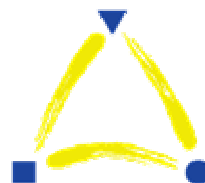


The Flying Colors
eTV Solution



eTV Console Installation Guide

An IPTV Solution

Built on Microsoft's Windows Media
Services 9 Platform

Designed and Developed by:
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The Flying Colors eTV Solution is an IPTV video broadcasting/webcasting solution built on the Microsoft Windows Media platform. Using this solution, an organization can produce and distribute live “television” channels on any IP-based network (Internet or Intranet).

The Flying Colors **eTV Console** is the client-side interface that allows non-technical communications professionals (IPTV Channel Producers) to efficiently and effectively schedule content into an IPTV channel.

eTV Console Computer Prerequisites

1 - Computer with a Pentium Class Processor and the Microsoft 2000 or XP operating system – In order to ensure optimal performance we recommend running the eTV Console on computers with a Pentium class processor and the Microsoft XP operating system.

2 – Internet (IP network) Access – The Producer’s computer must be connected to the same IP network as the eTV server. For Internet channels, the Producer’s computer must have Internet access.

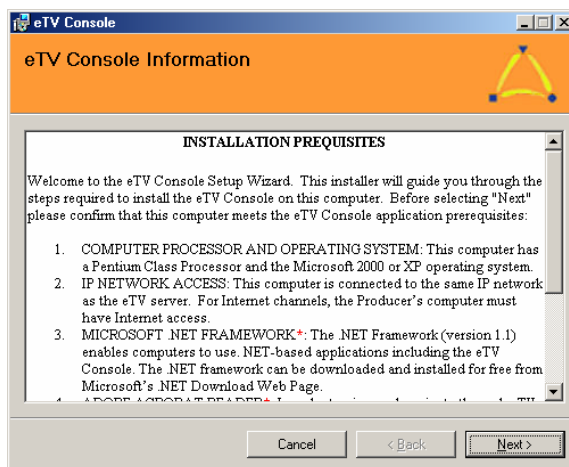
3 - Microsoft’s .NET Framework version 1.1 – The .NET Framework is a [free](#) Microsoft downloadable software package that enables computer’s to use .NET based applications including the eTV Console. The .NET framework can be downloaded and installed from [Microsoft’s .NET Download web page](#).

4 - Adobe Acrobat Reader – In order to view and navigate the eTV user guide, the computer must have Adobe Acrobat Reader installed on it. To download a [free](#) version of the Adobe Acrobat reader, please visit the [Adobe Acrobat Reader Download web page](#).

Installation Steps

1 - Save the eTV_Console.msi file provided by Flying Colors on your computers hard drive.

2 - Double Click (Open/Launch) the eTV_Console.msi file. The “eTV Console Prerequisites” Window should appear. Confirm the computer meets the minimum prerequisites, and then select **Next**.

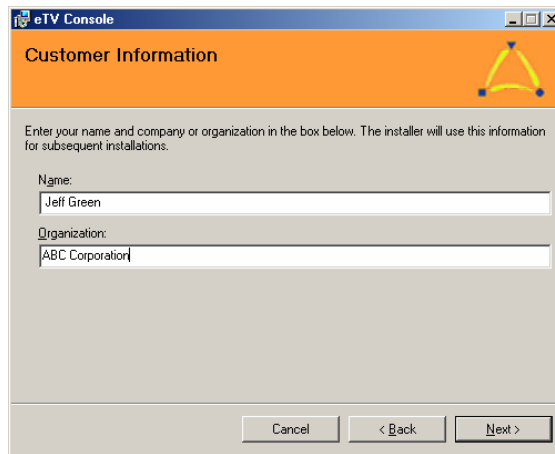


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3 – Licensing Agreement Acceptance. Please take a moment to read the Flying Colors licensing agreement. If you accept the terms of the agreement please click “I agree” and then **Next**. Otherwise, please click **Cancel** to cancel the installation.



4 – Customer Information. Please enter your name and company or organization information in the boxes in the Customer Information window. The installer will use this information for subsequent installations and updates.



5 – eTV Server Assignment (Step A) – Each eTV Console works with an eTV Server to deliver IPTV services. In this window, input the eTV Server information provided by the eTV Server Manager (typically, Flying Colors). Please be sure to input precisely the information provided by the eTV Server. Cutting and pasting the information provided by the eTV Server Manager will reduce the likelihood that data provided in this window is incorrect.

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eTV Server Assignment (Step A)

To assign the eTV Console to an eTV Server, please provide (1) web server, (2) database server, (3) database name, and (4) user/password information below. The information to be input below should have been provided by your eTV Server Manager. We strongly recommend cutting and pasting the data provided into this window to better ensure accuracy.

Web Server Address
http://xxx.xx.xx.xxx

Database Server Address
xxx.xx.xx.xxx

Database Name
db_name

Database (UserId/Password)
testuser/password

Cancel < Back Next >

6 – eTV Server Assignment (Step B) – On this window, input the eTV Server information provided by the eTV Server Manager (typically, Flying Colors). Please be sure to input precisely the information provided by the eTV Server. Cutting and pasting the information provided by the eTV Server Manager will reduce the likelihood that data provided in this window is incorrect.

eTV Server Assignment (Step B)

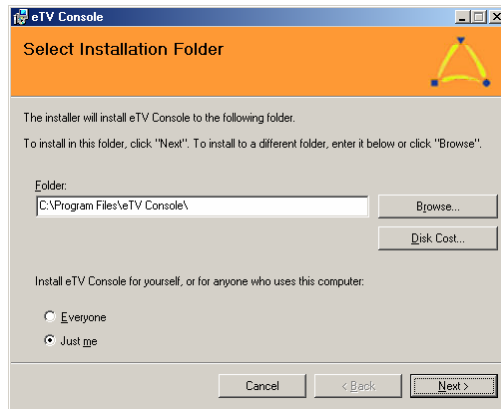
Your eTV Server Manager assigned you a Server Instance Name. The Server Instance Name to be input below should have been provided by your eTV Server Manager. We strongly recommend cutting and pasting the data provided into this window to better ensure accuracy.

Server Instance Name [Virtual Directory]
EnterpriseTVServer111

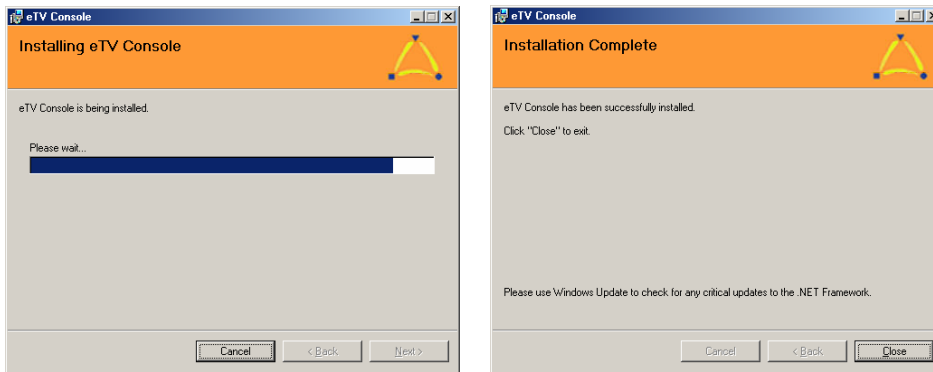
Cancel < Back Next >

6 – eTV Local Installation Folder Assignment – On this window, you can select where you would like to have the eTV Console application installed. We recommend using the default directory provided. In addition to selecting the local installation folder, the application access can be defined. The installer can choose to limit use of the application to only the logged in user, or to every defined user on the computer.

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7 – Installation – The eTV Console will now be installed on your computer.



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