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What does the Play Notes coulmn in the Injector manager Inventory screen do? I see different colored light bulbs and circles with hands...what do these icons mean?

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Essentially the Play notes column of items in the Injector Manager inventory screen gives users an overview of what items are available right now to be played. Remember that whenh you log into the Injector Manager for a station you are, by default, looking at the Present Inventory (meaning the inventory that can be run today). However, not everything that can be run today, is available right now, and the Play Notes column gives users a way to see what is available right now. The

 $column\ will\ always\ have\ a\ light\ bulb\ (wither\ light\ up\ of\ grayed\ out)\ and\ it\ can\ have\ circle\ with\ a\ hand.$

There are four possible combinations of the two icons. here is what each combination means for that individual piece of creative:
1. An item that has only a light-up light bulb means that the item is in inventory and it is currently available for play:
Bulb On
2. An item that haws a grayed oput light bulb is an item that is NOT currently available for play; most likely due to it having a frequency cap imposed or it being out of the available daypart:
Bulb Off
3. An item that has a light-up bulb but also has a hand with a circle in it, like this, means that this item has current dayparts and is not being held due to the time of day (or daypart) but IT IS being held because this ad is currently pacing at more than 106% toward its current flight goal:
4. The last scenario is an item with a Grayed out bulb and a Hand icon. This means that the ad is being held due to pacing and ALSO that it is not currently available for play due to a daypart restriction or a frequency cap restriction:

Should you have any questions or need any assistance please submit a ticket to our support staff and they will be more than happy to help you.