INSCRONETWORK 8.3

MANUAL

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INTRODUCTION

GENERAL INFORMATION

InscroNetwork 8.1.19 already is an ideal solution for internal communication in smaller to medium sized networks, but with InscroNetwork 8.3 we developed an optimised solution for greater networks.

InscroNetwork 8.3 puts the focus on promptness, stability and the optimisation of resources.

Messages are being sent right away and the recipients get to see them as ticker on their screens. Different than with e-mails that have to be opened up first, messages like these are being noticed immediately.

Important messages and warnings can be shown through a change of colour.

The ticker line is only being inserted when messages are being received. The recipients current work is not being interrupted.

The extensive protocolling gives the sender a fast overlook, showing at what time a recipient received a message and at what time he took notice of such.

Just as it is possible to generate automated and/or qualified (e.g.: with server failures or maintenance work) notifications.

It is fast and easy to set up and administrate the system.

OPERATION

InscroNetwork 8.3 is being installed on a computer/server within the network. The server (InscroServer) is being carried out as work.

The server possesses an integrated web interface which makes it administrable from all over.
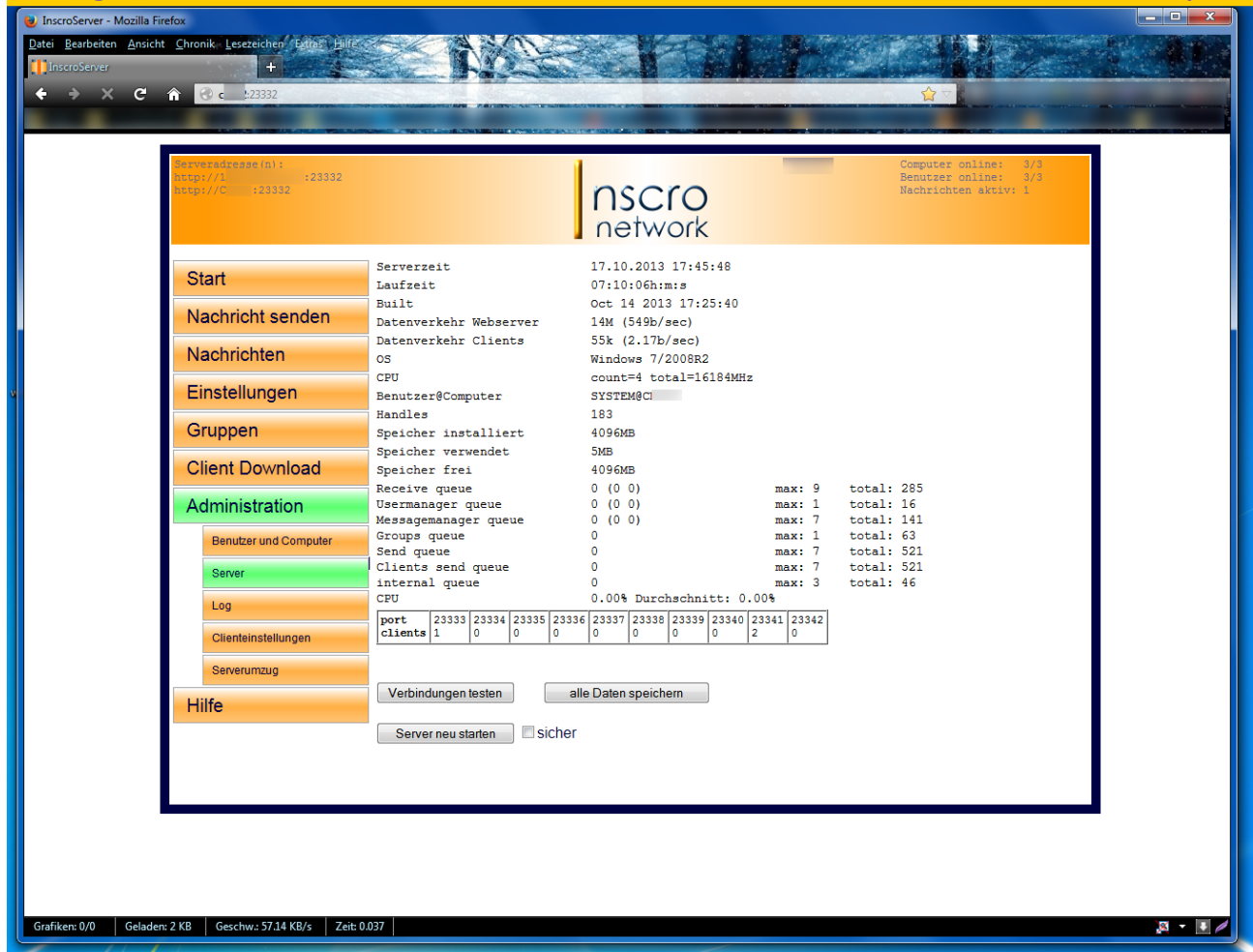
The server can be worked in a virtual surrounding without any problems. The system needs very little system-/networkresources.

The client software is being installed on the recipients computers or rather on the terminal severs. The client software (exe.-file) is being created automatically and can be downloaded directly through the server. As soon as a user logs himself in, the client connects with the server and messages can be displayed.

Messages are being sent compressed through the Push-Process, which is why the network loading is very little.

Through the web server messages can be typed in and deleted from anywhere within the network. Shorty thereafter the messages come out to all, or only to the selected recipients/groups.

THE MOST IMPORTANT FEATURES

InscroNetwork 8.3 has been optimised for the use in greater networks.
- **forwarding messages with the Push-Process**
- **sending messages within 5 seconds** (up to 10.000 recipients)
- **receiving messages within 3 minutes** (average value considering 10.000 recipients, depending on the actual facts of the prevailing network)
- **HTTPS** (coding of messages and authentication)
- **linkage to active directories**
- **terminal server-supporting**
- **linkage to/ integration in existing applications** (e.g.: service-desk-programs)
- **Backup servers / Mirrors** (optional extension)
- **Multiport-despatch** (standard 1 server- and 10 client-ports)
- **integrated interfaces (webservice, XML, CGI, text files, RSS-Newsfeeds, E-Mail)**
- **Mail-to-Ticker (messages can be sent to InscroServer via E-Mail, to let them come out to the recipients.)**

POSSIBLE EXTENSIONS

InscroNetwork 8.3 can be adjusted due to individual facts and requirements. Hereinafter some examples:
- **Ticker-to-Mail** (e.g. for important information going out to coworkers who should be notified peripheral, without a direct access to the network)
- **Ticker-to-SMS** (e.g. for important information going out to coworkers who occasionally are only available by mobile phone)
- **Browser-extension** (e.g. for pure browser solutions under Citrix; users who get the applications provided only browser based;)

SYSTEM REQUIREMENTS

The listed system requirements are empirical values based on 10.000 logged in clients.
The hardware demands on the server-computer where the InscroServer is being run on, are furthermore dependent on sort, number and the sent messages but also on the number of simultaneously logged in clients.

HARDWARE

Current standard hardware

ADVICE! For **networks with more than 500 clients** we recommend to install the InscroServer on a physical server, not on VMs, as otherwise a noticeable restriction considering promptness at sending and receiving messages could appear.

SOFTWARE/OPERATING SYSTEMS:

- Windows 7, 8, 8.1, 10, 11, Windows Server 2012/2012 R2 and higher; (prevailing 32- and 64-Bit-systems)
- InscroNetwork 8.3. also runs in terminal sever-surroundings
- InscroNetwork 8.3. also runs on Linux-based systems.

INSTALLATION

The installation of InscroNetwork 8.3 comprises three steps:
- Installation of InscroServer
- License-activation
- Installation of Clients (InscroClients)

INSTALLATION OF INSCROSERVER

The installation file (about 800 KB) can be downloaded at the following site:

http://www.inscro.com/downloads/InscroNetwork83/inscroserverinstaller.zip

The **Linux installer** is being provided on request (Phone: +49-211-91310760 or E-Mail: info@inscro.com).

The installation file can now be carried out on the selected server/network-computer.

The program is installed within a few seconds and can be administrated through the integrated web interface or through the standard browser.

As the installation occurred, the web surface is going to open up automatically with the starting window. Furthermore messages (RSS-feeds) are being displayed immediately at the local client in the ticker.

The login happens with the username admin and without a password.

> The site (URL) to open up in the browser reads:
>
> **http://<Computer name or IP>:<Port number >**

After a successful login all navigation buttons are available.

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The port number used for the installation reads 23332. Furthermore the ten following port numbers (23333 to 23342) are being occupied for the multi-client-function.

ATTENTION! Should you wish to use different port numbers, you can change these now under "settings" -> "network". 11 successive port-addresses have to be available.

LICENSING

InscroServer takes over the License Management for the clients. The licensing works after the Concurrent-User-License scheme.

ONLINE-LICENSING

Under the navigation point **"administration" -> "license"** the present license, comprising license name and license key, is being put in and activated online.

OFFLINE-LICENSING

Shouldn't the server have an internet connection, the license has to be activated **offline**.
You can get the needed license key through the support of InscroNetwork by dialling 0211/91310760 or by e-mailing to: info@inscro.de.

CLIENT-INSTALLATION

A by InscroServer preconfigured installation file to download can be found under "Client Download". The file has to be installed on the client computers. These will then connect automatically with the InscroServer.

LINKAGE TO DIRECTORY SERVICES (E.G. ACTIVE DIRECTORY)

AD-Users, -groups (also cascading groups) and -computers can be imported automatically.

Each InscroClient reports his group names (created in AD-Service) to the InscroServer. The InscroServer then forms automatically respective groups.

MANUAL GROUP-SET-UP

Explanations to this can be found at point 6.

If a new recipient (client) is being recognised, InscroServer will check for all active messages whether or not he's part of a group and if so, he'll be added to it. In this case the recipient will be shown all active messages for the concerning group. Active messages that have been sent to all recipients/groups will also be displayed to new recipients.

INSTALLING UPDATES

Updates usually meet the InscroServer and can be installed through the active, present version. The InscroClients get their updates automatically through the InscroServer.

Important specific feature with updating InscroNetwork 8.1.19 to InscroNetwork 8.3.xx
As the version 8.3 has been revised completely, it is necessary to deinstall the old version (8.1.19) first, and then install the new version 8.3.

FUNCTIONS

InscroNetwork 8.3. has several standard functions and setting options that allow a fast adjustment to the company's individual facts and requirements.

TYPES OF MESSAGES

Notifications can be read automatically or put in by oneself through different sources. The messages are then being sorted, put together in a ticker and finally sent to all or only to particular recipients/-groups.

InscroNetwork 8.3 can be adjusted to make it possible to use specific message sources (e.g. out of help-desk-tickersystems).

Should there be more than one active ticker, one can choose the ticker the message is supposed to be displayed on.

Following types of messages and interfaces are available:

SENDING MESSAGES (MANUAL INPUT)

Input through the web interface. Messages can be displayed immediately (until they're being deleted manually) or they can be displayed time-controlled (from/until).

Earlier put in text blocks can be used at this point.

Furthermore a link (e.g. http//:www.inscro.de) can be added to the text blocks or they can be sent with an added appendix (e.g. PDF-file). Both can be opened up by the recipient using a double-click.

WEBSERVICE (AUTOMATED MESSAGES)

Through this interface InscroNetwork 8.3 can be adjusted to make it possible to use specific message sources, e.g. out of help-desk-systems.

Under "**Send messages" -> "Webservice**" you will find some information considering this interface (path, functions and parameter). Furthermore this interface can be deactivated at this point.

The WSDL-file is being adjusted automatically in accordance with the chosen settings.

RSS-NEWSFEEDS

InscroNetwork 8.3 can display RSS-feeds from external and/or own sources. Under **"Send messages" -> "RSS newsfeeds"** the URL of a feed can be put in or one of the there listed example-feeds can be loaded.
- After the URL-input the feed is being opened through the button "check" and the content is being displayed in an overall view.
- The feed is not quite yet being shown in the ticker line. Therefore it has to be activated under "Settings" (button).
- More settings, such as read(-update-)-interval, number of feeds to be displayed etc., can be carried out at this point.

TEXT BLOCKS

At this point up to 20 text blocks for a prompt usage/text input can be compiled, adjusted and deleted.
As text blocks are compiled, they will be displayed under "'Send messages" and are ready to be used.
They can also be used for the web service with the function SendMessage, using the parameter *[template=x]* (x: text block's number).

E-MAIL (MAIL-TO-TICKER)

Under **"Send messages" -> "E-Mail"** all settings to display e-mails as a message in the ticker are being carried out.

To activate the e-mail-interface the IMAP-Mailserver has to be put in at this point.

On the page this interface such as possible parameters are being described in detail.

TEXT FILES (AS MESSAGE SOURCE)

Messages can be read from text files. The text files can be saved either as UFT-8 or Unicode-format. Carried out changes are being shown automatically.

The text files are being copied into a folder that is reachable by the InscroServer. InscroNetwork sends the there held file/s - depending on the chosen setting - to:
- **Selection "all receivers"**: despatch to all recipients (clients)
- **Selection "specific receivers"**: despatch to all chosen recipients/groups/computers
- **selection "file name"**: the in the folder saved files have to named as follows:
  - **<receiver (user)/computer/group>.txt**
    The considered text file (or rather the contained text message) will then be sent to the relevant solo-recipient (user), computer or to the relevant group.
  - **all.txt**
    a such named text file (or rather the contained text message) will be sent to all recipients.

See: **"Send messages" -> "Text files"**

At this point further settings (e.g. confirmation options, viewing modes and the just described recipient selection) can be carried out.

Following conditions meet this function:
- per message one text line (line circuit seperates messages in a file)
- all the in the folder contained text files are being displayed.
- changes made in the text file are being taken over in the next cycle and then displayed
- deleting files - messages won't be displayed anymore
- adding new files - messages will be displayed in the next cycle
- the display order (sorting of messages) can be carried out under **"settings" -> "ticker" -> "sorting"**
  - latest message first or
  - in the entered order

SPECIAL CASE: "MANY SINGLE MESSAGES TO A LITTLE NUMBER OF RECIPIENTS":

Reading texts out of text files and adding them to the message line every time
At this point one wants to send a great number of single messages to a little number of recipients. The messages should be displayed only once and new messages should be added.
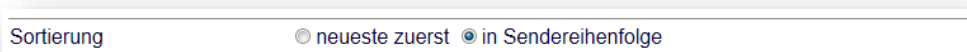
Explanation:
Messages are being read out of text files. These can be saved as UFT-8- or Unicode-format. These files are then simply been copied into a folder. **InscroNetwork** reads these and deletes them afterwards. The messages are added in the order as edited within the text file, one message per line. Empty lines will be ignored. Should a new text file appear, while old messages are still running, the lines of this file will be added to the whole text block.
The active messages can be deleted all at once under "messages".

Deleting the text source file: nothing is really being deleted, but a timestamp is being added to the files and they'll be moved into the subdirectory "filesread".
To make it work the right way, the following settings have to be carried out:
- under **"Settings" -> "Ticker"** setting the selection to **"in sending order"**

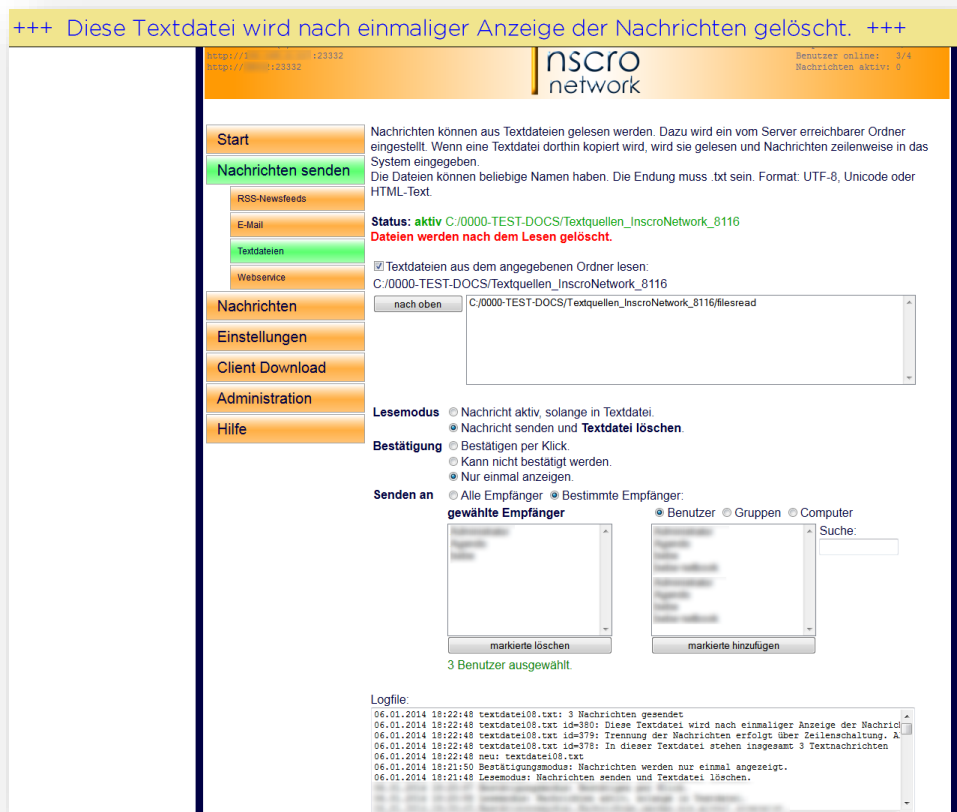| Sortierung	◯ neueste zuerst ◉ in Sendereihenfolge

- then selecting the folder that will contain the text file/s and activate it under **"Send messages" -> "Text files"**.
- Afterwards the following settings/steps have to be carried out:

- o reading mode to **"Send message and delete text file"**
- o confirmation to **"Display only once"**
- o select recipient
  It is recommended that you specify the receivers exactly, as messages are only being deleted, as soon as they've been   displayed to all selected recipients
- The text file/s now have been copied into the given folder. A few seconds later the file will be worked and deleted out of the folder. Under **"Messages"** the active messages can be looked at.

Should there be more than 1000 messages typed in, the number of active message will be restricted to 1000. As soon as there'll be space within the puffer, more messages will follow.

Example: A text file with 2000 lines is being copied. All 2000 lines are being sent as messages. The number of active messages though won't exceed 1000. Only as a part has been displayed, the yet still inactive messages will follow. Therewith the number will be about 1000, until 1000 messages have been displayed. Then the number will go down to 0.
Once there's no more messages to displayed, the ticker will disappear.

XML-FILES (XML-INTERFACE)

Through the XML-interface messages can be drawn up out of a program or script. Therefore a small XML-file is being created and copied into the given directory (local hard disk or network).

As long as this file exists, the message will be displayed. Should "validuntil" be specified, it will be deleted automatically.

Coding: UFT-8 !

Under **"Send messages" -> "XML-files"** you will find more information to this interface (folder selection and parameter). Furthermore this interface can be de-/activated at this point.

CGI (-INTERFACE)

Messages can be sent with a HTTP GET request. With this interface messages can be sent automatically out of other applications, e.g. new forum entries etc.

The messages will be sent with a request to *sendmessage.cgi* and can be deleted with *deletemessage.cgi*. Furthermore a authentication method can be chosen at this point.
Under **"Send messages" -> "CGI"** you'll find more information to this interface (folder selection and parameter).Furthermore this interface can be de-/activated at this point.

DISPLAY BEHAVIOUR OF MESSAGES

In principle it can be set for every message (except for contents out of text files) if such
- should not be displayed anymore after confirmation (clicking on),
- can stay unconfirmed (clicked on; stays active until deleted manually or up to the earlier defined time),
- shouldn't be confirmed nor clicked on,
- shouldn't be displayed anymore only by restarting the computer (e.g. considering notifications about SW-updates that require a restart) or
- with a left-click shouldn't be displayed for a certain amount of time (in minutes).

REPRESENTATION OF MESSAGES IN THE TICKER

There's two different modes for the representation on the clients-screens:
- ***ticker line with a permanent text run (right-left)***
- ***ticker line with an animated text***

In principle the selection of the mode happens automatically, but can be edited manually under **"Settings" -> "Graphic mode"**.

TICKER LINE WITH A PERMANENT TEXT RUN FROM RIGHT TO LEFT
Suitable for the representation on regular PCs (fat clients) with the relevant graphic support.

TICKER LINE WITH AN ANIMATED TEXT
For the representation of messages on a virtual screen. Here the ticker-background is also being displayed across the whole width of the screen, but the text is first being out greyed, in whole and over it every single-letter is being animated in a wanted colour from left to right.

Coming to short texts, the display will be centred automatically.

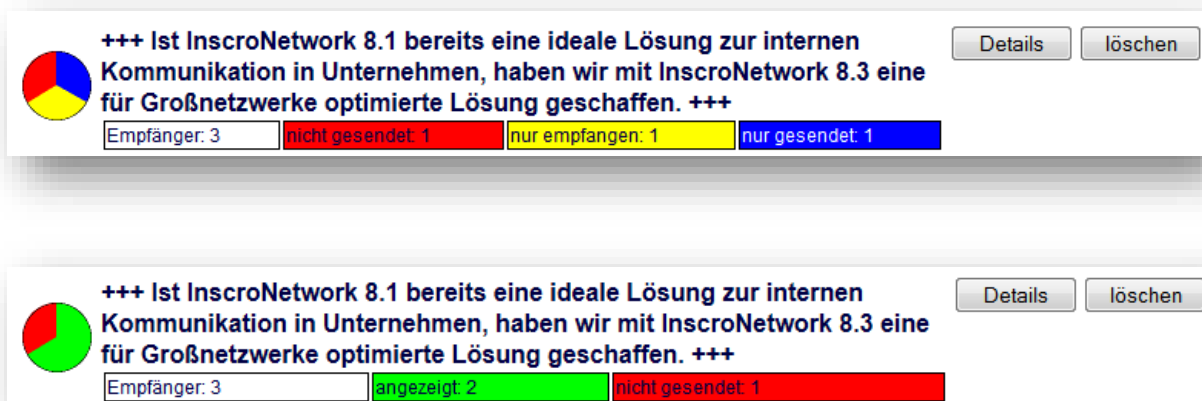## MANAGEMENT OF MESSAGES (STATUS, MODIFICATIONS, PROTOCOLS / -ARCHIVE)

As soon as a message is being sent, InscroServer is describing the message status graphically in form of a pie chart, in realtime and with the following information:

- total number of recipients
- number of recipients, whom something has been sent to
- number of clients, who have received the message
- number of recipients who have the message displayed still

First example: Message to 3 clients (all online)

Second example: Message to 3 recipients (2 online, 1 offline)

Is a recipient offline, the message is being registered as not sent. The offline recipient receives a to him relevant message, as soon as he's online and only if the relevant message is still active.

Under "Details" ongoing information to the considering message are being shown and active message texts can be adjusted here.

A **standard-protocol** is being created for all messages, that can be opened up anytime as HTML-format or as PDF-files. Deleted or rather run out messages are being archived.

The protocolling can be adjusted and extended in accordance with the customers requirements.

SETTINGS

TICKER

After the first installation a ticker is available. More tickers can be created (see point 5.3. Multiple scrollers).
The following settings to the ticker/s are possible:
- speed
- the tickers hight (in pixels) - primarily sets font size. Should the font size (see below) be smaller - meaning having a greater distance to the edge of the ticker above and below - the wanted hight can be adjusted as a percentage
- text colour
- ticker colour (background colour)
- character set (all installed character sets are adjustable. Shouldn't a installed character set appear in the list box, it can be put in trough the input field (or:_____). Furthermore boldface and italics can be selected here.
- character hight (as a percentage size to the hight of the ticker)
- separating character (character or image)
- image-inclusion (left and/or right in the ticker line, also images with transparence)
- the tickers behaviour on clients computers without graphical acceleration (see point 7.4.)
- sound to a new message (mp3-file)

ADVICE! Should big screens be in use, e.g. for outdoor advertising, the ticker line and therewith the size of the text can be scaled down to up to 6 pixels. Only fonts that work with such little sizes (e.g. Terminal) can be used here.

POSITION & MOUSE

Position and behaviour of the ticker with mouse clicks and fullscreen-use:
- **Left mouse button**
  Is being set with the sending of a message. Can be chosen individually for each message.
  Two settings for confirmable messages with link:
    - Confirm message automatically an the link will be directly called
    - Display a confirmation window (message and 3 buttons, only for the link, confirmation and link, cancelling)
- **Right mouse button**
  Can blend out the ticker until a new message is being received. Furthermore the period of time for the fade-out   can be set (in minutes).
- **Middle mouse button**
  If activated, the ticker can be connected through all connected monitors. The switching of the ticker happens as follows:
  1. Monitor ticker up => Monitor ticker down => 2. Monitor ticker up => 2. Monitor ticker down => . . .
- **Fullscreen-window**
  Choice, if the ticker should run above or beneath the fullscreen-window, can be made. Should the ticker be running above the fullscreen-window, the fade-out time can be set as the mouse pointer is on the ticker line.
- **Position of the ticker**
  General setting if the ticker should run at the upper or lower edge of the screen. Furthermore it can be set at upto four at the same time connected monitors on which one the ticker should be displayed.

MULTIPLE SCROLLERS

Several tickers with different configurations and terms can be set up. The configuration of the Ticker happens under "Settings" -> "Multiple scroller"

Order:
- **Stack**
  Several tickers are being displayed at the same time. Should the tickers be in the same position (e.g. upper edge of the screen), they will be displayed stacked up.
- **Priority**
  If this setting has been chosen, there will be only one active ticker. Herewith the first ticker has the highest

priority whereas the last ticker has the lowest. Only messages from the ticker with the highest priority, that contains active messages, are being displayed. As these messages become inactive (by confirmation, time runout or erasing), the ticker with the second highest priority, containing active messages, will be displayed. If new messages for a ticker with a higher priority come up again, they'll be displayed **immediately**.

NETWORK

NETWORK PORTS

Accessible network ports (1 port for InscroServer, 1-10 ports for InscroClients) are needed for communication. The port addresses have to be successive (standard-port-occupancy after the installation: InscroServer on Port 23332 InscroClients on ports 23333 to 23342).
The usage of several client ports is important for a prompter client reaction or rather for a prompter despatch of messages. The distribution at the ports happens automatically.
HTTP- and HTTPS-ports can be put in.
The web server-settings are relevant for the direct access to the web interface of the InscroServer but also for the interfaces (web service and CGI).
Port addresses can be adjusted anytime. Although the client-software (see "client-download") has to be reinstalled on all client computers.
Attention!
Here made changes are being adapted by the client-software (see "client-download"). It has to be reinstalled

CLIENT CONNECTIONS

At this point the address/addresses (IP, computer name, domain), under which the server computer is available, is being put in. Should the server have a permanent IP-address, this one should be put in. In addition the computer's name or an internet address can be put in. Up to 3 addresses can be put in. Should a connection-error occur, clients will try the other addresses until a connection is made.

KEEPALIVE TEST

To recognise a connection-errors, the existing connections will be tested regularly (intervals: 5-300 seconds). Higher results mean less network activity, though also a longer period of time to recognise errors.
Furthermore the behaviour of clients, considering a connection break-off, can be adjusted at this point (letting the ticker run offline with existing contents or turning off the ticker).

HTTP/HTTPS

Here one can adjust, through which protocols the server is reachable.

CLIENTS

Clients can retrieve the course of received messages (message history) by clicking on the tray-icon ("Inscro message course") with the left mouse button. The for the client relevant messages will be displayed in a browser-window (captions and links to further information).

A setting-modification that has been taken at this point will first be active by restarting the client computer.

GROUPS

Amongst the under **point 3.3.1.** described automated assumption of users/groups from the active directory, groups can be formed and managed manually at this point.

Manual and AD-groups are being listed separately. The display of AD-groups can be deactivated. A reactivation can be done anytime, as the AD-groups, even though they may not be displayed, are read out still.

SYSTEM USERS

Users who should receive an access to the web interface, can be created and managed at this point. There's users with administration rights and users who are able to send/delete messages.

- **Administrators** have an unlimited access
- for the **limited users** with sending-/deleting-allowance the following settings can be set:
    o can change his/her password
    o can delete all or only self-sent messages
    o can send to all or only to relevant groups

Automatic LogIn:
Users, who are logging in on a PC and have installed the InscroClient, are able to be logged in as web user automatically.

DELETING FILES

RECIPIENTS

Recipients (client-users) are being created automatically, as soon as a client computer connects with the InscroServer and a user is logged in on this computer.

If however a recipient is no longer existent, he should be erased out of the system, so that no more messages can be addressed to him/her anymore.

- **manual erasing** under **"administration" -> "users and computer"**
- **automatic erasing** after an earlier typed in time.

Should a recipient/user, who has been deleted automatically, go online again, he'll be recreated automatically.

PROTOCOLS AND ARCHIVED MESSAGES

For both fields a duration after which these should be deleted can be set at this point.

LANGUAGE

Language settings of the web interface (automatic, German or English). More languages can be added.

ADMINISTRATION

USERS AND COMPUTER

Information about users (online/offline) and computers (online/offline).

SERVER

Diverse information (e.g. server time, running time, built-date, file traffic, operating system, CPU, usage rate, memory usage rate, port distribution).

Manual server restart

LICENSE (SEE POINT "LICENSING")

On this page the license key (consisting out of the license name and the license key) has to be put in and activated (online-activation). After the activation the license name such as the number of recipients (clients) will be displayed. To release a license, the following section has to be checked off.

As it is about a concurrent-user-licenses, the active clients will be licensed as long as the number of available licenses is reached. Afterwards logged in clients won't be licensed. Such clients will be listed by name.

Notifications/messages will be displayed incomplete and with the note (Inscro Demo) to unlicensed clients. As licensed clients go offline, the enabled licenses are being given out to the unlicensed, though active, clients.

CLIENT SETTINGS

Here the graphic mode and the display behaviour for every client computer can be set.

MOVING SERVERS

Should the move of the InscroServer to another server computer become necessary, this function can be used.

First of all the new server has to be set up, then the function here on the "*moving server*" has to be activated and finally the new server has to be put in here. As soon as a recipient will then connect with the moving server (old server), he'll receive the new servers contact information. It will be shown which recipients haven't moved yet. If all recipients moved, the old server can be turned off.

WEBSESSIONS

Display of the actual active web interfaces (IP and browser).

InscroNetwork 8.3 - version 8.3.63 (May 2023)

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