

# SOCIAL HUB

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## User Manual

(Rev 2.0)

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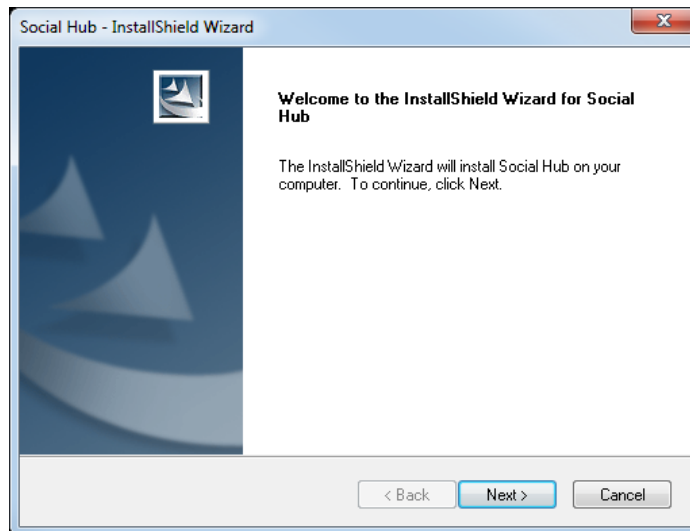
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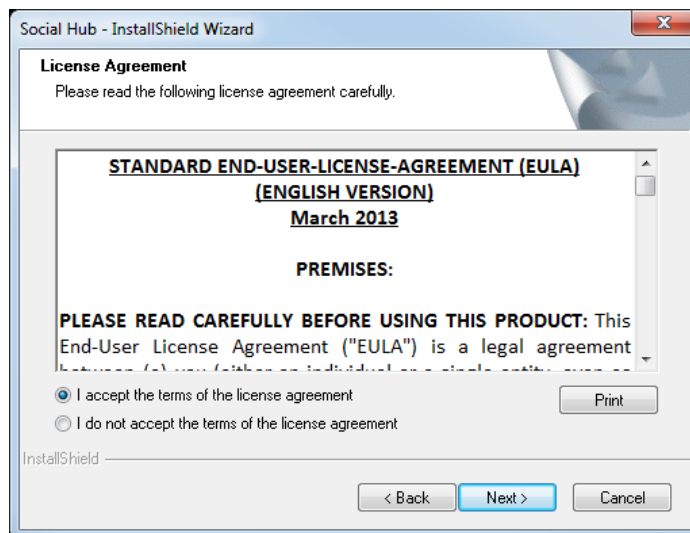
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# 1 INSTALLATION

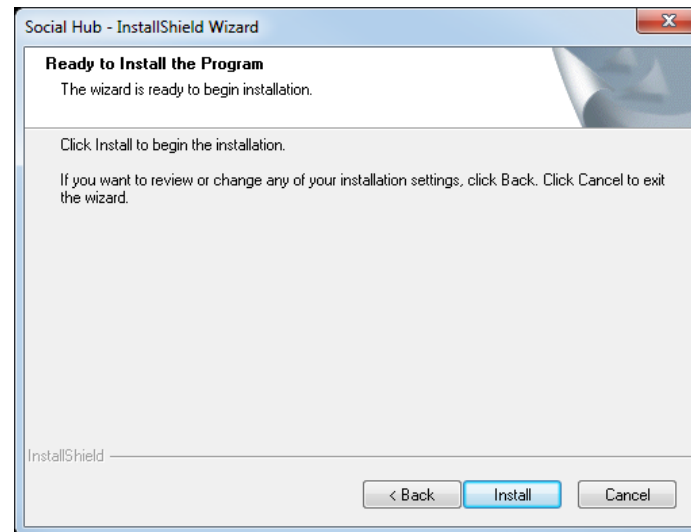
Run install shield



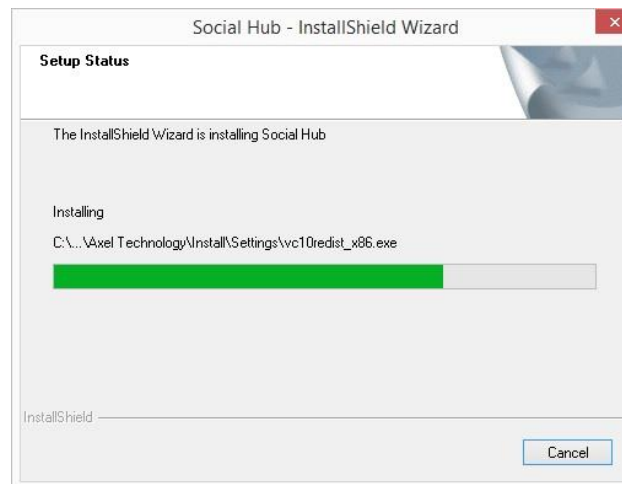
Choose Next



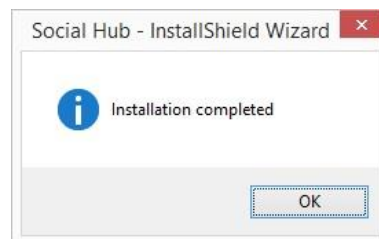
Check "I accept the terms of the license agreement" and choose Next



Click on Install to start the installation

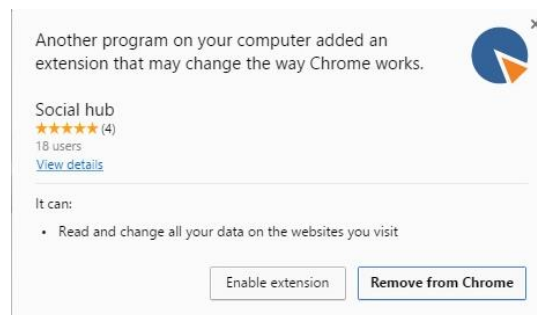


After the InstallShield click on OK to end installation




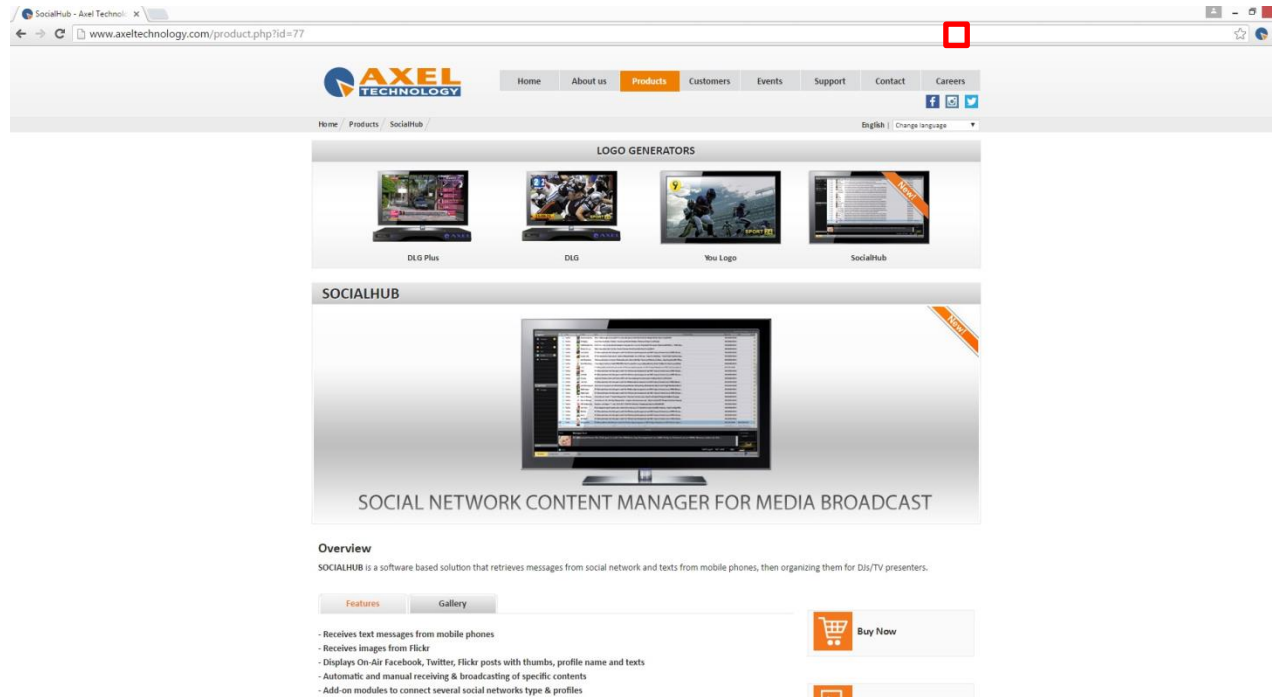
If you do not have Google Chrome in your Pc, Social Hub will install it for you and a Google Chrome web page will be opened automatically.

In Google Chrome browser click on the top-right button  and click on . A window will appear as shown in the following picture:



click on Enable Extension

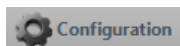
You will see the  extension symbol at the top-right as shown in the following picture:



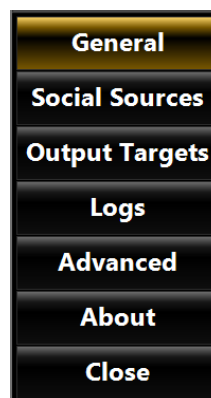
Now you are ready to start!

## 2 CONFIGURATION

After installation, it is necessary to configure the software.  
Run Social Hub and click on the Configuration button



On the left side of the configuration window there is the list of the various sections to be configured:



### 2.1 GENERAL

**Language** Invariant Language (Invariant Country) ▾

Select the language of the software

**Automatically connect sources at startup**

If selected, Social Hub will automatically connect to the configured sources at every startup

**Maximum Chars Limit** 100 ▾

To display your messages you can decide here the Maximum characters numbers allowed.

**Automatically download attachment messages**

Decide if you want to publish messages attachments.

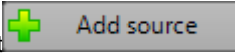
**Download attachment default path** C:\Users\maurice.vaccari\Downloads\Social

Set the downloading path for your attachments.

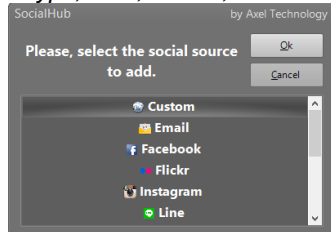
**Create download attachment type subfolder**

If you also want to divide attachments in categories, you can create different subfolders by clicking this checkbox. In the attachment default path you will find IMAGE subfolders

## 2.2 SOCIAL SOURCES

Click on **Add source** to configure a new social source to the list 

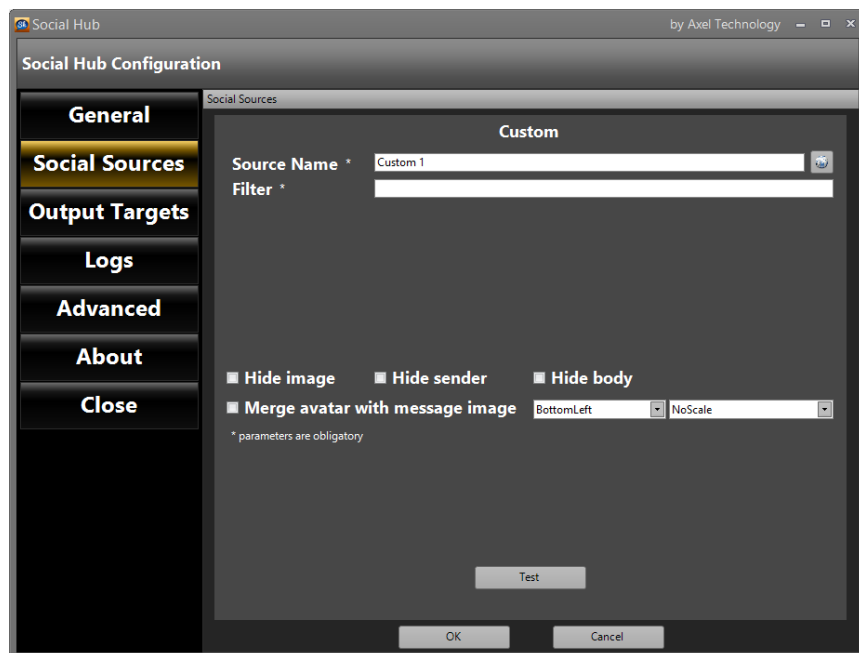
This action will open a window in which it is possible to select the social network to be configured (*Custom, Email, Facebook, Flickr, Instagram, Line, OpenWeatherMap, Rss, Skype, Sms, Twitter, Watchfolder*)



Select the social network and click **Ok**

## 2.2.1 Custom

This source type is the CUSTOM WEB PAGES source. This source allows you to send to your layout all the selected text contents from every web page on the browser **Google Chrome**.



**Source name:** Choose a name to identify your Custom source in a fast way



: by clicking on this button you can assign a different representative image for the source

**Filter:** if it is necessary you can type here the only URL from which is possible to export contents.

**Hide image:** in every target the sender image will be hidden

**Hide sender:** In every target the sender name/nick name will be hidden

**Hide body:** In every target the message body will be hidden

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

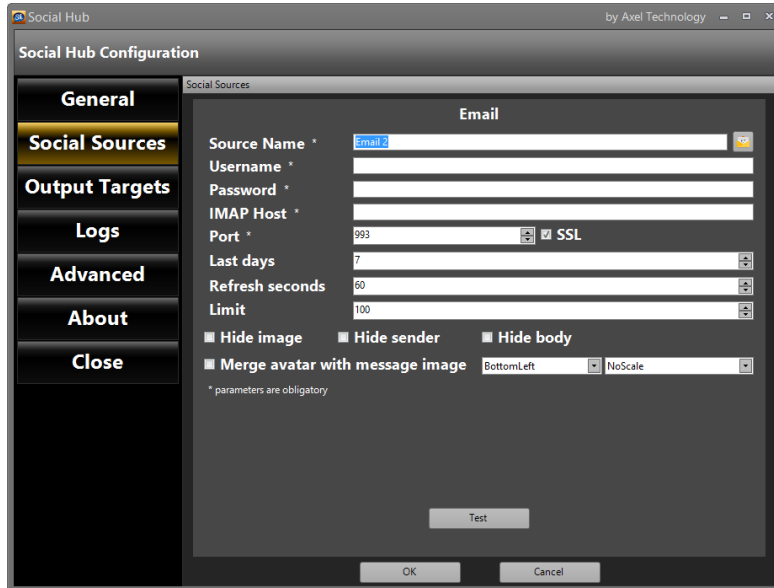
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo


**Test:** Test the connection

### 2.2.2 Email

This source type is the Email source. This source allows you to send to your payout all the received emails. Set here the parameters related to your Email account.



**Source name:** Choose a name to identify your Email source in a fast way

 : by clicking on this button you can assign a different representative image for the source

**Username:** Username of the Email account

**Password:** Password of the Email account

**IMAP Host:** name of the IMAP server that hosts your account

**Port:** Number of the listening port

**SSL:** click this checkbox if an SSL is present

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Limit:** Maximum number of emails to be shown

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection

### 2.2.3 Facebook

This source type is the Facebook source. This source allows you to send to your playout all Facebook posts. Set here the parameters related to your Facebook account.

logo

**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection

**Source name:** Choose a name to identify your Facebook source in a fast way



: by clicking on this button you can assign a different representative image for the source

**Email:** Email of the Facebook account

**Password:** Password of the Facebook account

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Max Posts:** Maximum number of posts to be shown

**Fan Page name:** Type here the Fan Page name. The Fan page name is the displayed name and not the page id shown into the URL

**Hide image:** in every target the sender image will be hid

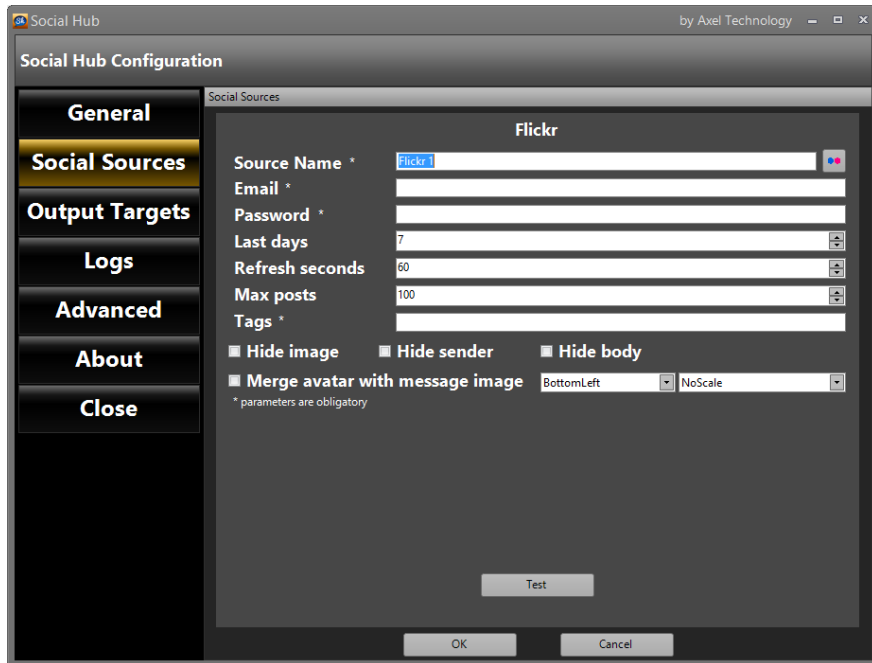
**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social


### 2.2.4 Flickr

This source type is the Flickr source. This source allows you to send to your playout all flickr posts.



**Test:** Test the connection

**Source name:** Choose a name to identify your Flickr source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Email:** Email of the Flickr account

**Password:** Password of the Flickr account

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Max Posts:** Maximum number of posts to be shown

**Tags:** Tags for Flickr searches

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

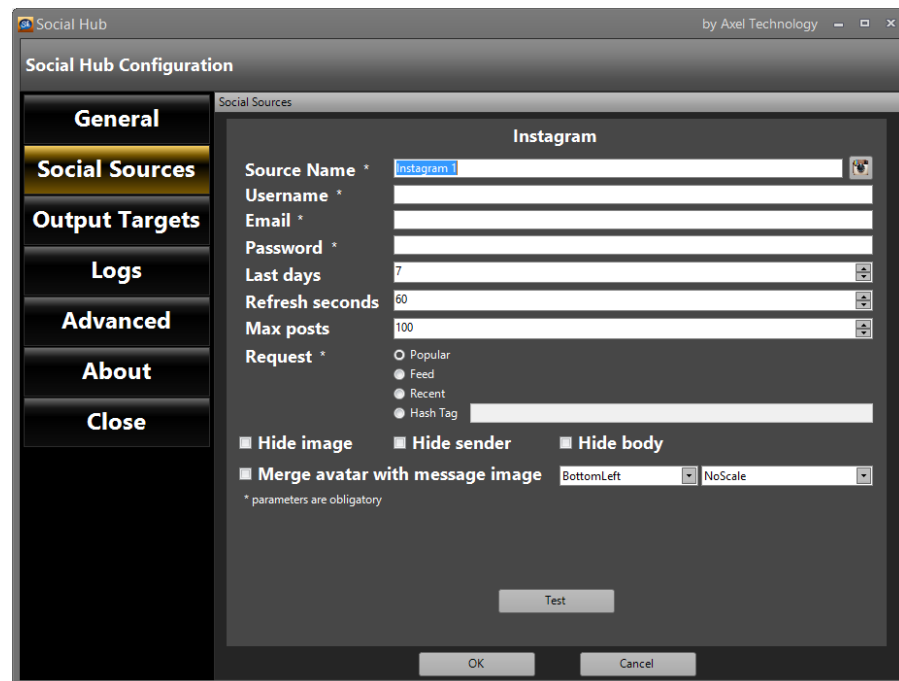
**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)


**Scale Field:** decide here the scale of the social logo

## 2.2.5 Instagram

This source type is the Instagram source. This source allows you to send to your playout all Instagram posts.



**Source name:** Choose a name to identify your Instagram source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Username:** Instagram username if previously set

**Email:** Email of the Flickr account

**Password:** Password of the Instagram account

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Max Posts:** Maximum number of posts to be shown

**Request:**

**Popular:** the messages will be automatically sent between popular Instagram tags

**Feed:** the messages will be automatically sent between the chosen feeds

**Recent:** the messages will be automatically sent between the recent Instagram tags.

**Hash Tag:** the messages will be automatically filtered by the typed hash tag, and they will be sent.

**Hide image:** in every target the sender image will be hidid

**Hide sender:** In every target the sender name/nick name will be hidid

**Hide body:** In every target the message body will be hidid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

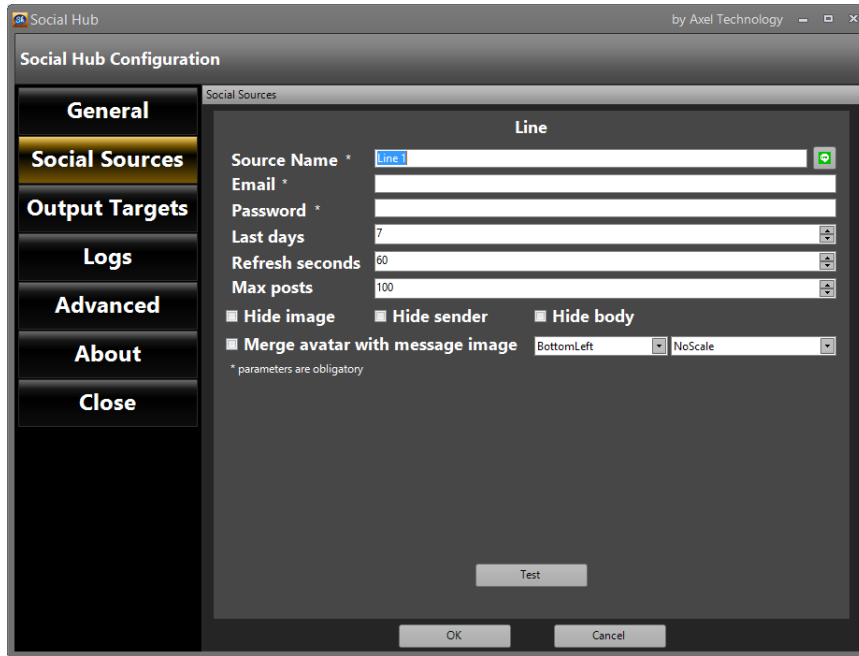
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo


**Test:** Test the connection

**2.2.6 Line**

This source type is the Line source. This source allows you to send to your playout all Line posts.



**Source name:** Choose a name to identify your Line source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Email:** Email of the Line account

**Password:** Password of the Line account

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Max Posts:** Maximum number of posts to be shown

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

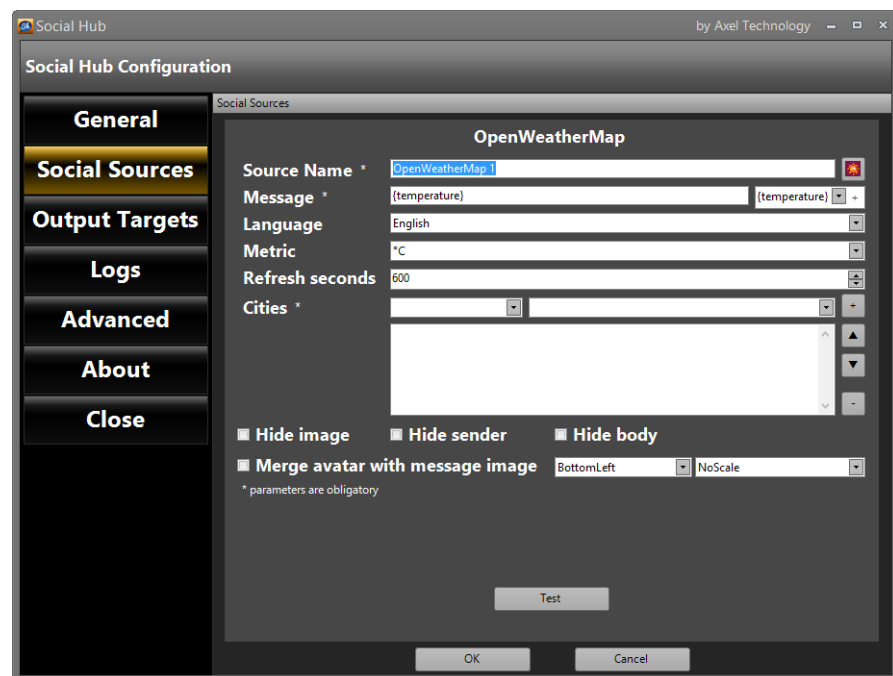
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo


**Test:** Test the connection

## 2.2.7 OpenWeatherMap

This source type is the OpenWeatherMap source. This source allows you to send to your layout all weather forecasts related with a specified zone.



**Source Name:** Choose a name to identify your OpenWeatherMap source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Message:** by this control you can decide for the structure of your message. As shown in the right drop-down menu, the choosable informations are the following ones: temperature, min, max, description, city, humidity, pressure. Select here the first forecast information to add in the message and click on +, then select the second information and click on + etc. In the left field you will see something like: "{first forecast}+{second forecast}..."

**Language:** select here the language for the API results

**Metric:** select here the metrics to use between °C, °K, °F

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Cities:** **Country/State:** select the Country or State for the API request

**City:** select the City and click on plus

**Selected Cities:** here you can see for all the cities you have chosen.

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

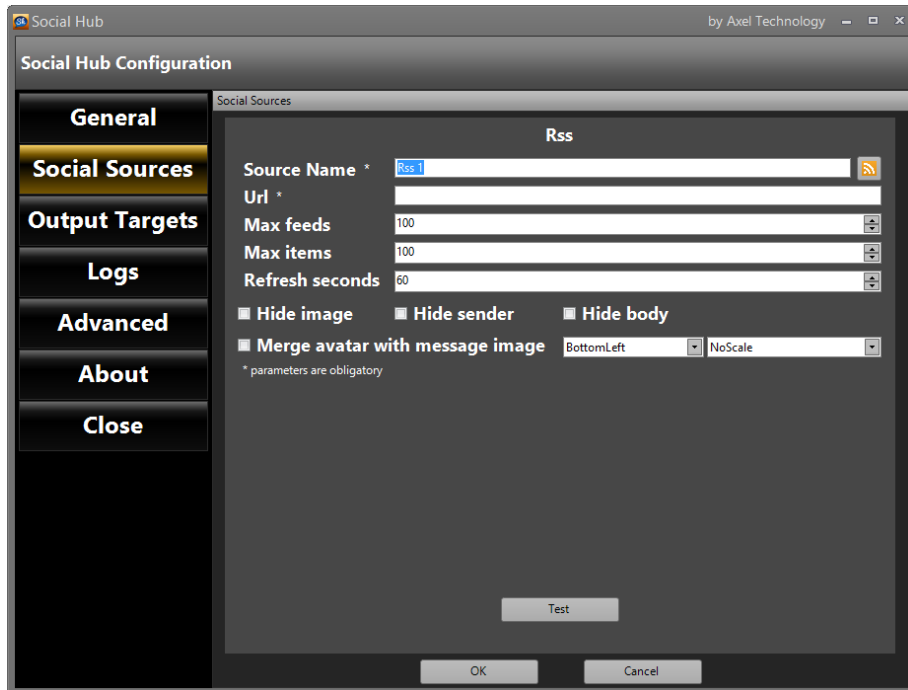
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo


**Test:** Test the connection

### 2.2.8 Rss

This source type is the RSS source. This source allows you to send to your playout RSS Feeds from a desired URL.



**Source Name:** Choose a name to identify your RSS source in a fast way

 : by clicking on this button you can assign a different representative image for the source

**URL:** type here the URL from which RSS Feeds will be extracted

**Max feeds:** select the maximum number of feeds to display

**Max items:** select the maximum number of items to display related with a specified feed

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

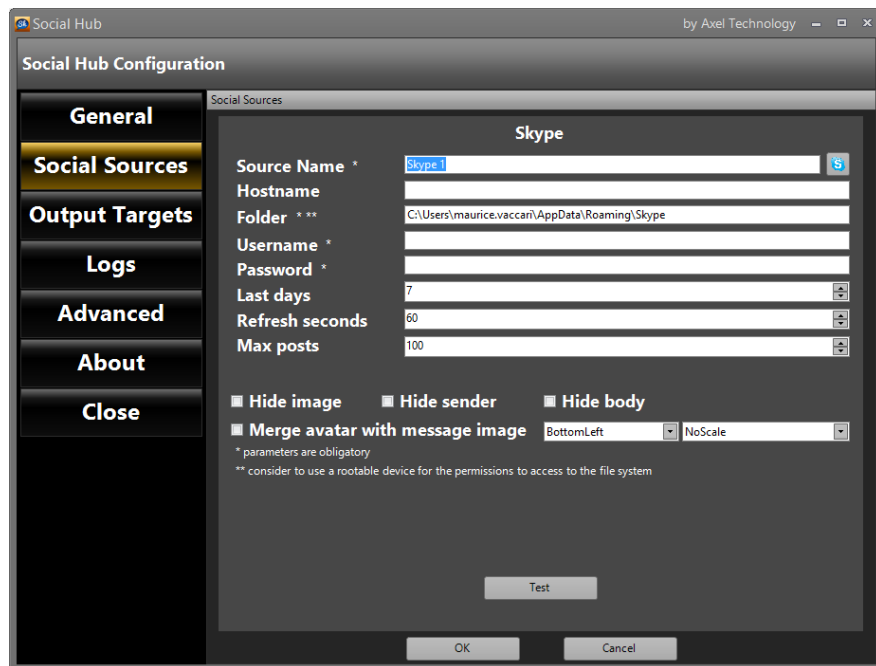
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection

## 2.2.9 Skype


This source type is the Skype source. This source allows you to send to your playout all Skype messages.



**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection

**Source Name:** Choose a name to identify your Skype source in a fast way

 : by clicking on this button you can assign a different representative image for the source

**Hostname:** (Optional) Write here a desired Hostname

**Folder:** Type here the path in which your Skype contents will be saved

**Username:** select the maximum number of items to display related with a specified feed

**Password:** Number of seconds to refresh automatically the contents

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

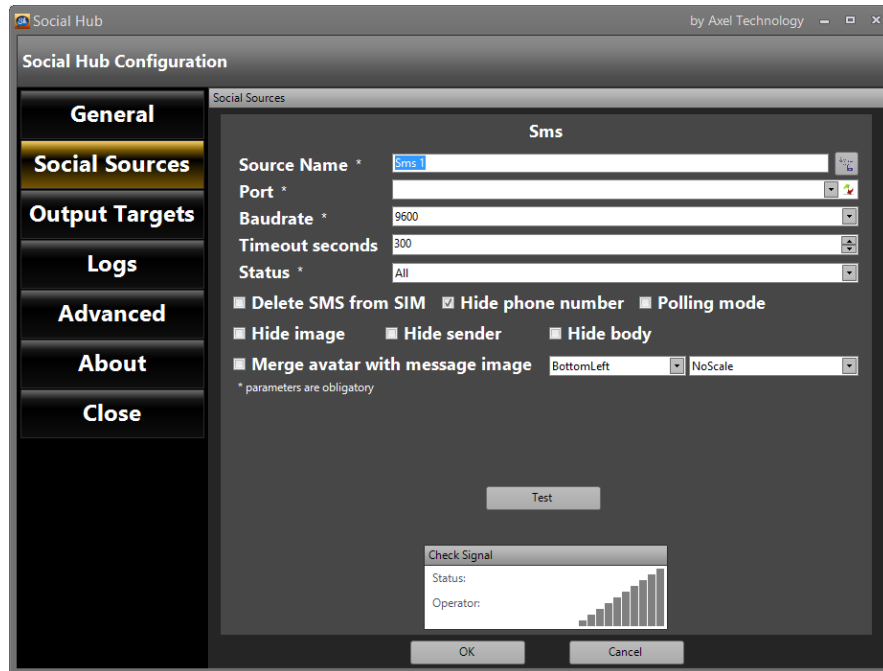
**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo


**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

### 2.2.10 Sms

This source type is the SMS source. This source allows you to send to your playout all SMS messages.



**Source Name:** Choose a name to identify your SMS source in a fast way

 : by clicking on this button you can assign a different representative image for the source

**Port:** COM used by the GSM Modem

**Baudrate:** Connection speed

**Timeout Seconds:** Seconds to wait before close gsm connection (depends on hardware)

**Status:** Choose a Status if you want to filter only some kind of SMS to be shown

**Delete SMS from SIM:** After the download on Social Hub, the message will be deleted from the SIM

**Hide Phone Number:** Social Hub will Hide the last numbers on the SMS screen

**Polling mode:** if you use an old GSM device is necessary to enable this connection mode

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection

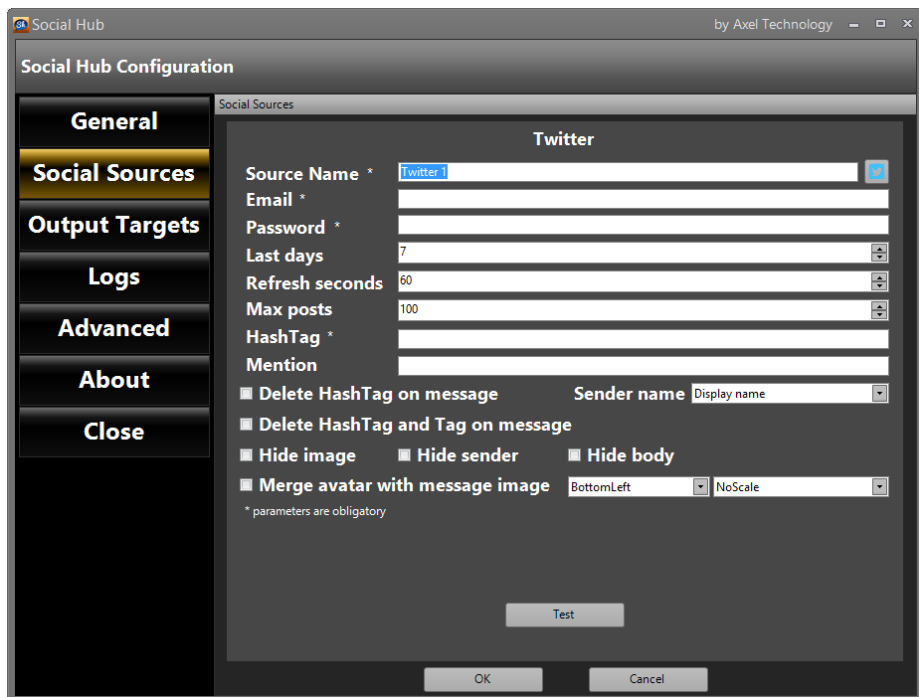
**Check Signal:** This field is dedicated to some checks on the phone signal

**Status:** signal strength bars


**Operator:** SIM operator name

### 2.2.11 Twitter

This source type is the Twitter source. This source allows you to send to your playout all Twitter Tweets.



**Source Name:** Choose a name to identify your Twitter source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Email:** Email used to login on Twitter

**Password:** Password used to login on Twitter

**Last Days:** Number of days to be shown

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Max posts:** Maximum number of elements to be shown

**Hashtag:** Hashtag for Twitter searches

**Mention:** (@) User mention

**Delete HashTag on message:** in every target the HashTag will be hidden

**Sender name:** In every target you will display the sender Name, or the sender Screen Name, or the sender Identity Name

**Delete Hashtag and Tag on message:** in every target the HashTag and Tag will be hidden

**Hide image:** in every target the sender image will be hidden

**Hide sender:** In every target the sender name/nick name will be hidden

**Hide body:** In every target the message body will be hidden

**Merge avatar with message image:** In every target the sender image will be substituted with the social logo

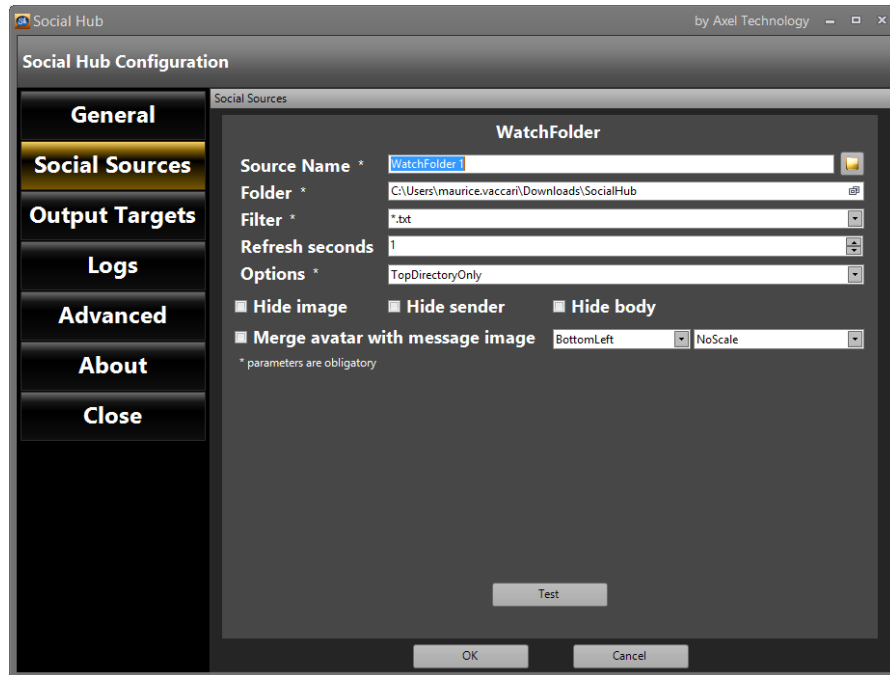
**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

**Test:** Test the connection


## 2.2.12 Watchfolder

It is possible to set a WATCHFOLDER. Here you can put documents that will be shown automatically as soon as they will be inserted on the folder



**Test:** Test the connection

**Source Name:** Choose a name to identify your WatchFolder source in a fast way

: by clicking on this button you can assign a different representative image for the source

**Folder:** Path of the watchfolder

**Filter:** Select files extension between \*.txt or \*.log (\*.txt by default)

**Refresh seconds:** Number of seconds to refresh automatically the contents

**Options:** It is possible to choose if search for new documents only on the main folder or also on the sub folder

**Hide image:** in every target the sender image will be hid

**Hide sender:** In every target the sender name/nick name will be hid

**Hide body:** In every target the message body will be hid

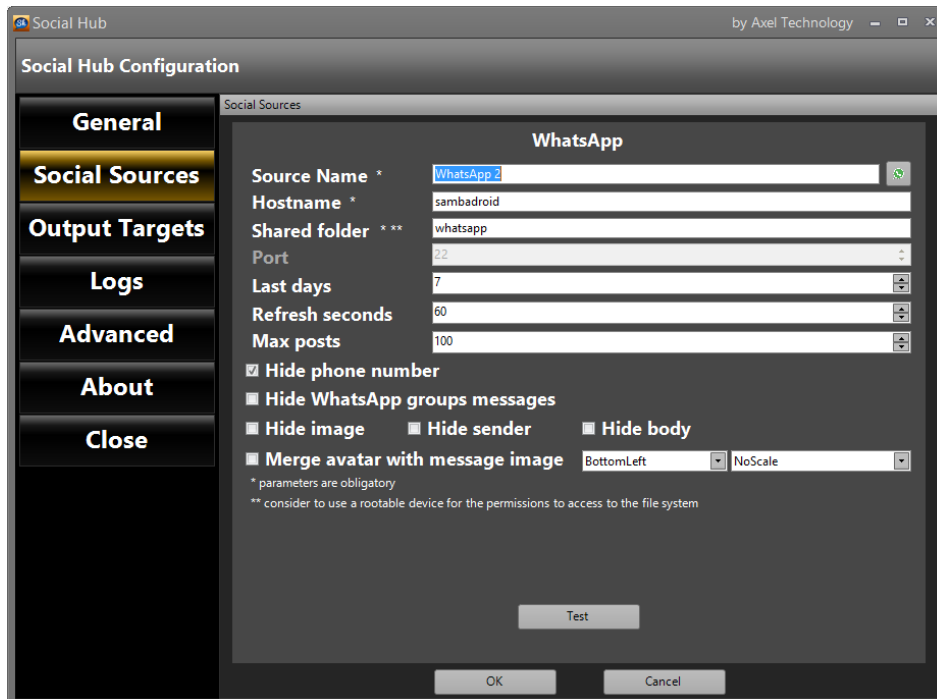
**Merge avatar with message image:** In every target the sender image will be substituted with the social logo


**Position Field:** decide here the position of the social logo (top right, top left, bottom right, bottom left)

**Scale Field:** decide here the scale of the social logo

### 2.2.13 WhatsApp

This source type is the WhatsApp source. This source allows you to send to your playout all WhatsApp messages. Refer to ANDROID VIRTUAL MACHINE section of this manual for the configuration.



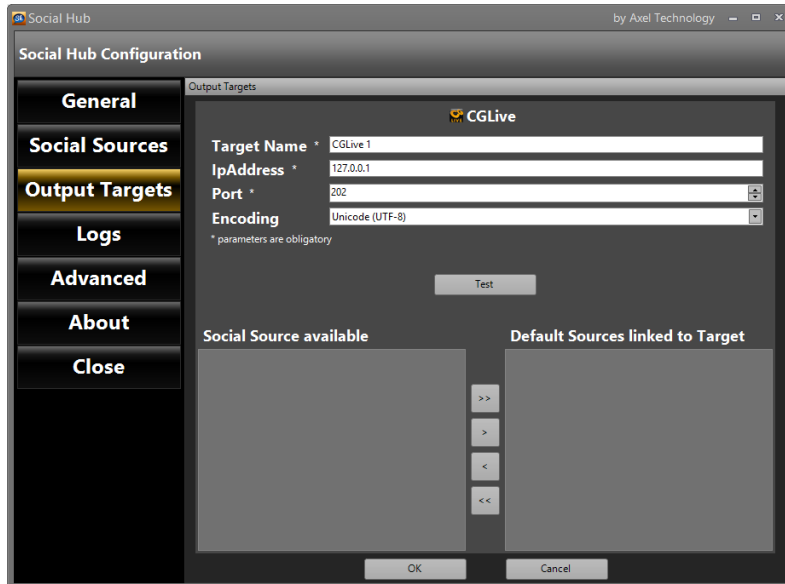
 : by clicking on this button you can assign a different representative image for the source

## 2.3 OUTPUT TARGETS

In this section it is possible to configure the Output target for the social sources.

Click on  to configure a new target

### 2.3.1 CGLive



This output target refers to Axel Technology CGLive software.

**Target Name:** Name to be assigned to the CGLive target

**IpAddress:** CGLive IP address

**Port:** Tcp/ip port for CG Live connection (usually 201)


**Encoding:** Select the encoding format from the list


**Test:** Check the connection with CGLive

On the lower part of the screen there are two fields:

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

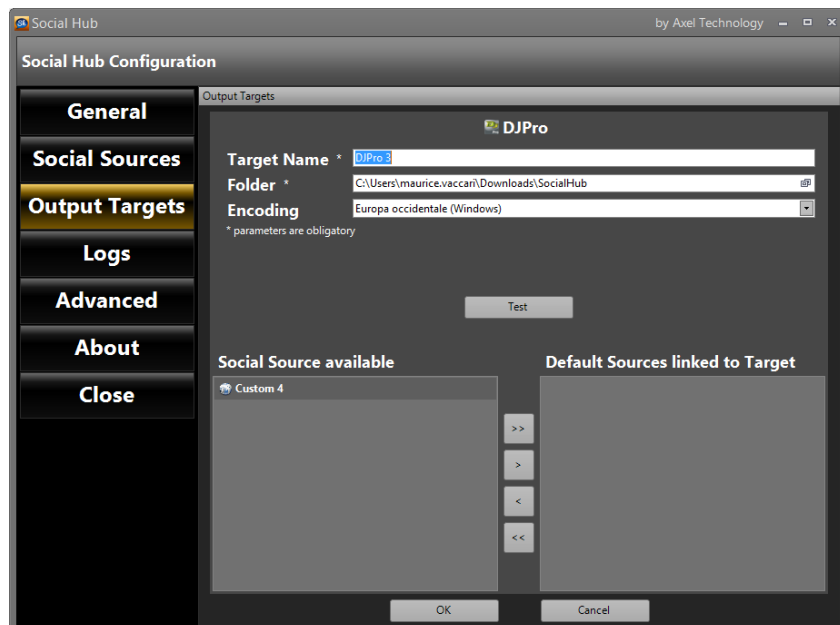
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.2 DjPro

This output target refers to Axel Technology DjPro software.



**Target Name:** Name to be assigned to the DjPro target


**Folder:** Folder where Social Hub will put the information to be sent to DjPro

**Encoding:** Select the encoding from the list

**Test:** Check the connection with DjPro

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

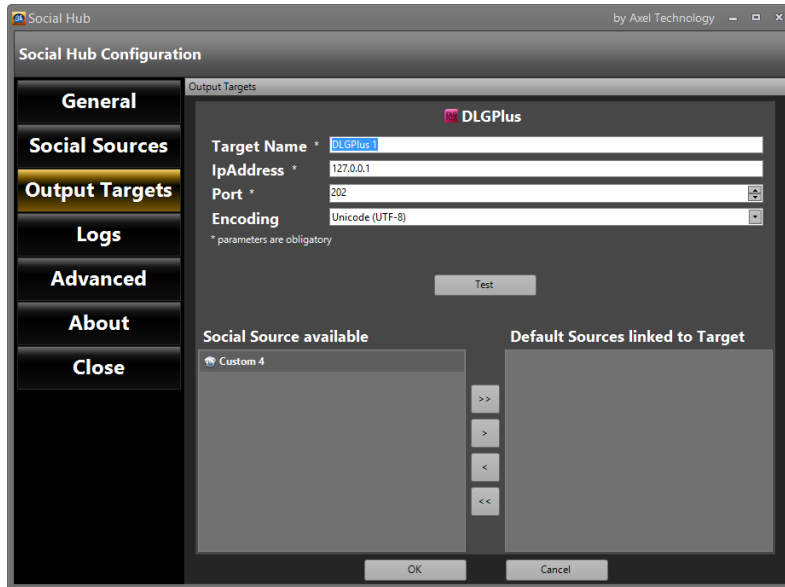
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.3 DLGPlus

This output target refers to Axel Technology DLG Plus software.



**Target Name:** Name to be assigned to the DLGPlus target

**IpAddress:** DLGPlus Ip address


**Port:** Tcp/ip port for DLG Plus connection (usually from 201 to 204 it depends on channel)


**Encoding:** Select the encoding from the list

**Test:** Check the connection with DLGPlus

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

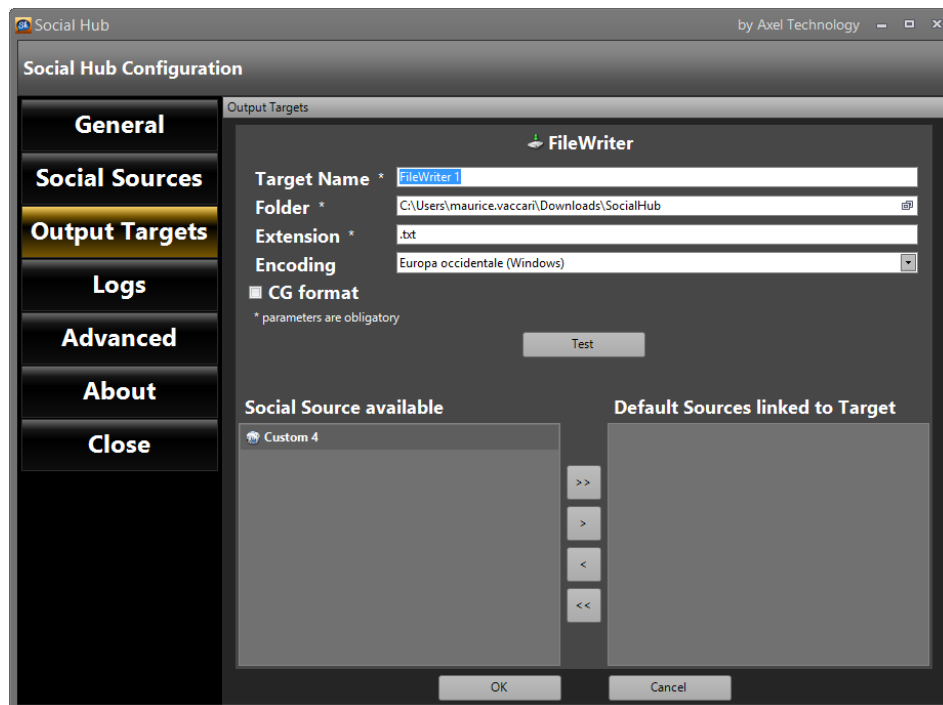
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.4 FileWriter


This output target refers to the creation of a .txt file in a specified folder.



Press **OK** to save the configuration. Press **Cancel** to discard changes.

**Target Name:** Name to be assigned to the FileWriter target

**Folder:** Folder destination of the FileWriter file

: By clicking on this button you can directly browse in your pc to the folder selection;

**Extension:** Extension of the file


**Encoding:** Select the encoding from the list

**CG format:** extracts the message in a specific format simply readable by CG Live and CG Axel Softwares. The structure of the file will be as the following example: `<text> " here you will read the exported message " </text>`

**Test:** Check the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

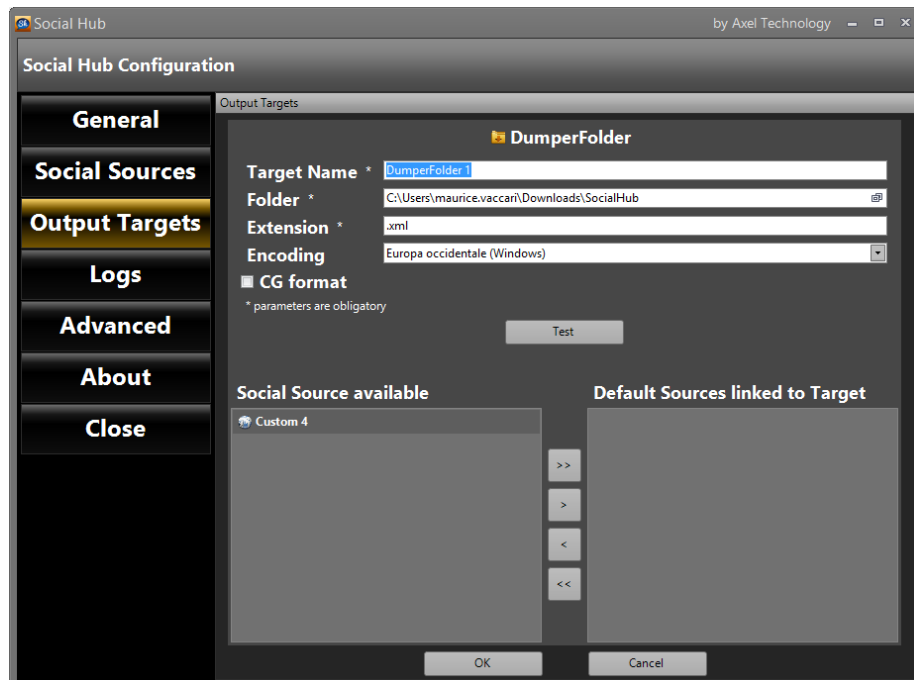
To add a new social source to the target, select the Social Source on the left panel and press 

To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

### 2.3.5 DumperFolder

Differently from the FileWriter target, the DumperFolder creates different files, every file is related to a specific message.



**Target Name:** Name to be assigned to the DumperFolder target

**Folder:** Folder destination of the Dumped files

: By clicking on this button you can directly browse in your pc to the folder selection;

**Extension:** .xml by default

**Encoding:** Select the encoding style from the list


**CG format:** extracts the message in a specific format simply readable by CG Live and CG Axel Softwares. The structure of the file will be as the following example:

```
[[IMG1:C:\Users\maurice.vaccari\DumperFolder\TWITTER_07E00A12-0A291D00BB-0001.jpg]]<text>Waldo Romero<br>RT @NatGeoChannel: If you have multiple universes—would they intersect in some testable way? What do you think? #StarTalkTV https://t.co/YP...</text>
```

**Test:** Check the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

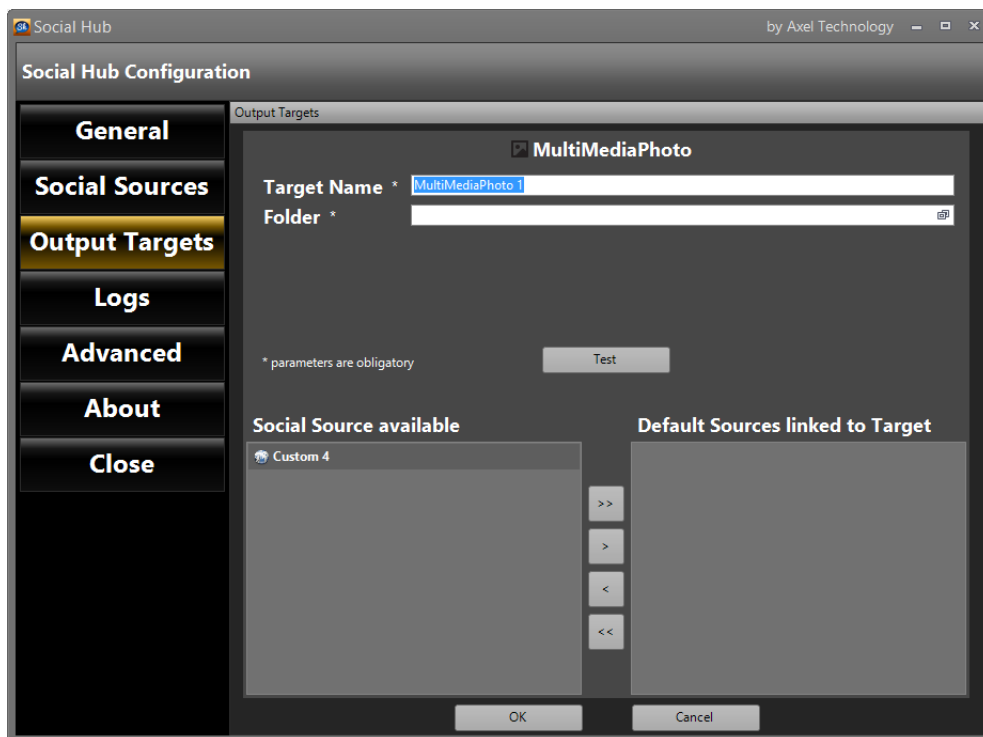
To add a new social source to the target, select the Social Source on the left panel and press 

To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.


### 2.3.6 MultiMediaPhoto



MultiMediaPhoto target is useful to save attached Image files from a message to a specified folder.

**Target Name:** Name to be assigned to the MultiMediaPhoto target


**Folder:** type here the desired destination folder


: By clicking on this button you can directly browse in your pc to the folder selection;

**Test:** Test the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

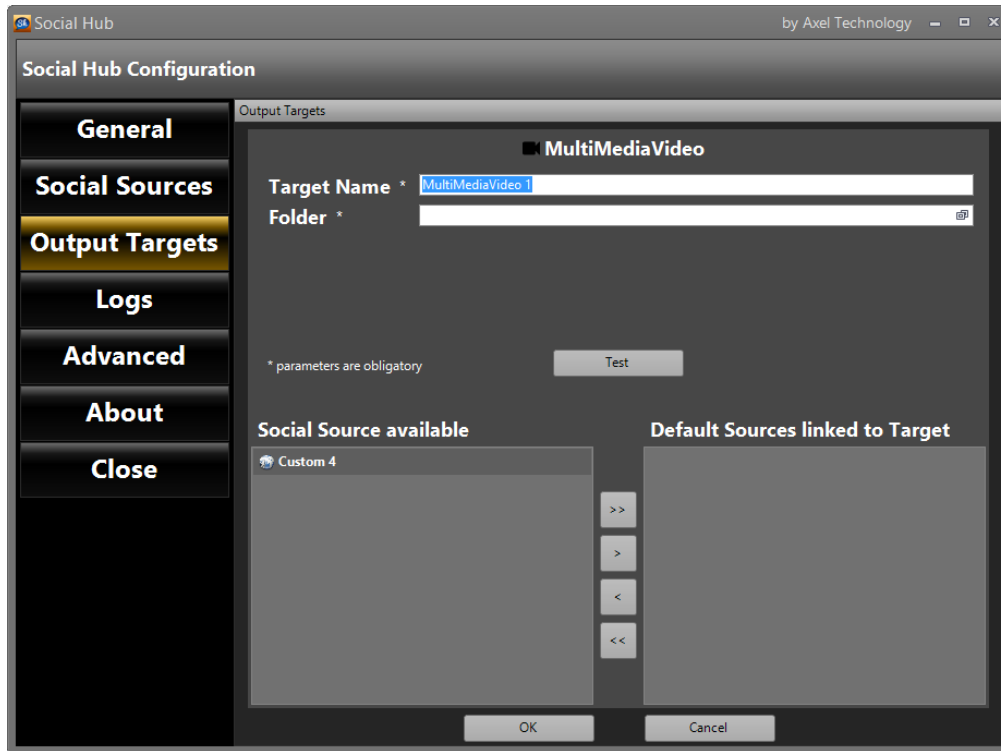
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.


### 2.3.7 MultiMediaVideo

MultiMediaVideo target is useful to save attached Video files from a message to a specified folder.



**Target Name:** Name to be assigned to the MultiMediaVideo target


**Folder:** type here the desired destination folder


: By clicking on this button you can directly browse in your pc to the folder selection;

**Test:** Test the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

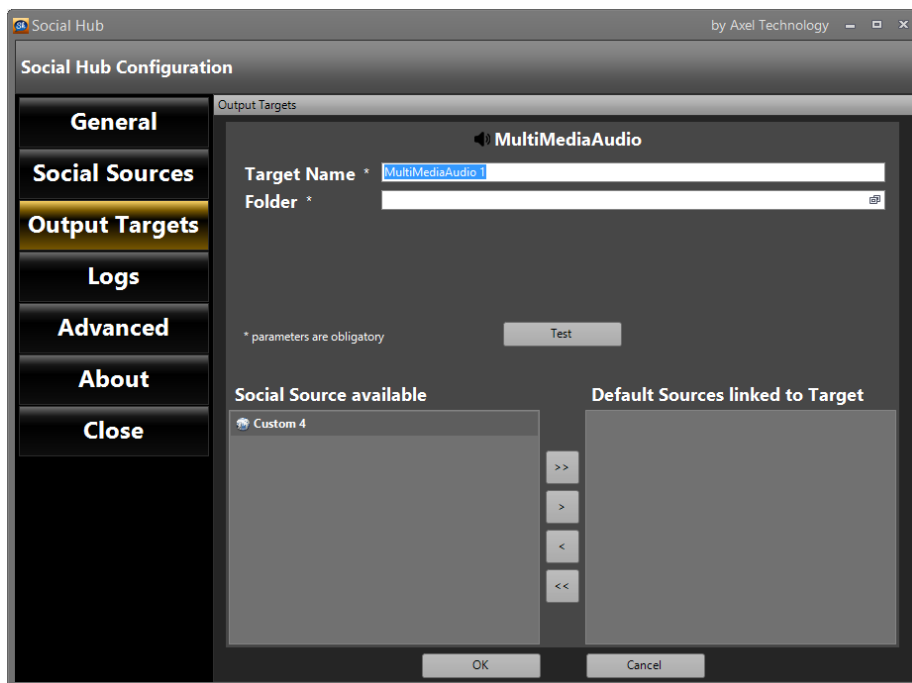
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.8 MultiMediaAudio

MultiMediaAudio target is useful to save attached Audio files from a message to a specified folder.




**Target Name:** Name to be assigned to the MultiMediaAudio target

**Folder:** type here the desired destination folder

: By clicking on this button you can directly browse in your pc to the folder selection;

**Test:** Test the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured  
**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

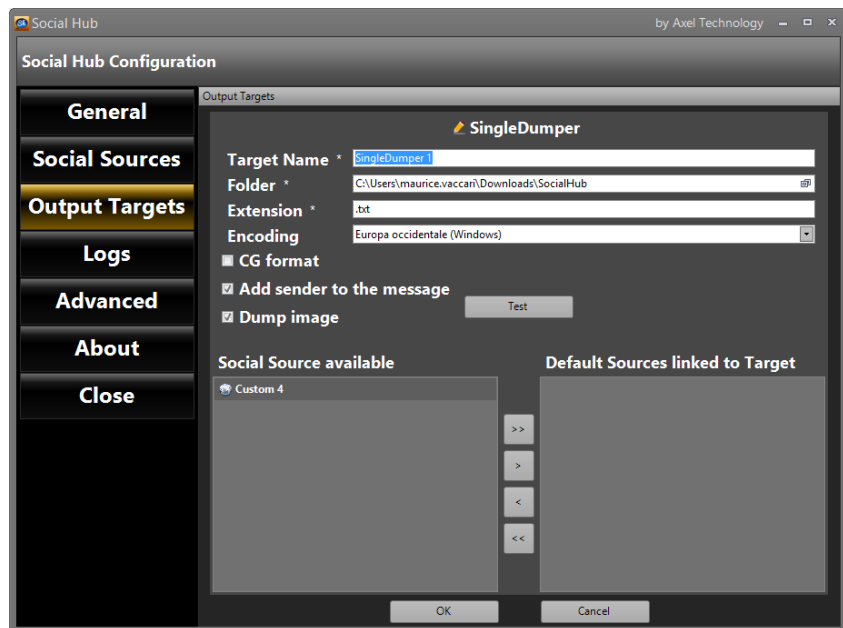
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.9 SingleDumper

Differently from the DumperFolder, SingleDumper creates a single file. Every time you send a message to this target the same file will be overwritten.



**Target Name:** Name to be assigned to the SingleDumper target

**Folder:** type here the desired destination folder

: By clicking on this button you can directly browse in your pc to the folder selection;

**Extension:** file extension .txt by default

**Encoding:** Select the encoding style from the list

**CG format:** extracts the message in a specific format simply readable by CG Live and CG Axel Softwares. The structure of the file will be as the following example:

```
[[IMG1:C:\Users\maurice.vaccari\DumperFolder\TWITTER_07E00A12-0A291D00BB-0001.jpg]]<text>Waldo Romero<br>RT @NatGeoChannel: If you have multiple universes—would they intersect in some testable way? What do you think? #StarTalkTV https://t.co/YP...</text>
```


**Add sender to the message:** decide to add the sender to the message or not

**Dump image:** decide to dump also images or not

**Test:** Check the connection with the folder

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

To add a new social source to the target, select the Social Source on the left panel and press 

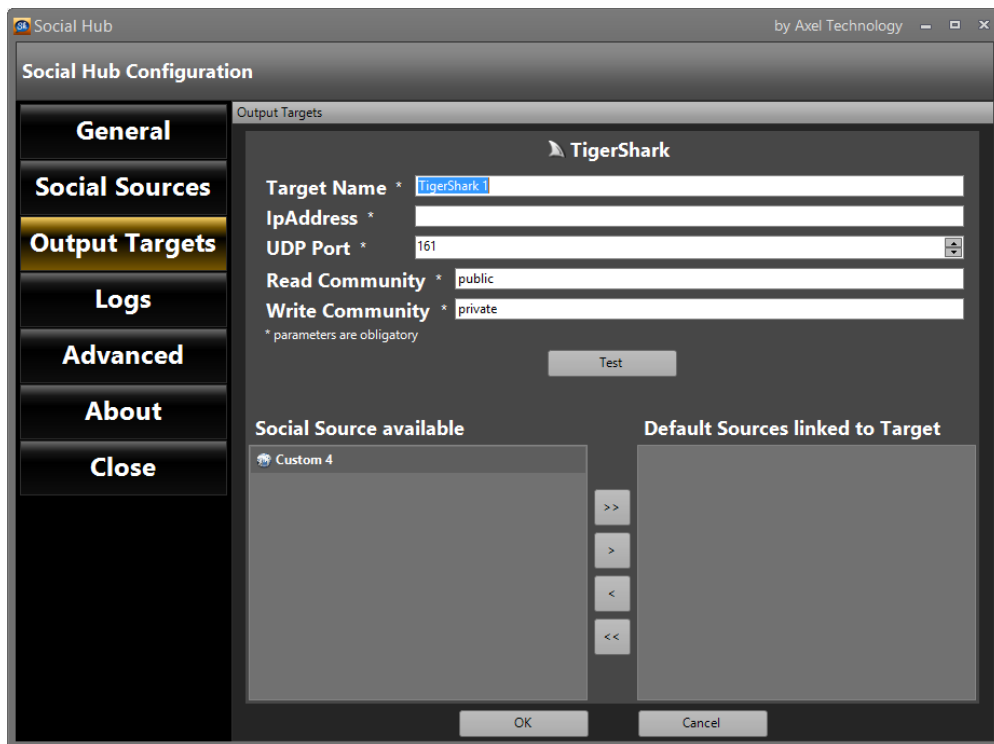
To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

Press **OK** to save the configuration. Press **Cancel** to discard changes.

### 2.3.10 TigerShark

TigerShark target is useful to send the message directly to the RT of the Axel Technology RDS Encoder *Tiger Shark*.



**Target Name:** Name to be assigned to the Tiger Shark target

**IpAddress:** listening Tiger Shark Ip address

**UDP Port:** UDP Port number


**Read Community:** Public or Private


**Write Community:** Public or Private

**Test:** Check the connection with the Tiger Shark

**Social Source Available:** It shows the list of all the Social Sources already configured

**Social Source linked to Target:** It shows the Social Sources that will be managed by the selected target

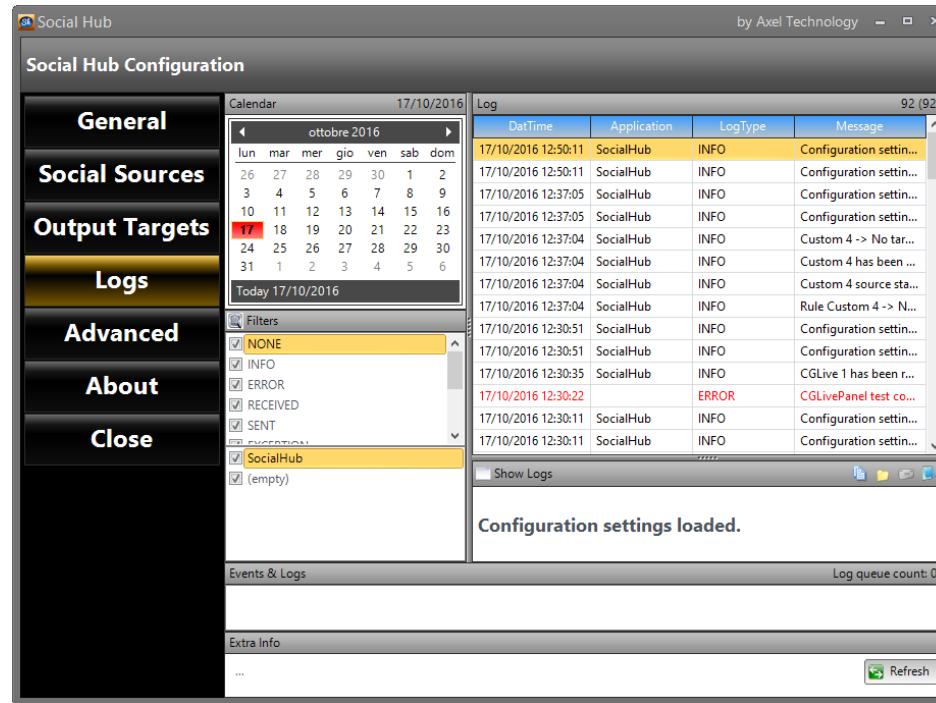
To add a new social source to the target, select the Social Source on the left panel and press 

To remove a social source from the target, select it on the right panel and press 

To add or remove all the social sources, use  and 

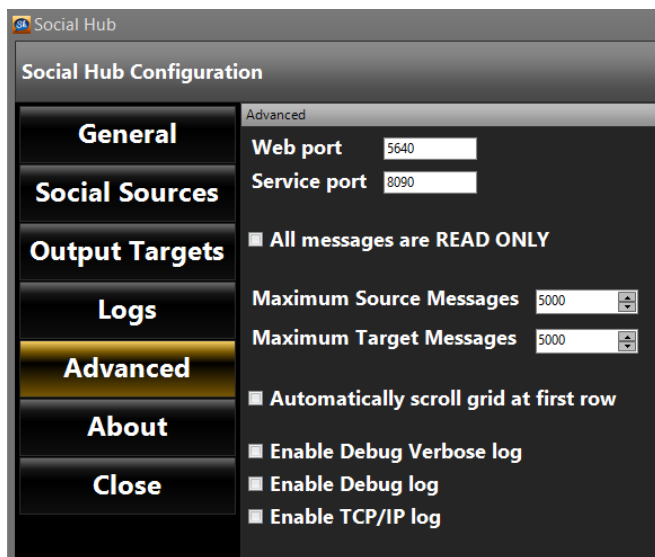
Press **OK** to save the configuration. Press **Cancel** to discard changes.

2.4 LOGS



The Logs page shows the logs written by Social Hub with all the information about the connection of the social sources and user operations. Choose on the calendar panel the date of the log (the days in red are the ones which have a log, the white days are without log). **Filters:** It is possible to exclude or include information on the logs using the Filters checkbox

## 2.5 ADVANCED



The screenshot shows the 'Social Hub Configuration' window with the 'Advanced' tab selected. The left sidebar contains menu items: General, Social Sources, Output Targets, Logs, Advanced (highlighted), About, and Close. The main area is titled 'Advanced' and contains the following settings:

- Web port: 5640
- Service port: 8090
- All messages are READ ONLY
- Maximum Source Messages: 5000
- Maximum Target Messages: 5000
- Automatically scroll grid at first row
- Enable Debug Verbose log
- Enable Debug log
- Enable TCP/IP log

**Web Port:** Port used for web interface

**Service Port:** Port used for service REST API

**All messages are READ ONLY:** It will not be possible to modify the messages received

**Maximum Source Messages:** Maximum number to be shown when ALL SOURCES is enabled

**Maximum Target Messages:** Maximum number to be shown for each target

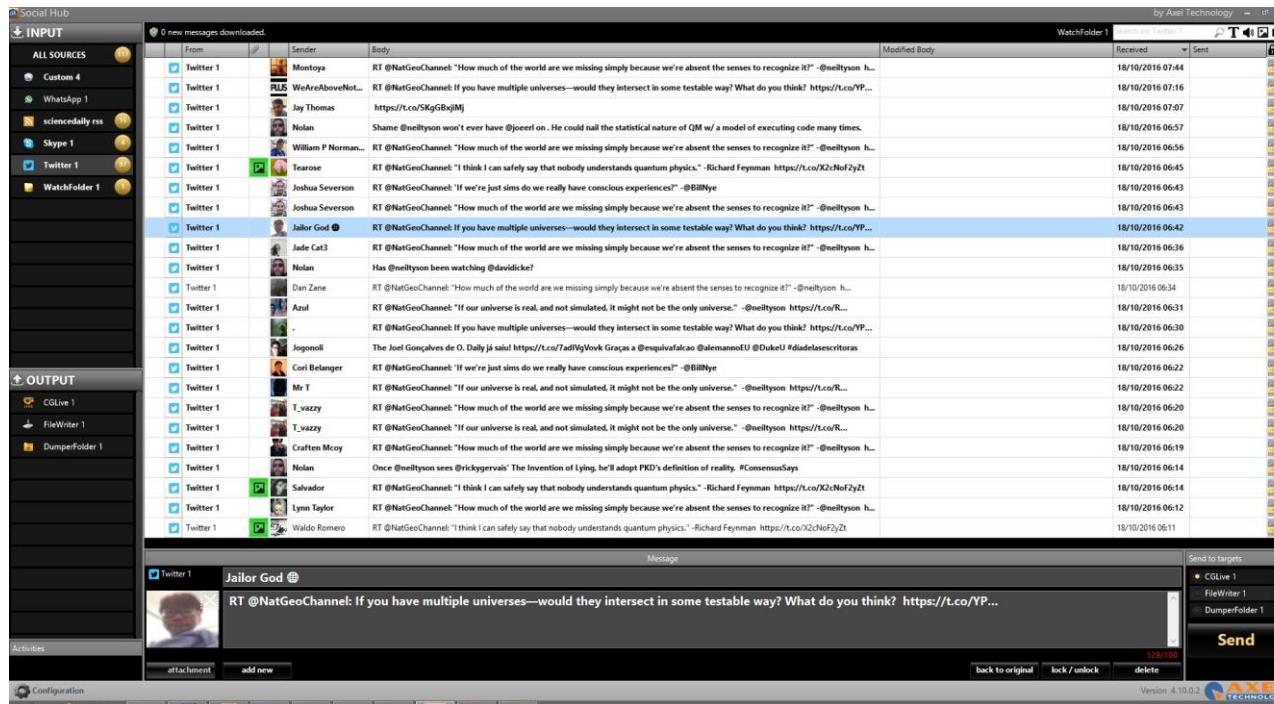
**Automatically scroll grid at first row:**

**Enable Debug Verbose log:** Enable verbose log (only for debug)

**Enable Debug log:** Enable a special log for debug

**Enable TCP/IP log:** Enable Tcp/ip communications log

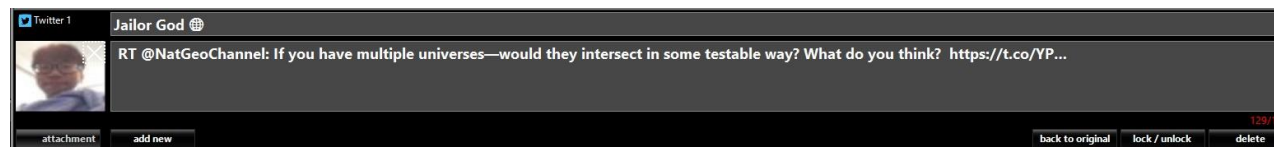
### 3 MAIN PANEL



**INPUT:** It is possible to select a single source or ALL SOURCES

**OUTPUT:** Shows the list of all the outputs where it is possible to select them to check all the messages sent to that source.

On the lower part of the screen there is the box that shows information about the selected message and where it is possible to modify the text of the message before you send it to the target. The modified text will be shown on the **Modified Body** column.

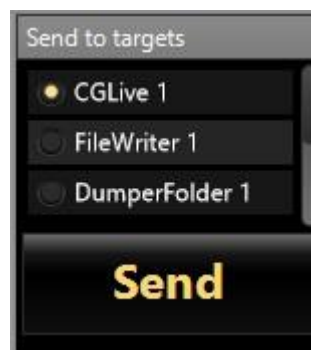


After the text modification, it is possible to come back to the original message with **Back to original** button.

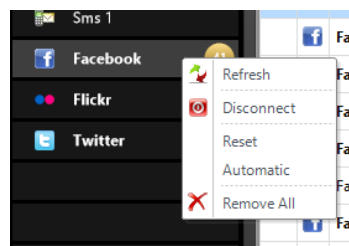
**Attachment:** by clicking this button you can add every attached file.

**Add new:** this button allows you to type a new message. Every added message will be related with the social section in which you are. In example if you type a new message while you are in the twitter section you will create a new twitter message. **Lock/Unlock:** If locked, it will not be possible to modify the text To delete the selected message, press **Delete**

In the **Send to targets** panel are shown all the targets inserted on the Configuration → Output Targets section.



All the targets linked to that social sources (see chapter 2.3) will be automatically selected (yellow check) to receive the message. To add manually a target for the selected message, it is possible to check it on the **Send to targets** panel. When you are ready to send the message to all the selected output targets, click on the **Send** button. A right click on the source name will show the following menu



**Refresh:** It will refresh the post of the selected social media

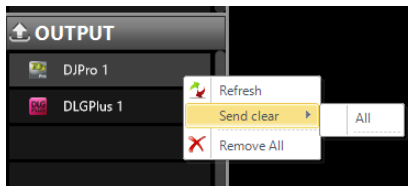
**Disconnect:** It will disconnect from the selected social media

**Reset:** It will reset the date check for the messages download (useful if you change social media user)

**Automatic:** If selected, all the messages will be automatically sent to all the target configured for this social media

**Remove All:** It will remove from the screen all the post of the selected social media

A right click on the Output Target name will show the following menu



**Refresh:** It will refresh the post of the selected target

**Send clear:** this command allows you to delete from the selected target all the messages from the selected source.

**Remove all:** It will remove from the screen all the post of the selected target

A right click on a post (message) will show the following menu:



**Copy:** It will copy the text of the selected post on the clipboard

**Send:** It will send the post to the selected targets

**Delete:** It will delete the selected post

**Check as read:** It will change the status of the selected message from unread to read

**Check as locked:** It will change the status of the selected message from unlocked to locked

## 4 CUSTOM SOURCE FUNCTIONING

This special source allows you to select every selected text from the browser Google Chrome. In the following example we want to save or directly send a message from the science magazine web site:



Select the desired text and right click with the mouse, then choose between the three following options.

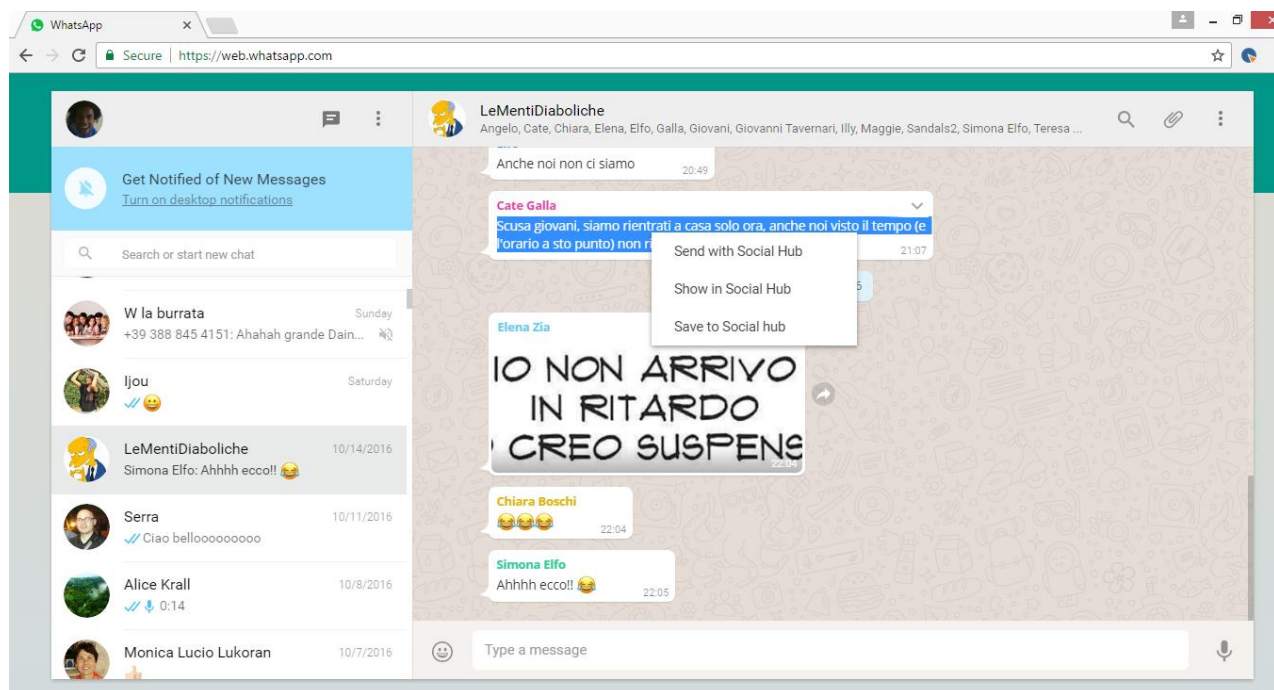
**Send with Social Hub:** this command directly send the message from the Custom Source to the set output target

**Show in Social Hub:** this command prepare a editable new message in the Custom Source section

**Save to Social Hub:** this command save the message in the Custom Source section



In the following example you can see a selection from <http://web.whatsapp.com>



## 5 WHATSAPP MESSAGES EXTRACTION

Messages could be sent to a target from WhatsApp in two ways: [ANDROID VIRTUAL MACHINE](#), or thanks to a special Google Chrome plugin that acts only at <https://web.whatsapp.com>.

### 5.1 ANDROID VIRTUAL MACHINE

#### Android x86 installation guide

Android is necessary to run whatsapp.

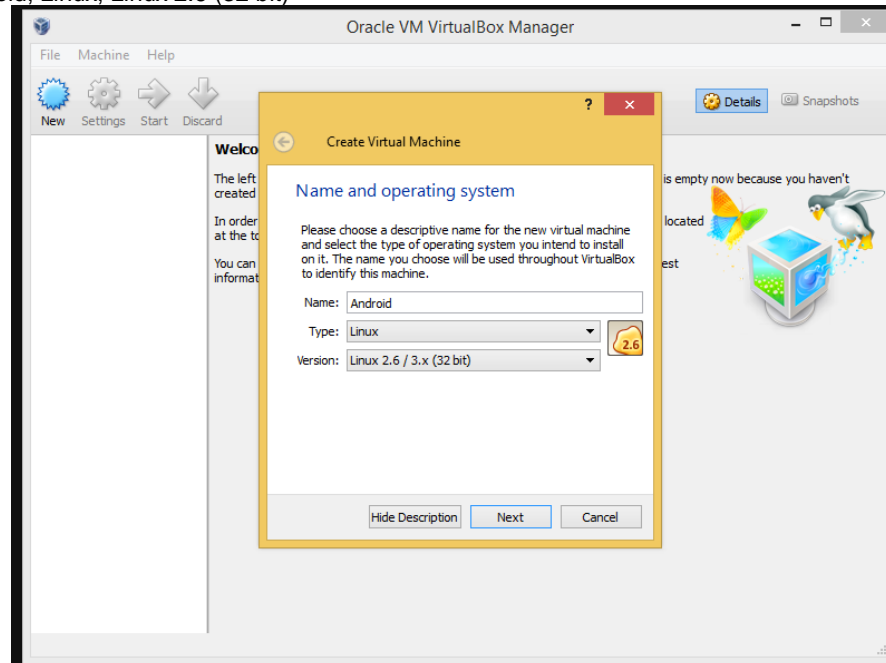
Under windows a virtual machine software like virtualbox is able to run Android.

A preconfigured virtual machine is provided with a rooted android, a preinstalled whatsapp, and a sambadroid application which allows access over the LAN, with an additional application which keeps whatsapp on the foreground at all times to allow automatic download of each message's Avatar.

Download Virtualbox from Oracle website : <https://virtualbox.org/wiki/Downloads>

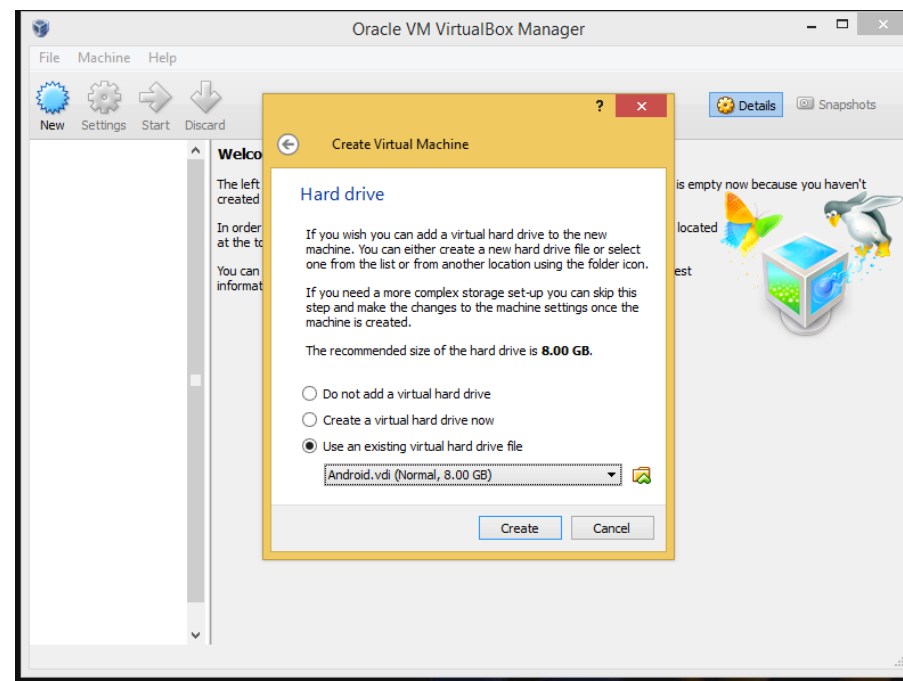
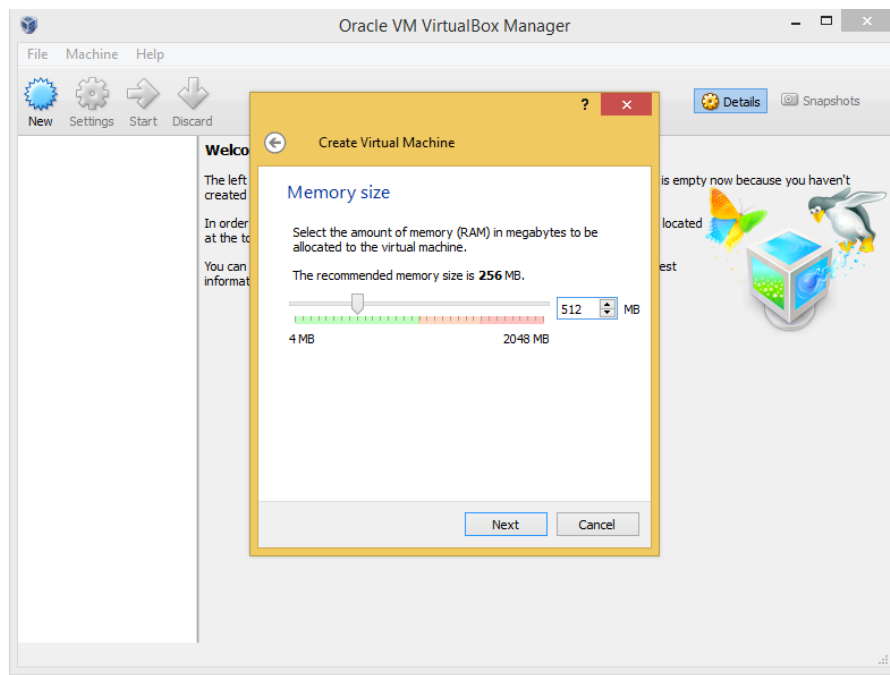
Install Virtualbox using default settings

Create a NEW Virtual Machine : name it Android, Linux, Linux 2.6 (32 bit)

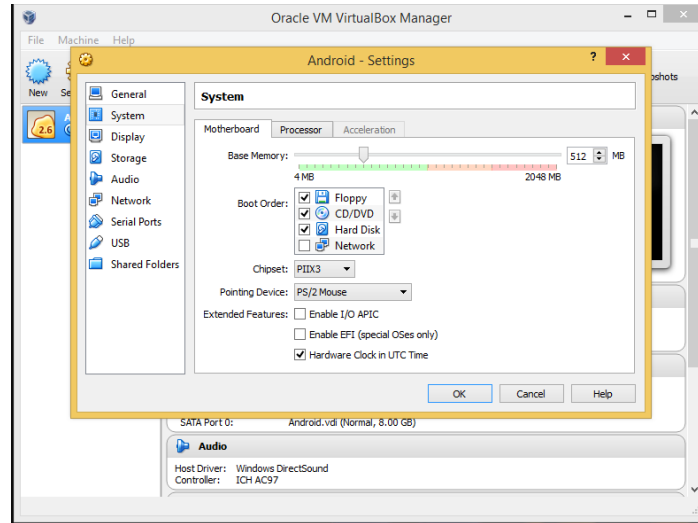


Select 512 MB RAM

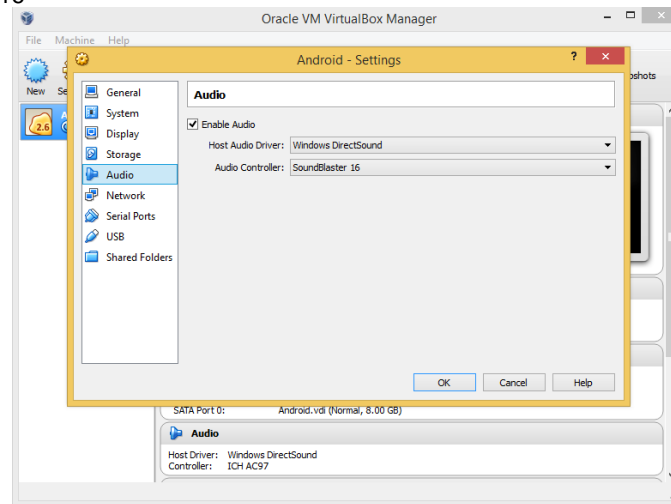
Use an existing Hard drive and select the ANDROID.VDI file which you can download from [www.axeltechnology.com/public/SocialHub/Android.zip](http://www.axeltechnology.com/public/SocialHub/Android.zip)



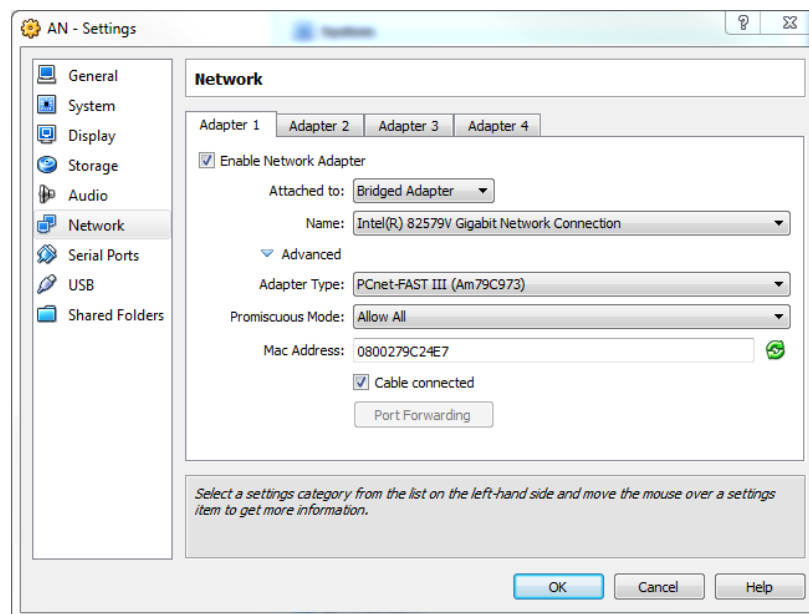
In settings , under System tab, select Pointing device : PS/2 Mouse



In Audio tab select Audio controller : SOUNDBLASTER 16

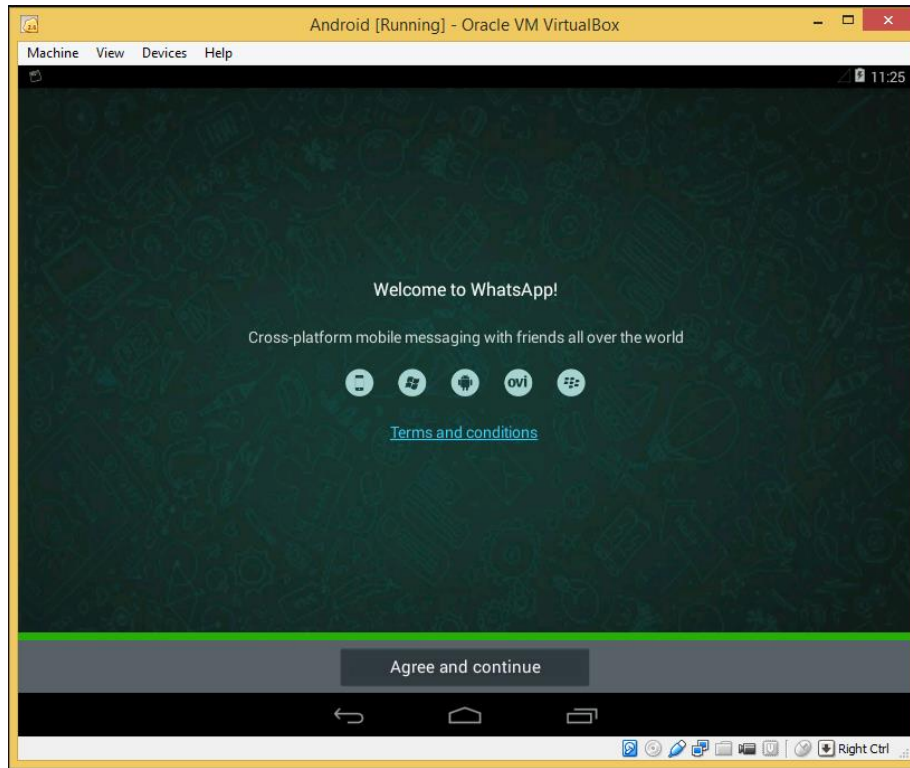


In Network tab select Attached to : BRIDGED ADAPTER, and in the advanced section, select Adapter Type : PCNET-FAST III  
Also select Promiscuous Mode : Allow All



**CONFIRM AND START** the Android VM.

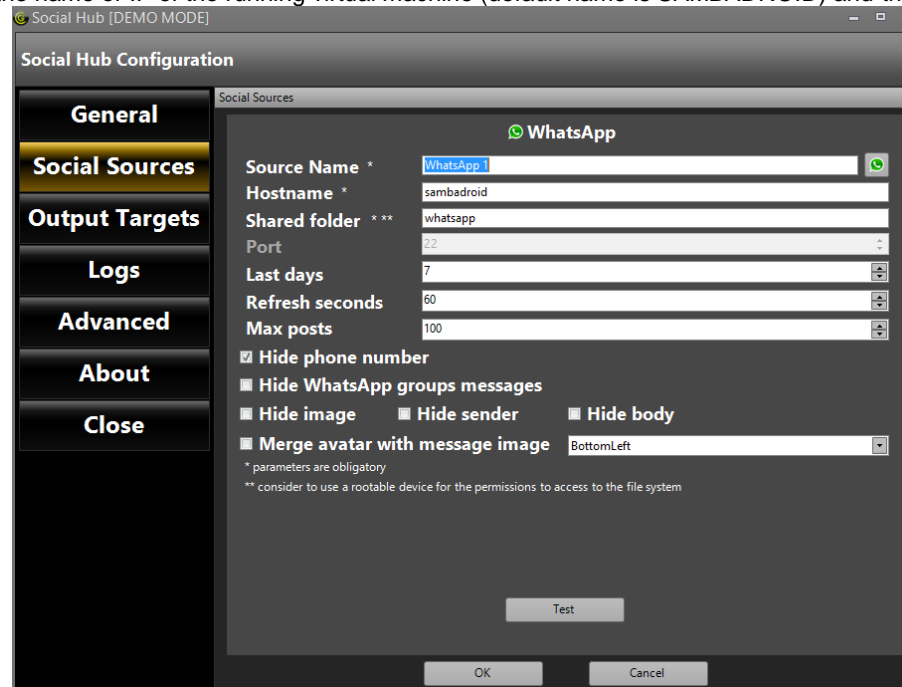
When the whatsapp app appears, configure the application specifying a mobile phone number. An external mobile phone with the sim card inserted is needed to receive the confirmation SMS.



Confirm Firewall exception if necessary



In Social Hub social source settings, specify the name or IP of the running virtual machine (default name is SAMBADROID) and the shared folder (default is whatsapp).

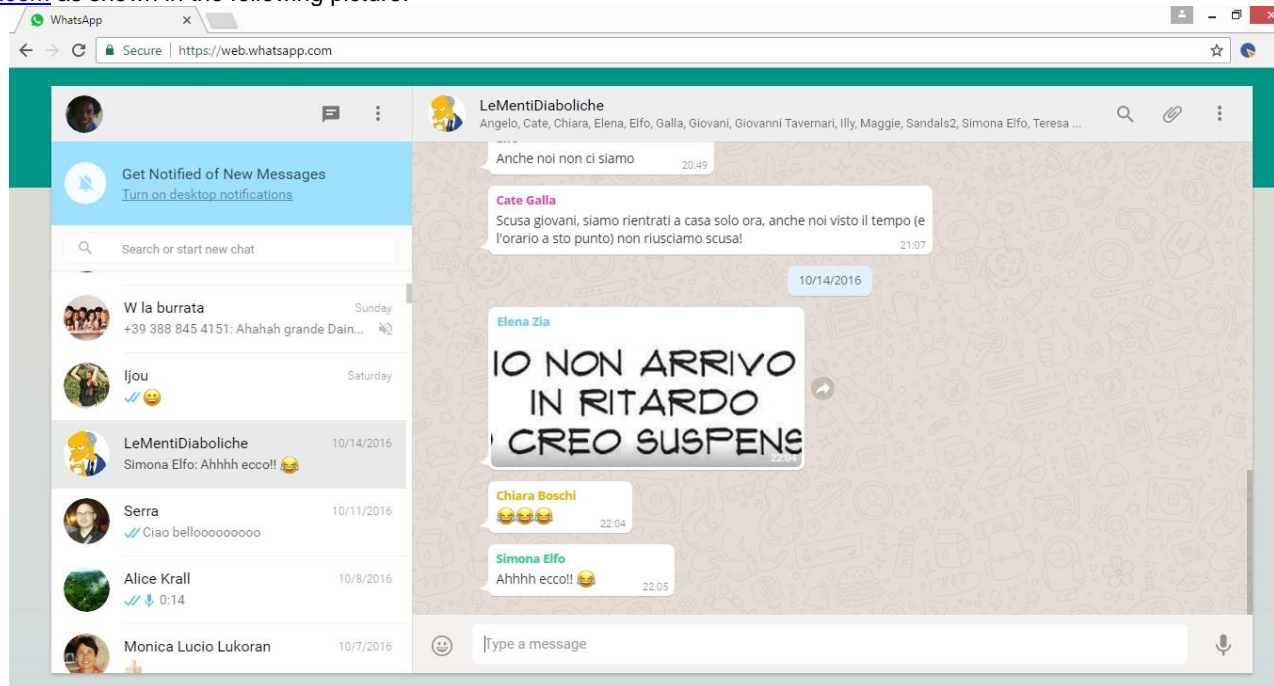



To start VM automatically, in startup make a batch file with:  
Vboxmanage startvm Android

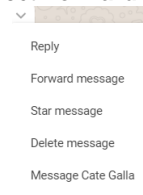
## 5.2 HTTPS://WEB.WHATSAPP.COM

To extract messages from web.whatsapp.com you can use another special Social Hub feature:

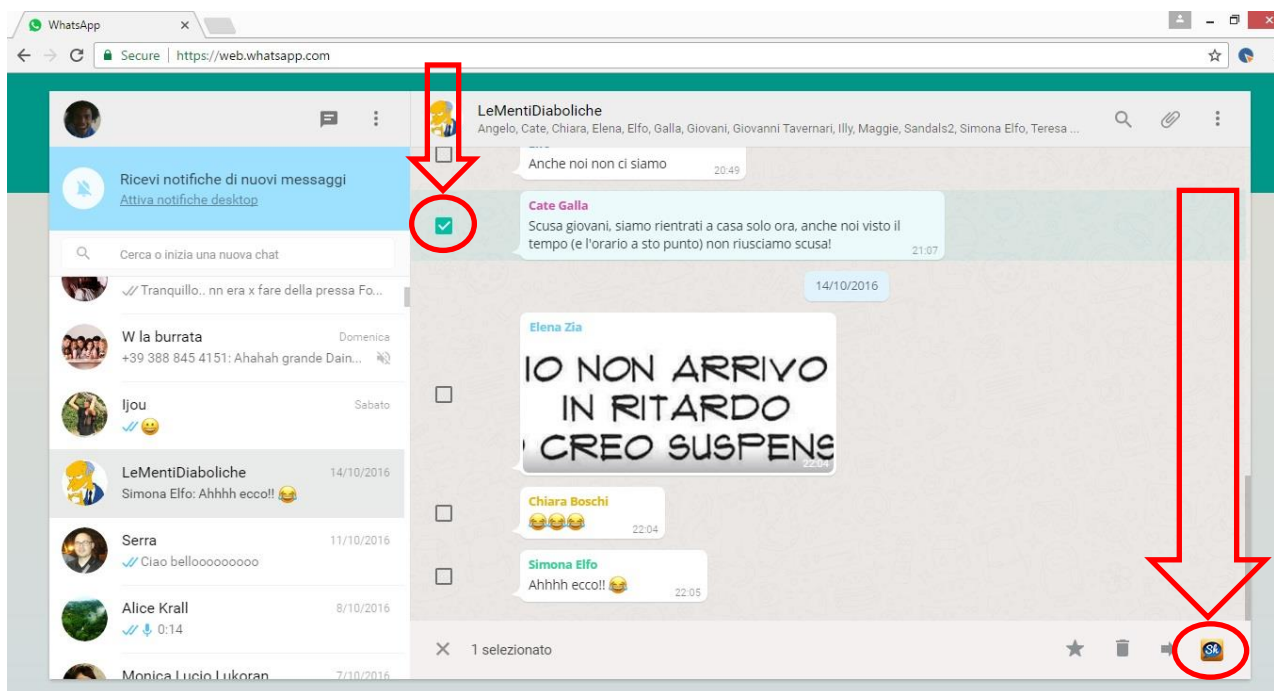
Go to <https://web.whatsapp.com> as shown in the following picture:



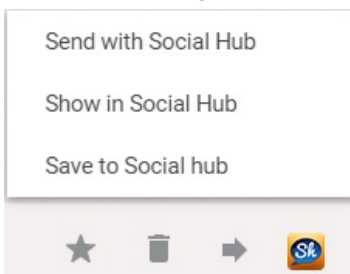
With the mouse go on the desired message and click on the  symbol, then select **Forward Message** from the following menu:



Check the desired message as shown in this picture:



At the bottom-right click on the button  and select between the following options:



**Send with Social Hub:** this command directly send the message from the Custom Source to the set output target

**Show in Social Hub:** this command prepare a editable new message in the Custom Source section

**Save to Social Hub:** this command save the message in the Custom Source section

If you set a WhatsApp source in Social Hub this method works, if not, it works automatically with any available Custom source.

