

On-Site Messenger

Steps for Set Up



Follow These Simple Steps:

1. Log into OSM at www.engii.net/osm with the User Name and Password which have been provided to you.
2. At the "Choose your company" screen, please select "[Power Station] Power Station" and then click "OK"
3. If you are the Administrator of more than one OSM Site, choose the site you would like to update using the Drop-Down Box in the upper-right portion of your screen. If you manage only one site, this will already be selected for you.
4. Site names can be somewhat confusing to read, but if you look at the end of the name it should become very clear which site (or screen location) that you are selecting.
5. Click on the "Messages" tab.
6. Under "Slide One Text", enter the text you would like to appear under your logo.
7. Click on "Choose File" under "Upload Logo". Here you will be able to select a file from your computer to use in OSM. If the file you have chosen is compatible with OSM, you will see a preview of the image appear. (Files that are compatible: .jpg, .gif, and .png)
8. Under "Slide Two Text", enter the text you would like appear next to your photo.
9. Under "Want to upload a photo?", select "Choose File". Here you will be able to select a file from your computer to upload. If the file you have chosen is compatible with OSM, you will see a preview of the image appear.
10. When both images and text have been entered, you can preview the animation which will appear on screen at your site. Click the "Preview" button in the lower-left portion of the browser, and the flash animation will appear in a new window.
11. If you are happy with your OSM Message, click "Save and Publish". Your OSM Messages will now be sent to your player and will appear shortly!

***Web Browser Requirements**

Internet Explorer 8, FireFox or Google Chrome, (latest versions).

Having Problems using On-Site Messenger?

Email our support team: osm-support@connectivision.com

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Frequently Asked Questions



How do I change my uploaded logo or picture?

When logged into OSM, underneath your picture or logo there is a [delete] button. If you click this button, you will clear the current image and be given the option to upload a new one. Note that any changes made in your browser will not take effect on your screen until you click "Publish".

How do I change my text?

Simply change the text in your current text boxes. As with changing images, any changes made will not take effect until you hit "publish".

Why can't I see my changes on my screen?

If you have just published your new OSM Messages for the first time or have uploaded new images, it may take several minutes for these files to download to the Media Player at your location, and will see these messages the next time they are scheduled to appear in your content rotation. If after allowing several minutes for your OSM Messages to download you still do not see your messages for a full rotation of content, please email osm-support@connectivision.com

Do I have to use one logo and one picture?

Your OSM Messages will not display properly unless an image is used for both slides. However, you are free to any combination of pictures (logos and photos). Formats supported are .jpg, .gif, and .png. To be sure that your content will display as you would like it on the screen, please check the "Preview" before publishing any new messages.

I have clicked "Preview", but I don't see my message preview.

Your web browser is most likely blocking "pop-up windows". When you click "Preview", a small bar should appear in the top portion of your browser window. The message will say that a pop-up has been blocked. Click on the bar (or the "Options" button if there is one) and click "Allow pop-ups from this site". Then, try clicking Preview again, you should see your message pop-up in a new window.

Why does the image and text sometimes appear slowly when I preview my messages?

The "Preview" tool on your web browser downloads a Flash multimedia file from the internet each time you watch, sometimes causing a slight "lag" in your preview. Simply put, once you "publish" it to your player it will look a whole lot better!