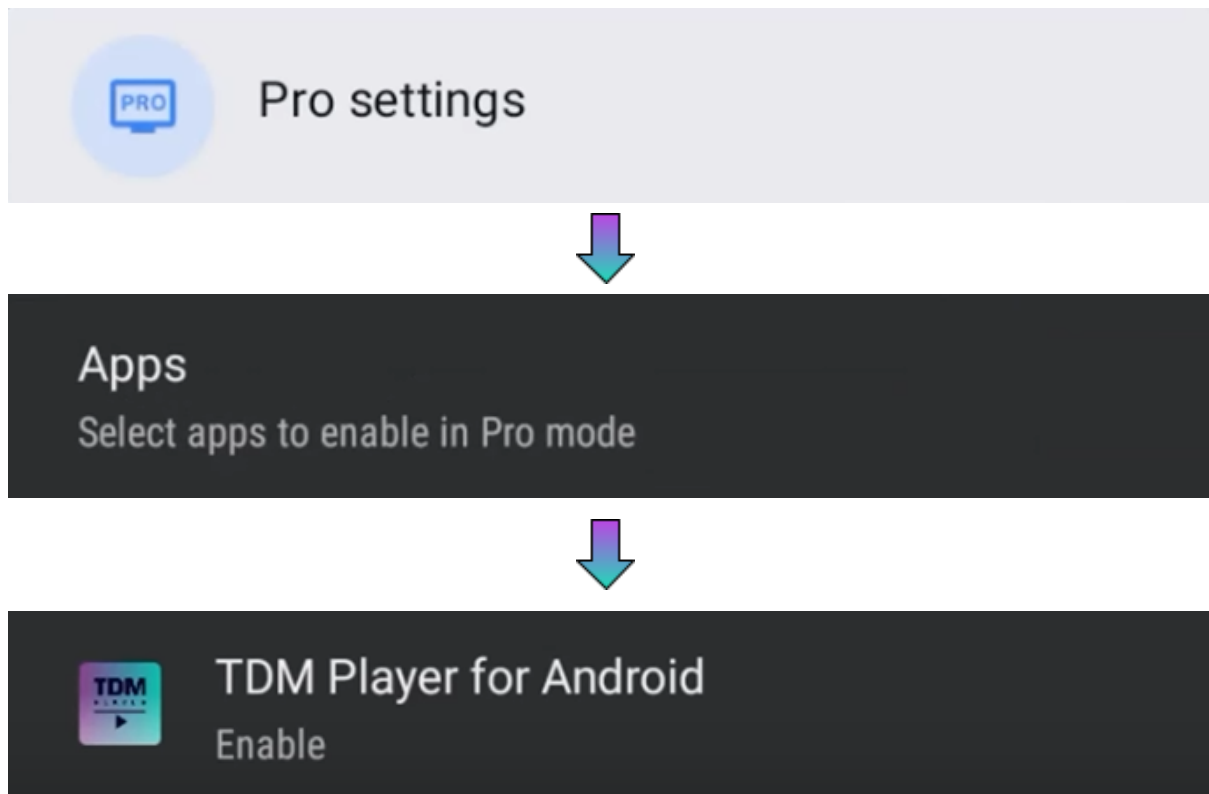
Now we can continue and configure 'Pro Mode', this is a limited mode which will disable a lot of features. This to prevent that anything can be changed with the remote or by phone.

We need to configure this mode so TDM5 will be allowed to be started together with the ability of powering on/off your display.

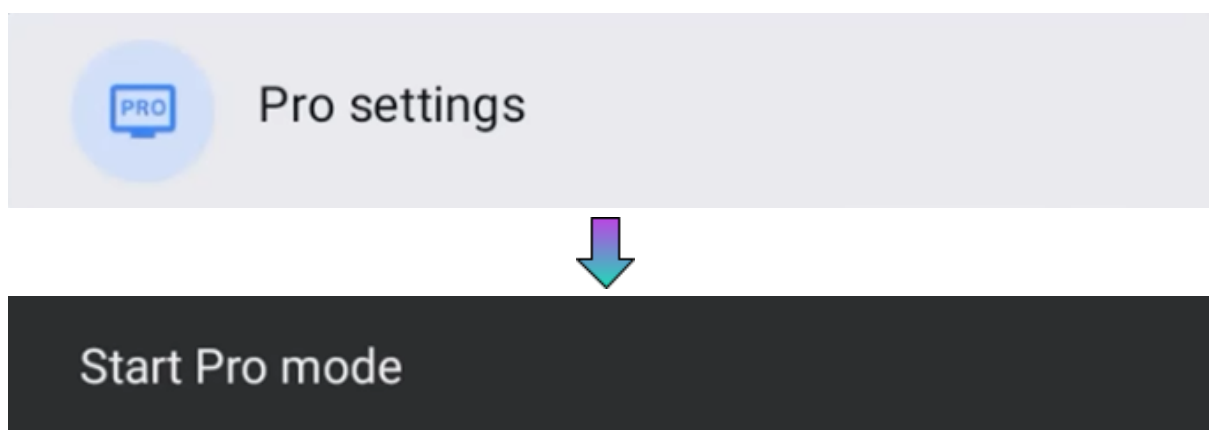
Go to **Settings > Pro Settings > Developer Options**. Then enable 'Power state control by apps'



Select **Settings > Pro Settings > Apps**. Then allow the TDM5 application named 'TDM Player for Android'.



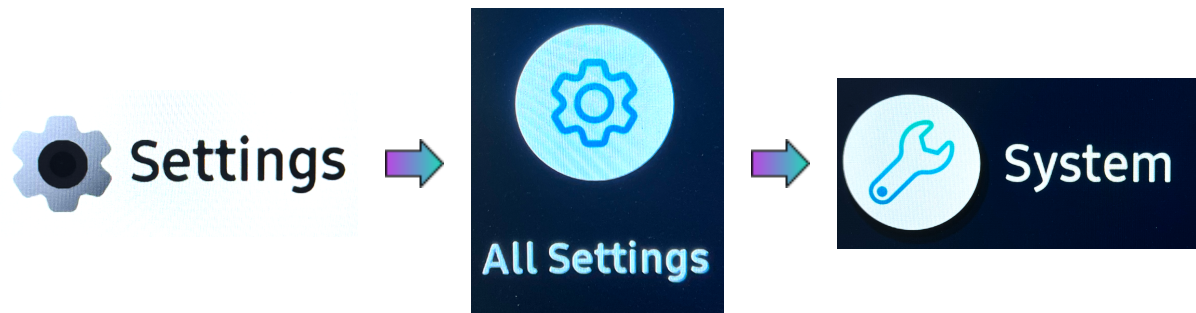
Now we can start Pro mode: **Settings > Pro Settings > Start Pro Mode**. The display will reboot and after the reboot the TDM5 application should be started automatically.



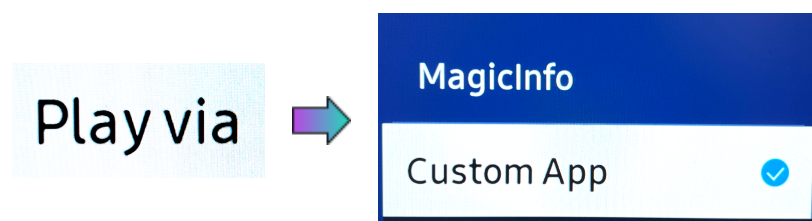
Now you have successfully configured your Sony Bravia for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to configure a Sony Bravia with TDM5](#)

## Samsung (Tizen)

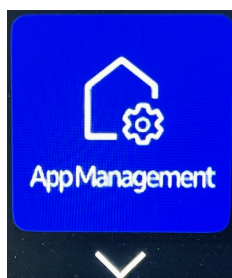
After running the default configuration the screen will be set to use Magic Info. We need to change this to URL Launcher. To do this switch on your Tizen device and press the home button. In the menu navigate to the System settings.



In the settings menu navigate to “Play via” and select ‘Custom App’. We are now able to configure the TDM App. Press the home button to get back to the home screen.

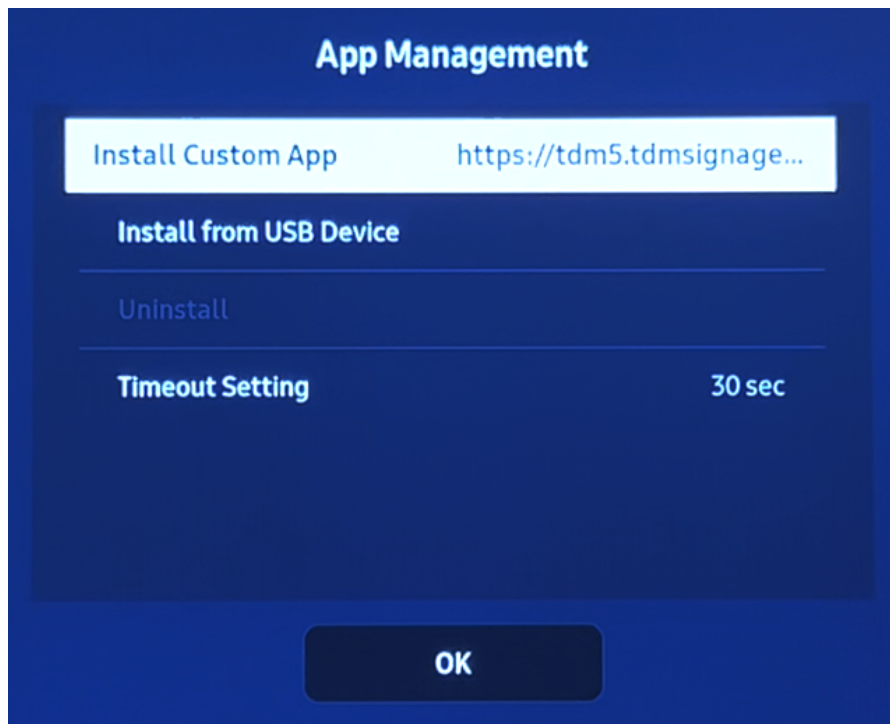


The Tizen displays requires to download an app through an URL Launcher. To enter this URL, press the home button. In this menu you should be able to see the option: “AppManagement”. Open this option.

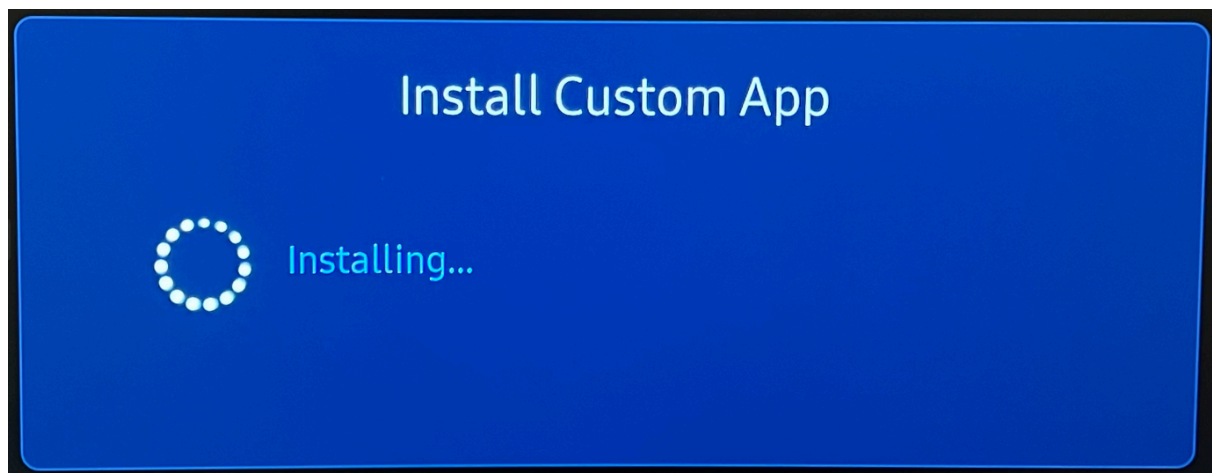


A web URL needs to be filled out so the display knows where to download TDM5.  
The URL for TDM5 is: <https://tdm5.tdmsignage.com/download/tizen>

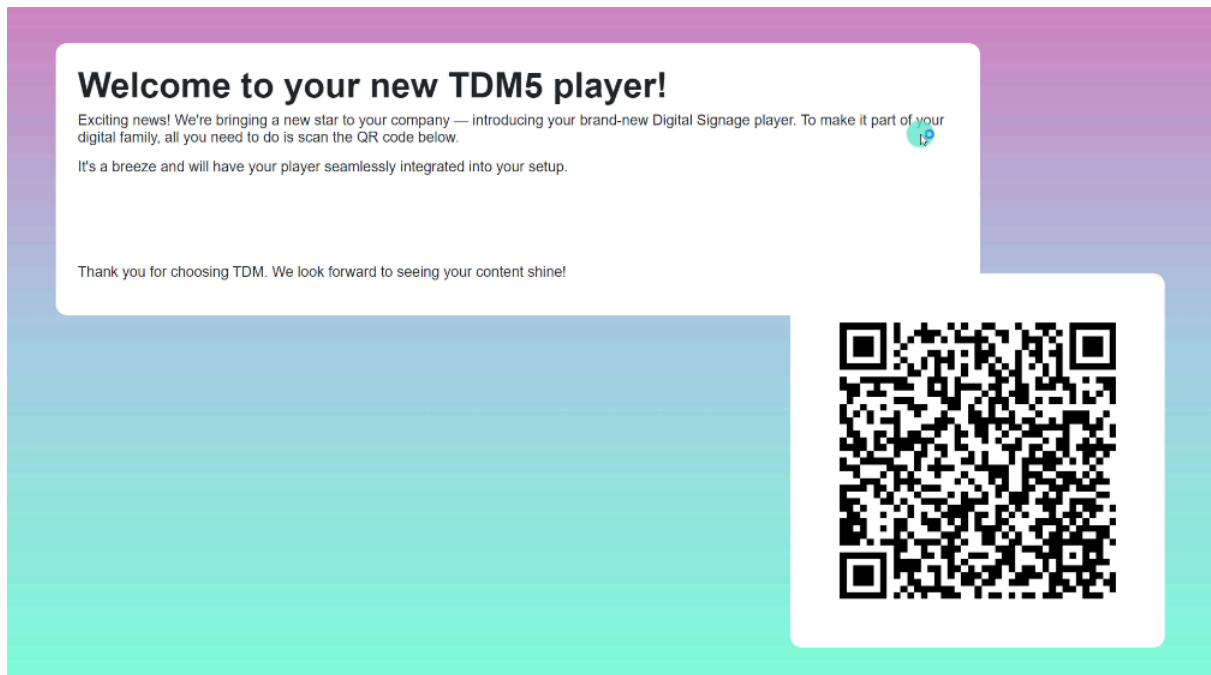
Enter the corresponding URL at the Install Custom App field and select OK.



As soon as you have done so, the display will start downloading and installing the app.



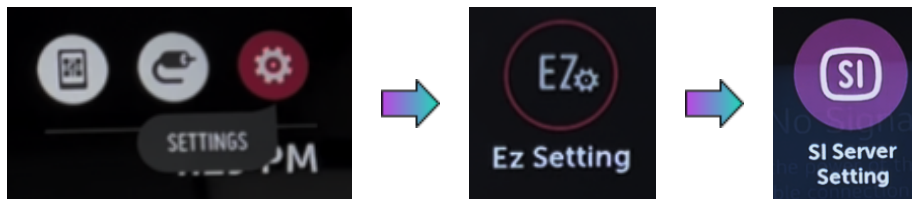
Once the app is installed the configuration screen will appear, displaying a QR code. After this the player can be linked to your account by scanning the QR code and following the process.



Now you have successfully configured your Samsung Tizen Player for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install the Samsung Tizen player](#)

## LG WebOS Player

Using the gear icon in the top right of the screen, navigate to Ez Setting. Then click SI Server Setting again.

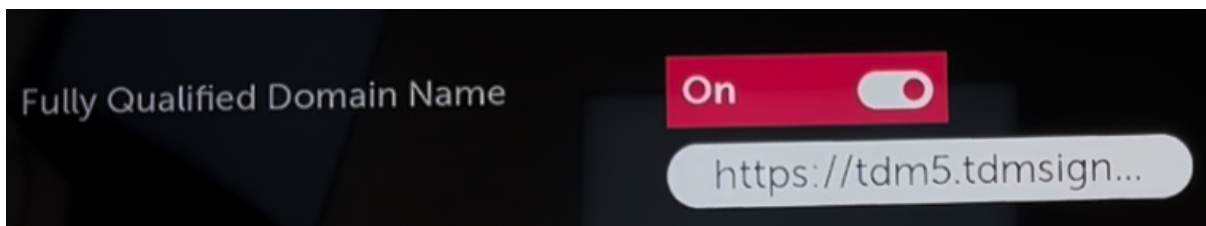


From there, select SI Server Setting

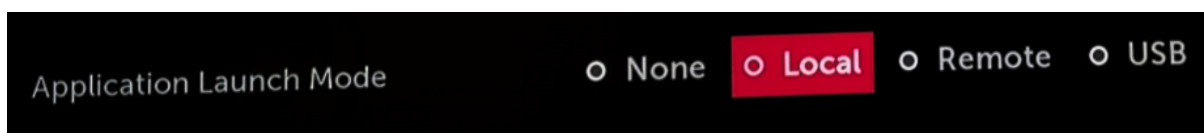


Enable Fully Qualified Domain Name and set the download URL to:

<https://tdm5.tdm signage.com/download/webos>



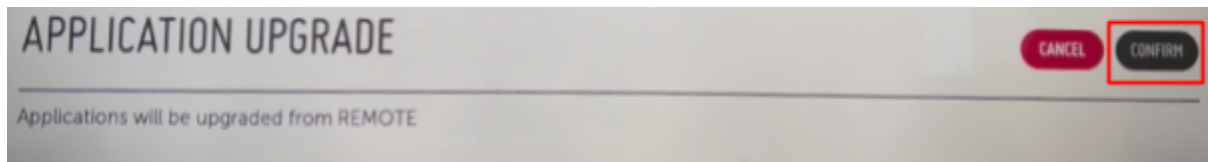
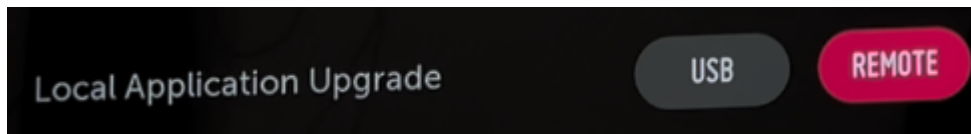
Set 'Application Launch Mode' to 'Local'.



Set 'Application Type' to 'IPK'.



Set 'Local Application Upgrade' to 'Remote' and select 'Confirm'.

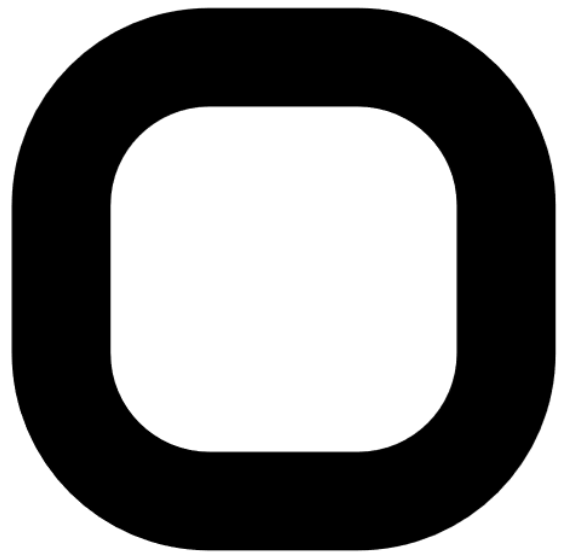
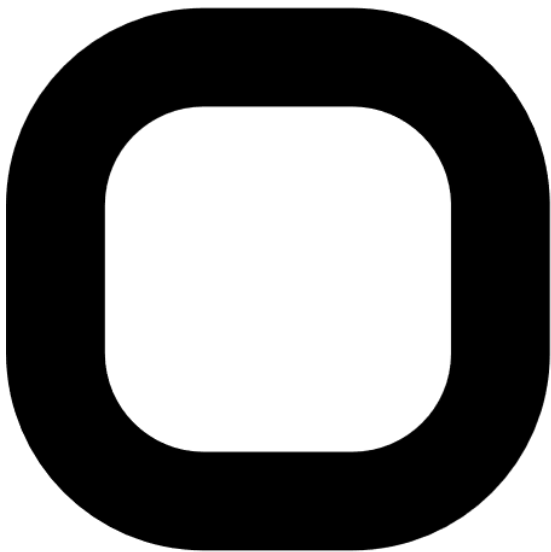
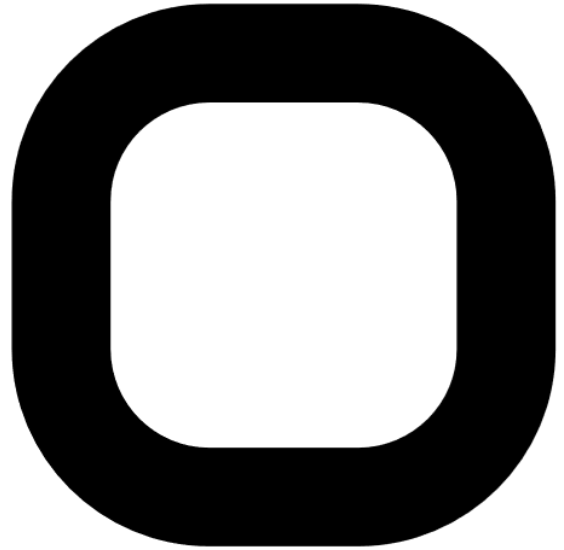
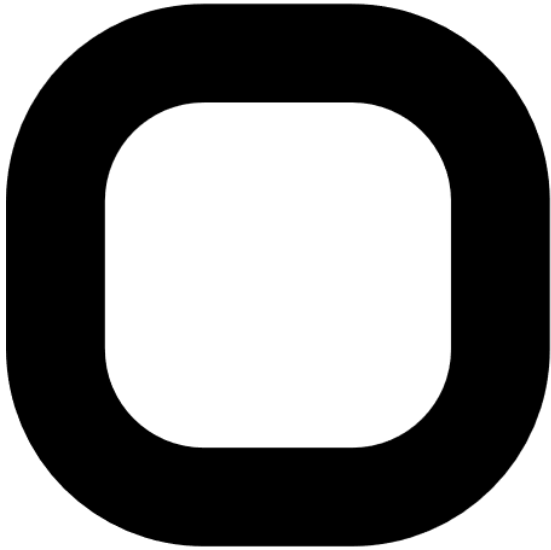


Reboot the device using the stand-by button on the remote, the application should update and start automatically.

Now you have successfully configured your LG WebOS player for usage with TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to install the TDM5 LG webOS player](#)

# Dashboard

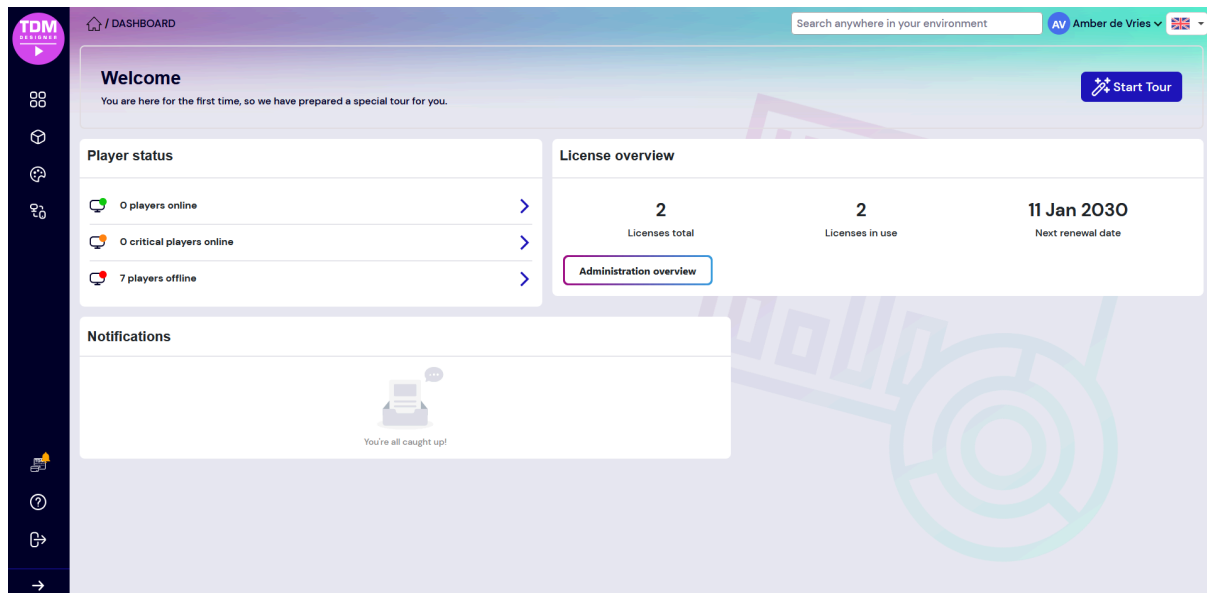
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# Overview

When logging into TDM5, you are redirected to your dashboard. From your dashboard you can manage everything.



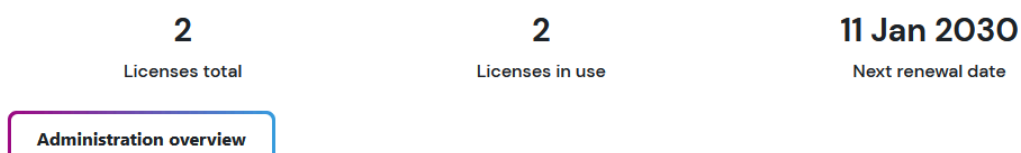
From the 'Player status' menu you can quickly view the current state of each player. It also informs you about the current content each player is playing. In a few clicks you can change the content of a player too.

## Player status



The 'License overview' menu is an overview of your current license(s) and renewal date. For a more detailed view of your current licenses and managing your license plan, just click the 'Administration overview' button.

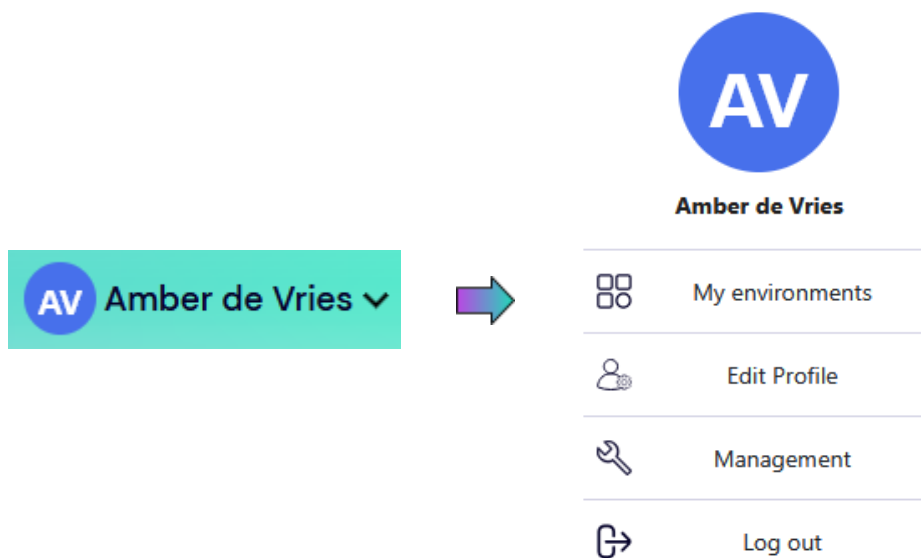
## License overview



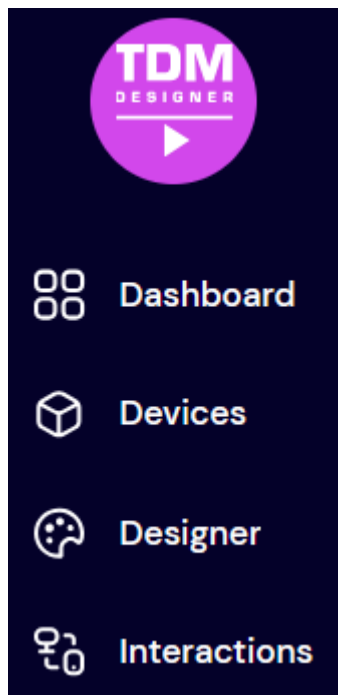
Use the Search bar to quickly search and access anything (such as a page/playlist or a media item) within your environment.

Search anywhere in your environment

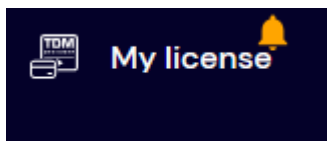
In the upper right corner, you see your name and profile picture. From here you can quickly access your environments, edit your profile and log out.



From the left side of the screen you can navigate to different menus within TDM5.



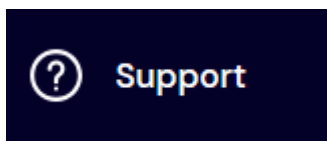
In the bottom left corner there are three menu options visible. From the 'My license' menu you can view your license and when it expires.



**Your license will expire in 1775 days**

Visit your license plan overview for more information, to upgrade, or to expand your license plan with additional devices or modules

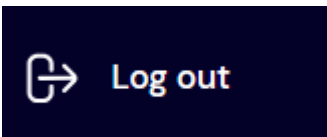
From the 'Support' menu, you can navigate to our knowledge base, and our video tutorials on YouTube.



[Knowledge base](#)

[Video tutorials](#)

With the 'Log out' button, you can log out of your account.



This was, in short, the TDM5 dashboard. If you would like a more detailed explanation of the dashboard and TDM5, you can click the introduction wizard to explore TDM5.



# Environments

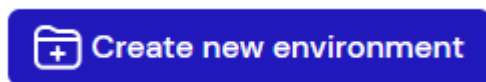
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## How to create a new environment

To create a new environment you first need to navigate to your environment overview. You do this by clicking your name in the upper right corner, then clicking 'My environments'.



You then get an overview of all your environments. To create a new environment click 'Create new environment'.



This will lead you to the page where you can create a new environment. From here you can set the name, URL and the branch for your environment.

A screenshot of the 'TDM Environments' overview page. It has a header 'TDM Environments' and a welcome message. Below is a section 'Create a new TDM environment' with a 'Back to overview' link. The form includes fields for 'Name', 'Your TDM URL' (with a preview of 'https://tdm5.tdm signage.com/' and an 'Unavailable' status), and 'Branch' (with a dropdown menu set to 'Other'). A 'Create environment' button is at the bottom.

After this click 'Create environment' to create the environment.



Now your environment will show up in your environment overview.

You have now successfully created a new environment. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a new environment](#)

## How to invite users to your environment

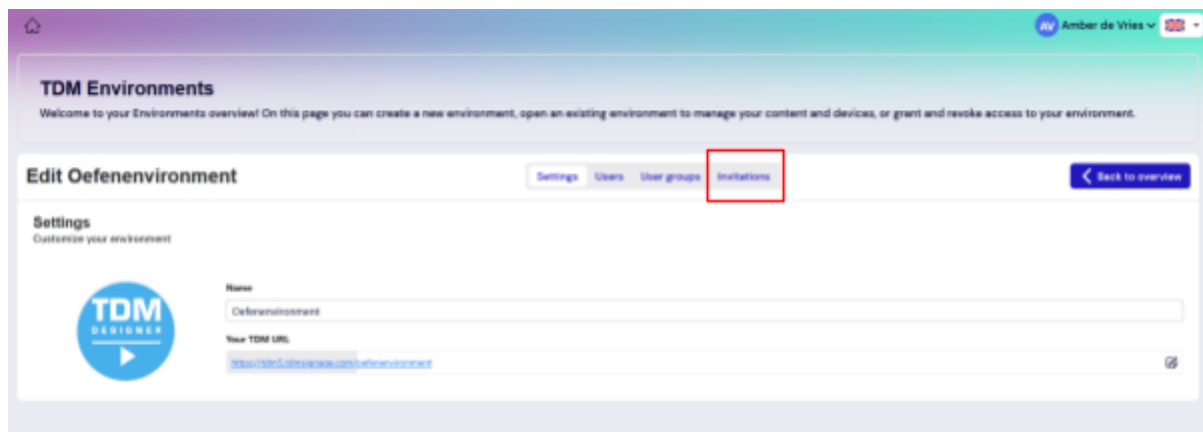
To invite users to your environment you first need to navigate to your environment overview. You do this by clicking your name in the upper right corner, then clicking 'My environments'.



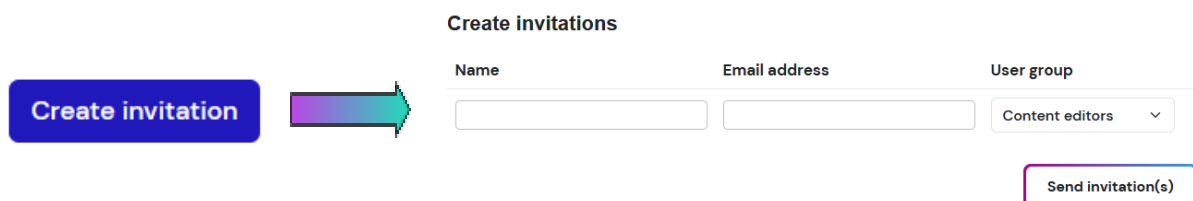
You then get an overview of all your environments. After determining which environment you want to invite users to, click 'Options' next to the desired environment.



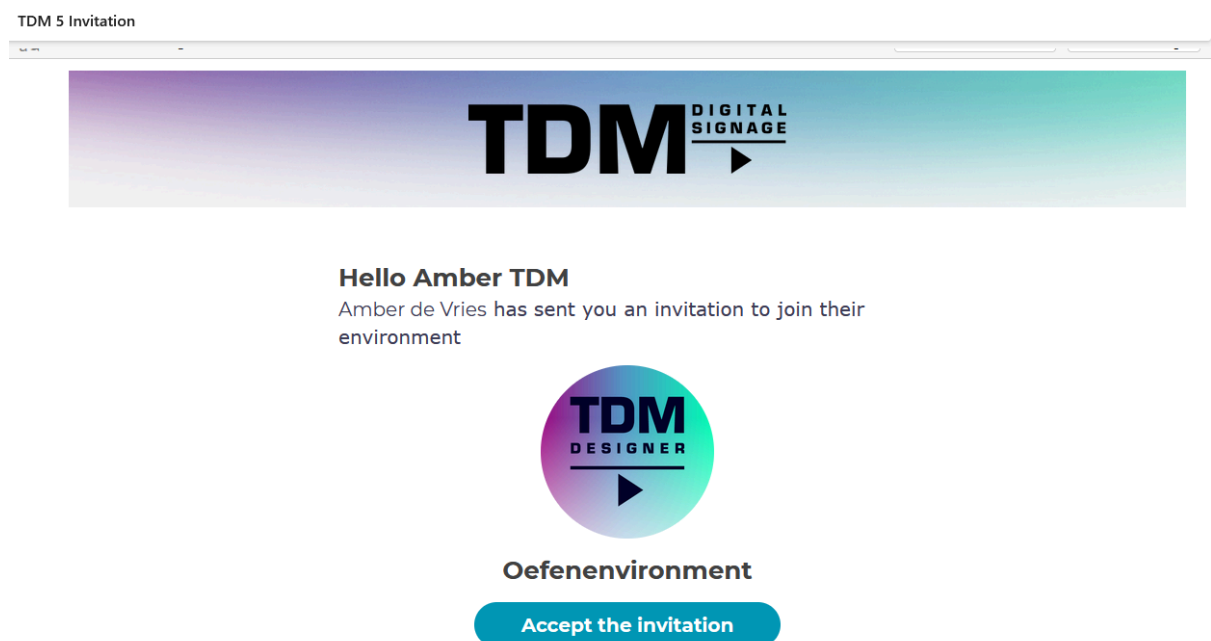
From there you see the options for the selected environment. Click 'Invitations' to send new invitations to users.



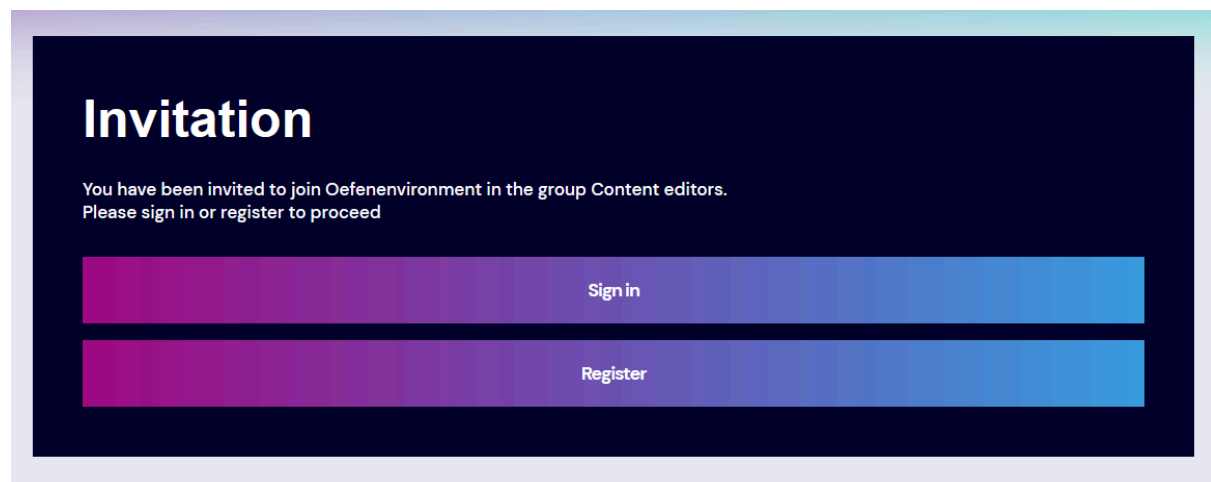
Then click 'Create invitation'. From there you can enter the name and email address of the user you want to add. After that you can also select which user group you want to put the new user in. Then click 'Send invitation(s)' to send the invitation(s).



After sending the invitation, the invited user will receive an email that looks like the image below.



Once the user clicks 'Accept the invitation' they will be redirected to a page where they can sign into an existing account with the email they were invited with, or register a new account with the email they were invited with.

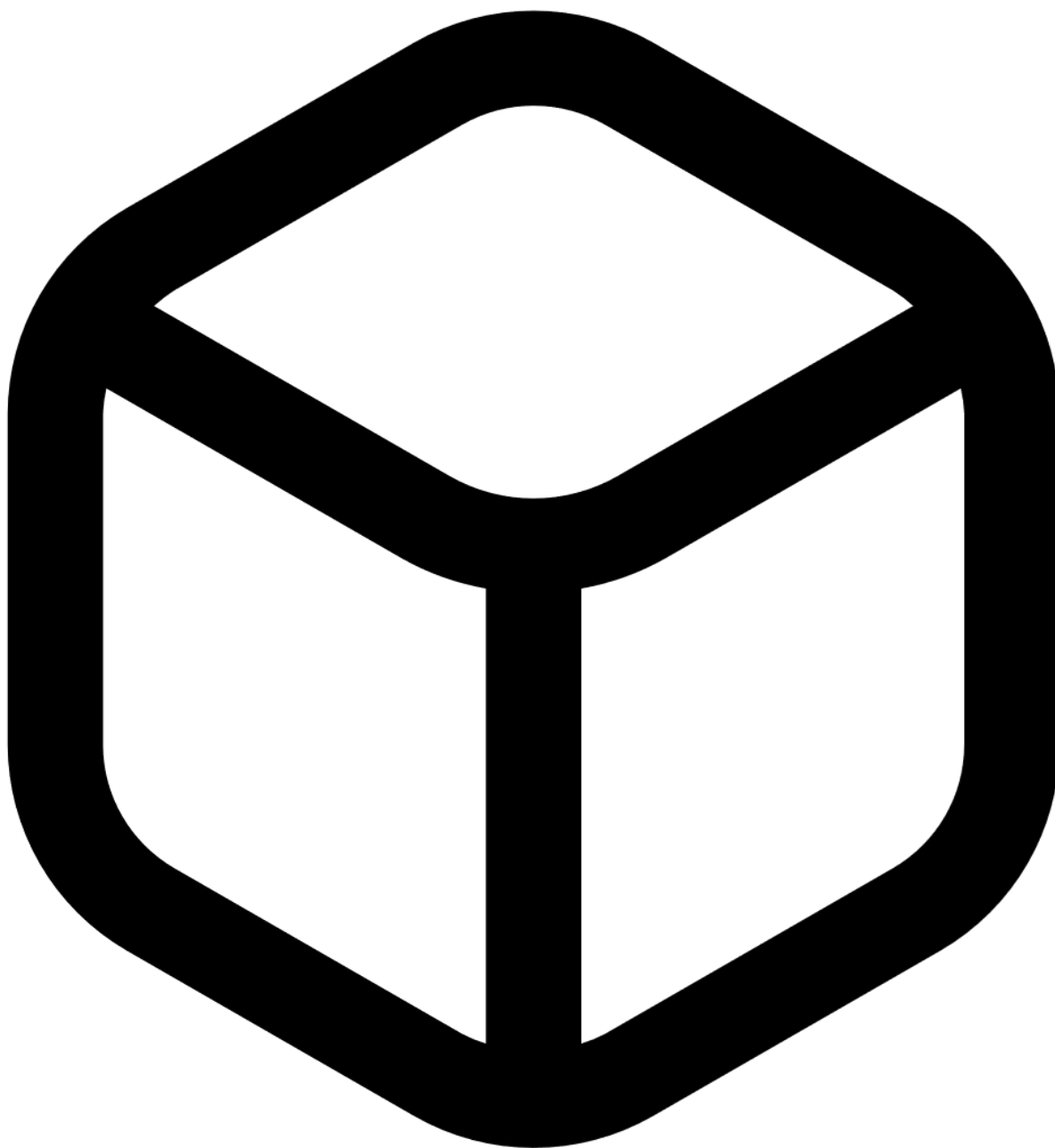


After signing in, the user will have access to your environment.

You have now successfully invited a user to your environment. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to invite a user to your environment](#)

## Devices

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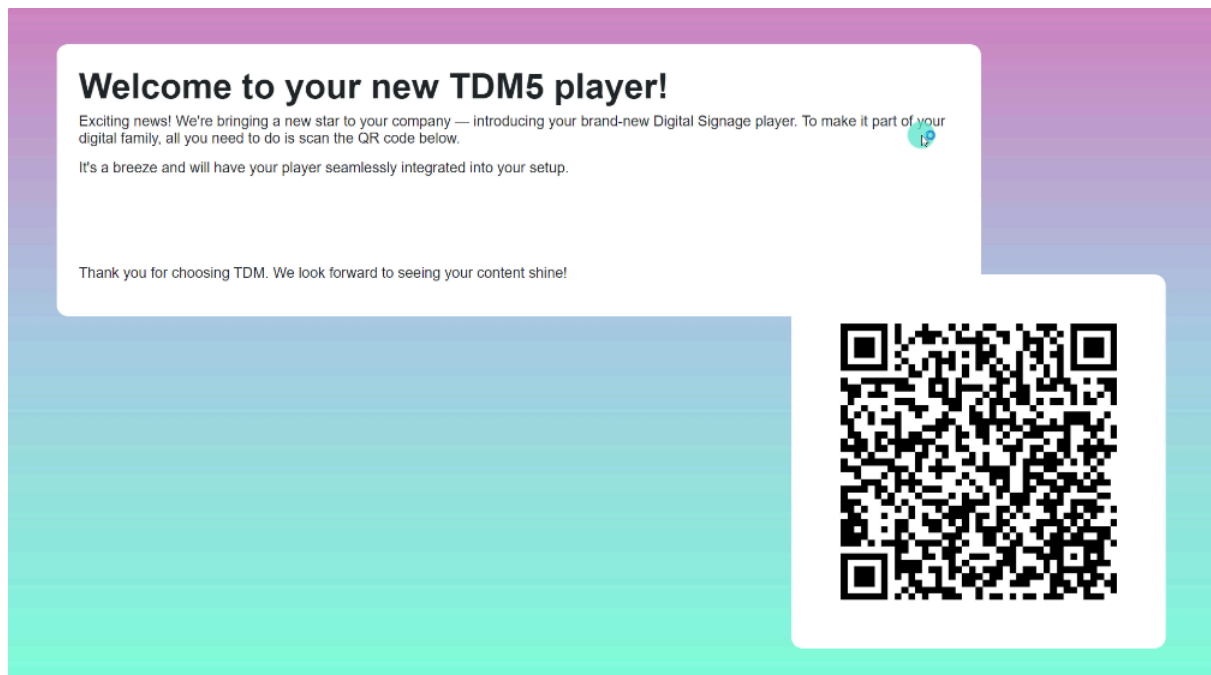


# Players

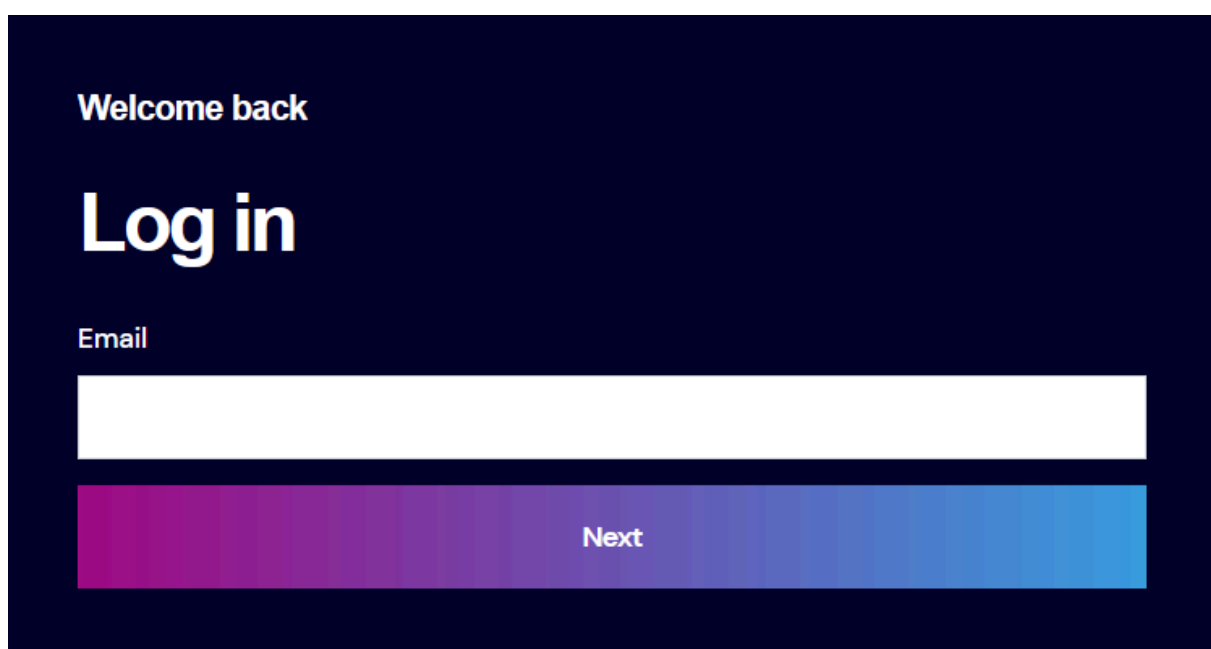
---

## How to link a player to your environment

Open the TDM5 software on your device. A unique QR code will appear which can be scanned with your phone.



You will be linked to the TDM5 platform once you scan the QR code, login with your account to continue.





On the following screen you can enter a name for your player, we advise to use a name which specifies the location of the device. This way you can easily find it in the player overview of the web interface. Press 'Next' once the name has been entered.

## Thank you for welcoming the newest member!

You are just a few steps away from adding your new Digital Signage player to the family.

Now, let's give your player a name that truly reflects his unique personality. Every star deserves a name, right?



Give it a name that stands out and represents its mission in your digital world. After you name your player, click "Next" and we'll help you get your content to your audience.

**The Next Next**

Now you can select the environment you want to add the player, too. In case you only have access to one environment this page will be skipped.

## Add it to an environment

There are additional choices with multiple environments. We have to decide where to place it first.

 TDM-YT Env 


Once we know in which environment your player is, we can continue to select the type of content your player should show.


**The Next Next**

On the next page you can select the content you want to link to your Player, TDM5 will automatically link the default content in case this has been configured in your environment.

## Select your player's content

Now that your player has a name, let's choose the perfect content to fulfill his role in your digital family.



**Schedule demo**

Your default content is already selected, but if you have a different one in mind, simply choose it from the drop-down menu above. After you have made your choice, click on 'Save' and your player will start playing the selected content.

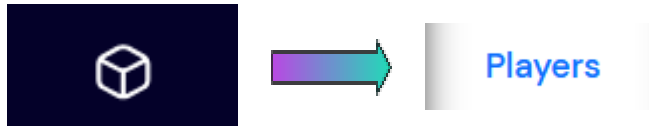
**Save Save Save**

The player will automatically start displaying the content as soon as the process has been completed.

You have now successfully linked a player to your environment. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to link a player to your environment](#)

## How to set rights for players

To set rights for players, you first need to navigate to your player overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'players'

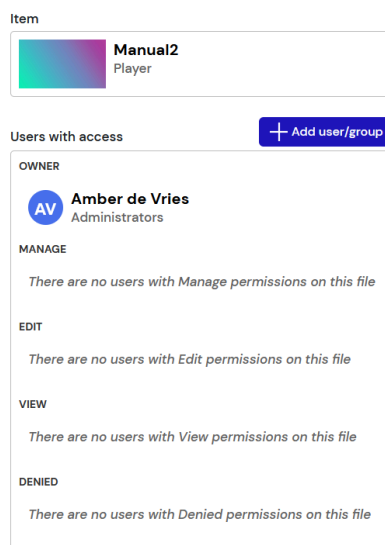


The page you see now is your player overview. Select 'rights' next to the player you want to set rights to.



A new menu called 'item permissions' will open. Here you can set the rights. The owner of the account will always have access to all players. Click on 'Add user' to add extra users to the player.

### Item permissions



In the next window you can search for a specific user or group or select them from a list. After you have selected a user or group you can set the level of access and add the user.

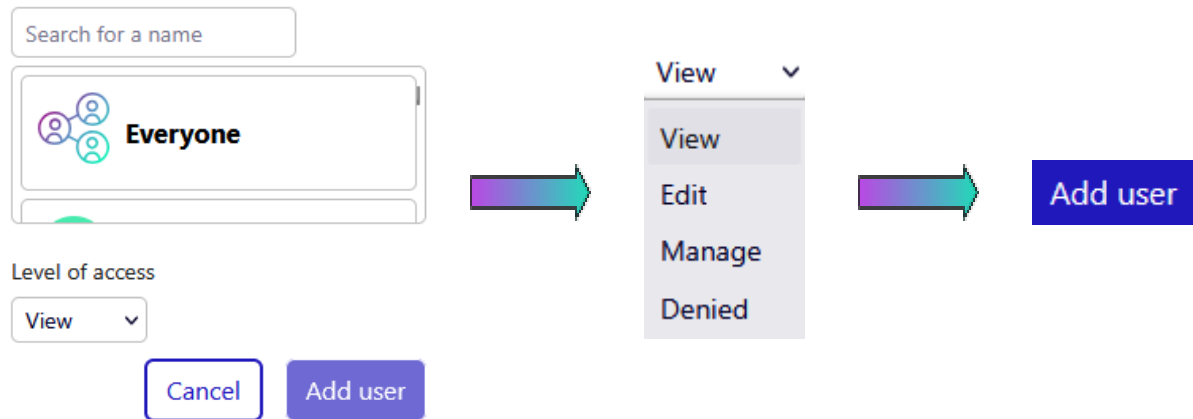
**View:** Users can only see the player

**Edit:** Users can see the player and make modification to it (i.e. renaming the player)

**Manage:** User can see, edit and manage the player. Managing a players gives you the ability to set other content of change the license

**Denied:** Users can no longer see the player

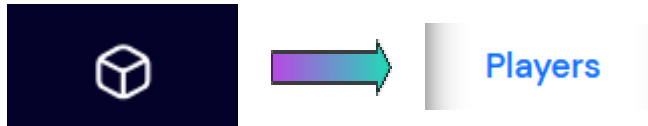
#### Add user/group



You have now successfully set rights for players. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to set rights for players](#)

## How to set default content for players

To set default content for players, you first need to navigate to your player overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'players'



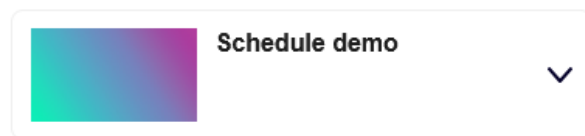
The page you see now is your player overview. In the upper right corner, click 'Default content'.

**Default content**

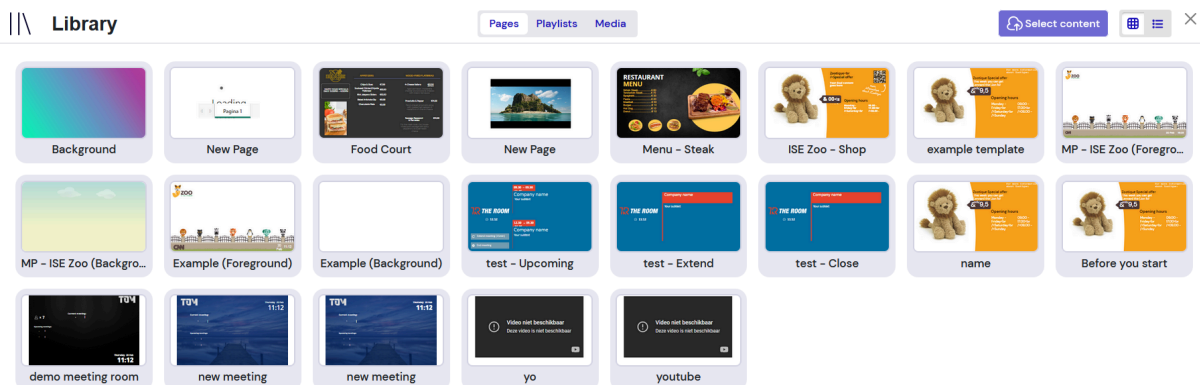
To select default content, click the arrow pointing downwards.

### Default content

Configuring default content will ensure theres always something for your audience to watch.



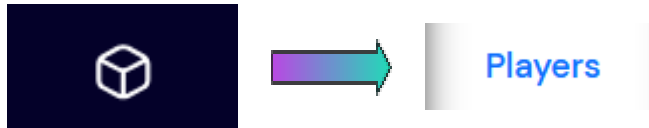
This will open your content overview. From here you can choose your default content.



You have now successfully set default content for players. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to set default content for players](#)

## How to create a player group and add players

To set default content for players, you first need to navigate to your player overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'players'



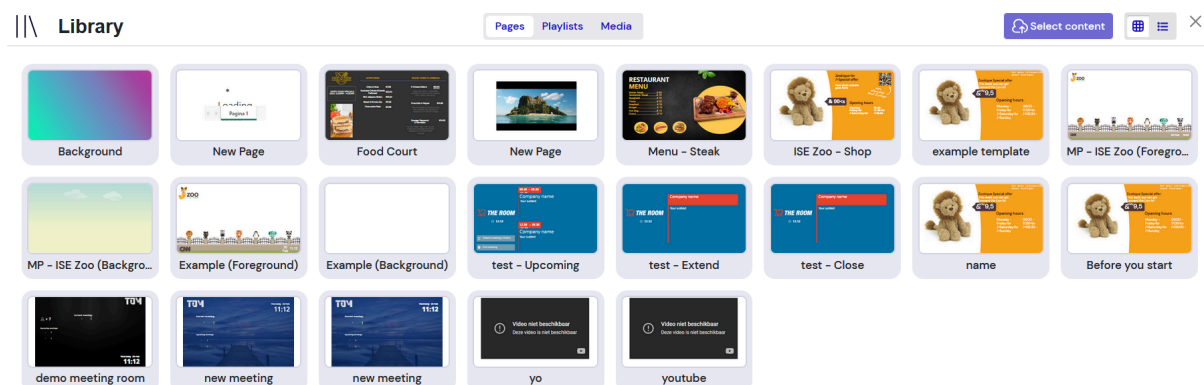
The page you see now is your player overview. On the left side of the screen, click the '+' next to 'Groups'. Then you can name and add your group.



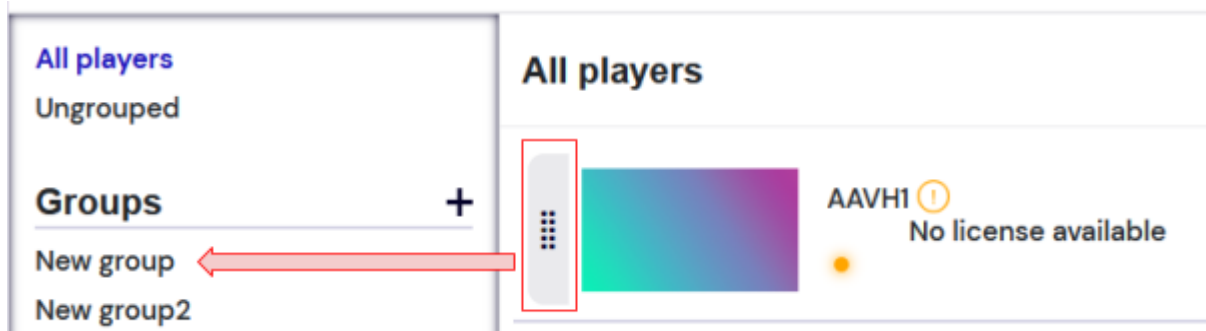
It will send you to a new screen, where you can configure your group. You can choose the content and delete the group from this menu. To change the content, click 'Content' and then the image placeholder.



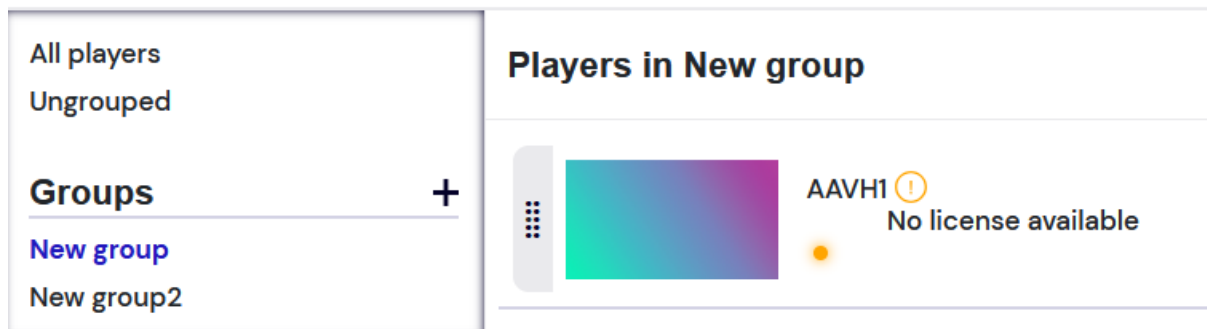
This will open your content overview. From here you can select the content you want to give to the players in this group.



After you have selected content for your group, go back to your player overview. To add a player to a group, drag and drop the desired player using the dots next to the preview image, and drag it onto your group.



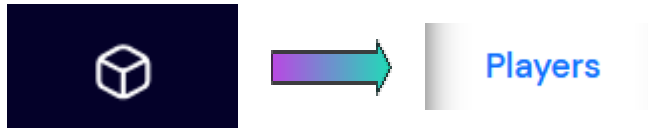
Then if you click the group to open it, you can see the player that you added displayed in that group.



You have now successfully created a player group and added players. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a player group](#)

## How to power on/off external LG displays through players

To control external LG displays through players, you first need to navigate to your player overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'players'

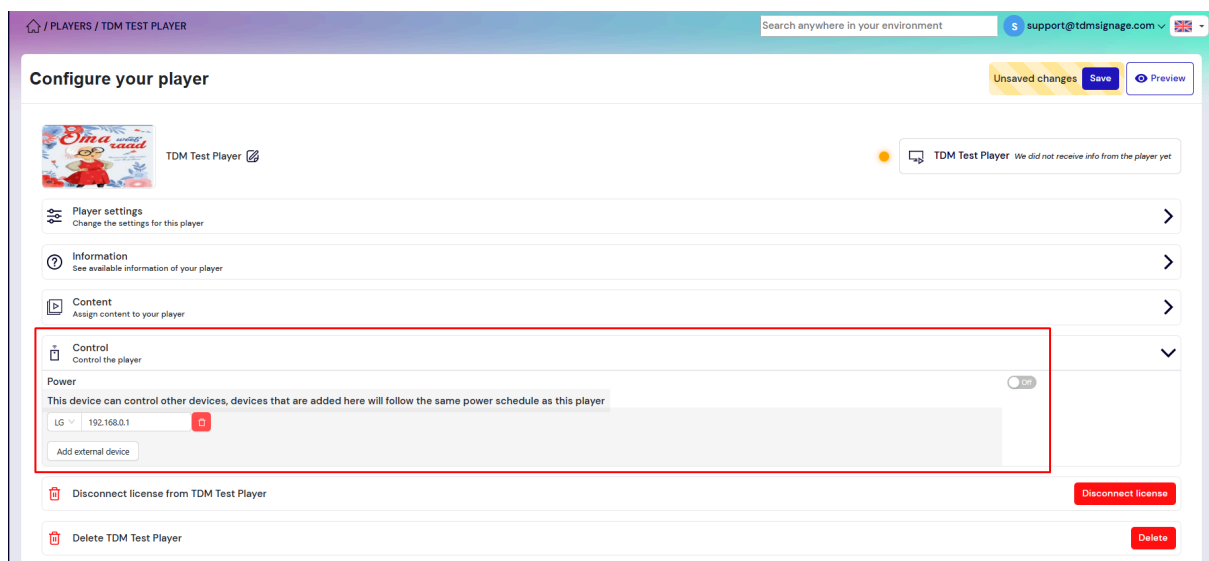


The page you see now is your player overview. Then click 'Edit' next to the desired player.



From here you can configure your player. Click 'control'. If the device is compatible (X102 player and other Android players) then you can connect external LG displays to follow the same scheduling as the player.

Click 'Add external device', then enter the IP address and choose the typing.



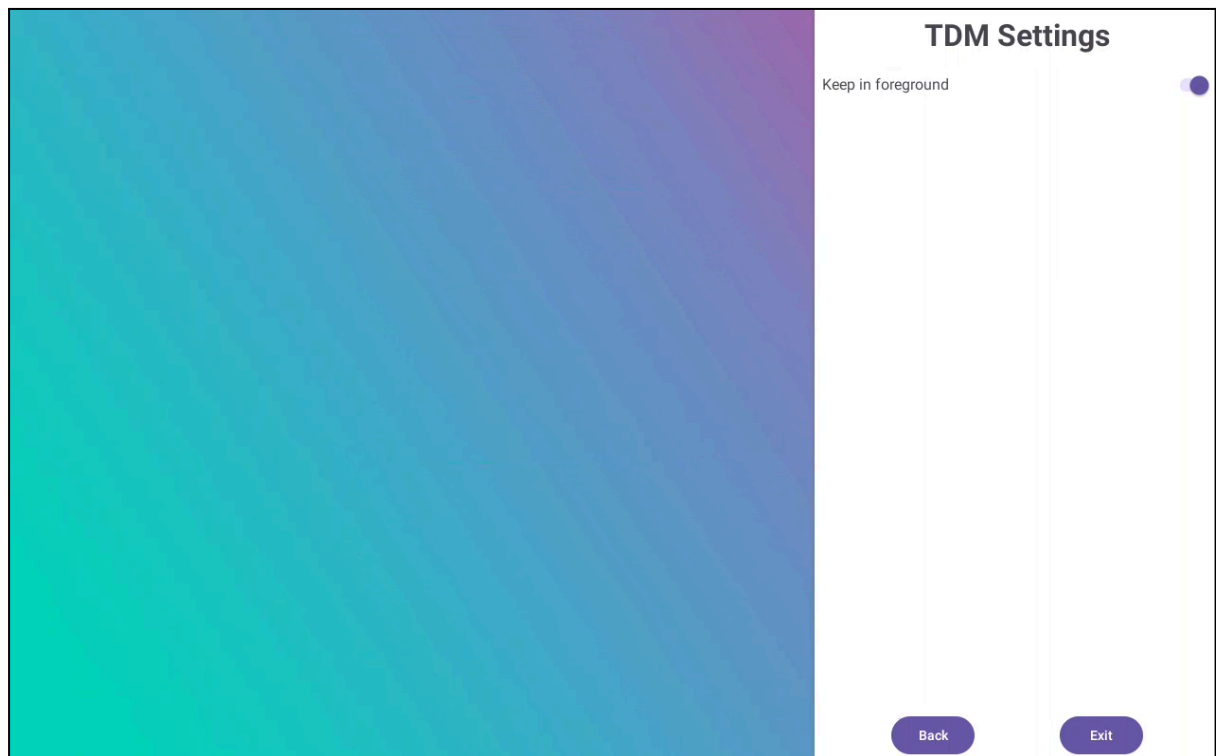
You have now successfully configured your player to power on/off external LG displays. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*



## How to toggle 'Keep on foreground' (Android version 1.11 or higher)

Start up your player. It doesn't have to be fully configured yet. Although it must be running on Android version 1.11 or higher

To open the menu, press the back/return button on your remote. From here you can toggle the 'keep in foreground' setting.



Once set to the desired state, press 'Exit' to return to your player.

You have now successfully toggled the 'Keep on foreground' setting. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link:  
*Coming soon*

# Schedules

## How to create and configure a schedule

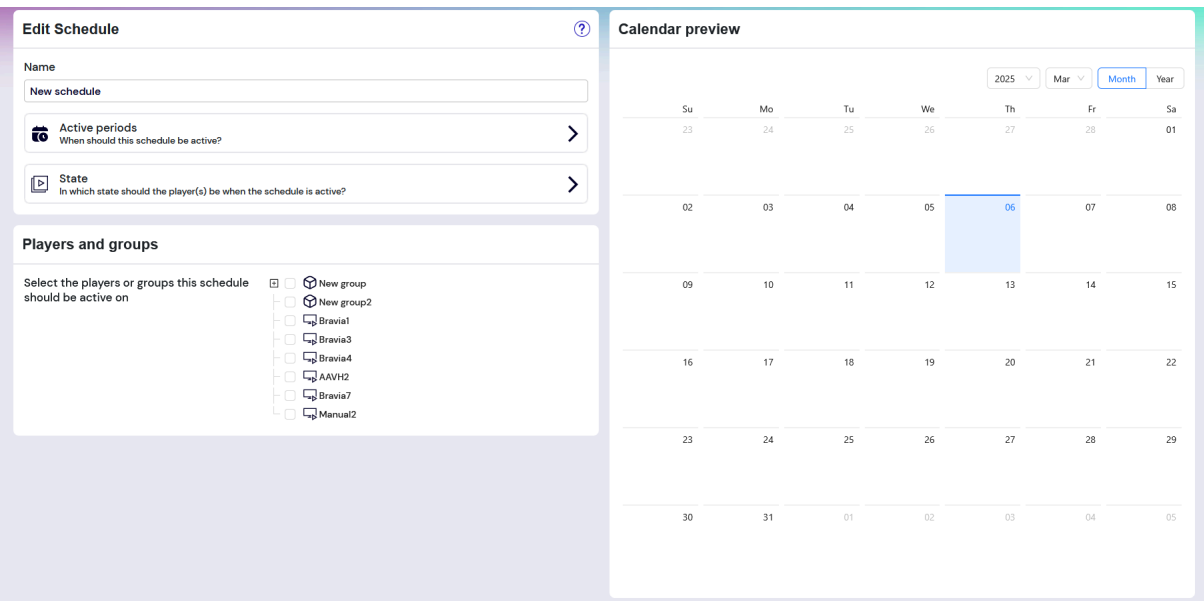
To create a schedule, you first need to navigate to your schedule overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'schedules'



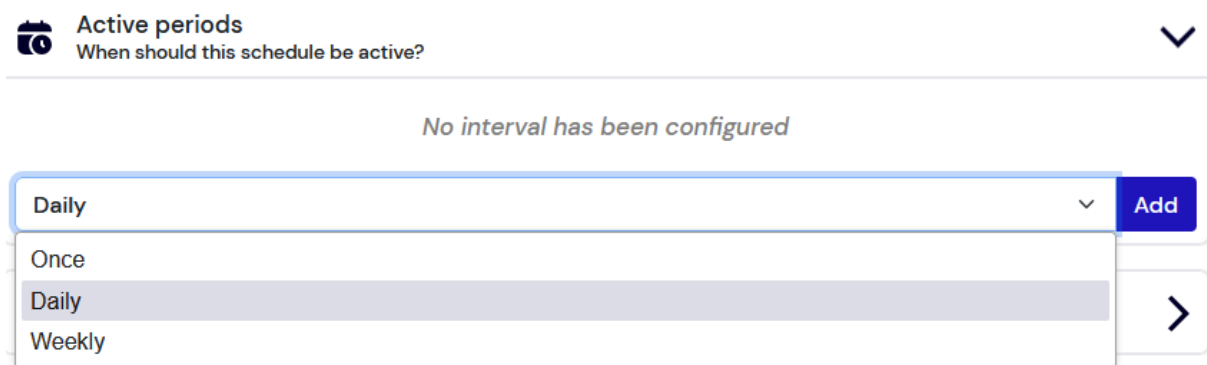
In the upper right corner, click 'create new schedule'. From there, name your schedule and then click 'add'.



Once you have added the schedule, it will automatically open the 'edit schedule' page. From here you can configure the schedule.



By opening 'active periods' you can choose the intervals at which the schedule will be active. Once you have selected the activer period, click 'add'.



Once you have added the active period, you can set the time at which it should be active.



Please note: If you want to set the content schedule for multiple days of the week, you can add more intervals.

In the 'state' menu you can choose in what state the player(s) should be when the schedule is active.

**Content:** The player(s) should be playing the selected content when the schedule is active

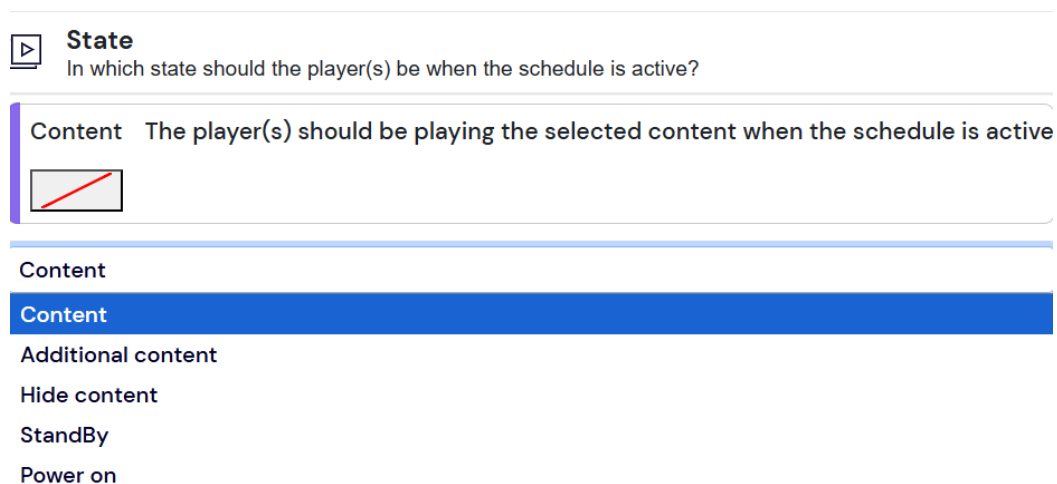
**Additional content:** The player(s) should be playing the selected content in addition to its current content when the schedule is active

**Hide content:** The player(s) should be skipping the selected content when the schedule is active

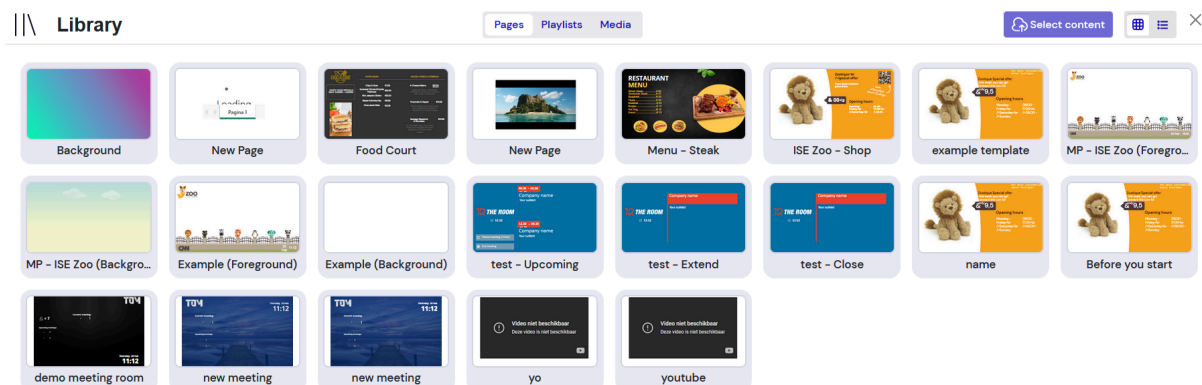
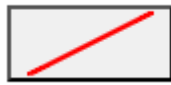
**StandBy:** The player(s) should be on standby mode when the schedule is active

Once you have selected the state, you can choose the content by clicking the content placeholder.

**Power on:** Keeps the screen on when the schedule is active, then turns off the screen.



This button below will take you to the content overview from which you can select the content you want your player(s) to play when the schedule is active.



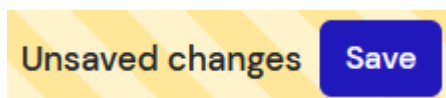
After that you can select the player(s) or player groups you want the schedule to apply to.

## Players and groups

Select the players or groups this schedule should be active on

- ☐  New group
- ☐  New group2
- ☐  Bravia1
- ☐  Bravia3
- ☐  Bravia4
- ☐  AAVH2
- ☐  Bravia7
- ☐  Manual2

After that, scroll back to the top of the page and click 'save' to save your schedule. It is then active immediately.



You have now successfully created a schedule. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create and configure a schedule](#)

## How to create a power schedule

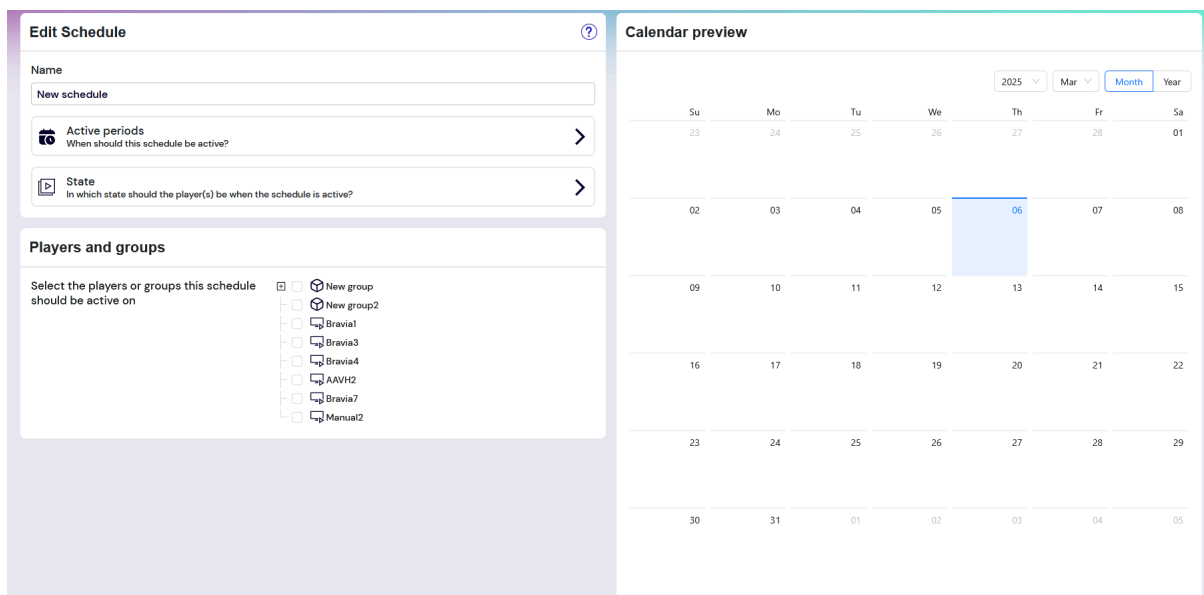
To create a power schedule, you first need to navigate to your schedule overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'schedules'




In the upper right corner, click 'create new schedule'. From there, name your schedule and then click 'add'.



Once you have added the schedule, it will automatically open the 'edit schedule' page. From here you can configure the schedule.



By opening 'active periods' you can choose the intervals at which the schedule will be active. Once you have selected the activer period, click 'add'.



### Active periods

When should this schedule be active?

No interval has been configured

Daily

Once

Daily

Weekly

Add

Once you have added the active period, you can set the time at which it should be active.



Active periods

When should this schedule be active?



Daily

00:00



00:00





Please note: If you want to set the content schedule for multiple days of the week, you can add more intervals.

In the 'state' menu you can choose in what state the player(s) should be when the schedule is active. In this case, because it is a power schedule, choose 'StandBy'.

State

In which state should the player(s) be when the schedule is active?

The player(s) should be on standby mode when the schedule is active

StandBy

After that you can select the player(s) or player groups you want the schedule to apply to.

## Players and groups

Select the players or groups this schedule should be active on

- ☒ New group
- ☐ New group2
- ☐ Bravia1
- ☐ Bravia3
- ☐ Bravia4
- ☐ AAVH2
- ☐ Bravia7
- ☐ Manual2

After that, scroll back to the top of the page and click 'save' to save your schedule. It is then active immediately.

Unsaved changes

Save

You have now successfully created a schedule. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a power schedule](#)

## How to edit a schedule

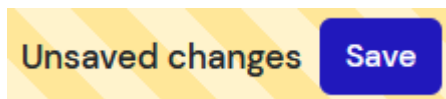
To edit a schedule, you first need to navigate to your schedule overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'schedules'



Click 'edit' next to the schedule you want to edit.



You can now edit all aspects of the schedule. Once you have edited the schedule, click 'save' to save the changes.

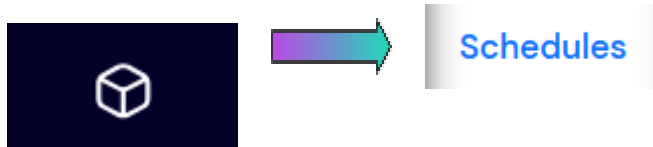


You have now successfully edited a schedule. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to edit a schedule](#)



## How do delete a schedule

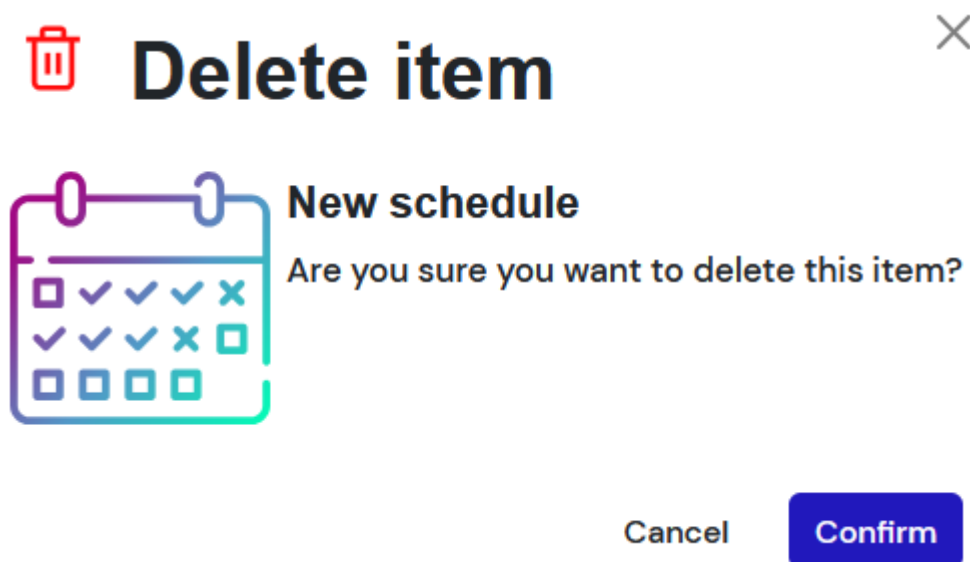
To delete a schedule, you first need to navigate to your schedule overview. From the homepage, go to 'devices' by clicking the box button, then navigate to 'schedules'



Click 'delete' next to the schedule you want to edit.



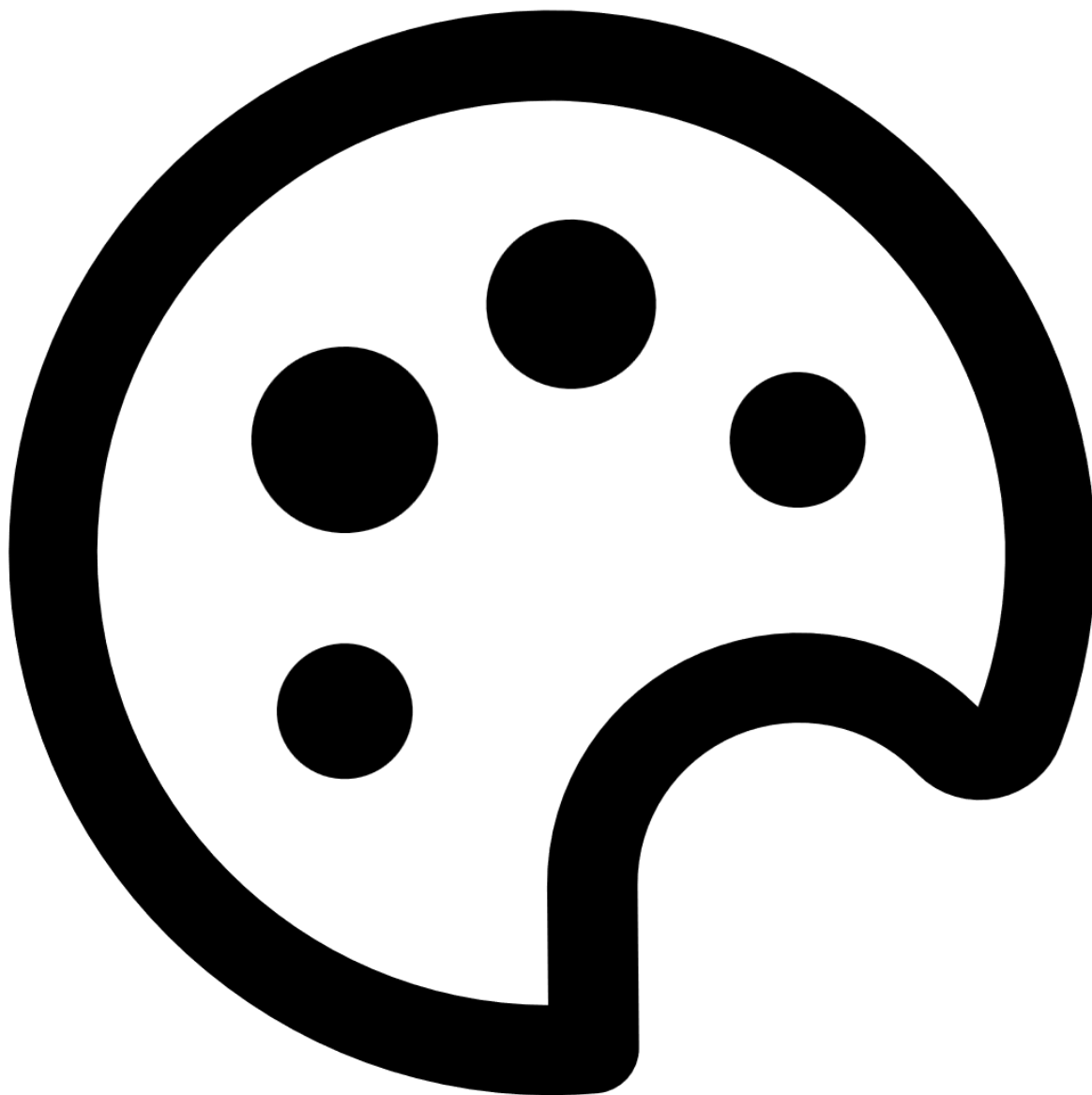
This will give you a pop-up asking if you're certain you want to delete the schedule. If you're certain, click 'confirm'.



You have now successfully deleted a schedule. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to delete a schedule](#)

Designer

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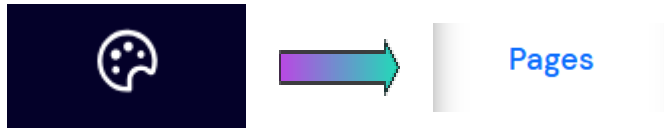


# Pages

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## How to create a page

From the homepage, go to the designer by clicking the palette button, then navigate to 'pages'



The page you see now is your overview. In the upper right corner, you can see a button that says 'add new page'. You can give the page a name. Then click 'add' to create the page.

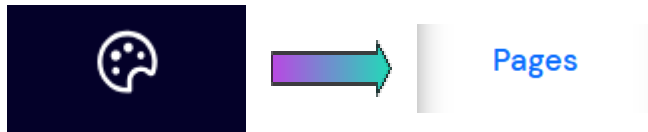


You have now successfully created a new page. From here, you can add elements to your page. How to add these elements is shown in the following chapters.

If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a page](#)

## How to add an image

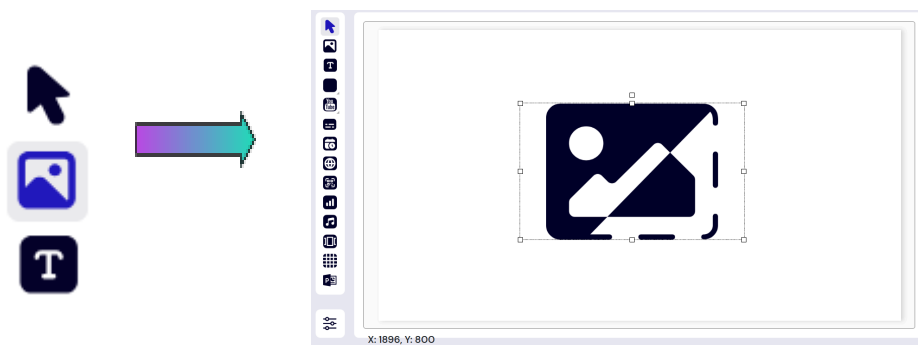
To add an image to your page, you first need to open the page you want to add the image to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



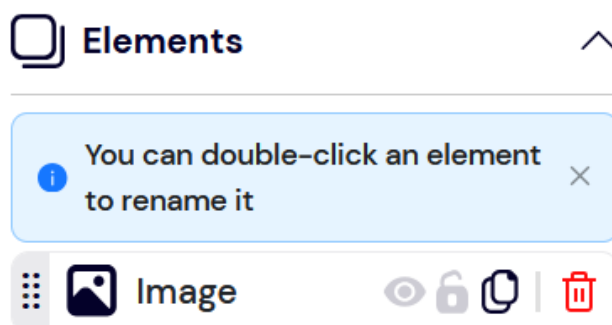
From here, click the 'edit' button of the desired page to open and edit it.



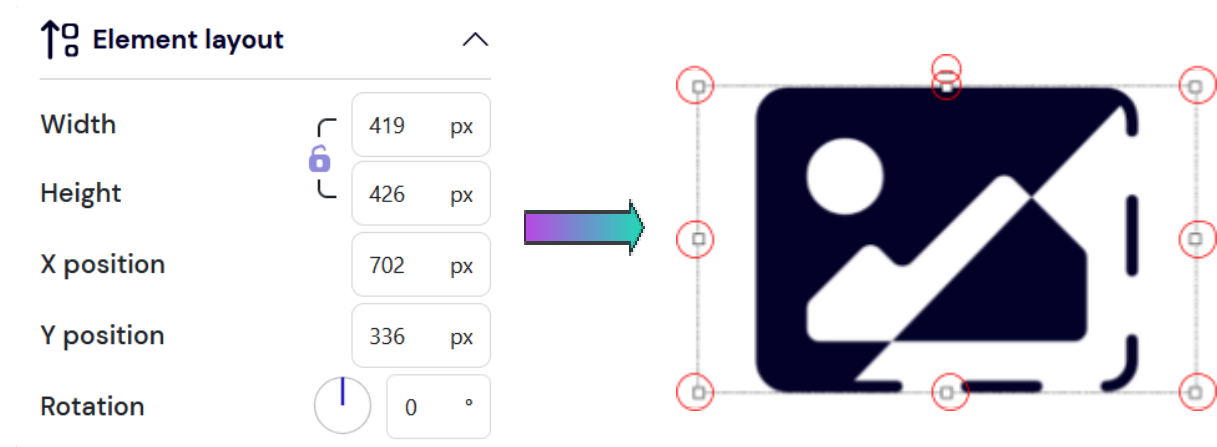
After having done this, you're ready to add an image to your page. To do this, click the image button from the left side of the screen. After that, click and drag to add your image. You can also drag and drop an image from your files onto your page to add that image.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



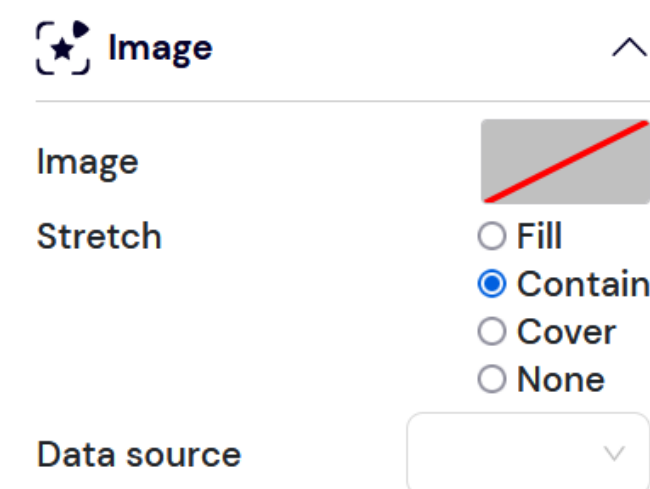
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of the image.



In the 'Image' tab you can choose the image file, the content. Under 'Stretch' you can choose how the image fills the frame. And under 'Data source' you can also select a data source to gather an image from (a weather icon or social media post for example).



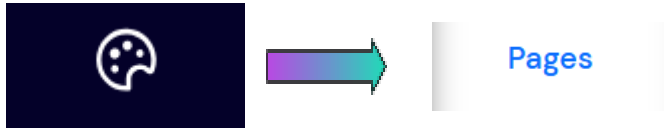
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added an image to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add an image](#)

## How to add a text block

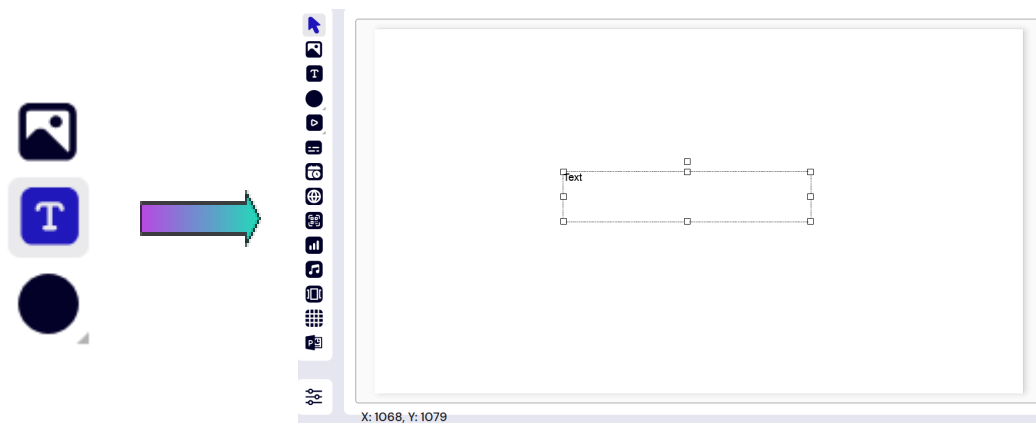
To add a text block to your page, you first need to open the page you want to add the text block to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



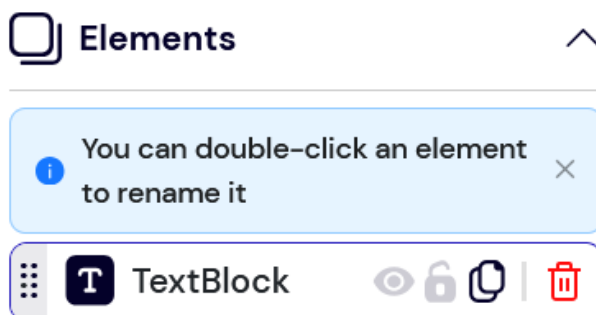
From here, click the 'edit' button of the desired page to open and edit it.



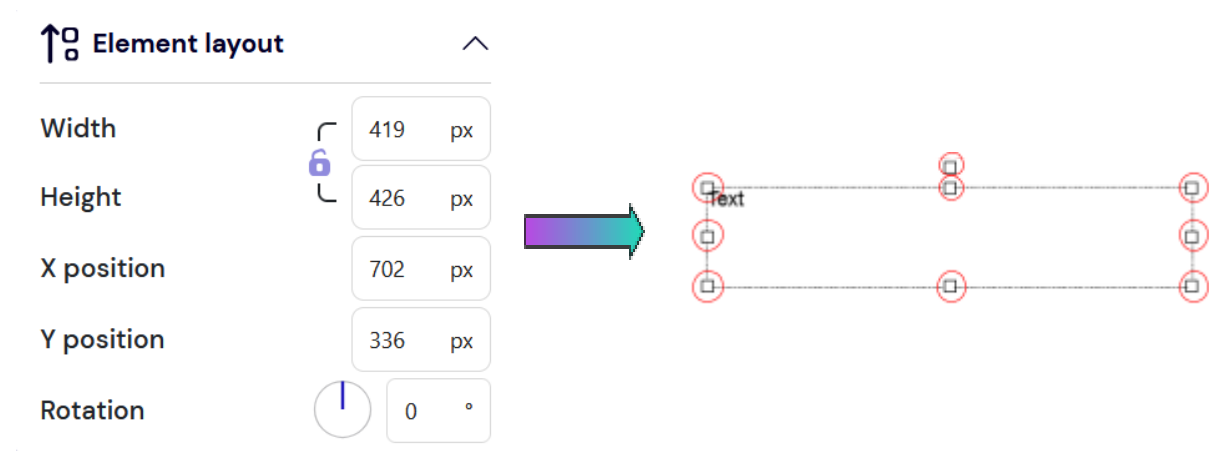
After having done this, you're ready to add a text block to your page. To do this, click the text button from the left side of the screen. After that, click and drag to add your text block.



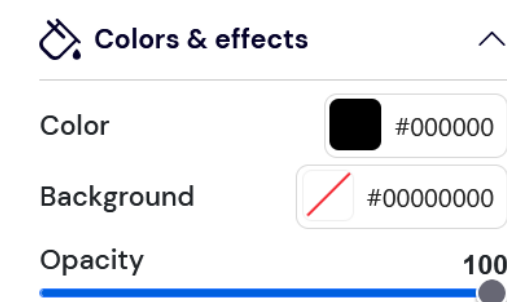
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



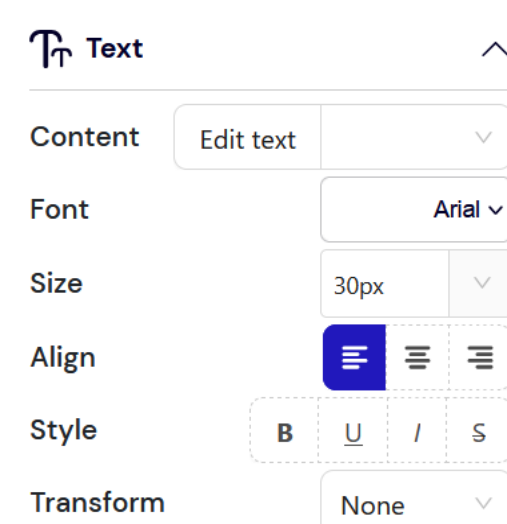
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the colour of the text, the background colour and the opacity of your text block.



In the 'text' tab you can edit the text. If you have already added data sources, you can use these for the text as well. You can also change the font, size of the text, the alignment and style. Under 'transform' you can choose how TDM adapts to your text being too much for the text block you created.





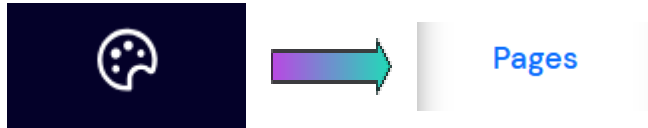
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a text block to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a text block](#)

## How to add a shape

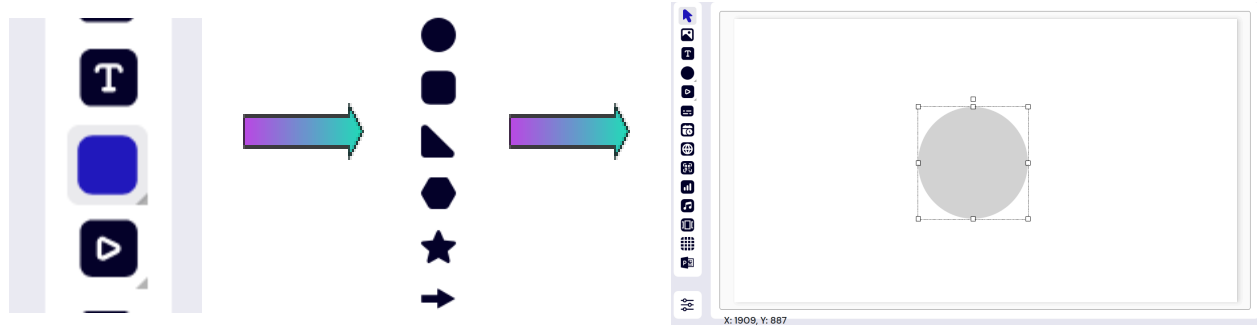
To add a shape to your page, you first need to open the page you want to add the shape to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



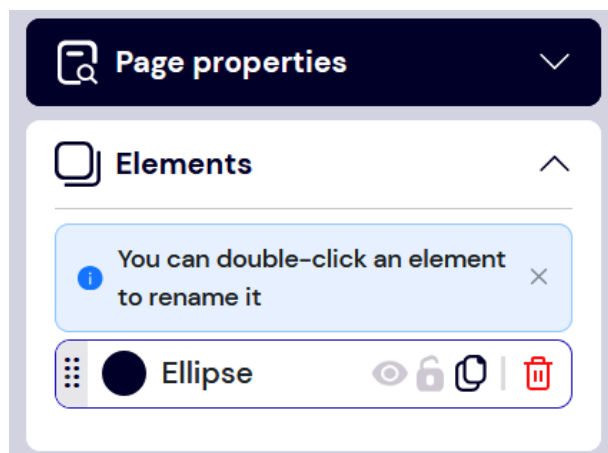
From here, click the 'edit' button of the desired page to open and edit it.



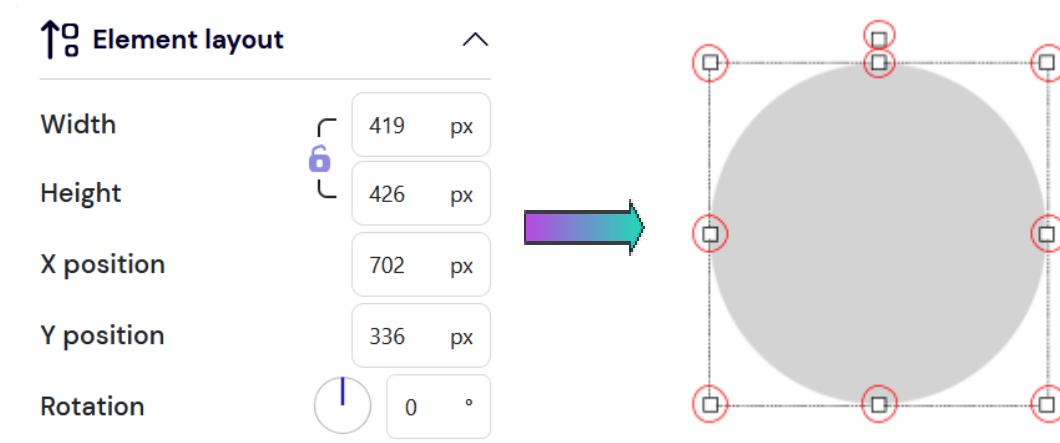
After having done this, you're ready to add a shape to your page. To do this, click the square button from the left side of the screen. Then choose which shape you'd like to add from the menu. After that, click and drag to add your shape.



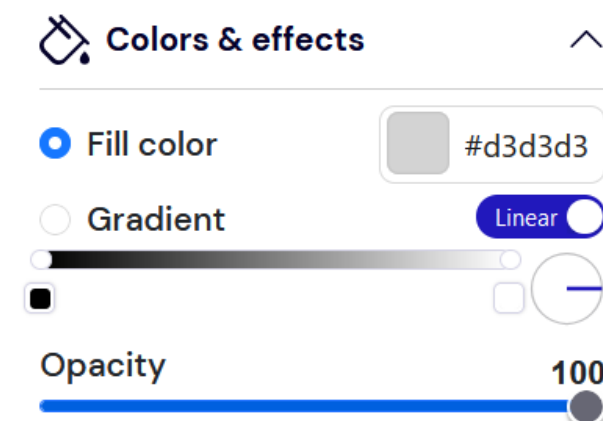
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



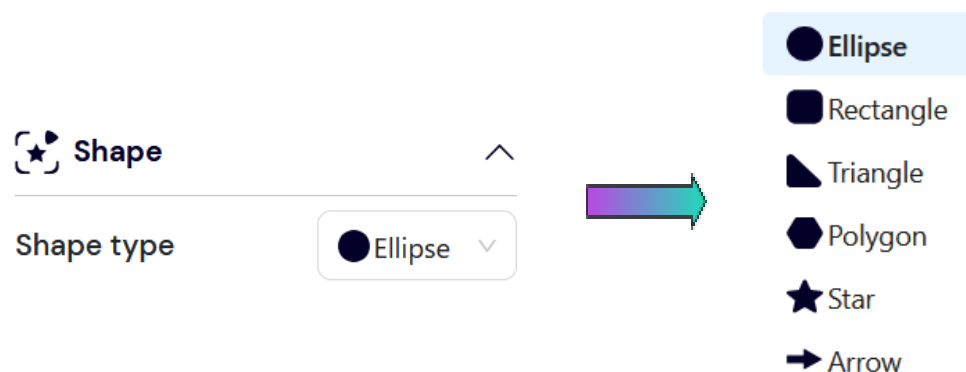
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.





In the 'colors & effects' tab you can change the colour of the shape, if you want the shape to have a colour-gradient and the opacity of the shape.



In the 'shape' tab you can change the shape of your element. There are numerous shapes to choose from. From there, depending on the shape, there are a few different customisation options.




For a **rectangle** the roundness of the corners can be edited.

 **Shape** 



---

Shape type 

 Rectangle



Corner radius

For a **triangle** the type of triangle can be changed.


 **Shape** 

---

Shape type 

 Triangle 

Triangle type 

Right 



Isosceles

Right

Left

For a **polygon** the number of sides can be changed, up to ten (10) sides.

 **Shape** 

---

Shape type 

 Polygon 

Number of sides

For an **arrow** the type of arrow can be changed.

 **Shape** 

---

Shape type 

 Arrow 

Arrow style 

Arrow 



Arrow

Point

Chevron

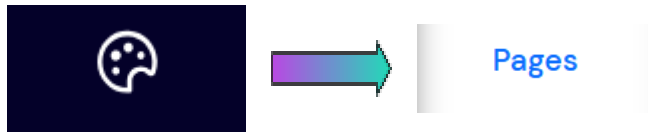
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a shape to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a shape](#)

## How to add a video

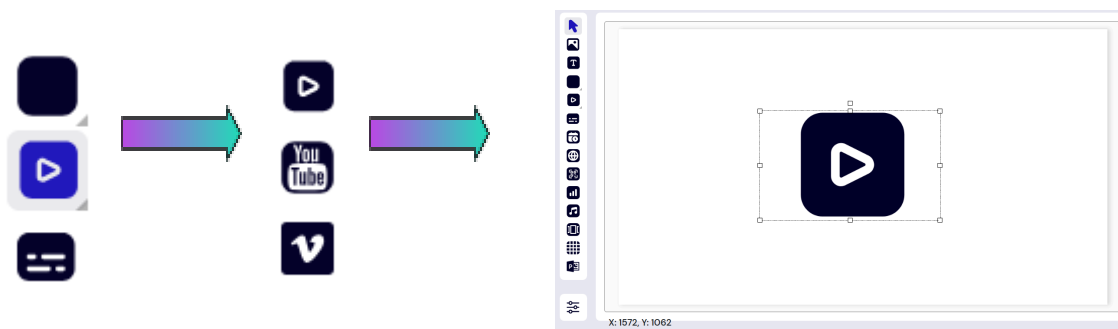
To add a video to your page, you first need to open the page you want to add the shape to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



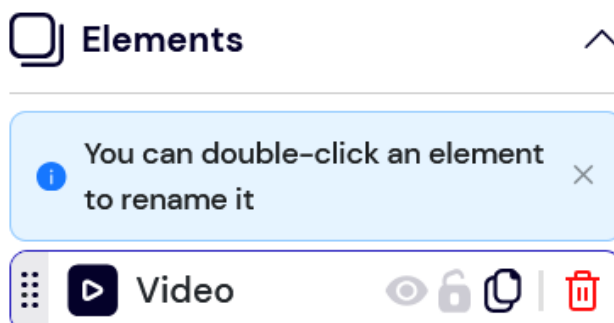
From here, click the 'edit' button of the desired page to open and edit it.



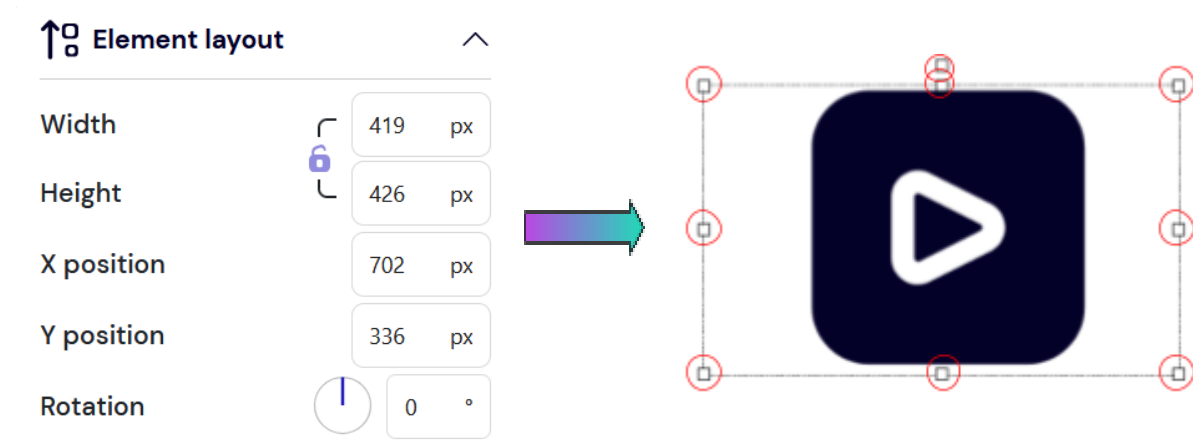
After having done this, you're ready to add a video to your page. To do this, click the video button from the left side of the screen, then again in the opened menu. After that, click and drag to add your video.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



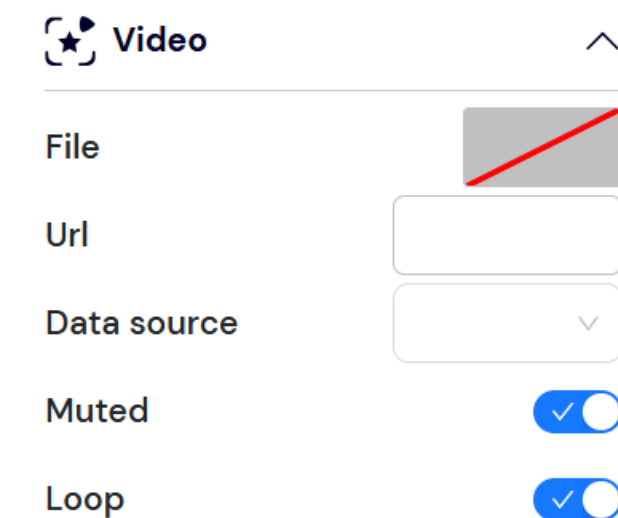
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of the video.



In the 'video' tab you can choose the video file, the content. You can also upload an URL or use a data source for the video, if you have already added one. Do keep in mind that these last two options are streaming the video, TDM doesn't have a copy of the video in the database, which means there may be higher data traffic. You can also choose if you want your video muted and if you want it played on loop.



In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.

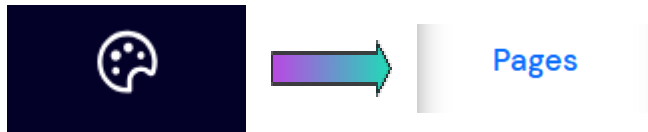


You have now successfully added a video to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a video](#)



## How to add a YouTube video

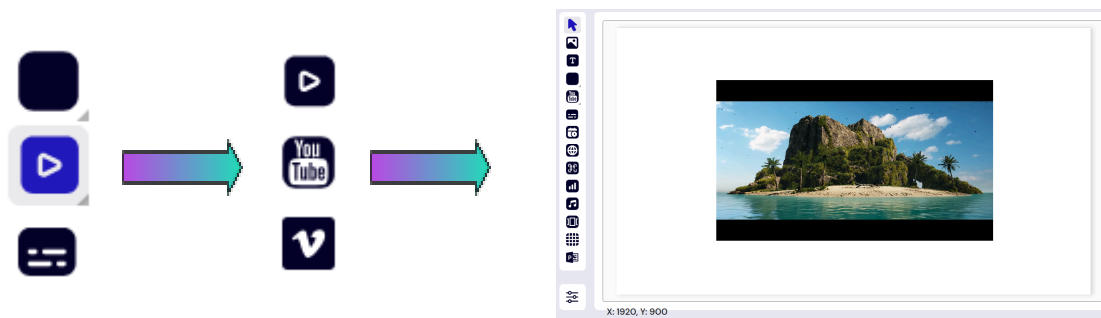
To add a YouTube video to your page, you first need to open the page you want to add the shape to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



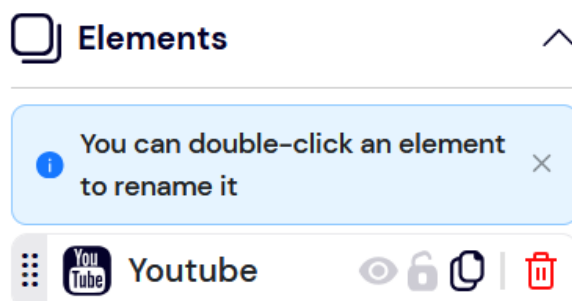
From here, click the 'edit' button of the desired page to open and edit it.



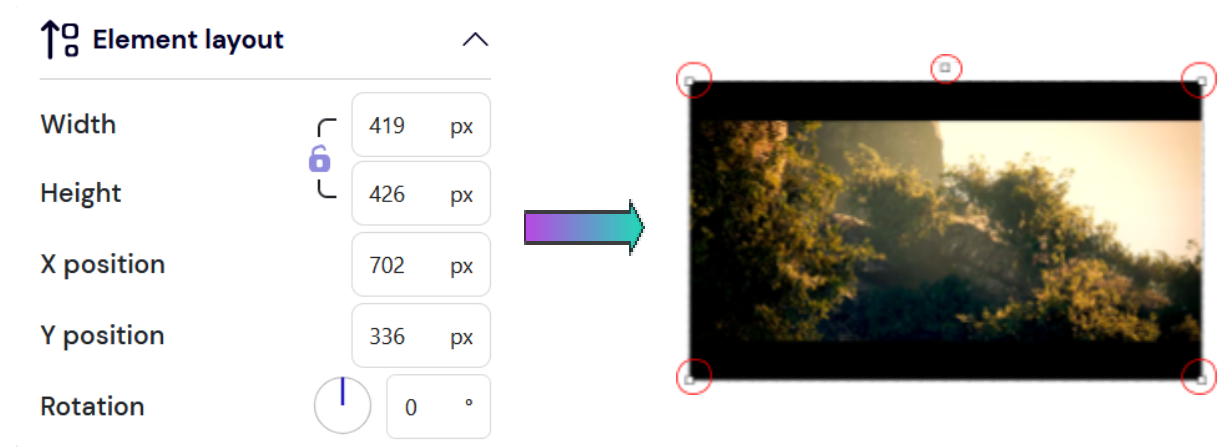
After having done this, you're ready to add a YouTube video to your page. To do this, click the video button from the left side of the screen, then click the YouTube icon. After that, click and drag to add your video.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



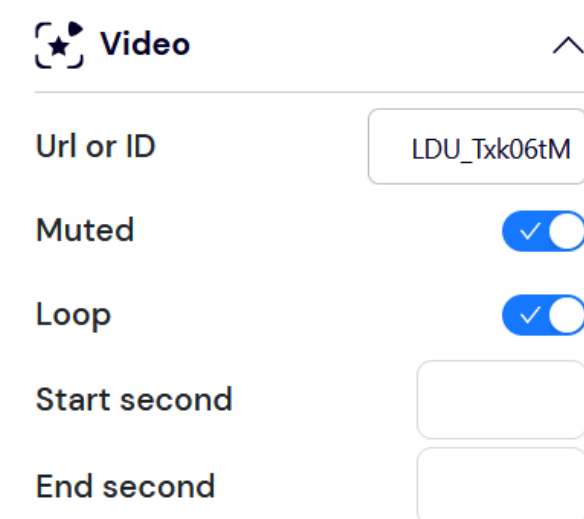
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of the Youtube video.



In the 'video' tab you can choose the video URL or ID, the content. You can also choose if you want your video muted and if you want it played on loop. Furthermore, you can change the start and end second to select the desired fragment from the video.



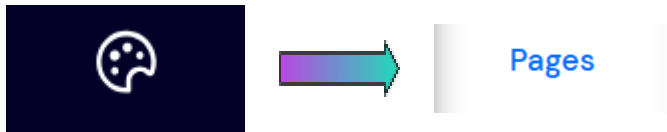
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a YouTube video to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a Youtube video](#)

## How to add a TickerTape

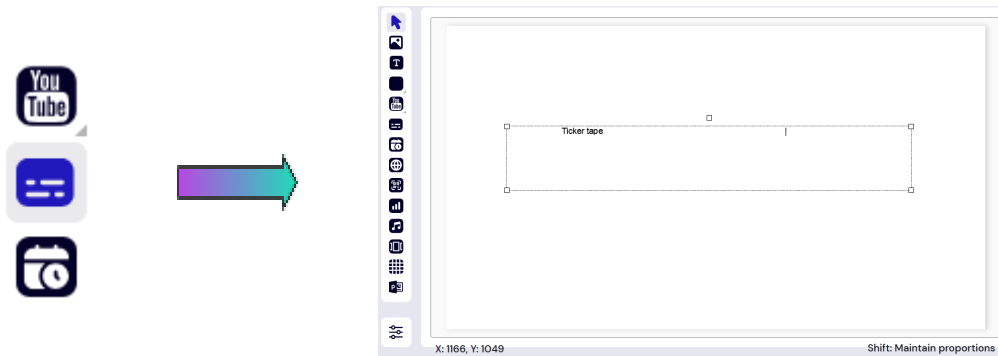
To add a tickertape to your page, you first need to open the page you want to add the tickertape to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



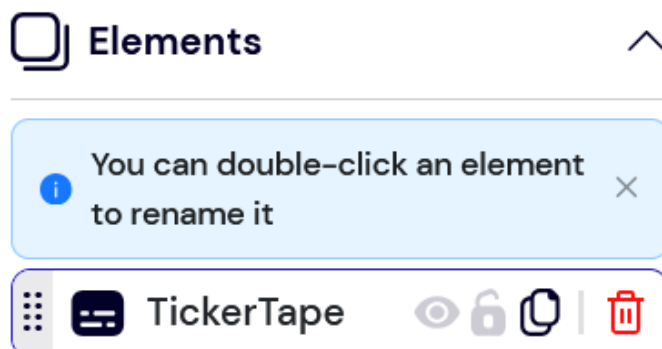
From here, click the 'edit' button of the desired page to open and edit it.



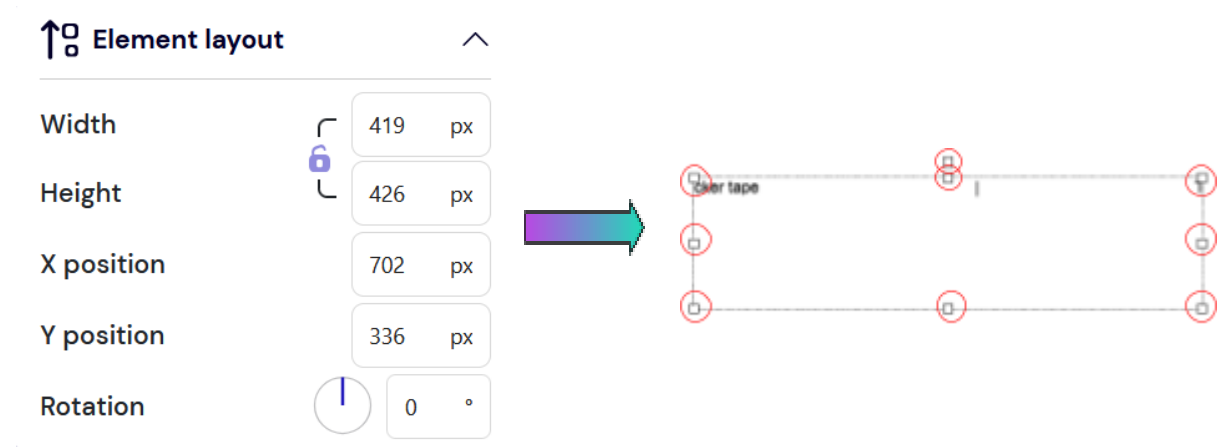
After having done this, you're ready to add a tickertape to your page. To do this, click the text button from the left side of the screen. After that, click and drag to add your tickertape.



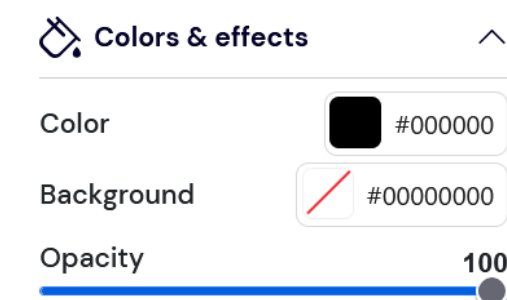
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



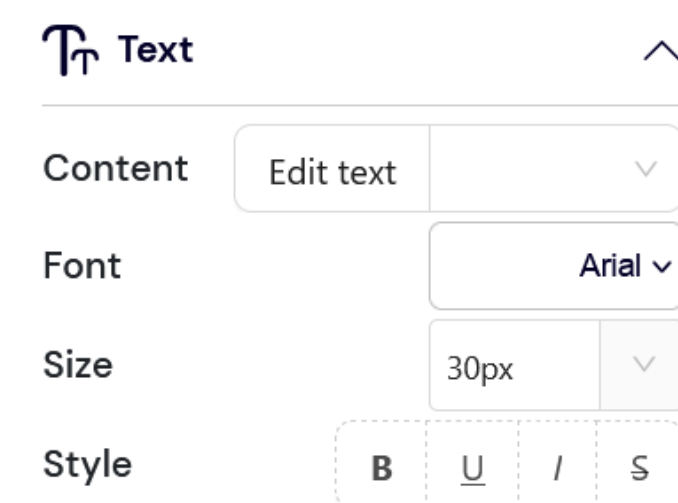
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the colour of the text, the background colour and the opacity of your tickertape.



In the 'text' tab you can edit the text. If you have already added data sources, you can use these for the text as well. You can also change the font, size of the text and style.



In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.

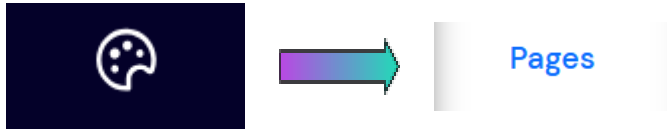


You have now successfully added a tickertape to your page.

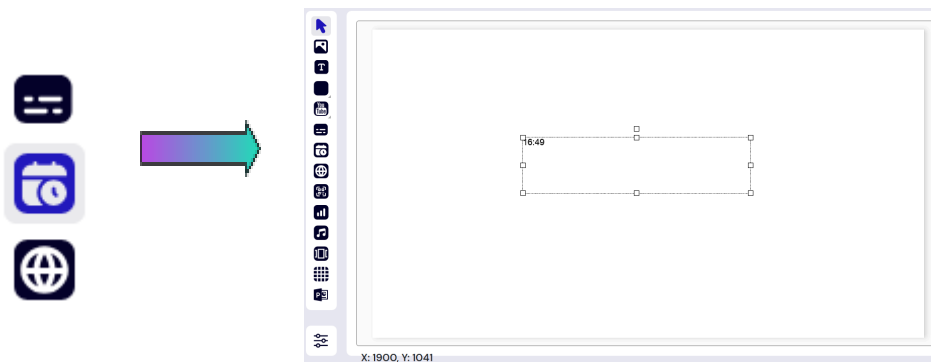
*If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a tickertape](#)*

## How to add date and time

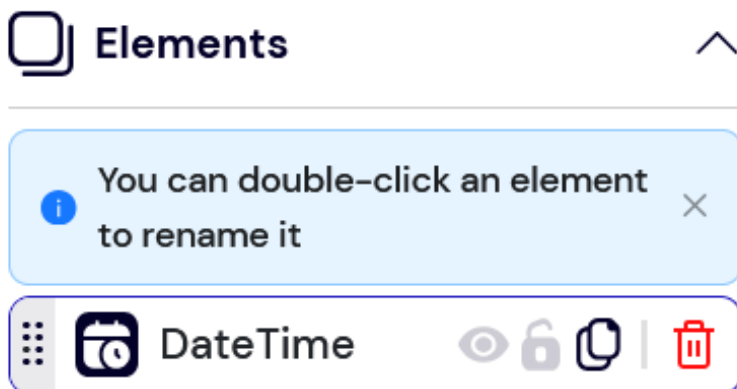
To add the date and time to your page, you first need to open the page you want to add the date and time to. You do this by opening the designer, the palette icon, then clicking 'pages'. From here, click the 'edit' button of the desired page to open and edit it.



After having done this, you're ready to add the date and time to your page. To do this, click the text button from the left side of the screen. After that, click and drag to add date and time.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.

**↑ Element layout**

Width 419 px

Height 426 px

X position 702 px

Y position 336 px

Rotation 0 °



In the 'colors & effects' tab you can change the colour of the text, the background colour and the opacity of your date and time.

**🎨 Colors & effects**

Color #000000

Background #00000000

Opacity 100

In the 'text' tab you can edit the format. There are numerous formats to choose from. If you have already added data sources, you can use these for the date and time as well. You can also change the font, size of the text, alignment and style.

**📄 Text**

Format HH:mm

Data source

Font Arial

Size 30px

Align

Style B U I S



HH:mm (14:11)

HH:mm:ss (14:11:11)

DD-MM-YYYY

DD-MM (14-11)

DD MMM (14 Nov)

DD MMMM (14 November)

DD MMM YY

DD MMMM Y



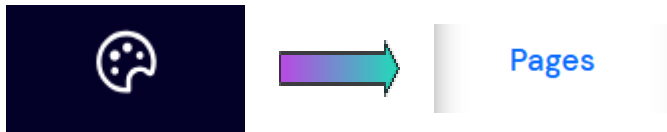
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added date and time to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add date and time](#)

## How to add a website

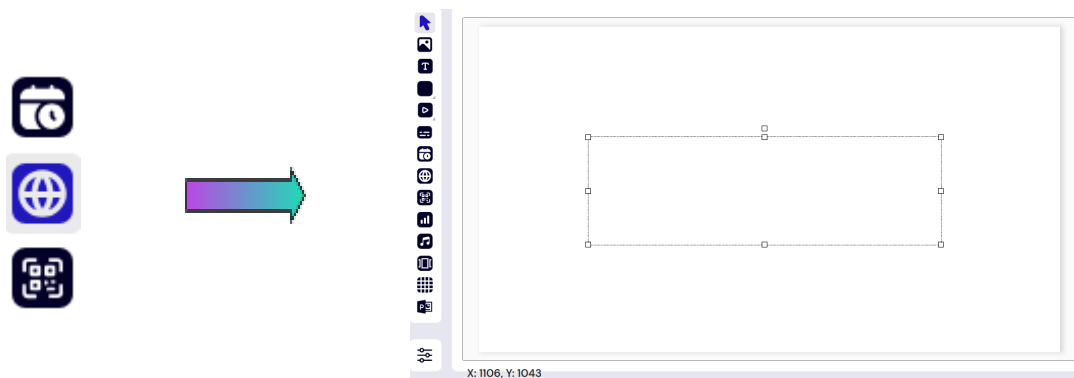
To add a website to your page, you first need to open the page you want to add the website to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



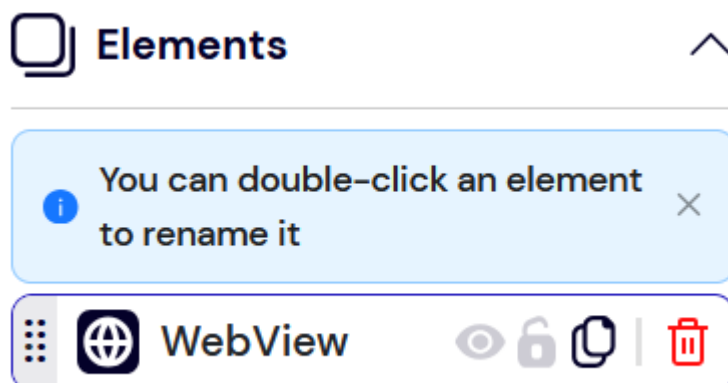
From here, click the 'edit' button of the desired page to open and edit it.



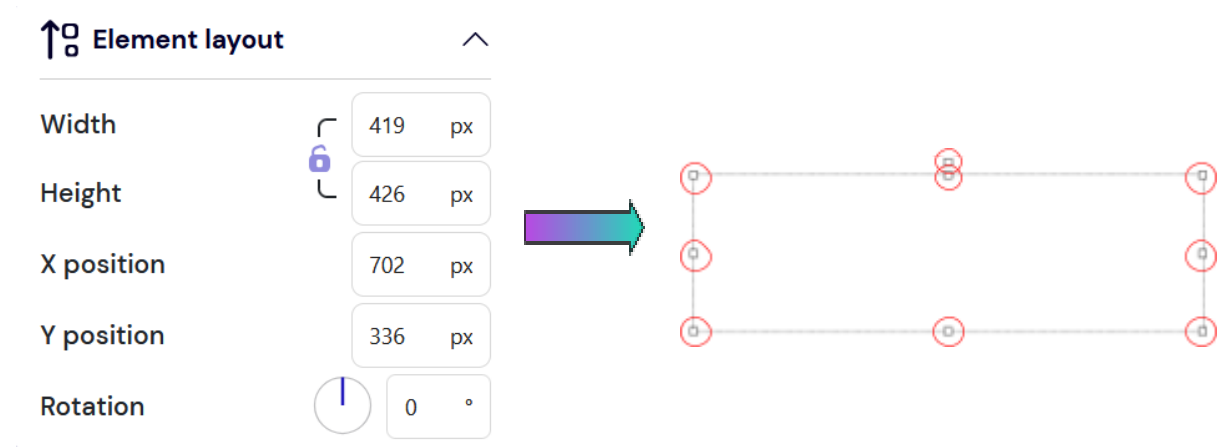
After having done this, you're ready to add the website to your page. To do this, click the internet button from the left side of the screen. After that, click and drag to add the website. Don't worry if you don't see anything show up yet. The selection is blank because you haven't added a URL yet.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



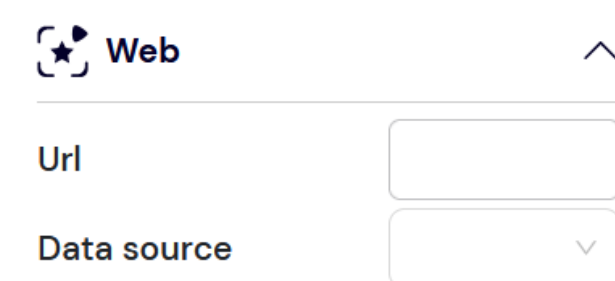
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of your website.



In the 'web' tab you can add the URL of the website you wish to show. If you have already added data sources, you can also use those data sources for your website. Do keep in mind that not every website will allow 'iframing', which means they won't allow being shown, due to safety precautions.



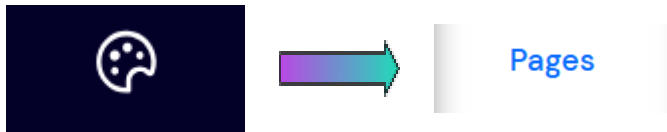
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a website to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a website](#)

## How to add a QR code

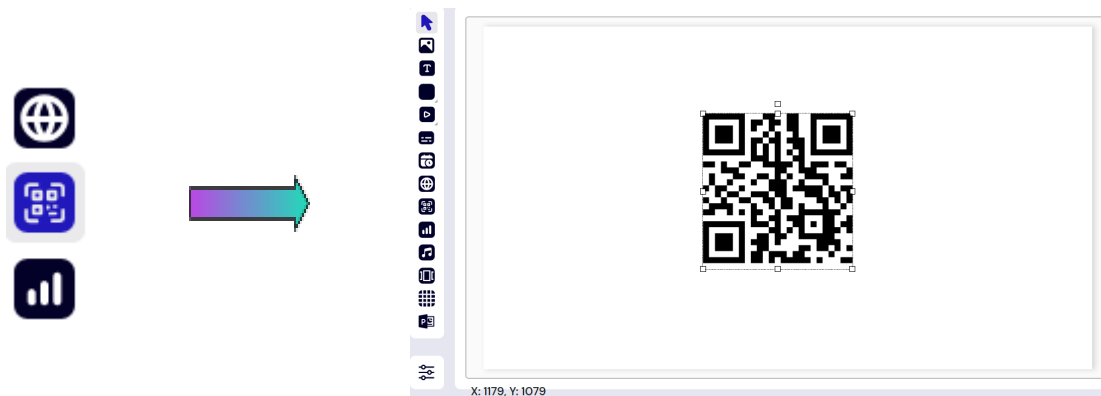
To add a website to your page, you first need to open the page you want to add the website to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



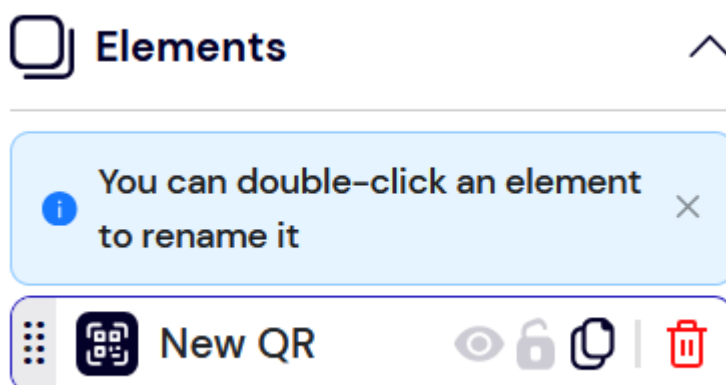
From here, click the 'edit' button of the desired page to open and edit it.



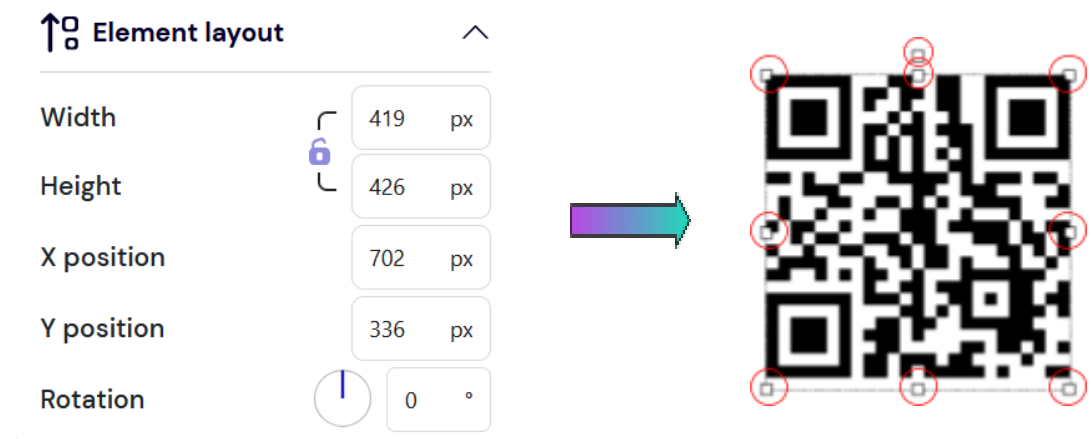
After having done this, you're ready to add the QR code to your page. To do this, click the QR button from the left side of the screen. After that, click and drag to add the QR code.



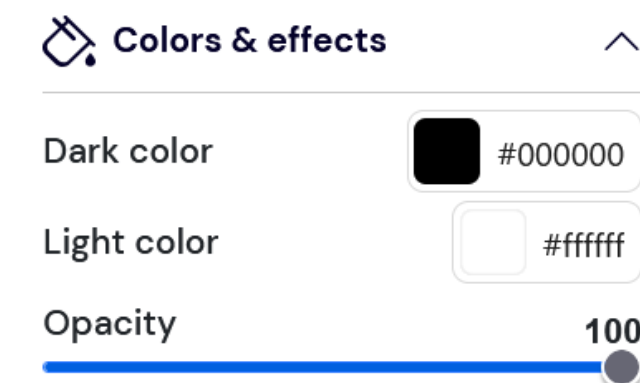
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



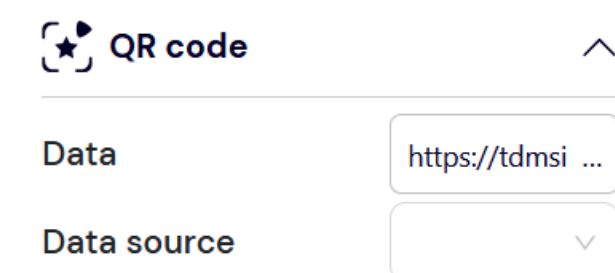
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the colours and opacity of your QR code.



In the 'QR code' tab you can add the URL of the website, image, etc. you wish to show. You can also simply add text so when people scan the QR code, the text will be put in their search engine. If you have already added data sources, you can also use those data sources for your website.



In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a QR code to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a QR code](#)

## How to add Power BI

*Requires a PowerBI data source before you can add the PowerBI element to a page.*

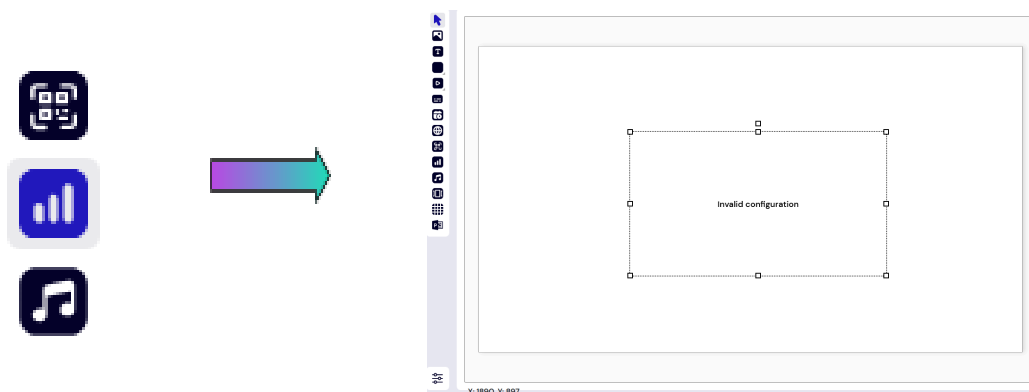
To add an image to your page, you first need to open the page you want to add Power BI to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



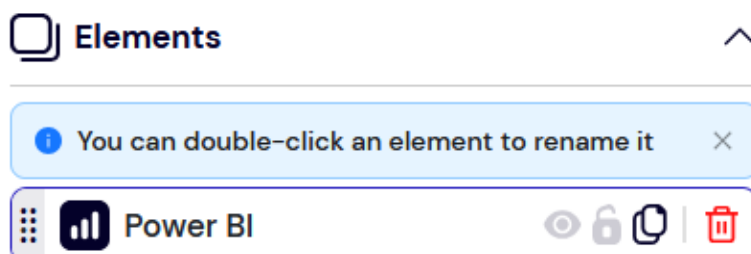
From here, click the 'edit' button of the desired page to open and edit it.



After having done this, you're ready to add Power BI to your page. To do this, click the image button from the left side of the screen. After that, click and drag to add Power BI.

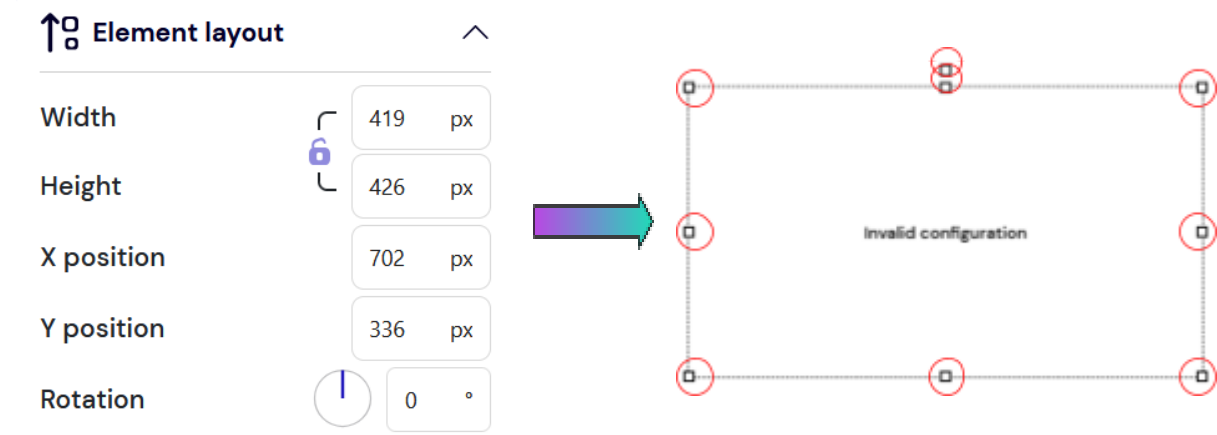


When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.





In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



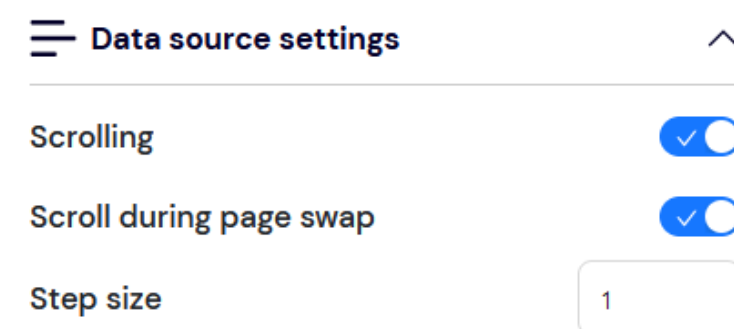
In the 'colors & effects' tab you can change the opacity of the element.



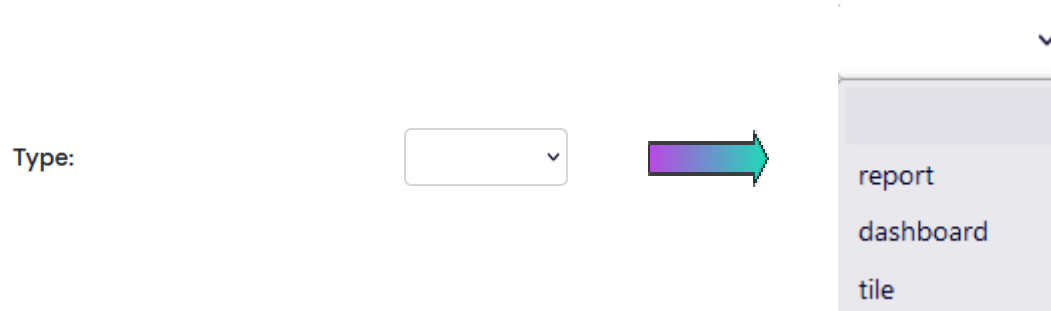
In the 'Power BI' tab you can choose the Power BI source. Then select 'new Power BI data source' from the drop down menu.



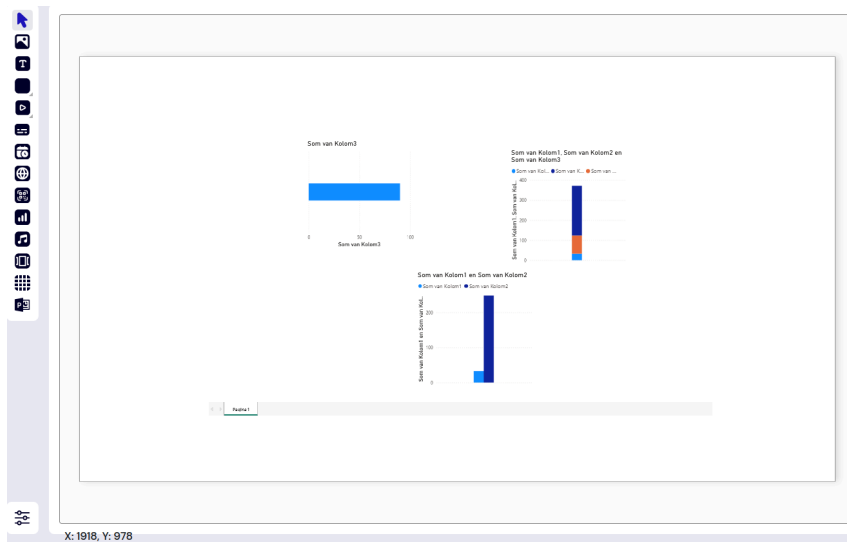
This adds a new menu in which you can adjust some of the settings of your data source.



This also adds a new option in the 'Power BI' menu. Now you can select the type of source you want. You can choose from a report, dashboard or tile.



Once you have selected the desired type, you will see your choice show up in the element. In this example we've used a report.



After having added your type, you can select which of your projects from Power BI you would like to show.



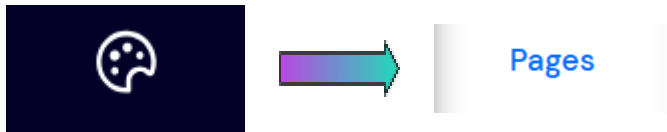
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a video to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add Power BI](#)

## How to add audio

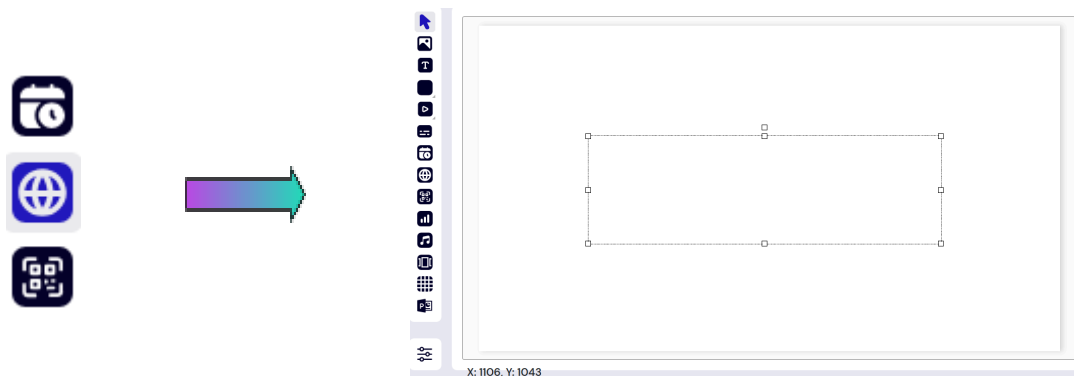
To add a audio to your page, you first need to open the page you want to add the audio to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



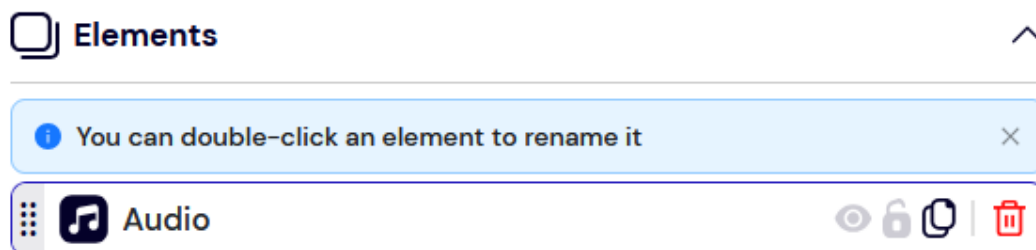
From here, click the 'edit' button of the desired page to open and edit it.



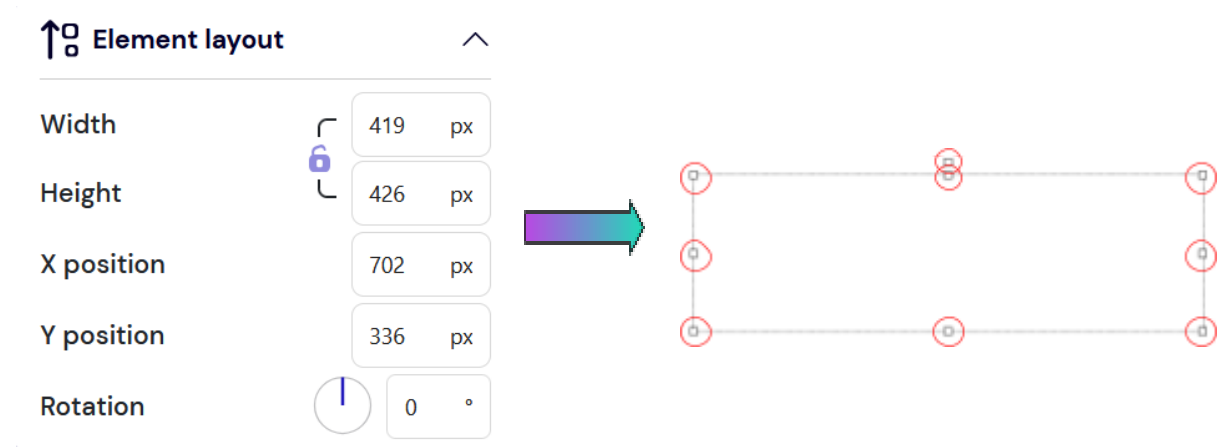
After having done this, you're ready to add the audio to your page. To do this, click the music note button from the left side of the screen. After that, click and drag to add the audio. Don't worry if you don't see anything show up yet. The audio element is transparent.



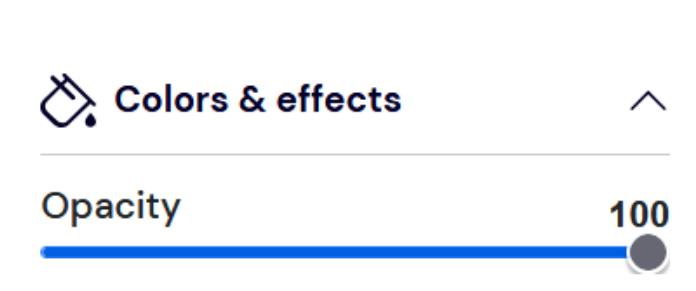
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



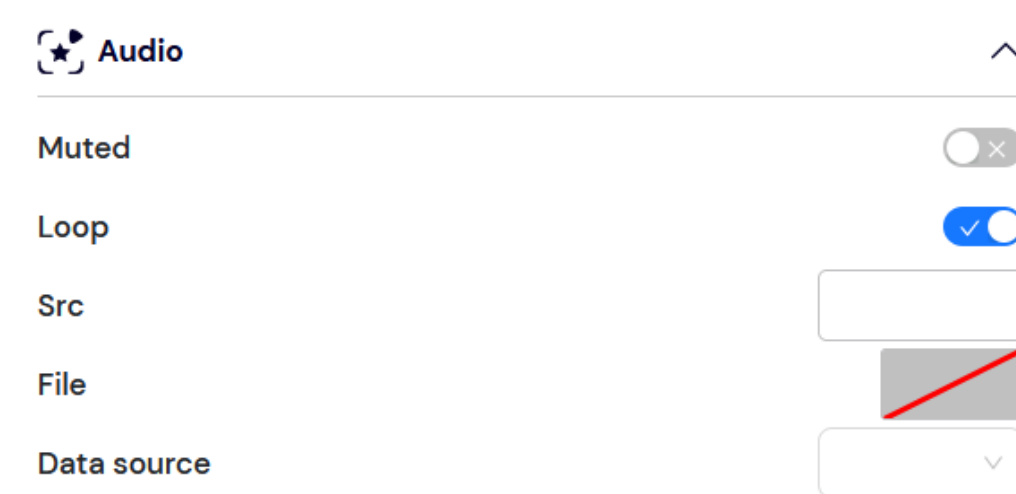
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of your element.



In the 'audio' tab you can add the URL of the music streaming site you wish to add. You can also add .mp3 files from your computer. If you have already added data sources, you can also use those data sources for your website.



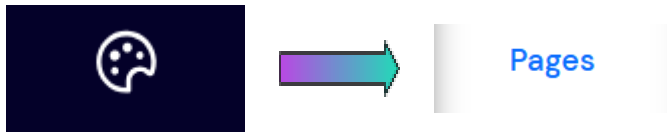
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added audio to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add audio](#)

## How to add a slideshow

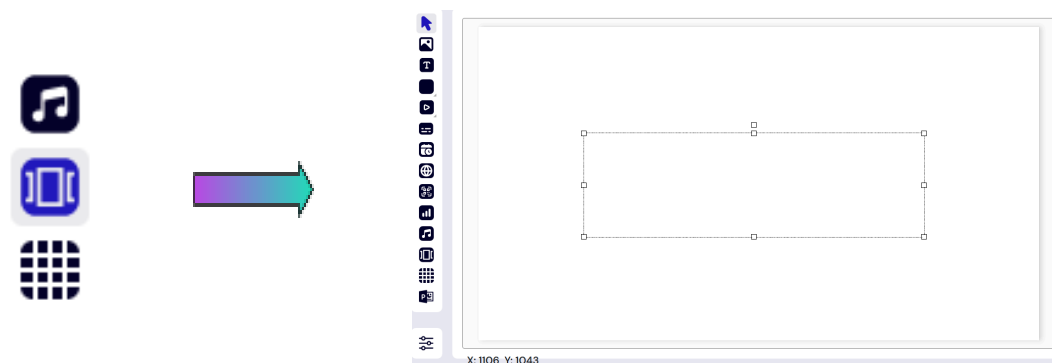
To add a slideshow to your page, you first need to open the page you want to add the slideshow to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



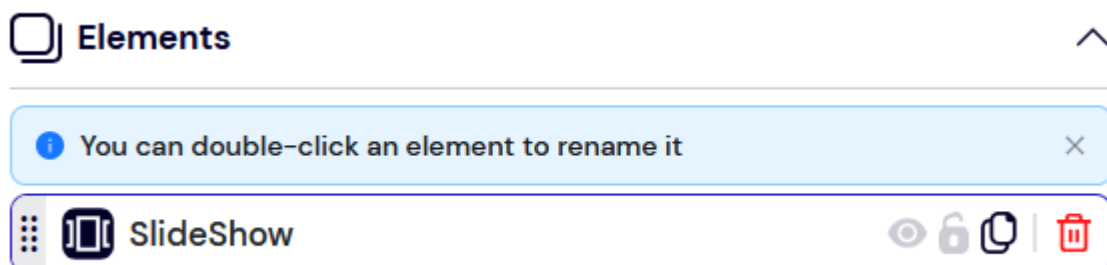
From here, click the 'edit' button of the desired page to open and edit it.



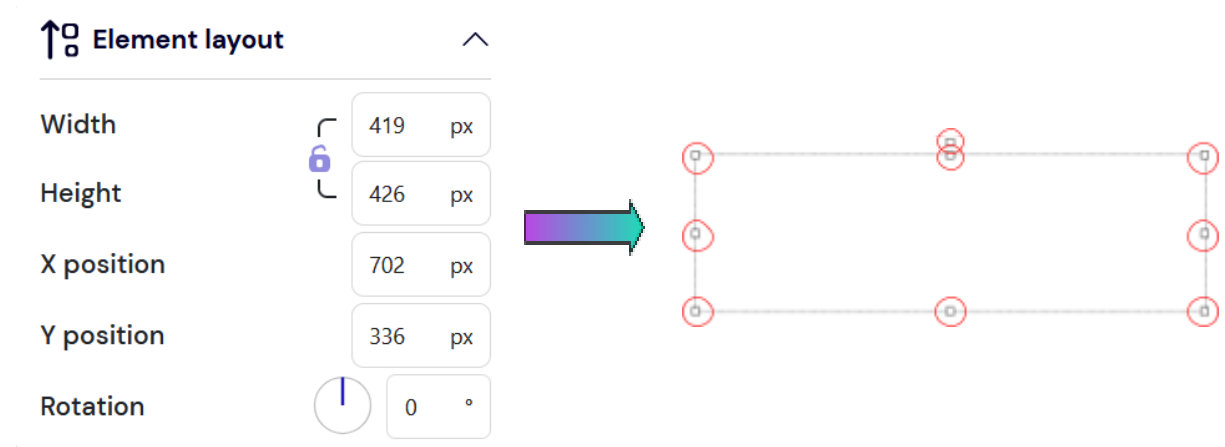
After having done this, you're ready to add the slideshow to your page. To do this, click the slideshow button from the left side of the screen. After that, click and drag to add the slideshow. Don't worry if you don't see anything show up yet. There is no content selected yet.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.

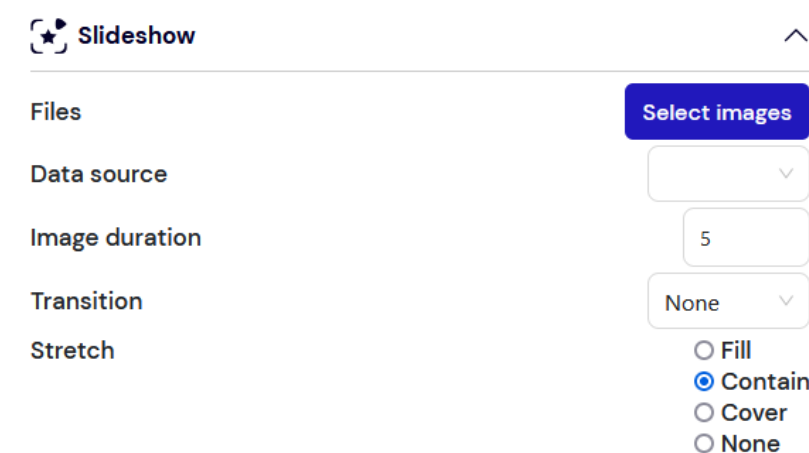


In the 'colors & effects' tab you can change the opacity of your element.



In the 'slideshow' tab you can add images you wish to add. If you have already added data sources, you can also use those data sources for your slideshow. You can adjust the image duration. You can also choose from numerous transition styles.

The stretch of the images changes how the image fills the element. 'Fill' stretches the image to fill the element. 'Contain' will keep the ratio of the image while filling the element. 'Cover' will enlarge the image to fully fill the element. And 'none' keeps the ratio and resolution of the original image.





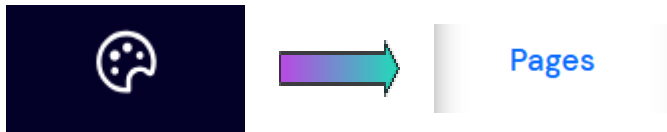
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a slideshow to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a slideshow](#)

## How to add a table

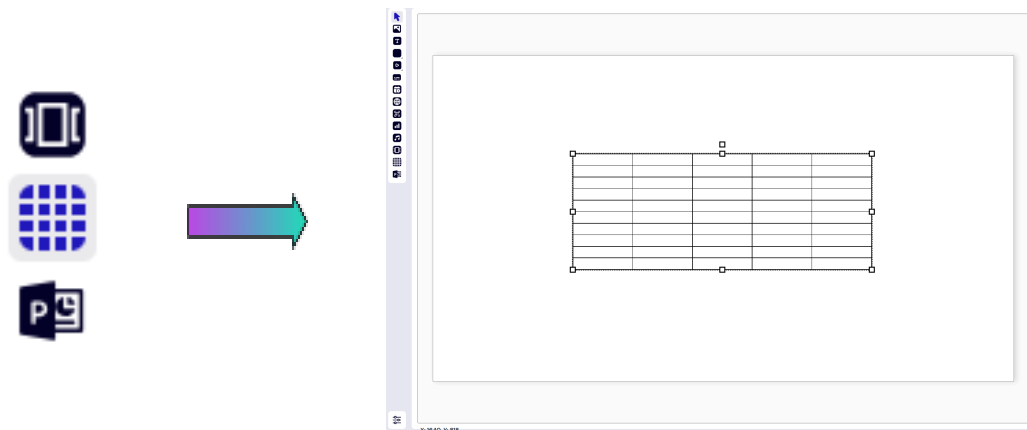
To add a table to your page, you first need to open the page you want to add the table to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



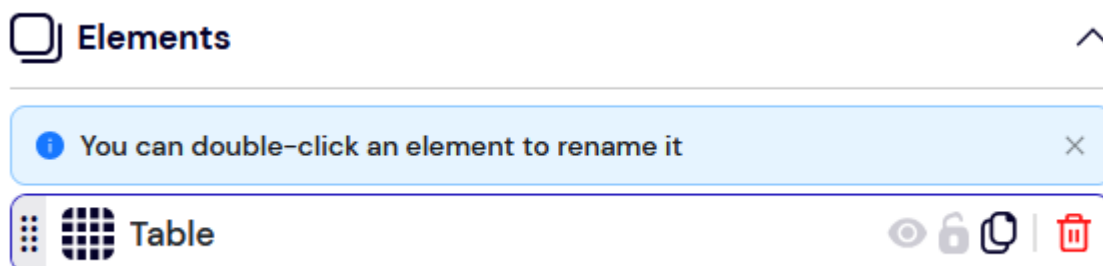
From here, click the 'edit' button of the desired page to open and edit it.



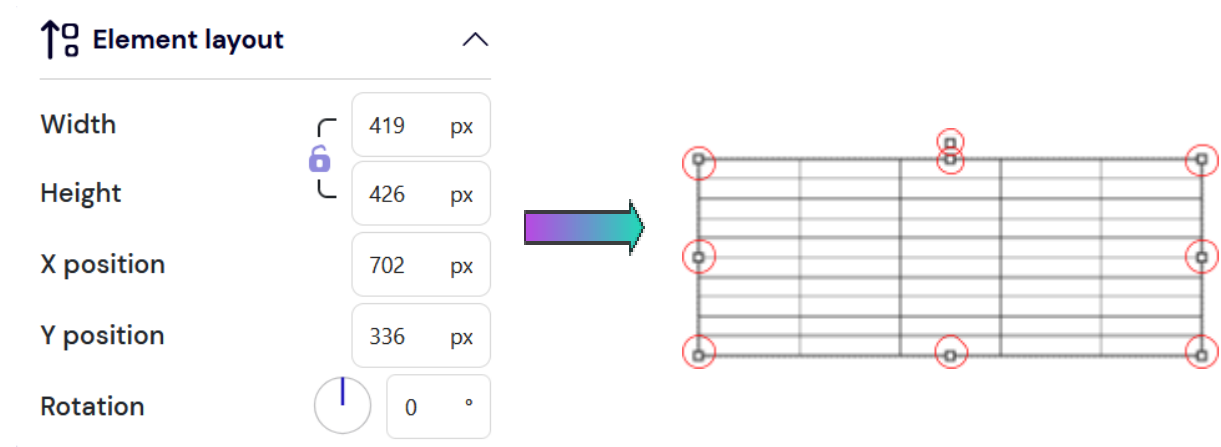
After having done this, you're ready to add the table to your page. To do this, click the roster button from the left side of the screen. After that, click and drag to add the table.



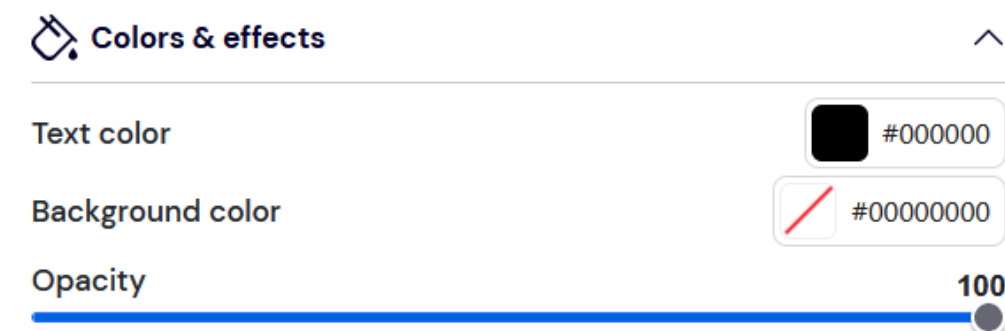
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



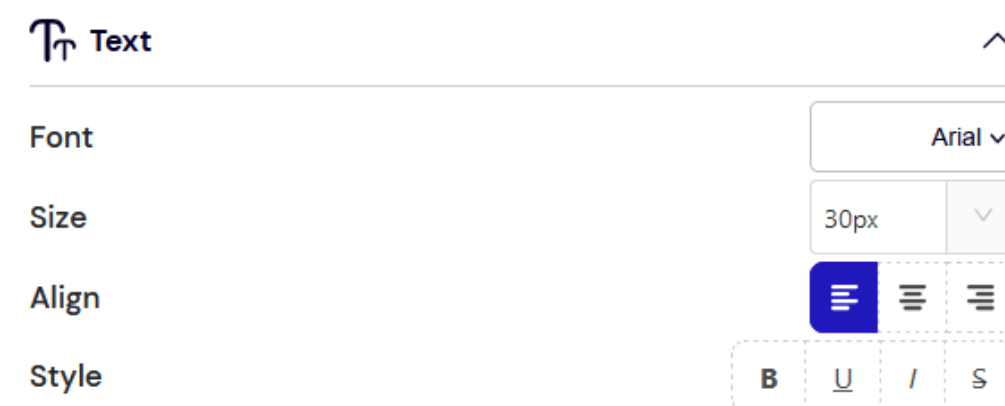
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.





In the 'colors & effects' tab you can change the colour of the text, the colour of the background of the table and the opacity of your table.



In the 'text' tab you can change the font, size, alignment and the style of the text in the table.



In the 'table' tab you can change the amount of columns and rows for your table. You can also change if you want the border to show or not, the border width and the colour of the border if you have it enabled. If you have already added data sources, you can use these to fill your table, too. Lastly, you can choose if you want the first row or column to be a header, or both. This will display the text in bold.

 **Table** 

---

Columns

5

Rows

10


Show border

☒


Border width

2

Border color

 #000000

Data source



First row is header

☐

First column is header

☐

In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.

 **Touch** 

---

Select content to play when touching this element



You have now successfully added a table to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a table](#)

## How to add PowerPoint

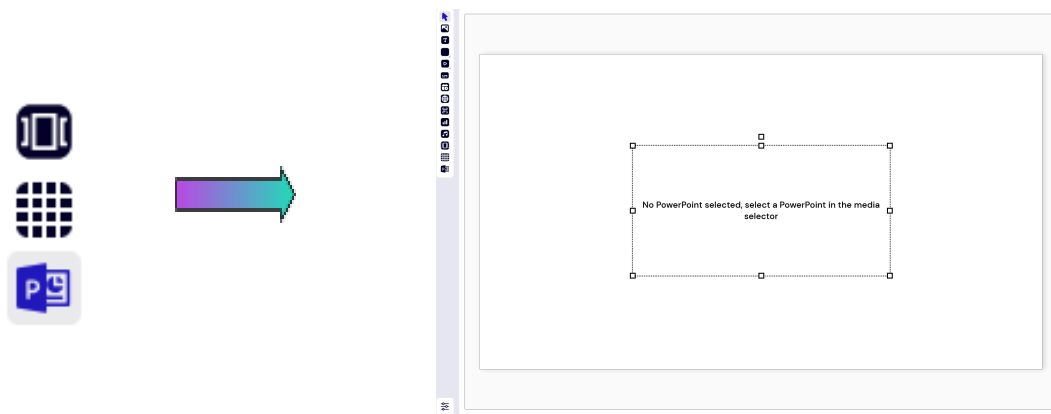
To add a PowerPoint to your page, you first need to open the page you want to add the PowerPoint to. You do this by opening the designer, the palette icon, then clicking 'pages'.



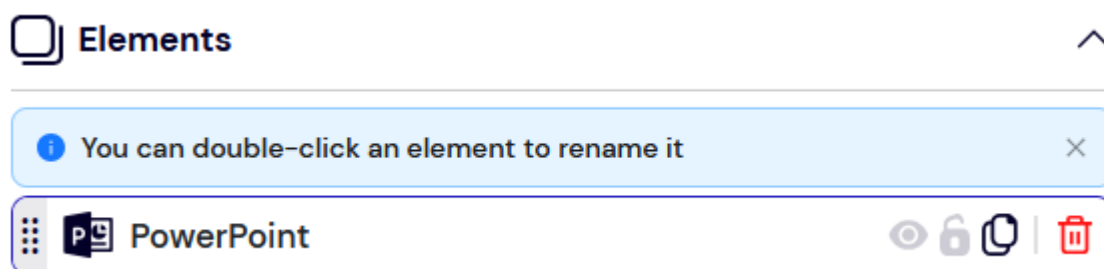
From here, click the 'edit' button of the desired page to open and edit it.



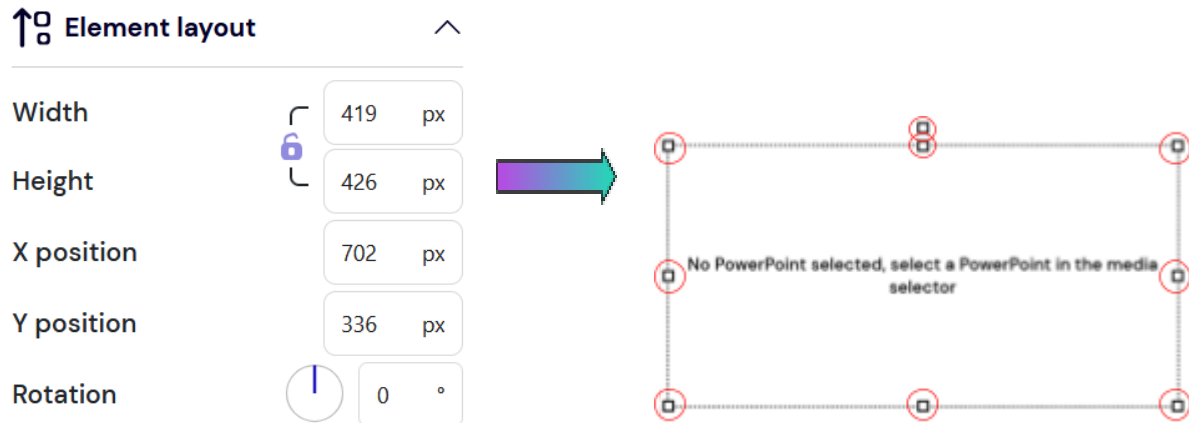
After having done this, you're ready to add the PowerPoint to your page. To do this, click the PowerPoint button from the left side of the screen. After that, click and drag to add the PowerPoint. Don't worry if you don't see anything show up. There is no content selected yet.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



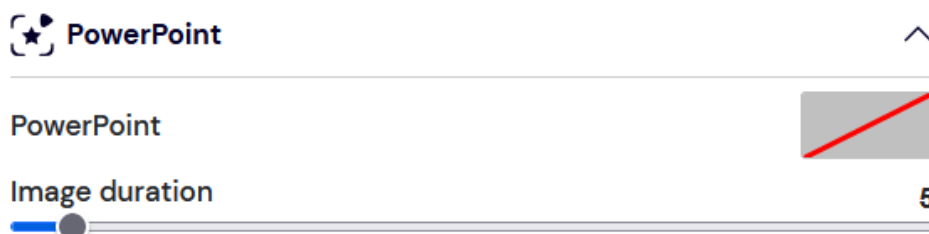
In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'colors & effects' tab you can change the opacity of your element.



In the 'PowerPoint' tab you can upload a PowerPoint to be shown on your page. You can also adjust the image duration. This value is in seconds. Powerpoints will be converted to images that will be uploaded to the media library.



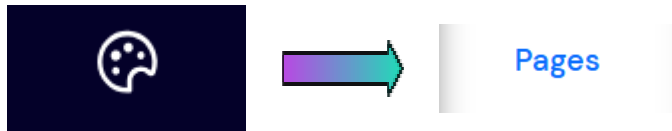
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a PowerPoint to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add PowerPoint](#)

## How to export and import pages

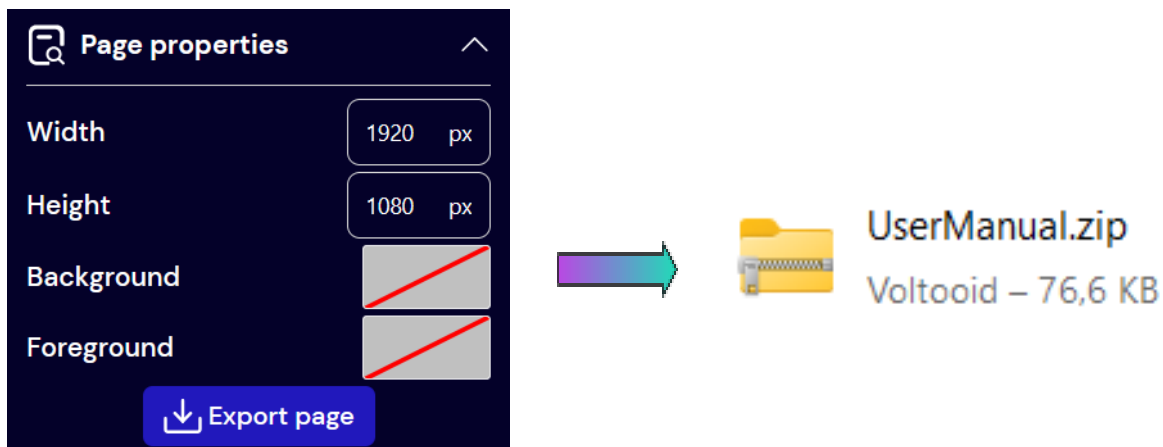
To export pages, you first need to open the page you want to export. You do this by opening the designer, the palette icon, and then clicking 'pages'.



From here, click the 'edit' button of the desired page to open and edit it.



After having done this, go to the upper right corner and select 'page properties'. From there, click the button 'export page' to export your page. The page will be downloaded as a .zip file.



To import pages, you first need to navigate to your page overview. You do this by opening the designer, the palette icon, and then clicking 'pages'. Then click 'import page' in the upper right corner



Your file explorer will open. Select the desired page you wish to import (as a .zip file). Your page will open immediately, so you can start working on it right away. It is now also visible in your page overview.

You have now successfully exported and imported your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to export and import pages](#)



## How to use back- and foregrounds

Back- and foregrounds are similar to TDM4's masterpages. They can be put in front of and behind the elements of your 'main page'. Pages can be set as a back- and/or foreground. So before you can set a back- and/or foreground, you need to create a page (that you design with that purpose).

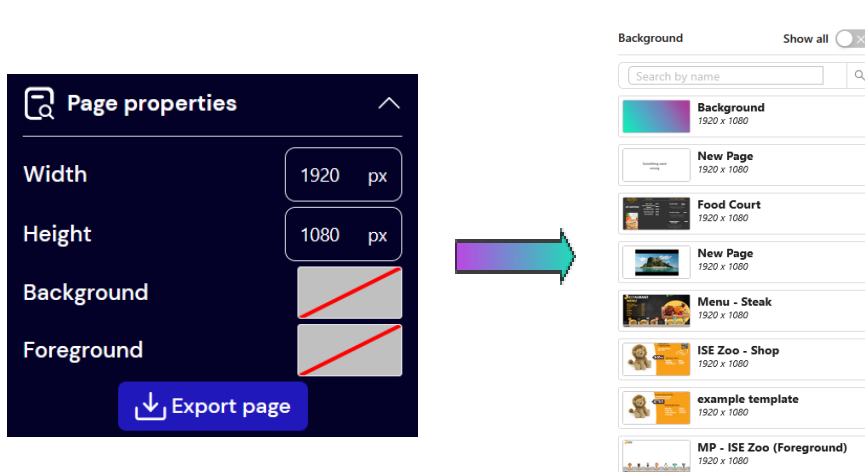
To use back- and foregrounds you first need to navigate to your page overview. You do this by opening the designer, the palette icon, and then clicking 'pages'.



From here, click the 'edit' button of the page you wish to add a back-/foreground to, to open and edit it.



After having done this, go to the upper right corner and select 'page properties'. From there you can select a back- and/or foreground for the page you're working on. You can select an earlier made page from the list.

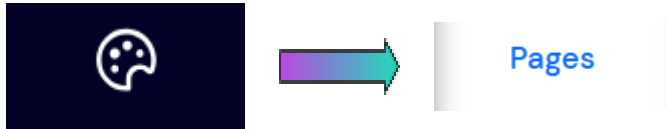


When applied as a back- or foreground, the elements of the back-/foreground cannot be altered. The elements of the 'main' page can be edited as usual.

You have now successfully added a back-/foreground. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to use back- and foregrounds](#)

## How to add a Buienradar widget

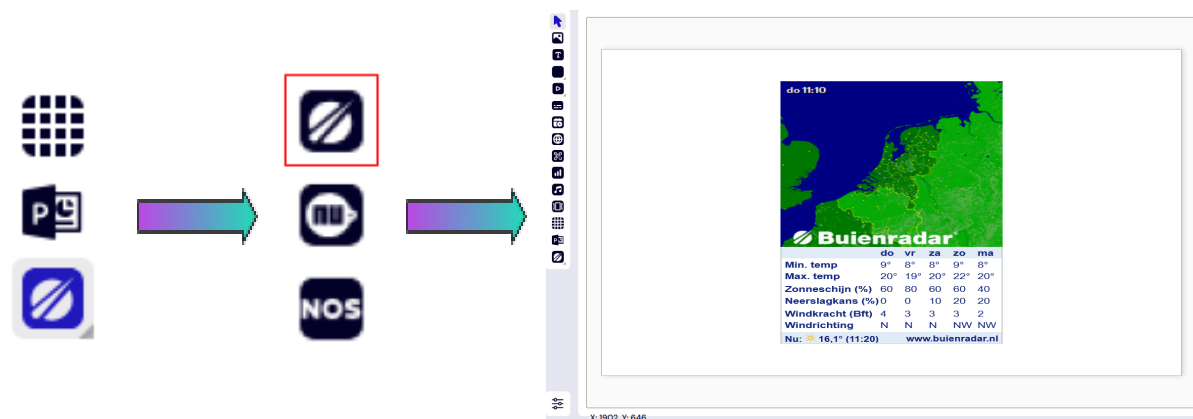
To add a Buienradar widget to your page, you first need to open the page you want to add the Buienradar widget to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



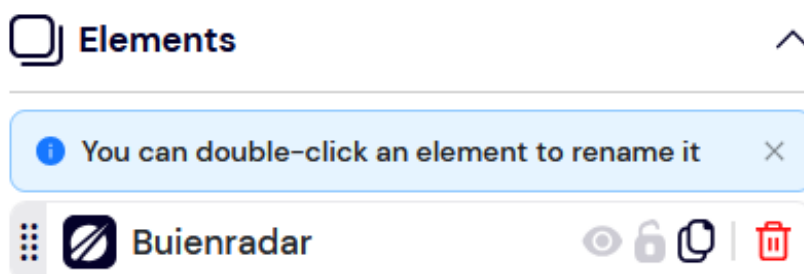
From here, click the 'edit' button of the desired page to open and edit it.



After having done this, you're ready to add the Buienradar widget to your page. To do this, click the Buienradar button from the left side of the screen, then select the Buienradar logo. After that, click and drag to add the Buienradar widget.



When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.

### ↑ Element layout ^

Width

419 px

Height

426 px

X position

702 px

Y position

336 px

Rotation

|

0 °

In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.

### 👆 Touch ^

Select content to play when touching this element

You have now successfully added a Buienradar widget to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a Buienradar widget](#)

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## How to add a NU.nl widget

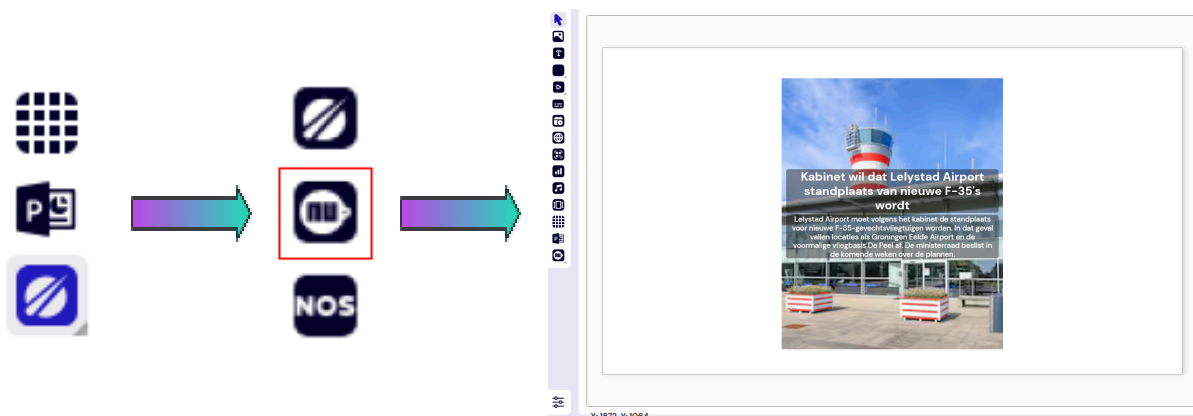
To add a NU.nl widget to your page, you first need to open the page you want to add the NU.nl widget to. You do this by opening the designer, the palette icon, and then clicking 'pages'.



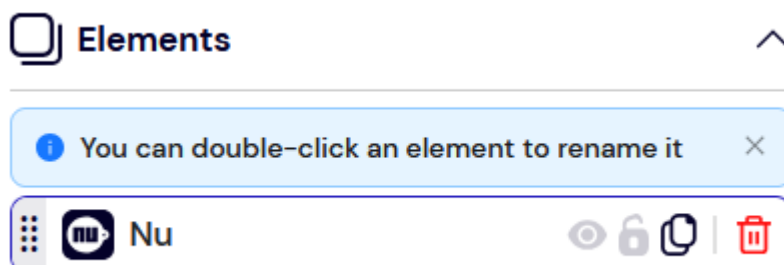
From here, click the 'edit' button of the desired page to open and edit it.



After having done this, you're ready to add the NU.nl widget to your page. To do this, click the Buienradar button from the left side of the screen, then select the NU.nl logo. After that, click and drag to add the NU.nl widget.



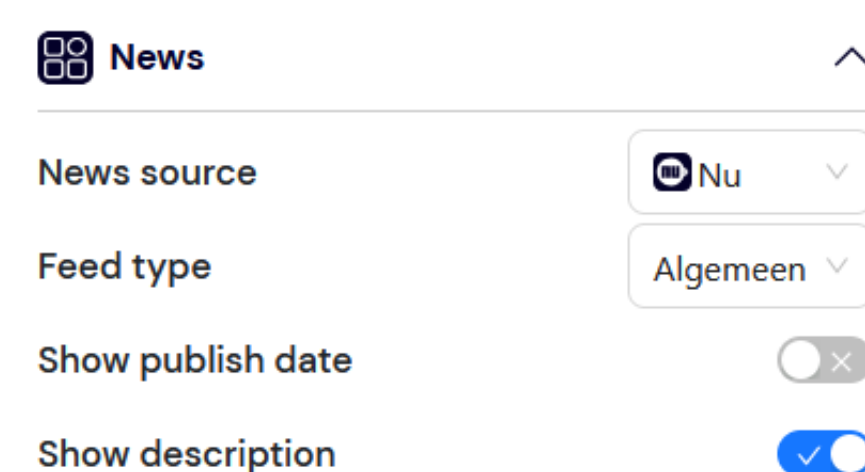
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'News' tab you can select the news source, in this case NU.nl, the newsfeed type and toggle the publication date and image description.



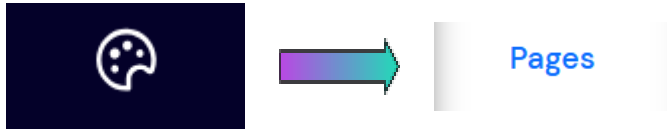
In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



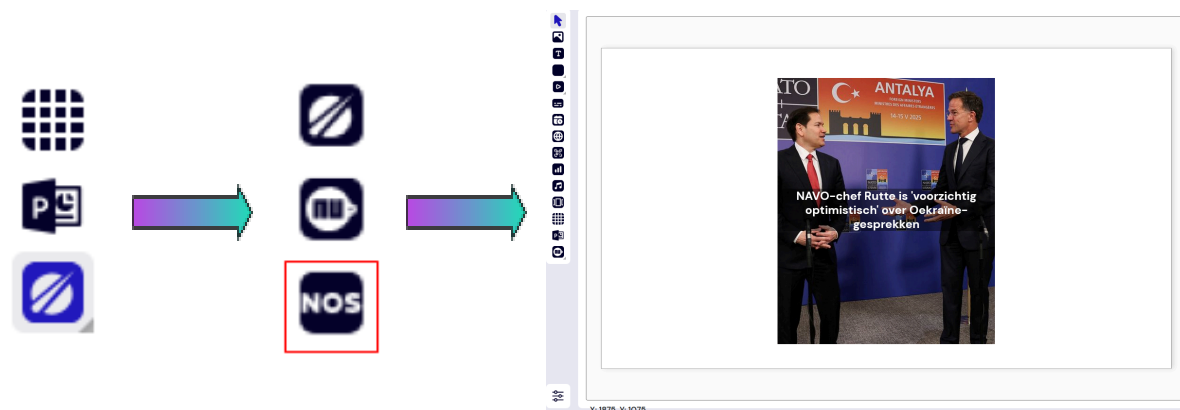
You have now successfully added a [NU.nl](#) widget to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a NU.nl Widget](#)

## How to add a NOS widget

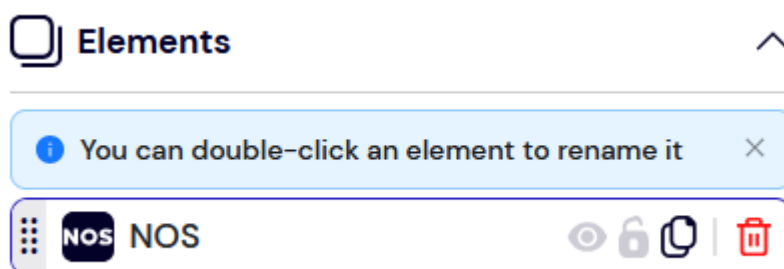
To add a NOS widget to your page, you first need to open the page you want to add the NOS widget to. You do this by opening the designer, the palette icon, and then clicking 'pages'. From here, click the 'edit' button of the desired page to open and edit it.



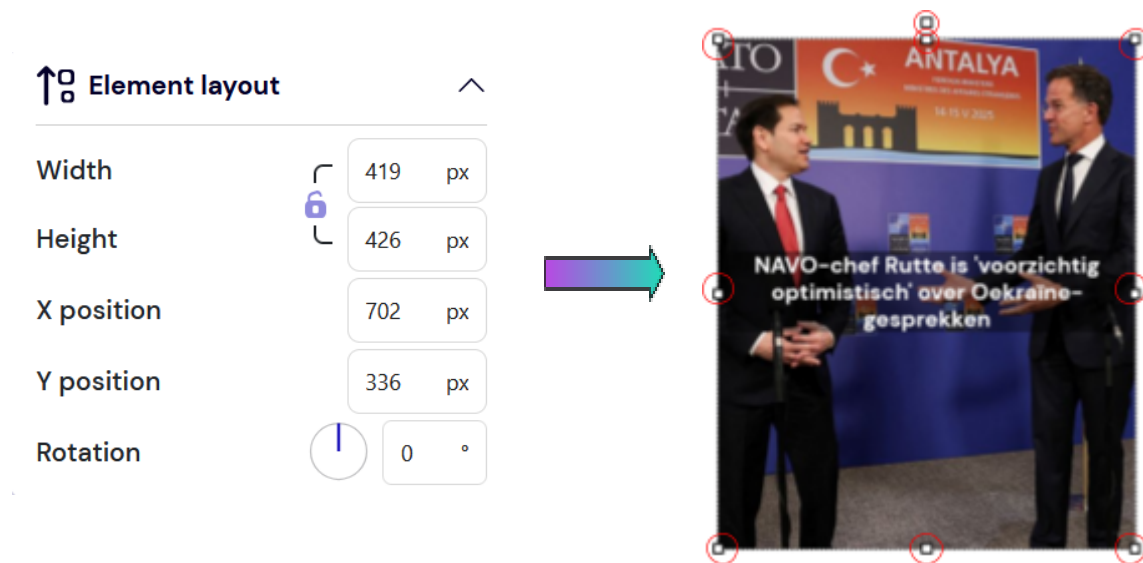
After having done this, you're ready to add the NOS widget to your page. To do this, click the Buienradar button from the left side of the screen, then select the NOS logo. After that, click and drag to add the NU.nl widget.



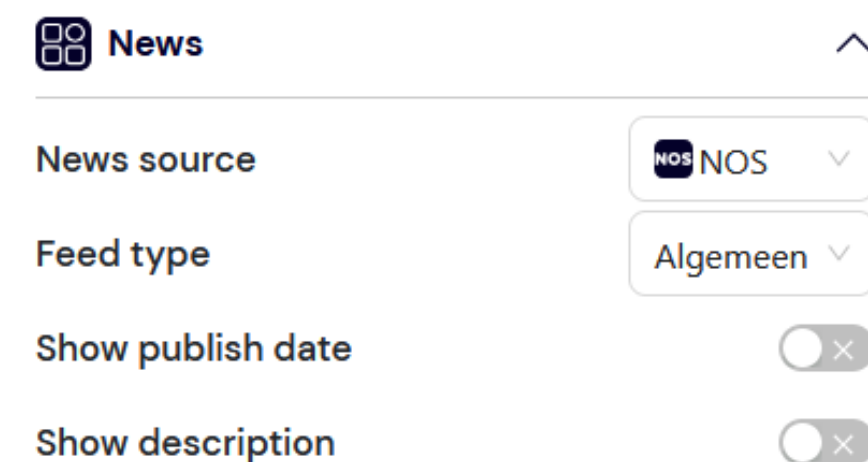
When you have added your element you can edit the properties of this element. These properties can be changed in the menu on the right side of the screen. To change the name of the element, double click the element to rename it.



In the 'element layout' tab, you can change the width, height, position on the page and rotation of the element. You can also do this by clicking and dragging the element by the center to move it, by the corners to resize it, and by the upper center 'dot' to rotate it.



In the 'News' tab you can select the news source, in this case NOS, the newsfeed type and toggle the publication date and image description.





In the 'touch' tab you can select content to play when clicking the element. This could come in handy when your display has a touchscreen.



You have now successfully added a NOS widget to your page. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a NOS widget](#)

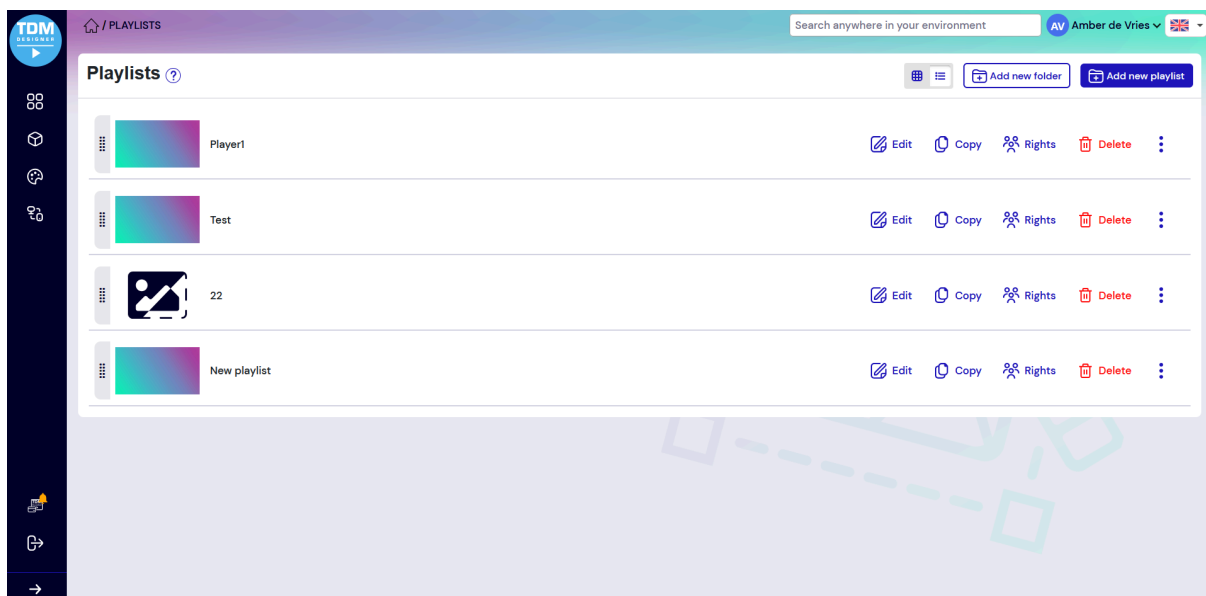
# Playlists

## How to create a playlist

To create a playlist, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



This will take you to the playlist overview.



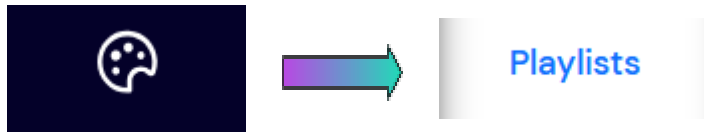
From there, click 'add new playlist' in the upper right corner to add a new playlist. Then give it a name and click 'add'



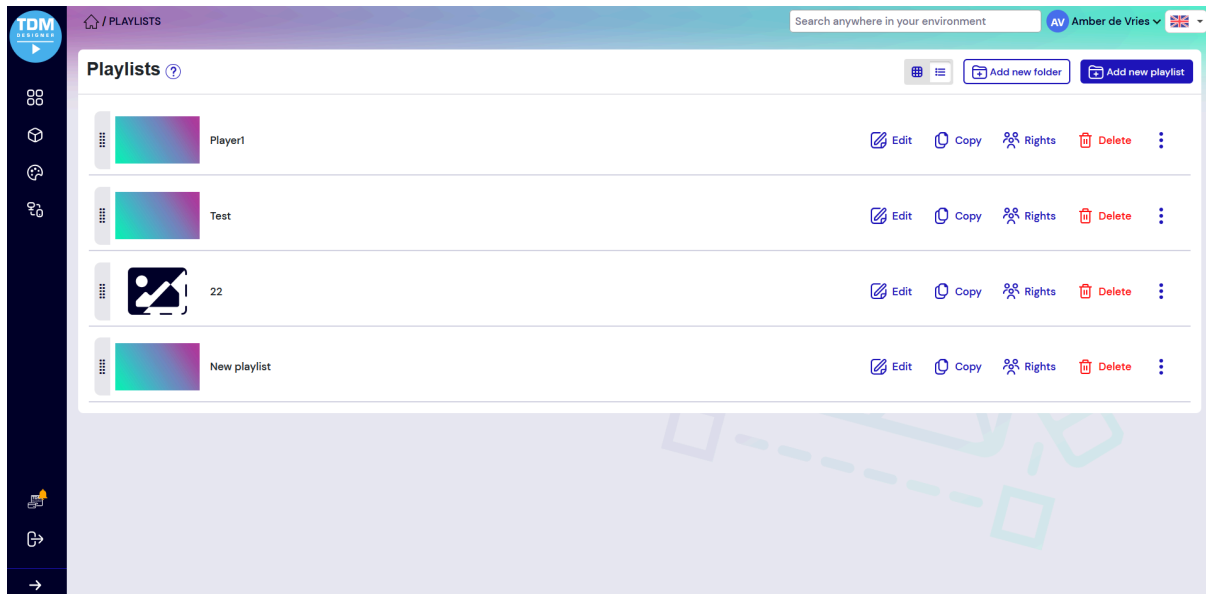
You have now successfully created a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a playlist](#)

## How to add content to a playlist

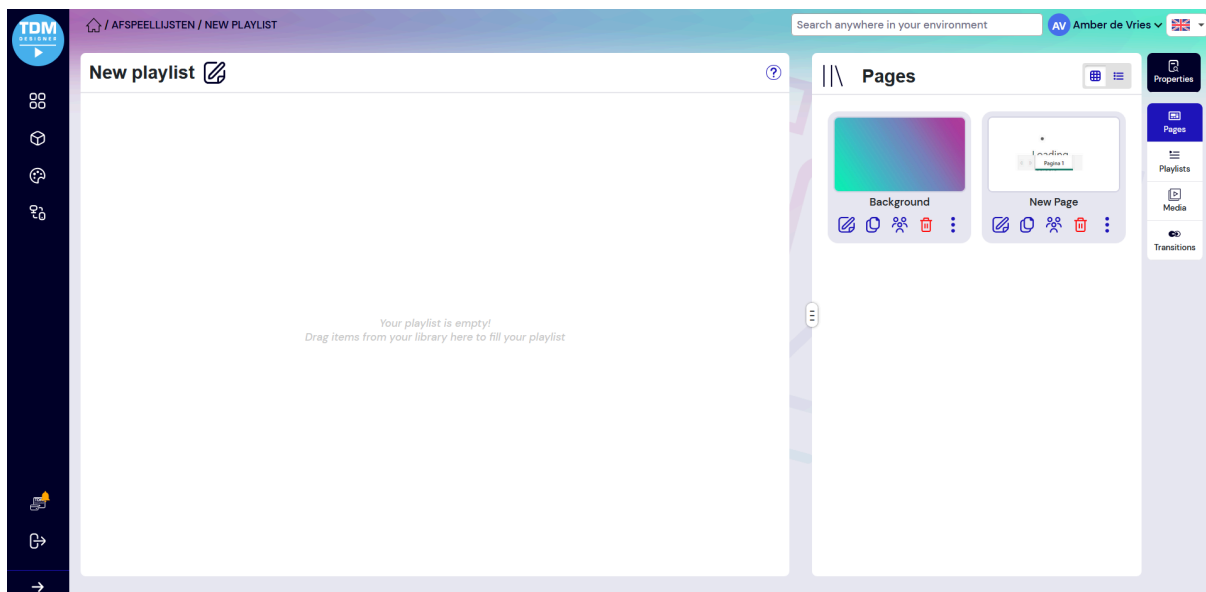
To add content to a playlist, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



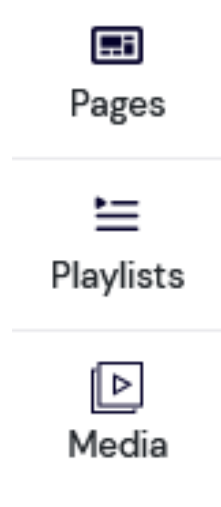
This will take you to the playlist overview.



From there, click 'edit' next to the playlist you'd like to add content to. This will take you to the playlist editor

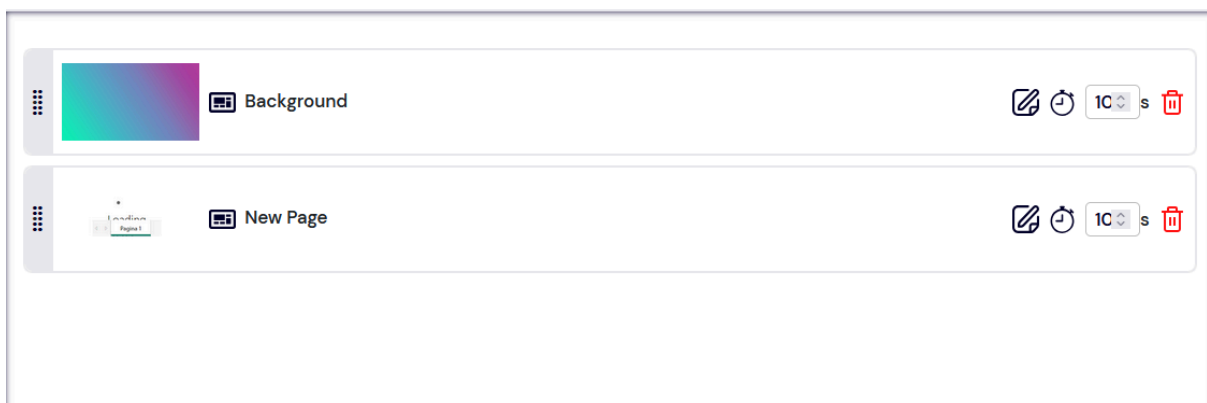


On the right side of the screen you can see three types of content that can be added to your playlist. You can add pages, playlists and individual media.



To add content, drag and drop items from the menu on the right into your playlist. The items will be displayed. You can change the order by moving them up or down in your playlist by dragging the dots on the left side of the item.

### New playlist



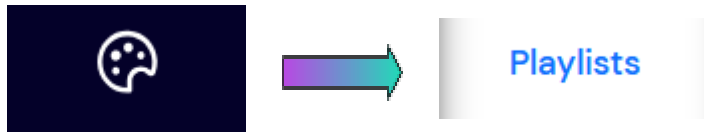
You can also adjust the time specific items are displayed by changing the value on the right side of the item



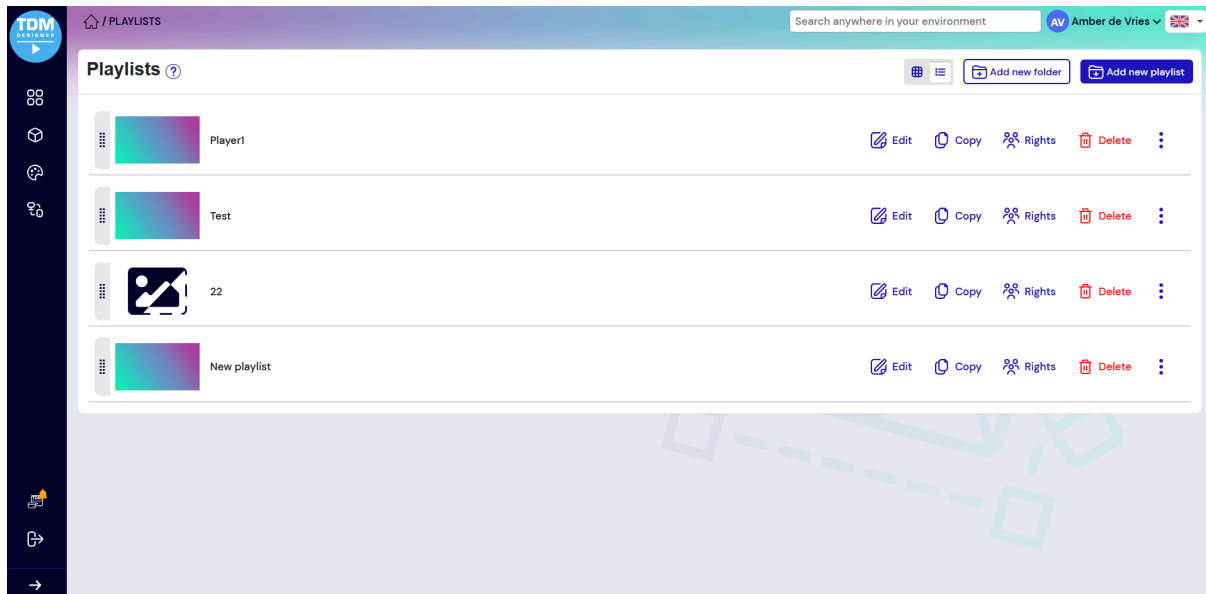
You have now successfully added content to a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a playlist](#)

## How to add transitions to your content

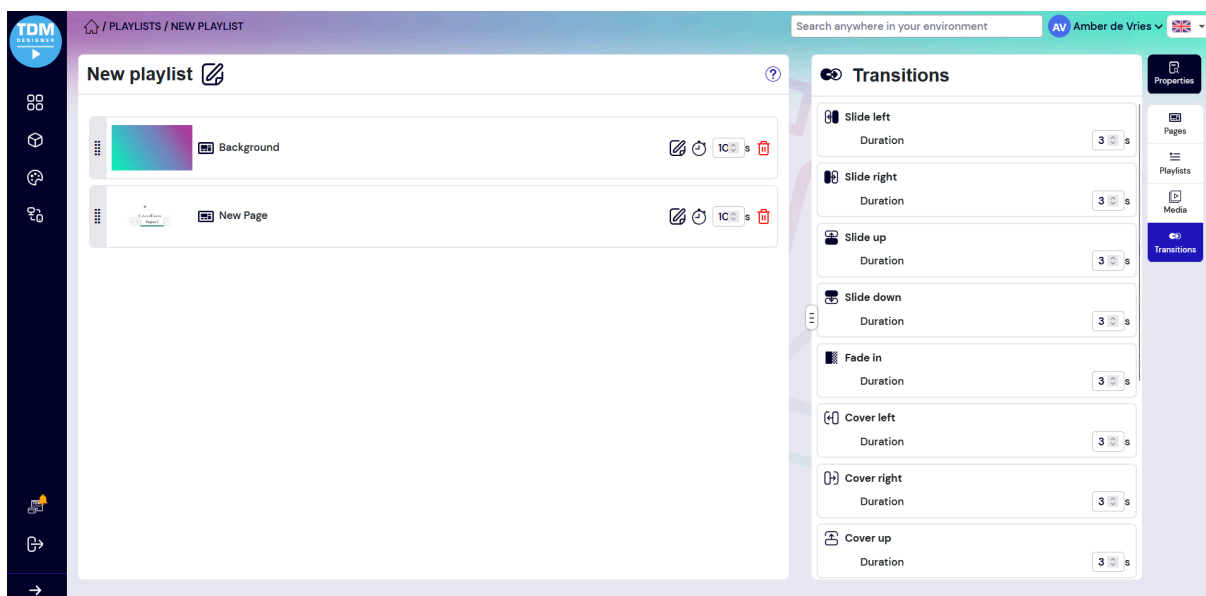
To add transitions to content in a playlist, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



This will take you to the playlist overview.



From there, click 'edit' next to the playlist you'd like to edit. This will take you to the playlist editor



On the right side of the screen you can see 'transitions'. To add transitions drag and drop the desired transition onto an item.

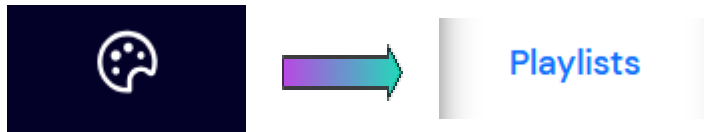


Once you save your changes, the transitions will show when you display your playlist.

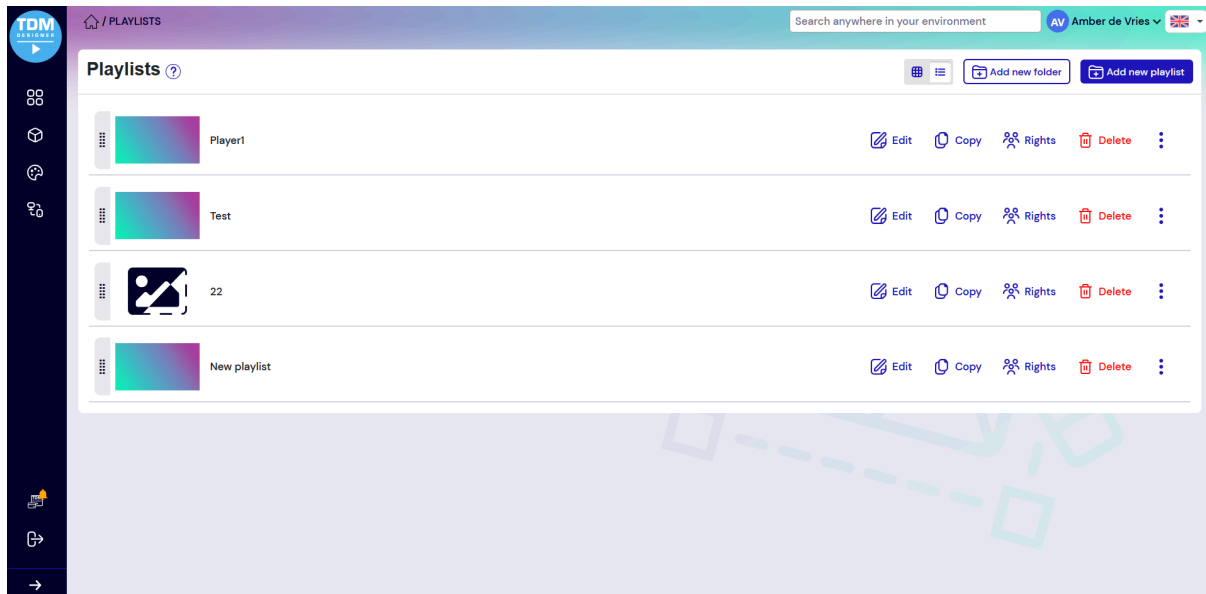
You have now successfully added transitions to content in a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a playlist](#)

## How to create a playlist folder

To add playlist folders, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



This will take you to the playlist overview.



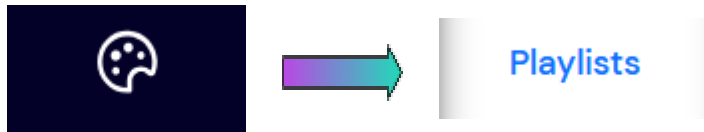
From there, click 'add new folder' to add a new playlist folder. This will add a new folder to your overview, where you can name it.



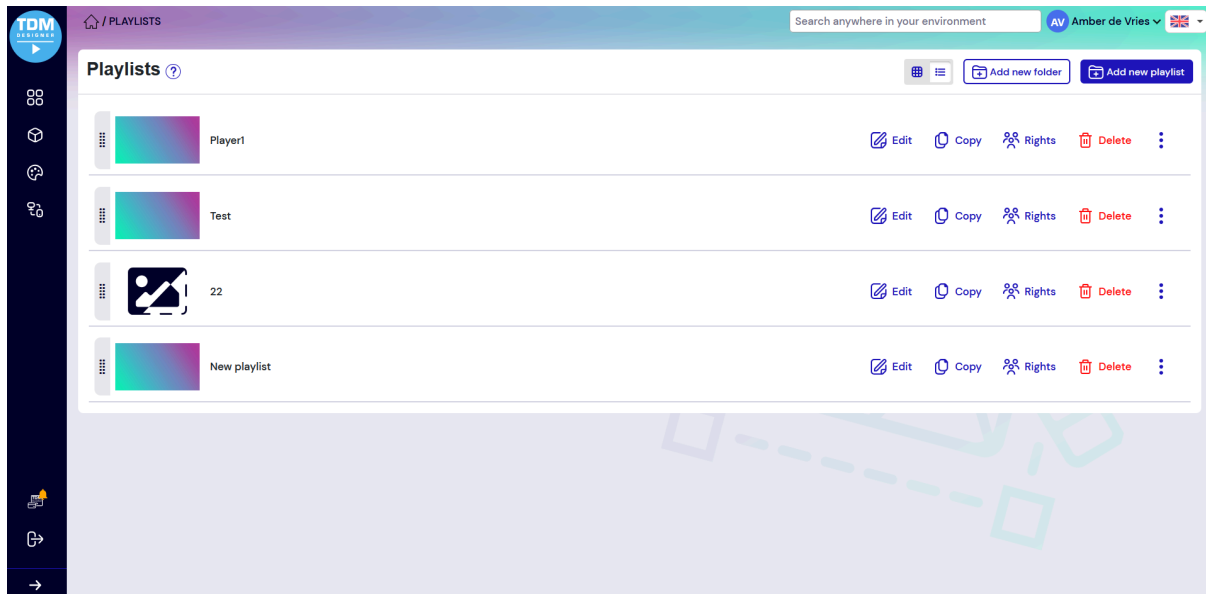
You have now successfully created a playlist folder. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a playlist folder](#)

## How to add/remove playlists from playlist folders

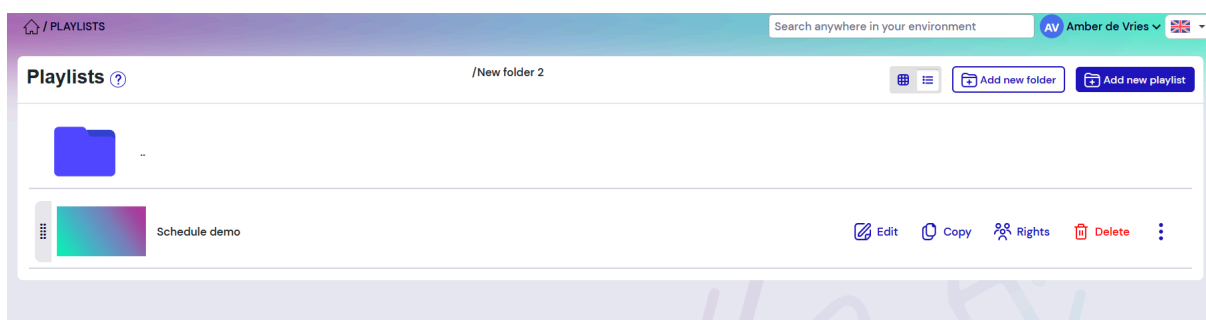
To add or remove playlists from folders, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



This will take you to the playlist overview.

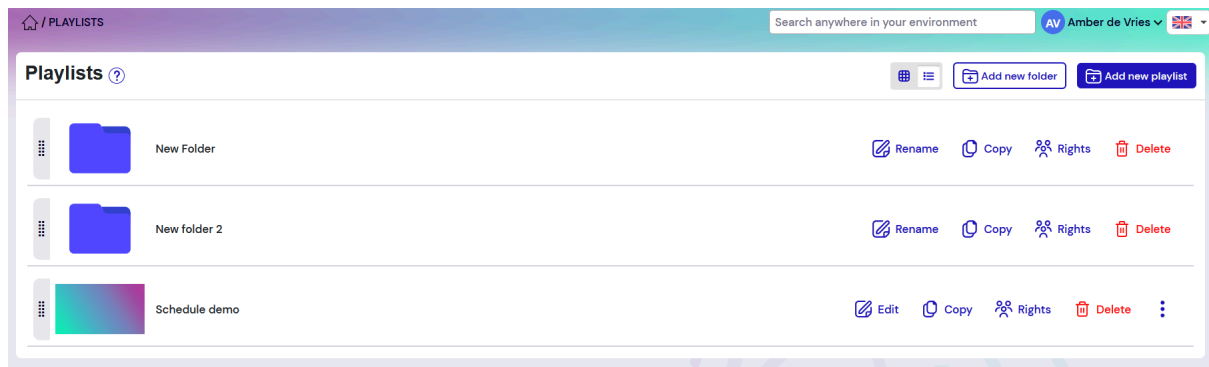


To add playlists to a folder, drag and drop the playlist you want to add onto the folder icon of the folder you want to add the playlist to. If you then open the folder by clicking the icon, you can see your playlist in there.





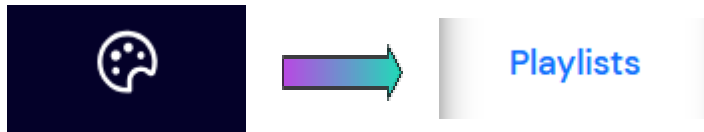
To remove playlists from the playlist folder, drag and drop them onto the folder icon of the folder they're in. This will remove them from the folder. If you exit the folder by clicking the folder icon, you can see the playlist back in your overview.



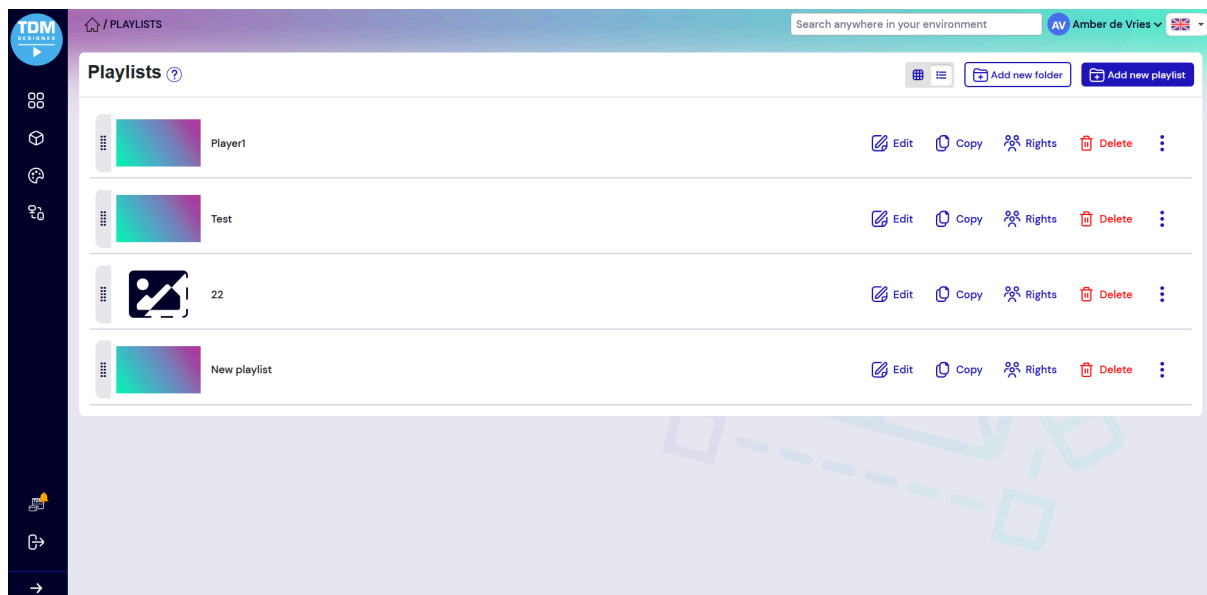
You have now successfully added or removed a playlist from a playlist folder. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create a playlist folder](#)

## How to delete a playlist

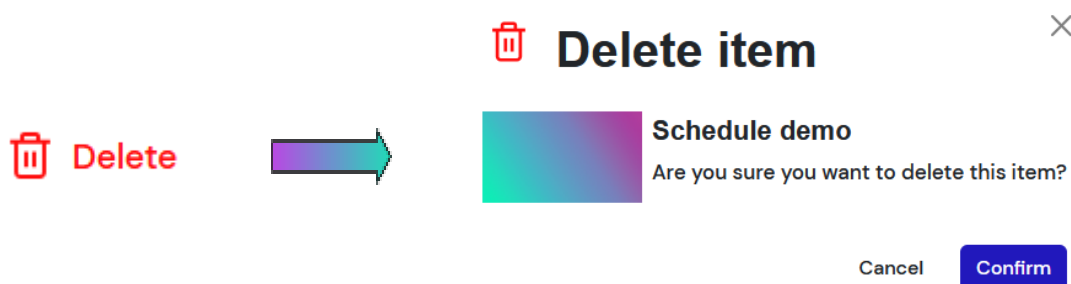
To delete a playlist, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



This will take you to the playlist overview.



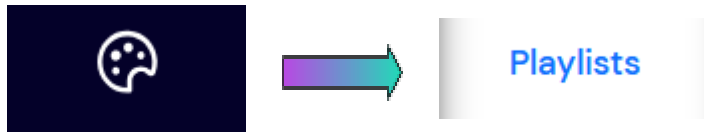
To delete a playlist, click the red 'delete' button next to the playlist you want to delete. It will give you a pop up asking if you're sure. Click 'confirm'.



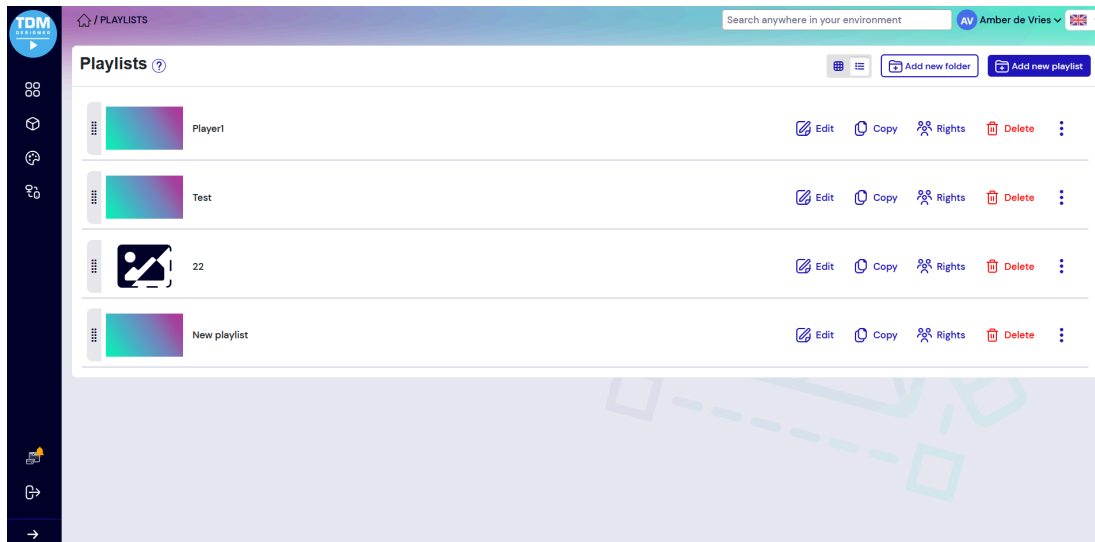
You have now successfully deleted a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to delete a playlist](#)

## How to rename a playlist

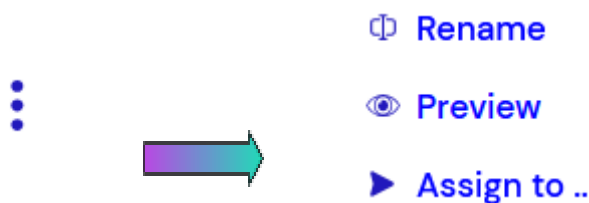
To rename a playlist, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.



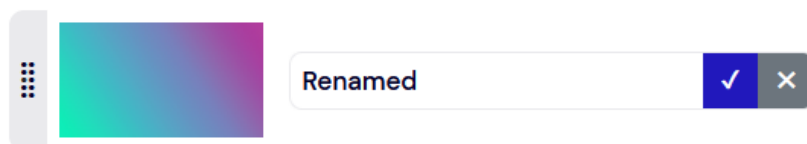
This will take you to the playlist overview.



To rename a playlist, click the three dots next to the playlist you want to rename, then click 'rename'.



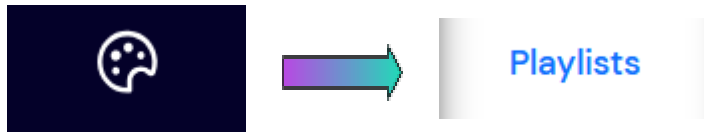
Now you can rename your playlist. Then click the check mark to confirm the new name.



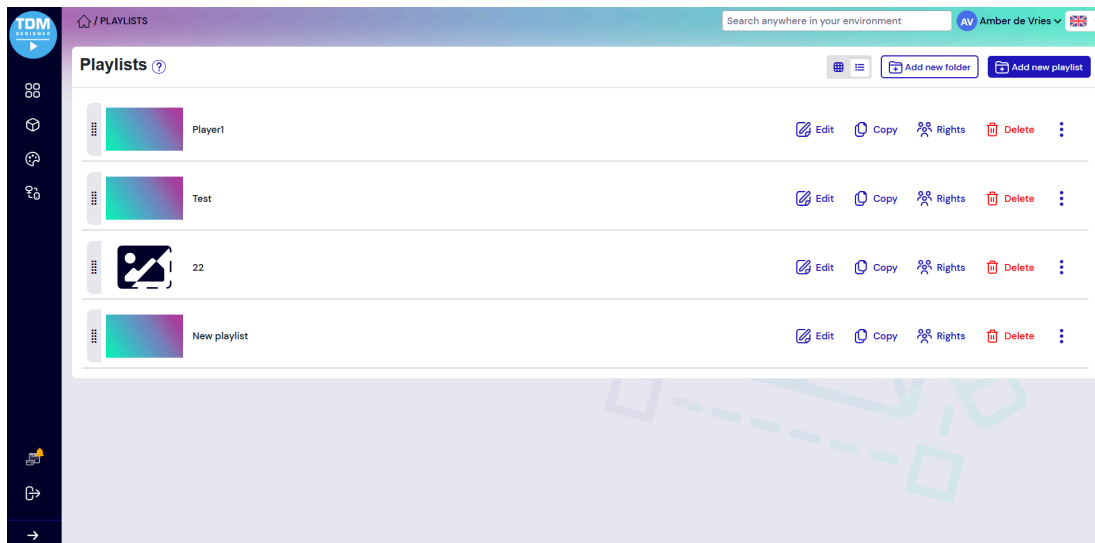
You have now successfully renamed a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to delete a playlist](#)

## How to set rights for playlists and playlist folders

To set rights for playlists and playlist folders, you first need to open your playlist overview. You do this by opening the designer, the palette icon, and then clicking 'playlists'.

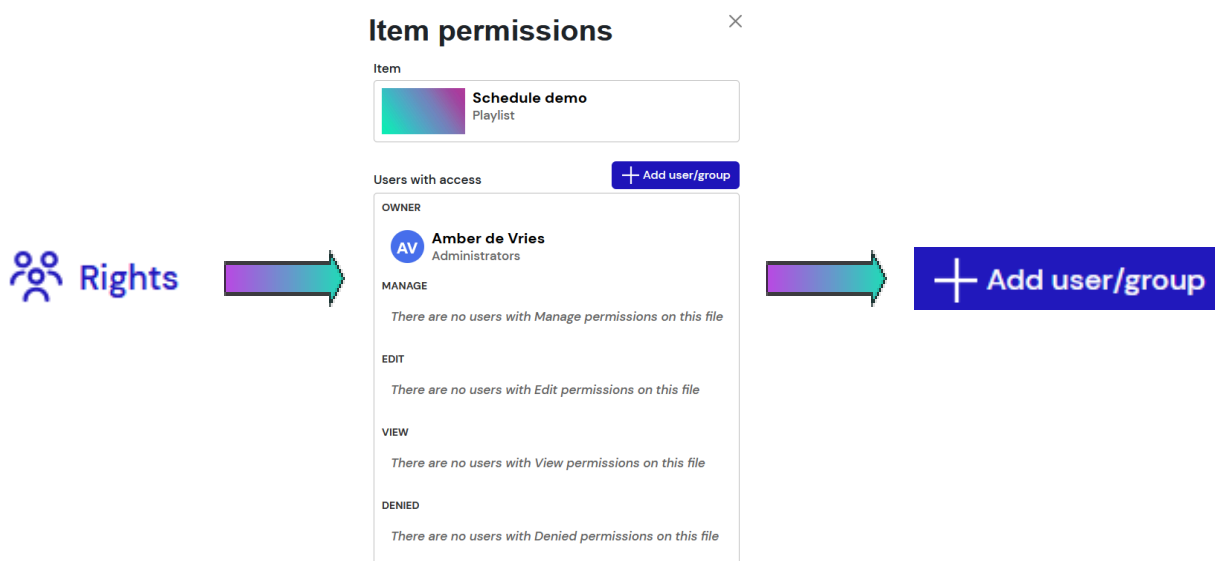


This will take you to the playlist overview.

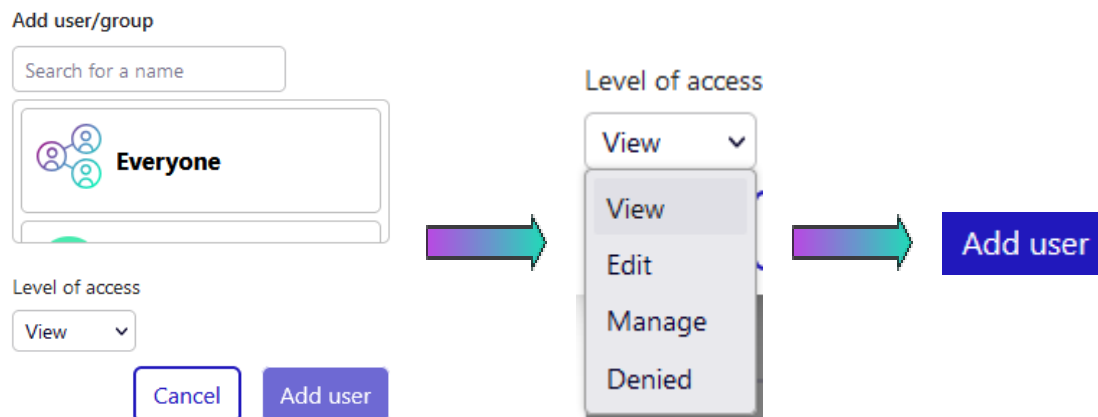


Setting rights for playlists and playlist folders works exactly the same. So in this example we'll use a playlist to demonstrate. But the process for playlist folders is the same.

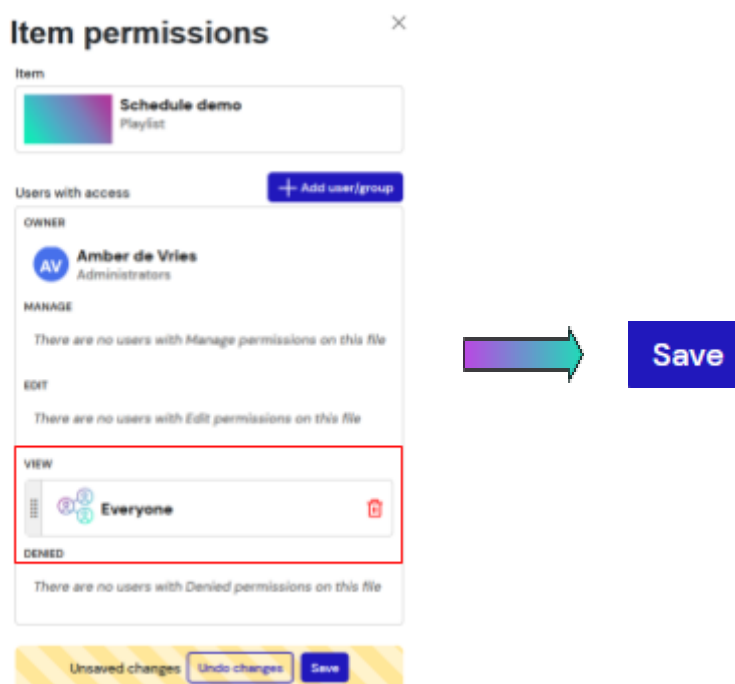
To set rights, click the three dots next to the playlist you want to manage the rights to, then click 'rights'. This will give you a menu with an overview of the rights your users have. To add users or groups, click 'add user/group'.



This will open up a new menu where you can search for and select users and give them different types of access. Once you've selected the user(s) and given them a certain type of access, select 'add user'



This will add the user(s) to your access overview. If you're content with the changes, click 'save'.



Your permissions have then been saved. Repeat these steps to set more rights for (different) users.

You have now successfully set rights for a playlist. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to set rights for playlists and folders](#)

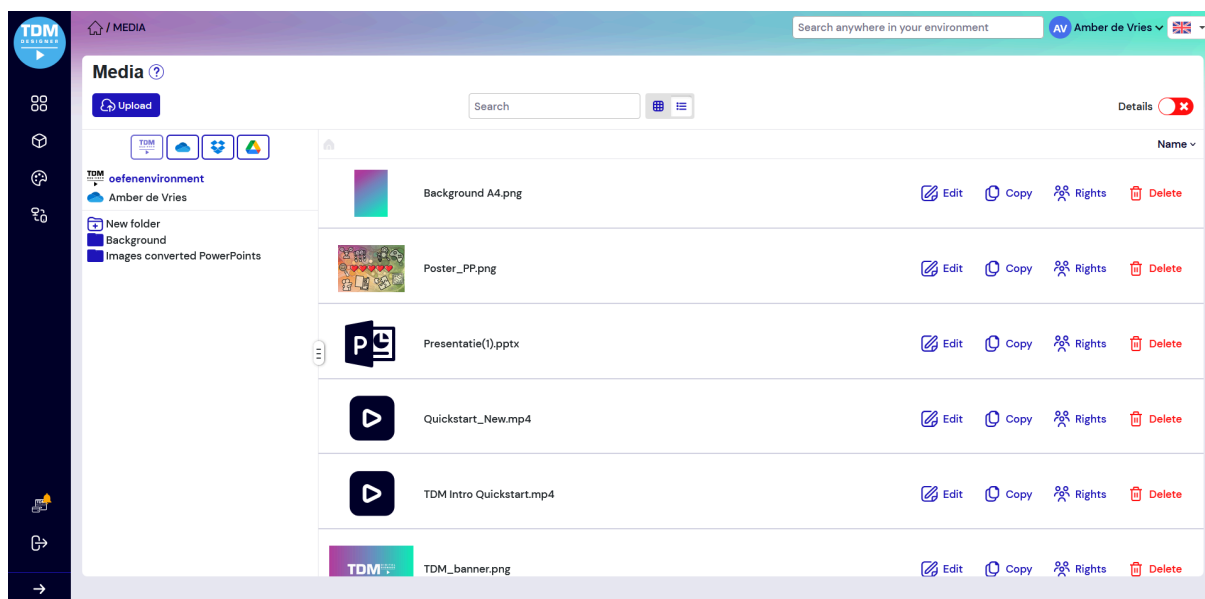
# Media

## How to upload media to the TDM5 storage

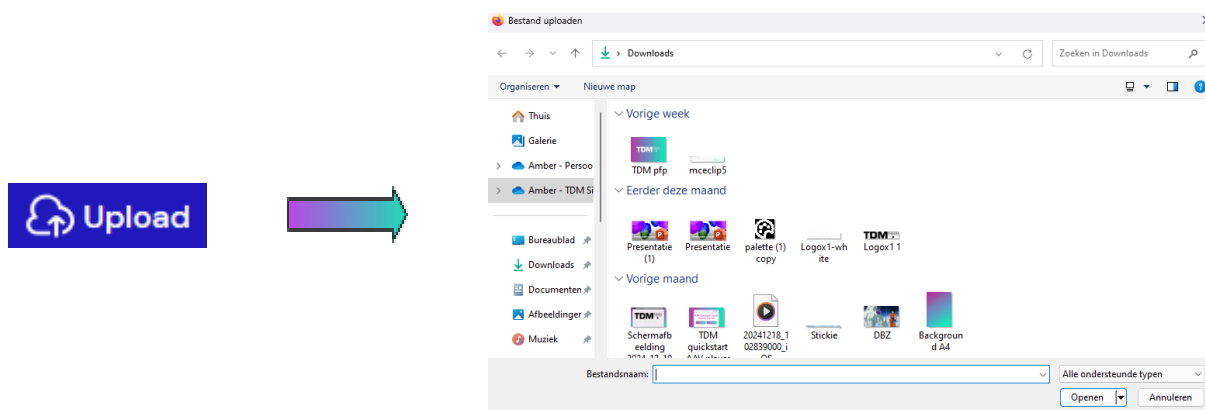
To upload media to TDM5, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



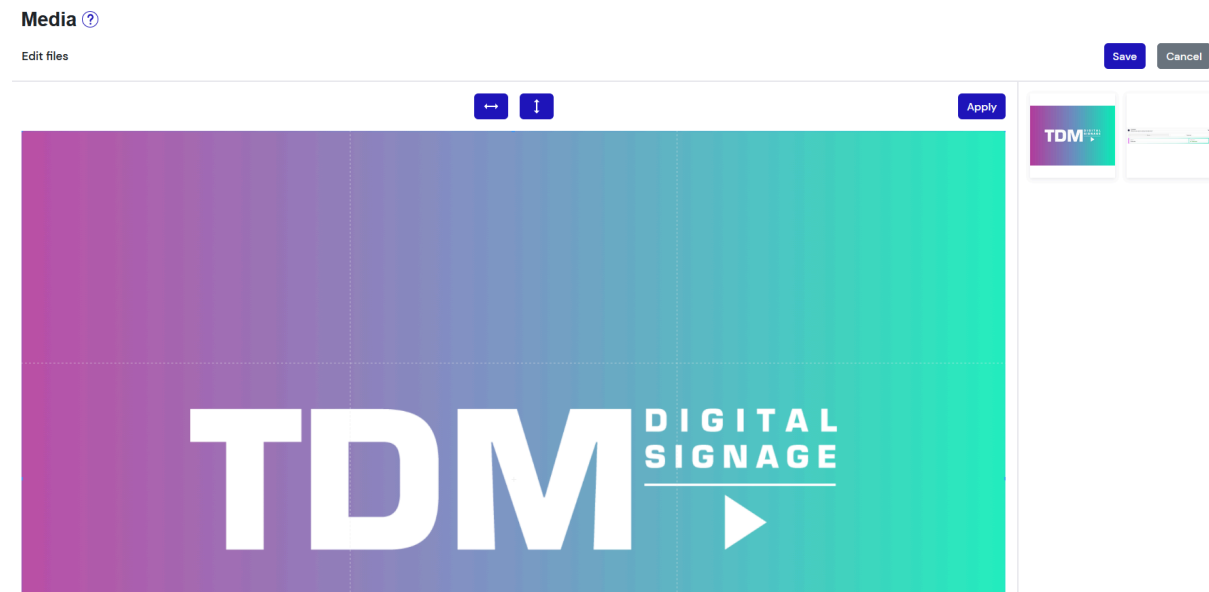
This will give you an overview of your media library.



To upload new media, click 'upload' in the upper left corner. This will open your file explorer so you can upload files to TDM.



You can select multiple files at once. Once you have selected your files, you can edit them before uploading.

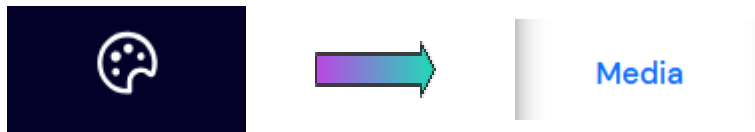


Once you have edited your media, you can click save to upload them. Once they are done uploading, they should show up in your media library.

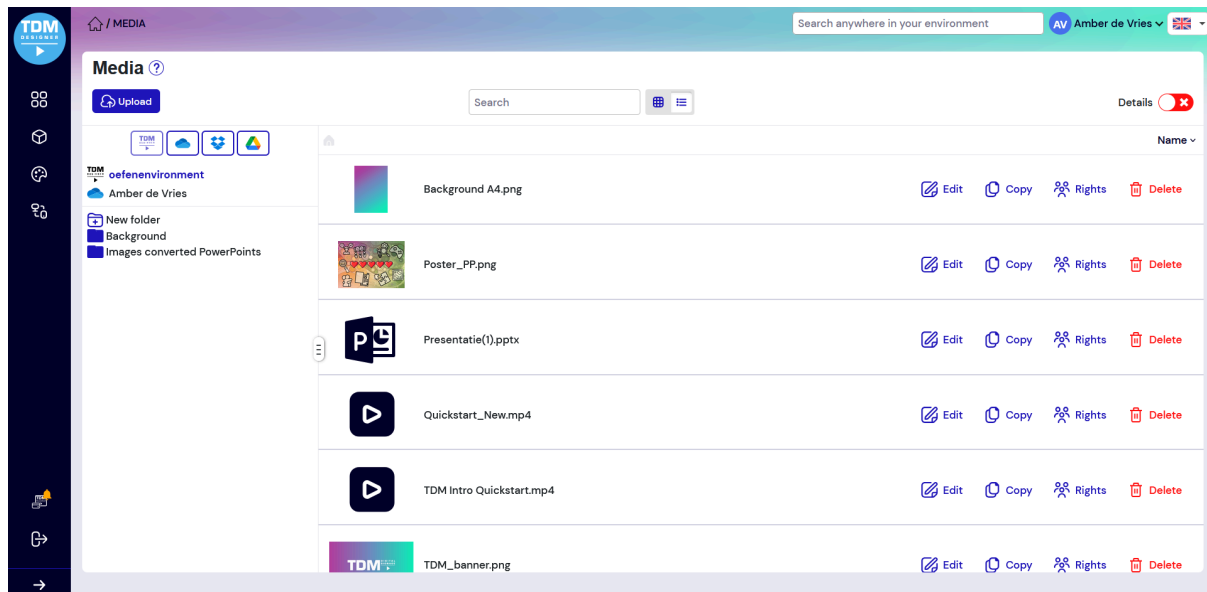
You have successfully uploaded media to the TDM library, which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to upload media to the TDM5 storage](#)

## How to delete media

To delete media from the TDM5 storage, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



This will give you an overview of your media library.



To delete media, click the red 'delete' button next to the media you want to delete. It will give you a popup to make sure you're certain you want to delete it. Click 'confirm'.

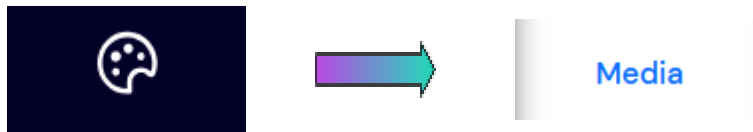


You have successfully deleted media from the TDM5 storage. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to delete media](#)

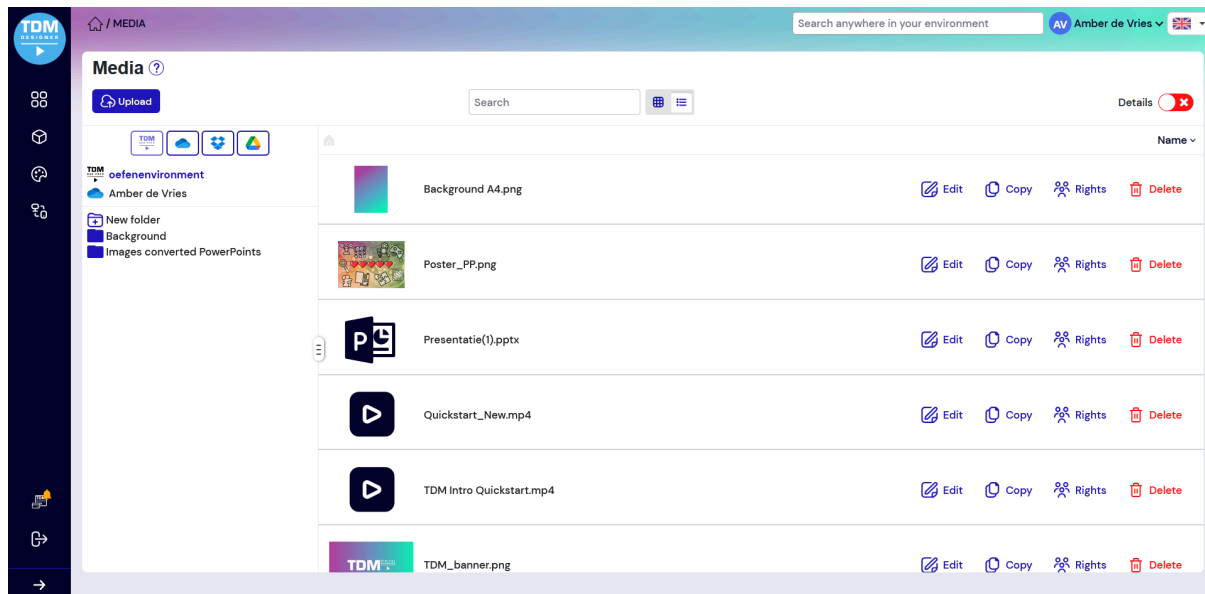


## How to copy media

To copy media from the TDM5 storage, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



This will give you an overview of your media library.



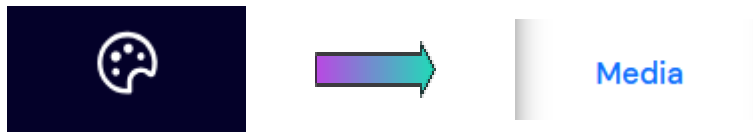
To copy media, click the 'copy' button next to the media you want to delete. It should now appear in your media overview with the same name, but with a '(1)' at the end.



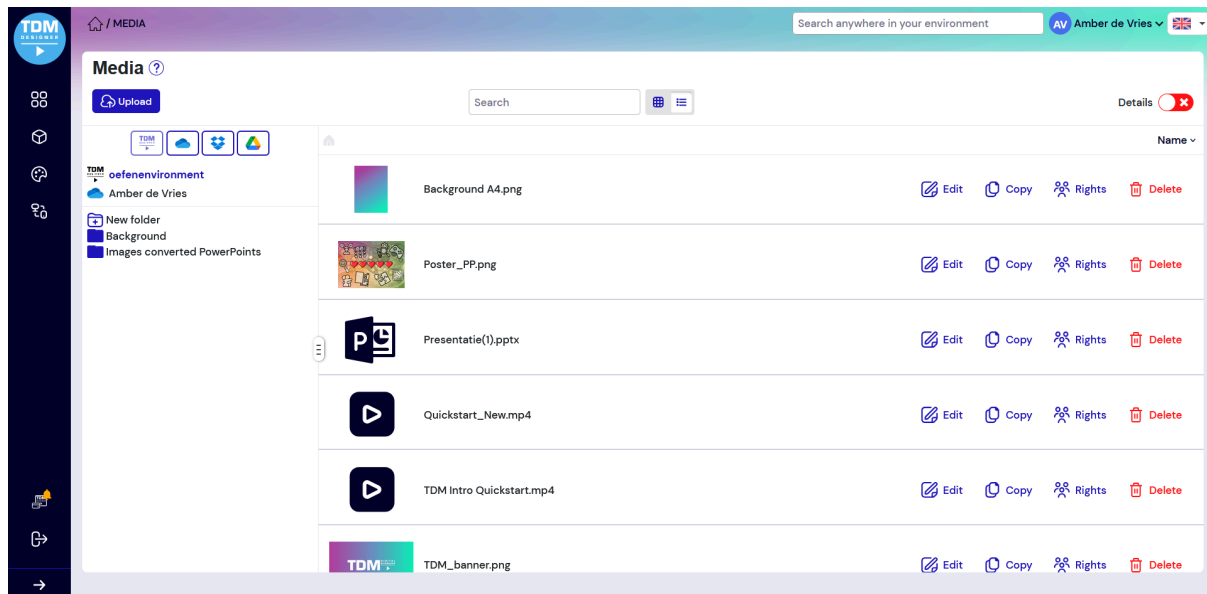
You have successfully copied media from the TDM5 storage. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to copy media](#)

## How to link and unlink OneDrive

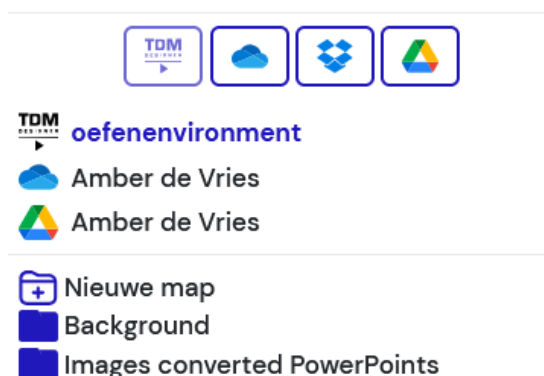
To link OneDrive, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



This will give you an overview of your media library.



To link OneDrive, click the OneDrive icon on the left side of the screen. It will ask you to log in. After you've done this, it will direct you back to your media overview in TDM5. You can see your linked OneDrive on the left side of the screen.



To unlink your OneDrive from TDM5, click the red broken shackles icon next to the name of your account.

 **Amber de Vries**



It will give you a pop up to ask if you're sure. Click 'confirm'.

## Disconnect **Amber de Vries**



Are you sure you want to disconnect Amber de Vries?

Cancel

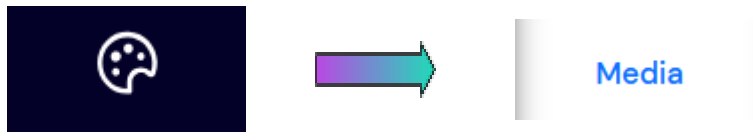
Confirm

Once you've done this, OneDrive is successfully unlinked.

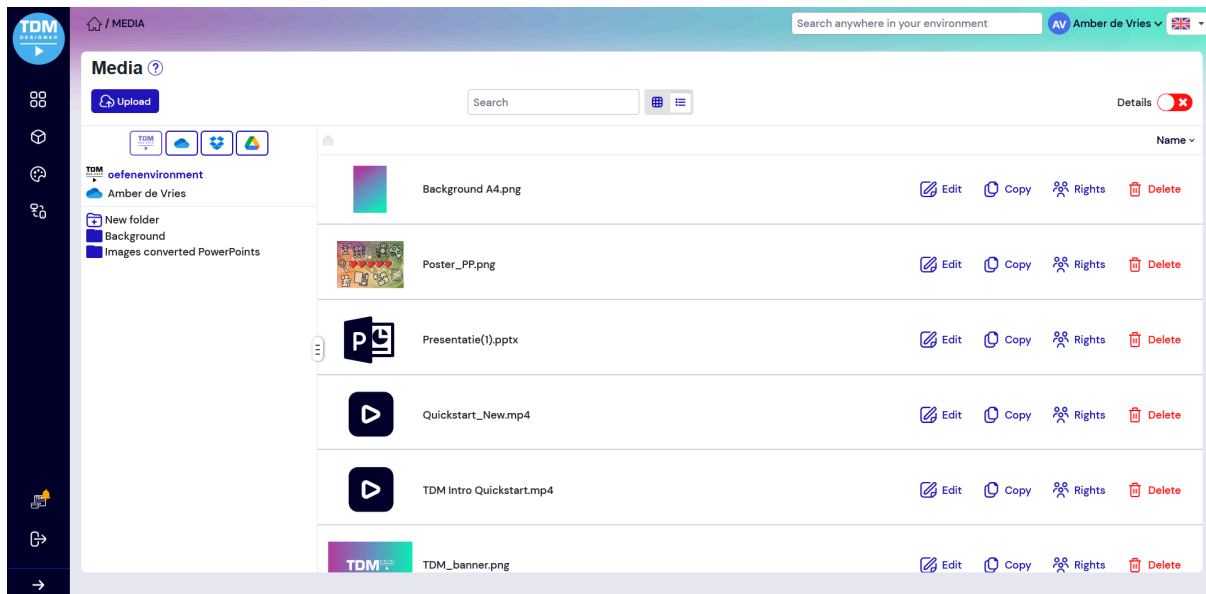
You have successfully linked and unlinked OneDrive to TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to link and unlink OneDrive](#)

## How to link and unlink Dropbox

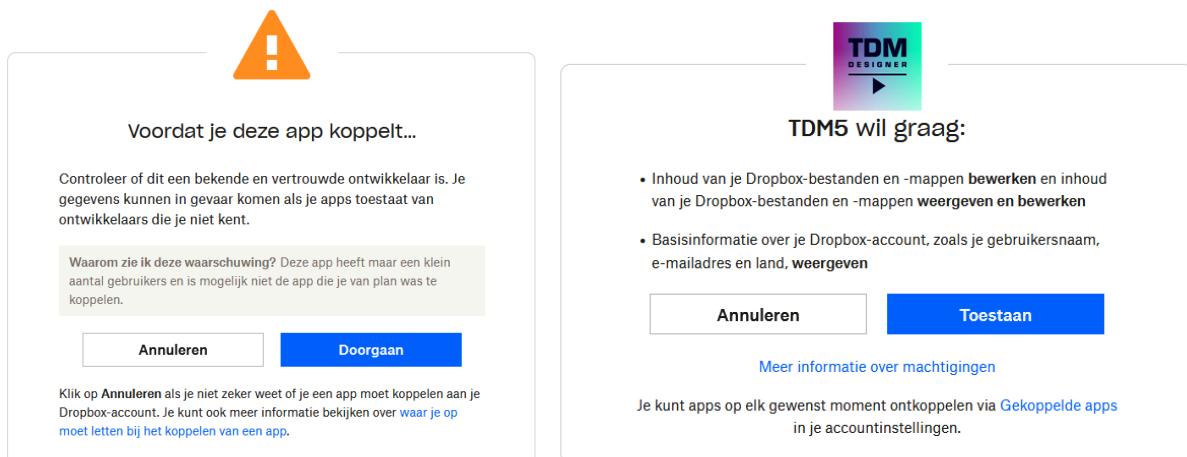
To link Dropbox, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



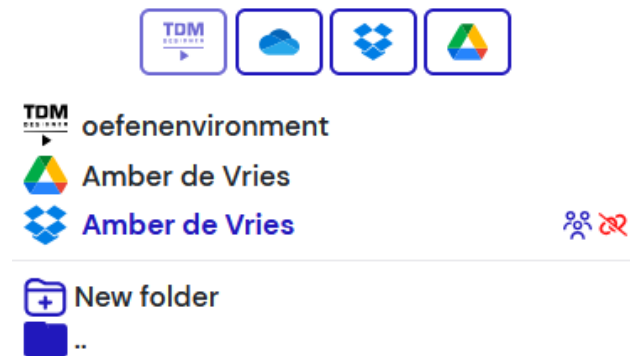
This will give you an overview of your media library.



To link Dropbox, click the Dropbox icon on the left side of the screen. It will ask you to log in. If you get a notification asking if you're sure you want to allow TDM to access your Dropbox, accept them and continue.



After you've done this, it will direct you back to your media overview in TDM5. You can see your linked Dropbox on the left side of the screen.



To unlink your Dropbox from TDM5, click the red broken shackles icon next to the name of your account.



It will give you a pop up to ask if you're sure. Click 'confirm'.

## Disconnect **Amber de Vries**

Are you sure you want to disconnect Amber de Vries?

Cancel

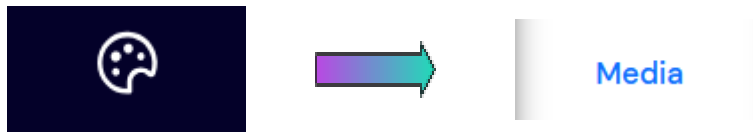
Confirm

Once you've done this, Dropbox is successfully unlinked.

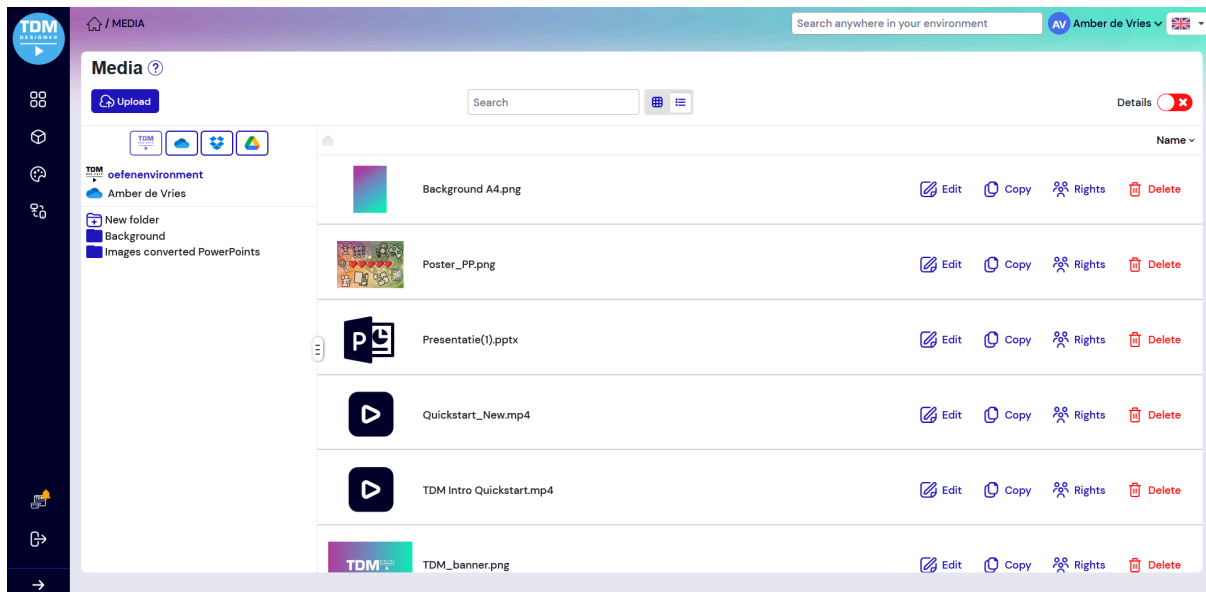
You have successfully linked and unlinked OneDrive to TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to link Dropbox](#)

## How to link and unlink Google Drive

To link Google Drive, you first need to open the media overview. You do this by opening the designer, the palette icon, and then clicking 'media'.



This will give you an overview of your media library.



To link Google Drive, click the Google Drive icon on the left side of the screen. It will ask you to log in. After you've done this, you'll get a popup saying the app is not verified by Google.



### Google heeft deze app niet geverifieerd

De app vraagt om toegang tot gevoelige informatie in je Google-account. Gebruik de app niet totdat de ontwikkelaar ([dev@tdmsignage.com](mailto:dev@tdmsignage.com)) deze app heeft geverifieerd via Google.

[Ga naar TDM \(onveilig\)](#)

[TERUG NAAR DE VEILIGHEID](#)



### Google heeft deze app niet geverifieerd

De app vraagt om toegang tot gevoelige informatie in je Google-account. Gebruik de app niet totdat de ontwikkelaar ([dev@tdmsignage.com](mailto:dev@tdmsignage.com)) deze app heeft geverifieerd via Google.

[Geavanceerde instellingen verborgen](#)

[TERUG NAAR DE VEILIGHEID](#)


Ga alleen verder als je de risico's begrijpt en de ontwikkelaar ([dev@tdmsignage.com](mailto:dev@tdmsignage.com)) vertrouwt.

[Ga naar TDM \(onveilig\)](#)


Click 'advanced' and then 'go to TDM5 (unsafe)' to allow TDM5 to access your Google Drive.

Once you have done that, it will give you a popup explaining what Google will share with TDM5, and after that a popup with boxes you can check. Check all the boxes to give TDM5 access to your Google Drive. Otherwise it won't work properly.

Selecteer waartoe **TDM5** toegang mag hebben

 Al je Google Drive-bestanden weergeven, bewerken, maken en verwijderen. [Meer informatie](#) ☐

Omdat je Inloggen met Google gebruikt, kan TDM5 het volgende doen:

 Uw persoonlijke info bekijken, met inbegrip van persoonlijke info die u openbaar heeft gemaakt ☒

Zorg ervoor dat je TDM5 vertrouwt

Neem het [Privacybeleid](#) en de [Servicevoorwaarden](#) van TDM5 door voor meer informatie over hoe TDM5 je gegevens verwerkt en beschermt.

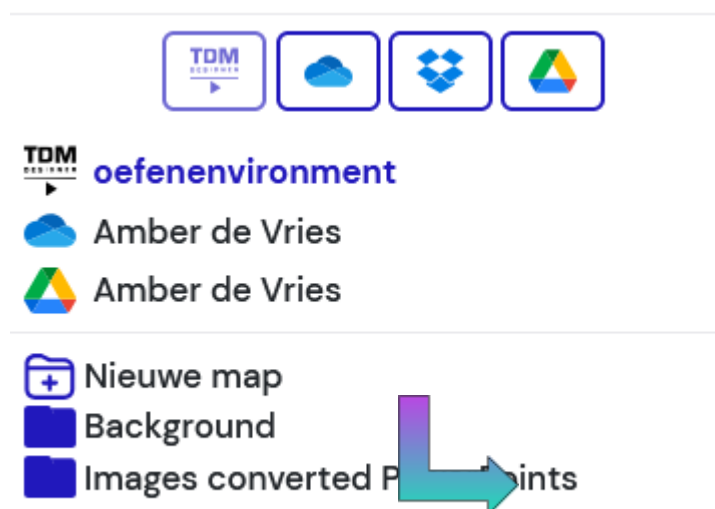
Je kunt op elk gewenst moment wijzigingen aanbrengen via je [Google-account](#).

Ontdek op welke manier Google je helpt [gegevens beveiligd te delen](#).

[Annuleren](#)

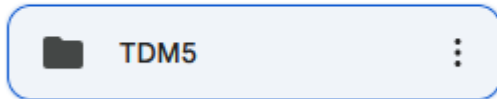
[Doorgaan](#)

After ticking the boxes and clicking continue, the Google Drive option should appear in your media overview on the left side of the screen.



Now, if you open your Google Drive, a folder named 'TDM5' will also be visible. From here you can upload media to the TDM5 media storage.

### Mappen



To unlink your OneDrive from TDM5, click the red broken shackles icon next to the name of your account.



It will give you a pop up to ask if you're sure. Click 'confirm'.

## Disconnect Amber de Vries ×

Are you sure you want to disconnect Amber de Vries?

Cancel

Confirm

Once you've done this, Google Drive is successfully unlinked.

You have successfully linked Google Drive to TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to link Google Drive](#)



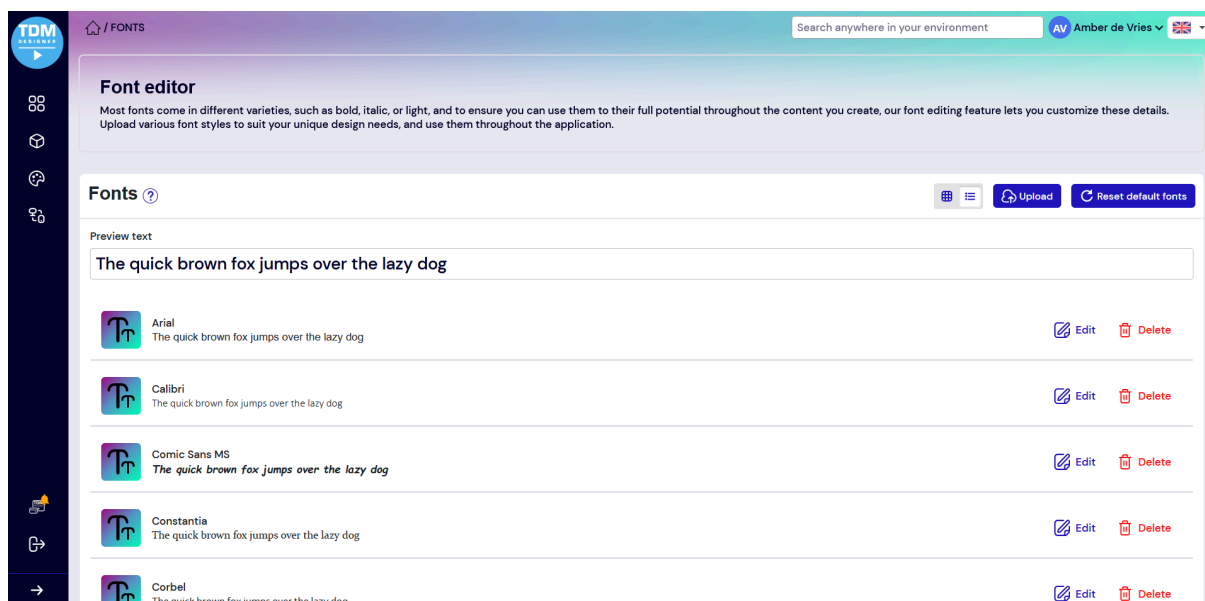
# Fonts

## How to add a font

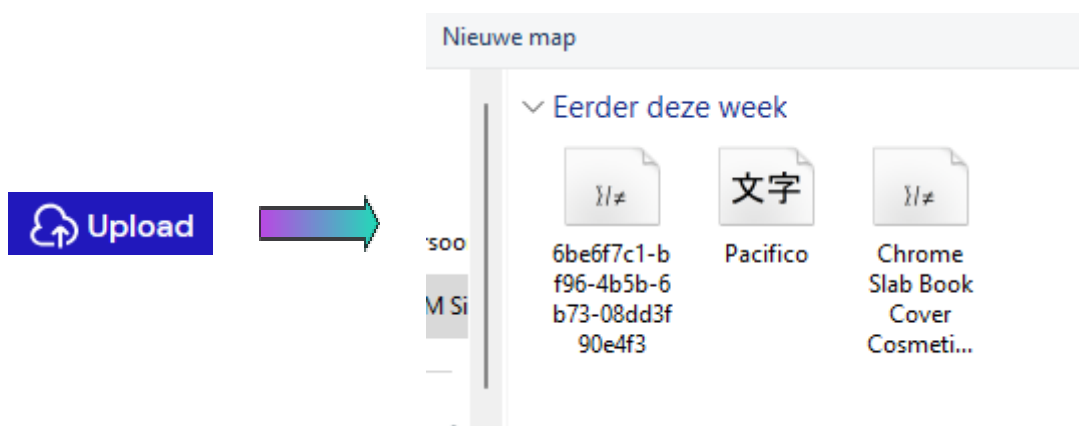
To add a font to TDM5, you first need to open the font overview. You do this by opening the designer, the palette icon, and then clicking 'fonts'.



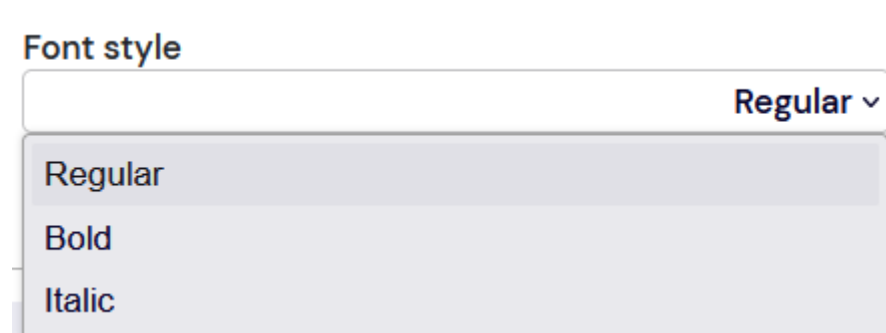
This will give you an overview of your fonts.



To add a font, click the 'upload' button in the upper right corner. This will open a file explorer. You can select one or multiple files you'd like to add to TDM5.



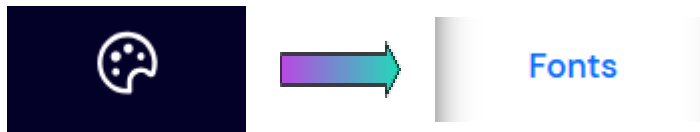
Once you have uploaded your font(s), you will be redirected to the font editor. From here you can see a preview of your font and select the font style. You can also select 'upload' again to upload different styles of the font.



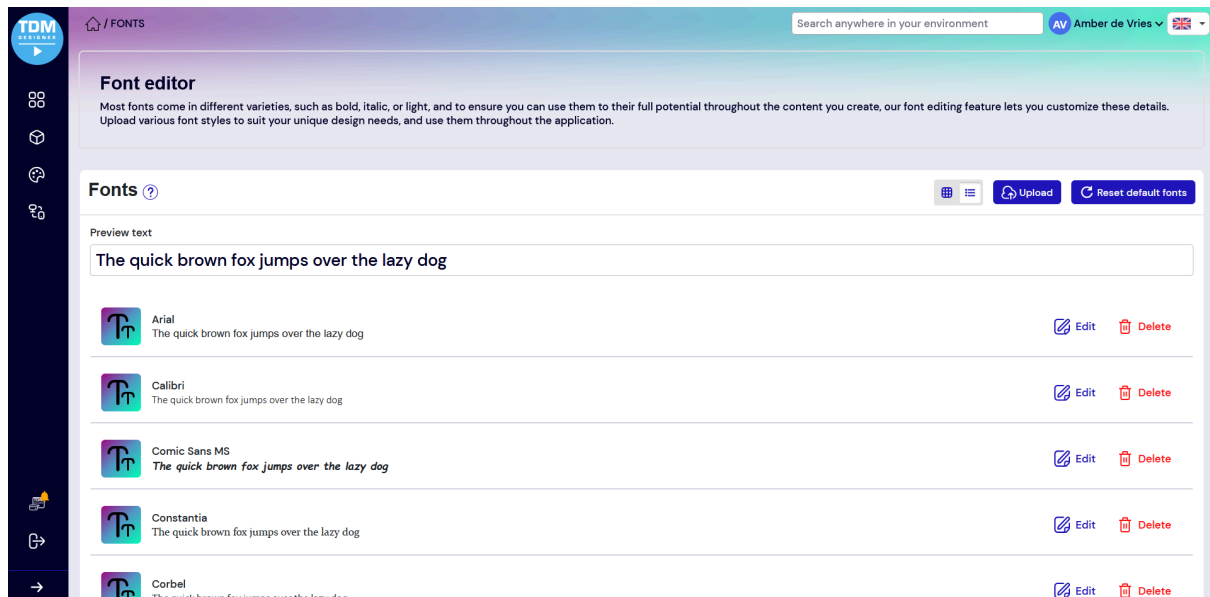
You have successfully added a font to TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - Fonts: an overview](#)

## How to delete a font

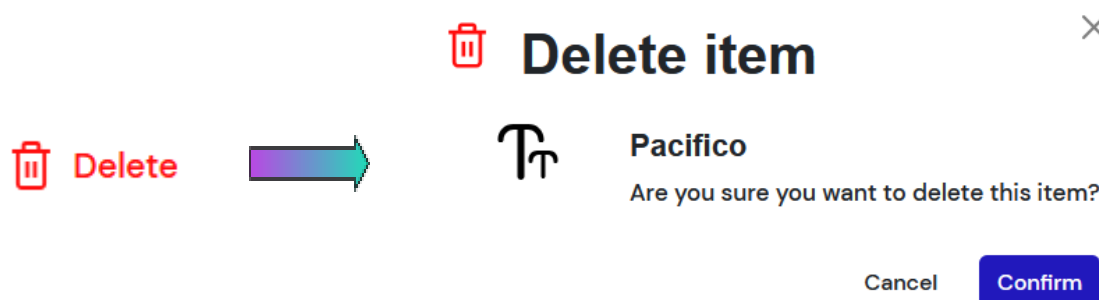
To delete a font from TDM5, you first need to open the font overview. You do this by opening the designer, the palette icon, and then clicking 'fonts'.



This will give you an overview of your fonts.



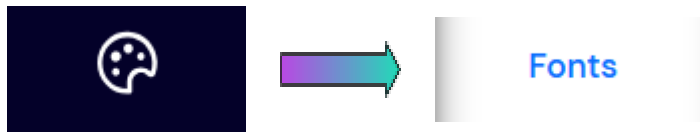
To delete a font, click the 'delete' button next to the font you want to delete. This will give you a pop up asking if you're certain. Click confirm to delete the font.



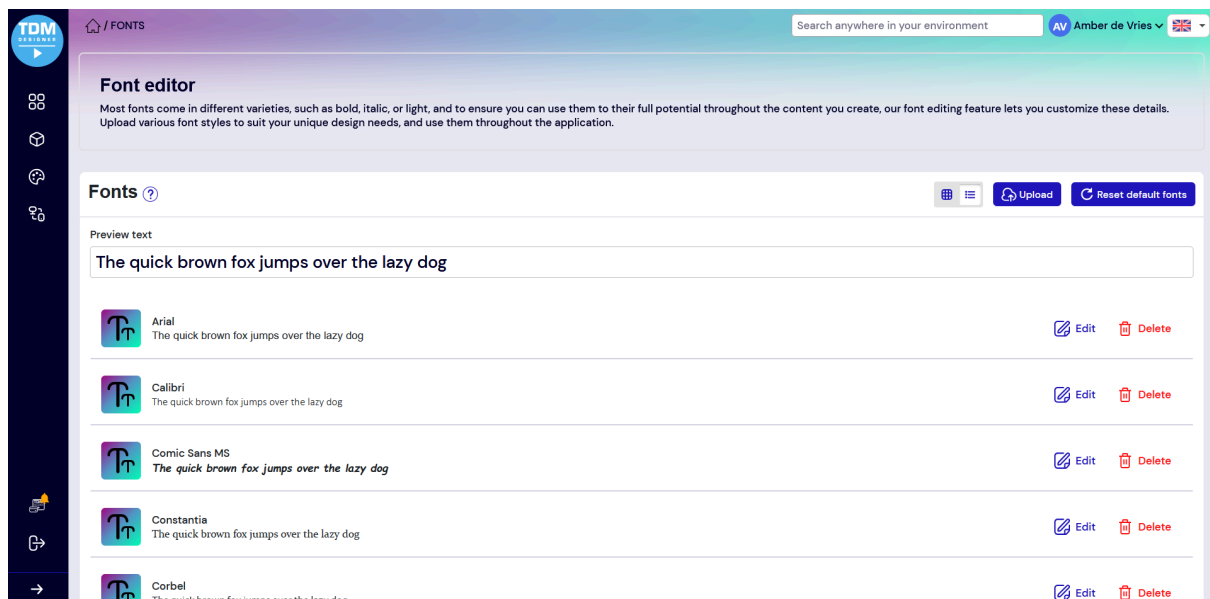
You have successfully deleted a font from TDM5. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - Fonts: an overview](#)

## How to edit a font

To edit a font, you first need to open the font overview. You do this by opening the designer, the palette icon, and then clicking 'fonts'.



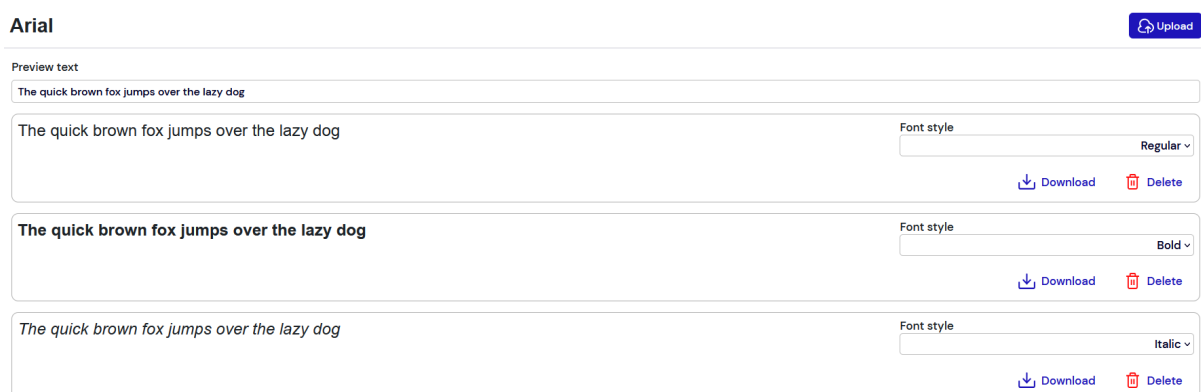
This will give you an overview of your fonts.



To edit a font, click the 'edit' button next to the font you want to edit.



This will take you to the font editor.



In the font editor you can change the style of your font and add different styles of the font by uploading them through the 'upload' button in the upper right corner.

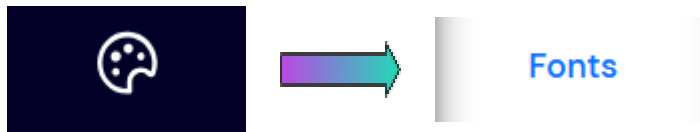


Once you've edited the font to your liking, you can exit the font editor and the changes have been saved automatically.

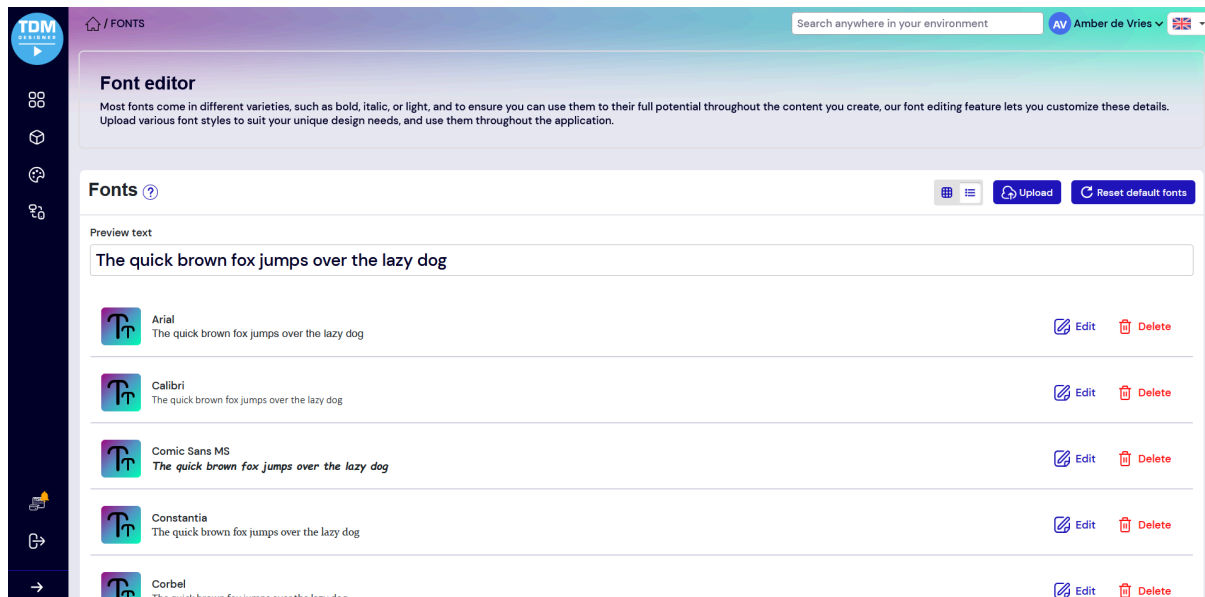
You have successfully edited a font. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - Fonts: an overview](#)

## How to restore fonts to the default settings

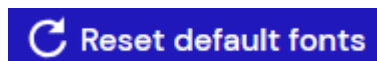
To restore fonts to their default settings, you first need to open the font overview. You do this by opening the designer, the palette icon, and then clicking 'fonts'.



This will give you an overview of your fonts.



To restore the fonts to the default, click 'reset default fonts' in the upper right corner.



This will have reset the font settings to their default.

You have successfully reset the font settings to their default. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - Fonts: an overview](#)

# Content Log

## Overview

In this menu you get an overview of all performed actions within your environment, regarding content. The overview shows the type of content that has been modified, the name of the content, what was done with the content, the user who performed the modification and the date of the modification.

Content log ?

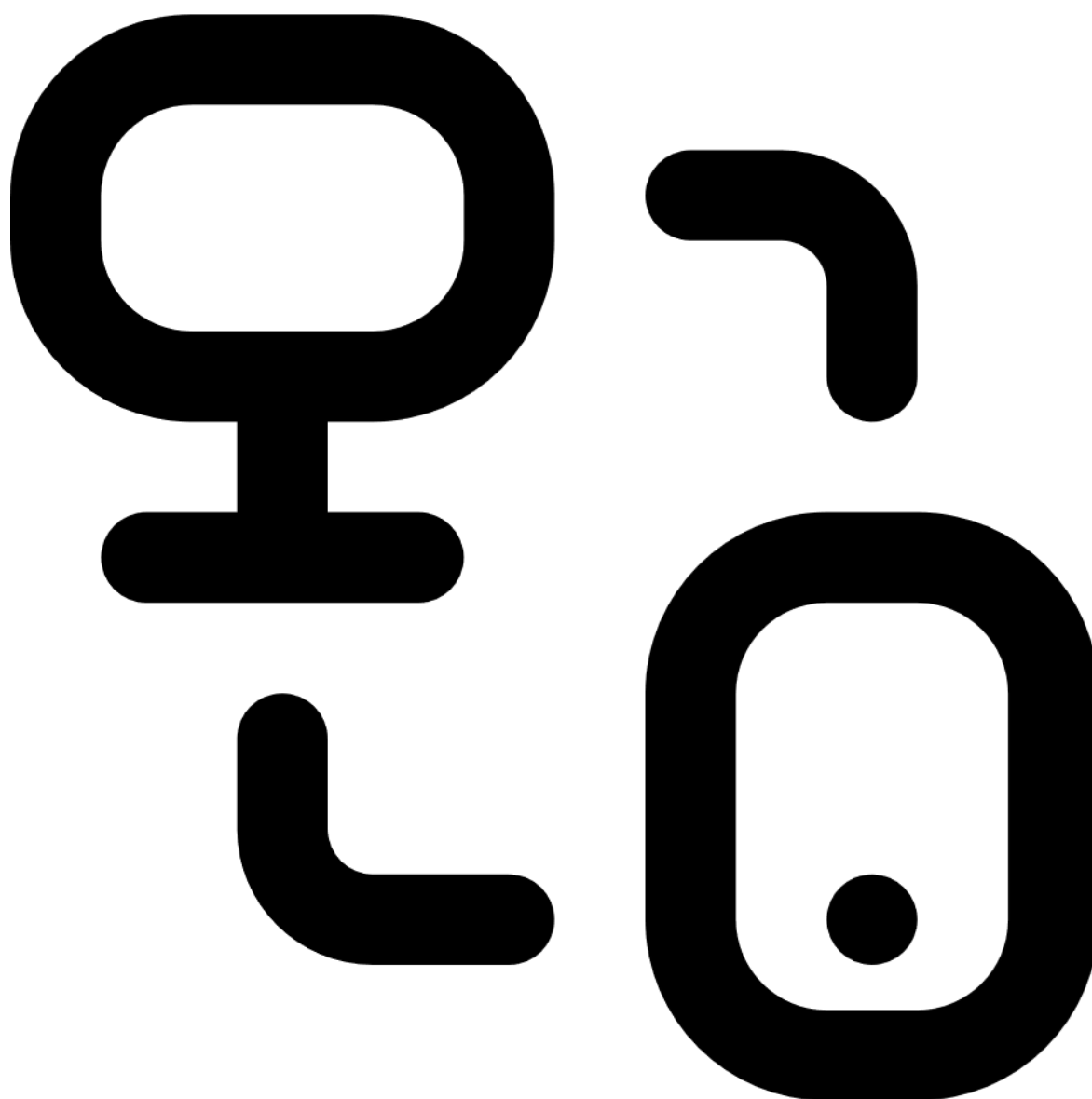
Type	Name	Action	User	Date
Element	Background	Deleted Image	Amber de Vries	20-2-2025, 15:38:34
Element	Background	Created Image	Amber de Vries	20-2-2025, 15:38:29
Page	MP - ISE Zoo (Foreground)	Modified	Amber de Vries	20-2-2025, 15:27:58
Element	ISE Zoo - Shop	Modified Image 960x940	Amber de Vries	20-2-2025, 13:49:03
Page	New Page	Modified	Amber de Vries	13-2-2025, 10:02:43
Page	New Page	Modified	Amber de Vries	13-2-2025, 10:02:43
Element	New Page	Modified Youtube	Amber de Vries	13-2-2025, 10:02:40
Element	New Page	Created Youtube	Amber de Vries	13-2-2025, 10:02:40
Element	New Page	Deleted Image	Amber de Vries	13-2-2025, 10:02:35
Element	New Page	Modified Image	Amber de Vries	13-2-2025, 10:02:31

< 1 2 3 4 5 ... 51 > 10 / page

The content log can come in handy when you have multiple users in your environment, to track which user has modified what. This tool will help you keep things running in an orderly fashion.

## Interactions

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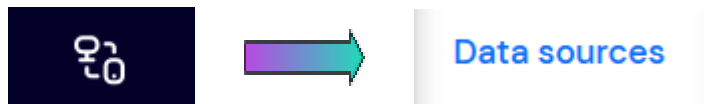




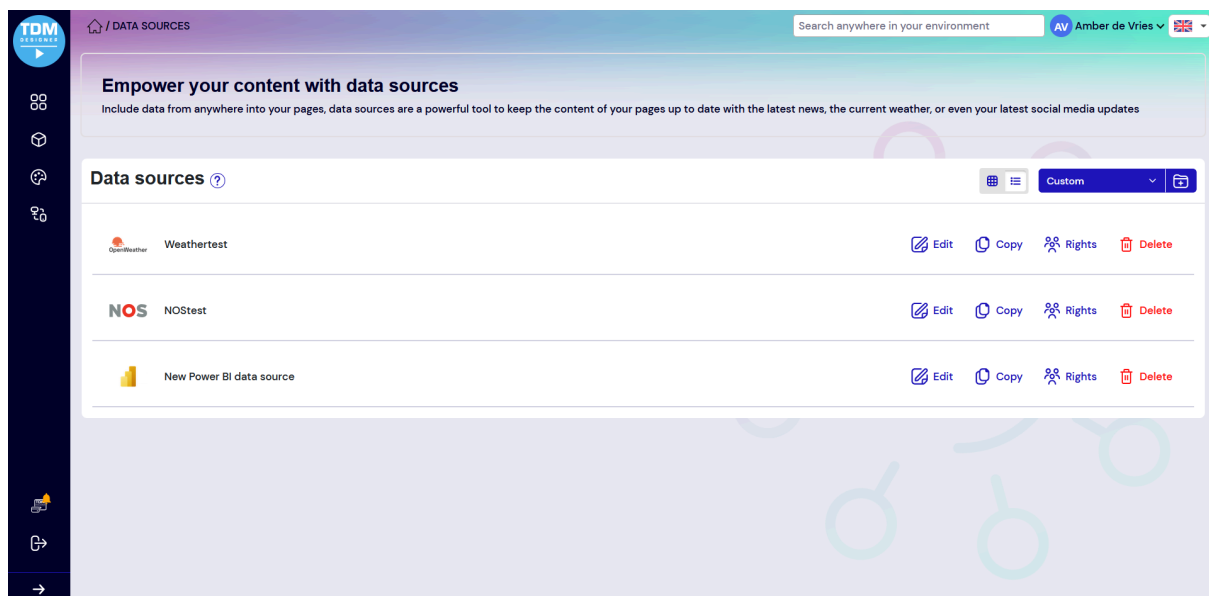
# Data Sources

## Data sources overview

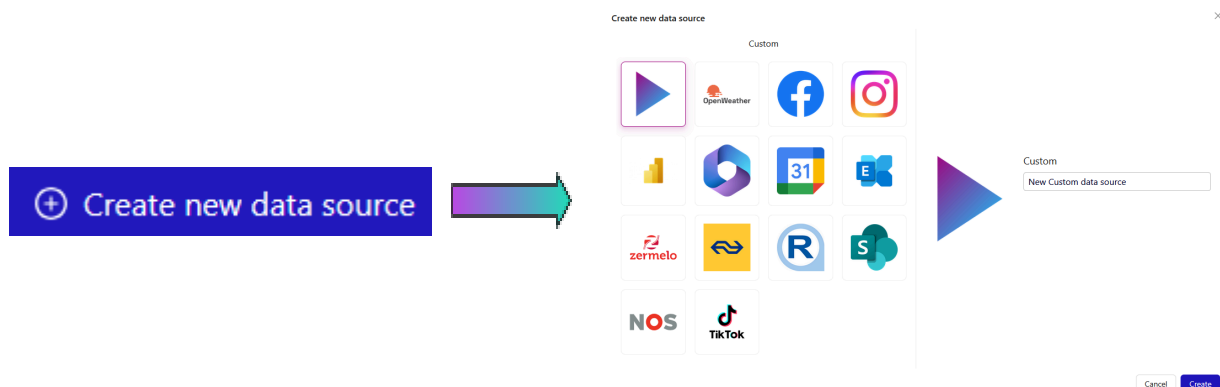
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source' to choose which data source you'd like to add. There are numerous data sources to choose from. Then click the icon of your preferred data source, then name and add your data source.



TDM5 offers a lot of data sources for you to add. In this overview all data sources will be explained in short.

*Which data sources are available for you to use, depends on the type of license you have.*

### **Custom**

With the custom data source you have the ability to add any RSS/XML feed you want. It is possible to add the RSS/XML through HTTP or FTP.

### **OpenWeather**

TDM5 offers a default weather integration, this weather integration is based on information from Open Weather. With this data source you have the ability to display the weather of your location.

### **Facebook**

The Facebook data source can be linked to your company account to display information from your Facebook page. With this data source you have the ability to display your username, messages, images and videos.

### **Instagram**

The Instagram data source can be linked to your company account to display information from your Instagram page. With this data source you have the ability to display your username, messages, images and videos.

### **Microsoft 365 Calendar**

With the Office365 data source you have the ability to display information from your calendar. Additionally, it is possible to link room resources. This way it is possible to display real-time meeting information for your meeting rooms.

### **Google Calendar**

With the Google calendar data source you have the ability to display information from your calendar. Additionally, it is possible to link other calendars you have access too. This way it is possible to display real-time meeting information for your meeting rooms stored in the Google services.

### **Exchange**

With the Exchange data source you have the ability to display information from your calendar. Additionally, it is possible to link room resources. This way it is possible to display real-time meeting information for your meeting rooms.

### **Zermelo**

The Zermelo data source can be used to display real-time information regarding school schedules. This information is used to inform students regarding any changes in their schedule.

**NS (Nederlandse Spoorwegen)**

The NS data source can be used to display real-time information regarding train schedules. You can use this information to inform your employees regarding the schedules of the upcoming train arrivals, departures and delays.

**Realworks**

Realworks is an application which is mostly used by real estate agents. With this integration TDM5 offers the ability to display a real time overview of the houses which are for sale/rent.

**SharePoint**

With the SharePoint data source you have the ability to display real-time information from SharePoint.

**NOS**

The NOS is a Dutch broadcasting company. With the NOS data source you have the ability to display real-time news information. It is possible to select a specific category of news you would like to display in the data source.

**TikTok**

With the TikTok data source you have the ability to display real-time messages and videos from your TikTok account.

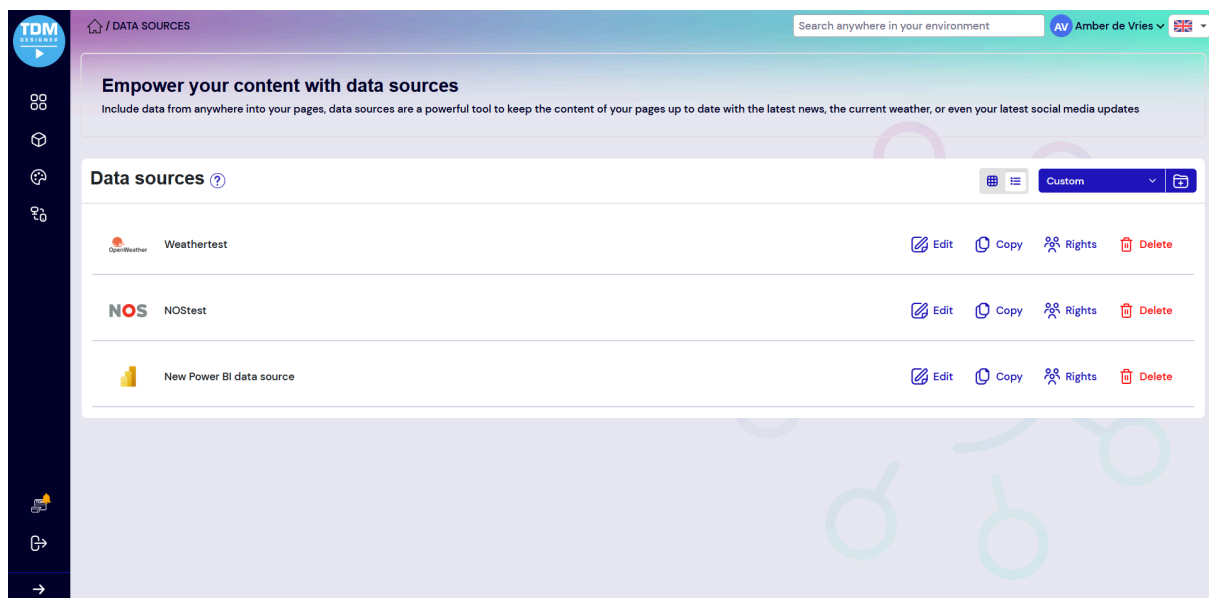
If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - Data Sources Overview](#)

## How to add a custom data source

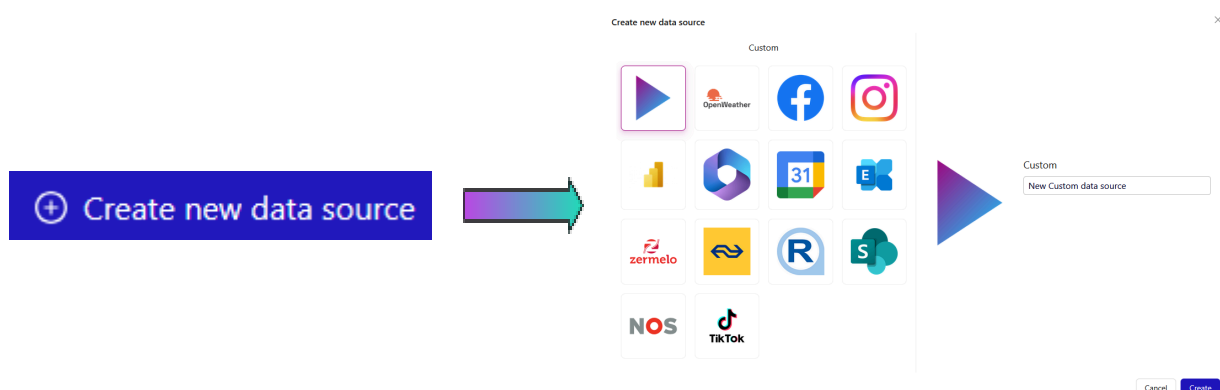
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the purple/blue triangle button, then name and add your data source.



This takes you to the overview page for your custom data source. You can still alter the name here. If you want to use an RSS feed, there are a few steps to walk through. First, under connection properties, in the menu 'connection', choose which connection type you want. For RSS you use Http.

### Connection Type

☒ Http  
☐ Ftp

Then paste the URL of your feed in the bar underneath 'Url'. For this example, we're using the feed of the New York Times.

Url

<https://rss.nytimes.com/services/xml/rss/nyt/Technology.xml>

Then choose how often you want the source to refresh by clicking the drop down menu underneath 'Update interval'

Update interval

1 hour (recommended)

Then, before continuing, save the changes by clicking the button at the top of the page.

Unsaved changes

Save

Now you can click 'retrieve data' to retrieve the data needed to display this data source.

Retrieve data

The next menu opens up automatically. In this 'Choose your properties' menu, you can choose what data to use within your content. You can check the boxes of the items you'd like to add.

pubDate Tue, 21 Jan 2025 03:50:15 +0000

☒ image

☒ item

☒ 0

☒ title TikTok Got a Reprieve, but Americans and Chinese Are Still on RedNote

☒ link <https://www.nytimes.com/2025/01/20/business/tiktok-ban-rednote-xiaohongshu-adapts.html>

☒ guid

☒ atom:link

☒ description The Chinese social media app, popular in the United States a week after being flooded by TikTok users, has added

☐ dc:creator Meghan Tobin and Claire Fu

☐ pubDate Tue, 21 Jan 2025 03:01:07 +0000

☒ category

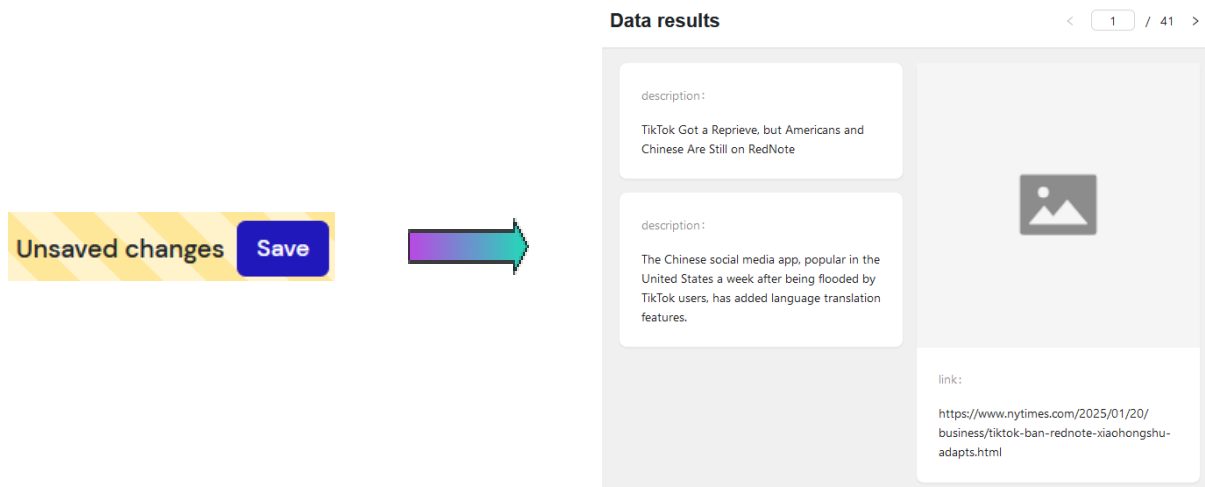
☒ 1

☒ 2

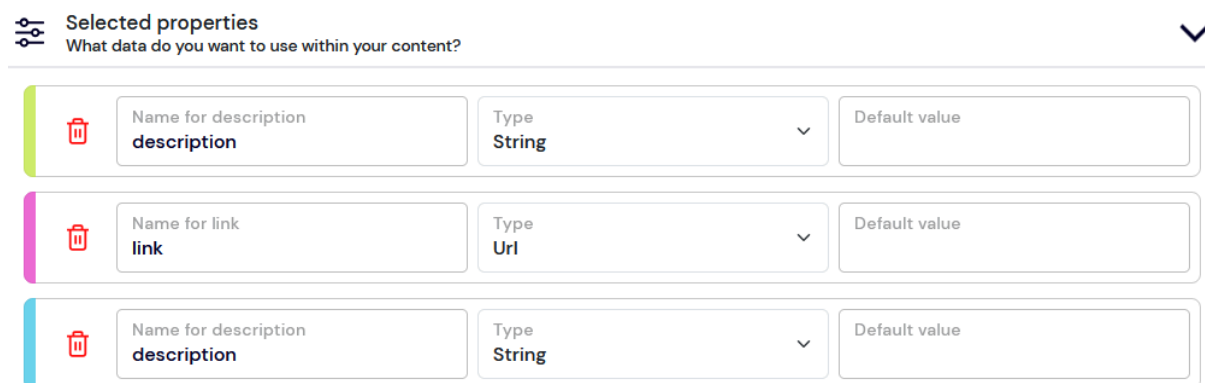
☒ 3

☒ 4

Once the changes have been saved, an overview of the data source can be seen on the right side of the screen.



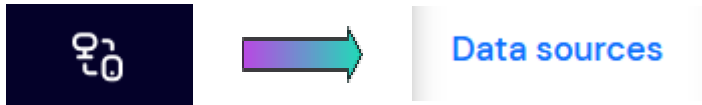
You can give custom names to the values when opening the dropdown menu 'Selected properties', these names will be shown when using the data source in your design. You can also set a default value in case the feed has a row which does not contain any information. In this example we leave this empty.



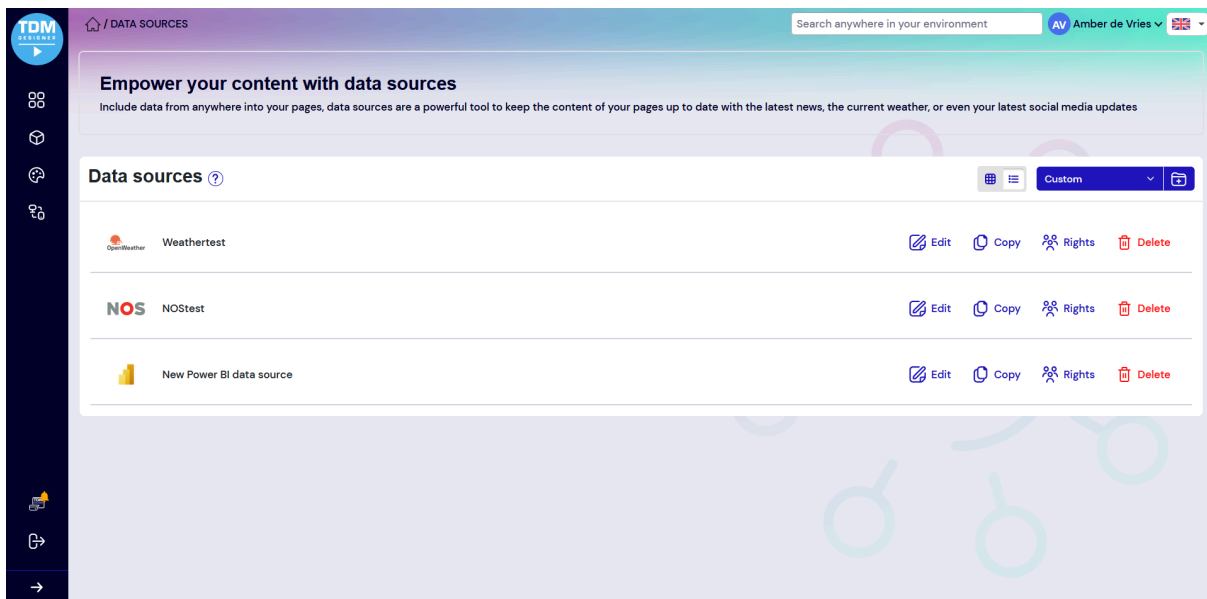
You have successfully created a custom data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add a custom data source](#)

## How to setup a Facebook data source

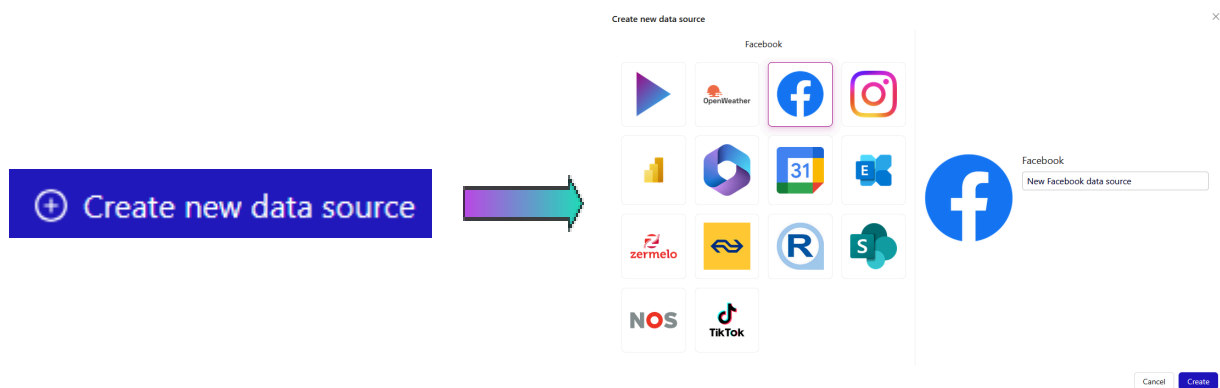
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



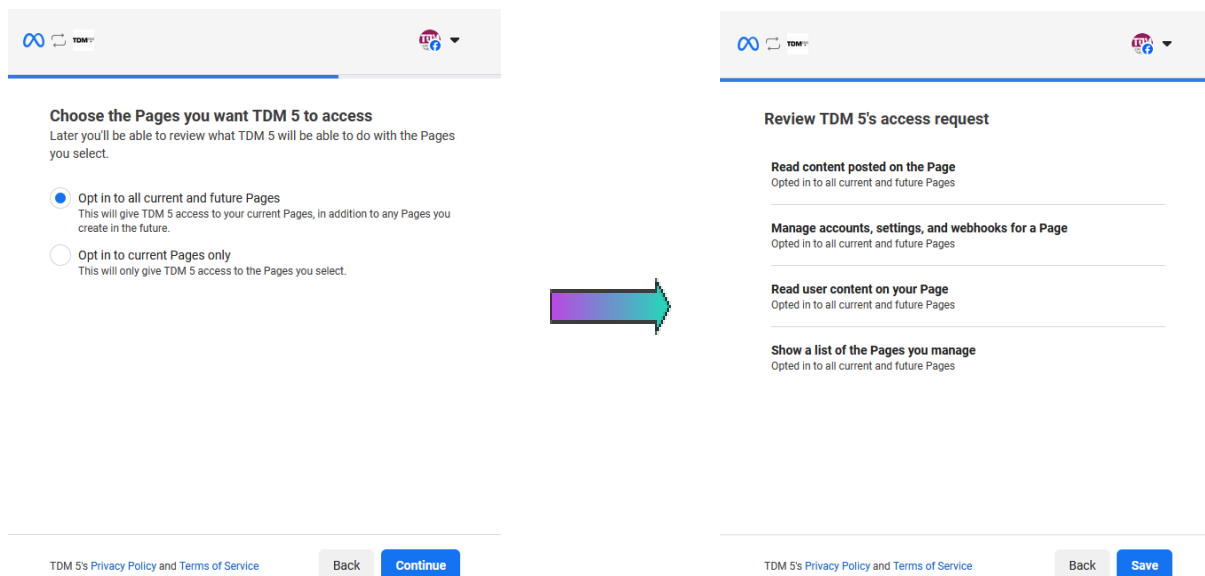
To add data sources, click the button that says 'create new data source'. Click the Facebook button, then name and add your data source.



To connect your Facebook account to TDM, click 'Add a new Facebook connection'. It will ask you to log into your account.

**Add a new Facebook connection**

After this, it will give you a pop-up, asking which pages you want TDM5 to access, then give you the chance to review the access request.



**Choose the Pages you want TDM 5 to access**  
Later you'll be able to review what TDM 5 will be able to do with the Pages you select.

☒ Opt in to all current and future Pages  
This will give TDM 5 access to your current Pages, in addition to any Pages you create in the future.

☐ Opt in to current Pages only  
This will only give TDM 5 access to the Pages you select.

**Review TDM 5's access request**

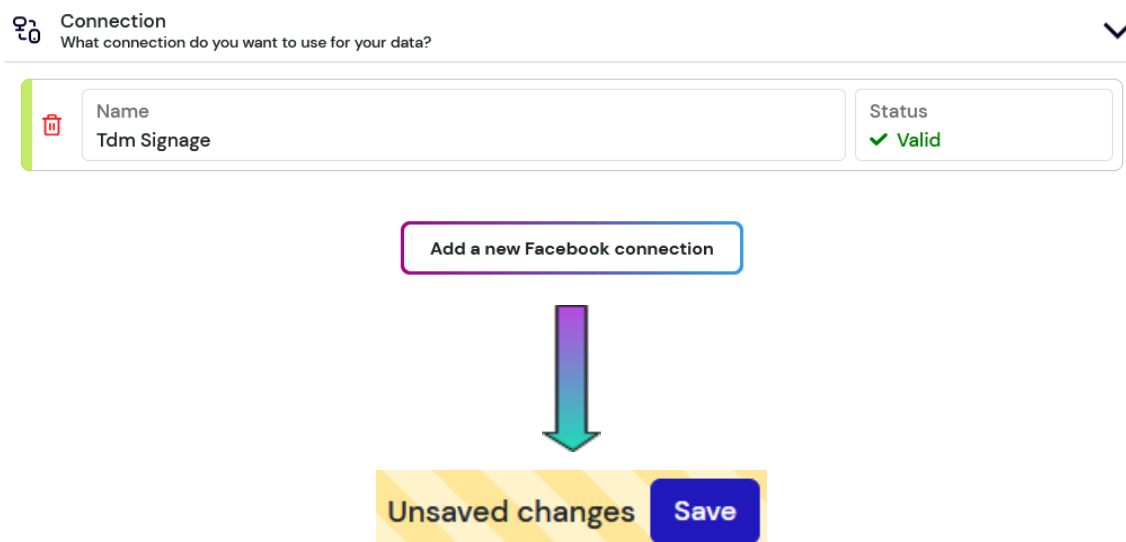
**Read content posted on the Page**  
Opted in to all current and future Pages

**Manage accounts, settings, and webhooks for a Page**  
Opted in to all current and future Pages

**Read user content on your Page**  
Opted in to all current and future Pages

**Show a list of the Pages you manage**  
Opted in to all current and future Pages

Once you have gone through these menus, your Facebook account will have been connected to TDM5. To be able to show content, first select the connection you want to use and save the changes.



**Connection**  
What connection do you want to use for your data?

Name	Status
Tdm Signage	✓ Valid

**Add a new Facebook connection**

**Unsaved changes** **Save**



Once saved, you can select where to retrieve the data from. Select the page and then save the changes again.

Content

Where do you want to retrieve the data from?

Page

TDM

Software Company

Selected

✓ Selected

Unsaved changes

Save

Then on the right side of the screen, you have an overview of your data source.

Data results

< 1 / 8 >

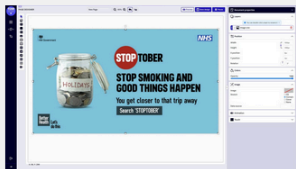


Image:

https://scontent-ams4-1.xx.fbcdn.net/v/t39.30808-6/439953045\_414233924872810\_66269047895052376\_n.jpg?stp=dst-jpg\_p720x720\_tt6&nc\_cat=105&ccb=1-7&\_nc\_sid=127cfc&nc\_ohc=9xFKtiPMikYQ7kNvgHoTKNB&nc\_zt=23&nc\_ht=scontent-ams4-1.xx&edm=AKK4YLSAAAA&nc\_gid=AJI95s69vo64yaRINvTfhrH&ch=00\_AYBNra5WQ0Cda57RbpkMUEVIFvdgKjMzj9F79nNNGKWALw&oe=67956CEF

Created time:

2024-05-01T15:52:57+0000

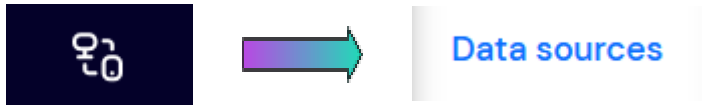
Message:

Designer

You have successfully added a Facebook data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a Facebook data source](#)

## How to setup a Google Calendar data source

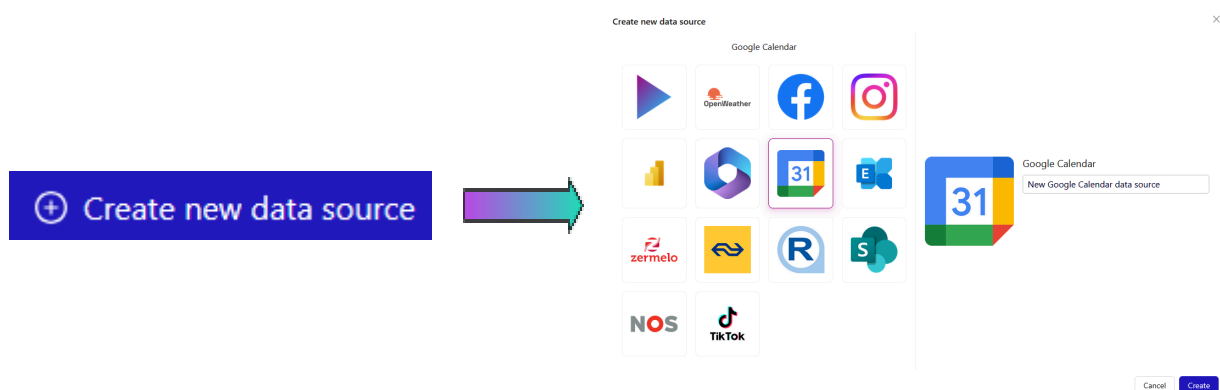
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the Google Calendar button, then name and add your data source.



To connect your Google account to TDM, click 'Add a new Google connection'.

**Add a new Google connection**

It will ask you to log into your account. If you get the notification that the app has not been verified, click 'advanced' and then 'go to TDM'. Otherwise TDM cannot connect to your Google Calendar.



### Google heeft deze app niet geverifieerd

De app vraagt om toegang tot gevoelige informatie in je Google-account. Gebruik de app niet totdat de ontwikkelaar ([dev@tdmsignage.com](mailto:dev@tdmsignage.com)) deze app heeft geverifieerd via Google.

[Geavanceerd](#)

TERUG NAAR DE VEILIGHEID



Ga alleen verder als je de risico's begrijpt en de ontwikkelaar ([dev@tdmsignage.com](mailto:dev@tdmsignage.com)) vertrouwt.

[Ga naar TDM5 \(onveilig\)](#)

This will lead you to the login screen. This shows what TDM gets access to, and then you can continue once more

 Inloggen met Google



## Inloggen bij TDM5

 support

Als je doorgaat, deelt Google je naam, e-mailadres, taalvoorkeur en profielfoto met TDM5. Bekijk het [Privacybeleid](#) en de [Servicevoorwaarden](#) van TDM5.

Je kunt Inloggen met Google beheren in je [Google-account](#).

Annuleren

Doorgaan

After this, choose which connection you want to use for your data, then click save.



Name	Status
R	✓ Valid

The next step is to choose where you want to retrieve your data from. After this, save again.

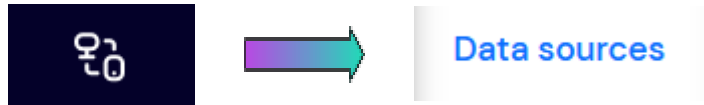


Name	Selected
support	✓ Selected

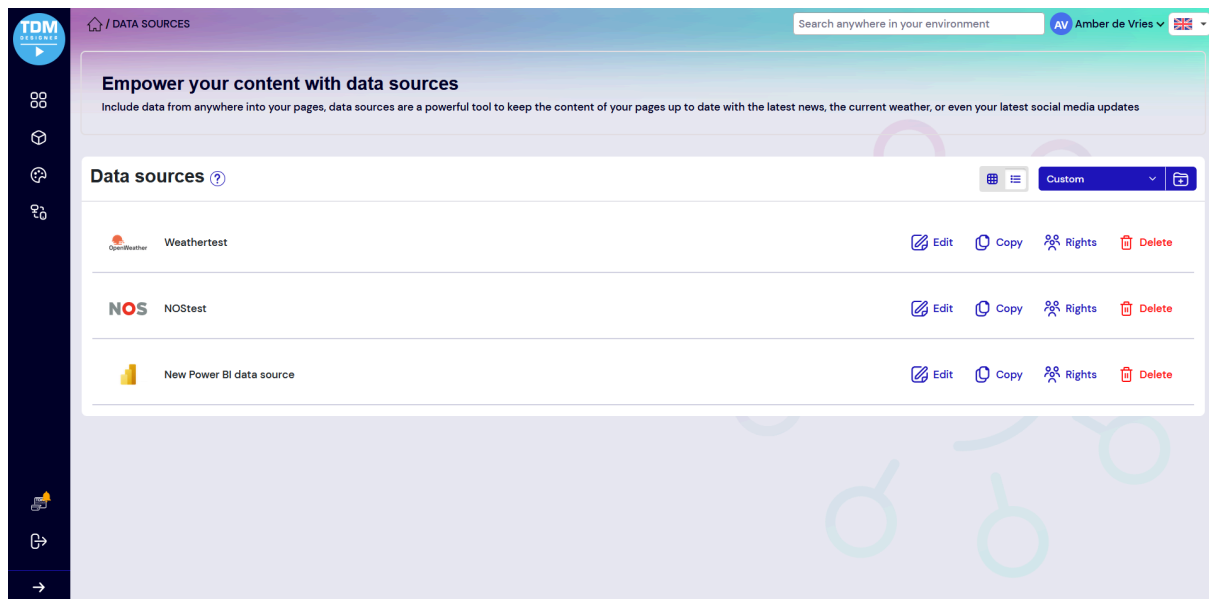
You have successfully added a Google calendar data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a Google Calendar data source](#)

## How to setup a SharePoint data source

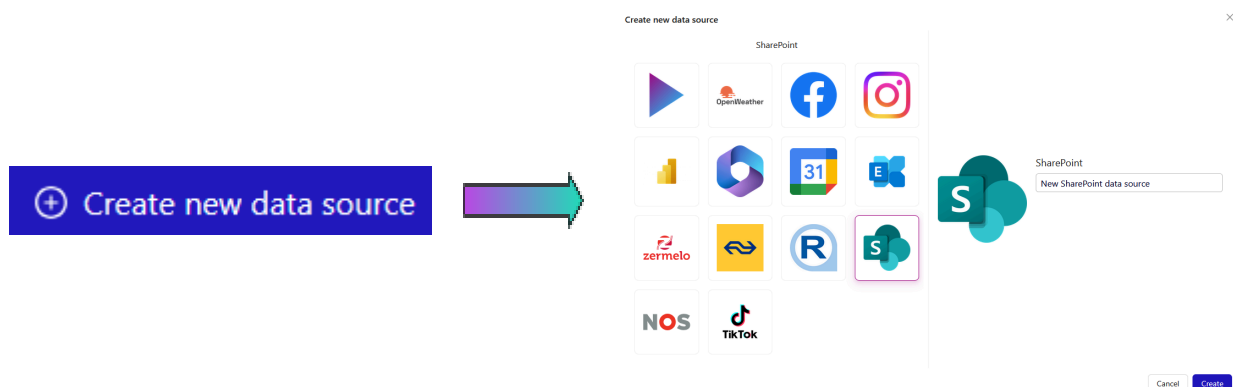
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the SharePoint button, then name and add your data source.



To connect your Sharepoint account to TDM, click 'Add a new SharePoint connection'

**Add a new SharePoint connection**

It will ask you to log into your account.



## Aanmelden


E-mailadres, telefoonnummer of Skype-naam

Geen account? [Maak nu een account](#)

[Hebt u geen toegang tot het account?](#)

**Volgende**

After this, choose which connection you want to use for your data, then click save.

 **Connection**  
What connection do you want to use for your data?

Name	Status
R	✓ Valid

If you don't see anything show up yet in the 'settings' tab, refresh the page. After this, there should be sites available to display news items from.

### Available sites

search for site

Choose a site from which you want to show news items

Team site



Choose the site you want, then click save. From here you can choose the maximum number of news items your data source will display.

**Selected site:**

Team site

Maximum number of news items

10

On the right side of the screen, you see an overview of your newly created data source.

Data results

< 1 / 8 >

Title:

Dit bericht zou na 10 min. moeten verschijnen

Author:

J

Image:

https://tdmsignage.sharepoint.com/\_layouts/15/images/videoMessageThumbnail.png

Description:

Naadloze connectiviteitIn de onderling verbonden wereld van vandaag is werken op afstand een wereldwijd verschijnsel geworden. De traditionele 9-op-5-kantoorroutine is in ontwikkeling en maakt plaats voor een flexibelere en dynamischere manier van werken. Onze website is ontworpen om tegemoet te komen aan de behoeften van professionals en organisaties die de revolutie in het externe werk omarmen. "Ervaar realtime samenwerking, bevorder creativiteit en behoud productiviteit, ongeacht uw fysieke locatie." - Rinnn Phan, President

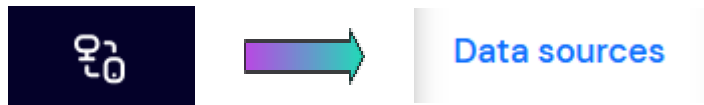
Publish date:

2024-10-22T09:45:17+00:00

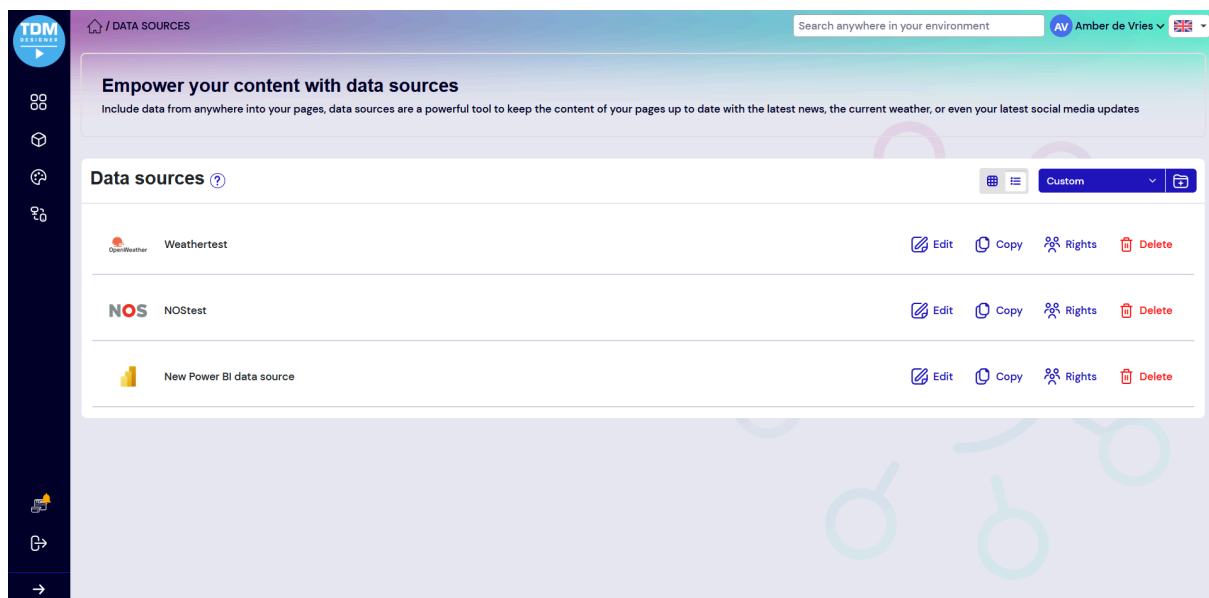
You have successfully added a SharePoint data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a Sharepoint data source](#)

## How to setup an Exchange data source

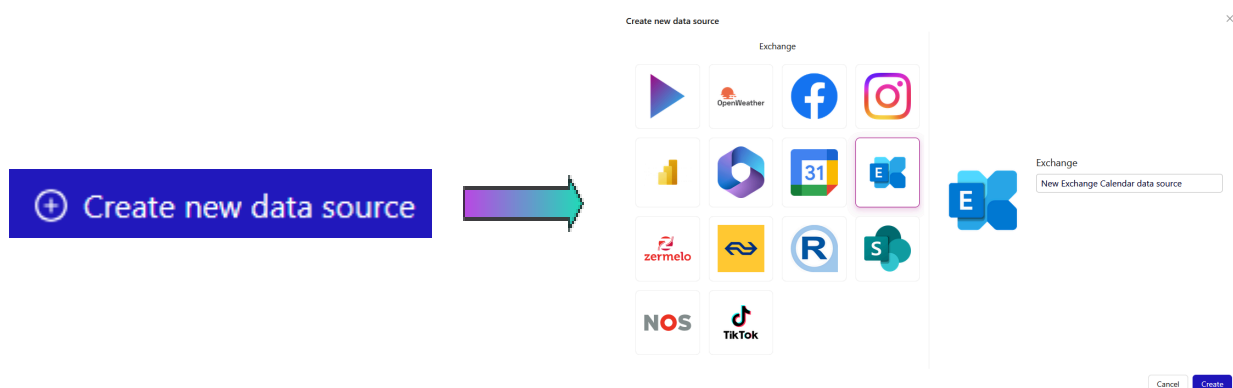
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the Exchange button, then name and add your data source.





To connect your Sharepoint account to TDM, click 'Add Exchange connection'

**Add Exchange connection**

It will ask you to log into your account.

Exchange URL

Username

Password

Add

After this, choose which connection you want to use for your data, then click save.

 **Connection**  
What connection do you want to use for your data? 

Name	Status
 admin	✓ Valid

When you have done this, in the 'content' menu, you can choose if you want to link a calendar or a room. You can click the calendar and click save, or enter the room URL and click save.

 **Content**  
Where do you want to retrieve the data from? 

Room

Calendar

Room

You have successfully added an Exchange data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup an Exchange data source](#)

## How to setup an Instagram data source

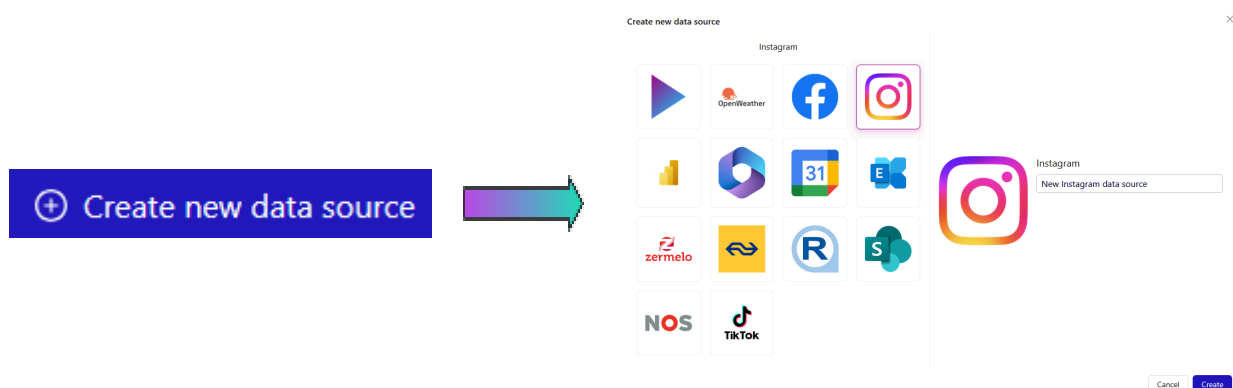
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.




To add data sources, click the button that says 'create new data source'. Click the Instagram button, then name and add your data source.




To connect your Instagram account to TDM, click 'Add a new Instagram connection'. It will ask you to log into your account.

**Add a new Instagram connection**

To be able to show content, first select the connection you want to use and save the changes.

 **Connection**  
What connection do you want to use for your data?

 Naam  
tdm\_digital\_signage

Status  
✓ Valid

Once saved, you can select different options regarding the display of your content.

 **Settings**  
How do you want the data to be displayed?

Show all carousel images

Add a prefix to carousel images

☒

☒

Then on the right side of the screen, you have an overview of your data source.


**Data results** < 1 / 1 >


Caption:

Old TDM logo

Media type:

IMAGE





Media Url:

https://scontent-ams2-1.cdninstagram.com/v/t51.29350-15/153217329\_1179919549096302\_6061933446730768470\_n.jpg?stp=dst-jpg\_e35\_tt6&nc\_cat=106&ccb=1-7&nc\_sid=18de74&nc\_ohc=vUVGJnHv9NQ7kNv

Thumbnail Url:

User name:

tdm\_digital\_signage

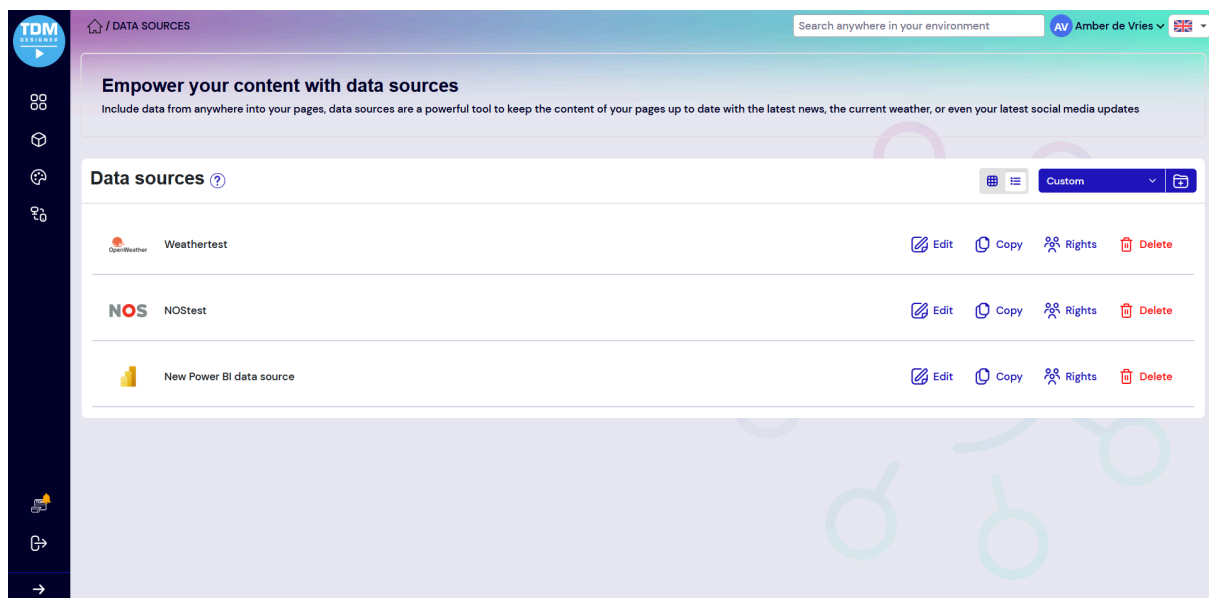
You have successfully added an Instagram data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup an Instagram data source](#)

## How to setup an OpenWeather data source

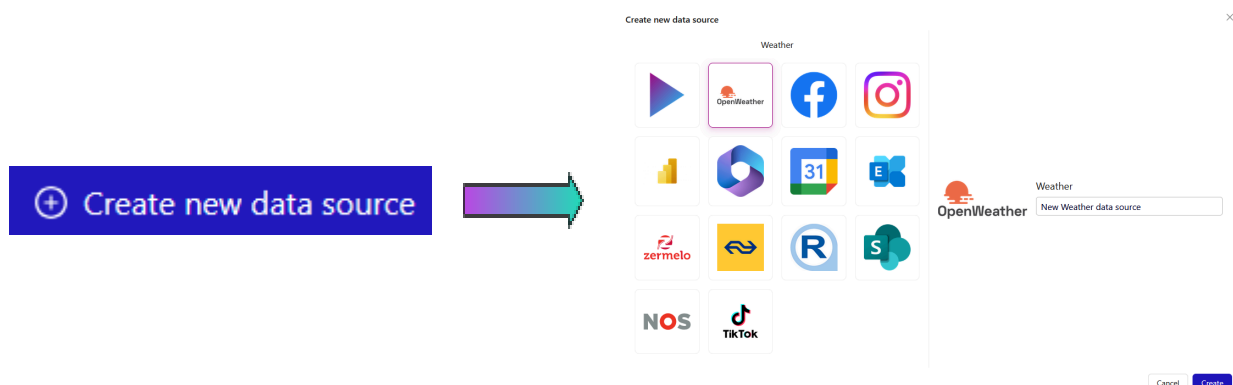
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.




The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the OpenWeather button, then name and add your data source.



First, type the location of which you'd like the weather displayed. Then click 'save'.

 **Location**  
For what region would you like to retrieve data?

Location

Amsterdam (North Holland, NL)


Then in the next menu you can choose to display the temperature in Celsius or Fahrenheit

 **Localization**  
How do you want this data to be presented?










Temperature unit

☒ Celsius ☐ Fahrenheit

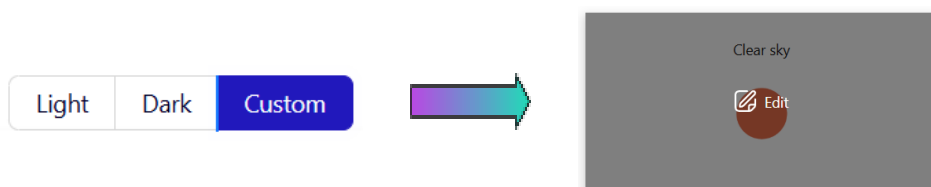
Lastly, you can change the icons. These can also be displayed in dark mode. Additionally, you can upload your own custom icons.

 **Icons**  
Change the appearance of your weather forecasts

☒ Light ☐ Dark ☐ Custom

Clear sky 	Few clouds 	Scattered clouds 
Broken clouds 	Shower rain 	Rain 
Thunderstorm 	Snow 	Mist 

You can add custom weather icons by clicking 'custom', and then selecting the weather icon you'd like to customize (click 'edit').



After clicking the icon you want to customize, a menu opens. From here you can choose an existing icon, or upload your own. Then press 'OK' to finalize the upload.

Change Clear sky


Choose an existing icon

<



1

>

Or




Click or drag an image to this area to upload

 7084512.png 

Cancel

OK












 **Icons**  
Change the appearance of your weather forecasts

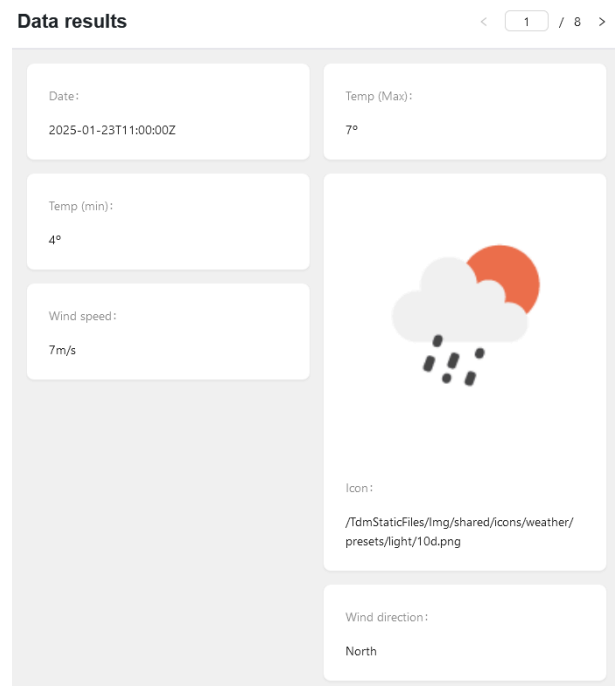
Light

Dark

Custom

<div>Clear sky</div> 	<div>Few clouds</div> 	<div>Scattered clouds</div> 
<div>Broken clouds</div> 	<div>Shower rain</div> 	<div>Rain</div> 
<div>Thunderstorm</div> 	<div>Snow</div> 	<div>Mist</div> 

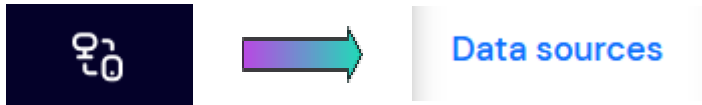
On the right side of the screen, an overview of the data can be seen.



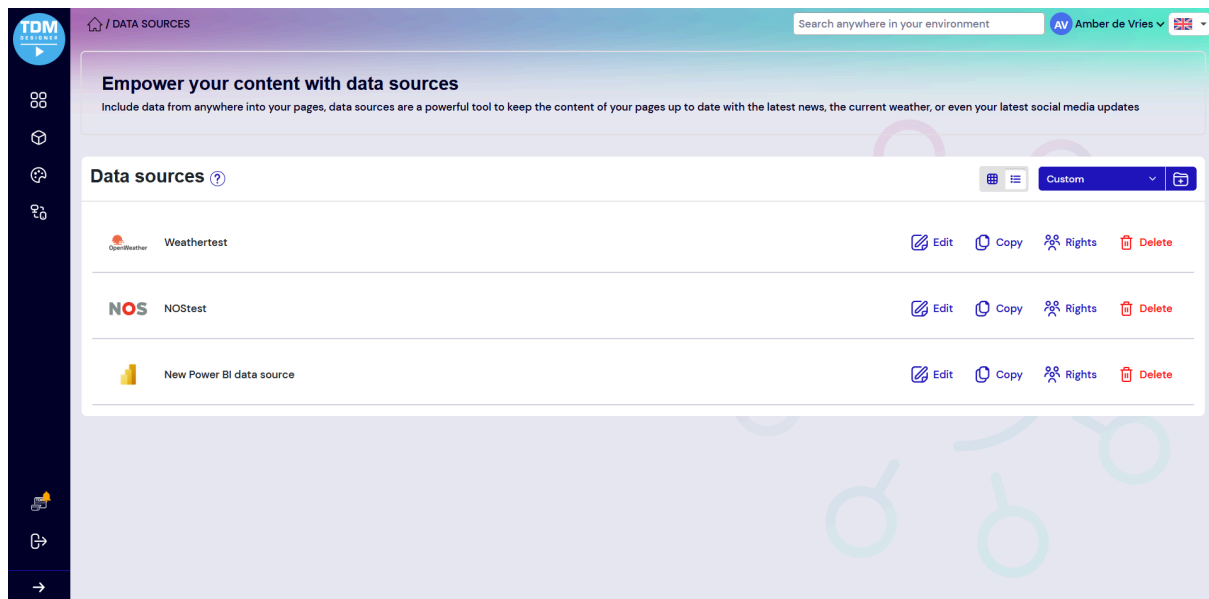
You have successfully added a weather data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a weather data source](#)

## How to setup an NS data source

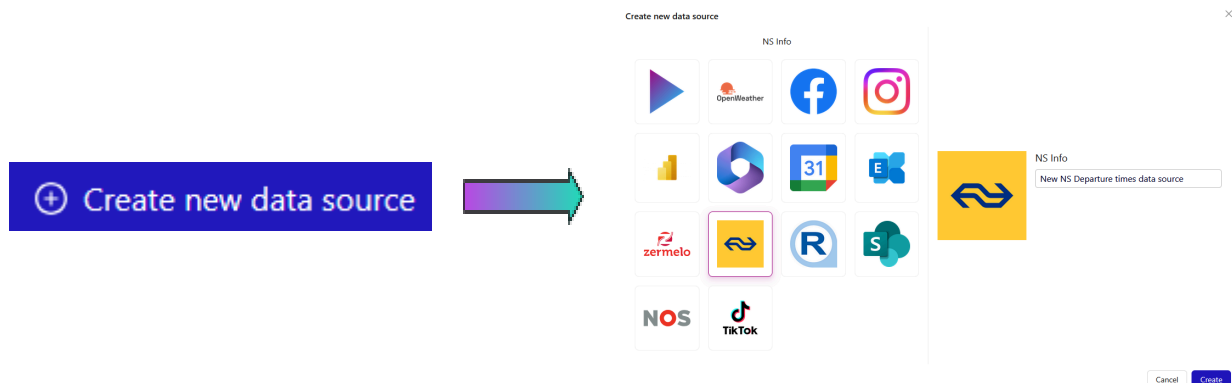
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the NS button, then name and add your data source.





First, select the country of which you'd like to see the train stations.

Connection properties

Select a country and a station to update the NS Departure times.

Country

Duitsland

Duitsland

België

Verenigd Koninkrijk

Zweden

Oostenrijk

Italië

Nederland

Zwitserland

Denemarken

Frankrijk

Duitsland

Then, you can select a train station from the drop down menu, in the country you selected in the previous step. Then click 'save'

Station

Aalten

On the right side of the screen, an overview of your data can be seen.

Data results

< 1 / 6 >

<div>Direction:</div> <div>Arnhem Centraal</div>	<div>Name:</div> <div>Arriva 30952</div>
<div>Planned time:</div> <div>2025-01-23T17:00:00+0100</div>	<div>Actual time:</div> <div>2025-01-23T17:00:00+0100</div>
<div>Planned track:</div> <div>2</div>	<div>Actual track:</div> <div>2</div>
<div>Messages:</div>	<div>Operator:</div> <div>Arriva</div>
<div>Category name:</div> <div>Arriva Stoptrein</div>	

You have successfully added an NS data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup an NS data source](#)

## How to setup an Microsoft 365 Calendar data source

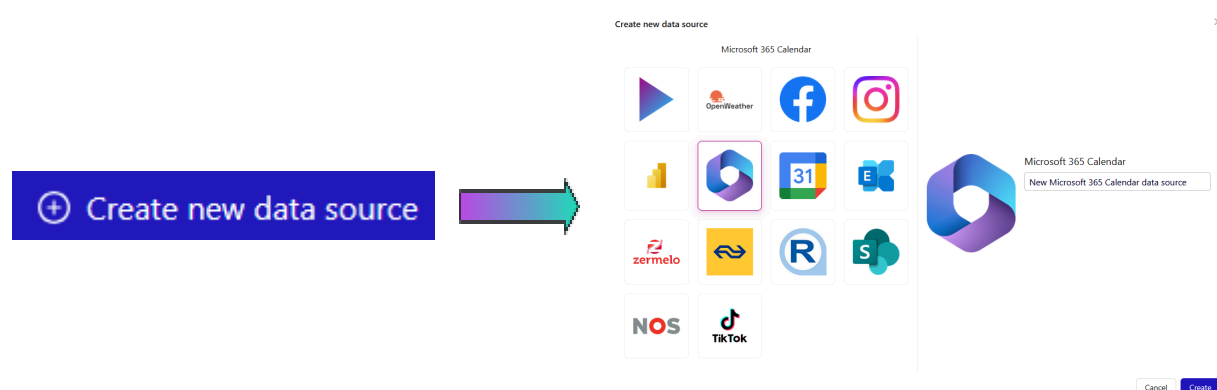
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the Microsoft 365 Calendar button, then name and add your data source.



To connect your Sharepoint account to TDM, click 'Add a new Office365 connection'

**Add a new Office365 connection**

It will ask you to log into your account.



## Aanmelden

E-mailadres, telefoonnummer of Skype-naam

Geen account? [Maak nu een account](#)

[Hebt u geen toegang tot het account?](#)

Volgende

After this, choose which connection you want to use for your data, then click save.

**Connection**  
What connection do you want to use for your data?

Name	Status
R	✓ Valid

Then in the 'content' menu, you can choose which calendar you want to use. Or if you want to use a room using the room URL. Then click save again.

**Content**  
Where do you want to retrieve the data from?

Room | Calendar

Name Calendar	Selected
Name Verjaardagskalender	Selected
Name Nederlandse feestdagen	Selected ✓ Selected

On the right side of the screen you can see an overview of your data.

## Data results

< 1 / 10 >

Start time: 2025-04-18T00:00:00Z	End time: 2025-04-19T00:00:00Z
Meeting title: Goede Vrijdag	Organizer: Amber de Vries
Organizer email:	Description:
Started:	Time zone: UTC

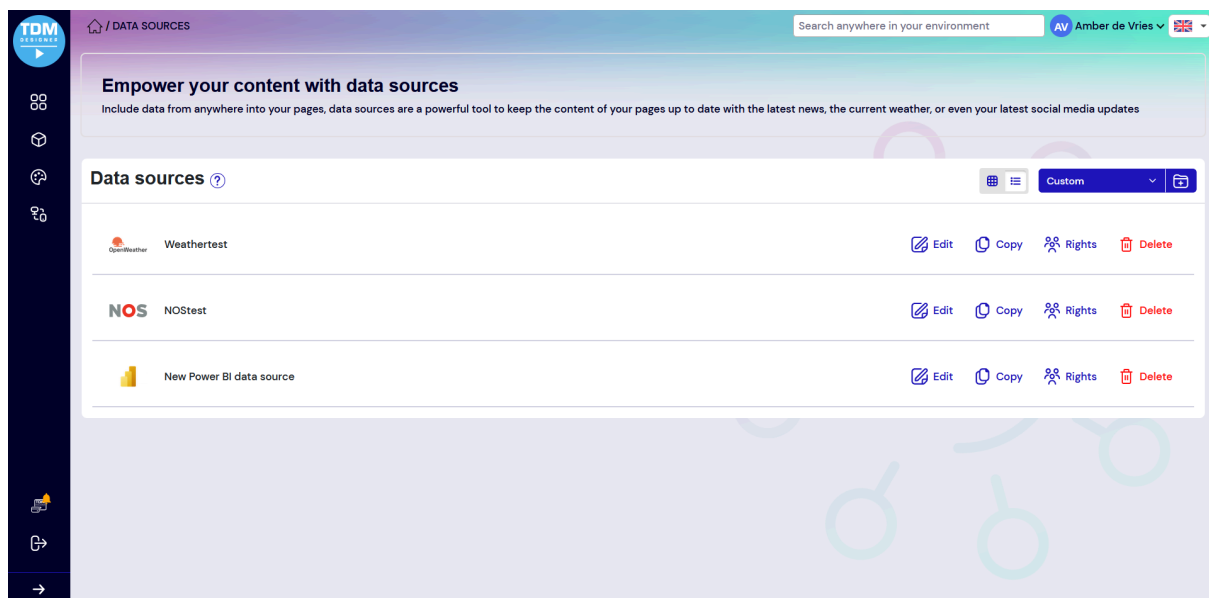
You have successfully added an Office 365 data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to add an Office 365 data source](#)

## How to setup an NOS data source

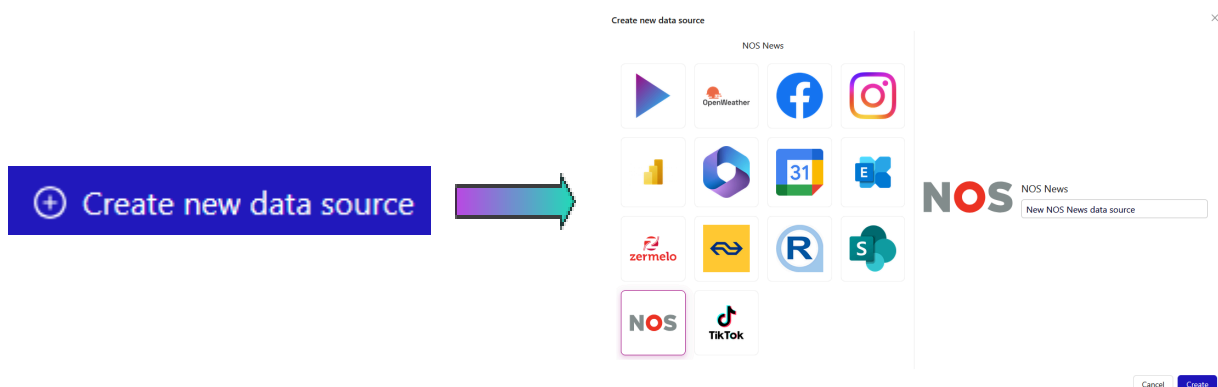
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To add data sources, click the button that says 'create new data source'. Click the NOS button, then name and add your data source.



In the menu 'connection properties' you can select the newsfeed you want to use from the dropdown menu. Then save your changes.

### Connection properties

Select a feed

Feed

Algemeen ▾

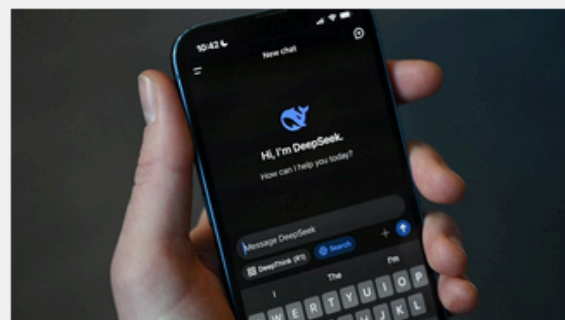
Then on the right side of the screen, you see an overview of the news feed.

### Data results

< 2 / 20 >

#### Description:

De Chinese AI-chatbot DeepSeek meldt gisteren te zijn getroffen door een cyberaanval. Nieuwe gebruikers konden zich daardoor niet registreren, al ondervonden bestaande gebruikers geen last. DeepSeek sprak van een "grootschalige, kwaadaardige aanval" zonder in detail te treden over hoe die werd uitgevoerd of wie er mogelijk achter zat. Na enkele uren was het euvel opgelost. De afgelopen dagen veroorzaakte DeepSeek ophef in de chipwereld en op de financiële markten. Het bedrijf zegt er voor een fractie van de prijs in geslaagd te zijn een chatbot te creëren die vergelijkbaar is



#### Image:

<https://cdn.nos.nl/image/2025/01/28/1184822/1008x567.jpg>

#### Title:

Baanbrekende chatbot DeepSeek 'getroffen door cyberaanval'

#### Publish date:

Tue, 28 Jan 2025 07:11:59 +0100

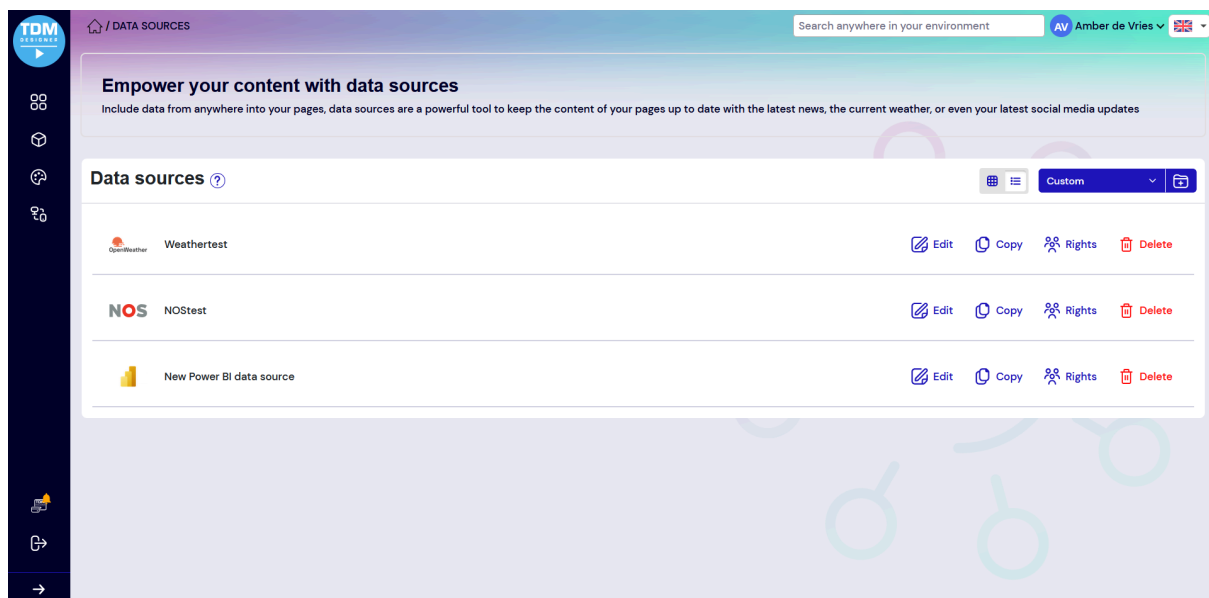
You have successfully added an NOS data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup an NOS data source](#)

## How to setup a TikTok data source

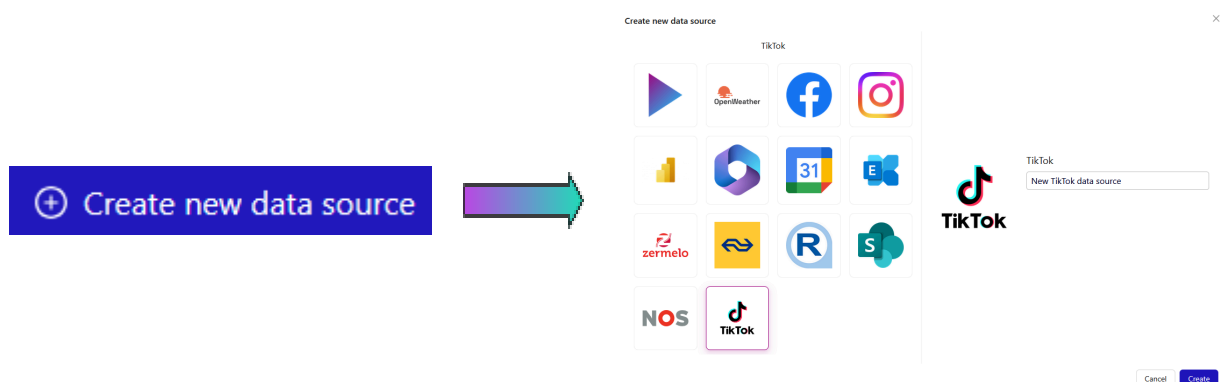
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.





To add data sources, click the button that says 'create new data source'. Click the TikTok button, then name and add your data source.




To connect your TikTok account to TDM, click 'Add a new TikTok connection'. It will ask you to log into your account.

**Add a new TikTok connection**

To be able to show content, first select the connection you want to use and save the changes.

 **Connection** What connection do you want to use for your data? 

	Naam	Status
	tdm_digital_signage	✓ Valid

Then on the right side of the screen, you have an overview of your data source.

**Data results** < 1 / 1 >



Create time:

1733295490

Description:


Duration:

1

Share link:

[https://www.tiktok.com/@tdm\\_digital\\_signage/video/7444447416494886166?utm\\_campaign=tt4d\\_open\\_api&utm\\_source=awpadq8lvo8g311p](https://www.tiktok.com/@tdm_digital_signage/video/7444447416494886166?utm_campaign=tt4d_open_api&utm_source=awpadq8lvo8g311p)



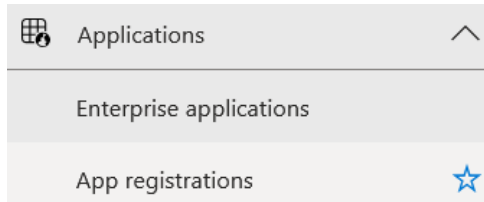
You have successfully added a TikTok data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a TikTok data source](#)




## How to setup a PowerBI datasource

Sign in with your account to <http://entra.microsoft.com>

On the left side of the screen, select: Application > App registrations.



Then select New registration.

 New registration

Fill in a name for your application, for example: TDM5 Power BI, then set the “Supported account types” to: “Accounts in this organizational directory only”.

Make sure that for platform a WEB platform is selected, then configure the following redirect URL: <https://tdm5.tdm signage.com/DataSources/PowerBiLogin>

### \* Name

The user-facing display name for this application (this can be changed later).

TDM5 Power BI

### Supported account types

Who can use this application or access this API?

- ☒ Accounts in this organizational directory only (TDM Signage only - Single tenant)
- ☐ Accounts in any organizational directory (Any Microsoft Entra ID tenant - Multitenant)
- ☐ Accounts in any organizational directory (Any Microsoft Entra ID tenant - Multitenant) and personal Microsoft accounts (e.g. Skype, Xbox)
- ☐ Personal Microsoft accounts only

[Help me choose...](#)

### Redirect URI (optional)

We'll return the authentication response to this URI after successfully authenticating the user. Providing this now is optional and it can be changed later, but a value is required for most authentication scenarios.

Web

<https://tdm5.tdm signage.com/DataSources/PowerBiLogin>

Register an app you're working on here. Integrate gallery apps and other apps from outside your organization by adding from [Enterprise applications](#).

After you're done, click 'Register' at the bottom of the screen.

**Register**

Once the application has been created visit the tab “API permissions” and configure the following permissions, by clicking ‘Add permission’.

+ Add a permission

API / Permissions name	Type	Description	Admin consent requ...	Status
Microsoft Graph (1)				
User.Read	Delegated	Sign in and read user profile	No	...
Power BI Service (5)				
App.Read.All	Delegated	View all Power BI apps	No	...
Dashboard.Read.All	Delegated	View all dashboards	No	...
Dataset.Read.All	Delegated	View all datasets	No	...
Report.Read.All	Delegated	Make API calls that require read permissions on all reports	No	...
Workspace.Read.All	Delegated	View all workspaces	No	...

Once you have configured the API permissions a client secret can be created in the tab “Certificates & Secrets”. Select “New client secret” and add a description, for example: TDM5 Power BI

+ New client secret

TDM5 Power BI

Recommended: 180 days (6 months)

Recommended: 180 days (6 months)

90 days (3 months)

365 days (12 months)

545 days (18 months)

730 days (24 months)

Custom

Once the client secret has been created please copy the value as this will be encrypted once you leave the Azure Application page.

Description	Expires	Value	Secret ID
TDM PowerBI	8/17/2025		

The Tenant ID and Client ID can be found in the tab “Overview”.

Overview

Quickstart

Integration assistant

Diagnose and solve problems

Essentials

Display name : PowerBI TDM Tutorial

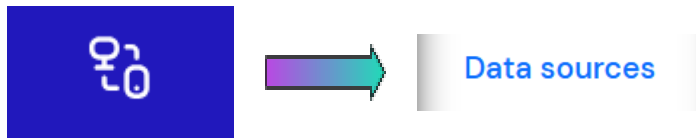
Application (client) ID :

Object ID :

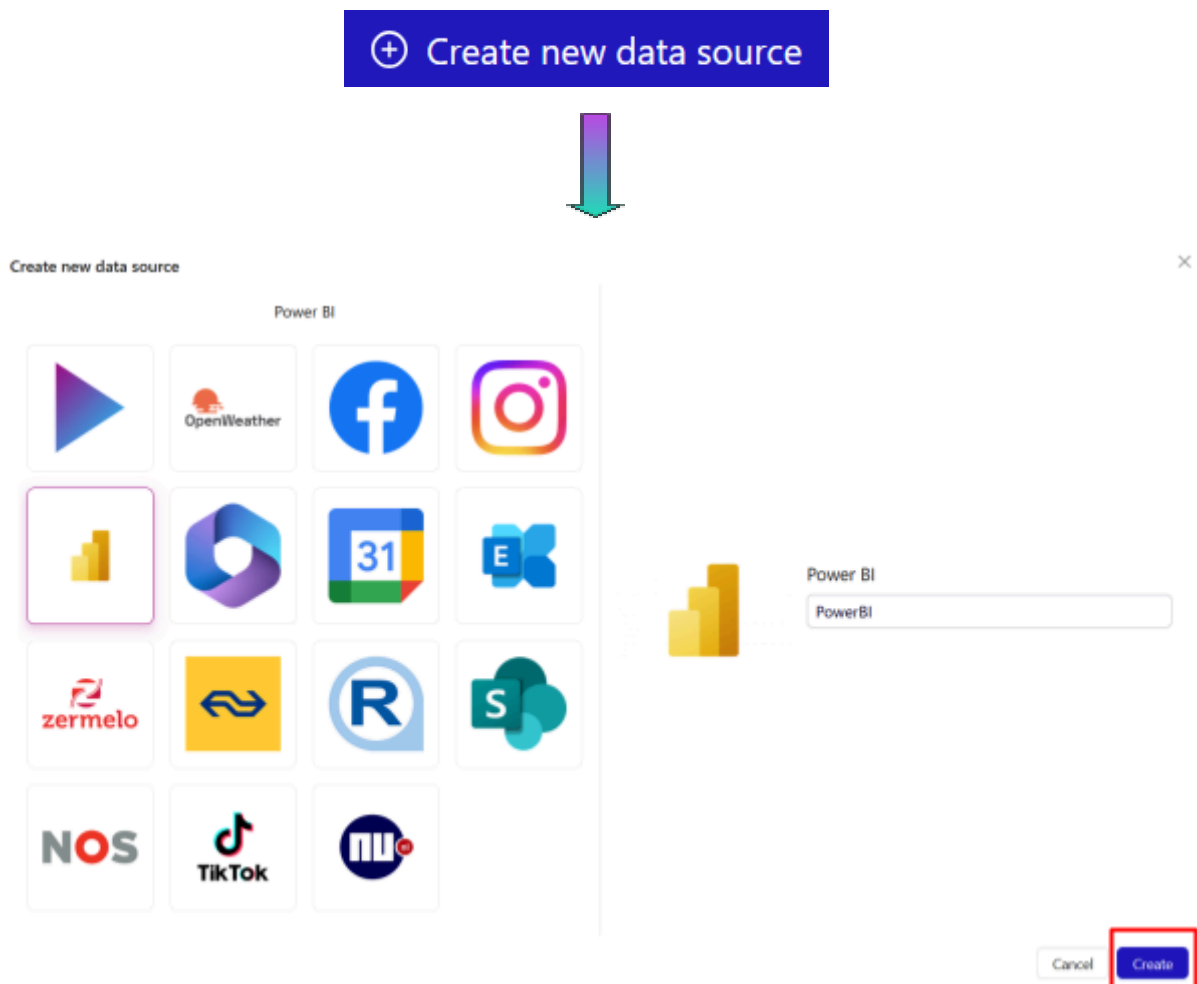
Directory (tenant) ID :

You finished the steps for setting up the Azure application. The credentials you have created need to be configured in the TDM Designer. They will be requested once you create a Power BI data source in TDM.

Now we can continue and create the data source in TDM5. To do this login to your TDM5 environment using an administrator account. Go to “Interactions” and then ‘Data sources’.



Select 'Create new data source' and select 'Power BI', fill out a name for the data source and select 'Create'.



Fill out the details we saved from the Entra ID application and select 'Grant permission'.

#### Connection properties

Clientid

Tenantid

ClientSecret

 not connected

Grant permission

In case the credentials are valid and the permissions are correctly set the data source will return 'Connected'.

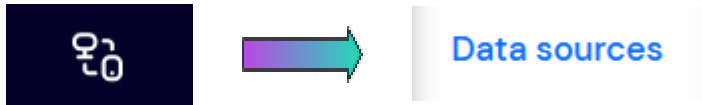
 **connected**

You have now successfully setup the PowerBI data source, you can continue with the manual '[TDM5 - How to add PowerBI](#)' to add the Power BI data source into your design.

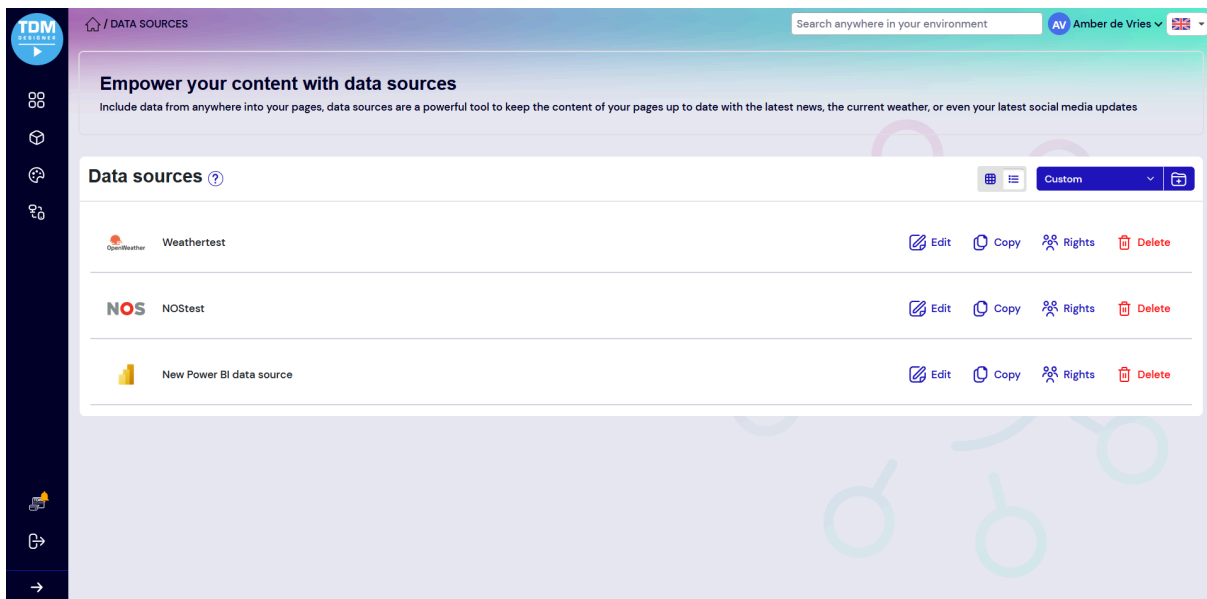
If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to setup a PowerBI data source](#)

## How to setup a LinkedIn datasource

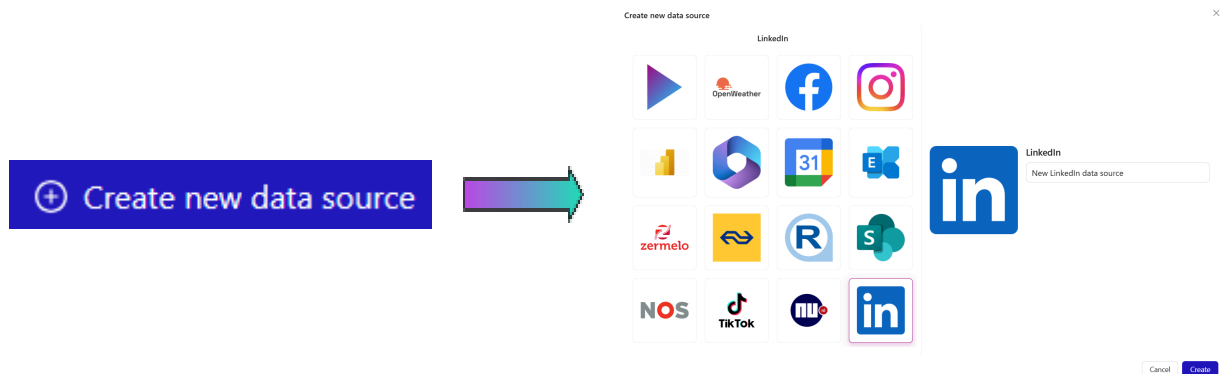
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.





To add data sources, click the button that says 'create new data source'. Click the LinkedIn button, then name and add your data source.




To connect your LinkedIn account to TDM, click 'Add a new LinkedIn connection'. It will ask you to log into your account.

**Add a new LinkedIn connection**




To be able to show content, first select the connection you want to use and save the changes.

 **Connection** What connection do you want to use for your data? 

	Naam	Status
	tdm_digital_signage	✓ Valid

Then on the right side of the screen, you have an overview of your data source.

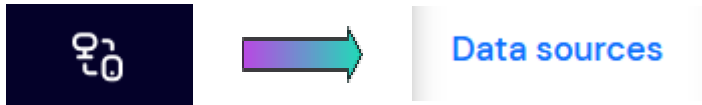
**Data results** < 1 / 1 >

Create time: 1733295490	
Description:	
Duration: 1	
	Share link: <a href="https://www.tiktok.com/@tdm_digital_signage/video/7444447416494886166?utm_campaign=tt4d_open_api&amp;utm_source=awpadq8lvo8g311p">https://www.tiktok.com/@tdm_digital_signage/video/7444447416494886166?utm_campaign=tt4d_open_api&amp;utm_source=awpadq8lvo8g311p</a>
	

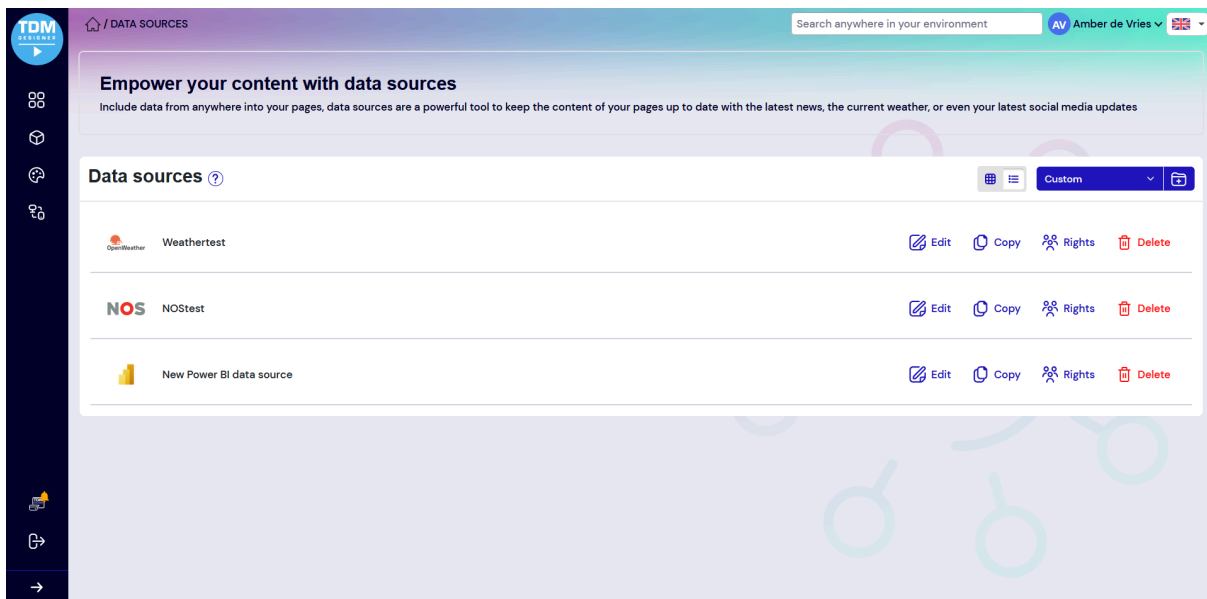
You have successfully added a LinkedIn data source which can now be used in your design. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming Soon*

## How to delete a data source

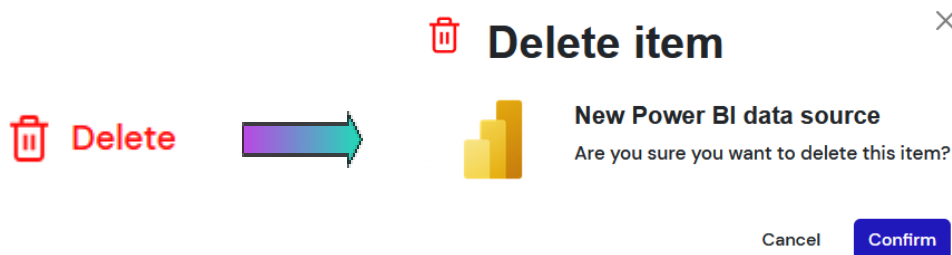
To manage your data sources, you first need to open the 'applications' menu, and select 'data sources'.



The page you see now is your data source overview. From this page you can manage all your data sources.



To delete data sources, click the 'delete' button next to the data source you want to delete. This will give you a pop-up asking if you're certain you want to delete the data source. If you're certain, click 'confirm'. If you have changed your mind, click 'cancel'



You have now successfully deleted a data source. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to delete a data source](#)

# Interactions

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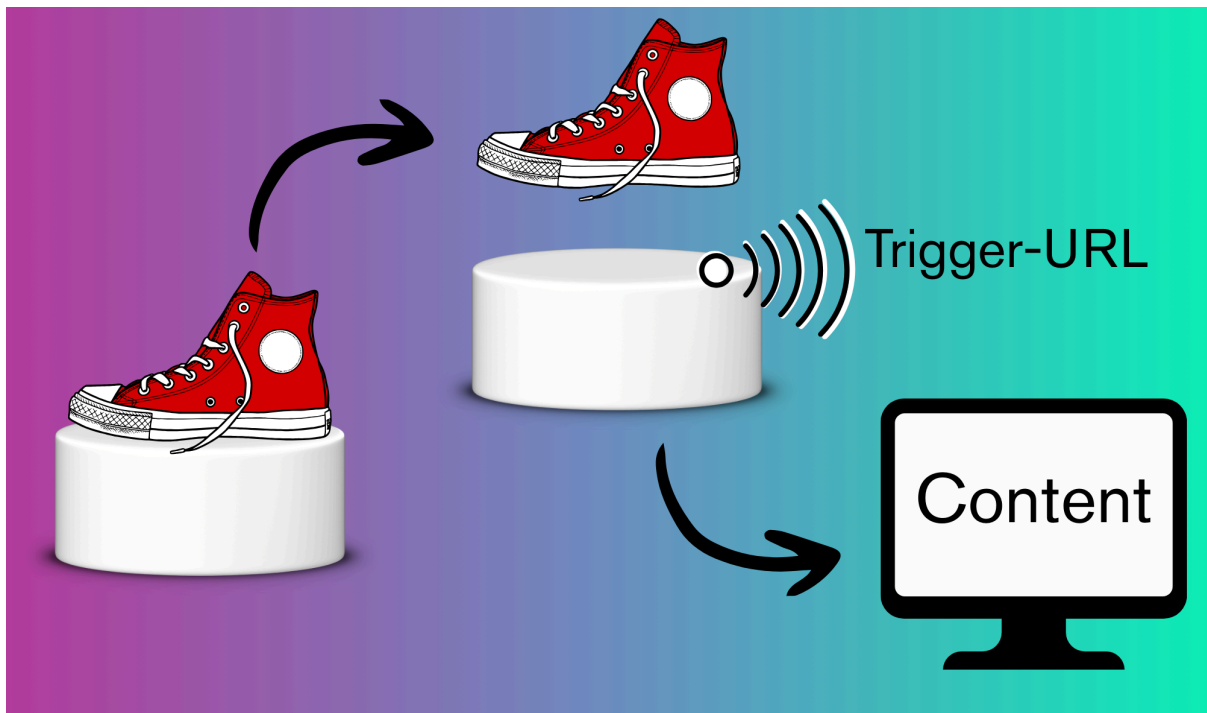
## What is an interaction

An interaction is used to display content by interacting with an object.

### **For example:**

Say you have a shoe store, and you have a new type of shoe on display. This pedestal has a sensor in it (pressure sensor for example) that triggers when you take the shoe off of the pedestal it sits on. This removal of the shoe off of the pedestal will trigger the trigger-URL, which displays information about the shoe you're holding. After a certain amount of time, or when placing the shoe back on the pedestal, the stop-URL is triggered and the display shows the previous, 'default', content it showed before.

This is one way to use the interactions, but there are more ways to implement this. The possibilities are near endless.

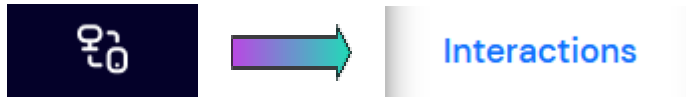




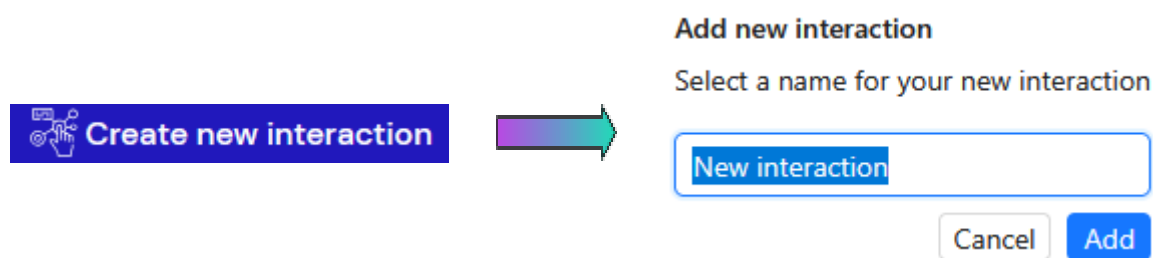
## How to create an interaction

To be able to use interactions, an Enterprise license is required.

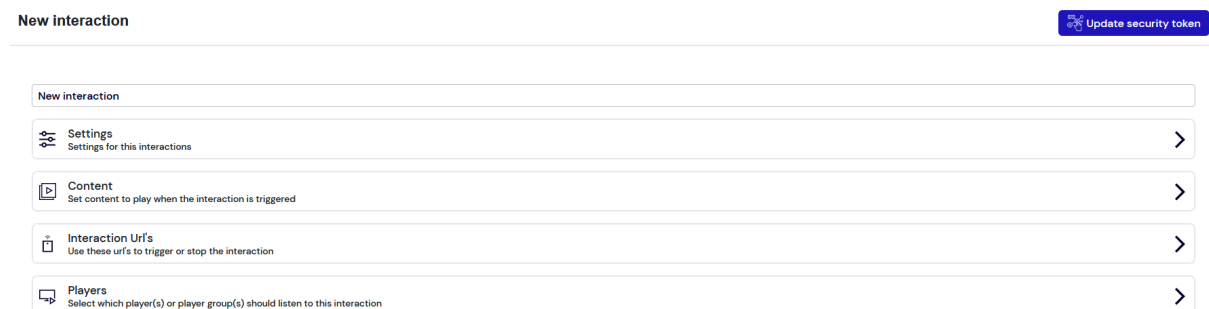
To create an interaction, you first need to navigate to your interaction overview. From the homepage, go to 'interactions' by clicking the connected devices button, then navigate to 'interactions'.



In the upper right corner, click 'Create new interaction'. Then give the interaction a name and click 'Add'.



After adding the interaction, you will be redirected to the configuration page of your new interaction.



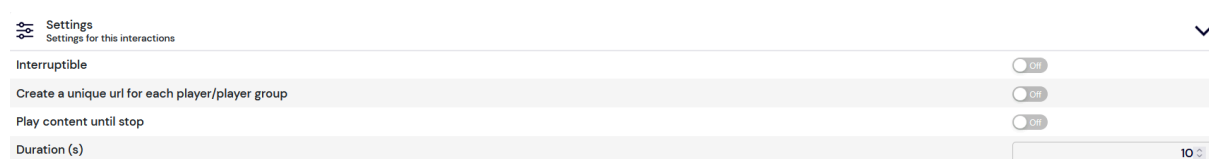
In the 'settings' menu, you can change different settings of your interaction

**Interruptible:** Whether or not you want your interaction to be interruptible.

**Create a unique URL for each player/player group:** Whether or not you want to create a different URL for each player/player group, so that you can display content on specific displays.

**Play content until stop:** The content can only be stopped by triggering the stop-URL.

**Duration (s):** The duration of your interaction in seconds.

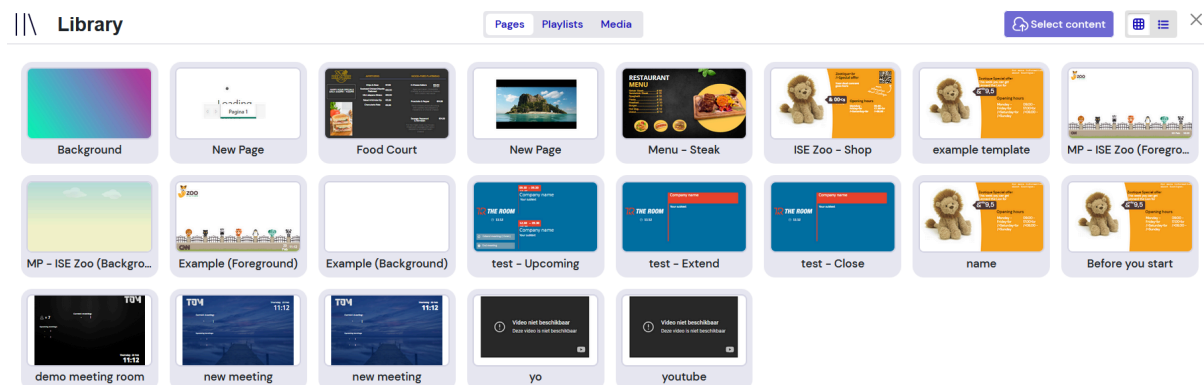


If you have adjusted settings, click 'Update security token'. This will update your trigger-URL and stop-URL.

In the 'content' menu, you can choose the content you want to play when the interaction is triggered.



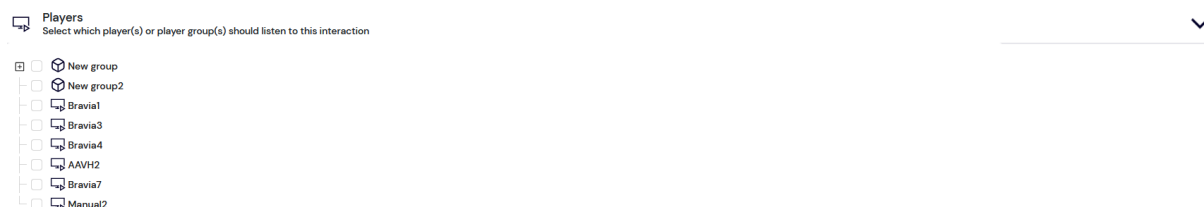
If you click the content placeholder image, you get to see your content overview. There you can select the content you want to display.



In the 'interaction URL's' menu you can copy and test the URL's for triggering and stopping the content.



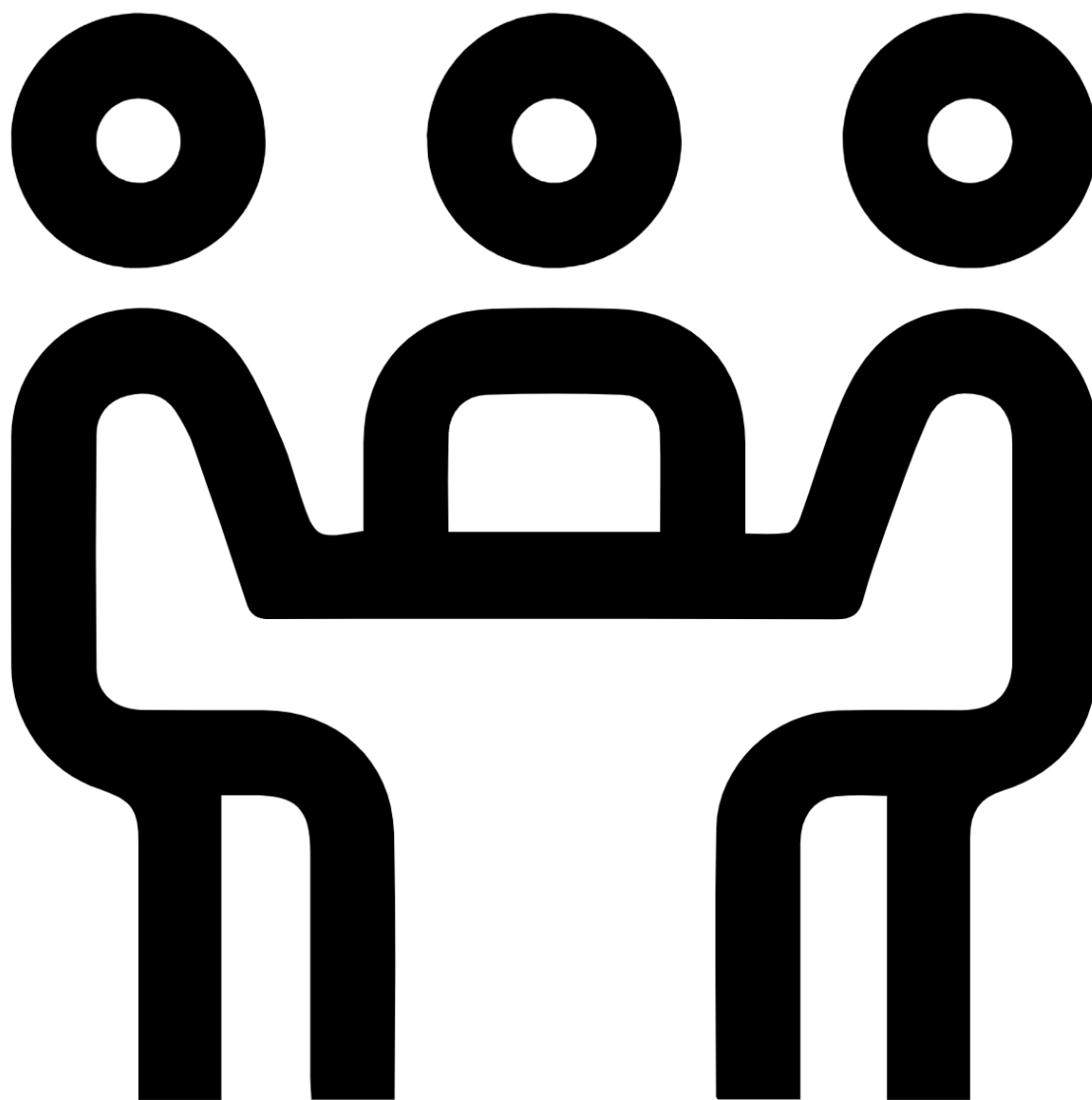
In the 'players' menu you can select which players you want the interaction to be linked to.



You have now successfully created an interaction. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: [TDM5 - How to create an interaction](#)

## Rooms

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# Roombooking

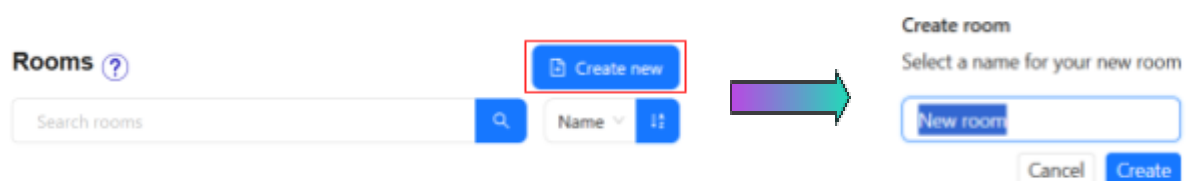
---

## How to create a room

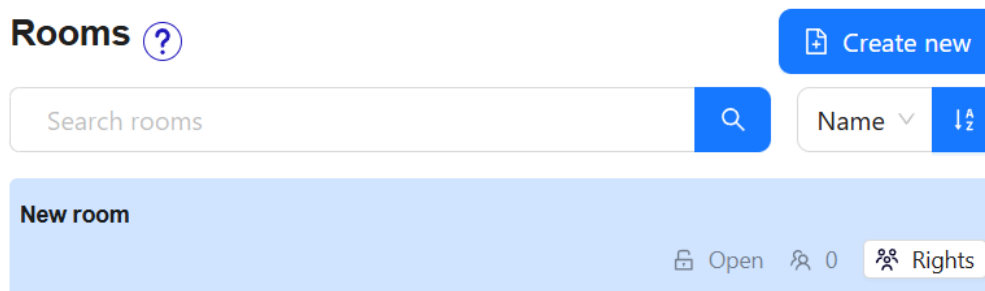
From the homepage, go to the Rooms menu by clicking the icon depicted below.



Then click 'Create new'. From there you can name your room and click 'Create'.



The newly created room will now show up in the list, on the left side of the screen.



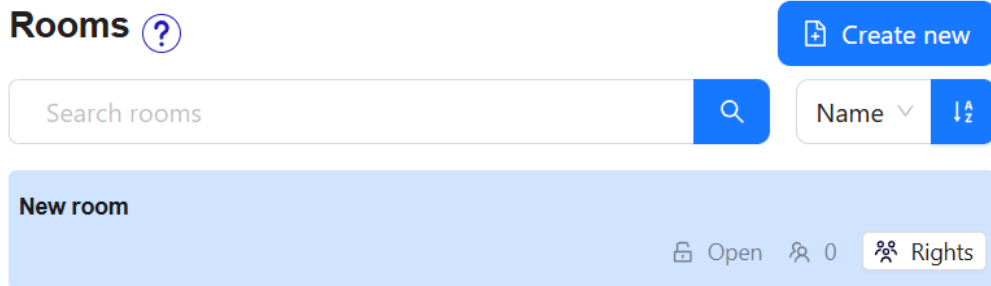
You have now successfully created a new room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*

## How to rename a room

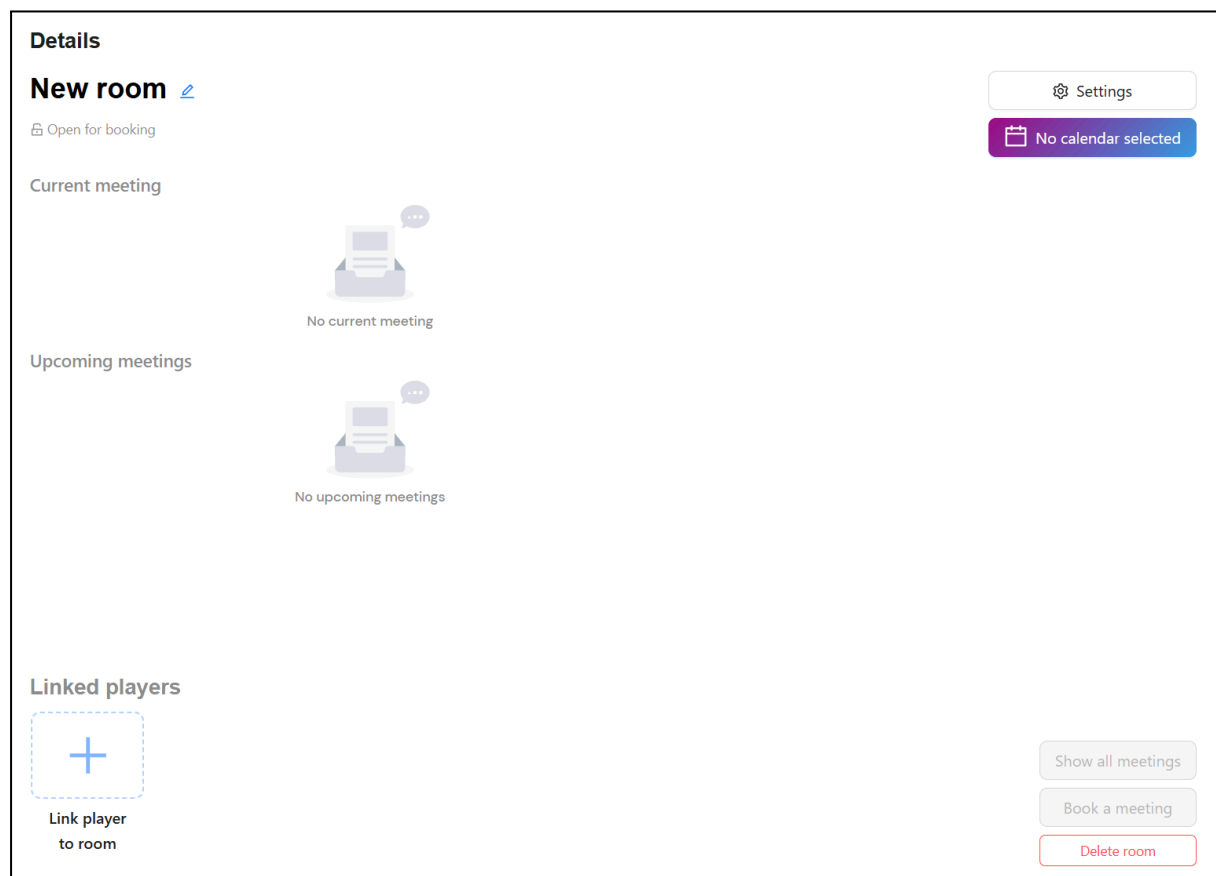
From the homepage, go to the Rooms menu by clicking the icon depicted below.



Then click on the room you wish to adjust the room settings of. The selected room will light up blue.

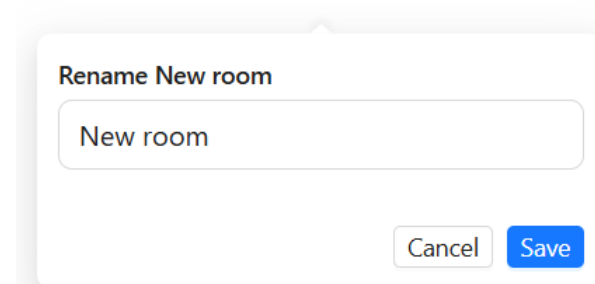


On the right side of the screen, all the room details can be seen.



Next to the room name a pencil icon can be seen. To change the name of the room, click the pencil icon. Then change the name and click 'save'.

## New room



Rename New room

Cancel Save

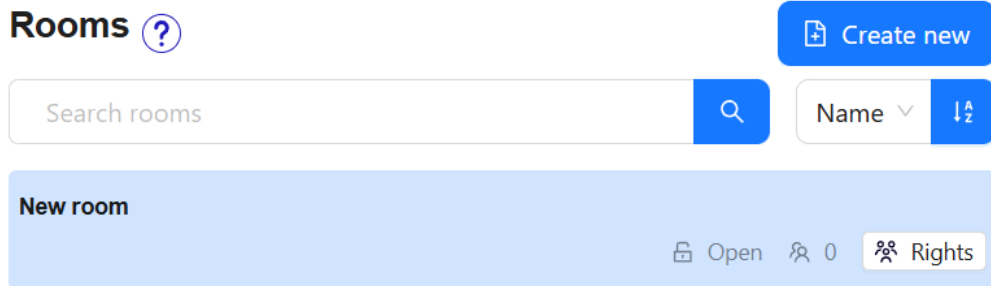
You have now successfully renamed a room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*

## How to connect a calendar

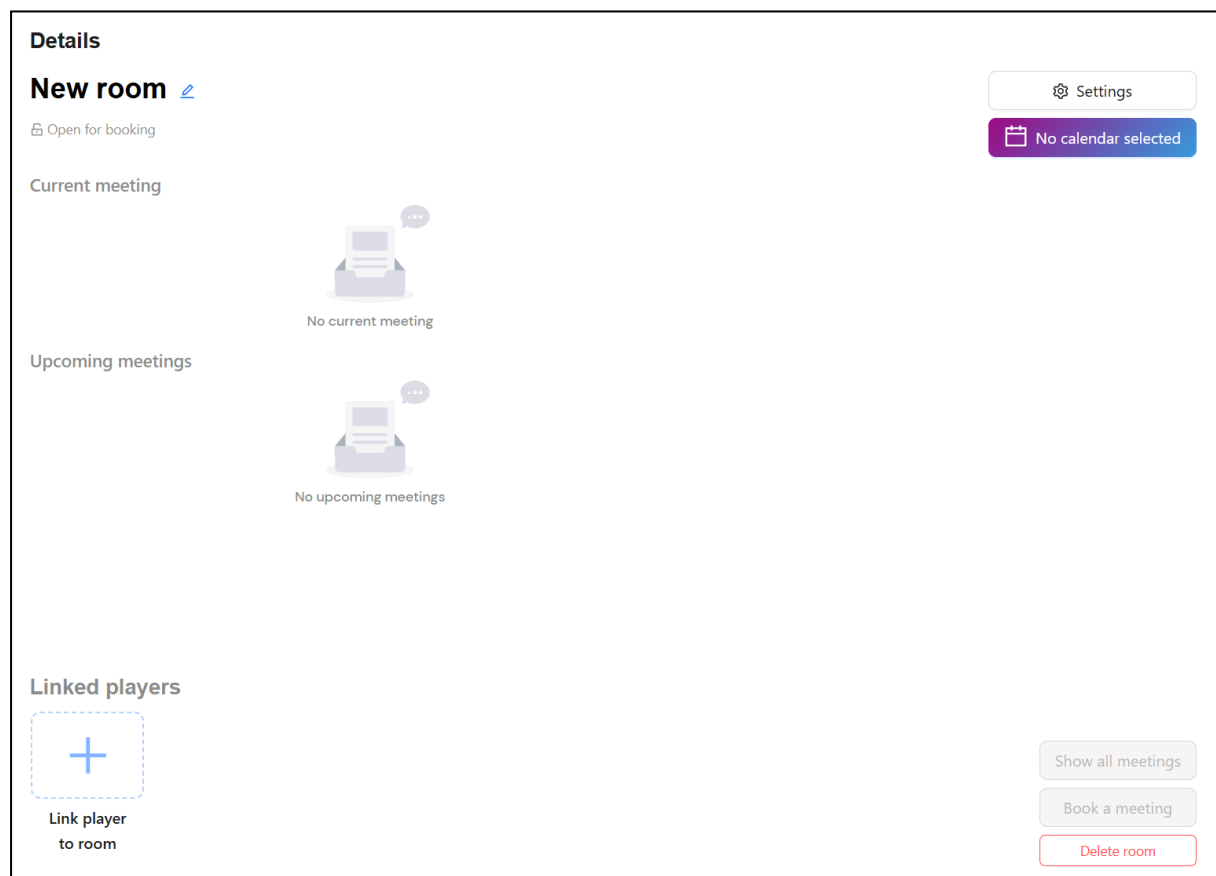
From the homepage, go to the Rooms menu by clicking the icon depicted below.



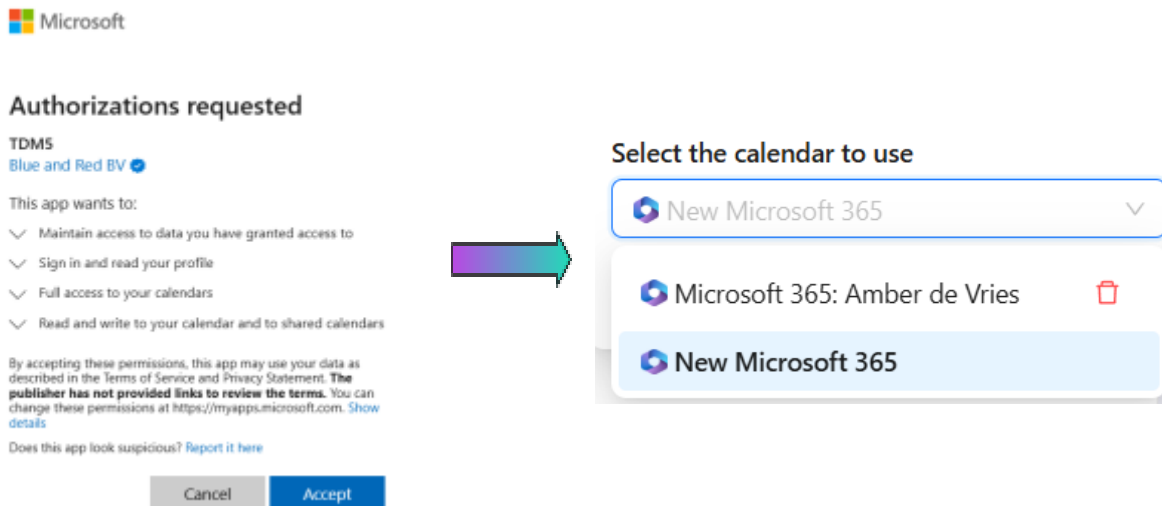
Then click on the room you wish to adjust the room settings of. The selected room will light up blue.



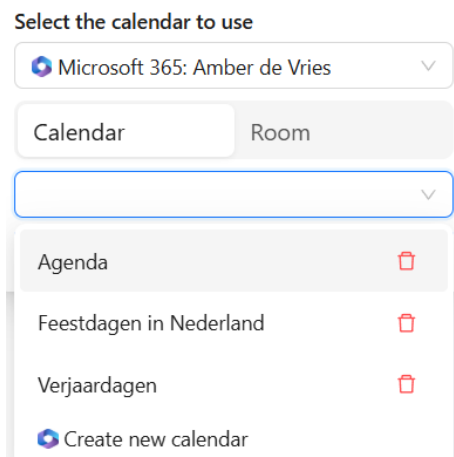
On the right side of the screen, all the room details can be seen.



If you click on 'No calendar selected', it will give you the option to sign in to Microsoft 365. It will request authorization. Accept the request to continue. Then from the dropdown menu you can select your calendar.



After selecting the desired calendar, you can choose between the calendar or a room. Then from the dropdown menu configure the calendar or room and click confirm.



You have now successfully added a Microsoft 365 calendar to a room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*

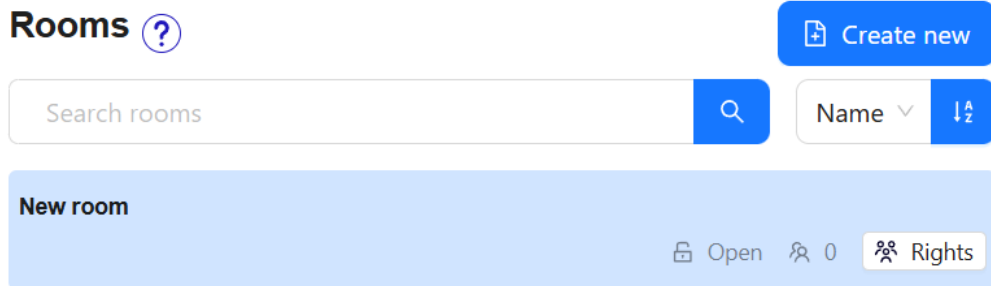


## How to link players

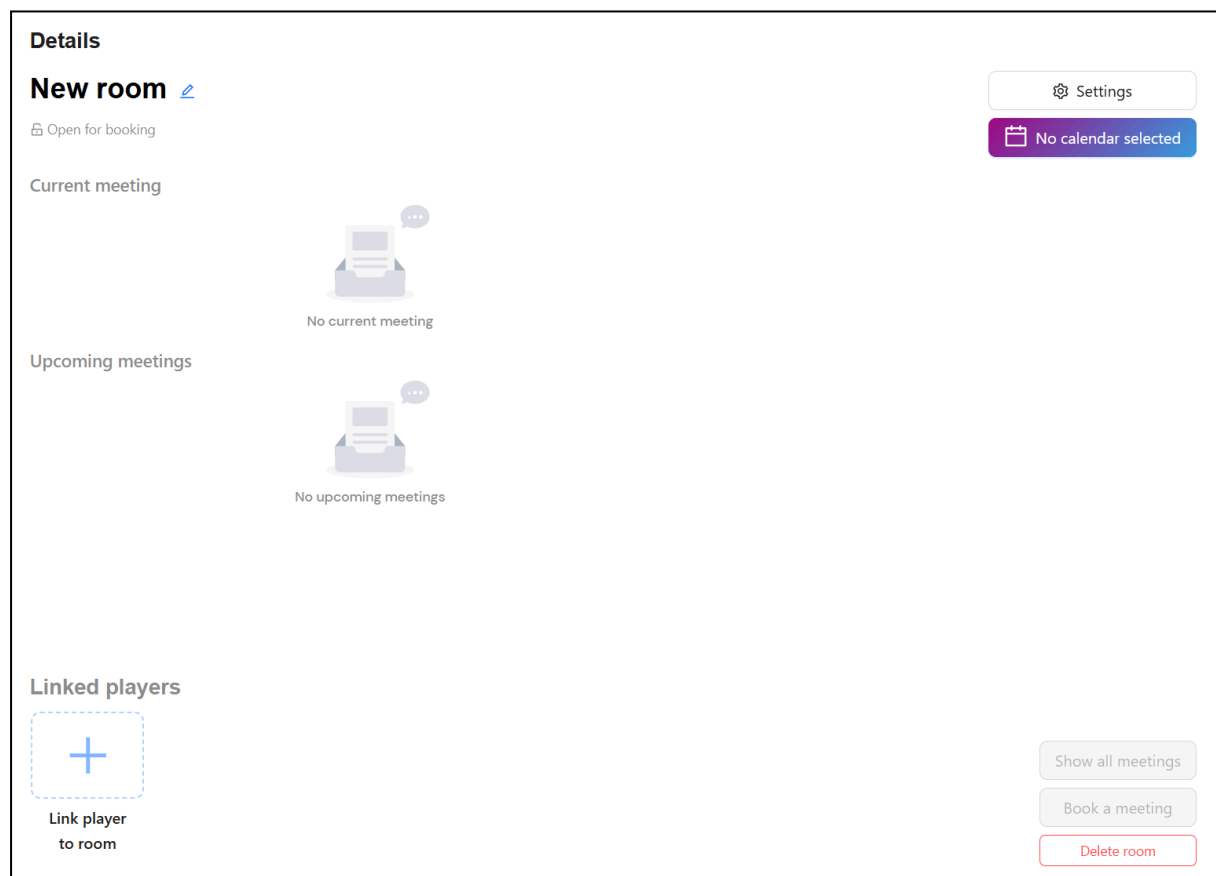
From the homepage, go to the Rooms menu by clicking the icon depicted below.



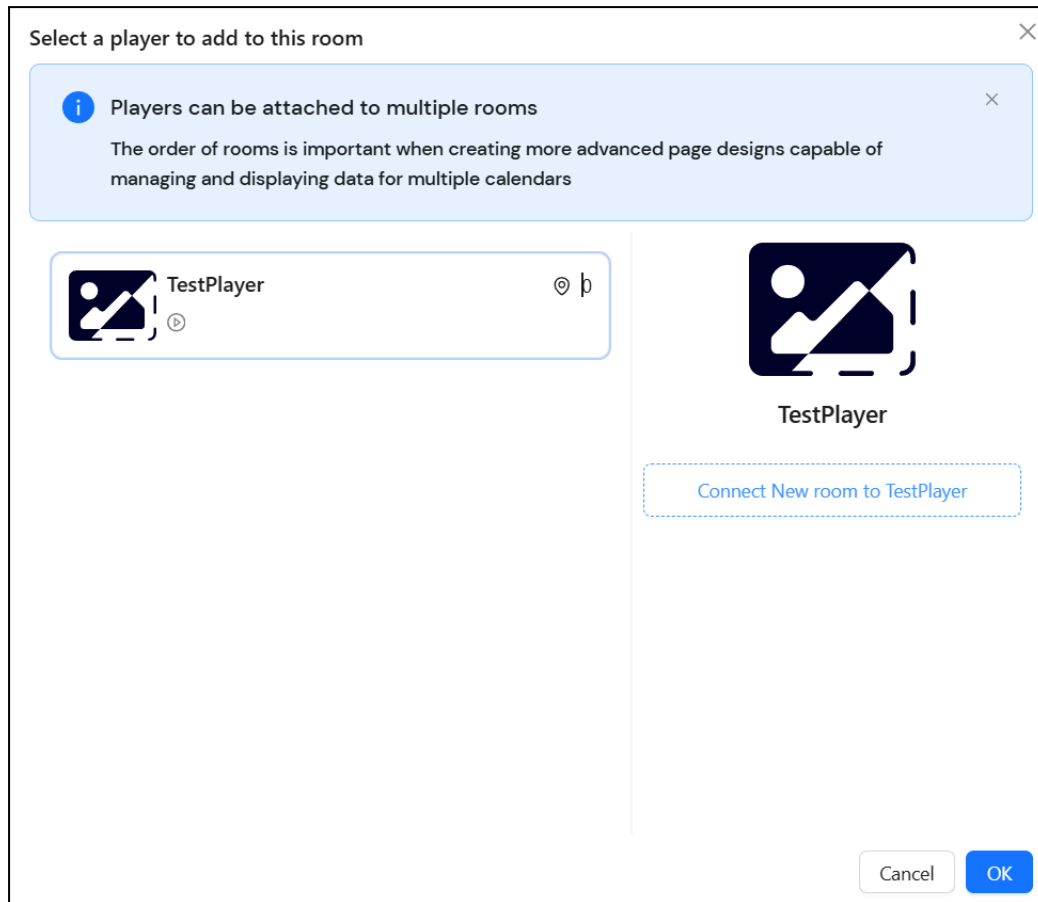
Then click on the room you wish to adjust the room settings of. The selected room will light up blue.



On the right side of the screen, all the room details can be seen.



In the lower left corner, click the plus icon above 'link player to room'. This will give you instructions regarding the connected players. Players can be attached to multiple rooms. Select the desired player, click 'Connect [name of your room] to [name of your player]' and click 'OK'.



Under 'Linked players' you can now see your newly linked player.

### Linked players



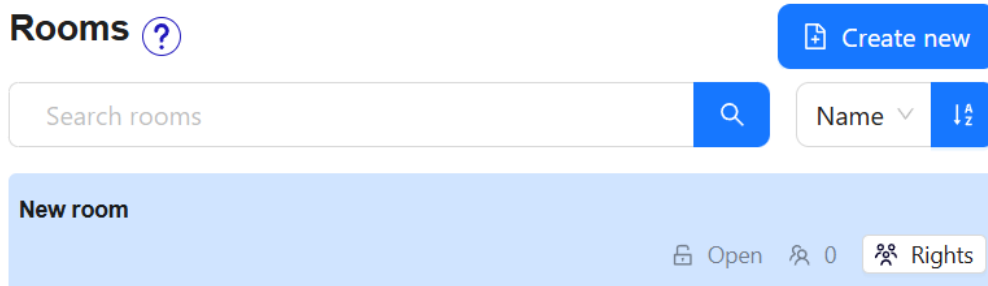
You have now successfully linked a player to a room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*

## How to set rights for users

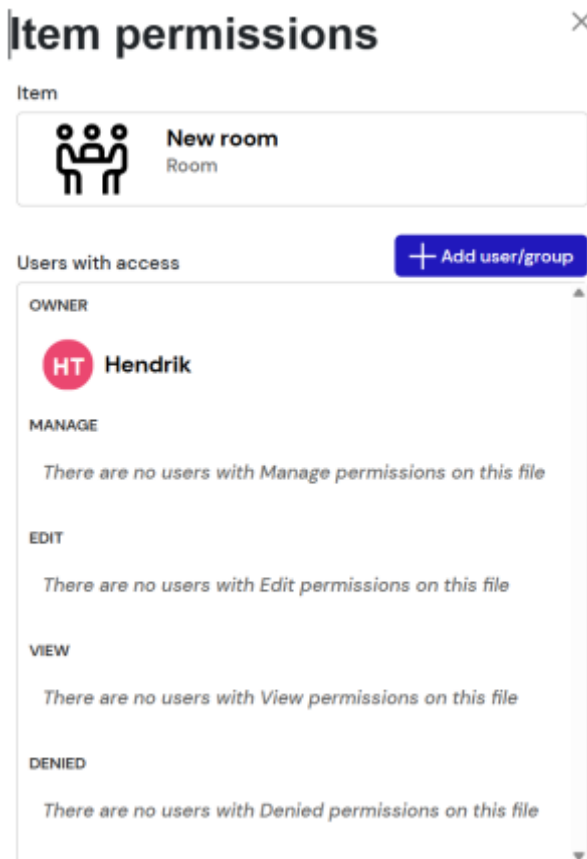
From the homepage, go to the Rooms menu by clicking the icon depicted below.



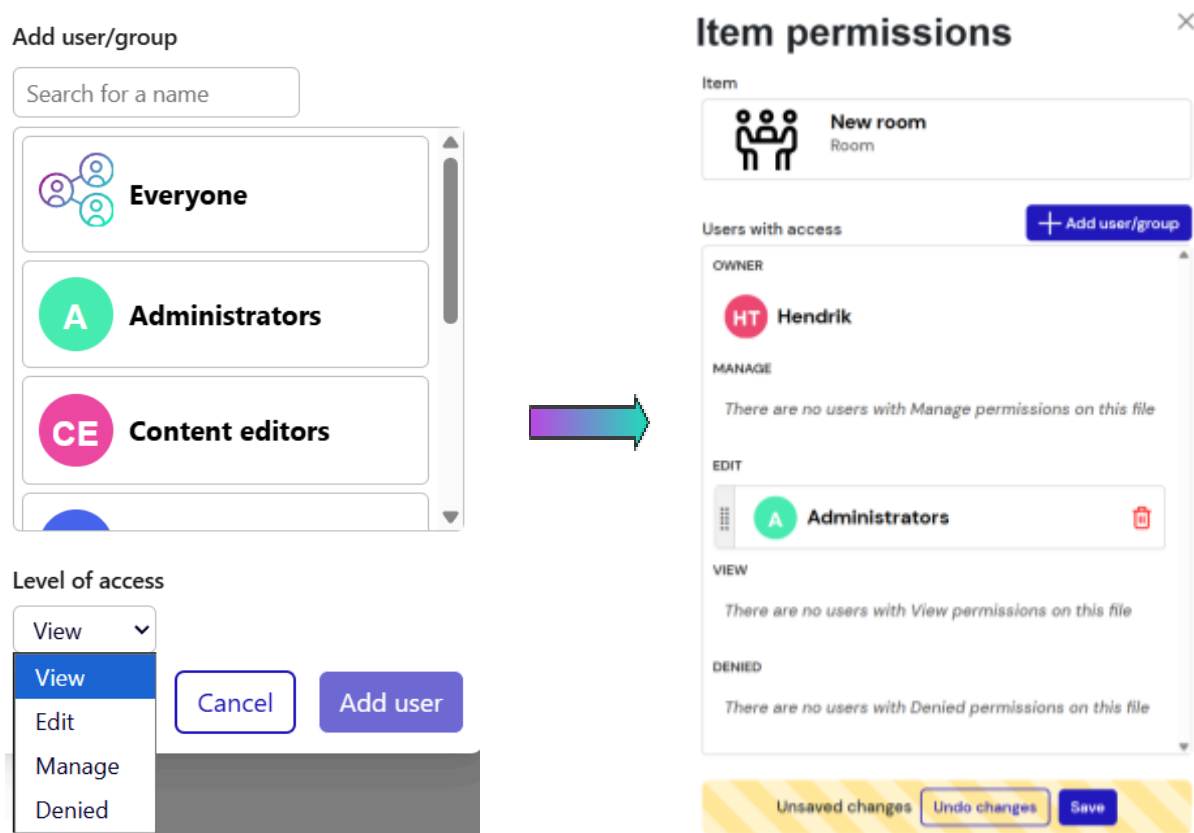
Then click on the room you wish to adjust the room settings of. The selected room will light up blue.



Next to the desired room, click the 'Rights' button. This will open a menu from which you can add new users to the room. To add users, click 'Add user/group'.



Then from there, select the desired user/user group, change the rights from the dropdown menu, and click 'add user'. You can see the user in the 'Users with access' list. Once you're done adding users/user groups, click 'save'



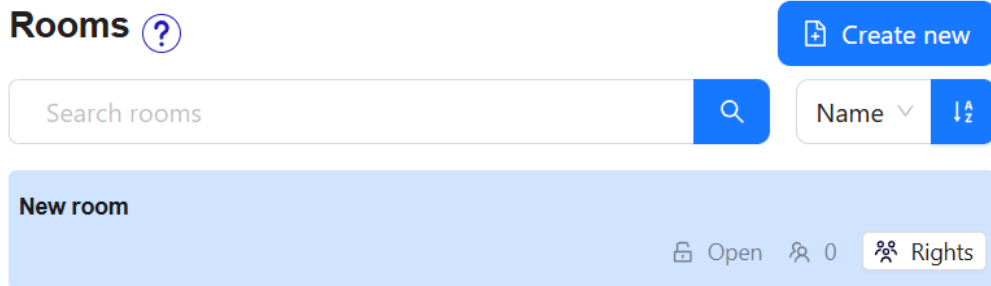
You have now successfully set user rights for a room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*

## How to delete a room

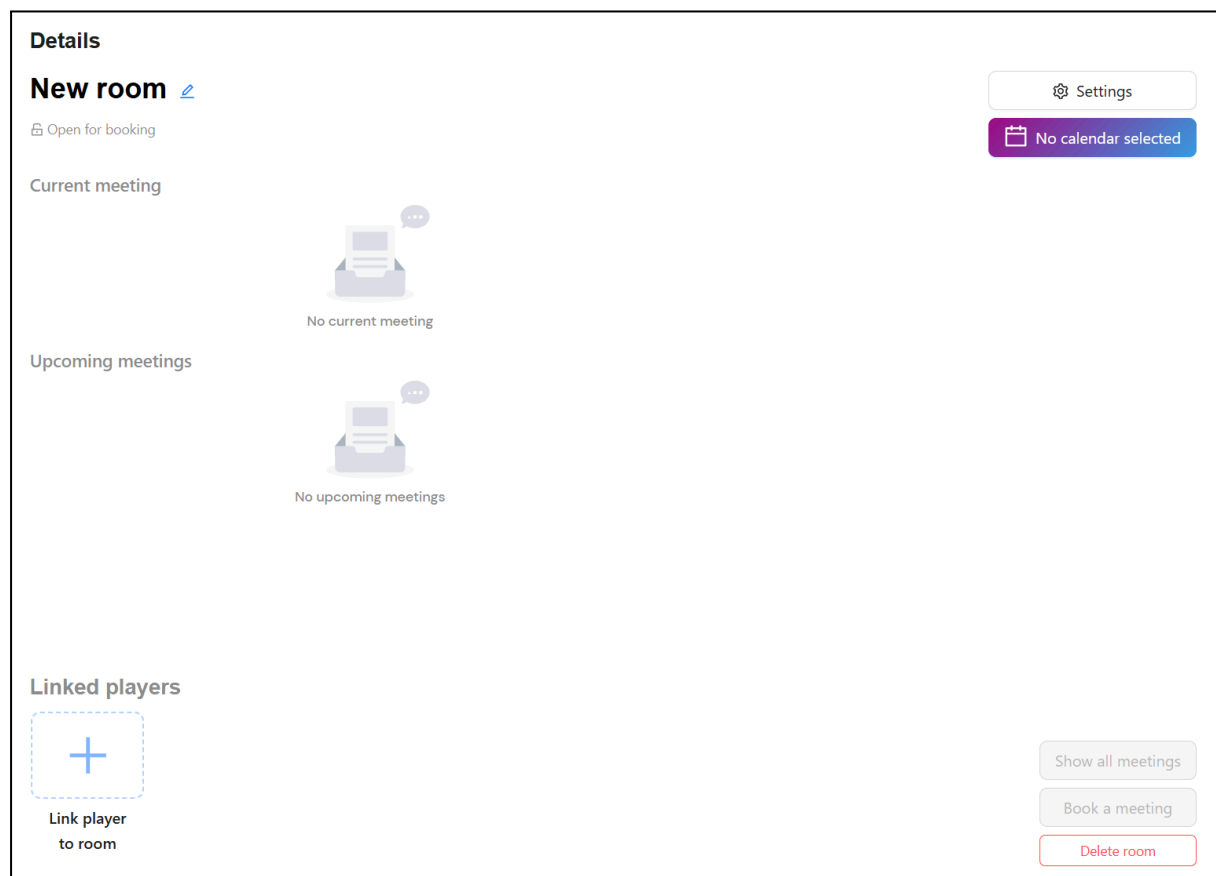
From the homepage, go to the Rooms menu by clicking the icon depicted below.



Then click on the room you wish to adjust the room settings of. The selected room will light up blue.



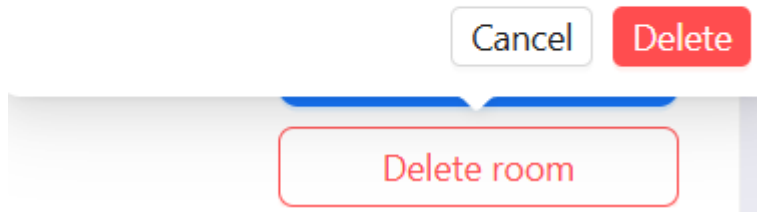
On the right side of the screen, all the room details can be seen.



In the lower right corner, click the button 'Delete room'. It will ask you if you're sure you want to delete the room. Press 'Delete'

### Delete room

Are you sure you want to delete this room?



You have now successfully deleted a room. If you want a more detailed explanation, watch our instruction video on this topic by clicking the following link: *Coming soon*