

Baron App Messenger Account Setup

- · Simple, Multi-step Process Involving Web Browser, Email, and Mobile Phone
- Point Web Browser to <u>dcm.baronservices.com</u> (Note: <u>Do Not</u> Include 'www')
- · Click on the Green "Create a New Account" Box in the Middle of the Page
 - Pick a Username (pick something you can easily remember)
 - In this Example, the User is John Public, and the Username is jqpublic
 - Include your Email Address, First & Last Name, and Mobile Phone #)
 - Read the Terms and Conditions and Check the "Read and Agree" Box
 - Click on the Blue "Create New Account" Box at the Bottom of the Page
- You Will be Taken to a Page With the Following Message:

Thank you for applying for an account. Your account is currently pending approval by the site administrator. In the meantime, a welcome message with further instructions has been sent to your e-mail address.

- Check Your Email to View the Welcome Message
- Wait for Baron to Approve Your New App Messenger Account (



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 In Your Email, You Will Receive a Message Similar to the Following: jqpublic,

Thank you for registering at Baron Digital Content Manager. Your application for an account is currently pending approval. Once it has been approved, you will receive another e-mail containing information about how to log in, set your password, and other details.

- -- Baron Digital Content Manager team
- Next, You Will Receive an Activation Email Inviting You to Log In and Select a Password:

jqpublic,

Your account at Baron Digital Content Manager has been activated.

You may now log in by clicking this link or copying and pasting it into your browser:

https://dcm.baronservices.com/user/reset/68/1395843335/Ev6zXSdl5f8l9JhqSkdp37xlywGWFLxKQqi07ZA44Sc

This link can only be used once to log in and will lead you to a page where you can set your password.

After setting your password, you will be able to log in at https://dcm.baronservices.com/user in the future using:

username: jqpublic password: Your password

-- Baron Digital Content Manager team



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Click on the Web Link Provided or Copy & Paste It Into Your Web Browser:

https://dcm.baronservices.com/user/reset/68/1395843335/Ev6zXSdl5f8l9JhqSkdp37xlywGWFLxKQqi07ZA44Sc

(Note: This is Just an Example Link; Each Setup Link Will Be Unique)

- Select a Password You Can Easily Remember; You'll Need it at Each Login
- Confirm the Password By Typing It in the "Confirm password" Box
- Click on the "Log In" Box to Log into App Messenger
- You Will Be Taken to a Screen With the Following Message:

Complete authenticati	ion	
A message containing the code has been sent. The login code is case sensitive.		×
Enteryour received login code to continue. Code * Log in Resend code		

- Your Mobile Phone Will Receive a Text Message Containing a Login Code
- Enter the Code Into the Box & Click the "Log in" Box to Log Into the System
- You are Now Online and Using Baron App Messenger!





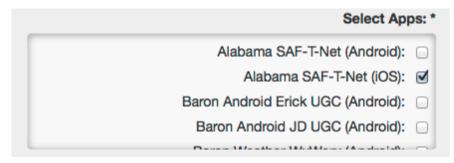
Home (/) / App Messenger Instructions

App Messenger Instructions

This document explains how to use App Messenger to send messages to your apps.

Selecting Apps:

Click the apps you would like to view subscribers for. Once an app is selected you can send messages to its subscribers.



Subscriber and User Generated Content (UGC) Markers:

On the map you may click "cluster" icons to zoom in to the cluster area. When you hover over a cluster icon, its cluster area is revealed by a blue polygon.

- = 1 subscriber location.
- = A cluster of 1-9 subscriber locations.
- = A cluster of 10-99 subscriber locations.
- = A cluster of 100 or more subscriber locations.
- = 1 user submitted image.
- = A cluster of 2 or more user submitted images.

Filtering Subscribers:

Filter subscribers on the map by the alert locations they selected in the app(s):

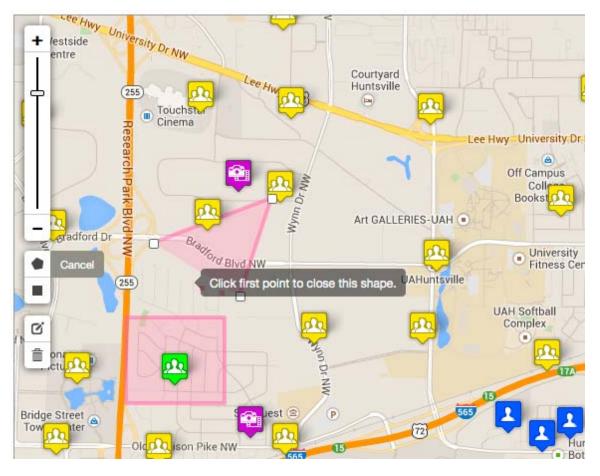
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Filter Subscriber Alert Locations: *

Home Work School Mobile
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Drawing Polygons/Rectangles:

To send messages to only certain subscriber locations, use the polygon tool to draw polygons and rectangles on the map to isolate the message area. If you intend to send a message to all app(s) subscribers, then do not draw a polygon.

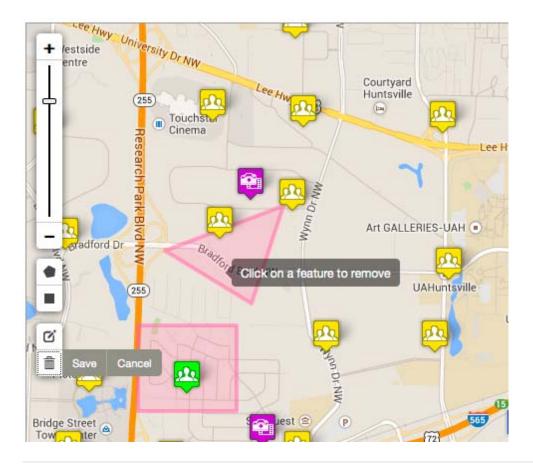




Removing and Editing Polygons:

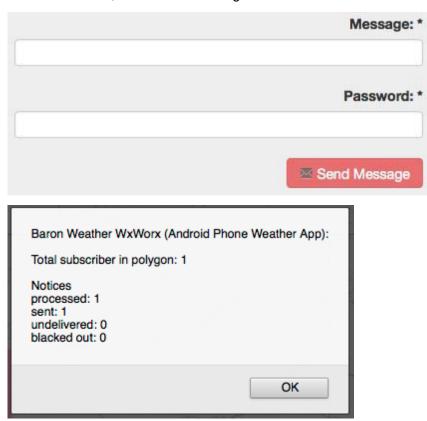
Use the edit and trash icons to edit or remove the polygon(s) you have drawn. Be sure to click "save" after you edit or remove the polygon:





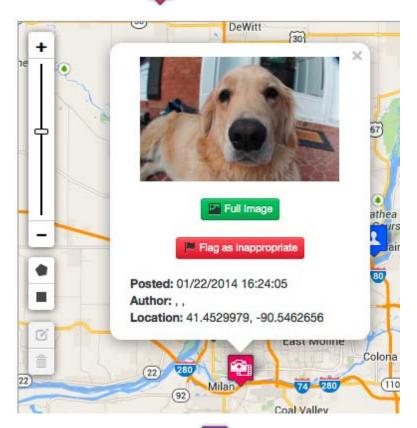
Sending Messages:

To send a message to subscribers in the polygon(s) you drew, or to the entire map in cases where no polygon is drawn, enter a message in the message field. Then enter your login password in the password field. After these two fields are filled in, click "Send Message":

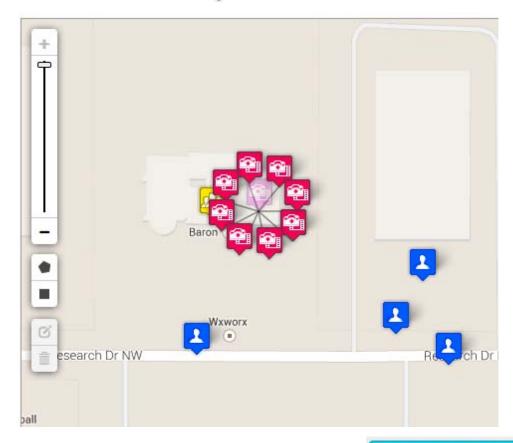


User Generated Content (ugc):

Click a UGC marker () to open a popup showing a thumbnail and info:

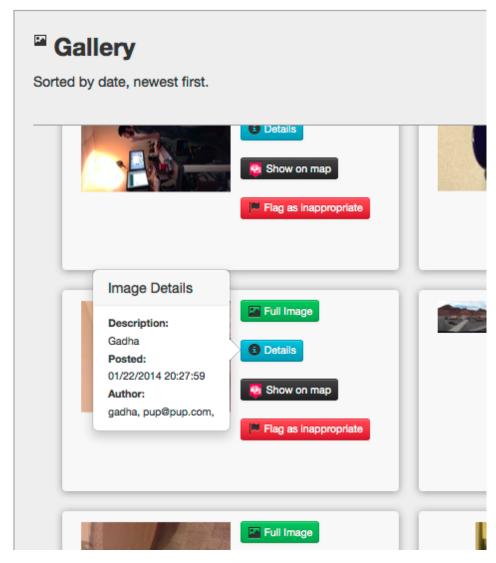


Click a UGC "cluster" marker () to zoom in and show the markers in that cluster:



On the UGC menu, click the "Show/Hide Gallery" button (Show/Hide Gallery) to view the UGC gallery. This

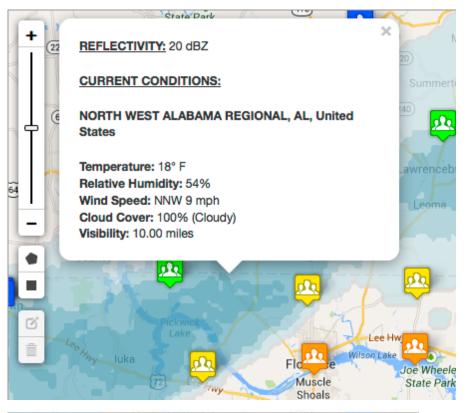
also contains items that were not geo-tagged and could, therefore, not be placed on the map:

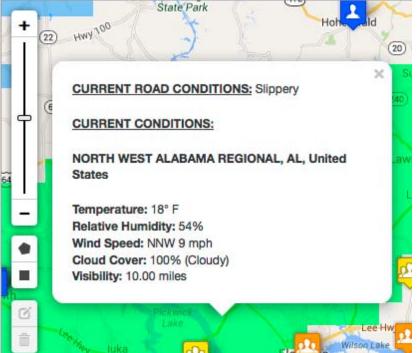


The "Flag as inappropriate" button (Flag as inappropriate) *immediately* removes the picture from the map and gallery to be reviewed by moderators.

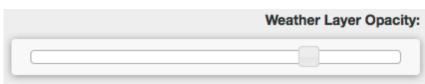


Click the map to open a popup showing current weather conditions along with any special information related to the active weather layer:

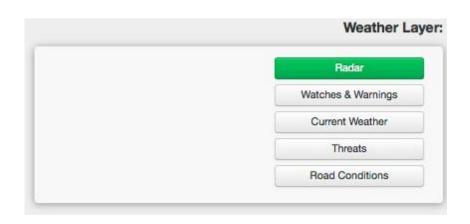




Use the weather layer opacity slider to adjust the weather layer's visibility:



Change the active weather layer:



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