Scala Services Details

This information is provided to assist Scala and its resellers sell and deliver services and training. It is not for end users.

News Feed

Requirements

In order to receive the News Feed, the customer's Net Manager must be able to access the News Feed FTP Publish Location via the Internet. The customer's Net Manager and Players must be covered by Software Maintenance and updated to the latest release that is compatible with the News Feed.

Set up

The News Feed sub-script is designed to display a new category and story each time it is called. A place-holder sub-script is provided to use in scripts that will include the feed. This should be placed in the Linked Content folder on the customer's authoring system. The actual sub-script will be sent to the Players via Network Manager from Scala's Publish Location.

In Network Manager, create a Publish Location as follows:
- Connection Type: FTP
- URL: ftp://otter.scala.com/newsfeed
- User Name: [provided by Scala]
- Password: [provided by Scala]
- Note: A unique user name and password is provided for each customer.

A Job must then be created to send the following text files in that Publish Location to the desired Players. The job can be scheduled to trigger when any of the files changes (you could pick NF_abc.txt, for example). Set the polling interval to 60 minutes.
- NF_abc.txt
- NF_baseball.txt
- NF_basketball.txt
- NF_business.txt
- NF_entertainment.txt
- NF_football.txt
- NF_history.txt
- NF_quote.txt
- NF_weather.txt

To display the correct weather data, each Player must have a text file in its Installed Content folder called NF_weatherlocation.txt that contains its city code. A set of weather icon graphics also needs to be installed on each player. This can be sent via Net Manager or placed there manually. Scala can provide city codes based on the zip code of the Player's location.

Then either add to the previous Job or create a new Job with a Send Content task (do not check Main Script) that sends the actual News Feed script (NF_script01.scb) from the Publish Location to the Players.

Make sure that the location file and the text files are on the Player before running any scripts that use the News Feed. If those files are not present, the script will not show anything.

After you are sure the files and sub-script are on the Players, send the script that uses the News Feed.